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CHARACTER MANAGEMENT SOFTWARE FOR PLAYERS AND GMS

<u>View Portfolio Character Tools Settin</u>	gs License Develop Help	View <u>U</u> pdate
ame Hakkon Truesilver	Human Bbn 4, Clr 3 HP: 95/95 AC: 17 Cash: ~791 GP	
asses Background Abilities Barbarian C	Ieric Skills Feats Weapons Armor Magic Gear Other Personal Journal Special I	n-Play Adjust Spells
Ability Scores: 20 of 20	Basics Skills	Feats
STRR 12/16 +1/+3 DEX 12 ↓ CONSTRUCT 16/20 ↓ INT 11 ↓ WISS 16 ↓	Operation Attack (Melles): + 99/-4 Attack (Melles): + 90/-4 Attack (Melles): + 90/	Weapons (All Simple) Focus: Climb (Climb) Throw Anything
CHA 12 +1 Spent: 20 of 20	Armor Class: 17 / 9 Tch / 16 Fl 17 / 9 Tch / 16 Fl 2 Ride Mitcollaneous 41 / Initaire 40 / 30 Speed 7 Sense Motive Initiative: +1 64/1 Attack Bonus 5 Spelicit of Han Speed: 40 / 30 Speed +9/44 (Meleo) +3 Steith Hit Points: 96/95 -7/2 (Ranged) +3 Swim Encumbered: 57.82/2301bs, Lgt 18 / 17Fl CMD +Use Magic De 18 / 17Fl CMD +14 Fortitude Save +3 Refex Save +3 Refex Save	nd

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2011 Gold ENnie Award Winner Best Aid or Accessory



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Another month, another pile of wonderful. I know you've looked at the cover, but, I beg you, go look at it again. Isn't it beautiful? At *Pathways* we do everything we can to get a new person involved with each new issue, and the quality just keeps blowing me away. I've enjoyed a wide variety of settings and cultures as backdrops for gaming—we're all used to the dark and gritty medieval castles and knights. I've a fondness for good oriental settings, and I've seen a handful of either Middle Eastern or desert settings. I like the feel of this cover, it makes me long for some campaigns of my earlier gaming years. I really like the mixture of stark and exotic in this piece.

The trident-wielding marid is a timebreaker; I trust you'll enjoy her stat block. What's not to love about a plane hopping, time shifting genie? I'm overly fond of genies of all stripes, in part because of the entire civilization of efreet I developed for a campaign of mine back in the early 90s. Those were the days! It can be complicated, having players ask GMs for a little time-travel in their games. Usually, it's best left alone. However, so long as everyone's willing to operate within the confines of a system that won't allow anyone to break the game, having temporal effects that impact combat (and perhaps the lives of beings outside of combat as well) can be a fun way of livening things up without all the added mess of time loops and running into yourself and all of that. The timebreaker does a great job at giving you a way to handle just a wee bit of chronomancy without all the fuss.

In addition to Endzeitgeist's normal contributions, we have a special Top Ten in this issue. It's not the usual fare, so, please take a close look. If you're interested in branching out a little bit, we're given some nice reasons to try a few things we might otherwise have missed.

Creighton Broadhurst give us two powerful NPC options from opposed ends of the alignment spectrum. On the one hand we have a champion, on the other, a villain. Each will make a nice addition to your own repertoire of characters (unless you're sticking to low-level or low-magic settings). I've always been a sucker for the weary, lonely champion of the down-trodden (which probably reveals more about me than I'd like), so I have a fondness for his Lilith Girsu. The stats are never the draw for me, it's always the backstory, the mannerisms, the little things. Creighton does this excellently, time after time.

We've also included a short piece in the Player Advice series which you can also find online at the Raging Swan Press site in the <u>Player Advice section</u>. The advice sections are short and sweet. For many of you, the material will be old hat, but, even for veterans, it's sometimes good to take a look at what others offer as advice (to players, to GMs, to publishers) in case you've missed or forgotten something. And, it's nice to be reminded that there are always new people being added to the RPG ranks and it's often refreshing to have a chance to look at our hobby with fresh eyes again.

And, if you just can't get enough of grindylows, we've got you covered. I myself have never had occasion to use them as a GM or encounter them as a player. But, if you have (or plan to), please take a look and offer us your feedback.

Happy gaming.

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SNOW WHITE



Simebreaker Creature Semplate By Steven D. Russell, illustrated by Kamil Jadčzak

Most people dream of traveling through time as a safe, amusing journey where they can change the course of the future or visit events long past. Chronomancy is not like that; its perilous, trivial mistakes can kill you, or leave you in some very unsafe place. In some places time flows differently, you could end up aged to within the last moment of your life. Worse yet is what happens when you cause a temporal paradox, a contradiction of causality within the timeline. Timebreaker creatures are what remain of those that survive this tear in the fabric of reality. Things always appear disjointed around timebreakers: moving faster, slower, or sometimes seeming to freeze, yet the timebreakers continue to move with an unnatural grace and speed.

Creating a Timebreaker Creature

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

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

CR: +3

Defensive Abilities: Evasion, Fast Healing (equal to the timebreaker's Con modifier), Improved Uncanny Dodge

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

Chronal Acceleration (Sp): Gains the continuous benefits of a haste spell and, each round, the timebreaker may automatically dodge the first ranged attack she is aware of that would otherwise strike her.

Retroactive (Su): Once every 1d4 rounds, a timebreaker can attempt the same failed d20 roll again.

Temporal Strikes (Su): A timebreaker creature's melee, ranged, extraordinary and supernatural attacks cause creatures to be cursed to rapidly age. Any opponent successfully dealt damage by one of these attacks must succeed at a Will save (DC 10 + 1/2 the timebreaker creature's HD + its Cha modifier) or the subject ages one age category per five CR the timebreaker creature possesses (minimum one category, maximum three categories) and incur the physical penalties associated with old age. Middle aged characters suffer a -1 penalty to Strength, Dexterity and Constitution, old an additional -2, and venerable an additional -3, these penalties are cumulative. For each category the subject's age past venerable, the subject gains a negative level (same DC).

This curse only affects the physical bodies of the creatures, not their minds. It does not grant the bonuses to Int, Wis, or Cha that age normally confers. It also does not affect creatures that do not age or gain benefits from aging such as true dragons. An opponent that succeeds on the saving throw is immune to that same creature's timebreaker's aura for 24 hours.

This curse cannot be dispelled, but it can be removed

with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Timebreaker's Aura (Su): Activating this aura is an immediate action that is usually part of an attack or charge. Opponents within 30 ft. must make a successful Will save (DC 10 + 1/2 the timebreaker creature's HD + its Cha modifier) or suffer one of the following effects rolled at random. An opponent that succeeds on the saving throw is immune to that same creature's aura for 24 hours.

D12	Effect	Decemination
1	Time Skip	Description Subject disappears for 1d4+1
1	тше экір	rounds.
2	Chrono	
2	Wound	Subject suffers the same amount of damage as the last time it was
	wound	injured.
3	Slow	As the spell.
4	Drag	Speed is reduced by 30 ft.
4	Diag	(minimum 5ft.).
5	Hesitate	Subject goes last in the initiative
5	monute	order.
6	Expedite	Subject goes first in the initiative
	1	order.
7	Abridge	Spell durations reduced by 50%.
,	0	This only affects spells that have
		duration longer than
		instantaneous, and does not affect
		permanent effects.
8	Slipstream	Speed is increased by 30 ft.
9	Haste	As the spell.
10	Extend	Spell durations increased by 50%.
		This only affects spells that have a
		duration longer than
		instantaneous, and does not affect
		permanent effects.
11	Chrono	Subject is returned to the hit point
	Heal	total it had the last time it was
	m: a.	healed.
12	Time Stop	As the spell.

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 Dexteritybased 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).



Zaman ibnat Qamar XP 19,200

 CR_{12}

Timebreaker Marid Genie

CN Large outsider (extraplanar, water) Init +10; Senses darkvision 60 ft.; Perception +17 Aura: timebreaker's aura (DC 23)

Defense

AC 26, touch 17, flat-footed 18 (+6 Dex, +2 dodge, +9 natural, -1 size) **hp** 138 (12d10+72), fast healing 4 Fort +12, Ref +15, Will +10 Defensive Abilities chronal acceleration, evasion, improved uncanny dodge, retroactive

Offensive

Speed 40 ft., swim 90 ft.

Melee 2 slams +18 (2d6+6 plus temporal strikes DC 23) or mwk trident +19/+19/+14/+9 (2d6+9 plus temporal strikes DC 23)

Space 10 ft.; Reach 10 ft.

Special Attacks vortex (1/10 minutes, 10-50 ft. tall, 1d8+4 damage, DC 24 plus temporal strikes DC 23), water mastery, water's fury

Spell-Like Abilities (CL 12th)

Constant - detect evil, detect good, detect magic, haste, water walk

At will - create water, invisibility, plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), purify food and drink (liquids only), quench

5/day – control water, gaseous form, obscuring mist, water breathing

3/day – see invisibility

1/day - persistent image (DC 22)

1/year – grant 1 wish

Tactics

Before Combat: Zaman survived her husband killing Zaman's mother when they both traveled back in time, she now hunts him down seeking to stop him from causing further damage to the time stream. She tries to remain undetected using her change shape, invisibility, gaseous form, and plane shift abilities while she hunts him. She avoids interaction with time natives as she fears damaging the timeline and resorts to violence only as a last resort, preferring to flee.

During Combat: If forced to defend herself, she will use her vortex power to unleash her temporal strike on everyone.

Morale: Zaman always attempts to open an escape route using her timebreaker's aura so that she can feel any confrontation with time natives but she will fight to the death to stop people from damaging the timeline.

Statistics

Str 23, Dex 23, Con 22, Int 14, Wis 15, Cha 24 Base Atk +12; CMB +19; CMD 36

Feats Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative^B, Improved Natural Attack, Power Attack

Skills Craft (jewelry) +17, Diplomacy +12, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +17, Swim +29

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SO change shape (water elemental, humanoid or giant, alter self, elemental body III, or giant form I)

Special Abilities Water Mastery (EX): Zaman gains a +1 bonus on attack and damage rolls if both she and her opponent are touching water. If the opponent or she is touching the ground, she takes a -4 penalty on attack and damage rolls.

Water's Fury (Su): As a standard action, Zaman can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds plus temporal strikes DC 19. A DC 22 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

Vortex (Su): Zaman can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while she is underwater; Zaman cannot leave a body of water while in vortex form.



Tords of Gossamer & Shadow

Gossamer Worlds: Brokeworld





by Matt Banach



Realm Works® Available Soon! Transform the Way You Run Your Game!

By Liz Winters

Let's face it, building a world and preparing for a game can be tough, even for the most experienced Game Masters. World builders run into road blocks from time to time, despite their awesome creativity. And when a GM knows his or her players don't read their recaps, there's little motivation to spend hours updating the campaign webpage or wiki for them.

While some tools exist to assist GMs with building their world or running their game, few of them meet the needs of most Game Masters. A long time ago (in a galaxy far, far away), a young gamer had an idea. What if there was a tool for all game systems that allowed GMs to spend less time preparing, more time creating, and focus on sharing the story with the player?

That gamer is Rob Bowes, the founder and owner of the company I work with, Lone Wolf Development. Unfortunately, technology needed time to catch up with his vision. During that time, he created Army Builder®, a roster construction tool that can be used with some of them most popular tabletop miniatures games, and oversaw the release of Hero Lab®, the go-to character creation software for players and GMs. Eventually, he realized it was time to build the tool of every GM's dreams, and he began work on Realm Works!

For regular Pathways readers, many of you have seen previous articles I've written about Realm Works. But, I'm excited to share some great news with you: **Realm Works will soon be available to purchase**! In anticipation of its impending release, I'm going to share a little bit about the benefits of Realm Works. With this new software, you'll have all of the tools at your disposal to engage your players in the game, save time preparing for game sessions, and build a more detailed and vibrant world.

AMMERSE YOUR PLAYERS IN JHE STORY

Nowadays, GMs have to compete against cell phones and laptops when trying to keep their players excited and engaged at the table. With Realm Works you can immerse your players in the story with maps and images, by revealing what the players discover as they explore the world.



Take a look at the first picture, for example. The map on the left shows you what the GM sees. The map on the right is what the players see after the GM reveals a part of the map to them. Realm Works even centers the revealed image to avoid the all-too-common urge some players have to meta-game and "explore the big dark area on the left", which breaks the moment and jolts the players back to reality. Realm Works keeps the GM completely in control so the players can sit back and enjoy being immersed in the story.

GMs can share this and other information with the players using Realm Works' patent-pending Fog of World[™] technology, on either your laptop screen or an external monitor. Realm Works will only share information that you've specifically selected to reveal to the players. Avoid revealing the ambush you've set for your players, by keeping the picture of the trolls out of the player view until they attack!

CREATE A RICHER WORD

Or perhaps you're a world builder. Realm Works, like most campaign management tools, allows you to add details about different people, places, and things within your world. Unlike many other tools, it also keeps track of images, stat blocks, PDFs, Hero Lab portfolios, and even sound and video clips. As you build up more information, you can easily move through your content using web-browser style features like "back" and "forward" buttons, as well as tabs to keep multiple pieces of infor-





mation open at once. Still can't find what you're looking for? Realm Works' built in full-text search allows you to locate important information quickly, without having to leaf through notebooks, PDFs, or webpages.

But what about the connections between different things in your world? Keeping track of how everything within your story is associated can be overwhelming. In the past GMs have turned to wiki applications, but those tools require GMs to manually create links between topics – a time-consuming and error-prone task. To assist GMs with weaving content together and tracking connections, Realm Works goes a step beyond any wiki and automatically detects and creates those connections for you. Realm Works will save you a lot of time and hassle, leaving you more time to play the game!

Now, I'm a visual person, like many players and GMs. When I create a story, I like to see how it will likely play out and visualize all the connections to other pieces of my world. So when I build my world, I use Realm Works' relationship trees and storyboard to see my story as I create it. Just like images and pieces of information, you can use Realm Works to share these with players as they venture through the story. You can even use the relationship trees and plot outlines to find information. If your players come across the Kobold Ruins, all you need to do is click on the "Kobold Ruins" plot point, and all the associated information is immediately at your fingertips.

STREAMLINE Prep

For GMs that are looking to cut back on the time it takes to prepare for a game session, Realm Works can assist you. Within Realm Works, you can instantly see when players learned a particular piece of information. Did your players hear some rumors about the adventure's adversary, but can't remember if they learned his name? Just click on the adversary, and Realm Works displays all the information tied to that individual! Quickly scan through it to see exactly what the players have learned about the bad guy – and also what still hasn't been revealed to them...

Are you a note taker? The next game session is often informed by the previous one, and it's common to find both GMs and players scribbling away notes to themselves for later. This frequently leads to the all too common "mystery of the missing game note". Whether it's in the middle of an intense combat or a powerful dialog with another character, ideas often come up when you don't have time to fully write them down. This often leads to a hastily written note, perhaps on the back of a pizza box or on the corner of a piece of paper. Then comes the moment when you realize that the note went out in the trash, or you can't remember where you wrote it down.

Like many campaign tools, Realm Works allows you to keep track of your notes, but it also takes note-taking one step further, as your notes will be automatically linked to any content they reference. Remember the Kobold Ruins? If you mention them in your note, Realm Works will automatically link it to the Kobold Ruins entry in your realm. This makes it simple to find your notes and instantly review the specific story elements they link to.

MASTER YOUR GAME

As you can see, we have a lot planned for Realm Works. When released, Realm Works will be available for a **special introductory price of \$49.99**, which includes **6 months of our cloud service** (a \$24.99 value). Want to learn more? Check out our website: www.getrealmworks.com. You'll be able to read more about Realm Works, check out some videos, and stay up to date on the latest news about the product.

With Realm Works, you'll have everything you need to transform your gaming experience. Check it out today!



SESSION

Jords of Gossamer & Shadow

Threats: Echo of the Typhonians





by Cam Banks



Red Grindylows

Illustration by Michael Scotta, coloring by Elton Robb

CR 1/2

With a large head and numerous teeth, this unsightly creature resembles a goblin from the waist up and a greasy octopus below. Unlike the others which look the nearly same, this beast's color is red.

Red Grindylow

XP 200 **CE Small aberration (aquatic, psionic)** Init +2; Senses darkvision 60 ft.; Perception +4 Racial Buoyancy -30; Depth Tolerance: 300 feet

Detense

AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 size) **hp** 5 (1d8+1) Fort +1, Ref +2, Will +2

Offense

Speed 15 ft., swim 30 ft., jet 200 ft. **Melee** spear +2 (1d6+ $1/\times3$), bite -2 (1d3) **Ranged** spear $+3(1d6+1/\times3)$ Special Attack tangling tentacles Psi-like Abilities (ML 1st) At will-detect psionics, telepathic lash (DC 12) 3/day-thought shield

Statistics Str 12, Dex 14, Con 13, Int 10, Wis 10, Cha 9 Base Atk +0; CMB +0; CMD 12 (18 vs. trip) Feats Focused Power Skills Perception +4, Stealth +14, Swim +13; Racial Modifiers +4 Stealth Languages Aquan SQ amphibious

Ecology

Environment any water **Organization** solitary, pair, gang (3–9), warband (10-16 with 1-2 octopus minions), or tribe (17-40 plus 1 ranger sergeant of 1st-3rd level per 20 members, 1 cleric or barbarian leader of 4th-8th level, 2-8 octopus pets, and 1-2 grindylow guardians) Treasure NPC gear (spear, other treasure)

Special Abilities

Tangling Tentacles (Ex) Although a red grindylow can't attack to cause damage with its six tentacles, these wriggling legs constantly writhe and reach out to tug at and trip adjacent foes. During the red grindvlow's turn, it can make a single trip attack against any adjacent

foe as a swift action. It gains a +4 racial bonus on trip attacks made with its tangling tentacles, and if it fails to trip a foe, that creature can't attempt to trip the red grindylow in retaliation.

Red grindylows are a subspecies of grindylow that have psionic abilities. Like their counterparts, the blues, the reds stand out with brilliant deep red skin as opposed to the aquamarine of a regular grindylow. This sets them apart immediately, making them a target of other grindylows and their enemies. Reds have it tough in the world, since they lack changing chromatophores that the mollusks have.

A red is slightly smaller than the average grindylow, standing about 3 feet and 9 inches tall. And, like the aquamarine grindylows, they are not humanoid creatures. And many enlightened grindylow bands try to preserve their reds, since those who survive to adulthood do enhance the band.

Like other grindylows, reds do have a disdain for squid. Giant or common, a red will assault a squid. Squid are intelligent predators, and other grindylows view squid as competitors for much of their food. Reds will telepathically lash at squid, often attacking the squid first than a pod of nereids. There are no giant red grindylows sighted, thank goodness. But as a red improves, he continues to unlock his psionic potential. Every two levels, a red gains new powers as a psion half his level (a 6th level red has powers equivalent to a 3rd level psion).



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Bel Toreth

by Creighton Broadhurst, illstrated by Marc Rodskov

Bel Toreth has roamed the world for centuries, seeking pleasure and violent death in equal measure. A hunter, he has developed superlative physical abilities enabling him to run down and kill all but the most resilient (or lucky) prey.

Background: A wholly self-centred individual, Bel Toreth is a lone hunter. He has wandered the Prime Material Plane for longer than he can remember and countless folk have died screaming at his hands.

For a while, he masqueraded as an oracle prophesising to a cult of snake god worshippers. He took great delight in making increasingly insane prophecies and watching exactly how far the cultists would go to fulfill them. Ultimately, he grew bored and all but exterminated the cult, but a few members survived and now hunt him. He has not seen a cultist for a decade or so, but still remains vigilant; the last cultist he slew bore a talisman that seemed to lead him to Bel Toreth. He has since destroyed the talisman, but its existence troubles him – could the cult have yet more of such items?

Personality: Bel Toreth has several loves in life: chief among these are the thrill of the chase; the taste of fresh, yet screaming flesh; and the decadent luxuries only found in the largest of cities. Never found in the wilderness – it is too muddy, cold and cheerless for one of his refined tastes – he lives among this prey, clothed in whatever form currently pleases him.

As do many of his kind, Bel Toreth scoffs at religion. Consequently, he takes particular pleasure in slaying clerics and priests – their ethos or patron make no difference to him. Sometimes, once he has slain a priest, he takes that priest's form and creates murder and mayhem before disappearing.

Mannerisms: Bel Toreth has a beguiling, confident smile. The last thing most of his prey see is his grinning visage.

Distinguishing Features: In whatever form he chooses to assume, Bel Toreth's eyes are often subtly coloured with red streaks.

Hooks: Bel Toreth haunts the seedier reaches of a large city, preying on the weak and the helpless as well as those do-gooders trying to save them. He enjoys leading would-be saviours deep into the warren of alleyways comprising the slums before striking. The PCs could be his target, or they could hear screams for help abruptly cut off and rush to help.

ВЕД **Э**О**R**Е 54 38,400)

CR 14 (XP

This muscular humanoid has the head of a snake.

Male advanced rakshasa monk 6

LE medium outsider (native, shapechanger)

Init +13; Senses darkvision; Perception +25, Sense Motive +19

Speed 60 ft.; ACP 0; Acrobatics +22 (+34 jumping), Fly +17, Stealth +28

AC 44, touch 27, flat-footed 17; CMD 47; Deflect Arrows, Mobility

(+4 armour [*mage armour*], +7 class, +9 Dex, +1 dodge [Dodge], +9 natural, +4 shield [*shield*])

Immune disease

Fort +19, Ref +22 (evasion), Will +19; +2 vs. enchantments; SR 25

hp 236 (16 HD) **DR** good and piercing/15

- Space 5 ft.; Base Atk +14; CMB +22 (+26 disarm, grapple)
- Melee unarmed strike +24 (1d8+6/19-20) or
- **Melee (flurry of blows)** unarmed strike +24/+24/+19 (1d8+6/19-20) or
- **Melee** +1 adamantine kukri +24/+19/+14 (1d4+7/18-20) or
- Atk Options Combat Expertise, Improved Disarm, Improved Grapple, Stunning Fist (6/day, DC 19, fatigued), ki pool (magic, 9 points)
- **Special Actions** change shape (any humanoid; *alter self*), detect thoughts (CL 18)
- **Detect Thoughts (Su [free])** Bel Toreth can detect thoughts as *detect thoughts* (DC 21 Will resist). When he uses this ability it functions as if he had spent three rounds concentrating and he thus gains the maximum amount of information.

Sorcerer Spells Known (CL 7th; concentration +13)

3rd (6/day)—*fly*, *haste*



2nd (8/day)-false life, invisibility, see invisibility

- 1st (8/day)—mage armour, magic missile, shield, silent image, true strike
- 0-dancing lights, detect magic, ghost sound (DC 16), mage hand, mending, message, prestidigitation

Combat Gear elixir of hiding, elixir of tumbling, potion of cat's grace, potion of owl's wisdom

Abilities Str 22, Dex 28, Con 28, Int 15, Wis 22, Cha 22

SQ fast movement, manoeuvre training, slow fall (30 ft.)

Feats Combat Expertise, Deflect Arrows^B, Dodge, Improved Critical (unarmed strike), Improved Disarm^B, Improved Grapple^B, Improved Initiative, Improved Unarmed Strike^B, Mobility, Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills as above plus Bluff +23, Diplomacy +19, Disguise +27, Perform (sing) +19

Languages Abyssal, Common, Infernal, Undercommon

Gear as above plus cloak of resistance +1



















PATHWAY8





OBS and Paizos

PROTECTION



ROLEPLAYING GAME COMPATIBLE

Player Advice: Why Do You Adventure?

Nords by Creighton Broadhurst (Raging Swan) Art by William McAusland (Outland Arts)

KNOWING WHY YOUR PC ADVENTURES IS A CRACKING WAY OF UNDERSTANDING HOW HE MIGHT ACT WHILE DELVING DUNGEONS. IT IS A DANGEROUS PROFESSION AFTER ALL AND FEW – IF ANY – INDIVIDUALS TAKE IT UP FOR NO GOOD REASON.

Sometimes writing a lengthy background for your PC is too much hassle. You might not be able to find the time or the inclination to be creative. Alternatively, it may be you suspect the PC may not survive the rigours of his chosen profession for very long and the effort of a long, involved background seems a waste. Deciding why he adventures, though, is a great way of getting quick insight into his character.

PCs can decide to adventure for any number of reasons. A few of the most common include:

• Accused of a Crime: The PC has been accused of a serious crime (perhaps justly, perhaps unjustly). To escape their punishment (or to pay off a hefty fine) he now adventures. If the PC was wrongly accused, he may also be looking for revenge or the means to prove his innocence.

• **Bloodthirsty:** The PC loves violence and meting out death to his enemies. The only way to do so legally is to adventure.

• Fame & Glory: The PC has a burning desire to be famous; slaying monsters, exploring renowned death traps and protecting the innocents is an excellent way of achieving fame. He may alternatively seek to prove his worth to a specific organisation – perhaps an order of knighthood or a wizards' guild – so that he might be welcomed into its august ranks.

• **Love:** To prove his worth to his beloved, the PC is adventuring. He may be seeking unending wealth, renown or a certain object stipulated by his love.

• **Power:** The PC desires to be powerful. PCs that adventure to accumulate power normally do so for some other (hopefully benign) reason.

• **Protect:** Many PCs take up the adventuring life to keep the realm, faith or something else safe from monstrous incursions or other threat.

• **Rescue:** The PC may be searching for a missing loved one. They may have simply disappeared one day or could have been taken during a raid by slavers, orcs or some other group.

• **Revenge:** The PC has been wronged by someone and they adventure to gain the means or power to have their revenge.

• Seeking A Legendary Object: Obsessed with a particular item – perhaps an artifact or holy relic

- the PC quests to gain it for himself. Alternatively, the PC could be seeking forbidden knowledge, a lost, legendary locale and so on.

• **Thrill Seeker:** The PC was bored in his former life; adventuring provides the thrills he seeks.

• **Told To Go:** The PC has been told to adventure by someone else – perhaps a local noble, religious leader or family member. He could even have been kicked out of home. Interestingly, this kind of adventurer might not actually want to be an adventurer and could dream of settling down some day.

• **Wanderlust:** The PC wants to travel the wide world and see all there is to see. These PCs are wanderers and rarely stay in the same place for long.

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About Creighton

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

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

About Will

William McAusland is a freelance illustrator and designer who has produced role playing game imagery for a wide assortment of publishers. Among his clients are Wizards of the Coast, Scholastic Books, Goodman Games, Kenzer & Company, Fantasy Flight Games and many more. You can check out his portfolio at http:// www.mcauslandstudios.com.



Twenty Questions with Jeremy Smith

1. Could you tell us a little about yourself?

By day I'm a software developer, originally from New York, who moved to Texas to be with my wife. By night, I'm an avid gamer and game designer. My wife and I have two young children (2 1/2 years and 3 months) and we're starting to teach the oldest about gaming.

2. What is your home game like?

For a very long time, all we played was 3.5 and then Pathfinder. Our current gaming group is a pretty stable group of five. We've started trying out other games, but Pathfinder is where we go when we want an immersive story that spans multiple game sessions. Games range from serious to silly, with the crazy moments the most memorable, but we all get really invested in our characters and it seems like we spend more time on character development and backstory than on actual gaming.

3. What is your favorite Paizo product?

Although I'm currently spending a lot of time reading Mythic Adventures, I'd say the Advanced Player's *Guide* is my favorite. Archetypes altered our game play immensely, and how I designed new products for Dreamscarred.

4. You are currently Founder for Dreamscarred Press, how did that start and how would you characterize the company today?

I started Dreamscarred Press because I was disappointed with the lack of psionic support. This was back before Pathfinder came out, but when there were a lot of third-party publishers for 3.5 D&D. When we first started, we were making very niche products and were relatively unknown. Now, thanks to the success of two Kickstarters and other publishers adopting our psionic rules for Pathfinder, we've become a pretty wellrecognized publisher.

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

Right now, that's Ultimate Psionics, our psionic megatome that combines *Psionics Unleashed*, *Psionics* Expanded, and Psionics Augmented into a single hardcover book. Although we left the monsters out to go into the Bestiary, the book is massive and has everything you need to use psionics in your game. Lots of races, lots of classes, tons of archetypes, feats, and powers.

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

Honestly, getting it released and sent to the printer. From the inception of working on the base material for the book, it was over three years before it was completed. Getting it out the door was an amazing moment. But while working on it? The reception to the graphic of the aegis, with a little blue goblin in this giant suit of



armor. He's become our unofficial company mascot.

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

We have a section in there that explains how to change the theme of psionics without actually changing any of the mechanics. One thing we hear pretty frequently is that psionics doesn't "fit" a particular group's game. So we gave instructions on how to change psionics into "rune magic." All it takes is changing the names, the mechanics of the system stay the same.

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

The sheer size of it. It's over 400 pages and that's with us actively working to shrink the page count for print cost reasons. Maintaining consistent style of graphics, writing tone, and just organizing all of the content was a full-time job.

9. Did you learn anything while working on it?

I learned a lot of things about layout that I didn't know before. Considering I do a lot of the layout work for Dreamscarred Press, that was a tremendous boon. I also learned that however much time you think it's going to take to develop something, unless you do this for a day job, triple it, because playtesting always finds little things that can be really tough to fix.

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

That's actually a really hard question, because there are some great Pathfinder RPG products for very different



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

To be a good product, it has to have something new that is mechanically balanced and that is fun to play. You really need all three. If you make something that is mechanically balanced and fun, but with nothing really new, there's not much of a draw to pick that over something else. And fun and new is great, until it breaks your game.

12. Who is your favorite designer of Pathfinder Roleplaying Game compatible products? (Not a company but the name of a designer)

It's a toss-up between Owen Stephens and Steve Russell. Both come up with lots of cool ideas that I actively look for ways to use in our books and both like psionics and support it in their own projects.

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

Keep the lines of communication open. I don't mind project delays as long as progress is being made, but I need to know what's going on and the project needs to eventually be completed. Also, be ready for constructive criticism. You might absolutely love an idea, but that unfortunately doesn't mean it's good. There is a long list of projects we've had internally that have simply been scrapped because they ended up being bad ideas.

14. Who is your favorite tabletop RPG illustrator?

Right now, Joe Shawcross. While I've worked with and still work with many fantastic artists and have seen some amazing art from other publishers, Joe has become our go-to illustrator for a lot of projects. He's now done the cover for Path of War, the cover for the Seventh Path, and tons of interior artwork.

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

Our Ultimate Psionics Kickstarter has taken far, far longer to complete than we expected, and I've had more than one of our backers respond to our updates and apologies of the delays with thanks for keeping them updated and that they'd rather it be done right than rushed. When you're so used to people pushing to get things done, it's really nice to have fans who recognize and appreciate that taking the time to make sure things are ready to go is the right way to do it.

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

It's hard to give teasers since we tend to be pretty transparent about our projects. There's also lots of products that we have planned that may never see the light of day. But we do have our Third Dawn Campaign Setting that's going to



have a Kickstarter soon. And an exclusive teaser that we've not shared with anyone is that there's not just going to be the Campaign Setting, but we are going to be offering optional rewards geared toward gamers – a bag to hold your gaming books, a Third Dawn writing journal and pencil, and things like that.

17. Do you have any goals for Dreamscarred **Press that you have yet to obtain or overcome?** I'd like to get it to where I can work on Dreamscarred Press full-time. It's hard to do as a single-income family of four, but that's still the goal. That means making high-quality products that people want and expanding into different markets, like we've done with our new line of miniatures.

18. Can you tell us a little about Path of War?

One of the big projects we have going that generated a lot of buzz is Path of War, a redesign of the Tome of Battle from 3.5. We've released three parts of it and it's currently undergoing revisions based upon fan feedback before we prepare for the fourth part and then the compilation. It keeps getting asked, and yes, it will be available in print!

19. You mentioned having a line of miniatures?

Yes, our second Kickstarter was to fund four psionic miniatures for the psion, psychic warrior, soulknife, and wilder. The response was amazing and we're now up to eighteen miniatures. Thirteen of them are now in production, and the other five should start production later this month! We'll be making these miniatures available for sale through our own store, through the Paizo store, and hopefully through retail stores soon.

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

While we like to push the limits, our commitment is to releasing products that are balanced against the Pathfinder RPG. If you've not given our psionics or Path of War books a look out of fear that they're overpowered, I'd suggest checking them out on d2opfsrd and give them an honest chance. These rules have come a long way from the 2nd edition psionics rules and we've had the input from years of playtesting with gamers around the world to try to get them right.

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Endzeitgeist's Jop Jen of 2013 By Thilo Graf



Hej everybody! What an insane year this was -1 wrote more reviews

than ever before, to the point where it was sometimes almost a chore. Then again, the 3pps of PFRPG have created MASSIVE loads of content: Ambitious Kickstarters finally saw the light of day, some new 3pps (like Amora Game and Rocks Fall Games) stepped up their game immensely and a plethora of complex classes (especially by Interjection Games) have been released for advanced players. An exciting year full of awesomeness, but before I get into the Top Ten list let me mention a couple of products: In order to get this done SOMETIME (and not delay it more), I had to cut off some end-year books - those will instead get a chance to be in 2014's list. Very hot contenders for this honor would be "Journey to Cathreay" by 4 Dollar Dungeons and "Obsidian Apocalypse" by LPJr Design - both WILL see reviews soonish.

On the non-PFRPG horizon:



Best Non-PFRPGsetting/system: Rite Publishing: Lords of Gossamer and Shadows (Diceless)

Superb production values, sky's the

limit regarding imagination, easy to grasp rules - what's not to like! I LOVE this game and it makes a superb complimentary system for those times you get frustrated by rules not working properly or dice getting in the way of storytelling.



Best Non-PFRPG Adventure:

Pelgrane Press - Eternal Ties (Trail of Cthulhu)

You might not know this, but I'm a huge CoC/ToC-fanboy and have a rather neat collection of RPG-books

for the systems. Eternal Lies ranks as one of the best campaigns I've seen for any Cthulhu-system - it's glorious and I'm not going to SPOIL the awesome premise here. Every Keeper should check this out - it's one magnificent beast.

One final disclaimer - this list, more so than my reviews, reflects my very personal tastes - it's not based on any neutrality and just is about what *I* consider excessively awesome. That is not to say I don't see potential problems here and there or that I don't consider my opinion superior. If you feel that something ought to be here (or doesn't belong!), drop me a line on endzeitgeist. com. If a book here has not yet a review, rest assured it will see the light of day VERY soon. All right, here are

the 10!



Honorable Mentions: Midgard Tales by Kobold Press

Another one with a review still in the wings - this collection of adventures

goes all into the realm of legends -go awesome or go home is the maxim and it works - for the most part. A glorious anthology full of imaginative designs, this drips with iconic set-ups, legendary characters and the very yarn from which legends are woven.



Enemies of NeoExodus: Cyrix by IPJr Design This superbly crafted NPC with his TWO background stories, various,

ingenious builds and stellar artwork is the standard by which all NPCsupplements from here on out will be measured. In any other year so far, this

would have been on the list.



Razor Coast by Frog God Games

I can hear the collective gasps - Yes, I'm a fanboy of Nick and yes, there would be no Endzeitgeist sans Razor Coast. Heck, I probably would have never found Open Design on dived into Pathfinder. So yes, I love this tome but it also has some components that

rub me the wrong way and slightly mar what would otherwise be a no-brainer #1 for me. There's a reason my review of this colossus is still in the wings...Still, for naval adventures with a colonial flair, there's no way past this twisted gem.



Necropunk Campaign Setting by Iittle Red Goblin (Fames

Unique. That describes this setting best. No magic, transhumanism, humanocentric - addressing philosophical questions - Necropunk came completely out of left field for me

and makes for one thoroughly compelling, weird sci-fi vision that, while not always hitting the perfect notes in all the classes, supplements its ridiculously cool setting with unique rules for social combat, phase combat etc. Necropunk is ambitious, beyond what I thought LRGG capable of and it proved me triumphantly wrong. If you're fed up with fantasy or look for some thoroughly DIFFERENT rules, check this out!

NAGING SWAN PRESS O WHAT'S THE EXOTIC MOUNT LIKE ANYWAY 3×

#10: So What's The Exotic Mount Tike, Anyway? by **Raging Swan Press**

Exploding horses. Scaled mounts - this collection of tables provides various glorious means to modify all kinds of mounts and add various strains to strange critters with what amounts to nano-templates and superb reskins in

the respective entries, helping you to add more sense of diversity and the sense of the magical to your game's mounts. For the low price utterly non-optional.



*9 The Tinker: Master of Modular Mechanical Mayhem * Super Mega Ultra Mecha Fighting for Me, You and All of our

Friends by Interjection Games

So yeah, I'm cheating - The Tinker-class per se is unwieldy, clunky at times...but oh boy is it glorious! Commanding small armies of automata and potentially, with the PrC, getting your own FRIGGIN' MECHA. As a child of the 80s who considers Saber Rider to be one of the most badass shows of his childhood, this tugs at my heart's strings and is just awesome. Not for the faint of heart, but glorious and well-deserving of this spot.



#8 Jegendary Classes: Covenant Magic by Purple Duck Games

Don't be fooled by the exceedingly lame cover. The artwork herein is awesome!

Plus: Not only is the Medium an extremely fun, unique and complex base-class, this supplement also provides a great way to combat the Christmas-Tree-Syndrome with covenants as a means to reward players - and, as every reader of the Dresden Files knows, having a covenant with Mab can be very useful, but also comes with a host of roleplaying possibilities. Plus: Purple Duck Games has released an expansion! Yeah!



#7 Snow White Part I 🐐 II by Adventureaweek.com I like dark, somewhat gritty, very medieval feeling fantasy - and this

delivers in spades, taking on the Snow White myth in a thoroughly original take based on the ORIGINAL versions of the tale, not the disnevfied one. Chases. Intelligent sinkholes.

Seven Dwarves as essentially terrorists. Magical herbs. Minotaurs, Diplomacy - these modules offer A LOT and for me, were simply GLORIOUS.



#6 101 Mystic Site Qualities by Rite Publishing

This is perhaps a surprising choice for some of you, but I LOVE THIS BOOK. Magic ought to be more than spellslinging, it should infuse the world and this toolkit offers a HUGE array of awesome rules that not only make your

world feel more special, it also makes fights much more exciting/versatile. This should be in every GM's toolbox and is an overlooked gem that deserves MUCH more attention - so check it out!



#5 It Came from the Stars Campaign Guide by Zombie Sky Press I love the weird, more so when I get

it in a beautiful full-color hardcover that brims with imagination and cool options: Symbiotes, weird classes, the option to play swarms or sentient

amoeba, strange worlds, cool critters and 3 stellar adventures make this an all-around awesome package for all fans of the unconventional - highly recommended!



#4 Ultimate Battle by Jegendary Games

I love Ultimate Campaign - it changed how I run my campaigns and from downtime to settlement-improvement and war, it covers all the cool stuff my

Pathways Magazine



players love to do. But the mass combat fell a bit flat of what we were looking for - enter this superb example of tightly-written awesomeness: Ultimate Battle finally made mass combat WORK with all the options it should have. Vastly improving an already neat system, this book belongs in the library of every GM who even remotely harbors the idea of introducing mass combat. Even more so than its companion Ultimate Rulership, this should be considered a required addition to Paizo's Ultimate Campaign.



#3 Courts of the Shadow Fey by Kobold Press

I love the fey, I love what Kobold Press has done with them and I cursed missing out on this due to its original system - then along came Ben McFarland, who took the material of Kobold-in-chief/designlegend Wolfgang Baur and gloriously

converted it to PFRPG - the result is a module that had me slack-jawed for about 99% of the reading - courtly intrigue, imagination galore, the best banquet scene I've seen in any module and oh so much to do: An epic, lethal social sandbox full of iconic imagery, this one is simply glorious in all the right ways.



*2 Companions of the Firmament by Geek Industrial Complex This book makes flying and aerial

campaigns work and takes the

disjointed rules and not only collates them in an awesome way, it also provides rules for falling, missile mooks by the dozens and rules upon rules, from simulationalist to cinematic for just about everything you could desire - the quality of this book hit me completely out of left field and stunned me. This belongs into the library of any GM who wants to add anything flight-related really to his/her campaign. A non-optional purchase if there ever was one.



Dollar Dungeons

I can see you all go "wtf" right now and bet that a lot of you probably won't even know about these two. Written by Richard Develyn, these two humble modules blew me away and try as I might, I couldn't decide which one I loved more (Plus, making this list already took MUCH longer than any



year before that...) - both provide a level of detail almost unprecedented in commercial modules sans bogging it down. Both have subtle, unobtrusive humor. both manage to convey a holistic sense of a concise world, a fantasy that makes sense even in the face of skeptical scientist-players without losing the feeling of the magical.

Horn of Geryon is one of the best 1st level modules EVER - breathing the spirit of old-school gaming, it

features superb terrains, iconic locales, smart tactics, cool NPCs and lethal confrontations. Have I mentioned that the TIDES actually influence many locales and feature in the organic, logical puzzles? The tidal tracking charts? Survival, wilderness - pure awesomeness for 4 bucks. Mind boggling.



Panataxia then would be the best

planar module (with perhaps the exception of Coliseum Morpheuon, but that one is high level, whereas Panataxia is for level 2...) I've seen since Planescape's cancelation - in a thoroughly iconic and unique setting, one encounter in this module can contain more ideas than some whole modules I've read. It's very hard to pin down why these modules are so great: Apart from superb writing, being extremely comfortable to use for the GM, look-see-art for players and their awesome, sandboxy set-ups, these modules are also rather long for their extremely fair price-point.

Their crowning achievement, at least in my opinion, would be that they manage to transport the sense of wonder associated with old-school gaming, this notion of a very concise, wondrous, alien world and transport it into Pathfinder. These modules encapsulate and showcase all that is great about old-school gaming without falling prey to simple nostalgia or rehashing tried and true tropes or bad design decisions, instead creating something thoroughly unique, smart and radiant. Do yourself a favor and check them out - their price is a complete and utter steal (both clock in at over 60 pages!) and if you're like me, you'll be salivating for more after reading them - which btw, in and of itself is a rather pleasant experience: The writing is not only concise, it is a joy to read - I for one, hope that Richard Develyn will never, ever stop writing modules like this and I know that the sentiment is shared unanimously by my jaded hard to impress group of players. Thilo "Endzeitgeist" Graf

RICE MAD DACK

RIVER RADIOS

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