Pathways

Emily Pritchett

Pathways Magazine

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Editorial

by Dave Paul

I remember fondly the absurd opportunities for thieves in the earliest editions of the game that predated Pathfinder. My friends and I marveled at the possibility that one character might somehow be able to "steal the plate mail off of the paladin." Even better, this was an opportunity for my adolescent self to engage in the kinds of things that I'd never do in the real world. Sure, if I was playing a wizard or a fighter I was also doing things in the game that I could never do in the real world, but this was different. There weren't any wizards in the real world, and I was a scrawny kid who probably couldn't even lift a sword and shield if I'd wanted to. But, I could, if I'd wanted to, try to steal things. And this made playing a thief a particularly fun but also troublesome opportunity. Despite this, I kept being pulled toward spellcasters and away from thieves, but as the game evolved, and as I began playing more interesting characters, I began finding interesting niches in the spaces in between more traditional characters (hence my love for the bard). I think I've played at least twice as many multiclassed characters as single-classed characters (probably at least five times as many, to be honest—I can think of maybe a half dozen characters, in my 30+ years of playing, that were single-classed characters). And, while I've enjoyed all kinds of combinations of characters, the ones I think about more often than others when I design things is characters that are multiclassed rogues. So this issue of *Pathways* has been a particular delight for me.

My own spells showcase piece this month offers several spells (far more than usual) that I hope anyone playing a rogue (either a rogue with access to these spells through allies or items, or a multiclassed rogue) or a thief who just happens to pursue thievery through a non-rogue class, will enjoy. The more I think about this, the more I think I might just need to write a book specializing in this. But I digress…

This month we have offerings from Kendra Speedling, Mike Welham and Ben McFarland. Mike's piece is for the Starfinder fans, but many of the ideas could easily make their way into magic items for Pathfinder. Ben's and Kendra's pieces provide all kinds of excellent opportunities for players and GMs alike to make rogues even more fun than they already are. Rogues, of course, are probably more prone than some others to run afoul of others, and so it makes sense that someone might just happen upon a rogue's body. If you're curious what you might find while looting such a person, we have an offering from Raging Swan Press this month that has you covered.
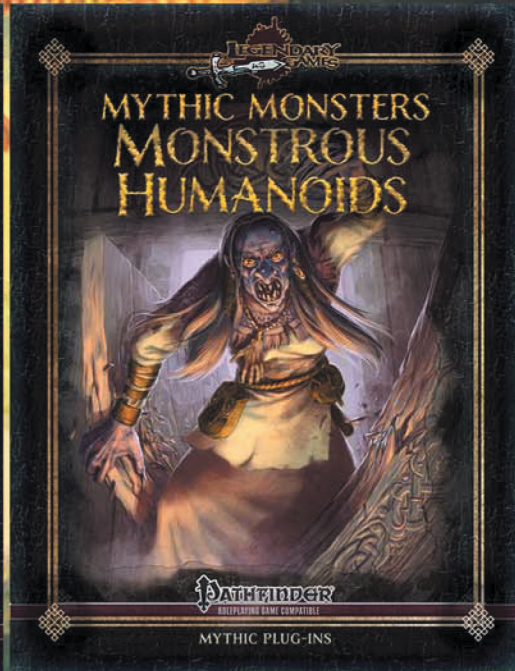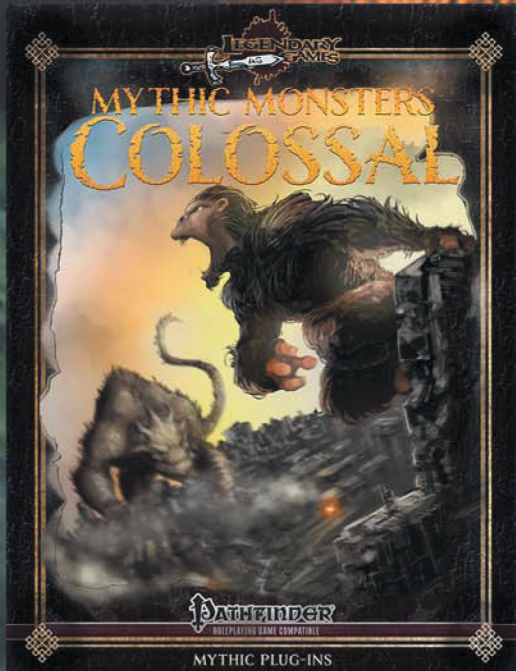
Happy gaming.

Griftling Creature Template

by Wendall Roy, Illustration by Emily Pritchett

When fey powers stretch into the Material Plane, they can leave an indelible mark on the local wildlife. Such creatures are known as griftlings. They gain a clever and capricious intellect, with equal propensity for elaborate cons and crude pranks. Griftlings are thieves and nuisances of the highest order, sowing mischief wherever they go.

Creating Griftling Creature

"Griftling" is an inherited template that can be added to any animal, magical beast or vermin.

CR: Same as the base creature +2.

Type: The creature's type changes to monstrous humanoid. Do not recalculate class Hit Dice, BAB, or saves. Their form becomes anthropomorphic, having at least two humanoid arms, two legs, a torso, and a head, allowing them use of all standard magic item slots.

Size: The creature's size increases to Small if their original size is smaller. The creature's size decreases to Medium if their original size is larger.

Ability Scores: A griftling increases their Dexterity, Intelligence and Charisma to 13 or by +4, whichever is greater.

Languages: A griftling can speak Common and Sylvan as bonus languages.

Defensive Abilities: A griftling gains uncanny dodge as the rogue class ability, with an effective rogue level equal to their HD. They also gain DR 5/cold iron, and concealment against any attacks of opportunity provoked by their actions.

Spell-Like Abilities: A griftling gains the following spell-like abilities with an effective CL equal to the creature's HD (minimum CL 6th; or the CL of the base creature's spell-like abilities, whichever is higher):

    constant – *glibness*

    3/day – *beguiling gift, detect desires, pilfering hand, vanish*

    1/day – *modify memory*

Special Abilities: A griftling gains the following special abilities:

    Benign Form (Su) A griftling can assume the form of its original creature, similar to a *beast shape III* or *vermin shape I* spell, at will. If the griftling's original form is not a valid polymorph choice for either of those spells, they do not gain this ability.

    Sticky Fingers (Ex) A griftling gains a +10 competence bonus on Sleight of Hand checks, and a +4 competence bonus on steal combat maneuvers. Opponents must make a Perception check opposed by the griftling's Sleight of Hand check in order to notice any steal combat maneuvers, just as if the griftling had attempted to take something unnoticed outside of combat.

Sample Griftling

Griftling Raccoon	**CR 2**

XP 800
N Small magical beast
Init +3; **Senses** low-light vision, scent; Perception +7

DEFENSE

AC 17, touch 14, flat-footed 14 (+3 Dex, +2 armor, +1 natural, +1 size)
hp 5 (1d8+1)
Fort +3, **Ref** +5, **Will** +3
Defensive Abilities concealment vs AoO, *glibness*, uncanny dodge; **DR** 5/cold iron

OFFENSE

Speed 20 ft., climb 20 ft.
Melee bite +4 (1d4+1)
Ranged masterwork light crossbow +4 (1d6/19-20)
Space 5 ft.; **Reach** 5 ft.
Spell-Like Abilities (CL 6th; concentration +7)
    constant – *glibness*
    3/day – *beguiling gift, detect desires, pilfering hand, vanish*
    1/day – *modify memory*

STATISTICS

Str 12, **Dex** 17, **Con** 13, **Int** 13, **Wis** 16, **Cha** 13
Base Atk +0; **CMB** +2 (+6 steal); **CMD** 13 (17 vs. trip, 18 vs. steal)
Feats Weapon Finesse
Skills Bluff +22, Climb +13, Perception +7, Sleight of Hand +14, Stealth +11

Languages Common, Sylvan, Tengu
SQ benign form, sticky fingers

ECOLOGY

Environment temperate forests or urban
Organization solitary (unique)
Treasure NPC gear (small leather armor, small masterwork light crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Benign Form (Su) A griftling can assume the form of its original creature, similar to a *beast shape III* or

vermin shape I spell, at will. If the griftling's original form is not a valid polymorph choice for either of those spells, they do not gain this ability.

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Rogue Feats

The following are feats specially designed to integrate with the rogue class and its specialties. They can be taken with normal feat slots or in place of a rogue talent if the rogue meets the minimum level listed.

Bait and Switch (Combat)

Your cunning bladework can turn the tables on your enemies.

Prerequisite: Swap Places[APG], Switchblade, Weapon Finesse, positioning attack[APG] rogue talent.

Benefit: When you use the Switchblade feat and you hit our target, you can attempt a combat maneuver to reposition the target as a swift action. If the maneuver succeeds, you can force the target to move into your space while you take a 5-foot step to move into the space it has just left. The target's movement does not provoke attacks of opportunity unless you have the Greater Reposition[APG] feat. If your maneuver fails, you can still use your Switchblade feat to swap places with a willing adjacent ally.

Bloodletter (Combat)

Blood flows freely when you catch your enemies off guard.

Prerequisite: Bleeding attack rogue talent, sneak attack +3d6.

Benefit: Whenever you successfully sneak attack a target that is taking bleed damage, your sneak attack damage is increased by 1d6.

Deadly Disappearance (Combat)

Your opponents lose track of you in the carnage of battle when you land a telling blow.

Prerequisite: Sneak attack +5d6, Stealth 10 ranks

Benefit: When attacking a creature you flank or that is denied its Dexterity bonus, if you confirm a critical hit against that opponent or reduce that creature to 0 hit points or fewer, you can make a Stealth even while being directly observed and without cover or concealment. If your Stealth check succeeds, you gain total concealment until the end of your next turn or until you attack.

Deadly Opportunist (Combat)

Your opportunity attacks are deadly accurate.

Prerequisite: Combat Reflexes, opportunist rogue talent.

Benefit: You increase the critical threat range of any light weapon you wield by 1 when you are making attacks of opportunity. In addition, when you confirm a critical hit with a slight weapon when making an attack of opportunity, you can make an additional attack with the same weapon against the same target as an immediate action.

Easy Mark (Combat)

Your bluster, bravado, and bladework leave your foes open to your attacks, and those of your allies.

Prerequisite: Improved Feint, distracting attack[APG] rogue talent, sneak attack +2d6

Benefit: When you hit a target in melee with a light weapon, you can make a Bluff check as a swift action to feint that target. If your target is already flanked or denied its Dexterity bonus, you sacrifice only one-half of your sneak attack damage rather than all of it when using your distracting attack.

Special: If you have the Greater Feint feat and successfully feint a target using this feat, your target is denied its Dexterity bonus against you and all allies adjacent to you until the end of your next turn.

20 Things to Loot from the Rogue's Body

By Creighton Broadhurst

Heroic adventurers always seem to be battling thieves, rogues, bandits, footpads and other near-do-wells.

Such folk often have lots of interesting odds and ends in their pockets and pouches. While these objects might not be valuable they may be of interest to the party. Perhaps, the PCs decide to return the items to their rightful owner or—later—get accused of being the thieves themselves when they try to use or sell the items in question.

Use the table below, to generate such minor items of interest.

1. A small, soft black pouch containing a half-dozen lock picks. One is horribly bent and all but useless.

2. A heavy, well-worn leather sap. Some of its stitching is frayed. Perceptive PCs notice the sap is heavier than it should be. Further investigations uncover 5 pp hidden within.

3. The rogue's belt has a hidden compartment sewn into the lining. It holds three lock picks, one gold coin, one platinum coin and a small knife made for a creature two sizes smaller than the rogue.

4. Hidden in each of the rogue's boots lurks a slender dagger. The two are a pair and if sold together fetch triple the normal amount.

5. The rogue wore an oversized earring in his left ear. At first glance it is a piece of cheap, brass costume jewellery. However, cunningly hidden within is a secret compartment that holds a *potion of gaseous form*.

6. The rogue wears a black cloak with a voluminous hood. Strangely, the cloak has a belt so it can be pulled tight around the wearer's waist. Each of the arm's cuffs have small pouches sized perfectly for a potion (or poison) vial.

7. A disorganised jumble of jewellery fills one of the rogue's pouches. Sadly, most of it is costume jewellery and virtually worthless. However, a perceptive searcher finds one plain gold ring sized for a fat finger worth 50 gp.

8. A small half-sized flask of oil wrapped in an oil-stained rag. Also present is a very small brush sized for fitting into locks and other hard-to-reach places.

9. A crude red hood with holes for two eyeholes and a mouth.

10. The rogue's boots each have a hidden compartment in their heel. The compartments are large enough to hold several coins or similar sized objects. One holds three platinum coins while the other has a coiled up lock pick.

11. One of the rogue's pouches holds nothing but a neatly folded hemp sack. The sack, however, has several different internal compartments making it much easier to organise one's loot.

12. The rogue has a well-equipped thieves' kit. He also owned a small pry bar sized perfectly for coffers, desk draws and so on. The pry bar gives a +2 circumstance bonus on Strength checks made to open such objects.

13. A small bag of finely ground flour tied shut with a length of yellow twine. If thrown or scattered, the flour can cover a 5 ft. square area.

14. The rogue's dagger has a hollow hilt accessed by unscrewing its bulbous pommel. Hidden inside are two tindertwigs and a ragged cloth for kindling.

15. A tarnished copper signal whistle hangs around the rogue's neck on a leather thong. The whistle's mouthpiece is shaped liked a pair of pouting lips.

16. The rogue's cloak is double lined. The outside is black while the inside is a gaudy gold colour. The cloak can be worn either way round.

17. The rogue's pouches are seemingly normal, but they have small loops sown inside them making it easier to store gear (and to get at that gear in a hurry). Two such pouches carry a very well organised thieves' tool kit.

18. A wineskin filled with cheap wine (used by the thief as a distraction or bribe). The wine has also been doctored with a sleep poison.

19. This reinforced pouch contains nothing but sharp shards of pottery. If scattered, they act as caltrops and fill a 10 ft. by 10 ft. square.

20. A well-made wig with long, black hair and several pieces of fake jewellery fill this pouch.

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Spells Showcase: Thieving

By Dave Paul

The spells here are found in Rite Publishing's *101 Urban Spells* and *101 Shadow and Darkness Spells*.

While I was creating the spells in many of the 101 series, I had in mind spells that would be particularly useful to multiclassed characters, and in particular, to characters that combined rogues with spellcasters. Instead of my usual offering, in this issue I'm providing a handful of spells, without additional text, as I assume each speaks for itself as a useful tool for a rogue. They are ordered first by level and then alphabetically by name.

False Footsteps

School: Illusion (figment)**; Level:** Bard 0, Magus 0, Sorcerer/Wizard 0
Casting Time: 1 standard action
Components: V, S, F (a bit of fleece)
Range: Medium (100 ft. + 10 ft./level)
Effect: Auditory figment of footsteps; see text
Duration: Concentration
Saving Throw: Will disbelief**; Spell Resistance:** No

You create the sound of footsteps. Generally, you produce one of the following three effects: the sound of footsteps following someone, the sound of footsteps ahead of someone, or the sound of many footsteps to cloak your own (or your group's) steps in a crowd of steps.

If you attempt to produce the sounds of steps of creatures with which you have limited experience, listeners are granted a save. If listeners cannot see the believed source of the footsteps, there may be no good reason to disbelieve. Anyone seeing something which is incongruous with the sound of the footsteps is granted a save and the save is at +4.

A *silent image* spell combined with *false footsteps* can be very effective.

Land on Your Feet

School: Transmutation**; Level:** Alchemist 2, Bard 2, Bloodrager 2, Magus 2, Ranger 1, Sorcerer/Wizard 2, Witch 2
Casting Time: 1 standard action
Components: V, S, M (a few hairs from a cat)
Range: Personal
Target: You
Duration: 1 minute/level
Saving Throw: None**; Spell Resistance:** No

You gain a 10-foot bonus to your speed when using the charge, run or withdraw actions, and a +4 luck bonus to your Acrobatics checks when used to attempt a jump. You may end *land on your feet* as a free action to grant yourself a +4 luck bonus

on a single Reflex saving throw. You must declare this use before the saving throw is attempted.

If you cast *land on your feet* in a settlement and the material component is from a cat from that same settlement, the luck bonuses are +6 instead of +4 and the duration of the spell is doubled.

Mage Pilfering

School: Transmutation; **Level:** Bard 2, Magus 2, Sorcerer/Wizard 2
Casting Time: 1 standard action
Components: V, S
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object
Duration: Concentration
Saving Throw: None; see text; **Spell Resistance:** No

Like *mage hand,* you point your finger at an object and can lift and move it at will from a distance. Unlike *mage hand* you make a Sleight of Hand check if the object is attended; in this case, the creature possessing the object makes a Perception check. Your check result determines whether you successfully take something from a creature (the DC to accomplish this is 20) and also sets the Perception DC for the creature to notice the attempt. There is no save against your using *mage pilfering* but the creature's Perception check determines whether it notices.

If you cast *mage pilfering* in a settlement with which you are intimately familiar, you gain a +2 circumstance bonus on your Sleight of Hand check.

Roof Runner

School: Transmutation**; Level:** Alchemist 2, Bard 2, Bloodrager 2, Inquisitor 2, Magus 2, Ranger 2, Sorcerer/Wizard 2
Casting Time: 1 standard action
Components: V, S
Range: Personal
Target: You
Duration: 10 minutes/level

For the duration of the spell you gain a +4 competence bonus to Acrobatics checks made to jump or keep your balance, Climb checks made to scale walls, sides of buildings and the like, and Perception checks to notice dangers or opportunities associated with traversing the spaces between buildings (or similar structures). Other uses of those checks (such as Perception checks that might be called for to notice someone trying to hide in an area that has nothing to do with your moving from rooftop to rooftop) are not modified by *roof runner*.

Sewer Rat

School: Transmutation**; Level:** Alchemist 2, Bard 2, Bloodrager 2, Druid 2, Magus 2, Ranger 1, Shaman 2, Sorcerer/Wizard 2, Witch 2
Casting Time: 1 standard action
Components: V, S, M (a rat's tail)
Range: Personal
Target: You
Duration: 10 minutes/level

For the duration of the spell you gain a +4 competence bonus to Climb, Stealth and Swim checks.

If you cast *sewer rat* in the sewers of a settlement and you are familiar with those sewers (as determined by the GM), the competence bonuses are +6 instead of +4.

Shade Speed

School: Transmutation [shadow]**; Level:** Bloodrager 2, Magus 2, Sorcerer/Wizard 2
Casting Time: 1 standard action
Components: V, S, M (a swift's feather)
Range: Personal
Target: You
Duration: 1 round/level

Magical energy transforms you making you buoyant and maneuverable in shade and shadows, but not in either bright light or darkness. You gain flight, as if you were the subject of the *fly* spell, whenever you are in dim lighting conditions and in a space that is covered at least 50% in shadows. If you move into an area that is darker than dim your fly speed is halved and the bonus to your Fly skill check granted by the spell is halved.

If *shade speed* expires while you are aloft, you float downward at your speed for 1d6 rounds if you are in dim light or in a space that is covered at least 50% in shadows. If you are in an area that is darker than dim, you float downward at your speed for 1d4 rounds.

You gain no benefits from *shade speed* in normal or bright light. If you are flying when you are exposed to normal or bright light, you fall.

Shadow Slide

School: Transmutation [shadow]**; Level:** Bard 2, Magus 2, Sorcerer/Wizard 2
Casting Time: 1 round
Components: V, S, M (sand from a small hourglass)
Range: Personal
Target: You
Duration: 1 round/level to a maximum of 5 rounds

Shadow slide grants you two beneficial abilities. First, you may take a single 5-foot step as a free action while the spell is in effect (this does not change the number of 5-foot steps you may take in a round) so long as that step is into a space that is covered at least 25% in shadows or your own shadow occupies the space into which you step. (So you may, for instance, take a 5-foot step onto your shadow as a free action, and then move and then attack or cast a spell.) Second, on your turn, only during a single move action on that turn, your movement does not provoke attacks of opportunity so long as all the spaces through which you move are covered at least 25% in shadows or your own shadow occupies all the spaces into which you move. You may still provoke attacks of opportunities for other reasons while you move in this way.

You may use both of these abilities on the same turn, doing so ends the spell. Otherwise, you may use either ability each turn until the spell ends.

Track Shadows

School: Divination [shadow]**; Level:** Alchemist 2, Inquisitor 2, Magus 2, Sorcerer/Wizard 2
Casting Time: 1 standard action
Components: V, S, F (magnifying glass)
Range: Personal
Target: You
Duration: 1 hour/level

A thin, gray film seems to cover your eyes (causing no penalties to vision) as you gain the supernatural ability to see glimmers and motes from the eerie spaces between the Material and Shadow Planes. Creatures moving through the Material Plane leave clues that a skilled tracker can follow with the Survival skill. By using *track shadows* you pick up clues that those travelers have left in the swirls and eddies in the Shadow Plane. You are treated as though you were trained in Survival, and you gain a bonus equal to one-half your caster level on all Survival checks used to track. (If you are already trained in Survival you gain another +1 to your bonus.)

Dark Pursuit

School: Transmutation**; Level:** Antipaladin 2, Inquisitor 3, Magus 3, Ranger 2, Shaman 3, Sorcerer/Wizard 3
Casting Time: 1 standard action
Components: V, S, DF
Range: Personal
Target: You
Duration: 1 min./level

Dark pursuit grants you supernatural movement through darkness. All your speeds increase by 20 feet and, once per casting, you can, as a standard action on your turn, travel as via *dimension door* to any location you can see within 300 ft. so long as the lighting conditions of the space you enter are at least as dark as the space you leave.

Dark pursuit functions only while you are in lighting conditions darker than dim lighting. This spell grants you no special ability to see in darkness, and not being able to do so severely restricts its usefulness.

Add *dark pursuit* to the witch spell list for witches with the shadow patron and to the cleric spell list for clerics with the darkness domain.

Creature Components

Volume 1

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PLAYGROUND ADVENTURES

The Con
Con Games for Fun and Profit

By Kendra Speedling

So your players have decided to become thieves and are looking for ways to part unsuspecting townsfolk from their gold. They could start picking pockets, escalate to a full-blown heist...or they might want to undertake a more social way of thieving: the confidence game.

Running a con can be difficult to model under Pathfinder rules. A simple series of Diplomacy, Bluff, and Sense Motive checks may have one or two PCs doing all the interesting parts while the others sit around. The heist rules (*Pathfinder Roleplaying Game Ultimate Intrigue*) are focused on taking something directly by stealth rather than convincing someone to hand it over. The following rules provide a template for GMs to use when running a con, using a modified version of the influence system (*Pathfinder Roleplaying Game Ultimate Intrigue*).

Building a Con

Perhaps your players decide they want to run a con, or perhaps you want to work one into an adventure. Either way, having a plan for how the con is supposed to play out is key, though don't be afraid to adjust it if the PCs come up with a new idea or face a setback.

The first step is choosing the mark, or the target, for the con. Maybe the PCs want to target a wealthy merchant, a noble with whom they're at odds, or the leader of a rival thieves' gang. The chosen mark determines the CR of the con. The PCs should be rewarded with experience as if they'd defeated an equivalent CR monster in combat.

To calculate the CR of a con, take the character level of the mark and add 1 for each con trick the PCs are attempting. In most cases, this will be 1, but in long, multi-stage cons, it could be higher. For example, if the PCs are attempting to pull a single con on a noble who is a 4th-level aristocrat and a 3rd-level fighter, the CR for that con would be 8. Note that PC classes and NPC classes are considered equivalent for this purpose.

Next, the PCs (or you) have to choose their con. When planning a con, pay attention to the PCs' strengths—especially in areas they may not often get the opportunity to use—and make sure there is a role for each PC to play. Below are a few example cons:

- Forging a "lost" portrait of an ancient queen and selling it to a merchant who collects art

- Convincing a society-climbing noble that one of the PCs is the long-lost heir to an estate and needs travel funds to go claim their inheritance

- Claiming that an acquaintance of theirs is unjustly imprisoned in a far-off land and promising a reward to one who can provide the necessary money to free them

The GM should build a social stat block for the mark (*Pathfinder Roleplaying Game Ultimate Intrigue*). As the PCs are already familiar with the mark and initiating the encounter themselves, the Recognize, Introduction, and Goal sections are not needed. In most cases, the Hidden Agenda section is not needed either, unless the mark has a secret that could affect the con. The Analyze, Strengths, and Weaknesses sections should be present, but the PCs will discover this information through research on the mark beforehand rather than through direct interaction, using those skill checks instead of Sense Motive. Only the Influence Skills and Successes Needed sections are needed for the last portion of the stat block. Since it is unlikely the whole party will be attempting to influence the mark directly, the number of successes needed should generally be set at 1 or 2.

Stages of the Con

Preparation: If the PCs do not have prior knowledge of a mark, they may need to do some research to find out the mark's interests. This research usually involves Diplomacy or Knowledge (local) or (nobility), but could be any skill check that suits the con. The DC to gain accurate information for these checks is 10 + the mark's level. Certain circumstances can impose bonuses or penalties, at the GM's discretion. This is when the PCs can learn the information in the mark's Analyze, Strengths, and Weaknesses sections of the stat block. For some cons, such as those involving forged items, the PCs will need to create the item using an appropriate

skill or hire someone else to do so.

Approach: Once the PCs have planned their con, they can contact the mark to set the con in motion. It's likely the PCs will not approach the mark as a group, but each PC should have a role to play in at least one stage of the con.

In order to successfully hook the mark into the con, those interacting with the mark can attempt influence checks (*Pathfinder Roleplaying Game Ultimate Intrigue*). The PCs begin at an influence level of No Sway. A PC attempting to influence a mark can roll individually or aid another PC. If the PCs gain at least Minor Sway, the mark takes the initial bait. Multiple attempts may take penalties, at the GM's discretion.

Convince and Corroborate: Often, a small payout or assurance that the scheme is genuine is necessary to win a mark over. In a con where the mark is funding an endeavor, this may be a return on their investment or other reward that leads them to believe they are benefiting. In a con where the PCs are presenting a forged item, this may involve going to an "outside expert" (actually another PC or accomplice) to verify its legitimacy. The PCs involved can attempt to influence the mark again. If they gain at least Moderate Sway, the mark grows convinced the con is legitimate.

Competition: In some cons, a PC can play the role of "competition" to make the mark believe the con is legitimate and increase the stakes. The "competitor" shows up when the mark will witness it and offers to fund the endeavor, purchase the offered item, etc. This is an additional method of hooking the mark, and grants the PCs a +2 bonus to further influence checks.

Payoff: The final stage of the con is when the PCs obtain what they seek from the mark and disappear. Once the mark is convinced of the con, the PCs can attempt a final influence check. If they gain Major Sway, the mark happily goes along with the con. If the PCs already have Major Sway over the mark, they gain a +2 bonus on this final check.

Magic

Certain spells can make cons difficult. Magic such as *discern lies* or *zone of truth* can give away the game before it's begun, and your players would be wise to have some defenses against these if necessary.

Keep in mind the limitations of these spells (*Pathfinder Roleplaying Game Ultimate Intrigue*), the PCs' capabilities, and the magic the mark would reasonably have access to. Magical defenses such as *glibness* or effects that boost Will saves can be helpful. If a con is going well, a mark may not even think of using such magic, especially if it would be considered a significant cost.

Example Con

A party of 4th-level PCs wants to trick a local scholar (N expert 4) into parting with a valuable tome detailing ancient rituals. They decide to convince him it is actually a fake, and that they can sell him the real one. Remei the rogue and Sandra the ranger each make Knowledge (local) checks to research him. They find the scholar is interested in arcane and historical subjects, and has a fondness for fellow scholars and the nobility. Meanwhile, Zeru the wizard and Makura the alchemist create a fake duplicate tome, using Linguistics and *magic aura*.

Remei and Zeru make the approach, posing as scholars from a nearby university. They initially ask to examine the tome, as they possess an identical one that they believe to be the genuine manuscript. With a successful Bluff check, they convince the scholar to hear them out, gaining a +2 bonus on their influence check due to their cover story. Remei uses Knowledge (history) and Zeru uses Knowledge (arcana) to gain Minor Sway.

The scholar decides to ask someone else to compare the tomes. The PCs secretly arrange for him to go see Makura, posing as another academic. The scholar, Remei, and Zeru visit Makura, who examines the tomes and attempts to influence the scholar. He succeeds and convinces the scholar that the PCs' copy is the genuine one, increasing the PCs' influence to Moderate Sway.

Remei and Zeru offer to trade the scholar his false tome for their real one for a fee, claiming they are more interested in the contents of the book than its provenance. Sandra then poses as another interested buyer to further intrigue the scholar, giving Remei and Zeru a +2 bonus on their final influence check.

The final influence check is a success, and the scholar happily pays them to exchange tomes. The PCs gain both a decent payout and a genuine rare book.

Challenge your PCs Like Never Before!

If you're looking for immersive, fun ways to challenge your players outside of combat, the **Skill Challenge Handbook** provides immersive, unique guidelines for creating skill-based challenges perfect for any and all adventures!

Roguetastic

By Ben McFarland

As long as the affluent amass their wealth, rogues will seek ways to steal it, either by deception, under cover of darkness, or by brazen audacity. But not all scoundrels look alike nor use the same tactics. In worlds where sorcerers draw protective glyphs and priests bind the divine servants of their gods, an honest thief needs an edge if they hope to make off with a great score. They require magic of their own, tricks to distract, deceive, and confound guards and marks alike, to ensure a quick and, most importantly, unnoticed escape. Magic becomes a second set of cutting edge technology, advancing in parallel with mechanical innovation, and only a fool watches it pass by without learning some of its secrets. Hopefully, this collection of talents, power components, spells and other esoterica offers a welcome addition to your rogue's toolkit, and makes the difference between being clapped in irons and spending the ill-gotten gains of a successful heist in every tavern and alehouse across town.

It is a Happy Talent...

In conjunction with their skills, talents help every rogue establish the unique combination of elements which define their character; are they a second story man? A lockbreaker? A con-artist? A swashbuckler? A thug or grifter? For the magically inclined, these talents expand on the foundation provided by the minor magic and major magic talents, allowing you to create rogues who do more than just dabble, but who don't give up their primary focus. They permit you to play a divinely gifted temple thief, who snatches relics away from the temples of rival gods, or perhaps a street rat with a clever monkey companion.

Divinely Inspired Magic (Sp)

Prerequisite: Wisdom 11, minor magic rogue talent, rogue must be a devout follower in good standing of a god

Benefit: A rogue with this talent gains the ability to cast a 1st-level spell from the cleric/oracle spell list twice per day as a spell-like ability. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 11 + the rogue's Wisdom modifier. The rogue's spells, both 1st and 0th level, are now considered divine magical effects. Should the rogue ever need an *atonement* from a priest of their god due to their actions, they lose the ability to cast spells until they receive the *atonement* or equivalent effect. The rogue may not take the major magic rogue talent, but may take the varied magic rogue talent. For talents requiring it, this talent may substitute for the major magic rogue talent.

Magic Wellspring (Sp)

Prerequisite: Intelligence 11, major magic rogue talent

Benefit: A rogue with this talent gains the ability to cast their 1st-level spell from the sorcerer/wizard spell list one additional time per day as a spell-like ability, and may cast their 0th level spells an additional three times. Additionally, the rogue may replace the spell chosen for the initial selection of the major magic talent, if they desire. The caster level for this ability is equal to the rogue's level. The save DC for these spells are 11 + the rogue's Intelligence modifier.

Varied Magic (Sp)

Prerequisite: Intelligence 11, major magic rogue talent; or Wisdom 11, divinely inspired magic rogue talent

Benefit: A rogue with this talent gains the ability to cast a second 1st-level spell from the appropriate spell list one additional time per day as a spell-like ability, for a total of two spells in any combination at total of three times per day. The caster level for this ability is equal to the rogue's level. The save DC for this spell is 11 + the rogue's Intelligence or Wisdom modifier as appropriate. You may use power components for spells you know as spell-like abilities. This talent stacks with Magical Wellspring.

Other talents and advanced talents which might provide additional spellcasting benefits (and their sources) include:

Demon Lantern (*Pathfinder Player Companion: The Harrow Handbook*)

Familiar (*Ultimate Combat*)

Gloom Magic (*Pathfinder Player Companion: Blood of Shadows*)

Greater Gloom Magic (*Pathfinder Player Companion: Blood of Shadows*)

Innocent Facade (*Pathfinder Player Companion: Magic Tactics Toolbox*)

Wild Magic (*Pathfinder Player Companion: Heroes of the Wild*)

Pick a Spell, Any Spell

For rogues looking to select the first level spells which best complement their skullduggerous activities, the follow list has been compiled with some possible recommended uses, keeping an eye for utility, how long the spell will remain useful, and how likely the spell will draw attention.

Abjuration

Hold Portal: Good for blocking pursuit, or holding prisoners safely inside a closet or other room

Peacebond: Requiring a Will save, this particular trick keeps a foe unarmed as you attack.

Protection from Evil/Good/Chaos/Law: Preventing possession and providing additional deflection AC is useful into high levels.

Shield: It's a shield. This spell won't lose utility for a long time for more combat oriented rogues.

Stunning Barrier: This offers a 1-shot shield with a stun effect.

Conjuration

Conjuror's Toolbelt (*101 0-Level Spells*): This ensures that even stripped to your birthday suit, you'll have thieves' tools at the ready.

Desperate Weapon: Good for creating a weapon which attracts little attention.

Grease: Like many on this list, this spell is good for foiling pursuit and battlefield control.

Icicle Dagger: A distinct weapon, but has additional elemental damage.

Mage Armor: It's force armor. Very useful for a rogue trying to remain stealthy.

Mount: When you want to make your getaway, but there's no horse nearby. This will remain useful for many levels.

Unseen Servant: This can have some excellent utility for a long time, creating distractions, acquiring items, and triggering traps.

Wooden Club (*101 0-Level Spells*): Like desperate weapon or icicle dagger, but as a 0th level spell, you're going to be able to create a weapon more often.

Divination

Decrypt (*101 0-Level Spells*): This is a must for spy characters.

Skill Lore (*101 1st Level Spells*): This fantastic spell scales as the rogue advances, applies to any skill, and may be shared with others.

Summarize (*101 0-Level Spells*): Also an essential choice for spy characters, allowing them to quickly review enemy plans and texts.

Enchantment

Aphasia: This spell ruins casters and guards alike, rendering them unable to do more than yell incoherently, creating a spectacle which will preoccupy most responders.

Charm Person: This spell is an old standby for a good reason; making friends is always useful.

Daze: Too overt for those looking to leave no trace, this leaves the target knowing they were stunned. For some, that may not matter, but the save means it won't remain useful at higher levels.

Ignore (*101 1st Level Spells*): This penalty combined with the duration can mean a larger group might easily sneak past a guard.

Memory Lapse: Guards who don't remember the last three minutes are guards who can't sound an alarm.

Sleep: A perennial favorite, it retains its usefulness in later levels.

Evocation

Flare Burst: The 10-foot burst means this is effective early in the career, allowing a low level battlefield control. Later, it should be replaced, if possible.

Floating Disk: This provides a life preserver, a loyal loot porter, and a step-stool, just to name a few uses beyond its intended purpose.

Illusion

Color Spray: Effective even late in a rogue's career, this is a blatant but useful choice.

Disguise Self: Another essential effect for spies.

Ghost Sound (0th); Also good for creative distractions and deceptions.

Silent Image: This has nearly innumerable uses, providing false walls to hide behind, leaving images of stolen items in place while a rogue escapes, or simply making a guard appear to still be at watch after being incapacitated.

Vanish: Great for sneak-attack focused rogues, the ability to become invisible remains useful throughout one's career.

Transmutation

Handy Grapnel: Excellent for heists and quick escapes, the only downside is that it needs a rope.

Mage Hand (0th): Like *unseen servant*, but less capable of complex actions. Still a fantastic choice.

Message (0th): This is a great way for crews to silently communicate on a job.

Pants (*101 0-Level Spells*): Entertaining for the slapstick value, this spell may not fit some playstyles.

Necromancy

Cause Fear: Guards who've fled in fear can't sound an alarm.

Transmutation

Animate Rope: Nice for scaling walls and not needing to fire your bow, it also can entangle and bind foes. The added duration is great.

Expeditious Retreat: Extremely useful for battlefield maneuvering and strategic withdrawal.

Liberating Command: Getting an instant opportunity to escape a grapple or bonds is priceless.

Spice of Life

Introduced in *Pathfinder Companion: Adventurer's Armory*, power components can provide a way for rogues who have taken the varied magic rogue talent to accent their spell-like abilities with sleight alterations. The following power components might be acquired from apothecaries, alchemists, or down-on-their luck arcane casters, looking to make a deal with a rogue.

Amber Fragment

PRICE 15 GP; WEIGHT —

A tiny chunk of unpolished, unrefined amber is known for its electrical properties. It is sometimes combined with tartar to create an alkahest for use in elixirs and medicines.

Alchemical Power Component

Doses 1 (5 gp); Spells which affect movement or motion, or involve movement in their casting, such as *entangle*, *feather fall*, *haste*, or *spool*.

Spells which affect movement are cast at +1 caster level for the purpose of determining duration. It is consumed in the casting.

Doum Palm Leaf

PRICE 3 GP; WEIGHT —

This long, thin leaf is often used for baskets or mats. In some climes it is used to fan nobles; this action is said to have a calming effect.

Alchemical Power Component

Doses 1 (3 gp); Spells charm or compulsion subschool.

Spells of the charm or compulsion subschools cast with this power component impose a -1 on their target's saving throws. It is consumed in the casting.

Saffron

PRICE 1 GP; WEIGHT —

Long, thin stamens harvested from flowers, these have a metallic honey smell with herbaceous notes. Utilized in potions and medicines, it is known to improve mood and season dishes, adding a distinctive gold color, associating it with physical strength.

Alchemical Power Component

Doses 1 (1 gp); Spells of transmutation or conjuration schools which involve physical or telekinetic force.

Spells of the charm or compulsion subschools are cast at +1 DC for the purpose of determining saving throws or +1 caster level if the spell involves a combat maneuver check.

Silent Partners

The advanced rogue talent granting a familiar isn't available until 10th level, which is really too late in most characters' careers to be very useful for a straight rogue, and nothing prevents the avid multiclasser from gaining all the benefits, and more spells, from taking a single level of wizard much earlier. At 10th level, the familiar advanced

rogue talent is just not a useful or fun choice. At lower levels, it offers a rogue the chance to play much more creatively. The powers provided are not overwhelming; Alertness, sharing spells, and speaking with their master. None of these are going to upset balanced gameplay. With that in mind, we offer the following talent, which rogues may take as early as level 4:

Partner in Crime (Ex)

Prerequisite: Intelligence 11, minor magic rogue talent

Benefit: A rogue with this talent gains the ability acquire a familiar, as per the wizard ability. The rogue's class level is considered their wizard level for purposes of determining the familiar's abilities and benefits; thus a 6th level rogue with this talent would have a familiar as a 6th level sorcerer or wizard. The rogue is not able to take the Improved Familiar feat unless she has some other class benefit which offers a familiar and she is of the proper level. Rogue levels stack with other arcane caster levels for the purposes of considering a familiar's powers.

Additionally, there are many, many options for potential familiars. The following list curates those choices for rogues, with an eye towards selections which complement the character's role as the often stealthy or tricksy focused element in an adventuring party:

Familiar	Skill
Cat, Dwarf Caiman, Ptarmigan	Stealth +3
Hawk	Perception +3 (Sight-based)
Lizard	Climb +3
Meerkat	Escape Artist +3
Monkey	Acrobatics +3
Raven	Appraise +3
Raccoon, Squirrel	Sleight of Hand +3
Viper	Bluff +3

Original Research

For players looking for new and unusual effects to enhance their gameplay, the following variety of sudden and entertaining spells might be appreciated.

Ghostly Push

School conjuration; **Level** cleric/oracle 1, sorcerer/wizard 1
Casting Time 1 immediate action
Components V, S, M (a fingerless glove)
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature or unattended object
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** no

You create a sudden small thrust of telekinetic force capable of affecting objects no heavier than 1 pound per level. This force can be used to knock small objects up to 10 feet away, topple an object, close a door or window, or distract an individual. If used to distract, a failed save indicates the target gains the fascinated condition for 1d4+1 rounds, as it attempts to determine the source of the distraction.

You can instead cast *ghostly push* to attempt a single disarm or trip combat maneuver, using your caster level instead of your base attack bonus, and using your Charisma, Intelligence, or Wisdom modifier, whichever is highest, instead of your Strength modifier. This disarm or trip attempt does not provoke attacks of opportunity and cannot be affected by feats or other means of altering a combat maneuver's effects.

Ledgerunner

School transmutation; **Level** cleric/oracle 1, sorcerer/wizard 1
Casting Time 1 immediate action
Components V
Range personal
Duration 1 round
Saving Throw none; **Spell Resistance** no

You can take part of your move actions to traverse a vertical surface if you begin and end your move on a horizontal surface. The height you may possibly achieve on the wall is limited only by this movement restriction. You fall prone if you do not end your move on a horizontal surface, taking falling damage as appropriate. Treat the wall as normal terrain for the purposes of determining your total movement. Passing from horizontal to vertical surface, or vertical to horizontal, costs no movement; you can change surfaces freely. Opponents within range can make attacks of opportunity as you move up a vertical surface, if you provoke. You may cast this spell as part of a full-round run action, but only before you begin running.

Moment of Silence

School illusion (glamer); **Level** cleric/oracle 1, sorcerer/wizard 1
Casting Time 1 immediate action
Components S, M (a hollow glass sphere in a square of velvet)
Range close (25 ft. + 5 ft./2 levels)
Effect 10-ft.-radius emanation, centered on a creature, object, or point in space
Duration 1 round; see text (D)
Saving Throw WIll negates; **Spell Resistance** yes

You create an area of absolute silence, as per the second level spell, *silence*, but the effect lasts until the end of your next turn. The spell may be cast on a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature may attempt a Will save to negate the spell and may use Spell Resistance, if any. Items in a creature's possession or magic items which emit sound receive the benefits of saves and Spell Resistance, but unattended objects and points in space do not. Creatures in the area of effect are immune to sonic or language-based attacks, spells, and effects.

Moment of Blindness

School evocation; **Level** cleric/oracle 1, sorcerer/wizard 1
Casting Time 1 immediate action
Components S, M (a shard of mirrored glass)
Range close (25 ft. + 5 ft./2 levels)
Target 1 creature
Duration 1 round; see text (D)
Saving Throw Will negates; **Spell Resistance** no

You fill a target creature's eyes with a moment of bright light. A target creature which fails its saving throw gains the blinded condition, as per the second level spell, *blindness*, but the effect lasts until the end of your next turn. If the target has light blindness, light sensitivity, or is otherwise vulnerable to bright light, it instead must save or be blinded for 1d4 rounds and take 1d4 points of damage per four caster levels (maximum 5d4).

Spool

School transmutation; **Level** cleric/oracle 1, sorcerer/wizard 1
Casting Time immediate action
Components V, S, M (a wooden spool on an arrow)
Range touch
Effect transformed arrow; see text
Duration 1 minute/level; see text (D)
Saving Throw none, Fortitude partial; see text; **Spell Resistance** yes

You may fire an arrow as part of casting this spell. This transforms the end of an arrow into a rope up to 100 ft./level in length (but no more than 500 feet long). The rope also extends back, coiling into a pile 20 feet long at the caster's feet, or around the caster's arm (caster's choice). With a successful attack against an AC equal to 5 plus the hardness of the target object, the arrow strikes and embeds itself in that object with the strength of an iron grappling hook. If fired into a creature, the creature may make a Fortitude save, success indicates the arrow did not remain impaled in the creature and the rope falls loose on the ground near the creature. If the arrow hits an object in motion, like a vehicle, continued motion could draw the remaining rope away. After the caster retrieves the arrow, dismisses the effect, or the duration expires, the rope shrinks back into the arrow, also potentially pulling anything attached to the rope to the point where the arrow is attached; this consumes the wooden spool component.

The Culinary Magic Cookbook

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By Mike Welham

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Alarm Muffler

This device dampens physical alarms and quiets mental alarms within 100 feet of it. Activating this device requires a standard action, and a single charge powers it for 1 minute. As a swift action, you can expend an additional charge to extend the duration for 1 minute. While an alarm muffler is active, physical alarms are muted but not completely silenced, increasing the DC for Perception checks to hear them by 20. Creatures in the affected area effectively cannot speak louder than a whisper, but this does not affect spellcasting with verbal components. Additionally, the device completely quiets telepathic alarms, rendering items reliant on mental communication ineffective. This also makes telepathic communication impossible.

Alarm Muffler, Selective All-Purpose
When active, a selective all-purpose alarm muffler silences up to 10 individual physical alarms and mental alarms within 200 feet of the device. If you are holding the device, you can take a move action to permit specific alarms to broadcast. The device permits normal speaking and telepathic communication within the affected area.

Alarm Muffler, Selective Sonic
An activated selective sonic alarm muffler creates sonic vibrations to cancel up to 5 alarms relying on sound within 100 feet of it. The device normally suppresses alarms automatically, but if you are holding it, you can take a move action to override the device and permit any number of alarms to broadcast. Likewise, you may also take a move action to specify alarms to suppress. The device does not interfere with normal speaking.

Alibi Maker

An alibi maker is an innocuous square metal cube. When you place it in a location and activate it as a standard action, it projects a mental image of you and up to 5 other creatures being in that location. It also tampers with sensors to add false recordings of your presence. The device affects all creatures and sensors within 200 feet of it and creates up to 4 hours' worth (you set the amount of time on activation) of false memories. Living creatures succeeding on a DC 15 Will save have no recollection of you being in the location. If a creature rolls a natural 20 on the save, it is aware of tampering. If you are a regular visitor to the location, you increase the save DC by 4. An alibi maker automatically works on recording devices, unless they are secured in some way, in which case, the alibi maker has a bonus equal to twice its level on Computer skill checks to hack into secured devices.

An alibi maker crumbles to dust after its duration expires.

All-Credentials

This either takes the form of a data slate or a set of 10 sheets of paper (or other material upon which one can imprint text). When presented to a creature, the all-credentials device scans the creature's mind and creates plausible documentation for your need to access an area or otherwise bypass the creature. A creature reviewing the material can attempt a DC 20 Will save to avoid being fooled by all-credentials; on a successful save, the target sees nothing on the data slate or sheet.

An all-credentials device has 10 uses. Each use applies to a single creature; if more than one creature looks over the credentials, the device creates a single set of credentials, but it requires uses equal to the number of creatures reviewing them. If the all-credentials device does not have enough uses remaining, you must choose which creatures are affected by it. Each of the device's

uses is semi-permanently set when you employ it. This permits you to use the same set of credentials against affected creatures as often as you wish, and they receive no new saving throws against the device. You can spend half the price for the device to clear it, allowing you to reuse it.

Falstraints

These generic binders or manacles are configured to allow you to escape them automatically as a move action. They are invisible until you use them, usually to swap them out for an actual set of binders or manacles. If you succeed on a Sleight of Hand skill check, which gains a circumstance bonus equal to the item's level, you successfully exchange the falstraints with the actual restraints. The falstraints change appearance to look like the actual restraints, which are rendered invisible as part of the exchange. Alternatively, you can place the falstraints on yourself, which makes them visible.

   If a creature scrutinizes falstraints, you must succeed on a Bluff check, with a circumstance bonus equal to the item's level and opposed by the creature's Perception or Sense Motive, to convince the creature of the falstraints' authenticity.

Forget Me Pulser

A forget me pulser is a sonic device which induces a 1-minute memory loss in all creatures within 200 feet that can hear the device. The device comes with 10 sets of earplugs that negate the device's effects but impose a –2 penalty on Perception checks requiring hearing. Using the device requires a standard action and consumes a charge. All affected creatures must succeed on a DC 15 Will save or forget the past minute.

Forget Me Pulser, Modifier Model
The modifier model of the forget me pulser allows you to use *modify memory* to insert a false memory to replace the missing minute. An affected creature can attempt a DC 17 Will save to resist the modified memory, but receives no save against the missing memory.

Life Sign Drone

A life sign drone is a Small remote drone created to emulate a living creature, typically for the sole purpose of triggering traps that detect for living creatures. This acts as the stealth drone of a 1st-level mechanic (and you control it as if you were a 1st-level mechanic, using its remote control or a computer with an added module to control the drone), except it cannot make any attacks and it has no weapon mounts, no feats, and no ability to add drone mods. The drone is composed of laboratory grown organic material, radiates heat representative for the living creature it emulates (for example, roughly 98 degrees Fahrenheit for a human), weighs 50 pounds, and imitates respiration.

Predictive Mapper

If you don't have schematics for a location or are worried they are out of date, this device fills in the gaps. It makes a quantum analysis of an area within 500 feet of it to locate passageways and entryways—including secret doors—sensors, and traps. The Mk 1 predictive mapper has a 50% chance of revealing such items, the Mk 2 mapper has a 75% chance, and the Mk 3 has a 90% chance.

Reflective Suit

A reflective suit has a silver, mirror-like surface and acts as second skin armor. The suit renders you invisible to sensors that would otherwise detect you through sight or heat. The suit also negates detection by sound, but it cannot prevent you from making vibrations while you walk. Living creatures can see, hear, and otherwise sense you normally.

Remote Alarm Trigger

When you activate this handheld device with a standard action, it preemptively triggers any alarm within a 400-foot radius. You can instead expend

two charges when activating the remote alarm trigger to select out arcs within the affected area, allowing you to focus attention away from where you wish to travel.

Scouter's Friend

Useful for groups with few subtle members, this single-use device allows you to place a beacon at a location. If you are within 1 mile of the beacon and it has been less than 1 hour since you placed the beacon, you can activate the device as a standard action to open a portal between the beacon's location and your current location. When you set the beacon, you can designate a number of creatures, up to 10, that can pass through the portal, or you can reduce the number to 5 to tag specific creatures capable of passing through the portal. The portal remains open for 1 minute. If the specified number of creatures or all specified individual creatures use the portal before that time, the portal closes.

If you do not activate the device within the beacon's 1-hour duration, the device remains usable, but you cannot use it until 24 hours have elapsed.

Self-Retracting Grappler

This device is similar to an ordinary grappler, but you can spend a move action to pull yourself toward the location where the grappler remains anchored. You move at a rate of 60 feet per round. If the self-retracting grappler is attached to a creature when you use retraction feature, you make an opposed combat maneuver check, with the losing creature moving 60 feet closer to the winning creature.

Self-Retracting Grappler, Advanced
An advanced self-retracting grappler creates a virtual anchor to the target of the ranged attack. If the grappler leaves your grasp, the anchor disappears. As a standard action, you can teleport to the location of the virtual anchor, which also causes the anchor to disappear.

Sounder

This 3-foot long metallic baton has numerous cavities within it. After activating the device, which requires a standard action, you can use a swift action to create complex sounds (such as a conversation) or a single loud sound (such as an explosion) in a location within 200 feet of you. Maintaining complex sounds requires you to hold the device and use a swift action. As a swift action (or part of the same swift action to maintain complex sounds), you can shift the location, provided it within 200 feet of you.

Stash Holder

When an item or set of items proves too unwieldy to carry out without slowing you down or giving you away, this one-use device gives you an alternative. When activated as a standard action, a stash holder creates a pocket dimension to which you have access for 1 minute. The pocket dimension stores up to 20 bulk worth of items. You then designate a command word or location (or combination thereof) where the stash holder can be activated a second time, reopening access to the pocket dimension for 1 minute. After the duration, the access closes and any items remaining in the pocket dimension are lost forever.

Suction Porters

Suction porters come in a set of four bands that fit around your wrist and ankles. While all four are attached, you gain a climb speed equal to half your base speed (this also grants you a +8 bonus to Athletics checks to climb and you don't need to attempt Athletics checks to climb except in hazardous conditions). Additionally, all four suction porters allow you to climb on vertical or horizontal surfaces without difficulty, even if you are upside down. If only two are attached, you gain a +4 circumstance bonus to Athletics checks to climb. As a move action, you can release the suction devices, which subjects you to falling if applicable.

Tactile Gloves

Tactile gloves allow you to tinker with devices without touching them and without putting undue pressure on the devices. The gloves impose a –2 penalty on skill checks to physically disarm devices. In return, traps and other devices triggered by a failure on the skill check are only triggered if you fail by 10 or more.

Temporal Grace

This globe filled with swirls of gray seems to fade in and out of existence. After activating this device, which requires a full action, triggered traps have their activation delayed by 1 minute.

Name	Level	Price	Hands	Bulk	Capacity	Usage
Suction Porters	1	200	2	1	—	—
Alarm Muffler	2	800	—	L	20	1/minute
Remote Alarm Trigger	2	1,000	—	L	10	1/use (see description)
Alarm Muffler, Selective Sonic	3	1,200	—	L	20	1/minute
Sounder	3	2,000	1	L	20	1/round
Tactile Gloves	3	2,250	2	L	30	1/round
Forget Me Pulser	3	2,500	1	L	5	1/use
Alarm Muffler, Selective All-Purpose	4	2,400	—	L	20	1/minute
Life Sign Drone	4	2,000	—	1	20	1/minute
Reflective Suit	4	3,250	—	L	—	—
Self-Retracting Grappler	4	2,100	1	L	20	1/use
Alibi Maker	varies (min 5)	Level squared x 100	—	L	—	—
Falstraints	5	1,500	1	1	10	1/use
All-Credentials	6	5,000	1	L	—	—
Predictive Mapper, Mk 1	6	5,000	2	1	20	1/minute
Forget Me Pulser, Modifier Model	7	9,500	1	L	5	1/use
Self-Retracting Grappler, Advanced	8	16,000	1	L	20	1/use
Scouter's Friend	9	10,000	1	L	—	—
Predictive Mapper, Mk 2	10	25,000	2	1	20	1/minute
Stash Holder	11	15,000	—	1	—	—
Temporal Grace	12	22,000	—	L	10	1/10 minute
Predictive Mapper, Mk 3	14	75,000	2	1	20	1/minute

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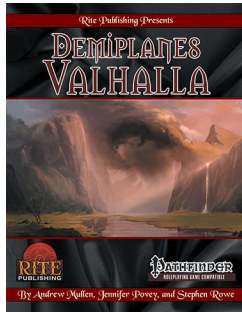
Reviews

Demiplanes: Valhalla
Publisher: Rite Publishing
Reviewer: Endzeitgeist
Stars: 4.5 out of 5

This Demiplanes-book clocks in at 59 pages, 1 page front cover, 1 page editorial, 1 page SRD, 1 page advertisement, 1 page back cover, leaving us with 54 pages of content, so let's take a look!

This review was moved up in my reviewing queue as a prioritized review at the request of my patreons.

So, the first thing I should note is this: I am super picky regarding my Norse lore; I have a degree in the field, can fluently read Norse, and I'm most of the time really pissed off when I see how adaptations to roleplaying games butcher the concept when trying to stay authentic. You see, the most common roleplaying games we play feature assumptions colored by the dichotomous thinking and values cultivated over the centuries, courtesy of Christianity and similar book-based religions. Without going into the finer philosophical details, a perhaps more easier to grasp analogue would be this: Do you know the "Vikings" TV-series, the one adapting Ragnars saga loðbrókar and the Ragnarssona Þáttr? I'm the annoying guy who'll chew your ears off about the liberties taken with the source material, who'll endlessly drone on about aspects not being correct. In my defense, I still enjoy the series, but yeah.

The more prudent and smarter way to adapt the concept of Valhalla, and thankfully the one taken within this book, is to distill the concept to its essence, and to create something new that takes the realities of the gaming world into account – you know, both regarding cosmology and the presence of the god-forsaken alignment system. So yeah, if you're looking for yet another adaptation of Norse myth that will never properly fit your current campaign setting, then you won't find that here.

Instead, Valhalla is depicted as an infinite Outer Plane – one roughly associated with the Chaotic Good alignment, and one central leitmotif: Heroism. While a contextualization within a smattering of Outer Planes is provided, it should be noted that actually integrating the material

presented within this pdf is rather easy – the pdf does offer some guidance and, moreover, does account for the infinity presented by the Planes. In short, we begin with tantalizing ideas of how e.g. a draconic Valhalla might look – the morphic and subjective qualities of planar reality and values are employed rather admirably and set this apart from being just another take on the classic pseudo-accurate rehashing of the concept. This theme is also emphasized by the Greater Petitioner template, which, while lacking a CR-increase note, provides regeneration in the version presented for Valhalla. The idea is obvious – the eternal fighting of the einherjar warrior spirits obviously can be undertaken by such individuals. I am not going to penalize the pdf for the lack of CR-increase here due to the limited scale of the replenishment – the ability does have a cap, preventing abuse.

Now, beyond the general establishing of leitmotifs within the context of Valhalla, the majority of the book is devoted to a variety of different Demiplanes with ties to Valhalla; they all share themes in one way or another, but as a whole constitute an exceedingly smart angle, allowing, by means of compartmentalizing themes and concepts, for easy and seamless integration into the cosmology of an established game. I could e.g. integrate these into Midgard, Oerth or Golarion without much fuss. In a somewhat weird decision or oversight, the central hub of Valhalla, the grand metropolis known as "Champion's Arena" (settlement statblocks provided) would be the only sub-section, the only one of the demiplane-like sub-sections that does not come with bookmarks.

Now, as a brief glance at the respective sub-chapters immediately makes clear, the respective entries do come with secrets noted for the GM to develop, and they do make excellent use of the planar nature of the locales. In short: They offer quite a bunch cool planar traits for each of the respective demiplanes, which really helps rendering the book more useful than its premise: Each of the chapters get crunchy rules for these, with e.g. Arena's Oathbound property providing nasty penalties for oathbreakers, while the Forge of Destiny provides for much easier crafting, but also forges the destiny of the creator, inflicting a mighty curse (no, it can't be broken as easily as usual) that takes the concept of Wyrd, the personal destiny, and makes it a leitmotif of sorts for the afflicted. That being said, the fact that this theme is divorced

from the ideological components associated with the term does render it into a potent roleplaying catalyst. On the downside, layout botched in the aforementioned forge trait, adding a single, nonsensical bullet point that then becomes a regular text. That should have been caught in proofreading, it's pretty obvious.

That being said, the traits do provide some really cool notions – in the region known as Training Grounds, for example, you can, provided you have the sufficient knowledge, conjure forth adversaries to battle, using the kenform template presented within. Similarly, there are quite a lot tables that feature e.g. alternate morphic mishaps and creature mishaps – and a table that is called "Fact of Fiction". You see the book does feature a region called the "Unknown Expanse", which is both every lost civilization and the yarns woven about them, but also every FICTIONAL civilization that never was! The latter is frankly phenomenal as an idea. Picture it: The BBEG is actually so smart that his plans can't be fouled. They can't. There is no refuge, no success possible anymore. And yet, the tale survives of a place that houses his downfall – and then, it becomes real, in a way. Of course, the same theme could easily be flipped. I adore this notion, and it is actually supported by thematic blessings for explorers and a mighty atlas that allows for basically fast travel in a tightly codified manner.

So yeah, there are more crunchy bits herein than just planar geography. But before we get to those, let us talk about connections and conjunctions – the former is pretty self-evident and-explanatory, but the latter represents something we know from mythweaving all too well – basically temporary planar overlaps. Full blown manifestation of segments of the respective planes are similarly noted. Most places also note important NPCs, though these only come with fluff-information, not full stats.

As previously mentioned, each segment also comes with a couple of supplemental rules that add some crunch to the respective write-ups. These do include the *grudgeglass*, an artifact created from the blood,s eqt and tears of the defeated, which allows for the tracking down of an enemy…and there would be Ekena, a CR 25/MR 10 monstrosity that can generate evil clones of those it faces – but, following the theme, it can be bested by bravery: the rules employed here allow for nonstandard skill use as part of attacks to bypass the creature's

defenses. Now, don't get me wrong, I adore this notion, but I am not 100% happy with the very narrative implementation Slightly tighter rules would have been appreciated here. On the plus-side, anyone besting the monster does become mythic, so yeah – it's a nice crucible for ascension. Unfortunately, my immediate association was obviously the comparison with Rite Publishing's genius "Coliseum Morpheuon", which is still, after all these years, one of my favorite roleplaying books. (If you don't have it, get it asap!)

The cliffs of renewal allow for redemption for those with the faith to leap – once more, taking a classic image and codifying it; in the Eternal Tavern, bards can learn a new masterpiece, the First Hero's Journey (and yes, the First Hero actually is in the bar…), and in an interesting take, this masterpiece does provide a take on the concept of the monomyth, with three stages that happen consecutively. Similarly, there is a minor artifact that does improve mythic power or make the owner count as mythic, which does come with narrative potential galore, particularly if you're like me and love throwing mythic critters at regular characters… In the somber Gardens of Memoriam, those so inclined can live through the final moments of heroes, which once more sports narrative potential galore. A very potent *mindscape*-based trap and the notion of the norn's curse/will is within these pages, while the tavern of unsung songs bestows a healthy dose of humility on the mightiest of mighty, including a rather impressive spellblight…and there obviously would the *Well*. A place where sacrifices can be made to gain basically any effects – but not even the gods can alter the finality of it or recover losses incurred here! Nice to for once see no divine intervention clause!

Oh, did I mention that there is a creature born from former-familiar ravens, so-called exensils, which actually may choose to become familiars once more?

Conclusion:

Editing and formatting are very good on a rules-language level; on a formal level, I consider this to be only good; I noticed more hiccups than usual for Rite Publishing's recent offerings. Layout adheres to the beautiful, new two-column full-color standard Rite uses, and the interior artworks, for the most part, are stunning, though they do not adhere to a unified aesthetic. For the most part? Yeah, the artworks are neat, but there is one really

ugly CGI-piece herein. Not enough to tarnish the book, but it felt jarring to me. The pdf comes fully bookmarked for your convenience, with the weird oversight of one subchapter's, namely Arena's bookmarks missing.

Andrew Mullen, Jennifer Povey and Stephen Rowe have created something that I thoroughly enjoyed – a planar toolkit/gazetteer full of inspiring and interesting ideas and material, a great little GM-toolkit that has appeal far beyond the concepts one usually associated with the term of "Valhalla." Indeed, that may be the biggest strength of this pdf – the fact that it does not waste time trying to rehash bits and pieces from mythology we already know. Instead, it focuses, precisely and in an inspired manner, on how ideas can be distilled, and how they can be applied to the realities within the campaign worlds we play in. This idea suffuses the whole pdf and makes this a very worthwhile supplement to have. In short, this is exceedingly "gameable", to use that buzz word. It also provides what definitely *is* Valhalla, without requiring the whole Norse pantheon – it is a Valhalla to customize, to make your own. You could, theoretically, make a grippli-Valhalla, for example.

This pdf provides a lot of interesting ideas, both regarding fluff and mechanics, and while it does offer from a few proofing-level hiccups, that is not enough to truly tarnish it. As such, my final verdict will clock in at 4.5 stars, rounded up due to in dubio pro reo. Additionally, the exceedingly clever and versatile notion that distills the essence of the plane and makes it generally useful for various cultures and settings also means that this receives my seal of approval.

You can get this cool planar supplement here on OBS! **Endzeitgeist out.**
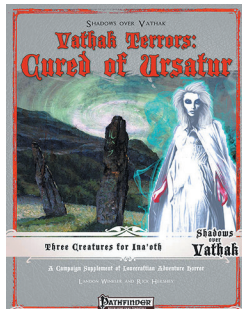
Vathak Terrors: Cured of Ursatur

Publisher: Landon Winkler
Reviewer: Endzeitgeist
Stars: 5 out of 5

This little bestiary clocks in at 10 pages, 1 page front cover, 1 page editorial, 1 page ToC, 1 page SRD, leaving us with 6 pages of content, so let's take a look!

We begin this pdf with a brief introduction of the context of Ina'Oth and the deadly Plague of Shadows that ravages these lands…and the results of the methods to combat the plagues that sweep Ursatur.

The children of vinari healer Anna Schafer still haunt the places, constituting the first critter within, Anna's Forgotten, a CR 13 undead. Born from the desperate attempts to find a cure from experimentation on children, the canonization of the good Dr as a Saint of the One True God has not helped to render the gas/miasma-themed and mist-shrouded undead rest easier in their graves. Chilling.

At CR 5, the second creature within would be the extergeist. While the plague of shadows was hard to stop, some folks tried to combat it with cleanliness. And as someone who used to be very OCD in that regard, let it be known that cleanliness can harm you…so yeah, this makes this ghosts extra chilling for me: They are those that perished, in spite of their cleaning neurosis, and they still fear disease… their touch capable of unraveling, of scrubbing away the tissue that makes up the living…and their pronounced fear of contamination beyond death making for a great Achilles' hell. Big kudos!

The final critter makes use of one rules-innovation from the superb Gamemaster's Guide to Ina'Oth (seriously, one of the best regional sourcebooks I know!), namely multi-stage diseases, one of which is presented here to accompany the creature. You don't need that book to make use of the creature, but the Plague Cymoth, equal parts plague and creature, makes for a chilling finale…oh, and we actually get two feats for those that learn to…utilize their horrid parasites! Nice! (Btw.: One of them nets you a second bite in your bite, Alien-style…)

Conclusion:

Editing and formatting are very good on a formal and rules-language level. Layout adheres to a beautiful 2-column full-color standard, and the pdf comes fully bookmarked, in spite of its brevity. All 3 creatures get their own full-color artworks as well – impressive for a mere $1.50 asking price!

Landon Winkler delivers big time with these three creatures – they are all interesting and chilling in some way, and they have strong concepts and even manage to provide some mechanically interesting tricks. Honestly, you can't ask for much more from such a humble, inexpensive pdf! This is absolutely worth getting if you even remotely like dark fantasy/horror and/or the Vathak setting! This gets 5 stars + seal of approval.

You can get these inexpensive critters here on OBS!

You can get the excellent Ina'Oth GM's Guide here on OBS!

Endzeitgeist out.

Legendary Gunslingers

Publisher: Legendary Games
Reviewer: Endzeitgeist
Stars: 5 out of 5

This installment of the player-centric/class redesign books clocks in at 38 pages, 1 page front cover, 1 page inside of front cover, 2 pages of editorial, 1 page ToC, 2 pages of introduction, 2 pages of SRD, 1 page advertisement, 1 page back cover, leaving us with 27 pages of content – as always for Legendary Games, these pages are packed with materials, so rest assured that there's a LOT of content within!

Now, I've been pretty vocal about the copious issues that the gunslinger class has, so let's start with the big selling point of this pdf – the Legendary Gunslinger base class. Now, in an interesting aside, the pdf already shows a level of care absent from many comparable files: The class table does come with a short note that allows groups that do not operate under the assumption of firearms targeting touch AC to make full use of it. It's a small thing, but it's the kind of "going the extra mile"-mentality I really appreciate.

Now, let's take a look at the chassis: Legendary Gunslingers are proficient with simple and martial weapons as well as with all firearms and light armor, get d8 HD, and thank the 7 heavens, they actually get SKILLS. 6 + Int mod per level. And yes, these include Swashbuckling staples like Acrobatics, Bluff, Swim, Stealth, etc. The chassis of the class is also interesting in that it implements a change I have always been pretty vocal about: The gunslinger does NOT need full BAB; targeting touch AC for the most part makes math wonky at high levels for full BAB characters. Thus, the legendary gunslinger gets ¾ BAB-progression as well as good Fort- and Ref-saves.

The legendary gunslinger gets a blunderbuss, musket or pistol at first level and this weapon may only be sold for scrap; other creatures treat it as broken. We also get Gunsmithing, however, ammo etc. may be crafted for 1% of the base price. This means that legendary gunslingers no longer break the bank of really gritty low level groups. Also at first level, the legendary gunslinger gets to add Dex-mod to firearm damage, though this bonus damage caps at class level until 5th level. (this ability is called "gun training", fyi.) Additionally, misfire values are reduced by 1 to a minimum of 0, and broken firearms only increase misfire values by 2, not by 4. Grit is still governed by Wisdom modifier (minimum 1). A really big plus here would be that the legendary gunslinger's grit-recharge mechanics allow for the regaining of grit via successful saving throws. And before you ask: YES, this is utterly and remarkable cheesing-proof. No chance to abuse it whatsoever. Big kudos!

At 2nd level, we get +1/2 class level to Perception, and choose two Int or Cha-based skills and use Wisdom instead as governing attribute. With the skill-array, this makes gunslinger faces very much possible. Nice! Also at second level, we get a significant alteration as far as design paradigms are concerned: We get the first so-called gun mastery, with every 3 levels thereafter granting another one. Yes, this means what you think it means: The class, finally, actually has meaningful player-agenda and build-diversification built straight into its chassis. Some deeds have been transformed into gun mastery and now require a conscious decision to get – like Charging Shot, or Counter Shot. As an aside: The latter now actually is balanced by the alterations of the gunslinging chassis in a more meaningful and exciting manner. The placement of these masteries as far as minimum levels are concerned btw. makes sense. A particular joy, at least for me, would have been to see that improved and expanded targeting add to the targeting deed. And yes, you can get renown! The gun masteries presented are extensive, interesting and yielded no issues in my tests.

3rd level yields uncanny dodge, and 13th level improved uncanny dodge…while also providing the deed mechanic! So yes, legendary gunslingers still retain basic deed functionality; it's still very hard to make a truly sucky character with the engine proposed, and the choices that are still automatically granted thus make sense. 7th, 11th, 15th and 19th level unlock new deeds in this linear progression. 4th level nets nimble (improving it by +1 every 4 levels thereafter) and combat grit: This nets you a temporary grit point whenever you roll initiative. This does have a cooldown and can't be cheesed, while making sure that you always have at least something to do. 5th level lets you spend 1 grit as a swift action for +1 to atk and damage for 1 minute, with the bonus increasing by +1 at 10th level and every 5 levels thereafter. 6th level nets the skill

unlock of a Dex or Wisdom based skill (including ones where the gunslinger may have substituted Wisdom for Cha or Int), and 6th level allows for a grit-based reroll of Dex-or Wis-based skill checks. This improves at 17th level. 7th level nets evasion, 16th improved evasion. True grit is the capstone. We also get two alternate favored class options for all races: +1/6 gun mastery or +1/5 combat grit.

The pdf includes no less than 15 different archetypes for this class, so let's take a look at what we get, shall we? The alchemical hotshot loses deeds, but does get alchemy at minus 1 extract per level and is Int-based; the massive key feature here would be that the archetype learns metallurgy, which has two benefits per entry: One is the special type of bullet, and one allows for a firearm made from the material. Lead, for example, can temporarily lower SR, while copper bullets can prevent targets from attacking the alchemical hotshot. And yes, you get to go Golden Gun at higher levels; heck, you even get a platinum gun!! The archetype pays for this flexibility by losing some of the spontaneous tricks – it is Int-based, so requiring a bit more deliberate planning is perfectly in line with the concept here. Damn cool. The anthem gunner is basically a bard lite/legendary gunslinger hybrid that is Charisma-based and as such, has a lot of its class features tweaked accordingly. The black flag bandit is locked into pistols and represents a pistol + blade/siege weapon specialist. They can make siege weapons require smaller crews, which, in some campaigns, can be super cool.

The bullet wizard once more would be an Intelligence-based archetype, using the starting weapon as a bonded object and gaining a magus' spellbook. The archetype makes delivering spells via bullets work (this is pretty hard) and may, at higher levels, expend spellslots to fire energy blasts from the weapon. This made me smile, for it does resemble to a degree the concept I implemented in my own etherslinger class, though obviously with a different base spellcasting engine. Nice job!! Don't like firearms in your game? Take a look at the crossbow killer archetype. Big kudos: This fellow does come with a bit of advice regarding multi-archetyping it. The Demolition soldier is locked into a pistol and gets scaling bombs. Nice. The faded stranger is the faceless guy that folks may forget about after meeting them, the subtle infiltrator – I liked this one, though I did wish it had a silencer-style ability baked into its rules. The

firearm striker is an unarmed/gun-fu-ish specialist that blends unarmed strikes and firearms. This is traditionally either really bad or really broken – this is neither, though it probably would have made for a viable class hack. The option to follow firearm shots with unarmed strikes, including movement, is interesting.

The living turret gets a culverin and may enter a special stance as a move action, improving defenses and counting as supported. Interesting: This does offer some tanking capabilities. Cool engine tweak! The muzzle roarer is one of the big archetypes: Born under a really bad sign, these guys may neither be good, nor lawful, and they must serve an evil patron deity or entity akin to demon lords, horsemen of the apocalypse or Great Old Ones. They have slightly less skill points per level, but do get an oracle curse, with additional spells codified as limited use SPs instead. With a Rovagug-y theme, they can *shatter* inanimate objects. They also may choose ninja tricks and rogue talents instead of gun masteries – and yes, grit is employed instead of ki, where applicable. Their firearms become particularly loud, making noticing them easier, and they may use grit to duplicate magical sonic based effects. Finally, the archetype gets a couple of nice, or rather, unpleasant evil deeds.

The pale slinger replaces nimble with an aura of misfortune, from which she may exempt allies, and hexes and hex/shot synergy are neat. I also enjoyed the unique benefit that prevents rerolls in the auras of higher level pale slingers. Rather cool one! Rumslingers only recover grit by drinking alcohol, replaces nimble with a synergy trick for Fort-bonuses to resist poison by imbibing alchemical fire. 2 unique deeds and a really evocative capstone complement this interesting engine tweak. Sky riders replace the resolve ability sequence and slinger's quirk with a bird animal companion. The archetype also gets wild empathy and upgrades for monstrous mounts later. Solemn travelers may not be true neutral and instead get an alignment-themed cavalier mount, with later *detect*-SPs added. Judgments and an aura that penalizes fear-saves and negates fear immunity complement this one. Finally, there would be the technological shootist as the final archetype – you guessed it: This fellow would be the Tech Guide engine tweak for the Legendary Gunslinger. Nice one!

The feats within the book number 6 – Deed Specialization nets +2 DC for a deed's save DC.

Extra Gun Mastery nets, bingo, a gun mastery. For Demon-Haunted Drifter, you need an eidolon and may instantly call forth the eidolon or *lesser evolution surge* it via grit, which is cool. Kudos: Notes for use are provided for gamers with less system mastery. Guns Out of the Grave takes up almost a whole page and is a feat that is only available for the undead. The feat nets you rejuvenation while you have at least 1 grit, and the feat nets special abilities depending on the HD of the user of the feat. Obviously intended for NPCs, this makes for a truly fearsome feat for the undead, allowing the undead to call their weapons back. I'd obviously strongly advise against making this one available for PCs in all but the most potent (or apocalyptic) of campaigns. Whiskey-Soaked Drifter is once more a HUGE feat, one that makes the character basically an alcoholic, but allows for temporary grit gains via drinking alcohol. Minor nitpick: There is a reference to "grit" that should refer to "drunken grit" instead, making the second paragraph here slightly confusing. This feat is one I really like in theme, though the execution will not be for all groups. Since this reliably delimits grit, it requires some mature handling by player and GM alike. The Winter-Hearted Drifter feat is one that makes you an arctic specialist/one associated with entities of cold/etc., providing synergy with the Winter Shade of the Umbral Wood feat. While high-concept, these long-form feats do need a bit more careful consideration than the rest of the pdf.

There also is a page of nice firearm modifications – 8 to be precise. And yes, thank all 7 heavens, a silencer's included. Gunslingers can now, you know, not insta-break any infiltration scenario. Huge kudos. The pdf also includes two magic items, the *farsight duster* that enhances range-increments and the *lore bullet*, which, while kept on the person of someone with deeds for 24 hours, nets the gun mastery inscribed within. There is a hard limit on how many of these you may carry. The pdf ends with a cool NPC, Theresa Diaz. She and her lover were enslaved by Nigredo, a neurokineticist and brother of Theresa's lover, who had a …weird way of showing affection. Theresa now is looking for Hannah, lost somewhere out there. Nice way of tying stories together. And yes, we get a proper boon for this CR 7 lady.

Conclusion:

Editing and formatting are excellent on a rules-language level; on a formal level, the pdf is similarly precise, though I did notice a couple of installments of bolding missing. Layout adheres to the 2-column full-color standard of the series, with artworks being a blend of old and new full-color pieces. The pdf comes fully bookmarked for your convenience.

N. Jolly, Jason Nelson, Clinton J. Boomer, Robert Brookes and Alex Augunas know what they're doing. Siobhan Bjorknas, Blake Morton, Hal Kennette and Jason Nelson in development did definitely polish this to a shine.

So…ähem…you know, the longform feats… I'd have preferred them in a Legendary Villains installment. Öhm. Yeah. Those firearm mods? More would have been cool. Öhm. Yeah.

Who am I kidding?? This is the masterclass gunslinger that I always wanted. Meaningful differentiation, sensible design decisions that are grounded on a deep understanding of rules and obvious playtesting, high-concept options and an all around better playing experience? HECK YES. This is what the gunslinger always was supposed to be. It's a rewarding, evocative, fun class that does pretty much everything resoundingly right, with the minor manabar-y combat grit making for a bold and cool engine-change. Add to that the skills, the expert ways to prevent abuse, and we have a masterpiece of a class redesign. My final verdict will clock in at 5 stars + seal of approval. Oh, and since I only got around to reviewing this right now, this is definitely a candidate for this year's top ten. A must-own offering for any group including gunslinging – get it and never look back.

You can get this genius gunslinging gold mine
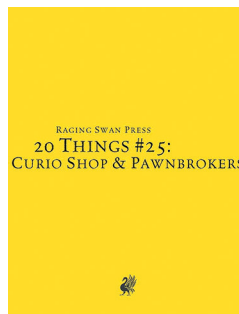
Endzeitgeist out.

20 Things: Curio Shop & Pawnbrokers (system neutral)

Publisher: Raging Swan
Reviewer: Endzeitgeist
Stars: 5 out of 5

This installment of the #20 Things-series clocks in at 11 pages, 1 page front cover,

2 pages of advertisement, 1 page editorial/ToC, 1 page SRD, 1 page back cover, leaving us with 5 pages of content, so let's take a look!

Curio shops are laces I really adore IRL – there is something I enjoy about the uncertainty they represent in our structured "everything-always-available" world that makes them appeal to me; in media, there are plenty of examples wherein curio shops and pawnbrokers represent plot points, angles and exciting environments. As such, it's pretty odd that so few supplements capitalize on how cool these can be.

This pdf begins with a nice little introduction + designer's commentary before introducing us to 6 sample customers to encounter within a curio shop. As always for the series, the write-ups are depicted as a fluff-only write-up, noting suggested races and classes in brackets alongside the suggested alignment. A minor inconsistency here would be that the classes referenced here represent a blend between the old-school and new school monikers: We read, for example, "thief" instead of "rogue", but also "wizard" instead of "magic-user." Personally, I consider this to be a cosmetic glitch and not of particular importance, but some folks might mind.

The 6 customers presented include, obviously, petty criminals, but also the desperate and the devious – this is an interesting cadre of folks, and all have their own encounter/adventure-hook hard-coded into their write-ups. Speaking of hooks and the like: The pdf then proceeds to provide an array of no less than 10 different hooks and complications. These include being accused of theft, the owner closing shop soon and more…let's say… direct encounters, like raiding thieves, discovering something unique, etc. The selection here is pretty diverse and nice.

Of course, such shops always become lively and plausible by the knick-knacks to be found within, and every GM is bound to run out of them sooner or later; thankfully, the pdf does offer plenty of unique odds and ends: From well-worn rabbit's foot to desiccated spiders and black patches with maps drawn on the inside, these are truly inspiring and most of them honestly would be things I'd get for decorations IRL. 20 pieces of bric-a-brac and useless junk and 6 weapons to be found

complement the array of items to add some rich color to ye olde curio shoppe. This is not to mean that these are truly useless, mind you: A charred credit note lacking the section where it reads who extends it would be interesting and anything but useless – at least in a world where magic can repair items…And a holy symbol of a local deity may hint at a weird heresy hiding nearby…And what sword once featured that onyx-skull pommel? The value of these is contextualized and not necessarily immediately apparent, but from a narrative perspective, they are gold.

The same, obviously, may be said about the actually valuable final 20 items within – here, gp values are often provided, and a choker with an inscription hinting at an abusive relationship or juicy master/slave-play could very much provide an interesting find for more than one group.

Conclusion:

Editing and formatting are top-notch, I noticed no glitches. Layout adheres to an elegant, minimalist 2-column b/w-standard, and the pdf sports a couple of really nice b/w-artworks. The pdf comes fully bookmarked for your convenience, and the pdf comes in two different versions, one of which is optimized for screen-use, and one is optimized for printing it out.

Creighton Broadhurst's take on curio dressing is truly inspired: All those weird little items and strange finds tell of old stories, opportunities and possibilities. Considering the wealth of information properly running a curio shop can require from the GM, this dressing file constitutes a godsend for most folks and lives up to its potential. I, for one, would love to see a sequel, perhaps even a larger book with magical curiosities? Oh well, as a whole, this is definitely worth getting. My final verdict will be 5 stars + seal of approval.

You can find this great little dressing file here on OBS!

You can directly support Raging Swan Press here on patreon!

Endzeitgeist out.

Starfarer's Companion

What is in the *Starfarer's Companion*? An expansion to the *Starfinder Core Ruelbook*, adding both classic character concepts and brand new options to expand the variety in your fantastic galaxy! You'll find updated races, classes, companions, feats, and spells. Also includes computers and starships!

And More! All ready for any campaign, but including the flavor needed to integrate smoothly with RGG's Blood Space setting, the background flavor in the *Starfarer's Companion* can be a stand-alone adventure ground, or just another place in the galaxy of your games.

The *Starfarer's Companion* is written by Alex Augunas and Matt Morris, with the assistance of Matt Banach and Owen K.C. Stephens.

A Companion to Adventure Across the Stars!

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