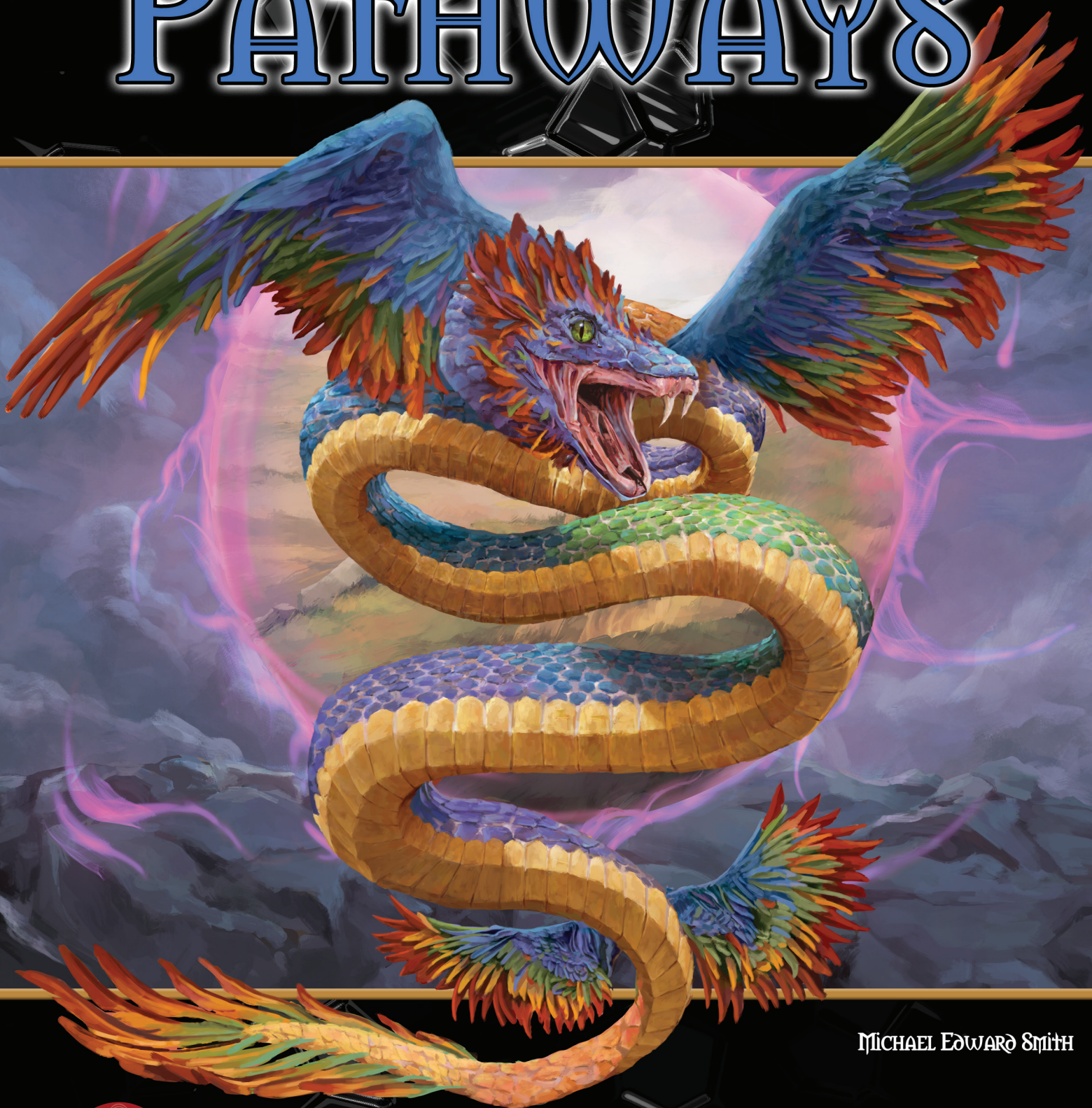


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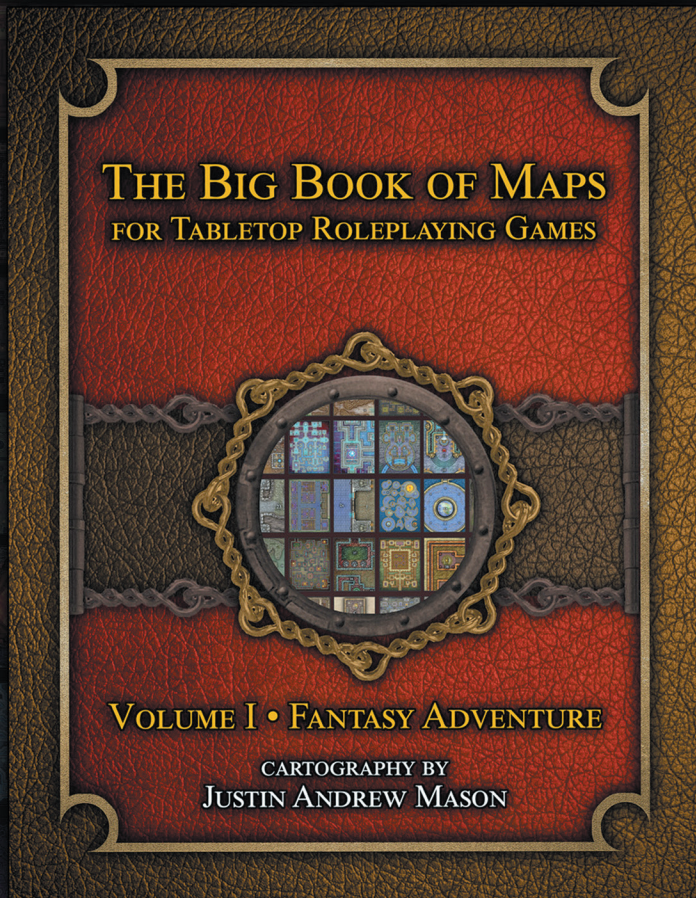


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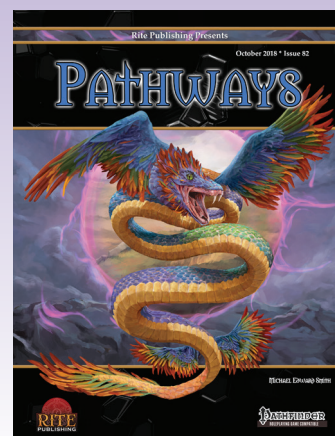
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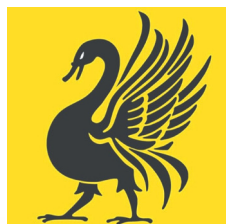
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Editorial

by Dave Paul

I have been interested in both “Be careful what you wish for” and “Be careful what you wish for, you just might get it,” as pieces of advice. The first seems to suggest that the very act of wishing for things carries hazards, and that there might be consequences for getting our wishes fulfilled that we hadn’t anticipated; the second offers that we might not really understand ourselves and that if we get what we want, we might discover that what we wanted isn’t what we should have wanted.

I remember playing in an RPG campaign back in the 80s where the GM seemed, to me, a little over-invested in *The Monkey’s Paw* sort of horror that might arise from a wish. In his setting, having access to a wish was always understood to be doom rather than boon and players wisely avoided being anywhere near anyone with the power to grant a wish or have a wish granted.

The literature of wish stories is probably vaster than I know, and I’m confident it appears in more cultures than I’m aware of. I do find it interesting how often stories containing beings able to grant wishes (from genies to Santa, frankly) appear in *children’s* stories. Though it is not lost on me who writes and tells these stories—and I think that this tells us an awful lot more about what those authors did or didn’t get (and which needs of theirs were not met) than about what children actually want. This tells me that probably wish stories are deeply connected to our own senses of loss, regret and abandonment, and that they’re probably less connected to our desire for wealth or power than might otherwise

seem apparent at first glance. So many wish stories end badly for one or more characters, precisely because of the terrible consequences of some power that was wished for, but also because of the consequences of messing with fate. This is another fascinating spin. There seems to be a collective awe of the fates (which is not at all surprising given how much more powerful nature is than any of us are, and by how profoundly ignorant we’ve been of the inner workings of the world for so much of human history), and so tampering with the fates seems like just the kind of thing that elders would have wanted to warn children (read: their own younger selves, if only they could have) about.

So in our games, especially ones where we pretend we have some control, and the enemies are discernable and quantifiable, and we can gather together as groups and wade into the darkness to overcome evil, it’s no surprise that we want our wishes not to turn against us. I see in most games like the modern RPGs, even the ones that emphasize horror, that there’s a behind-the-scenes presumption in favor of happy endings. If the worlds we actually live in are out of our control, if the economies we are subjected to have domination over us, if our political systems do not keep us safe, then why wouldn’t we want to play games where we have control, cannot ultimately be dominated, and are able to make ourselves safe? In short, aren’t these games all about getting our wishes granted?

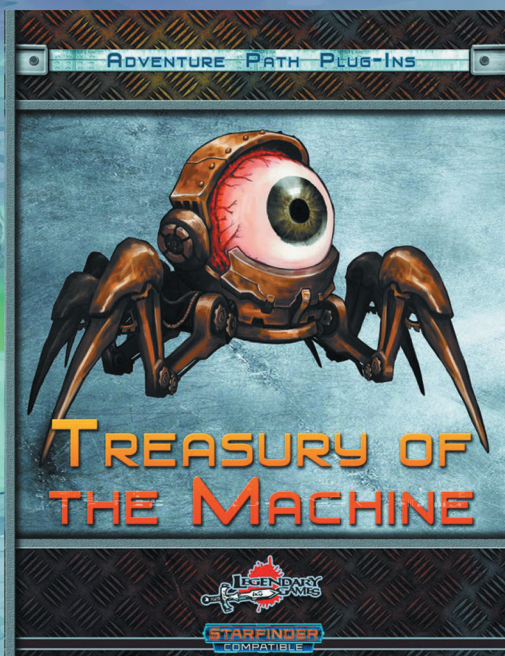
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Limitless Creature Template

by Wendall Roy, Illustration by Michael Edward Smith

Some creatures of legend and destiny have a force of personality so strong they bend reality to their benefit. These limitless creatures live a charmed existence, seemingly surrounded by a cloud of fortune that proves as detrimental to their foes as it benefits the limitless one. Scholars have determined this is not the case, no mere twisting of luck occurs in the limitless' presence. These potent

creatures can instead self-actualize to their greatest potential, pushing their abilities to unimagined heights, rejecting the negative events that life may throw their way, and claiming willful dominion over nearby magical manipulations of wishing energy. The limitless are the other side of the coin from traditional myths of geniekind; they are the power of wish turned inwards.

Creating a Limitless Creature

"Limitless" is an inherited template that can be added to any dragon, fey, or outsider.

CR: Same as the base creature +2.

Special Abilities: A limitless gains the following special abilities:

Moments of Self-Actualization (Su) A limitless has a pool of moments of self-actualization equal to 3 + their HD. As a swift or immediate action, the limitless can expend a moment of self-actualization to do any one of the following things:

Alter Probability (Su) A limitless can cause a reroll of one attack roll, saving throw, or skill check that occurs within 120 ft. They must be aware of this action to use this ability. The limitless can expend two moments of self-actualization to use this ability on themselves as a free action even if it is not their turn. Alter probability can only be used once on a particular roll.

Escape Calamity (Su) A limitless can negate any partial effect of a spell or ability when they successfully save against that ability.

Hazard (Su) A limitless can cause an improbable but hazardous event to affect a single target within 120 ft. This hazard deals 1d6 points of damage + 1d6 additional points of damage per two HD of the limitless. A successful Reflex save (DC 10 + 1/2 the limitless' HD + their Cha mod) results in half damage. The actual damage type (or types) is subject to GM determination, and the improbable event can be virtually anything (random object falling from the sky, underground explosion, seemingly random lightning strike, cascading chain of disastrous moments, etc.). This damage could be something to which the target is resistant, but hazard never causes damage types to which the target is immune.

Impromptu Expertise (Su) A limitless can gain the benefits of a single feat whose prerequisites they meet for 1 round. By expending multiple moments of self-actualization (to a maximum equal to their Cha mod), they can gain multiple feats in this way that can be used as prerequisites for each other.

Wish Thief (Su) A limitless can expend 4 moments of self-actualization whenever a creature casts a *limited wish*, *miracle*, or *wish* spell within 120 ft. to attempt to steal the spell. The limitless makes an opposed check by rolling 1d20 + their HD + their Cha mod against a DC of 10 + the spell's caster level + the caster's key ability mod. If successful, the limitless dictates all parameters of the cast spell.

Probability Aura (Su) A limitless gains an aura with a 60 ft. radius that allows them to alter probability through strength of will and force of personality. Any creature hostile to the limitless that gains a luck bonus within the aura, or who enters the aura with an existing luck bonus, must make a Will save (DC 10 + 1/2 the limitless' HD + the limitless' Cha mod) or have their luck bonus corrupted into an equivalent penalty. Any luck bonuses the creature may have to saving throws do not apply to this Will save.

A hostile creature within the aura attempting to use an ability that allows them to reroll a d20 or to expend moments of chance (as the luckbringer class ability) must make an opposed check to successfully use that ability. This functions similarly to a caster level check, with the creature rolling 1d20 + their character level + their Cha mod against a DC of 10 + the limitless' HD + their Cha mod.



Sample Limitless

Limitless Couatl

CR 12

XP 19,200

LG Large outsider (native)

Init +7; **Senses** darkvision 60 ft., *detect chaos/evil/good/law*; Perception +23

Aura probability aura (60 ft., Will DC 17, opposed check DC 22)

DEFENSE

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 126 (12d10+60)

Fort +9, **Ref** +13, **Will** +14

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +16 (1d8+7 plus grab and poison)

Space 10 ft.; **Reach** 5 ft.

Special Attacks constrict (1d8+7), hazard (5d6, Ref DC 17)

Spell-Like Abilities (CL 9th; concentration +12)

Constant – *detect chaos, detect evil, detect good, detect law*

At will – *detect thoughts* (DC 15), *ethereal jaunt* (CL 16th), *invisibility*, *plane shift* (DC 20)

Spells Known (CL 9th)

4th (4/day) – *charm monster* (DC 17), *freedom of movement*

3rd (7/day) – *gaseous form*, *magic circle against evil*, *summon monster III*

2nd (7/day) – *cure moderate wounds*, *eagle's splendor*, *scorching ray*, *silence* (DC 15)

1st (7/day) – *endure elements*, *mage armor*, *obscuring mist*, *protection from chaos*, *true strike*

0 (at will) – *daze*, *disrupt undead*, *light*, *ray of frost*, *read magic*, *resistance*, *stabilize*

STATISTICS

Str 20, **Dex** 16, **Con** 20, **Int** 17, **Wis** 19, **Cha** 17

Base Atk +12; **CMB** +18 (+22 grapple); **CMD** 32 (can't be tripped)

Feats Alertness, Dodge, Empower Spell, Eschew Materials (B), Improved Initiative, Iron Will, Lightning Reflexes

Skills Acrobatics +18, Bluff +9, Diplomacy +18, Fly +20, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +18

Languages Celestial, Common, Draconic; telepathy 100 ft.

SQ moments of self-actualization (12; alter probability, escape calamity, impromptu expertise, wish thief)

SPECIAL ABILITIES

Spells A couatl casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Poison (Ex) Injury – bite; *save* Fortitude DC 16; *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves. The DC is Constitution-based.

ECOLOGY

Environment warm forests

Organization solitary, pair, or flight (3-6)

Treasure standard



The Gifts of Heaven

Preview for Mythic Monsters: Heavenly Host

By Jason Nelson, Jonathan H. Keith, and Sean K Reynolds

Good-aligned outsiders frequently take an interest in the affairs of mortals, interceding when summoned or called as interplanar allies, but also taking it upon themselves to appear in visitations to the faithful and bringing messages from their divine patrons in the celestial realms. Mythic outsiders take this interest a step further by bestowing lasting gifts upon the truly faithful who are willing not merely to consult with them and ask their aid but that are willing to do a service for the powers of heaven in turn. When that task is completed, the mythic celestial can pronounce a resounding benediction upon the supplicant offering their service, which grants that individual the ability to take the following feat.

Sanctified Servant

Your acts of service to the powers of the upper planes have brought you their blessings.

Prerequisite: Cha 13, good alignment, able to speak Celestial, and you must have performed a service for a mythic outsider (minimum mythic rank 2) with the good subtype.

Benefit: You gain a +1 bonus on Charisma checks and Charisma-based skill checks made with good-aligned creatures, who can sense the aura of beneficence that surrounds you. You take a -1 penalty on such checks with evil-aligned creatures, save that on Intimidate checks you gain a +2 bonus instead of taking a penalty.

Special: This feat serves as the prerequisite for other sacred feats. An outsider with the good subtype is treated as if it had this feat for the purpose of meeting feat prerequisites.

Mythic: The bonuses granted by this feat are increased by 1, but the penalty on Charisma checks and Charisma-based skill checks (other than Intimidate) with evil creatures increases to -4. You may expend one use of your mythic power to suppress this penalty for 1 hour.

Once a character or creature has taken the Sanctified Servant feat, she becomes eligible to select additional feats from a new category, sacred feats. Ordinarily these feats must be taken using normal feat slots. In addition, a character with the Sanctified Servant feat can spend one month taking and honoring a vow similar to a [monk vow](#) (see *Pathfinder Roleplaying Game Ultimate Magic*), gaining one sacred feat as a bonus feat at the end of that month of prayerful discipline. If he breaks the vow he immediately loses the feat and additionally takes a -1 penalty on all d20 rolls for one week. A character taking such a vow does not gain additional points in his ki pool. A character can maintain multiple vows at the same time, gaining an additional bonus sacred feat for each vow, up to a maximum number of vows equal to her Charisma modifier (minimum 1). A sampling of additional sacred feats is presented here, but other similar feats may also exist that are tailored to specific races of good-aligned outsiders.

Healing Hands (Sacred)

Your hands are blessed with the gift of healing others.

Prerequisite: Sacred Servant, channel energy or lay on hands ability, Heal 5 ranks.

Benefit: You are treated as if you were 2 levels higher for determining the effect and number of uses per day of any supernatural ability you create that heals hit point damage or any spell or spell-like ability of the conjuration (healing) subschool. However, these increased uses and increased effects apply only when you are using these healing spells or abilities on others, not yourself, and only if you touch the recipient when you activate the ability. If you trigger an area effect such as channel energy or a multi-target effect like *mass cure light wounds*, you may touch up to two targets to grant them this increased healing.

Mythic: You are treated as if you were 4 levels higher for determining the effect and number of uses per day of any supernatural ability you create that heals hit point damage or any spell or spell-like ability of the conjuration (healing) subschool. If you trigger an area effect or a multi-target effect, you may touch a number of targets equal to 3 plus one-third your mythic tier to grant them the increased healing provided by this feat.

Heavenly Halo (Sacred)

The light of heaven is in your eyes and surrounds your head.

Prerequisite: Sacred Servant.

Benefit: You are crowned in light equal to a *light* spell (caster level equals your level). You can suppress or reactivate this glow as a standard action. Good-aligned creatures recognize this radiance as signifying your purity and devotion to the cause of good, and you gain a +2 sacred bonus on Diplomacy and Sense Motive checks when interacting with good-aligned creatures.

Mythic: You gain a +4 sacred bonus on Diplomacy and Sense Motive checks when interacting with good-aligned creatures, and once per day you can increase the illumination provided by your halo to the equivalent of *daylight*. You can create *daylight* more than once per day by expending one use of your mythic power for each use after the first.

ANGEL, MOVANIC DEVA

This angel is all sharp lines and angles, muscular but lean, with large wings and a mighty flaming greatsword.

MYTHIC MOVANIC DEVA CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (angel, extraplanar, good)

Init +7; **Senses** darkvision 60 ft., detect evil, low-light vision; Perception +26

Aura protective aura

DEFENSE

AC 29, touch 13, flat-footed 26 (+3 Dex, +16 natural) (+4 deflection vs. evil)

hp 200 (12d10+134)

Fort +14, **Ref** +11, **Will** +9; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities nature's pacifism^{MA}, protected life force, shield of life^{MA}; **DR** 10/epic and evil; **Immune** acid, cold, electricity, fire, death effects, energy drain, petrification; **SR** 26

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee +1 *flaming greatsword* +17/+12/+7 (2d6+7/19-20 plus 1d6 fire)

Special Attacks baneblade^{MA}, mythic power (5/day, surge +1d8), purifying flame^{MA}, severed link^{MA}

Spell-Like Abilities (CL 8th; concentration +12)

Constant—detect evil

At will—*aid*, *discern lies* (DC 18), *dispel evil* (DC 19), *dispel magic*, *holy smite* (DC 18), *invisibility* (self only), *plane shift* (DC 19), *remove curse*, *remove disease*, *remove fear*

7/day—*cure serious wounds*

1/day—*antimagic field*, *awaken*, *holy aura* (DC 22)

STATISTICS

Str 19, **Dex** 17, **Con** 22, **Int** 17, **Wis** 17, **Cha** 19

Base Atk +12; **CMB** +16; **CMD** 29

Feats Cleave^{MF}, Great Cleave, Improved Initiative, Iron Will, Power Attack^{MF}, Toughness, Vital Strike

Skills Diplomacy +19, Fly +22, Intimidate +19, Knowledge (planes) +18, Knowledge (religion) +18, Perception +26, Sense Motive +22, Stealth +18, Survival +20; **Racial Modifiers** +4 Perception

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or squad (3–6)

Treasure double (+1 *flaming greatsword*, other treasure)

SPECIAL ABILITIES

Baneblade (Su) As a move action, a mythic movanic deva may expend one use of mythic power to apply the bane quality to its greatsword, choosing any designated foe from the bane weapon quality list. The weapon retains this quality for 1 hour or until the deva uses this ability again to change the target of its bane.

Nature's Pacifism (Ex) Animals and plant creatures do not willingly attack a movanic deva, though they can be forced to do so by magic. If the deva deals lethal damage to a plant or animal, its protection against that creature ends; however, a mythic movanic deva's greatsword is treated as a +1 *merciful greatsword* when attacking animals and plants (though it functions as a +1 *flaming greatsword* against other creatures).

Protected Life Force (Ex) Movanic devas are never harmed by positive-dominant or negative-dominant planar traits.

Purifying Flame (Su) A movanic deva's *flaming greatsword* functions as a *flaming burst greatsword* against undead, and one-half of the fire damage it deals is treated as untyped damage that bypasses the fire resistance or immunity of evil creatures. When its sword is used to touch a good-aligned creature as a full-round action, that creature is outlined in purifying flames akin to *faerie fire* for 1 round, and at the end of that time it receives the simultaneous benefits of *remove curse*, *remove disease*, and *remove fear*. In addition, as a full-round action a mythic movanic deva can expend two uses of its mythic power while whirling its sword overhead. This creates a burst of light equivalent to *daylight* lasting 1 minute, centered on the deva, and all good-aligned creatures within 20 feet are limned in purifying flames as described above.

Severed Link (Su) When a mythic movanic deva damages an animal, plant, or undead creature with its greatsword, if the animal, plant, or undead creature was controlled by a non-mythic creature (including an undead creature's creator), the deva can attempt a caster level check opposed by the controller's caster level (or Hit Dice, if control is via a supernatural effect, such as the create spawn ability) plus 10. If the check succeeds, that control is ended and the creature becomes uncontrolled and free-willed. If the controller is within the animal, plant, or undead's line of sight when the control is ended, it immediately becomes hostile and attacks its former controller, gaining a +2 sacred bonus on attack rolls, damage rolls, and saving throws against that creature. If the target's controller is a mythic creature, the mythic movanic deva can expend one use of its mythic power as a swift action to use this ability, and the creator or controller adds its mythic rank or tier to the DC of the deva's caster level check.

Shield of Life (Su) Creatures within 10 ft. of a mythic movanic deva are unaffected by negative-dominant and positive-dominant planar traits, and living creatures gain negative energy resistance 10 and a +2 sacred bonus on saving throws against death effects and energy drain.

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10 Remarkable Rings

By Creighton Broadhurst; Illustration by Ikonocolor

One-dimensional, unremarkable treasure is boring. Adding interesting descriptions to treasure adds depth, detail and verisimilitude to the GM's campaign. Of course, GMs don't have time to slavishly detail every piece of treasure in their campaigns. That's where the list below comes in handy.

The GM can use these descriptions to bring to life the ring wrenched from the corpse of a defeated foe, as a wizard PC's bonded item or as a gift from a grateful patron or master. However they are used, the descriptions below are inherently more interesting than, "It's a magic ring."

Use the table below, to determine the ring's appearance or pick a description from the list that best suits its powers.

1. This band of burnished silver has patches of obvious wear and a few nicks and scrapes mar its surface.
2. Intricate etchings of wind-blown leaves cover this golden band. Worn runes—possibly of Elvish origin—decorate the ring's inner surface, but what they say is impossible to determine.
3. This gold band has three small glimmering stones set within; two glow with a faint reddish light while the third glows with a pale white luminosity.
4. This golden band has been forged in the shape of a serpent eating its own tail. The serpent is so finely detailed its eyes and fangs are visible as are the tiny scales covering its body.
5. A small rent in the side of this iron ring almost split the band in twain. The repair—while not crude—is clearly visible.
6. A single setting holding an overly large crystal dominates this otherwise plain, but exquisitely forged ring. The crystal glows with faint red, blue and yellow hues.
7. This thick, smooth platinum ring would be heavy but for the score or so of holes punched through its band. These holes—of many different sizes—are of various geometric shapes. There doesn't seem to be a recognisable pattern to the holes' placement.
8. This ring seems to have been carved from a lump of white-flecked granite. The outer edge is jagged and uneven while the inner band is worn smooth through use. It always feels cool to the touch.
9. This silvery ring is in perfect condition. Its highly polished band glimmers in the light and astute PCs may realise it is crafted from pure mithral! Tiny esoteric symbols etched into the inner band speak of the union of magic and the natural world.
10. This signet ring is emblazoned with the image of a shooting star hurtling downwards. The ring itself is of beaten gold, and the shooting star etching is picked out with silver.

GM's Miscellany: 20 Things II

If you enjoyed the table above and like dungeon dressing, check out [GM's Miscellany: 20 Things II](#). Endzeitgeist said of the product "No matter the system you're playing, whether it's PFRPG, 5e, one of the OSR-rulesets or DCC – changes are that this pdf will improve your GMing prowess and, ultimately, your game. This is a great resource, very much recommended..." and named it a Top 10 of 2017 candidate.



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Spells Showcase: Wishes

By Dave Paul; Illustration by Xiphoidlies

Some of the spells here are slated to appear in forthcoming Rite Publishing products, others are being offered to give you opportunities to see beyond traditional limitations of the game.

Minor Wish

School: Universal; **Level:** Sorcerer/Wizard 4

Casting Time: 1 standard action

Components: V, S, M (a gem worth 500 gp; see text)

Range: See text

Target, Effect, Area: See text

Duration: See text

Saving Throw: None; see text; **Spell Resistance:** Yes

A *minor wish* lets you create nearly any type of effect. For example, a *minor wish* can do any of the following things.

- Duplicate any sorcerer/wizard spell of 3rd level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 2nd level or lower, provided the spell does not belong to one of your opposition schools.
- Duplicate any sorcerer/wizard spell of 2nd level or lower, even if it belongs to one of your opposition schools.
- Duplicate any non-sorcerer/wizard spell of 1st level or lower, even if it belongs to one of your opposition schools.
- Produce any other effect whose power level is in line with the above effects, such as a single creature gaining a +4 bonus on its next attack or taking a -3 penalty on its next saving throw.

A duplicated spell allows saving throws and spell resistance as normal, but the save DC is for a 4th-level spell. When a *minor wish* spell duplicates a spell with a material component that costs more than 250 gp, you must provide that component (in addition to the component for this spell).

Instead of a 500 gp gem, you may use 250 gp worth of treasure taken from a bog nixie's lair for the material component of this spell.

Hero's Dying Wish

School: Universal; **Level:** Sorcerer/Wizard 7

Casting Time: 1 standard action

Components: V, S, M (diamond worth 1,500 gp)

Range: Touch; see text

Target, Effect, Area: Touched dying creature; see text

Duration: See text

Saving Throw: None; see text; **Spell Resistance:** Yes

When you cast *hero's dying wish*, the target creature has one of its most earnest desires granted. The effect of that cannot be more powerful than would be granted by *limited wish*. In addition, *hero's dying wish* cannot directly heal the target or affect its dying condition (quite simply, *hero's dying wish* grants a hero a dying wish, but does not reverse or change the fact that the hero is dying). Note that this spell can access the mind of the dying creature; the caster need not have access to the creature's mind or share a language with the dying creature. If the aim of the dying wish includes benefitting the hero's settlement or inhabitants, then if *hero's dying wish* is cast within that settlement, the power of the spell is increased to be roughly midway between the power of a *limited wish* and a *wish*.

Greater Wish

School: Universal; **Level:** Sorcerer/Wizard 11

Casting Time: 1 standard action

Components: V, S, M (diamonds worth 100,000 gp)

Range: See text

Target, Effect, Area: See text

Duration: See text

Saving Throw: None; see text; **Spell Resistance:** Yes

Greater wish pushes beyond the normal boundaries of mortal magic. Available only to those who have access to 11th level spell slots, and pushing those casters to the brink of oblivion, the *greater wish* truly stands above other magic. A *greater wish* can produce any of the following effects.

- Duplicate any spell of 9th level or lower, even if it belongs to one of your opposition schools
- Undo the harmful effects of many other spells, even those more powerful than *geas/quest* and *insanity*.
- Grant a creature a +6 inherent bonus to an ability score that already has a +5 inherent bonus.
- Remove injuries and afflictions. A single *greater wish* can aid one creature per caster level, and all subjects are cured of all kinds of afflictions. For example, you could heal all the damage you and your companions have taken, and remove all poison effects from everyone in the party.

- **Revive the dead.** A *greater wish* can bring a dead creature back to life by duplicating a *true resurrection* spell. A *greater wish* can also revive a dead creature whose body has been destroyed (unlike a *wish* spell which requires two wishes: one to recreate the body and another to infuse the body with life again). A *greater wish* also prevents a character who was brought back to life from gaining a permanent negative level.
- **Transport travelers.** A *greater wish* can lift two creatures per caster level from anywhere on any plane and place those creatures anywhere else on any plane regardless of local conditions. An unwilling target gets a Will save to negate the effect, and spell resistance (if any) applies.
- **Undo misfortune.** A *greater wish* can undo a single recent event. The *greater wish* forces the success or failure of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, a *greater wish* could undo an opponent's successful save, a foe's successful critical hit (either the attack roll or the critical roll), a friend's failed save, and so on. The result does not count as a natural 20 or a natural 1 but does count as a success or failure. An unwilling target gets a Will save to negate the effect, and Spell Resistance (if any) applies.
- You may try to use a *greater wish* to produce greater effects than these, but doing so is dangerous. (The *greater wish* may pervert your intent into a literal but undesirable fulfillment or only a partial fulfillment, at the GM's discretion.)

Duplicated spells allow saves and Spell Resistance as normal (but save DCs are for 9th-level spells and are further increased by +2). Per GM discretion, the use of a *greater wish* may attract the attention of a deity or similarly powerful being.

After casting a *greater wish* you are exhausted and nauseated. After 10 minutes, a successful DC 25 Fortitude save reduces the nauseated condition to sickened; if the save is failed, it may be repeated every 10 minutes until success. While sickened, after 10 minutes, a successful DC 25 Fortitude save removes the sickened condition; this save attempt may also be repeated every 10 minutes until it is lifted. The exhausted condition persists indefinitely until 1 hour of complete rest or it is otherwise magically removed.

Obviously, something like the *greater wish* spell goes far beyond what the game normally allows. Clever GMs will be able to generate dozens of similarly higher-than-9th level spells if desired, but such things may be dangerous. Use with caution.



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On Wielding a Monkey's Paw

By Aaron Phelps

"I wish I was the richest man in all of the land," said Golnark Dulltooth. The half orc's face split into a grin as the doors of his wardrobe were ripped off the hinges by a sudden magical deposit of gold coins.

The genie nodded. "It is done." With a poof of iridescent smoke, the creature returned to its native plane of air.

Golnark couldn't believe his luck - until the next morning when the guards knocked on his door, swords drawn, manacles and fetters in hand. "You're under arrest for theft of the royal treasury."

We're all familiar with the trope of subverting a PC's desire when they cast the *wish* spell. If they wish for wealth, then it's someone else's wealth. If the PC wishes to be king, a barbarian horde soon slays their knights, ransacks the treasury, and burns the castle to the ground. If the PC wishes for immortality, a bat bites them in the neck.

While a GM may find it funny to twist a player's words (and some players may actually enjoy an exercise in semantics) most people don't find it fun or satisfying to essentially have their time and resources stolen because they didn't know the finer bits of legalese.

If a GM is set on warping a wish, then the subversion should provide substance either to the story as a whole or to the development of a player character. An RPG is never fun if the GM is being adversarial. True, the spell can derail the planning of a story, but it can also become a useful tool to introduce new elements players will likely enjoy. If a GM is taken off guard by someone casting *wish* for something other than the duplication of another spell, then it's perfectly reasonable to ask for a moment to plan accordingly. Or the GM can grant the wish on the spot but include an ominous portent. Whatever is done, it shouldn't simply rob the players.

If a GM wants to muck with a wish but doesn't want to invest too much thought and effort, they should at the very least provide players with an opportunity to earn the wish through a quest. The GM still gets the satisfaction of outwitting a player and the players get what they want in the end. For example, if the players wish for wealth, the king's gold shouldn't teleport to the PC's horse cart in the middle of town. The monarch should send an exclusive summons to slay a marauding dragon with the reward being the beast's vast treasure horde. If they wish someone back from the dead,

instead of zombie grandpa shambling around the house and knocking over dishes, a guide should lead them to the realm of the dead where they can break the seal binding their loved one's soul.

By no means should a GM distort, destroy, or delay a wish further if players have already spent time completing a quest in order to receive the spell as a reward. Building up that type of expectation and then taking it away will only build distrust at the gaming table.

For GMs who want to create more depth and utilize their player's desires as a satisfying plot hook, there are several factors to take into account to make the most powerful spell in the game have more impact and intrigue.

Who is Granting the Wish?

If the source of the *wish* spell is external to the player party, GMs should consider what type of person or being is granting the wish and why. Knowing an NPC's motivation can help to craft what happens next. Are they evil? Lawful? Do they have something to gain from granting a certain number of wishes? Rarely does such a powerful gift come without strings attached, even from the righteous. If the creature is good, especially if the creature is lawful, it may try to exact a promise from the PCs to perform a duty later or require an oath of fealty.

Who Could Be Watching?

It's important to consider who else would be affected by or interested in the PC's wish. It's safe to assume formidable forces keep an eye on other beings who can wield incredible magic. Gods, rival mages, monarchs, or other planar creatures could all have a stake in manipulating or eliminating other beings of massive power. A PC's wish and reputation could garner respect or breed resentment and contempt.

How Do the Characters Develop?

Would receiving this wish fundamentally change the PC? How do that person cope with control over life, death, and the cosmos? How do other members of the party regard someone with such power? Do they respect the caster's choice? The GM should engage the players to have them consider such questions about their characters, their party, and any NPCs they have in their control. They have just accomplished something world changing by casting a *wish* spell. Would they become a megalomaniac, perhaps virtuous, paranoid, or burdened?


Story Ideas

- The players are caught in a deadly predicament and all avenues for escape will cause another potentially dire issue. An evil creature appears and offers to grant a wish that can save everyone without putting them into further peril. He'll accept the payment later, no need to worry about the details; those slow approaching walls will crush the PCs to death in a matter of seconds...
- Upon reaching their destination to have their greatest wish granted, the PCs soon learn the elder sage requires a year of servitude from each member of the party in order to cast the spell.
- The players find a creature who is forced to grant wishes for others but is forbidden to grant her own. However, there's nothing against the rules saying she can't manipulate someone into wishing for her desire and then stealing the results.
- An ancient arcane order which protects the universe from upheaval has taken great interest in the party for casting *wish*. If the PCs have earned a reputation for being valiant or just, perhaps they'll receive an invitation to join the organization to help them protect the universe and reality. However, to accept the invite is in itself a quest.
- Conversely, if the PC is less than scrupulous, the guardians are wary of the misuse of such power and they present the party with a challenge or test to prove their worth. Failure could mean imprisonment, loss of power, or perhaps loss of life. Or perhaps these beings simply watch and want to employ someone of the PC's talents to help them meet their ends.
- The PC's wish has neutralized an assassin guild's contract by bringing their target back to life. The guild's employer is angry and their professional pride bruised. The organization has used its extensive wealth and resources to employ scrying magic and other forms of divination to discover who is behind their mission's failure. The assassin guild's reputation is now on the line.
- A death cult has taken interest in those bold enough to venture into their domain. The PCs could be deemed a threat because the cult believes only their god should have say over life and death. The cult could also see the resurrection as a sign to "recruit" the magic user to their cause.
- The party's sudden wealth needs some addressing. Where will they store it? Should they buy titles and land and all the problems that come along with them? Perhaps the thieves' guild has caught wind.
- The PCs have decided to cast the *wish* spell to stop a catastrophic event or war. However, they didn't realize contingent magical wards were in place for just such an occasion.
- The creature granting *wish* uses the last of its energy and as it passes away so does its control of the seals on the dark lord's tomb.
- The creature granting *wish* declares it is finally free and as the rune on its forehead fades away it casts a *geas* spell on those nearby. If a player fails, the rune appears on its forehead and soon hears a voice informing the victim of new duties.
- The players draw unwanted attention from creatures who want the PCs to use their power to grant them a wish. The creatures have the required money and resources and they're very insistent on having the PCs perform the task.

Wishing for a Good Time

Ultimately, it's up to the GM to tell an interesting and fun story while working with the players. While it may be tempting to offhandedly discard a potentially game-disrupting spell such as *wish*, doing so can easily ruin the game for the players and destroy the trust at the table. The *wish* spell shouldn't be feared or reviled but instead welcomed as insight on what players desire for the game and the path they want to take for their characters' growth and progression. GMs should use the spell as a hook to provide a rich and memorable experience instead of letting it become a mistake they wish they never made.

Challenge your PCs Like Never Before!

The background of the entire page is a dark, atmospheric illustration of a tomb or dungeon. In the center, two characters are depicted: on the left, a character with red hair wearing a green hat and tunic, holding a spear; on the right, a character with blue hair wearing a blue and orange tunic, holding a sword. They are standing in front of a large, cracked stone sphere. The surrounding walls are covered in ancient carvings and skeletal remains, including a large skeleton on the left and a smaller one on the right. A semi-transparent text box is overlaid on the characters.

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Wish Fulfillment

By Stephen Rowe

Wish is the most fundamentally powerful and versatile spell. Its potential is only balanced by its incredible cost. However, even such a steep price can be merely an inconvenience to high-level adventurers.

To add a story element to the material component, a GM might make it impossible to simply buy a diamond of such size and perfection. It could be the crowning jewel for an influential empress, the most prized possession of a great wyrm dragon, or kept carefully hidden by a lich who has similar plans for its use. Side quests of this type can be interesting, but when they're required every time a character desires to have the possibility of casting a *wish*... it can become a cumbersome distraction.

In addition, there are creatures (such as efreet or pit fiends) capable of casting *wish* as a spell-like ability, with absolutely no material component cost associated. A clever conjurer might find a way to bind such a creature to their will, create subservient *wish*-casting *simulacrum*s, or simply make an extremely clearly-worded *wish*. In these cases, the *wishes* could quickly get out of control, forcing the GM to intercede with some plot device or out of character conversation.

Optional Rule: Wish Spell

Wish is not like normal magic. It is closer to the power wielded by deities over reality, and some suspect it was the first true spell. Most spellcraft is incredibly simple and structured by comparison. Spells are all practiced enforcements of order over reality, like a baker following a bread recipe. A *wish* instead calls on the raw, unshaped power directly from the source of all magic, but it does so without the benefit of practice, ritual, or filters. While powerful spellcasters can hope to shape this primordial energy, there are always risks, and often unforeseen consequences.

Concentration Check

If using this optional rule, the *wish* spell does not have a set material component cost. Whenever any creature casts *wish*, they must instead make a concentration check to determine how well they control the magic. The DC of the check varies based on the type of effect they are trying to accomplish. If the caster succeeds on the check, the *wish* is successfully cast, but with some unforeseen lesser secondary effect. If the caster succeeds on the check by 5 or more, they cast *wish* with no secondary effect. If the caster fails the check, they cast *wish*, but with some greater secondary effect.

LIMITED WISH AND MIRACLE

The *miracle* spell is of somewhat comparable power to *wish*, while the *limited wish* spell is a weaker version of the spell. Each draws on the same wellspring of magic as *wish*, but *miracle* is benefited by divine assistance, and *limited wish* allows a lesser caster a greater degree of control. The optional rules presented here can be applied to *miracle* and *limited wish* as well. When casting *miracle* as a spell or spell-like ability, it functions as the *wish* spell for the purposes of these optional rules only if the creature makes a very powerful request. This then replaces the normal 25,000 gp powdered diamond material component. If using these rules with *limited wish*, reduce the base DC of any appropriate concentration checks by 5 (or a maximum base of DC 25 for other effects). A sacrificed component then reduces any modifiers to the DC by -1 per 100 gp (maximum -10). A *limited wish* can only ever cause a lesser secondary effect.

If the caster is attempting to use *wish* to produce greater effects than the spell normally allows they cannot make a concentration check, and always suffer a greater secondary effect.

A creature capable of casting *wish* as a spell-like ability does not make a concentration check to successfully cast the spell, but they always cause a secondary effect based on the nature of the *wish*. If the caster is granting a *wish* on behalf of another creature, the creature making the *wish* functions as the caster for the purposes of any secondary effects.

Some situations or environmental conditions make it more difficult to concentrate on casting *wish*, similar to concentration checks for less complex spellcasting. All modifiers to the DC are cumulative. A spellcaster can also attempt to reduce the increase in DC due to situational or environmental conditions by incorporating a sacrificed component into the spellcasting. This cannot lower the DC of the check below the base DC.

A sacrificed component must be an inanimate material object of personal significance to the spellcaster. The item may be magical or nonmagical. At the GM's discretion, objects of significant personal worth but low material value (less than 2,000 gp) could reduce the check DC by -1. Items of both significant personal worth and material value could reduce the check by an additional -1 (to a maximum of -10). A caster can sacrifice more than one item in this manner as part of a single casting, but the maximum reduction in DC is still -10.

Table: Wish Concentration Base DCs

| Wish Effect | Base Concentration DC |
|--|--|
| Duplicate spell | DC 20 + double spell level |
| Undo harmful spell effect | DC 20 + double equivalent spell level of effect |
| Grant inherent bonus to an ability score | DC 25 + 2 per <i>wish</i> granting an inherent bonus to target |
| Remove injuries and afflictions | DC 25 |
| Revive the dead | DC 30 |
| Transport travelers | DC 25 |
| Undo misfortune | DC 30 |

Table: Wish Concentration Check Modifiers

| Situation | Concentration Check Modifier |
|--|--|
| Casting defensively | +5 DC |
| Injured while casting | Add damage dealt to DC |
| Continuous damage while casting | Add 1/2 damage dealt to DC |
| Affected by a non-damaging spell while casting | Add spell level to DC |
| Grappled or pinned while casting | Add grappler's CMB to DC |
| Vigorous motion while casting | +2 DC |
| Violent motion while casting | +5 DC |
| Extremely violent motion while casting | +10 DC |
| Wind, rain, or sleet while casting | +2 DC |
| Wind with hail and debris while casting | +5 DC |
| Weather caused by spell | Add spell level to DC |
| Entangled while casting | +5 DC |
| Material Component | -1 DC per 2,000 gp price (maximum -10 for 20,000 gp) |

Secondary Effect

When a caster causes a secondary effect due to the casting of a *wish*, the primordial magic of reality they attempt to shape spills out in an unforeseen manner. The impact of this is usually related to the attempted primary effect of the *wish*, but this isn't always the case.

Cursed

The unshaped magic causes disruptions to creatures or magical items they carry. This secondary effect commonly occurs when the *wish* spell is used to provide some useful benefit to a creature or creatures, such as undoing harmful effects, removing injuries and afflictions, or reviving the dead.

Lesser Curse: The most expensive item the creature owns or possesses gains a common item curse (see *Pathfinder Roleplaying Game: Core Rulebook* for details). This can be selected by the GM or rolled at random. Do not select the delusion or opposite effect or target curses, and reroll these results if they are randomly determined.

Greater Curse: The creature is affected by the equivalent of a permanent *bestow curse* spell effect, except it can only be removed by a *miracle* or *wish* spell. Any use of lesser magic (such as *break enchantment*, *limited wish*, or *remove curse*) which would normally successfully remove the curse does not remove it, but instead transfers this effect from the target to the caster of the spell. The caster level of the *wish* spell is the caster level of the *bestow curse* spell for this purpose.

Destruction

A person or place of importance to the caster is unintentionally sacrificed as part of the spell. This secondary effect most commonly occurs when the *wish* spell is used to directly benefit the caster in some way, such as granting the caster an inherent bonus to an ability score or using the *wish* spell to mitigate some previous secondary effect of another *wish* spell.

Lesser Destruction: An NPC the caster cares for becomes doomed to die, often in a manner ironically connected to the spell. If this is not the case, the death often appears a result of natural circumstances or strange

coincidence. Their fate can potentially be avoided, but only through some heroic action or daunting sacrifice. If the creature does die, they cannot be returned to life by any means except a *miracle* or *wish* spell.

Greater Destruction: As the lesser destruction, but an entire community or settlement becomes doomed to suffer some terrible fate. A greater destruction often takes the form of a terrible catastrophe or natural disaster.

Disruption

The leaking of primordial reality-altering power causes magic to be permanently altered within the area. This secondary effect most commonly occurs when the *wish* spell is used to duplicate a spell or transport travelers to a different plane. Disruptions permanently alter the planar traits of the area (see *Pathfinder Roleplaying Game: Game Mastery Guide* for details). Lesser disruptions tend to affect much larger areas (such as a metropolis, vast forest, or demiplane), while greater disruptions cause severe effects in a more localized area (such as a building or 100-ft.-radius).

Lesser Disruption: Choose one of the following planar traits to be affected by the disruption: gravity (heavy or light), alignment traits (any strongly aligned), or magic traits (impeded or limited magic).

Greater Disruption: Choose one of the following planar traits: elemental and energy traits (fire-dominant, minor negative-dominant, or major positive dominant), magic (dead magic or wild magic), or time (erratic time). Alternately choose two lesser disruption traits.

Empower

An enemy of the caster gains some greater ability or power as part of the spell. This secondary effect most commonly occurs when the *wish* spell is used to rob an enemy of victory by undoing a single recent event or to gain some great advantage over them.

Lesser Empower: The enemy can cast *limited wish* once as a spell-like ability. They do not need to make a concentration check and suffer no secondary effects from the casting. Once they use this ability, it is lost.

Greater Empower: As lesser empower, but the enemy can instead cast *wish* once as a spell-like ability. They cannot use wish to produce greater effects than normal unless the *wish* which granted them this ability was a greater effect than normal.

Madness

The caster or an ally is stricken by some terrible form of insanity (see *Pathfinder Roleplaying Game: Game Mastery Guide* for details) which defies most forms of magical treatment. This secondary effect most commonly

occurs when the *wish* spell is used to grant an inherent bonus to an ability score or revive the dead.

Lesser Madness: The creature gains either a mania or phobia, except the Will save DC is equal to the save DC for the caster's *wish* spell. The insanity can only be removed by a *miracle* or *wish* spell. Any use of lesser magic (such as *greater restoration*, *heal*, or *limited wish*) which would normally successfully remove the insanity does not remove it, but instead transfers the insanity from the target to the caster of the spell. The insanity can be recovered from naturally (with the higher DC).

Greater Madness: As lesser madness, except the creature gains paranoia or psychosis.

Magic

The caster's ability to cast magic is permanently damaged. This secondary effect most commonly occurs when the *wish* spell is used to duplicate a spell.

Lesser Magic: Choose one school of magic. Any concentration or Spellcraft checks the caster makes involving spells of that school take a -4 penalty.

Greater Magic: Choose one school of magic. The selected school of magic now functions as an opposition school for the caster for the purposes of the *wish* spell. If the caster wishes to spontaneously cast or prepare a spell from the selected school, they must expend two of their available spell slots of the same spell level or higher to cast or prepare the spell. The caster takes a -4 penalty on skill checks to craft a magic item that has a spell from the school as a prerequisite. The selected school cannot be an arcane school the caster specializes in or an opposition school selected for the arcane school wizard class feature.

Wrath

The caster's grasping at the fundamental underpinnings of magic and reality earns them the ire of some powerful otherworldly or divine being. This secondary effect most commonly occurs when the *wish* spell is used to revive the dead, undo some divine magic, or directly effects some powerful being.

Lesser Wrath: The caster is targeted by an outsider with a CR equal to their caster level + 3 who believes they have committed some crime against reality. The outsider desires the caster's destruction or punishment, with the specifics determined by their nature. Some beings might not be beyond reason provided an adequate explanation or apology.

Greater Wrath: As lesser wrath, except the caster becomes either the target of an incredibly powerful individual being (CR equal to their caster level + 5) or a deity. In the latter case, the deity cannot usually act against the caster directly, but may have many servants or resources they can wield against them.

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Magic Items in a Wizard's Laboratory (5e)

By Brandes Stoddard

For a wizard, going on adventures and spending downtime to construct and improve a laboratory is a completely valid campaign-long story. This article offers several kinds of magic items that spellcasters, particularly wizards, accumulate and leave in their laboratories or sanctums.

A laboratory or sanctum is a permanent location, difficult and expensive to relocate, where a spellcaster stores tools and materials for spell research and spell preparation. Magic items that are part of a lab are either only useful for spell research, or are too heavy or fragile to be of use elsewhere. As a result, they generally do not require attunement.

Improved spell preparation is a possible function of lab/sanctum magic items. This has the incidental effect of discouraging casters from traveling if they can avoid it. If this becomes a problem, consider giving the PCs a ship, airship, (extradimensional) vardo, or *Mordenkainen's magnificent mansion*.

Humorial Alembic

Wondrous item, uncommon

This delicate piece of alchemical equipment is made from copper or glass. Nonmagical versions distill ordinary liquids; the magic of this alembic expands that to distillation and inspection of humors taken from any kind of creature. When used in combination with a set of alchemist's supplies, your proficiency bonus is doubled for any ability check you make with them.

With an hour of labor, you can set the alembic to distilling any bodily humor down to still more fundamental parts. Distillation is complete after seven more hours, which does not require your direct attention. The typical humors are black bile, yellow bile, phlegm, and blood, but celestials and fiends have ichor in place of those, and other creatures might have stranger humors. From this, you can learn information about its capabilities. Roll a DC 20 Intelligence (alchemist's supplies) check. On a success, pick three pieces of information from the list below; on a failure, pick one, and the humorial alembic becomes unusable for one week.

- The creature's type and subtype
- The creature's race (not applicable for all creature types)

- The creature's age
- All curses affecting the creature at the time the humor was harvested
- All diseases affecting the creature at the time the humor was harvested
- All poisons affecting the creature at the time the humor was harvested
- The creature's damage resistances or immunities (if any)
- The creature's damage vulnerabilities (if any)
- The creature's condition immunities (if any)
- The last spell cast by the creature before the humor was harvested

Conjurer's Orrery

Wondrous item, uncommon

This large, fragile device is made of copper, bronze, or other precious metals, weighing 150 lb. It models the interactions between worlds, stars, moons, planes, and other cosmic forces. As part of a long rest, you can study this device and use it to enhance the spells you know or prepare. Choose one conjuration spell that you know or have prepared. When you cast that spell, roll 1d4. If the die result is greater than the level of the spell slot you expended, you regain the spell slot. Once you regain a spell slot in this way, you can't do so until you finish a long rest. You can't benefit from more than two similar items of any school at the same time (such as the *illusionist's mirror* or the *transmuter's wheel*).

Further, when you cast a conjuration spell within 20 feet of the orrery, you can choose to either double the spell's duration or increase its saving throw DC by 2.

Abjurer's Chandelier

Wondrous item, uncommon

This large, fragile chandelier of bronze and crystal weighs 1,000 lb., and must be installed so that it can be raised and lowered. When its candles are lit and it is lowered around you, you can study their interactions to enhance the spells you know or prepare. Choose one abjuration spell that you know or have prepared. When you cast that spell, roll 1d4. If the die result is greater than the level of

the spell slot you expended, you regain the spell slot. Once you regain a spell slot in this way, you can't do so until you finish a long rest. You can't benefit from more than two similar items of any school at the same time (such as the *illusionist's mirror* or the *transmuter's wheel*).

Further, when you cast a abjuration spell within 20 feet of the chandelier, you can choose to either double the spell's duration or increase its saving throw DC by 2.

Transmuter's Wheel

Wondrous item, uncommon

Alchemical transmutation of base metals is difficult business, but the fey have long known how to transform straw into gold. The *transmuter's wheel* offers the deeper truths of transmutation, rather than creating gold from base materials. While spinning any form of fiber or wire, you can study the magical sparks it throws off to enhance spells you know or prepare. Choose one transmutation spell that you know or have prepared. When you cast that spell, roll 1d4. If the die result is greater than the level of the spell slot you expended, you regain the spell slot. Once you regain a spell slot in this way, you can't do so until you finish a long rest. You can't benefit from more than two similar items of any school at the same time (such as the *illusionist's mirror* or the *diviner's star charts*).

Further, when you cast a transmutation spell within 20 feet of the wheel, you can choose to either double the spell's duration or increase its saving throw DC by 2.

The rest of the items in this series are the *diviner's star charts*, the *enchanter's cobweb*, the *evoker's dragon wings*, the *illusionist's mirror*, and the *necromancer's bone cabinet*. You'll figure it out. Remember, just two from this list at a time.

Celestial Loom

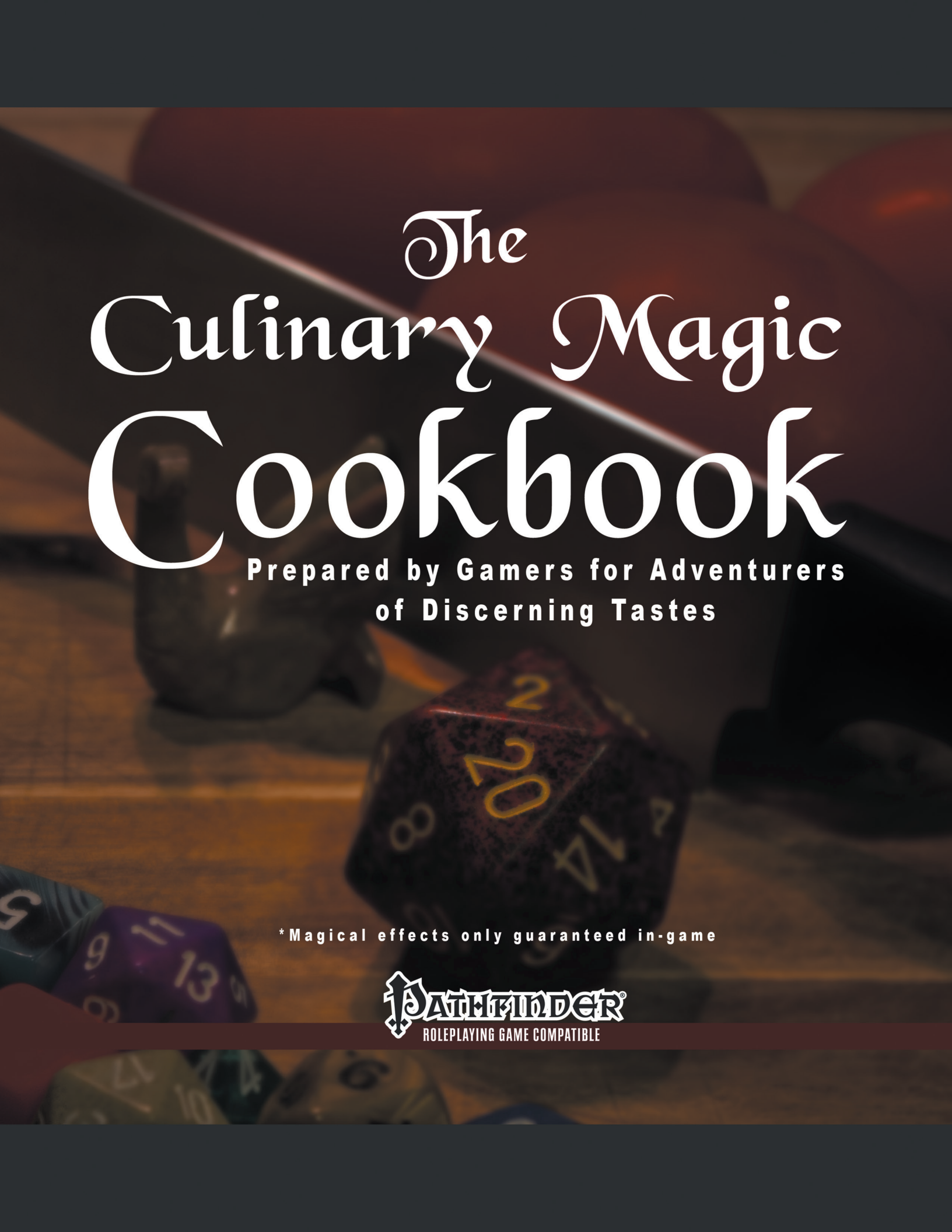
Wondrous item, legendary

This loom is made of the bones, sinews, and woven hair of angels and fiends. Though it would not be easy to destroy, it is enormous and heavy, making it difficult to transport. You can use the *celestial loom* as a set of weaver's tools, and your proficiency bonus is doubled for any weaver's tools ability checks when you do so.

With eight hours of uninterrupted labor and concentration on a question or problem, you can weave a cloth upon this loom that displays an image not of your own design. Roll a DC 25 Intelligence (weaver's tools) or Wisdom (weaver's tools) check. On a success, pick three pieces of information from the list below, and the loom becomes unusable for one week; on a failure, pick one, and the loom becomes unusable for one month. The answers you receive are accurate. While they are displayed symbolically, you automatically intuit their meaning. Another person inspecting the cloth can discern your questions and the answers you received with a successful DC 20 Intelligence (Investigation) or Wisdom (Religion) check.

- What is the zodiac sign (in any zodiac system) of one significant enemy or threat relating to this problem?
- Which sinister planets, moons, or stars exert influence in this problem, if any?
- Which god exerts the greatest influence in this problem, if any?
- Which Great Old One exerts the greatest influence in this problem, if any?
- Which archdevil or demon lord exerts the greatest influence in this problem, if any?
- Which archfey exerts the greatest influence in this problem, if any?
- Which primordials or empyreans exert influence in this problem, if any?
- Has a *wish* or Divine Intervention altered the factors of this problem significantly?
- Is the primary source of this problem extraplanar in origin?
- Which Transitive, Inner, or Outer Planes would offer me aid or succor in this problem, if any?

The goal of these magic items is to help your party's spellcasters feel more like the spellcasters of fantasy media, with laboratories full of wondrous and strange magical devices. Most kinds of adventuring spellcasters won't get to use these magic items with every long rest, but having a home base informs roleplay and decision-making even when the characters are in the field.



The Culinary Magic Cookbook

Prepared by Gamers for Adventurers
of Discerning Tastes

*Magical effects only guaranteed in-game



Mood Genies

By Mike Welham

These strange offshoots of elemental genies rooted themselves in the Material Plane upon exposure to humanoid emotions. They gave up their elemental foci and turned to a deep exploration of a particular emotion or mindset. While no single type of genie gravitated toward a specific emotion, the emphasis on an emotion reconfigured the genies exploring it to personify the emotion. These new genies retained (or gained) the ability to grant wishes, but they do so in accordance to the emotion they champion, and the wishes are embodied in physical objects known as wishing boxes. Mood genies offer wishing boxes to creatures who best epitomize their chosen emotions, and the boxes open under a set of circumstances specified by an individual genie. Once a mood genie has gifted a wishing box, it must wait a century before it can do so again.

The following genies are four examples representing the more common set of emotions among a plethora of possibilities.

Genie, Curiosity

CR 8

This being resembles a willowy human with bright green skin and blue eyes sparkling with intense interest in everything going on around it.

XP 4,800

CN Medium outsider (native)

Init +8; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE **HP** 118

EAC 20; KAC 21

Fort +7; **Ref** +9; **Will** +11

OFFENSE

Speed 30 ft.; fly 60 ft. (Su, good)

Melee slam +16 (1d12+9 B; critical curse of insatiable curiosity [DC 18])

Ranged sonic blast +18 (1d10+8 So)

Spell-Like Abilities (CL 8th)

1/day—*clairaudience/clairvoyance, hologram memory* (DC 18)

Offensive Abilities curse of insatiable curiosity

STATISTICS

Str +1; **Dex** +4; **Con** +1; **Int** +6; **Wis** -1; **Cha** +2

Skills Computers +16, Culture +21, Engineering +16, Life Science +21, Medicine +16, Mysticism +21

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 200 ft.

Other Abilities wishing box

ECOLOGY

Environment any

Organization solitary or inquiry (2–12)

SPECIAL ABILITIES

Curse of Insatiable Curiosity (Su) If a curiosity genie scores a critical hit with its slam attack, or if a creature delivers a killing blow to the genie, the target creature must succeed on a DC 18 Will save to avoid becoming cursed. A victim of the curse of insatiable curiosity must succeed on a DC 18 Will save when presented with a closed door or other obstacle preventing the victim from knowing what is beyond it. On a failed save, the victim attempts to bypass the obstacle. While the victim will not do so if there is immediate or obvious danger (for example, a creature guards the door, the obstacle is on fire, or another character informs the victim the obstacle is trapped), the victim ignores potential hazards of interacting with the object.

Sonic Blast (Ex) As an attack, a curiosity genie can unleash a sonic blast with a range increment of 50 feet at a single target.

Wishing Box (Su) A curiosity genie's wishing box is a brass cube with dials, levers, and buttons covering most of the cube's surface. Once per period specified by the gifting curiosity genie, the box's bearer may attempt a skill check related to gathering lore. This could be an Engineering, Life Science, Mysticism skill check to learn about a creature, or it could be a Diplomacy or Intimidate check to pry information from another creature. The bearer cannot use the same skill check for consecutive periods. The DC is also set by the gifting curiosity genie, but is typically equal to 10 plus the bearer's level. If the bearer is successful, the box slowly unlocks itself, and after a number of successes specified by the genie, the

box fully unlocks, revealing secret knowledge about the universe, which when realized grants the bearer the effects of a *wish* spell associated with the secret.

Genie, Fear

CR 14

This creature is misshapen giant with crawling flesh that looks like it has begun to putrefy.

XP 38,400

NE Large outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +25

DEFENSE HP 256

EAC 28; KAC 30

Fort +16; **Ref** +16; **Will** +14

Immunities fear

OFFENSE

Speed 40 ft.; fly 90 ft. (Su, good)

Melee slam +28 (8d6+20 B; critical curse of frightfulness [DC 20])

Ranged cold ray +25 (3d12+14 C; critical staggered [DC 20])

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 14th)

3/day—*fear* (4th-level, DC 19)

Offensive Abilities curse of frightfulness

STATISTICS

Str +6; **Dex** +2; **Con** +2; **Int** +4; **Wis** +2; **Cha** +8

Skills Culture +25, Intimidate +30, Sense Motive +25

Languages Aklo, Common, Draconic; telepathy 200 ft.

Other Abilities wishing box

ECOLOGY

Environment any

Organization solitary or nightmare (2–10)

SPECIAL ABILITIES

Cold Ray (Ex) As an attack, a fear genie can fire a ray of supernatural cold with a range increment of 100 feet at a single target.

Curse of Frightfulness (Su) If a fear genie scores a critical hit with its slam attack, or if a creature delivers a killing blow to the genie, the target creature must succeed on a DC 20 Will save to avoid becoming cursed. A victim of the curse of frightfulness takes a –4 penalty on saves against mind-affecting, fear effects, is treated as 4 CR lower for the purpose of spells or effects

relying on CR, and reduces the DC for Intimidate checks to demoralize the victim by 4. If the genie is still alive when it inflicts the curse of frightfulness, it can name a creature. Upon seeing the creature, the victim must succeed on a DC 20 Will save or become frightened for 1 minute; this is a mind-affecting fear effect, so is subject to the –4 penalty on the save.

Wishing Box (Su) A fear genie's wishing box is a dark orb radiating supernatural cold and covered with black motifs of spiders, snakes, foreboding numbers, and other frightening symbols. If the bearer is rendered panicked by a creature with a CR at least 4 higher than the bearer's level, the orb breaks apart and releases a shadowy ooze coating the bearer. The bearer becomes permanently immune to fear. The bearer also gains the benefit of a *wish* spell which either allows the bearer to overcome the source of the its fear or grants a boon to the bearer if it returns to defeat the source of its fear.

Genie, Hatred

CR 12

A permanent sneer curls the upper lip of this being that looks like a red-hued human with hate-filled red eyes.

XP 19,200

CE Medium outsider (native)

Init +7; **Senses** darkvision 60 ft.; **Perception** +22

DEFENSE HP 210

EAC 26; KAC 28

Fort +14; **Ref** +14; **Will** +13

OFFENSE

Speed 30 ft.; fly 60 ft. (Su, good)

Melee slam +26 (6d4+17 B; critical curse of spite [DC 19])

Ranged fire blast +26 (6d4+12 F; critical burn 4d6)

Spell-Like Abilities (CL 12th)

1/day—*confusion* (DC 19), *mind thrust* (4th-level, DC 19)

Offensive Abilities curse of spite

STATISTICS

Str +5; **Dex** +3; **Con** +4; **Int** +1; **Wis** +0; **Cha** +8

Skills Culture +22, Intimidate +27, Sense Motive +22

Languages Abyssal, Common, Infernal; telepathy 200 ft.

Other Abilities wishing box

ECOLOGY

Environment any

Organization solitary, pair, rabble (3–8), riot (9–20)

SPECIAL ABILITIES

Curse of Spite (Su) If a hatred genie scores a critical hit with its slam attack, or if a creature delivers a killing blow to the genie, the target creature must succeed on a DC 19 Will save to avoid becoming cursed. A victim of the curse of spite takes a -4 penalty on Diplomacy checks, but gains a +2 bonus on Will saves against charm effects. If the victim becomes confused, it is always treated as rolling "attack nearest target." In combat, the victim of this curse focuses its attention on its enemy and refuses to switch targets until its foe is unconscious or dead. In tense social situations with the possibility of combat breaking out from poor negotiations, the victim must succeed on a DC 19 Will save or attack one of the opposing creatures. The victim gains a +2 bonus on its attack and damage rolls on the first attack it makes against the creature.

Fire Blast (Ex) As an attack, a hatred genie can release an infernally hot blast with a range increment of 80 feet at a single target.

Wishing Box (Su) A hatred genie's wishing box is a golden pyramid radiating intense heat. Possessing the wishing box gives rise to the bearer's sense of anger, but not enough to force the bearer to act on it. If the bearer single-handedly defeats a creature with a CR at least 2 higher than its level, it gains the benefit of a *wish* spell related to the species of the creature the bearer defeated. Additionally, bearer gains a +2 insight bonus on attack and damage rolls, as well as opposed skill checks, against creatures of same species as the defeated creature.

Genie, Heartfelt

CR 10

A white halo that gives off an inviting warmth surrounds this beneficent creature, which looks like a pale, almost featureless human.

XP 9,600

NG Small outsider (native)

Init +3; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE HP 135

EAC 22; KAC 23

Fort +9; **Ref** +9; **Will** +13

OFFENSE

Speed 30 ft.; fly 60 ft. (Su, good)

Melee slam +16 (2d8+10 B nonlethal; critical curse of self-obsession [DC 19])

Ranged jolting ray +16 (3d4+10 E nonlethal)

Spell-Like Abilities (CL 10th)

1/day—*hold monster* (DC 22), *mind probe* (DC 22)

3/day—*charm monster* (DC 21), *deep slumber* (DC 21), *dispel magic*, *mystic cure* (3rd-level)

At will—*hold person* (DC 20), *remove condition*

Offensive Abilities curse of self-obsession

STATISTICS

Str +0; **Dex** +3; **Con** +1; **Int** +1; **Wis** +5; **Cha** +8

Skills Culture +19, Diplomacy +24, Sense Motive +24

Languages Celestial, Common; telepathy 200 ft.

Other Abilities wishing box

ECOLOGY

Environment any

Organization solitary or pair

SPECIAL ABILITIES

Curse of Self-Obsession (Su) If a heartfelt genie scores a critical hit with its slam attack, or if a creature delivers a killing blow to the genie, the target creature must succeed on a DC 19 Will save to avoid becoming cursed. A victim of the curse of self-obsession refuses to help other creatures unless the victim also benefits (for example, the victim will flank with an ally, because the victim receives a bonus on its attacks, but will not aid another creature on a skill check). Additionally, if the victim is in view of a reflective surface, it must succeed on a DC 19 Will save at the beginning of each of its turns or move toward the reflective surface. The victim does not endanger itself to reach the reflective surface, but it stops attacking to reach the reflective surface. If it reaches the reflective surface and fails its Will save, it spends a move action to regard itself in the surface. Once the victim succeeds on its Will save, it cannot be affected by the same reflective surface for 1 hour.

Jolting Ray (Ex) As an attack, a heartfelt genie can shoot a ray of electricity with a range increment of 60 feet at a single target. This ray deals nonlethal damage.

Wishing Box (Su) A heartfelt genie's wishing box is a solid silver object in the shape of a stylized heart and covered with gems appropriate to the stylized heart's coloration. When the subject of the bearer's mutually shared affection is in danger of dying or facing debilitating harm, the heart opens and grants the bearer the benefit of a *wish* spell to intervene on the subject's behalf.



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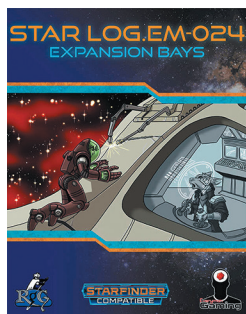
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Reviews



Star Log.EM: Expansion Bays (SFRPG)

Publisher: Everyman Games

Reviewer: Endzeitgeist

Stars: 5 out of 5

This installment of the Star Log-series clocks in at 7 pages, 1 page front cover, 1 page editorial, 2 pages of

SRD, leaving us with 3 pages of content, so let's take a look!

All right, so, as always, we begin this with a contextualization of the subject matter at hand regarding the shared and implied setting of the Xa-Osoro galaxy, summarizing two popular starship manufacturers in a nice piece of fluff.

The pdf contains a total of 8 different expansion bays, which feature a proper table with PCU required noted alongside BP cost. One of these, the *Null-Space Hold*, comes in 3 Mks and basically applies the same tech as the *null-space chamber*, allowing for the creation of 2, 4 and 8 additional expansion bays, respectively. Big plus: The write-up thankfully notes that e.g. bays requiring external walls can't be installed, and neither may these be cheesed – you can't build *null-space chambers* or *holds* within *null-space holds*.

The hydroponic bay provide food and water, making space trips more sustainable and cost efficient, and also helps you slightly reduce Life Science and Medicine costs thanks to your herbal medicines. The luxury suit[sic!] is probably missing an "e" at the end, being a premium recreation area. The table knows three different levels of extraordinary living quarters for the rich, super-rich and ultra-rich.

The robotics control center has its reach and carrying capacity determined by ship size, as it includes dexterous, exterior-facing robotic arms that allow the operator to perform tasks outside the starship without leaving it. The more arms you have, the more robotic arms you can control at once, so definite advantage for ksathas and skittermanders. Computers, Piloting, Sleight of Hand may be used for the arms. Attacks and a small table of suggested skill DC modifiers complement this one. Really cool.

The security center basically dislodges the security system from that of the ship, requiring infiltration to hack it. Solar wings come in the normal version that does what you'd expect, as well as a magical one, *levitation solar wings*, which allows for aerial sailing, requiring no time to turn on its thrusters, and may into orbit in normal and low-gravity planetoids sans requiring thrusters. Stellar Simulators help the crew analyzing phenomena and navigation, and telepathic resonators, which come in 3 different types, which allow for the broadcast of telepathy use via screen: Basically, viewing a creature in range of the resonator allows for communication, and even if the target is not seen, there's a chance the mental signal goes through, provided it's in range.

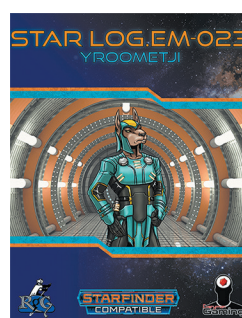
Conclusion:

Editing and formatting are very good, I noticed no issues. Layout adheres to a two-column full-color standard with a nice artwork, and the pdf has no bookmarks, but needs none at this length.

David N. Ross' expansion bays provide a couple of really cool bays that add a couple of options I've been waiting for; there are quite a bunch of fun options herein, more than one would assume! This is a really neat little pdf. Well worth getting, my final verdict will clock in at 5 stars.

You can get these cool bays [here on OBS!](#)

Endzeitgeist out.



Star Log.EM: Yroometji (SFRPG)

Publisher: Everyman Games

Reviewer: Endzeitgeist

Stars: 5 out of 5

This installment of the Star Log.EM-series clocks in at 7 pages, 1 page front cover, 1 page editorial, 2 pages of SRD, leaving us with 3

pages of content, so let's take a look!

We begin this supplement with the by now traditional contextualization of the Yroometji within the frame of the Xa-Osoro galaxy, the evocative setting shared by Rogue Genius Games and Everyman Gaming, beginning the pdf of a flavorful note. We then proceed to get the racial information on the Yroometji regarding their physical descriptions, home world, etc. In case you didn't know: We're talking about kangaroo-folk here, which is a damn fine concept! The only flavor

aspect not covered here would be the “Playing as...” sidebar that the core book races have, where brief preconceptions and clichés pertaining the race and its perception are noted.

Yroometji, rules-wise, are Medium humanoids with the yroometji subtype (no subtype graft included in this one) and have a base speed of 30 feet. They get +2 Str and Cha, -2 Int and low-light vision. Yroometji get a +2 racial bonus on Athletics checks and add it to their list of class skills. They are treated as having a running start for jumping purposes, and while jumping, may move as though they were flying with average maneuverability, which is a *REALLY* cool angle to represent jumping and unique tricks. They get 1d3 lethal damage causing natural attacks, and don’t treat unarmed strikes as archaic; starting at 3rd level, they add 1.5 times their character level to these attacks. They also have a pouch, and may store 1 cubic foot or items weighing up to 1 bulk in total in the pouch. Items may be transferred to and fro from pouch to hand and vice versa as a swift action, and may empty their pouch to the floor as a move action. Really cool!

...however, know what’s missing? Yep. The HP-value. I assume from the chassis that 4 or 6 may be intended, but I’m not sure.

On the plus-side, the pdf does introduce the *null-space expander*, which comes in 4 different mk-levels. This augmentation lets you fit even more stuff in your pouch and is concisely priced and codified. (And it’s so cool! Picture it: Drawing forth a ladder or 10-foot-pole from the pouch? Hilarious!)

The pdf closes with a new spell, the second level *pouch ally*, which is available to the mystic, as well as the legacy classes wizard, cleric and bard from Starfarer’s Companion. You need to be a marsupial to cast the spell, or have an equivalent pouch via an augmentation or somesuch. By casting this spell, you shrink a creature within one size category to 1/16th of their size and 1/4000 of their mass and transfer the creature into your pouch. Gear is left behind, and the target slumbers and is subjected to a state of lucid dreaming. It is nourished by you, and automatically stabilizes, and replenishes Stamina, Hit Points etc. as if resting, though at an accelerated rate. The target counts as 1 bulk, is basically *live bubble’d* while in the pouch, and if you die, the spell ends. The spell even gets the conditions for reemerging targets right. Total winner! I can see the sheltering bodyguard, the motherly medic and a wide variety of unique concepts based on the spell. Huge kudos!

Conclusion:

Editing and formatting are very good on a formal and rules-language level, with the notable exception of the HP value missing, the one big strike against this pdf. Layout adheres to a 2-column full-color standard and the artwork by Jacob Blackmon makes the yroometji look kickass! The pdf has no bookmarks, but needs none at this length.

Alexander Augunas’ yroometji are cooler than their Pathfinder brethren: The unique tweak on their jumps is amazing and creative and the spell and augmentations are winners indeed. This usually would be a 4.5 or 5-star file. However, the missing HP value, at least for now, deprives me of the option to pronounce the recommendation I’d otherwise utter regarding this pdf. It’s a small thing, and not something that should deter most GMs, but I can’t go higher than 3.5 stars for these guys – at least for now. I can’t justify rounding up, though. Everyman Gaming has a track-record of updating files, though, so once this glitch’s been taken care of, consider this to be a 4.5 or 5 star-file instead; same goes if you’re willing to just make a call on the HP-value.

You can get this pdf [here on OBS!](#)

Endzeitgeist out.



Classes of the Lost Spheres: Zodiac

Publisher: Lost Spheres Publishing

Reviewer: Endzeitgeist

Stars: 5 out of 5

This installment of the Classes of the Lost Spheres-series clocks in at 42 pages, 1 page front cover, 2 pages of editorial, 1 page blank, 1 page back cover, and 5 pages of SRD, though it should be noted that a part of one statblock can be found on the first SRD-page. This leaves us with 32 pages of content, so let’s take a look!

The zodiac class gets, chassis-wise, d8 HD, 4 + Int skills per level, proficiency with light and medium armor and shields, except tower shields. They get ¾ BAB-progression as well as good Fort- and Will-saves, and their essence improves in a linear fashion over the levels, starting with 1 essence at first level, and increasing that to 20 at 20th level.

The zodiac is an akashic class, using veilweaving to form unique magical benefits. At this time, I have presented how akasha works in detail

not only once, but twice: Once in Dreamscarred Press' "Akashic Mysteries" and once in Lost Spheres Publishing's "Akashic Trinity." Both of these present really cool classes, and akasha, as a subsystem for magic, is super-interesting to me. I assume familiarity with the system in this review. It should be noted that this is a stand-alone supplement – you do not require Akashic Mysteries or Akashic Trinity to make use of the class: The basic rules of akasha, how veilweaving, shaped veils etc. work is explained within.

The zodiac handles the akashic engine in a couple of unique ways, but more on that later. At 1st level, the zodiac gains the ability to tap into the so-called constellations. Constellations can be manifested as either forms of equipment (in which case they occupy the appropriate slots), or as champions, but not as both at a given time; a given constellation may only be manifested once at any given time by a zodiac. Champions called forth by the zodiac are always the same and retain feats, skills etc., and they are capable of understanding the zodiac. In case of the zodiac being unable to command them, they use their best judgment. Most champions gain levels and improve as animal companions, with zodiac levels being substituted for druid levels to determine progression. The manifestation of a constellation is a standard action that imposes essence burn, depending on the precise manifestation chosen, on the zodiac. While the manifestation is ongoing, this essence burn may not be recovered. If the zodiac loses consciousness, manifestations are automatically dismissed, but otherwise, they have no set duration. Reducing a manifestation's hit points to 0 does dismiss it, and if it is then called upon once more, it manifests with only 1 hit point and all conditions previously in place and not yet elapsed, if any – unless 24 hours have passed, in which case, the manifestation is fully restored. Manifestations may be healed or repaired as usual. Manifestations also act as essence receptacle, with unique benefits for having essence invested in them.

A total of 12 such constellations are provided, though there is a cosmetic snafu among the bookmarks, which erroneously puts 7 of them under the "champions"-header. (The other 5 also have champions, so I figure that this stems from a previous version.) Each of the constellations has an element associated with it, and constellations of an element opposed to one currently in place by the constellation in effect cost more essence to manifest.

Each constellation comes with a bit of flavor text in all-caps introducing it, and then proceeds to list element in question and manifestations granted in their own lines. Below these, the respective manifestations are listed, with essence costs in brackets. As a minor complaint, the formatting of the subheaders of the respective manifestations sports two cosmetic glitches on page 11: Once, champion is underlined instead of bolded, and once it's not bolded. These are cosmetic, though. Each of the manifestations of a given constellation furthermore has an essence-invested line, which allows, as noted before, for further modification. It should also be noted that the essence cost required for a given manifestation acts as a kind of limiting factor for the options granted by the zodiac: The costs to manifest a champion, for example, span the gamut from 4 to a whopping 12, which imposes some strict limitations on the potent abilities granted. The other manifestations, i.e. armor, equipment and weaponry, are significantly less costly.

To give you a couple of examples: The archer constellation can, for 5 essence, manifest a hunter's bond-using elven ranger with archery style that also has a scaling magical bow or crossbow; for essence invested, CMD versus disarm and trip as well as base movement speed increases. The champion granted by the bull constellation would be a war bull animal companion with a starting Intelligence of 6, who, unsurprisingly, receives boosts to CMB and CMD pertaining bull rush and overrun attempts. Sometimes, you get to choose: Fish, for example, lets you choose between dolphin and shark, and e.g. the sea goat's champion would be a Capricorn that improves at zodiac level 4 and every level thereafter. Twin nets a scaling rogue – you get the idea. Now, if that sounds like a lot of work for players and/or GM, depending on who usually builds cohorts, let it be known that the pdf does note that only prepared companions should be options that can be called forth. The different essence values and use of a couple of already pretty much done companions also speed up the process. Finally, the discrepancy regarding essence cost and thus, minimum levels required, also means that this task is, thankfully, spread over the progression and makes handling this aspect comparatively quick and painless, considering what it does.

As far as equipment is concerned, one example would be a wooden mask that allows for wild empathy use as though class levels equaled druid levels, and also yields *speak with animals* as a

constant effect. Essence invested in this example would yield bonuses to Handle Animal and wild empathy checks. Manifesting the ram's equipment nets a properly (type and damage type! YEAH!) codified primary natural gore attack, courtesy of the ram helm (Small and Large zodiac damage values included as well!) that scales, with essence invested enhancing charge attacks – fitting, right? Interesting would be the item granted by the scales: It's a rod, which allows the wielder to channel the forces of balance: When the wielder is hit, the rod gains healing power (with a cap), and when healed, the wielder can choose to forego healing and charge the rod with damage. Damage and healing, as well as the complex action economy situation here are properly codified, and, in an impressive feat of design prowess, these rules also prevent any form of cheesing I could think of regarding the stored healing etc. Once essence is invested, damage healed/dealt by using the rod is increased by +2 per point of essence invested.

Let's take a brief overview of what the different armor manifestations, if any, can do, shall we? Here, we get scaling armors and weapons, with e.g. hide armor granted by Lion, and Crab providing one the wearer is proficient with. The archer can yield a ranged weapon (no firearms, and composite bow Strength ratings are taken into account), while the druid nets clubs. It should be noted that essence-investment is taken into account and used to differentiate between the constellations. For convenience's sake, let us list the respective options by element, shall we?

Air: Armors 0; Champions 2 (Druid, Twin); Equipment 3 (Druid, Scales, Twin); Weapons 2 (Druid, Scales).

Earth: Armors 0; Champions 3 (Bull, Sea Goat, Scorpion); Equipment 3 (Bull, Sea Goat, Scorpion); Weapons 1 (Scorpion)

Fire: Armors 1 (Lion); Champions 3 (Archer, Lion, Ram); Equipment 1 (Ram); Weapons 2 (Archer, Lion).

Water: Armors 1 (Crab); Champions 3 (Crab, Fish, Water Bearer); Equipment 2 (Fish, Water Bearer); Weapons 0.

From this, you'll note a few distinct oddities – not every element gets an armor or a weapon, and water end up one manifestation short of the others – however, it should be noted that water gets the strongest champion manifestation, so that may have been intended. It also should be noted that this tends to be no real issue, considering that

the zodiac gets automatic access to ALL of these manifestations and constellations. This HUGE amount of options is hardcoded right into the class, allowing for a TON of player agenda at any given point. Speaking of which, there is one very important choice at first level: The orbit.

Essentially, the zodiac is two classes in one: If you choose a lunar orbit, you focus on enhancing your champion: You reduce the cost of champion manifestation by 1 to a minimum of 1 and gain an additional point of essence at 1st level, 2nd level and every even level thereafter. This makes the class, unless I am sorely mistaken, eclipse even the vizier regarding essence, which *may* be slightly overkill. At 4th and 6th level, the lunar zodiac gets Access Low Chakra (Head, Feet or Hands) as a bonus feat; 10th and 12th level provide Access Middle Chakra Slot (Wrists, Headband or Shoulders), and 14th and 16th provide Access Higher Chakra Slot (Neck, Belts). These feats, included within, basically double as a free-form way for characters to gain access to chakra binds to the respective item slot – an option that vastly enhances the flexibility of this system. For the purpose of the zodiac, the chakra bind choices add player agenda into what previously was a linear progression in the akashic context – something I definitely applaud. Something one may easily overlook here in power-comparison would be that the lunar zodiac is missing a couple of the chakra-binds that the vizier can get, for example. The highest level ones (chest, body) won't be unlocked by the zodiac, and each category only unlocks two of the bind slots, not all three. But let us return to look at the rest of the lunar orbit's engine, shall we? Lunar zodiacs use Charisma as their governing veilweaving key ability modifier and may shape two veils per day, plus an additional one at 4th level and every 4 levels thereafter. They may reallocate essence as a swift action.

The second orbit available would be Solar. These zodiacs gain access to proficiency with heavy armor and all martial weapons. They use class level instead of BAB when wielding the weapon manifestations of their constellations and for the purpose of feat effects based on BAB. The solar zodiac also gets a bonus feat on 2nd level and every even level thereafter, chosen from akashic, combat and teamwork feats. Shape Veil is also on this list. It should be noted that for these, the class uses zodiac level as BAB-prerequisite instead. If solar zodiacs take Shape Veil, they use Charisma as veilweaving key ability modifier. So yeah, the solar orbit is

basically a veil-less akashic class! Interesting!

At 3rd level and every 6 levels thereafter, the zodiac's essence capacity for all essence receptacles increases by 1. 5th level further reduces the cost of manifesting opposed element constellation manifestations, from 3 to 2. Additionally, for each constellation of a matching element manifested, the zodiac and his champion inflict +2 damage with weapon attacks and veils shaped that deal hit point damage, with the element governing the energy type as per convention – air adds electricity damage, earth acid – you get the drift. At 11th level, the essence penalty for opposing element constellation manifestations is further reduced by 1, and complimentary elements (fire and air, or earth and water) may now be treated as the same element for the purpose of determining the benefits of the bonus damage: With one earth and water manifestation in place, he'd for example deal +2 acid and +2 cold damage. 17th level gets rid of the essence penalty completely, and having a weapon or armor manifested renders the zodiac immune to the energy type of the corresponding constellation's element. A manifested champion gains immunity versus their constellation's energy, but manifesting a champion does NOT bestow the immunity on the zodiac.

7th level provides ½ class level uses of stargazing: An immediate action 1d6 surge to an attack, save or skill check. This must be rolled after rolling the check, but before results are made known. 13th and 19th level increase the die size of this surge to d8 and d10, respectively. At 20th level, we have different capstones, depending on orbit: The lunar orbit zodiac may bind to the body slot and make manifested champions take half damage incurred, and the zodiac may have half damage of a champion apply to another champion instead. The solar orbit zodiac gets immunity to death effects and ability drain, as well as twice the recovery of ability damage. Additionally, manifested armor or weapon cannot be disarmed or sundered. The class comes with a veil-list and 11 favored class options: Cool here: Each gets their own flavor-text. Less cool: The undine FCO does RAW nothing, as it only applies its benefits to water weaponry – and there is none. The animal companion stats for champions have, btw, been included for your convenience, which is a huge plus, and same goes for the statblocks required – you won't need to flip books.

Now, I have already noted a couple of feats, so here goes: The pdf contains 12 feats, of which 5 are, at least to my knowledge, reprints. The new feats include 2 feats that allow for dabbling in the constellation engine. Expanded Veilweaving is SUPER-important: At 11th veilweaving level, it allows you to increase the maximum veils shaped by one. This ALSO applies if you use Shape Veils and have no veilweaving class level, which is REALLY smart. Definite winner there. Stellar Strike is an akashic combat feat that allows you to enhance the damage caused by your constellation weapons via essence investiture, and there are 3 chess-themed feats: Queen's Knight (enhance loyalty between you and champion, preventing compulsions etc.); King's Castle (allows you to intercept attacks on allies; great for tank-y characters) and Pawn's Sacrifice (use Sense Motive to redirect the attack to a veil companion or champion). The latter is a bit iffy, due to how easily Sense Motive can and will be boosted through the roof, but since it is no attack negation, but rather a redirect, I'm pretty good with it. I'd feel better about a hard-cap of uses or a cool-down, though. 4 neat traits are included in the deal as well.

There are three archetypes included: Albedo fighters gain Perihelion pauldrons and reflect rays; knights that are literally, clad n light. The celestial knight cavalier uses a quadruped champion as mount (essence cost 4 or less, until 8th level) and later gains the weapon, armor or equipment options of a constellation. The prism mage wizard archetype is based on the Aurora lenses veil, and basically represents a cool concept of the spellcaster who also happens to dabble in magical lenses.

The pdf follows the trend established in Akashic Trinity, in that the new veils presented within are grouped by theme, providing leitmotifs that help contextualize the veils. Three such themes are provided: Starry Elements, Priestly Raiments and Apparel of the Merchant Prince. This, at least to me, makes these more interesting, exciting. You get the idea. A couple of these are reprints, though we do get new ones here. It should also be noted that the traditional one-letter code for the veil chakra-binds for the classes has been omitted this time around. Personally, I welcome this: A concise table for each class simply makes more sense and, as this is the 7th veilweaving class, things would become cluttered, fast. These veils are of the excellent quality we've come to expect from the author. EDIT: I was asked

to state what I think about them, so there goes: Aurora Lenses are a godsend; these lenses allow for counterspelling of spells and psionic powers for veilweavers. The Mask of Elemental Adaptation is a means to convert energy damage taken to a chosen type, with sensible caps. Perihelion pauldrons allow you to retaliate with energy when assaulted in melee. Shooting Stars let you fire those, with the bind adding them to be used as basically a weapon. Star Metal Bracers allow for energy type change. While Stellar Stompers can generate energy bursts and, provided sufficient essence is invested, even propel you forward. I really liked these veils!

Conclusion:

Editing and formatting are very good on a formal and rules-language level. Considering the depth and complexity of the subject matter at hand, it is pretty impressive to see such a tight pdf here. Layout is GORGEOUS and adheres to a 2-column full-color standard (Liz Courts did the graphic design – no surprise it looks this damn good!) that is enhanced by absolutely stunning, original full-color artworks by Bryan Syme. This pdf is beautiful indeed! Look at the cover – yep, that’s the same artwork quality as inside. The pdf comes fully bookmarked with nested bookmarks for your convenience.

Michael Sayre’s Zodiac is a super-impressive class; from a design perspective, it manages to portray a pet-class that feels and plays radically different from pretty much any other pet-class out there. This does not play like a summoner, spiritualist, tinker, etc., and the distinction is not solely based, as one would assume, on akasha access. Instead, the zodiac embraces player choice and freedom to a degree that is almost baroque in its splendor, in a good way. The immediate access to the totality of constellations, to what a lazier designer would have made a bloodline-like fire and forget choice, renders the zodiac very flexible and interesting in its overall themes and options – from level 1, you will have quite an assortment of tricks.

And then, there would be the orbit class feature.

Most designers would have made two classes instead, or made this an archetype – here, it is part of the core design paradigm and as such, it is something that should be applauded. That being said, it also represents the one component of the base class where I am a bit weary. You see, the uneven nature of manifestations among constellations, as noted above, isn’t as relevant for the lunar zodiac as for the solar one. The

solar zodiac indeed has some choices among constellations that are frankly better than others. My own design experience tells me that this likely stemmed from a shifting of elements associated with constellations, but I’m not sure. Either way, I do think that a few tweaks to the constellation abilities could make this a tad bit more “even.” The solar zodiac, in case you were wondering, performs approximately on the level of the better martial classes – so better than the fighter (but who doesn’t these days...), for example, but not on a level that would present an issue in most games.

How to rate this? Oh boy, this is where things become difficult for me. You see, this sense of an inequality between the elements of constellations and their respective power is something I find hard to ignore; there are a few cosmetic hiccups as well...and yet. And yet, I honestly believe that the zodiac is one damn cool class. I can see myself actually choosing to play, wanting to play these fellows, and considering the vast wealth of class choices at my disposal, this is something. The class could work, courtesy of champions, wonders for a 1-on-1 game with only one player; the champions could offer a ton of roleplaying potential. And the design is daring. Whenever there is one way to do things in a safe and bland way, the pdf instead goes on and does things in a creative, harder, but also more interesting way.

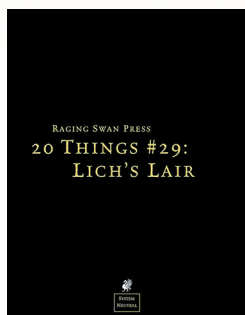
So yeah...what to do? Well, first of all, I can’t rate this 5 stars – the aforementioned hiccups and the uneven elemental distribution regarding constellation manifestations makes that impossible. However, at the same time, I don’t feel justified rounding down, as this does not present anything broken, as the craftsmanship of what’s here is simply too precise. Hence, I will round up. I also really love the wondrous ways the akashic engine was tweaked and modified here; the constellation engine is a bountiful ground for further design choices, and the means to expand upon the options presented by Shape Veil should let a sigh of relief escape from more than one dabbler in the akashic arts. As such, and due to me really enjoying the wonderful flexibility the class offers, I will also add my seal of approval to this file.

You can get this inspiring class [here on OBS!](#)

Missed Akashic Trinity? You can find it [here!](#)

Don’t yet have Akashic Mysteries? You can find it [here!](#)

Endzeitgeist out.



20 Things: Lich's Lair (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!

All righty, we begin this installment with the locale outside of the lair, with 8 different, flavorful entries establishing the influx of evil magic on the surrounding area; this is further supplemented by 6 whispers and rumors: As the tales of vanquished would-be lich-slayers ring in your ears, the floors approaching the lair as smooth, destroyed equipment littering the area, telling tales of all the failures that came before you and your friends...

But the true horror begins within, where 10 trinkets and 20 horrible spell components are provided: These include brightly polished shields, boiled and shrunk heads, ruined diamonds suffused with cracks...some truly amazing ones here. These are further enhanced with 20 entries of lair dressing, where remnants of *disintegrate* spells left trails of dust and persistent shadows cling to the masonry, refusing to be dispelled by encroaching light...

12 strange sounds and smells make the saturation of unearthly magics very clear, with sighs redolent with despair and ear-splitting gongs just a few of the examples; oh, and there are also 12 strange events and effects to be found: From spontaneously coalescing blood-runes on the walls to iron masks twisting into grimaces of unspeakable pain. If you use these, the players will have no reason to claim that you did not foreshadow your deadly undead arcanist...

Of course, an important aspect of any lich's lair would be the thing that holds the undead archmage's lifeforce; as such, no less than 10 sample phylacteries are included in the deal – and these include the bones of the lich's erstwhile first animal companion. Hidden inter-dimensional recesses, a rusted comb...there are narrative implications here, and the choices are creative and interesting...what about the lich, for example, who used a paladin's *holy sword* to house his life? Yeah, that one's nasty...

Conclusion:

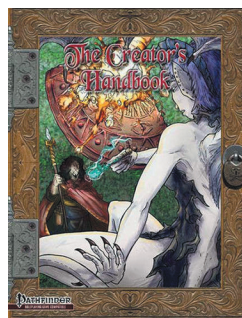
Editing and formatting are top-notch, I noticed no glitches. Layout adheres to an elegant, minimalist 2-column b/w-standard, and the pdf sports a couple of really nice b/w-artworks. The pdf comes fully bookmarked for your convenience, and the pdf comes in two different versions, one of which is optimized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

Creighton Broadhurst ups his already super-impressive dressing game in this supplement. The dressing-files for the lich lairs within this humble pdf ooze flavor galore and made me grin from ear to ear. This is easily one of the best installments in the whole series, worthy of a 5 stars + seal of approval verdict.

You can get this great dressing file [here on OBS!](#)

You can directly support raging Swan Press [here on patreon!](#)

Endzeitgeist out.



The Creator's Handbook

Publisher: Drop Dead Studios

Reviewer: Endzeitgeist

Stars: 5 out of 5

This installment of Drop Dead Studios' expansion of the Spheres of Power-series clocks in at 36 pages, 1 page front cover, 1 page editorial,

1 page ToC, 1 page SRD, 1 page blank, 1 page back cover, leaving us with 30 pages of content, so let's take a look!

We should start analyzing this book from the back, as the last chapter provides quite a few rather important clarifications of the Creation sphere's parameters – particularly, the woefully brief definition of what can and can't be created receives a much-needed, more precise clarification that should prove to be a boon for many GMs out there. Interaction with magic items, anchoring items and destruction/dismissal of objects also are very much relevant. Additionally, the base sphere now allows for the expenditure of a single spell point to extend the duration to 1 minute per level SANS concentration. That part is important and helps render the sphere significantly more appealing. The pdf also clarifies the interaction of the creation of multiple falling options and size categories and the creation of slippery and dangerous terrain. Similarly, the creation of very

small objects and dropping objects is tightly codified, making these rules-clarifications pages worth the price on their own.

All right, that out of the way, if we do tackle this supplement in a linear manner, we begin with a well-written introductory prose before presenting an assortment of new archetypes, which begins with the lingichi warrior for the armorer base class, who receives proficiency in light and martial + 1 exotic weapon as well as light armor and shields, excluding tower shields. Instead of summon equipment and quick summons, the archetype provides armory arena, which allows for the summoning of an infinite array of weapons surrounding the warrior, causing damage in an area surrounding the character that grows over the level, with damage caused allowing for the choosing of physical damage type. The character may exclude targets up to spellcasting ability modifier from the aura, and the aura leaves a difficult terrain of weaponry in its wake, allowing characters to pick them up and fight. Higher levels allow for the use of *create* in conjunction with the ability, making it possible to establish the aura in a faster manner.

Higher levels also provide the means to maintain multiple contiguous auras. Instead of bound equipment, higher levels provide scaling enhancement bonuses for these ephemeral weapons; armor training is replaced with nimble and the archetype receives no less than 10 exclusive tricks that provide the means to use spell points to increase the damage output, control between enhancement bonus and special abilities, establishing a kind of control within the arena, exclude targets from the difficult terrain effect, have weapons *dance*...this archetype is INSPIRED. I mean it. Perhaps it's the otaku within me, but I found myself reminded of Fate's Gilgamesh and similar characters. This is a very magical archetype, and obviously not one for super-gritty settings due to its theme and supreme magic item flexibility, but for high fantasy? HECK frickin' yes!

Archetype number two would be the word witch for the fey adept class, who uses Intelligence as spellcasting ability modifier and gains, surprise, the Creation sphere as a bonus magic talent, replacing fey magic. Instead of master illusionist, creations made by the archetype that require maintenance or concentration, ultimately remain for +1/2 class level (min 1) rounds. Shadowstuff is replaced with a massive engine-tweak dubbed "words of creation", which is powered by a word pool equal to Int mod

+ ½ class level, with the DC being the classic 10 + ½ class level + Int-mod, if any. These word points may be used to *create* a wide variety of effects that include the creation of runes of flame that may then be launched in bulk or against multiple targets; similarly pillars of ice trapping targets, severe blasts of wind (correctly codified!) and analogue effects can be created – overall, I enjoyed these and was once more reminded of a rather compelling ability array, with higher levels providing the means to render objects animated or silver them. The adamantine coating is also secured behind an appropriate minimum level, and the archetype provides an alternate capstone.

Next up would be the dustbringer mageknight, who gains proficiency with simple and monk weapons as well as light armor, and begins play with the wrecker oracle curse as well as Creation and the limited creation drawback – as always, this can be offset if the character already has the sphere. The archetype nets *alter* (destroy), which should, alongside the curse and name, cue you in on what it specializes in: The dustbringer is an unarmed monk-y item-destruction specialist that blends unarmed strike with *alter* (destroy) and sports 7 unique mystic combat options that include auras that can destroy incoming attacks, extend the ability of *alter* (destroy) to animated objects and constructs, or, with another talent, living beings etc. Minor complaint here: Formatting isn't perfect in this one and somewhat inconsistent. Some moderate Destruction sphere synergy is also possible, allowing for (blast shape) talents to be added.

The thaumaturge may elect for the path of the knight of willpower, who modifies forbidden lore to add +50% CL increase to Creation, Light and Telekinesis, though this does not influence invocation bonus. This may be boosted even further, but at the cost of unavoidable backlash. I consider the increase here to be somewhat overkill – sure, the drawback is significant, but the escalation of CL is something that worries me greatly. The meditation and lingering pain invocations are replaced with Will-save rerolling and adding a shaken effect to glow effects from the Light sphere. They also get a buff/debuff aura versus fear plus immunity instead of occult knowledge, and an alternate bonus feat list. Incanters can gain two new specializations, one of which, at 2 points, Master of Creation, prevents taking Sphere Focus (Creation) and represents a specialization here, while Sword Birth nets armory

arena and limited arsenal tricks. Hedgewitches may choose the new transmuter tradition, which nets Knowledge (engineering) and (nature) as well as Intimidate and limited use item changing via touch that improves regarding the maximum size of item affected at higher levels. Later, these folks may transmute objects into creatures and animals into different types, while also bestowing knowledge on how to use this new body via one of the 4 new tradition secret. 3 grand ones are also included here. A general one allows for dabbling in these tricks, and the section closes with a talent for the unchained rogue to create tools.

The undoubtedly most important chapter within this book, though, would be the basic magic section, wherein the creation of alchemical items and poisons is tightly codified and makes for a very important, and flexibility-wise super cool modification. Similarly, being capable of altering unattended non-magical objects in burst is great... and creating objects with momentum makes dropping objects on foes a significantly more feasible option. Fans of the Loony Tunes should take heed! The update of the Expanded Materials talent, which encompasses acidic creation, gaseous creation, plasma production, etc. is similarly a godsend. Magnifying and minimizing objects, creating matter from force, generating significant amounts of liquid...and what about the talent that lets you generate a constant stream of replicas with your effects. Manipulating how rigid objects are, creating restraining cases for targets, making material transparent...this chapter is a complex expansion to the sphere that it desperately needed, and it presents a whole slew of versatile options for clever players.

The advanced talent array this time around, and it contains 10 advanced talents; as an aside, I am not the biggest fan of the talent Plasma Production having the same name as the ability of the subsection of aforementioned Expanded Materials: Plasma Production; a single "advanced" or somesuch word would have made working with the nomenclature here easier, but that is me nitpicking. And yes, this allows for the creation of energy weapons. Want a light sword? There you go! Really high-level characters can learn to create adamantine and similar materials, and yes, with these, you can use advanced talents to modify the body of targets into other materials. Skin of gold? Yes, siree! There also are crossover tricks here – spherecasters that also have the Nature sphere and fire package can

create/alter lava and magma. Picture me cackling maniacally here. All in all, I very much enjoyed this section as well.

The pdf then proceeds to present no less than 12 different feats. Once more, formatting is not always perfect within these pages, but there are feats that provide multiclassing support...and there are some really neat ones: One lets you ready an action (alternatively, works with spell point + immediate actions) to *alter destructive blasts* and codifies the types via damage and interaction there correctly. Countering ranged attacks and spell effects is another pretty potent and cool option here. The classic Dual Sphere talent array that we expect here is included as well, providing synergy with e.g. Enhancement and Telekinesis. Creating longer walls and disguise specializing via wardrobe creation may be found as well. 4 traits can be found – these are potent and meaningful, going beyond boring numerical bonuses.

The drawbacks presented are interesting: Being limited to water/ice/steam creation, to gaseous forms or needing to be in contact with objects certainly made me think of comic book heroes and interesting character concepts. Using your own body in a painful way to "create" could be seen as an interesting engine base-line to duplicate an array of iconic scenes as well. The pdf also sports a new general drawback that requires the drawing of a diagram to work – this reminded me, obviously, of Full Metal Alchemist – and that is a good thing. The section also presents 7 alternate racial traits that focus, unsurprisingly, on the Creation sphere.

Finally, it should be noted that the pdf contains 6 magic items. Beyond aforementioned *energy swords*, there is the *+3-equivalent plasma blade* property; *Wall slats* allow for the creation of expanding walls as a nice low-cost item. The *wizard's cube of gaming* is basically a fold-out gaming table and acts as a challenge of skill and luck that rewards those that play well; two variants of this item are also part of the deal here.

Conclusion:

Editing per se is very good on a formal and rules-language level; formatting, on the other hand, isn't. I encountered quite a bunch of faulty italicizations and formatting instances of rules-relevant material, and due to the complexity of the system at hand the nomenclature employed, these deviations made a couple of rules harder to grasp than they otherwise would have been. Layout adheres to a two-column full-color standard and the pdf sports a couple

of solid full-color artworks. The pdf comes fully bookmarked for your convenience.

Michael Uhland has vastly improved his design-game since his humble beginnings. The handbook for the creation sphere certainly was one of the harder ones to craft, much less provide inspiring and interesting content for. This pdf manages to achieve that and makes creation fun and exciting, clarifies rules and vastly expands the material at hand. This would, were it not for the annoying formatting hiccups, my favorite handbook in the whole series so far; it offers a bunch of very interesting character options; unique feats, great talents – all in all, this is a really, really cool supplement and a worthy addition to the series. My final verdict will clock in at 4.5 stars, though I will round up for the purpose of this platform. The book is too good to round down. Well done!

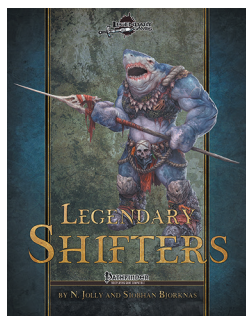
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Endzeitgeist out.



Legendary Shifters

Publisher: Legendary Games

Reviewer: Endzeitgeist

Stars: 5 out of 5

This player-facing class book/class redesign clocks in at 32 pages, 1 page front cover, 2 pages of editorial, 1 page ToC, 1 page introduction, 2 pages of

SRD, 1 page back cover, leaving us with 24 pages of content, though it should be noted that, as always, legendary Games has stuffed a TON of content within these pages, so let's take a look!

Wait. Before we do, I need to fully disclose one fact. To say that I don't like the shifter class would be a frickin' understatement. After all the shapeshifting classes I've reviewed, the class was the blandest, more bring implementation of the concept I could possibly fathom. It's one of my least favorite PFRPG classes released by Paizo, and coming from the amazing Occult classes and the similarly awesome vigilante, it was a huge disappointment for me. It's a dedicated shifter class that's less flexible than one that gets shifting as a bonus. And don't get me started on the lack of actually unique things it can

do. I wasn't alone in that, so let's see if the class redesign by Legendary Games actually manages to make the shifter interesting.

The legendary shifter base class gets d10 HD, 4 + Int skills per level, proficiency with simple and martial weapons as well as natural attacks gained from class features, and light and medium armors and shields, excluding tower shields. The class may take Sylvan as a bonus language, as well as Aklo, and they speak Druidic as a free language. Nice touch there! Chassis-wise, the legendary shifter gets full BAB-progression as well as good Fort- and Ref-saves.

Now, the basic shifting engine has been changed rather drastically: At 1st level, you choose a shifter's aspect, and entering it is a swift action; ending the effect is a free action. Forms may be switched as a swift action and the aspect may be maintained indefinitely. Until 9th level, when chimeric aspect is gained, only one form at a time may be maintained. 14th level nets greater chimeric aspect – three aspects and related forms. The shift is NOT a polymorph effect. A new aspect is gained at 5th level and every 4 levels thereafter. Unless I have miscounted, 19 different aspects are provided and provide minor benefits that often actually manage to be interesting. I have no balance-concerns with them, as the form's usefulness and the benefits gained correlate in smart ways: While a mouse aspect may generally suck a bit, gaining evasion does make it quite tantalizing now, doesn't it? Also at first level, we'd have shifter's shape, which allows for the assumptions of badger, bird, camel, cat (small), dire rat, dog. Dolphin, horse, manta ray, pony, viper, constrictor snake or wolf forms, analogue to *beast shape I*. However, it lasts for class level + Wisdom modifier hours, min 1, and the duration may be split, but only in 1-hour increments. Changing form in this shape may be used ½ class level + Wisdom modifier times sans penalty; beyond that, it reduces the total allotment of duration remaining by 1 hour. This is treated as wild shape, but the shifter loses the ability to communicate while in the. 3rd level unlocks all *beast shape I* forms, 6th level allows for the assuming of Large and Tiny and *beast shape II* forms. 8th level allows for the assumption of Huge or Diminutive animal form, or that of a Small or Medium (not capitalized properly) magical beast; the ability is upgraded to *beast shape III*. 12th level upgrades that further to *beast shape IV*, and unlocks Tiny and Large magical beasts; 16th level unlocks Diminutive and Huge magical beasts and makes

the ability behave as *magical beast shape*. 6th level hastens shifter shape to a move action that does not provoke AoOs. 10th level upgrades this to optionally use as a swift action, and 18th level allows for the use of shifting as an immediate action.

The class also begins play with wild empathy and shifter evolution: This lets the shifter, as a swift action. Grow claws and a set of fangs – these are (HUGE kudos!) properly codified both regarding damage type and precise nature of the natural attacks. These start with the ability to bypass DR/magic and begin bypassing DR/cold iron and DR /Silver at 3rd level, with 7th level making them behave as *ghost touch*. 15th level lets the shifter ignore DR/adamantine and 19th level even DR/- – ouch! These benefits also extend to natural attacks conferred by polymorph effects and the synergy of natural attacks and those she can grow is properly codified. Damage dice of the shifter evolution natural attacks increases from 1d6 to 2d10 over the course of the 20 levels of the class. As you can glean, this makes shifters at low levels pretty dangerous, considering that we're looking at 3 primary natural attacks. For very conservative games, this may prove slightly problematic, though in such a case, I'd simply advise in making the damage default to the standard for the natural attacks and rendering claws or bite, depending on low power level sought, secondary instead. Most games will not encounter a problem here.

At 2nd level, the shifter gets track and adds Wisdom modifier to AC and CMD, or half as much when also wearing armor or using a shield; 4th level and every 4 levels thereafter increase this by +1. 3rd level nets woodland stride; 4th level and every 4 levels thereafter yield a wild shape based bonus feat; 5th level nets trackless step. The capstone nets shifter shape at will and nets shapechanger apotheosis, becoming immunity to transmutation effects unless willing to accept them.

The pdf also provides a wide array of different archetypes, 12, to be precise. Bound beastmasters get an animal companion and instead apply shifter evolution benefits to the companion's attacks instead. The Wis-bonus to defense is lost in favor of the companion sharing in aspects, and instead of chimeric aspect and its greater version, we have the option to have the companion also assume shifts, but the form taken must be that of the legendary shifter. The dragon touched is an archetype I would not allow in more conservative games, as the claws gained from shifter evolution are replaced with a

15 ft.-cone or 30 ft.-line breath weapons that deals 1d8 + class level damage of the chosen energy type corresponding to the dragon blood; the damage increases by +1d8 at 5th level and every 5 levels thereafter, and there is no limit imposed on it. It won't break the game for most groups, but unlimited AoO energy damage can be pretty potent. Personally, I'd have imposed a hard cap for the low levels here and then delimited that at higher levels. Instead of shifter aspect, the archetype begins with low-light vision and gains progressively better draconic traits. Unsurprisingly, the shifter shape is completely changed to instead provide the ability to assume draconic forms. Similarly, the chimeric aspect and capstone are modified.

The elemental nexus chooses a chosen element's basic utility wild talent as well as a kinetic blast wild talent, with full damage progression as though shifter levels equaled kineticist levels. Additionally, we get the kinetic fist form infusion at 0 burn cost and Improved Unarmed Strike. The blast may only be used in conjunction with kinetic fist and replaces shifter evolution. 1st level and every 4 levels thereafter net a utility wild talent, and Wisdom modifier times per day, the archetype may lower the burn cost of a wild talent by 1. This replaces shifter aspect. As a nitpick here: The reduction should imho only work for utility wild talents granted by this archetype; otherwise the option is a bit too dippable for my tastes. Instead of the Wisdom boost, we get elemental defense at 2nd level, being treated as having accepted 1 burn. 5th level and every 3 levels thereafter, the archetype is treated as having accepted 1 more burn. Bonus feats allow for kineticist tricks and 5th level unlocks elemental forms via the modified version of shifter shape. 9th and 14th level provide expanded element instead of the chimeric aspect abilities.

The fairy shifter has HD reduced to d8 and only ¾ BAB-progression, but gains the hunter's spellcasting progression, but draws spells from druid and ranger lists, using Charisma as governing spellcasting attribute. Kudos: Spell overlap between spell lists is noted. Unsurprisingly, this one then proceeds to codify shifter shape in the fey form direction. Instead of the Wis-boost, these folks use Charisma to bolster their defenses and extend that to flat-footed. The capstone is similarly modified. The Giant shifter replaces claws with slams, and bingo, does what it says on the tin. Lycanthropic warriors are limited regarding their aspects, but get scaling DRs instead of the Wisdom boost and they begin

play with hybrid form availability – nice tweak and easily multiclassed one. Metamorphic genius has d8 HD and 3/4 BAB-progression. The archetype also gets the infusion discovery and alchemy instead of shifter aspect and the chimeric abilities; extract levels of shapeshifting tricks are reduced by 1 and it also comes with some flexibility. These also get a longer duration and Int is a governing attribute here. In the absence of shifting, quicker extract imbibing (only of those noted by the archetype) maintains the action economy of the base class.

As a huge fan of the Dark Souls games and the classic monster, I smiled broadly when reading the Mimickin – you get Disguise as a class skill and the archetype nets scaling mimic shapes...and yes, this means grab and swallow whole at higher levels. Oh, and multiple mimickin can form larger objects! Oh, and they get to move stealthily. As a fan of the Prey game and Dark Souls, this one really rocked my world. And before you're asking: The 3 new *object form* spells within are what makes this work.

These is a mini-engine tweak/micro-archetype that exchanges trackless step and bonus feats for a ranger's spellcasting. Necromorphs are a cool thematic undead/undead-controlling type of shifter that can maintain multiple *gentle repose* effects and Hide in Plain Sight in dim light at 5th level. One of the cooler theme-archetypes; no Dead Space-y stuff, though. Speaking of which: Oozeling. It's the single best ooze-style class option I've seen in a long while. Compression from level 1 and some potent defenses, as well as a more complex natural weapon table made me smile. Protean masters would be the inevitable unchained eidolon archetype. Surprisingly, all eidolon subtypes are unlocked – I kinda expected these to unlock over the levels, but limited evolution points keep this in check. Higher levels provide more flexibility here.

The pdf also includes a new 10-level PrC, the Polymorph Savant, who needs the Basic Alteration feat (one of the feats within – unlocks speaking and behaves like *alter self*) as well as shifter shape and a BAB of +5. The PrC has 3/4 BAB-progression and 1/2 Fort- and Ref-save progression, 4 + Int skills per level and d8 HD. The PrC adds class levels to legendary shifter regarding the effects of class features and gets the ability to assume Tiny, Small, Medium or Large insect shapes, as per *vermin shape II*. 2nd level adds *ghost touch* to shifter evolutions, with 6th level making the attacks count as aligned, 10th providing the adamantite bypassing. At 2nd level, being under shifter shape nets uncanny dodge and evasion. 3rd

level unlocks Diminutive, Tiny, Small, Medium, large or Huge monstrous humanoids; 4th level and 8th net a bonus feat, 5th nets fey shapes – get it? Yep, the progression is pretty close to the base class, and instead of specializing provides basically the jack-of-all-trades shifter.

Now, the feats within allow shifter to retain combat power while Tiny or smaller sans being crippled; Animal Spirit makes you use Charisma as governing attribute; Bestial Roots allows archetypes that trade this in to gain animal shapes (but not the magical beast shapes of the base class); Morphic Berserker is a legendary shifter/barbarian crossover feat, and Morphic Lyricist and Morphic Stalker represent the multiclass facilitators for bards and slayer, respectively. The pdf concludes after aforementioned spells with Ines, a beautifully illustrated and well-written, fun NPC – Ines is overflowing with love, raised by fey and comes with a cool boon. Two thumbs up for the cool NPC!

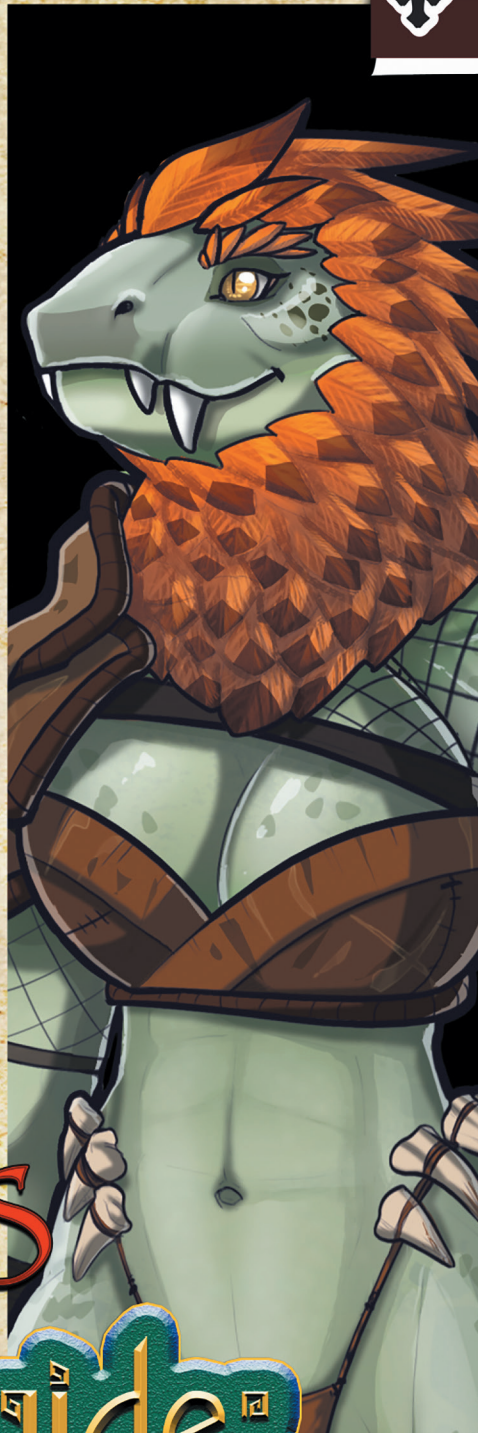
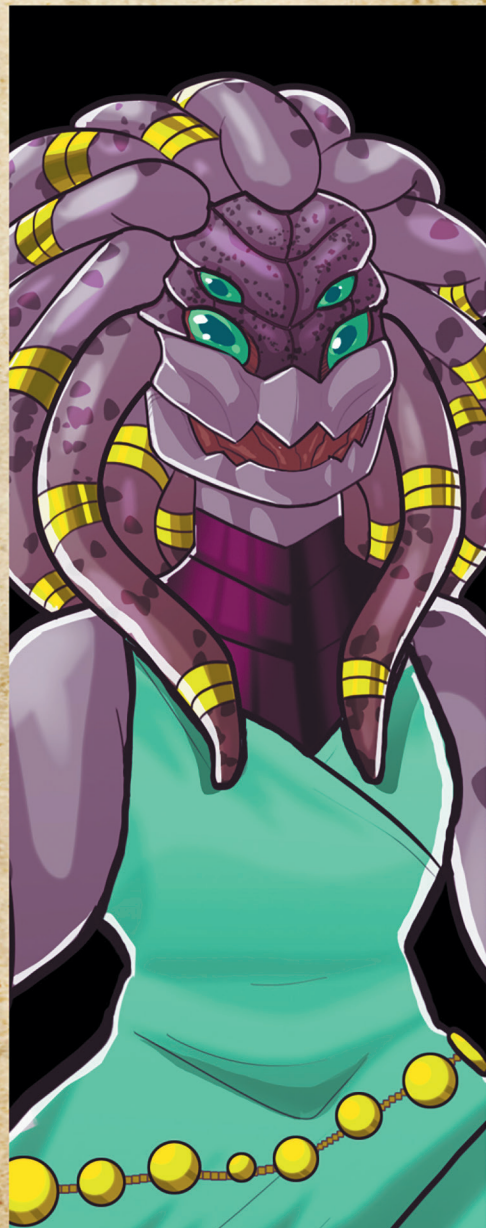
Conclusion:

Editing and formatting are very good on both a formal and rules language level. Layout adheres to Legendary Games' two-column full-color standard and the pdf comes with a blend of previously used and new full-color artworks. The pdf comes fully bookmarked for your convenience.

Siobhan Bjorknas and N. Jolly deliver a huge improvement over the standard shifter here. Honestly, just forget about the base class and use this one instead. The legendary shifter is, at least in my book, preferable in pretty much every way – this class does the dedicated shapeshifter, the one based on the magic-chassis, as well as you can probably do the concept. Heck, while a lot of this pdf delivered pretty much exactly what I expected to find, it actually managed to surprise me in a positive way, in a book that I honestly expected to bore me to tears. The oozeling and mimickin, in particular, made me smile a really devilish grin. So yeah, this is a very good book. There are a few components where I'd have preferred a tad bit more nuance, but that's me complaining at a very high level. As such, my final verdict will clock in at 4.5 stars, rounded up, since given the design goal, this is probably as close to excellent as the shifter without divorcing it from core-engines, is ever likely to get.

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Endzeitgeist out.



ROGUE'S Field Guide RARE RACES



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WHO THE HECK ARE
YOU GUYS?

I'M A SEVEN-SIDED DIE.

I'M A THIRTY-SIDED DIE.

**WHAT?!
BUT THERE AREN'T
ANY PLATONIC
SOLIDS WITH SEVEN
OR THIRTY
SIDES!**

**::SIGH:: REALLY?
DON'T YOU KNOW THE
WORLD HAS MOVED
BEYOND YOU CONGRUENT
REGULAR POLYGONAL
SHAPES?**

YEAH!
WE'RE THE NEW
HOTNESS!

PFT ... WELL!
I'M SORRY TO TELL YOU THIS, BUT
YOU'RE NOT GOING TO GET A LOT OF
WORK. THERE'S ALREADY NOT ENOUGH
ROLLING TO GO AROUND.

HEY, WHAT'S
THE DATE OF THE
MONTH, AND DAY OF
THE WEEK IN THIS
GAME?

UUUUHHHHH DUNNO.
LEMME ROLL FOR IT.

WHA???

[illegible]

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