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PATHWAYS

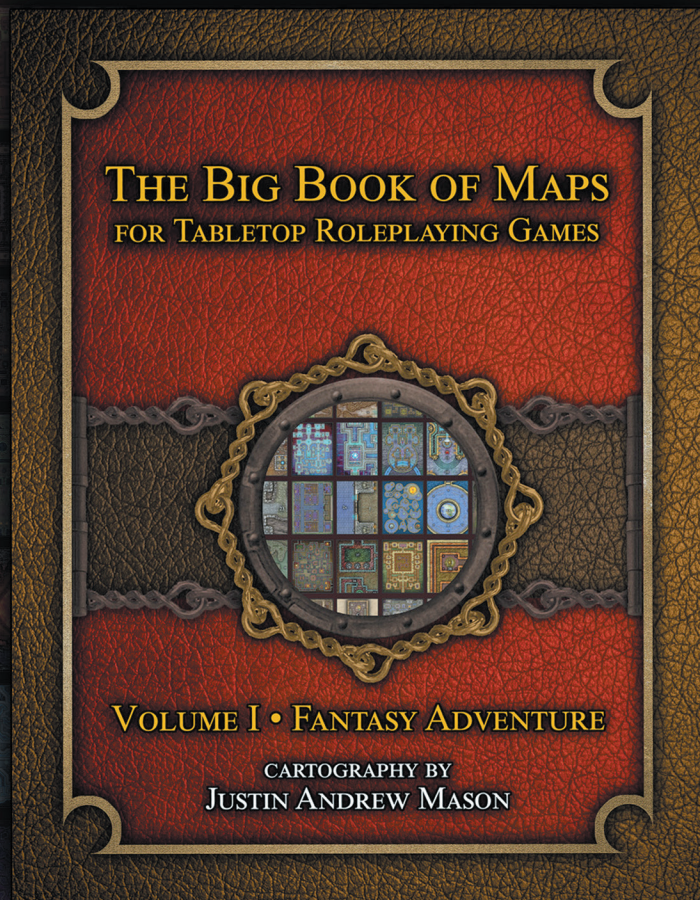


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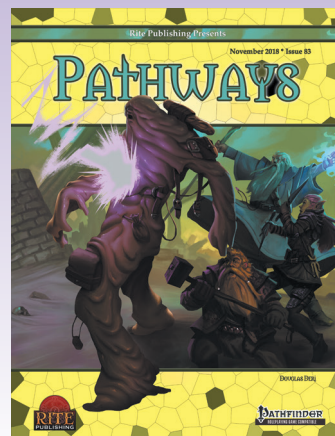
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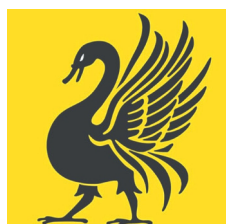
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Editorial

by Dave Paul; Illustration by MozZz

I can't say I have much knowledge of servants, except perhaps insofar as I have occasionally served others in a variety of capacities and that I have sometimes hired people to do work on my house, car, or other possessions. But in those regards, I don't think of the person doing the work as a servant. I suppose growing up in a world of automation and machines has set me in a different world than one which more typically had servants of the usual type. However, in this issue of *Pathways* the lines between these worlds are blurred. For instance, in a fantasy world where magic is the norm, someone might indeed have servants that are some sort of admixture of the butlers of old and the robots of the future, so we see Mike Welham give us a handful of golems to carry out the tasks of cooking, cleaning, and caring for an estate. In a space setting, we get Scott Gladstein's offering of both machine assistants and living assistants. I suppose in this regard, both *Pathfinder* and *Starfinder* offer players a mix of traditional and nontraditional servant. The template and cover

creature combine some of these elements into the clay golem dependable servitor. Other than the fact that I wouldn't want to be around it when it goes berserk, this durable ally would be nice to have around whenever trouble started.

Creighton Broadhurst's entry this month provides a handful of well-armed folks; some of those folks could end up serving PCs, but I rather doubt they'd be comfortable being called servants. I rather liked the contrast though, and aimed to include them here in part to stir up some trouble.

My own spells showcase entries are a few years old now but seem entirely appropriate for this issue. And I think that some of the spells there match nicely with some of the individuals provided in Kendra Speedling's wonderful article on the attendant NPC class. In particular, I'm imagining Amalise's employer being someone who makes excellent use of *apotropaic eye*.

However it is that servants show up in your games, this issue of *Pathways* aims to serve you.

Happy gaming.



MYTHIC MANIA

III



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Dependable Servitor Creature Template

by Wendall Roy, Illustration by Douglas Deri

Not all servants are created equal. Whether a golem diligently created by its master's hands, the most loyal of mounts or a steadfast retainer, the most dependable of servitors focus

their talents on shouldering their master's burden, steadfastly guarding their master's belongings, aiding their master's tasks, and protecting their master from harm.

Creating a Dependable Servitor Creature

"Dependable Servitor" is an inherited template that can be added to any creature that is considered loyal to a master.

CR: Same as the base creature +1.

Feats: A dependable servitor gains In Harm's Way as a bonus feat.

Special Abilities: A dependable servitor gains the following special abilities:

Loadbearing (Ex) A dependable servitor's speed is not reduced from carrying a medium or heavy load.

Loyalty (Ex) A dependable servitor who fails a saving throw against a charm or compulsion effect immediately gains another saving throw in each round they are directed to attack their master.

Security Awareness (Ex) A dependable servitor gains a +4 bonus to CMD against disarm and steal combat maneuvers. They also gain a +10 competence bonus on Perception checks to detect attempts to take an item unnoticed from them with Sleight of Hand, and the DC to take something from them unnoticed increases to 25.

Servitor's Challenge (Ex) Once per day as a swift action, a dependable servitor can challenge a creature that attacks their master. The dependable servitor's attacks deal extra damage equal to its Hit Dice against the target of their challenge. Any attack or hostile action the target takes against the master provokes an attack of opportunity from the dependable servitor. The challenge remains in effect until the target is dead or unconscious or until the combat ends.

Steadfast Aid (Ex) A dependable servitor can grant a +4 bonus to their master with a successful aid another action. While adjacent to their master, the dependable servitor also grants the master soft cover against all ranged attacks, melee reach attacks, and burst effects.

Weapon Rack (Ex) As long as a dependable servitor is adjacent to their master, they can pick up items dropped by the master as an immediate action without provoking attacks of opportunity. The master can retrieve any item carried by the dependable servitor as a move action that does not provoke attacks of opportunity.

Sample Dependable Servitor

Dependable Servitor Clay Golem CR 11

XP 12,800

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 24, touch 8, flat-footed 24 (-1 Dex, +16 natural, -1 size)

hp 101 (13d10+30)

Fort +4, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft.

Melee 2 slams +19 (2d10+7 plus cursed wound)

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

Special Attacks berserk, haste, servitor's challenge (+13 dmg) 1/day

STATISTICS

Str 24, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30 (34 vs. disarm and steal)

Feats In Harm's Way (B)

SQ loadbearing, loyalty, security awareness, steadfast aid, weapon rack

SPECIAL ABILITIES

Berserk (Ex) When a clay golem enters combat, there is a cumulative 1% chance each round that



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its elemental spirit breaks free and the golem goes berserk. This chance resets to 0% after one minute of inactivity. A berserk golem attacks the nearest living creature or smashes some object smaller than itself if no creature is within reach. Once it goes berserk, no known method can reestablish control.

Cursed Wound (Ex) The damage a clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a clay golem must succeed on a DC 26 caster level check, or the healing has no effect on the injured creature.

Haste (Su) After it has engaged in at least 1 round of combat, a clay golem can *haste* itself once per day as a free action. The effect lasts 3 rounds and is otherwise the same as the spell.

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

A *move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save).

- A *disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save).
- An *earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save).
- Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

ECOLOGY

Environment any

Organization solitary

Treasure none (master's carried gear)



PATH OF THE BOUND

Not all mythic heroes gain their power through deed and might alone. Some require a push to get themselves started, while others seek mythic power through Faustian bargains with otherworldly sources. The Bound mythic path represents mythic heroes who receive their power from outside sources, be they gods, outsiders, or even other mythic heroes. All mythic heroes from the Bound path are assumed to have their mythic power granted as their mythic ascension.

This section details power suitable for heroes who have forged a bond with a source of mythic power and offers diverse abilities that can easily represent different sources of mythic power. It is recommended that players work with their GM to determine the nature of their mythic patron, and optionally may utilize the Mythic Patron rules to add more of a give-and-take relationship between mythic patrons and mythic protégés.

BOUND

Draw power from forces beyond the ken of peers, understand the symbiotic nature of the planes and their inhabitants, and enhance yourself with power derived from a mysterious source. Characters who derive power from outside sources and seek to quickly gain access to power that may not fully understand find themselves drawn to the bound path. The mythic power of these heroes allows them to bend not only themselves but reality to their will, all the while moving to the machinations of their benefactor.

Role: As a bound, your role in the party is a fluid one. You can find your way to the fore of battle, slip into the shadows unnoticed, command supernatural power, and retreat away to your master's side when needed. Though you are a jack of all trades, you excel at no one talent unlike other mythic paths.

Classes: Members of any class can excel in the bound path, especially those who would benefit from additional means of mobility or shoring up mundane talents with a supernatural flair. Clerics, oracles, mediums, shamans, summoners, and witches are some thematically appropriate for the Bound path.

Bonus Hit Points: Whenever you gain a bound tier, you gain 3 bonus hit points. These hit points stack with themselves, and don't affect your overall Hit Dice or other statistics.

BOUND FEATURES

As you gain new tiers, you gain the following abilities.

Bound Pact: Select one of the following abilities. Once chosen, it cannot be changed.

Eldritch Wish (Sp): As a swift action, you can expend one use of mythic power to cast any one spell as a spell-like ability without expending a spell slot or prepared spell. If the spell has a focus or material component, you must provide it. The spell may be from the cleric, shaman^{ACG}, sorcerer/wizard, or witch^{APG} spell list. It must be of a spell level less than or equal to your tier. Your caster level for this spell is equal to your character level. The save DC is equal to 10 + spell level + your tier. You cannot choose the same spell twice in one day.

Painful Brand (Su): As a swift action when you strike a creature within 30 feet with an attack, you can expend one use of mythic power to mark them with a sigil or scar representing your patron. The target takes a -1 penalty on all saving throws for a number of rounds equal to your mythic tier. At 5th tier, this penalty increases to -2, and to -3 at 10th tier.

In addition, once per round when the branded creature takes damage from any source while within 30 feet of you, as a free action you can increase the damage it takes by an amount equal to your mythic tier. If you use this ability to increase damage from your own attack or an effect you create, the damage is instead increased by 1d6, plus an additional 1d6 for every 3 tiers after 1st. This damage is not multiplied on a critical hit.

Step Between (Su): As a swift action, you can expend one use of mythic power to shift into the edge of your patron's extradimensional domain, allowing you to move up to 5 feet per mythic tier in any direction and then shift back into reality. When you reappear, you may shroud yourself in the residual essence of your patron's domain (such as a halo of dazzling light for a celestial, sooty smoke for a demon, or twinkling twilight for a fey patron), affecting you as a *blur* spell until the beginning of your next turn, or you may immediately make one melee attack at your highest attack bonus. This negates the *blur* effect, but your opponent is considered flat-footed against the attack. This attack is in addition to any other attacks you are allowed. You must have line of effect to any space in which you wish to teleport with this ability.

Wardpact (Su): As an immediate action, whenever you are targeted with an attack or harmful effect (or are in the area of a harmful effect), you can expend one use of mythic power to curse your attacker. Your attacker takes a -2 penalty on one of the following (your choice): AC, attack rolls, caster level checks and concentration checks, or saving throws. This penalty lasts for a number of rounds equal to your mythic tier, though your attacker can attempt a Will save (DC 10 + twice your mythic tier) to reduce the duration to 1 round. The penalty from your wardpact increases by 1 for every 3 tiers you possess.

Path Ability: At 1st tier and every tier thereafter, select one new path ability from the bound path abilities lists or from the universal path abilities lists. Once you select an ability, it cannot be changed. Unless otherwise noted, each ability can be selected only once. Some abilities have requirements, such as a class ability or minimum mythic tier, which you must meet before you select those abilities.

True Pact (Ex): At 10th tier, whenever you target a creature with a spell, supernatural ability, or spell-like ability that requires a Will save, and the target fails that save, you may spend 1 point of mythic power to treat the target as though under the effects of *geas/quest*. You determine the specifics of the geas when the target fails their saving throw. You may dismiss this effect as a free action at any time.



10 Men-at-Arms with Personality

By Creighton Broadhurst

Borderland forts are often dangerous places, and the wise nobleman strongly garrisons it with redoubtable men-at-arms. Such soldiers should not be merely carbon copies of one another. Among any garrison exceptional—or interesting—individuals will always emerge.

Use the table below, to generate the details of particularly interesting or exceptional men-at-arms the party encounters.

1. **Aevar** (LG male human fighter 1) Overly burly, and bald, Aevar cuts a menacing image. His dangerous mien is further enhanced by a badly done tattoo of a skull covering his entire head except for his face. For all that, Aevar is loyal to his lord, if not a little bit too enthusiastic in combat.
2. **Turkka Hirvonen** (N male human fighter 1) Turkka doesn't want to be soldier; he only become one to escape a life of crushing poverty and constant hunger. He is loyal—to an extent—to his lord, but is always on the lookout for a way to turn a profit. Turkka is always hungry, and rarely encountered without food in his hand (or hidden in his pouch).
3. **Aila Leino** (NG female human fighter 3) Aila's slender frame belies a strength far greater than most men. Friendly and gregarious, Aila is popular with her fellows, although secretly she hates their coarse, unsubtle humour. She is a skilled warrior and braver than most veterans. With dark grey eyes and short-cropped red hair, Aila stands out from her drab fellows. If she can escape this backwater fort, a great destiny lies in her future for Aila is not entirely human...
4. **Gar Blood-Eye** (CN male half-orc fighter 2) A renegade from an orcish tribe lurking in the nearby wilderland, Gar is not completely trusted by his fellows. Half of them see the tall and broad-shouldered green-skinned warrior as little more than a savage while most of the rest believe him to be a spy. Consequently, Gar has few friends and has become used to expecting the worst from those he meets.
5. **Myev Widow-maker** (NG female half-orc fighter 2) A terror on the battlefield, Myers has a way of looking at people that suggests she is plotting their brutal and swift evisceration. She uses a large double-blade axe—her “Widow-maker”—in lieu of any other weapon. For all that, she is popular with her fellows who have got over her strange ways. She—in turn—is incredibly protective of them.

6. **Arnallae Uthliavar** (CG female half-elf fighter 3) Arnallae is a restless soul who has served here for a decade or so because she wants to experience the borderland and its perils. She is erratic, but brave. While Arnallae would never put the lives of her fellows in jeopardy, she is easily distracted.
7. **Eohric Litwin** (CN old male human fighter 2) Stocky and grey-haired, Eohric is clearly older than his fellows—who jokingly refer to him as “grandfather”. Eohric is immensely experienced, but now tires easily. He dreams of retiring and living out his days in a tavern, but Eohric is an inveterate gambler. Disastrously, he is also gullible and heavily in debt to certain individuals who want access to his lord's private chambers. Thus far, Eohric has resisted their advances but as his debts mount he is becoming increasingly desperate.
8. **Valto Sianio** (N male human fighter 1) Valto suffers from chronic toothache. With a perpetual grimace on his face, he appears miserable much of the time. Valto's woes started when he was punched in the face during a training bout. The blow shattered his front teeth and infection soon set in. Now all that remain are blackened stumps.
9. **Gerold Corbie** (NE male human thief 3) Ostensibly Gerold is a new recruit to the garrison, but he has a secret. In reality, he is a spy for a rival lord (or perhaps a band of humanoid planning to attack the fort). Unfortunately for Gerold, one of the PCs fits the description of his contact (who he has never met before) and he tries to make contact one night in the tavern. Confusion ensues and if he can talk his way out of his encounter with the PCs, he abandons his mission and flees.
10. **Frida Gall** (NG female human fighter 1) Constantly on the edge of exhaustion, Frida has deep bags under her eyes. Bedevilled by nightmares, she rarely sleeps a whole night through and often wakes up screaming. She is not a popular bunk mate, consequently. Desperate for sleep, she has tried all manner of herbal remedies and the faint smell of such often hang in the air around her.

GM's Miscellany: 20 Things II

If you enjoyed this, check out: [20 Things #20: Fort on the Borderlands](#). Endzeitgeist said of the five-star product “Creighton Broadhurst's dressing for borderland forts is a great little file: ... The grimy, quasi-medieval/ Greyhawk-y flavor I enjoy so much thoroughly suffuses this supplement. It's diverse, fun and well-written.”

Their Books, Your Mods, One Unified Solution

The image features a collage of various Pathfinder roleplaying game books. The books shown include:

- Pathfinder Module: The Pirate's Guide to Freeport
- Pathfinder Adventure Path: Rise of the Runelords
- The Grande Temple of Jing
- Pathfinder Campaign Setting
- Pathfinder Module: We Be Goblins
- Pathfinder Bestiary
- Razor Coast

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Spells Showcase: Servants

By Dave Paul; Illustration by Carlos Torreblanca

All of these spells appeared first in [101 Urban Spells](#).

Servants are useful, perhaps, but they might also become a source of leaks. One cannot be too careful, especially with one's valuables, and most especially if those valuables are magical.

Apotropaic Eye

School: Abjuration; **Level:** Bard 4, Cleric/Oracle 4, Inquisitor 4, Sorcerer/Wizard 4, Witch 4

Casting Time: 1 minute

Components: V, S, M/DF (ink or paint), F (a mirror); see text

Range: Touch

Target: Mirror

Duration: 1 hour/level; see text

Saving Throw: Will negates (harmless, object);

Spell Resistance: Yes (harmless, object)

During the casting of *apotropaic eye*, you paint or draw an eye on the surface of a mirror. The eye is small and need not be in any specific location on the mirror's surface. The quality of the mirror and the ink or paint may affect the power of the spell (special components in the paint, such as flakes of silver, or a masterwork quality mirror, grant a +1 bonus to all positive, numeric benefits granted by *apotropaic eye*, these bonuses stack).

Any mirror (including one produced by *mirror polish*) affected by *apotropaic eye* cannot be used by *mirror hideaway*, *mirror transport*, or similar spells or abilities (such as the mirror travel supernatural ability of a *soulsliver*). In addition, any attempt to use the mirror in any way for scrying is met with resistance. Everyone within 30 ft. of the mirror gains a +10 on Perception checks to detect a scrying sensor and a +5 on Will saves to prevent being scried upon.

If you (but only you, not others) detect a sensor while within 30 ft. of the mirror, you may gaze upon the mirror with the *apotropaic eye* painted on it and see an image of the individual attempting to scry on you. Treat *apotropaic eye* as *detect scrying* for this effect (you and the scrier roll opposed caster level checks).

Sometimes the best servants are the ones you've created yourself. Some amount of control is available and there's at least a chance of maintaining loyalty.

Awaken Object

School: Transmutation; **Level:** Cleric/Oracle 7, Sorcerer/Wizard 7, Witch 7

Casting Time: 24 hours

Components: V, S, M (oils and powders worth 5,000 gp)

Range: Touch

Target: Constructed object touched

Duration: Instantaneous

Saving Throw: Will negates; **Spell Resistance:** Yes



You awaken a constructed object to human-like sentience. To succeed, you must make a Will save (DC 10 + the object's current HD if it were an animated object). The awakened object is friendly toward you. You have no special empathy or connection with an object you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast *awaken object* again, any previously awakened objects remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened object has characteristics as if it were an animated object of its size and sort (refer to *animate objects* to determine the size limitations of *awaken object*). Unlike most constructs, it has an Intelligence score, and that score, and its Wisdom and Charisma scores, are each 3d6. An awakened object gains the ability to move its parts as would any animated object with parts. It has senses similar to a human's, regardless of whether it has eyes, ears or the sense organs normally required for living things to have these abilities.

An awakened object can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any). This spell does not function on an object with an Intelligence score, on a magical object, or on any object carried or worn by a creature.

If one of your servants does get charmed, it's useful to be able to regain control of your servant. Additionally, if an adversary's charmed servant comes to pay a visit, it's very useful to be able to take control of that individual. Who knows what you might learn!

Wrest Enchantment

School: Enchantment (charm or compulsion; see text) [see text]; **Level:** Bard 6, Shaman 7, Sorcerer/Wizard 7, Witch 7

Casting Time: 1 standard action

Components: V, S, F (a piece of copper wire shaped into a loop)

Range: Close (25 ft. + 5 ft./2 levels)

Target: See text

Duration: See text

Saving Throw: Will partial; see text; **Spell**

Resistance: Yes

When you cast *wrest enchantment*, you aim your spell at a creature currently subject to a charm or compulsion; however, the actual target of your spell is the creature exerting the control. That controlling creature can be anywhere (even on another plane). When you cast *wrest enchantment* you and that other caster (or other being capable of producing the enchantment effect you're trying to wrest) make opposed caster level checks. If you at least match the other caster's result on this check, the other caster loses control over the target and you gain that control. If you and the enchanted creature are on the same plane and the controlling creature is on another plane, you gain a +5 bonus to your caster level check. If the creature currently subject to an enchantment is under the influence of an object, curse, or something other than a caster, then treat your check as a targeted dispel check (see *dispel magic*) and if you succeed you gain control over the enchanted creature. If you succeed and the spell or effect which you now are treated as having cast yourself is a spell which you are not high enough level to cast or which is not on your spell list, then the duration of your control is 1 round/2 levels and you must maintain concentration each round to remain in control. Otherwise, the duration of *wrest enchantment* is whatever duration had remained of the spell you overtook.

For example, if the target had been a victim of *dominate person* and you succeed in your use of *wrest enchantment*, then you are treated as though you had cast *dominate person* on the target instead.

If you, the enchanted individual, and the original caster are within the same settlement and that settlement is both your normal residence and the enchanted individual's normal residence and you can see the former controller, then you may opt instead for *wrest enchantment* to function as *break enchantment* with regards to the enchanted target and also deal 1d6/level points of damage (maximum 15d6) to the former controller (who is granted a Will save for half damage). This damage is a mind-affecting effect.

Creature Components

Volume 1

For generations wizards have sought ways to augment their already substantial magical abilities.

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"There is narrative potential for years in the system presented here and I absolutely love it to bits. This book is stellar and deserves a final verdict of 5 stars + seal of approval, is a candidate for my top ten of 2016 and receives the EZG Essentials-tag". - Endzeitgeist



Household Servitor Golems

By Mike Welham

The well-to-do oftentimes advertise their wealth with the number and competence of their household staff. Other than showing off expensive baubles and objects of art, an affluent person can make a show of having multiple servants who cook, clean, garden, and take care of other mundane tasks related to the upkeep of his or her mansion or other building with whole wings that see infrequent use. For those who want to go with a truly ostentatious display or those who are paranoid about assassins or just people-averse, golem-crafters make these lesser servitor golems available.

—Melnor, Sage (second class) of Questhaven

Despite the artificial nature of this immaculately dressed and neatly groomed barkeep, it exudes a friendly and disarming demeanor.

Barkeep Golem

CR 3

XP 800

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 36 (3d10+20)

Fort +1, **Ref** +2, **Will** +2

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee slam +5 (1d6+3)

Ranged alchemical weapon +4 (per chosen alchemical weapon)

Special Attacks berserk

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 13, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 16

Skills Craft (alchemy) +12, Craft (poison) +8, Diplomacy +11, Profession (barkeep) +13; **Racial Modifiers** +12 Craft (alchemy), +8 Craft (poison), +8 Diplomacy, +12 Profession (barkeep)

SQ fast alchemy

Languages Common (programmed responses only)

ECOLOGY

Environment any urban

Organization solitary or pair

Treasure standard (acid flasks, alchemist's fire, holy water, unholy water, other alchemical items and poisons, and expensive alcohol)

SPECIAL ABILITIES

Berserk (Ex) When a barkeep golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful DC 13 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Fast Alchemy (Ex) A bartender golem can make an alchemical item or poison with an appropriate Craft skill as a standard action without increasing the DC of the Craft skill check.

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

- *Poison* causes all drinks produced by a barkeep golem until the end of its next turn to become poisoned as per the spell.
- *Putrefy food and drink* and other spells and effects that cause liquid to spoil and target the golem cause the golem to become staggered for 1d6 rounds (no save).

Typically only for show during social gatherings, barkeep golems also serve drinks to the household during quieter moments. These golems are adept at making all sorts of drinks, provided they have the ingredients at hand. Considering the costs associated with owning barkeep golems, their controllers often splurge for exotic ingredients to suit visitors' or their own tastes. The golems lend an ear to those who want to spill their stories and have a wealth of preprogrammed responses to approximate empathetic barkeeps. The golems' controllers can employ their golems for darker purposes, though, since barkeep golems have a wide variety of alchemical expertise, including poison use.

CONSTRUCTION

A barkeep golem's body is composed of alchemical gear, liquors, and other alchemical fluids weighing 200 pounds and worth a total of 500 gp.

Barkeep Golem

CL 9th; Price 7,500 gp

CONSTRUCTION

Requirements Craft Construct, *geas/quest*, *major creation*, creator must be caster level 9th; **Skill** Craft (alchemy) or Craft (sculptures) DC 13; **Cost** 4,000 gp

This idealized humanoid hums a tune and keeps a watchful eye over its charges. Its beneficent appearance changes to watchfulness when it senses danger.

Caregiver Golem

CR 2

XP 600

N Medium construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)
hp 31 (2d10+20)

Fort +0, **Ref** +3, **Will** +2

DR 2/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee slam +2 (2d6 nonlethal)

Special Attacks protect ward

Spell-Like Abilities (CL 2nd; concentration +4)
3/day—*shield other* (one of the golem's wards only)

STATISTICS

Str 11, **Dex** 17, **Con** —, **Int** —, **Wis** 15, **Cha** 18

Base Atk +2; **CMB** +2; **CMD** 15

Skills Diplomacy +12, Intimidate +12, Perception +10, Perform (any one) +12, Sense Motive +10;

Racial Modifiers +8 Diplomacy, +8 Intimidate, +8 Perception, +8 Perform (any one), +8 Sense Motive

Languages Common (and all other languages appropriate to its wards)

ECOLOGY

Environment any land (typically a household, stables, or preserve)

Organization solitary, pair, or cadre (3–8)

Treasure incidental

SPECIAL ABILITIES

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

- A charm or compulsion spell or effect targeting a caregiver golem or one of its wards causes the golem to rage (as per the ability below).

Protect Ward (Ex) A caregiver golem can have a number of wards equal to its Hit Dice plus its Wisdom modifier (a total of 4 wards for a typical golem). If the caregiver golem is within 5 feet of a ward, the ward gains a +2 bonus to Armor Class and benefits from the golem's damage reduction. Additionally, if a creature attacks one of the golem's wards while the golem is within 5 feet of the ward, the golem can make an attack of opportunity against the attacking creature. It can do this a number of times per round equal to its Dexterity modifier (a total of 3 times for a typical golem).

For animal wards, a caregiver golem loses its racial modifier for Diplomacy and gains the same racial modifier for Handle Animal.

Rage (Ex) When one of the caregiver golem's wards takes damage, on the golem's next turn it flies into a rage as a free action. It gains +2 Strength but takes a –2 penalty to its AC. The golem also receives a +2 bonus on attack and damage rolls against the creature that harmed its ward. The rage lasts for as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful DC 12 Charisma check.

Usually thought of as nannies for their owners' children, caregiver golems are also created to watch over the elderly or especially valued pets. The golems are never out of sight of their wards and become agitated in the rare cases they lose sight of those in their care. When presented with unknown visitors, the golems call out to the creatures under their care and try to place themselves between the new arrivals and their wards. They try to maintain close contact with those in their care while they engage in combat, providing considerable protection to their charges and gaining the ability to lash out at creatures who wish to harm their wards.

CONSTRUCTION

A caregiver golem's body is composed of flesh, either alchemically crafted or from a freshly killed corpse. Special reagents and crushed gems worth 1,000 gp are also required.

Caregiver Golem

CL 7th; Price 9,000 gp

CONSTRUCTION

Requirements Craft Construct, *lesser geas*, *rage*, *shield other*, creator must be caster level 7th; **Skill** Craft (sculptures) DC 14; **Cost** 5,000 gp

This humanoid wields a skillet and a combination of utensils and seems unconcerned by the heat coming from the pan.

Cook Golem

CR 2

XP 600

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) **hp** 31 (2d10+20)

Fort +0, **Ref** +2, **Will** +1

DR 2/adamantine; **Immune** construct traits, magic; **Resist** fire 5

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+3 plus 1d6 fire)

Special Attacks berserk, scald, throw hot liquid

STATISTICS

Str 15, **Dex** 15, **Con** —, **Int** —, **Wis** 12, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 16

Skills Profession (cook) +13; **Racial Modifiers** +12
Profession (cook)

ECOLOGY

Environment any land (typically a household)

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

Treasure incidental

SPECIAL ABILITIES

Berserk (Ex) When a cook golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature

or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful DC 12 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

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

- A magical attack that deals cold damage slows a cook golem (as the *slow* spell) for 2d6 rounds (no save).
- A magical attack that deals fire damage breaks any slow effect on the golem and adds 1 point of fire damage to the golem's melee attacks for every 3 points of damage the magical attack would otherwise deal. The golem deals this additional fire damage until the end of its next turn.
- *Putrefy food and drink* and other spells and effects that cause food to spoil and target the golem cause the golem to become staggered for 1d6 rounds (no save).

Scald (Ex) If a creature takes fire damage from a cook golem's attack or its throw hot liquid ability, the creature must succeed on a DC 12 Reflex save or take a –1 penalty on its attack rolls, saving throws, and skill checks for 1 round. The save DC is Wisdom-based.

Throw Hot Liquid (Ex) Three times per day as a standard action, a cook golem can throw boiling water or hot grease in a 15-foot line. All creatures in the line take 1d6+1 points of fire damage (DC 13 Reflex save halves). The save DC is Dexterity-based.

Cook golems have a vast repository of recipes loaded into their otherwise vacant minds. They can create a different meal three times a day for a year before having to repeat themselves. The golems receive a modicum of protection from the elements and can withstand directly touching stovetops and plates, pans, and trays that have absorbed heat from ovens and heating surfaces. When forced into combat, cook golems use resources at hand to burn their opponents.

CONSTRUCTION

A cook golem's body must be crafted from heatproof materials worth 200 gp.

Cook Golem

CL 7th; Price 4,200 gp

CONSTRUCTION

Requirements Craft Construct, *heat metal*, *lesser geas*, *resist energy*, creator must be caster level 7th; **Skill** Craft (sculptures); **Cost** 2,200 gp

This humanoid, covered in ash and soot, juggles several household objects, somehow preventing dirt-covered items from touching the clean linens it carries.

Housekeeper Golem

CR 1

XP 400

N Medium construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 25 (1d10+20)

Fort +0, **Ref** +2, **Will** +1

Immune construct traits, magic

OFFENSE

Speed 30 ft.

Melee slam +2 (1d6+1 plus grab)

Special Attacks berserk, strangle

Spell-Like Abilities (CL 1st; concentration +1)
3/day — *prestidigitation*

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** —, **Wis** 13, **Cha** 10

Base Atk +1; **CMB** +2 (+4 dirty trick, +6 grapple);

CMD 14 (16 vs. dirty trick)

Feats Improved Dirty Trick^{APG, B}

Skills Perception +9; **Racial Modifiers** +8 Perception

SQ unhindered grappling

ECOLOGY

Environment any land (typically a household)

Organization solitary, pair, or staff (3–12)

Treasure incidental

SPECIAL ABILITIES

Berserk (Ex) When a housekeeper golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes

on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful DC 11 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

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

- *Prestidigitation* and other spells and effects that soil items within 30 feet of a housekeeper golem cause it to become staggered for 1d6 rounds (no save).
- The golem must spend a full-round action to remove an area or item affected by *grease*. It effectively casts *dispel magic* on the *greased* area or item, using its Hit Dice as its caster level and gaining a +4 racial bonus on its dispel check.

Unhindered Grappling (Ex) A housekeeper golem can perform a dirty trick combat maneuver after maintaining a grapple.

Housekeeper golems are created to be highly durable, since they work constantly compared to other servitor golems, especially in busy households. They also have a wider array of responsibilities and use their inherent magic to ensure their manors are spotless. Seemingly the weakest of the servitor golems, many intruders are taken off guard when housekeeper golems employ the linens and soot-filled material they carry as weapons. The golems are capable of strangling foes while confounding other opponents with a surprising mastery of found objects.

CONSTRUCTION

A housekeeper golem's body must be treated with reagents worth 100 gp.


Housekeeper Golem

CL 7th; Price 2,100 gp

CONSTRUCTION

Requirements Craft Construct, *animate objects*, *lesser geas*, *prestidigitation*, creator must be caster level 7th; **Skill** Craft (sculptures); **Cost** 1,100 gp

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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 and a green hat, wearing a green tunic and red-and-gold striped leggings, holds a spear. On the right, a character with blue hair and a blue tunic with a brown collar and gauntlets holds a sword. They are standing in front of a large, cracked stone sphere. The background is filled with faint, grey line art of skeletal remains and ancient stone carvings.

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NPC Class: Attendant

By Kendra Speedling

Often overlooked but always indispensable, an attendant is a highly-trained servant specializing in assisting the wealthy and powerful. The typical attendant is a refined lady's maid or a trained valet, but they can have a wide variety of specialties, from secretarial work to household management. They are generally viewed as a tier above an ordinary servant and are well-respected within their households. Although most attendants do not specialize in combat, they are generally trained enough to defend their employer in an emergency. The nobility know that a loyal attendant is worth their weight in gold, and often view these skilled servants as confidants—and sometimes even friends. Due to such proximity, attendants are privy to many of their employers' secrets and plans. They are often the best source of information about the household, though they do not usually divulge this without a very good reason. Some employers even task their attendants with gathering information and gossip on their behalf, knowing that an attendant is much less conspicuous than they are.

Alignment: Any.

Hit Die: d8.

Class Skills: The attendant's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nobility) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis) and Sleight of Hand (Dex).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the attendant NPC class.

Weapon and Armor Proficiency

Attendants are proficient with the dagger, crossbow (light), fighting fan^{UC}, kukri, sap, and sword cane^{UE}. Attendants are proficient with light armor, but not with any type of shield.

Attendant Feats

At 1st level, and every 6 levels thereafter, an attendant gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be

selected from the following list: Acrobatic, Alertness, Animal Affinity, Athletic, Cosmopolitan^{APG}, Deceitful, Deft Hands, Iron Will, Magical Aptitude, Persuasive, Prodigy^{UM}, Quick Draw, Rapid Reload, Self-Sufficient, Skill Focus, Stealthy, and Uncanny Alertness^{UM}. An attendant can also select any of the attendant feats below. Only attendants may select these feats.

Attendant's Cunning

You have trained in the art of information gathering and convincing others of your words.

Benefit: You may select any one of the following rogue talents: Canny Observer^{APG}, Charmer^{APG}, Coax Information^{APG}, Esoteric Scholar^{UC}, Hard to Fool^{APG}, Honeyed Words^{APG}, Obfuscate Story^{ARG}, and Steal the Story^{ARG}. You must meet any prerequisites. Your attendant level is treated as your rogue level for the purpose of these talents.

Special: You can gain this feat multiple times. Each time, you select another rogue talent from this list.

Efficient Correspondent

Your many hours writing correspondence on others' behalf have developed your skills at imitating handwriting.

Benefit: You get a +2 bonus on Linguistics or Profession skill checks to forge someone else's handwriting or signature. You are treated as if this is a class skill for the purposes of doing so, if it is not already. You still require a handwriting sample to do so if it is not already familiar to you.

Etiquette Expertise

You are skilled in the ways of noble courts and can understand their intricacies.

Benefit: You get a +2 bonus on Knowledge (history) and Knowledge (nobility) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. When speaking to someone of noble rank or an equivalent status, you may use Knowledge (nobility) in place of Diplomacy to influence their attitude.

Gossip Acumen

You have a keen ear for gossip and know how to sort out what is important.

Benefit: You gain the gossip collector^{UI} vigilante social talent. The area in which you reside is treated as your area of renown for this purpose. You may use either Diplomacy or Knowledge (nobility) to learn of rumors when using this talent.

Table: Attendant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Attendant feat
2nd	+1	+0	+0	+3	
3rd	+2	+1	+1	+3	
4th	+3	+1	+1	+4	
5th	+3	+1	+1	+4	
6th	+4	+2	+2	+5	Attendant feat
7th	+5	+2	+2	+5	
8th	+6/+1	+2	+2	+6	
9th	+6/+1	+3	+3	+6	
10th	+7/+2	+3	+3	+7	
11th	+8/+3	+3	+3	+7	
12th	+9/+4	+4	+4	+8	Attendant feat
13th	+9/+4	+4	+4	+8	
14th	+10/+5	+4	+4	+9	
15th	+11/+6/+1	+5	+5	+9	
16th	+12/+7/+2	+5	+5	+10	
17th	+12/+7/+2	+5	+5	+10	
18th	+13/+8/+3	+6	+6	+11	Attendant feat
19th	+14/+9/+4	+6	+6	+11	
20th	+15/+10/+5	+6	+6	+12	

Stubborn Loyalty

You are so dedicated to your employer that you resist even magical compulsion to sway you.

Prerequisite: Iron Will.

Benefit: You get a +2 bonus on saves against charm and compulsion effects. If you fall under the effects of *charm person* or a similar spell, the caster must make an opposed Charisma check to convince you to undertake any action that you know would adversely affect your employer. You get a +2 bonus on this check. Knowingly undertaking an action adverse to your employer's interests counts as an action against your nature for the purposes of spells such as *dominate person*.

Subtle Negotiations

Your whispered advice in your employer's ear can assist their endeavors.

Prerequisite: Persuasive.

Benefit: You may give your employer advice in advance that can benefit them during social interactions. Once per day, you may make a check to aid another on a Bluff, Diplomacy, Intimidate, or Sense Motive check. You may only do this to aid

your employer, and you can only aid at one check at a time. If you succeed, your employer gains the +2 bonus from aid another for a number of hours equal to your Wisdom modifier. At 8th level, and every 4 levels thereafter, you may use this feat an additional time per day, to a maximum of four times per day at 20th level.

Attendant Boons

Although not as socially prominent as the ones who employ them, attendants have a great deal of knowledge about the world of high society and hear as much—if not more—gossip about those who inhabit it.

Favor: Provides a tidbit of gossip that the PCs are interested in, provided it is not damaging to her employer.

Favor: Convinces her employer to grant the PCs an audience.

Skill: Provides advice to a PC on local societal customs, granting the PC a +2 on a Knowledge (nobility) check for her city or region.

Skill: Gives the PCs some information on the likes and dislikes of someone they are meeting with, granting them a +2 bonus on a Diplomacy check against that person.

Unique: Agrees to join a PC's employ for a discounted wage (at GM discretion), granting that PC her services. The PC counts as her employer for the purposes of attendant feats.

Unique: Can spread information beneficial to the PCs upon their request, as if she had the rumormonger^{UC} advanced rogue talent.

Attendant NPCs

The following are examples of attendant NPCs.

Amalise CR 4

XP 1,200

Female halfling attendant 6

CN Small humanoid (halfling)

Init +2; **Senses** Perception +10

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +2 Dex, +1 dodge, +1 size)

hp 34 (6d8+6)

Fort +3, **Ref** +6, **Will** +5; +2 vs. fear

OFFENSE

Speed 20 ft.

Melee mwk sword cane +7 (1d4)

Ranged sling +6 (1d3)

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 12, **Wis** 8, **Cha** 11

Base Atk +4; **CMB** +3; **CMD** 16

Feats Attendant's Cunning, Dodge, Magical Aptitude, Toughness, Weapon Finesse

Skills Appraise +6, Diplomacy +6, Knowledge (arcana) +7, Knowledge (local) +10, Knowledge (nobility) +10, Perception +10, Profession (librarian) +8, Spellcraft +5, Use Magic Device +8; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception, +4 Stealth

Languages Common, Draconic, Halfling

SQ attendant's cunning (esoteric scholar^{UC})

Combat Gear *potion of cure light wounds* (2), *scroll of color spray*, *scroll of grease* (2), *scroll of floating disk*, *scroll of hold portal*, *scroll of magic weapon*; **Other Gear** masterwork leather armor, masterwork sword cane, sling with 20 bullets, *apprentice's cheating gloves*^{UE}, *ioun torch*, *origami swarm*^{UE}, 120 gp

Amalise is the servant of a minor noble who dabbles in wizardry. Part magical research assistant and part personal attendant, she assists him in his studies and keeps his affairs in order. Her master prefers to be away from court, but his obligations do call him there from time to time, so Amalise has a good understanding of the lives of the nobility as well as arcane subjects. Although she is not a caster herself, she has studied enough magic to know how to make use of some magical items, and her master often gifts her with scrolls that she can use in carrying out her duties or in self-defense.

Quiet and introverted by nature, Amalise is often found in her master's library, where she takes pride in her careful cataloging of his books. Though she is more adept at combat than her size and bearing would suggest, she knows she still has a long way to go before she can really hold her own in a fight and hopes to continue training to become stronger. In time, she dreams of gaining enough skill at arms to accompany her master on some of his more dangerous explorations. Amalise may share her knowledge of the arcane arts and the customs of nobility with the PCs if she takes a liking to them. She is also adept at research and may even request her master to allow them to peruse his extensive library. If the PCs are unkind to her, however, she will mention their poor manners to her master, who may well take offense to a slight against his favored servant.

Ivora CR 10

XP 9,600

Female half-elf attendant 12

LN Medium humanoid (elf, human)

Init +1; **Senses** low-light vision, Perception +16

DEFENSE

AC 16, touch 12, flat-footed 15 (+4 armor, +1 deflection, +1 Dex)

hp 40 (12d8-12)

Fort +3, **Ref** +5, **Will** +11; +2 vs. enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee +1 *fighting fan* +11/+6 (1d4/x3)

Ranged mwk light crossbow +11/+6 (1d8/19-20)

STATISTICS

Str 8, **Dex** 12, **Con** 9, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +9; **CMB** +8; **CMD** 19

Feats Attendant's Cunning, Betrayal, Etiquette Expertise, Gossip Acumen, Iron Will, Persuasive, Quick Draw, Skill Focus (Diplomacy), Skill Focus

(Knowledge [nobility]), Subtle Negotiations, Weapon Finesse

Skills Bluff +15, Diplomacy +22, Knowledge (history) +18, Knowledge (nobility) +26, Perception +16, Perform (sing) +17, Sense Motive +14, Sleight of Hand +12

Languages Common, Draconic, Elven

SQ attendant's cunning (coax information^{APG}), gossip collector^{UI}

Combat Gear *potion of cure moderate wounds* (2), *potion of invisibility* (2); **Other Gear** +1 studded leather, +1 fighting fan^{UC}, masterwork light crossbow with 20 bolts, *ring of protection* +1, *communique ring*^{UI} (single), *courier's secure pouch*^{UI}, *fan of flirting*^{UI}, 35 gp

Ivora is a charming half-elf woman in the service of a prominent elven diplomat. Though she acts the part of a simple lady's maid, her true duties are far more extensive. From a young age, Ivora showed a gift for intrigue and negotiations, and she has learned much from her mistress over the years. A maid's entrance to a room is all but invisible to the nobility, and Ivora uses this to her advantage when gathering information to benefit her mistress's negotiations. She is also adept at charming her fellow servants, and below-stairs is always her first stop whenever they are visiting a new household. When she is away on an errand, she keeps in touch with her mistress via their *communique rings*.

Although Ivora could earn a large sum by informing on her mistress to her rivals, her personal loyalty prevents this. The two are careful to keep up the appearance of a lady's maid and her employer for outsiders, but in truth they are more akin to friends. Ivora is therefore unlikely to work with the PCs in any way that would damage her mistress's interests, but if they all share a common goal, she could prove a valuable ally. She knows a great deal about noble courts, as well as the various places she and her mistress have traveled over the years, and may share these with those she deems trustworthy. On the other hand, those who annoy Ivora may find it much harder to make their way into the good graces of her employer or her allies.

Karis CR 6

XP 2,400

Male human attendant 8

NG Medium humanoid (human)

Init +1; **Senses** Perception +13

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 36 (8d8)

Fort +2, **Ref** +3, **Will** +8; +2 vs. charm and compulsion

OFFENSE

Speed 30 ft.

Melee mwk sap +8/+3 (1d6+1 nonlethal)

Ranged masterwork light crossbow +8/+3 (1d8/19-20)

STATISTICS

Str 12, **Dex** 12, **Con** 10, **Int** 10, **Wis** 15, **Cha** 8

Base Atk +6; **CMB** +7; **CMD** 18

Feats Efficient Correspondent, Enforcer^{APG}, Iron Will, Point-Blank Shot, Precise Shot, Skill Focus (Knowledge [religion]), Stubborn Loyalty

Skills Diplomacy +10, Intimidate +5, Knowledge (local) +11, Knowledge (religion) +11, Linguistics +4, Perception +10, Profession (scribe) +13, Sense Motive +9

Languages Abyssal, Celestial, Common, Draconic, Infernal

Combat Gear *potion of comprehend languages*, *potion of cure light wounds* (2), *potion of shield of faith* (2); **Other Gear** +1 chain shirt, masterwork sap, masterwork light crossbow, *abjurant salt*^{UE}, *assisting gloves*^{UE}, *bird feather token*, *candle of truth*, holy text (worth 50 gp), holy water (2), ink (5), inkpen, journal, parchment (50 sheets), sealing wax, silver holy symbol, 103 gp

Karis serves as the personal secretary to the head priest of a city church. Although his position is not nearly as prestigious as that of an attendant serving a noble, he is still highly regarded by his master and by the church itself. In addition to his scribing skills, Karis is well-versed in the doctrines of many different faiths, not just his own. He often serves as a go-between when the churches of the city have disagreements, working as directed by his master to mediate. His soft-spoken and honest manner helps put people at ease.

Though his training is not devoted to combat, Karis is also able to help defend his church in an emergency. He prefers to avoid killing unless absolutely necessary, and once an opponent seems to be badly injured, he will attempt to subdue them with his sap rather than using lethal force. He is deeply devoted to the head priest he serves, being personally inspired by his dedication. If any of the PCs share Karis's faith, he would make a natural ally, but he respects many different religions and is happy to share his knowledge on religious matters with those of benign intentions. PCs may also have occasion to call on his scribing skills, although he will only use his skill at copying others' handwriting in the service of a good cause. Should Karis suspect the PCs mean ill, however, he may convince his church to do everything it can to thwart their aims.

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ADVENTURE PATH

AND LOOK FOR NEW D&D MODULES ON NOVEMBER 10TH

DUNGEONS & DRAGONS

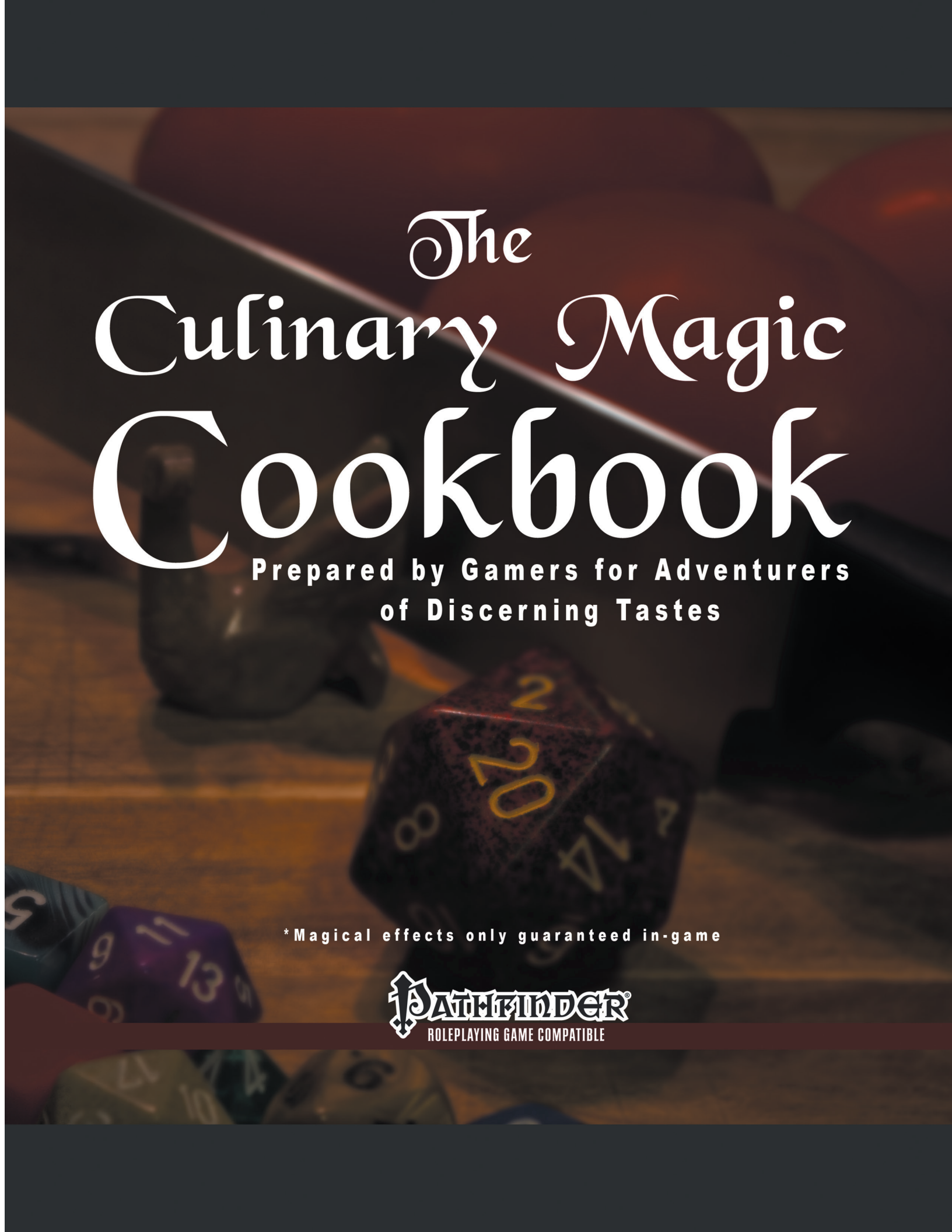
XANATHAR'S

GUIDE TO

EVERYTHING



DUNGEONS & DRAGONS

The background of the cover is a photograph of a wooden table. In the foreground, several polyhedral dice are scattered. A large, dark, textured die is prominent in the center, showing faces with numbers 2, 20, 8, 14, and 4. To its left, a purple die shows faces with 9, 11, and 13. Other dice in various colors (blue, green, grey) are visible in the lower left and right. In the background, a small, dark metal pot or kettle sits on the table. The lighting is warm and slightly dim, creating a cozy, magical atmosphere.

The Culinary Magic Cookbook

Prepared by Gamers for Adventurers
of Discerning Tastes

* Magical effects only guaranteed in-game

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Servants

By Scott Gladstein; Illustration by Tacosauceninja

The hero business is busy work and any adventurer worth their salt will tell you they didn't get there alone. Adventuring parties find themselves in fantastic adventures and often need more mundane support to help them get by. This normally comes in the form of hirelings, servants, and other kind of support personnel. In science fiction the role of servant is generally filled by robots, though more skilled labor will often require skilled workers.

Service

General Unskilled Labor

Simple tasks with a DC of 10 or lower generally fall under the label of "unskilled labor." Such tasks may require a little introduction or easy learning curve but do not require large time investment to learn. General unskilled labor can be easily hired in any major population center on a per hour or per day basis.

Professional Freelancer

A freelancer is a kind of skilled laborer who works for a large number of clients with a certain skill (often Profession). The price of hiring a freelancer is equal to twice their ranks in the relevant skill and they work on a per day basis (even if you don't use them for a full day).

Specialized Skilled Labor

Skilled labor is someone with an extensive background in something. This represents a trained professional who is offering you their service, generally on behalf of a company. Skilled laborers have a number of relevant skills. When you hire a skilled laborer you can request one with a suite of 3-5 related skills. Specialized labor is only available from companies, though this can often be done remotely.

Personal Attendant

Good help is hard to come by and an attendant is just that. They are trained butlers, live-in nurses, valets, and governesses. When hiring an attendant they are hired on a yearly basis or, more rarely, monthly basis. They are expected to be able to perform all domestic tasks easily have a minimum of 5 ranks in

at least 3 of the following Profession skills: butler, chef, maid, handyman, nurse, personal trainer, and/or massage therapist as well as 5 ranks in Piloting. A personal attendant can see to the needs of up to 3 people on a personal level or 5 people if they are only performing basic domestic tasks.

Hazard Pay

Most people won't knowingly take on jobs that places them in danger and if you get lucky enough to find one they will charge 10 times the normal rate for their services.

Mercenary Squad

A mercenary squad is a company of approximately 5 armed and trained people who are willing to take on military work for pay. They all have levels in the soldier (or more rarely the operative) character class. Your run-of-the-mill mercenary has 1 level in soldier but more skilled ones can demand a much higher price. Mercenaries do not get hazard pay and will typically quote a price up front based on the number of days they expect the mission to take. They will charge the listed price only for days where combat is expected or possible and charge only 10 per day on non-combat days (such as transport to and from a war zone). Squads can be larger than this, simply purchase multiple squad to represent this.

Bodyguard

Used for personal protection a bodyguard is a character who protects their "principle". They are generally creatures with ranks in a character class (often soldier or operative) with, at minimum the Bodyguard feat and ranks in Perception. Bodyguard are typically paid by the day (often only when their services are required).

Universal Service Bot (USBs)

Price: 1,000

Item Level: 3

USBs are general service robots who resemble nothing so much as an egg about 3 feet in height with wheels and

Table 1: Services

Service	Price
General Unskilled Labor	4 per day or 1 per hour
Professional freelancer	Skill bonus x 2 per day
Specialized Skilled Labor	100 per day or 20 per hour
Personal Attendant	10,000 per year or 900 per month
Mercenary Squad	500 per day per average soldier level
Bodyguard	100 per day per character level
Universal Service Bot	1,000

a suite of retractable arms. They possess rudimentary artificial intelligence and are largely used for domestic tasks. They perform basic maintenance tasks, generally providing the upkeep for a house or ship as well as carrying out simple tasks like preparing simple meals, cleaning, performing simple repairs (stitching pants, gluing, etc.). A USB does its work slowly, quietly, and generally tries to stay out of the way. A USB can understand simple commands ("Clean up this mess," "Make the bed," "Go pick up the package from down the street," etc.) and is treated as though it had 6 Intelligence (though it is proficient in household tasks beyond what that would imply), cannot accomplish tasks with a DC of 10 or higher, and only speak basic common as a method of interface with people. A USB has a charging station and consumes just 1 energy per day. A USB has no onboard memory beyond a temporary memory storage that helps it keep the current task in mind and can be hacked with a DC 15 Computer check. A subculture has sprung up around modifying USBs with gaudy embellishments, an ironic anti-capitalist statement where the artist makes such a commercial object a work of overly gaudy art.

Companion System

It's not uncommon for parties to pick up NPCs who become tagalongs with little to do. This can be problematic for a GM as a party can quickly accrue a menagerie of their favorite NPCs and the GM has to decide how to run them. Using this subsystem NPCs can be "equipped" in place of equipment; if the party wishes to equip a companion they must universally give up 1 equipment slot (this can be a different equipment

slot on each character, or the same). If the party wants multiple companions (or a single companion to grant multiple benefits) they can sacrifice multiple equipment slots. The benefit the companion provides is universal, not chosen by each individual party member.

Companions chosen in such a fashion provide a passive benefit as they support the characters. All benefits are on a per character basis (so if a benefit gives an ability once per day, each character in the party could use it once per day). The NPC's level (or HD) should not exceed the average party level.

Companion Benefits

Each companion you have equipped grants one of the following benefits. Select the benefit most appropriate for the NPC in question.

Care Kit: The NPC thought ahead and packed a special kit for you and stuck it in your gear. This provides the character with an item worth no more than 100 gp per NPC level, the cost of which is retroactively deducted from your credits. This cannot be a specific item (such as the key to a specific door), the item must have a bulk of light, and the item level cannot be in excess of the NPC's level. This is most commonly used to provide ammunition or grenades.

Combat Support: The NPC's pre-battle support is of vital worth. Any party member that spends at least 1 minute consulting with them about an upcoming battle gain one re-roll (accepting the new result) during combat of any dice roll.

Mission Control: The NPC can provide you with information and act as a second set of eyes for you and the rest of your party. Their information provides you with a +1/5th the NPC's level insight bonus (minimum

1) on Perception checks, Reflex saves, Initiative checks, and checks made to identify creatures. The NPC must have audio and video communication with any party member who wishes to receive this benefit.

Remote Control: This benefit grants 1 of 3 benefits and the party must decide unanimously on it, though it can be changed as a free action at the start of a round.

Remote Pilot: By jacking a communications device into a vehicle's datajack (typically a DC 15 Computer device check) that the party has control of the NPC can take a single action per turn to pilot the vehicle. This uses the NPC's Piloting skill.

Piloting Insight: All party members gain a +1/5th bonus on Piloting checks (minimum 1, maximum equal to the total Piloting bonus of the NPC).

Drone Control: By setting a mechanic's drone up to receive commands from the NPC. This allows a single mechanic to directly control their drone (as per the master control class feature described in the *Starfinder Core Rulebook*) without expending additional actions. There is a 25% chance that a drone controlled in this fashion will simply take no action however. If the NPC is at least 7th level this is reduced to 10% and if they are 20th level there is a 0% chance.

Tutorage: Once per day you can use the NPC's total bonus in any skill they have in place of your total bonus in the same skill. This cannot be used on skills that are linked to a physical ability score (STR, DEX, or CON). You must have open audio communication with the NPC to benefit from this.





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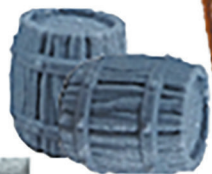
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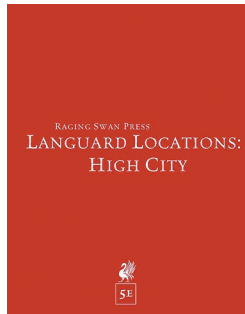
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Reviews



Languard Locations: High City (5e)

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

This installment of the Languard Locations series, which details the different districts of the city of Languard in more detail,

clocks in at 14 pages, 1 page front cover, 2 pages of advertisement, 1 page editorial/ToC, 1 page SRD, 1 page back cover, leaving us with 8 pages of content, so let's take a look!

We have taken a look at where the unfortunate dwell, so let's move to the other side of the Svart that almost bisects the town, let us take a look at where Languard's elite dwells – and as such, we begin with an overview of the noble families of Languard, supplement by a half-page b/w-artwork. This section is followed by an excerpt from Tommi Salama's excellent map of the city, which notes the respective points of interest of this section of Languard.

The pdf contains no less than 10 locations, depicted in detail, following the formula established by the series. Beyond the description of the respective locations, NPCs encountered are noted (in 5e, these mostly point towards the default NPC statblocks) in a fluff-centric manner, and the locations all come with their own adventure hooks, should PCs wandering into them not suffice for you to jumpstart your adventuring impulses.

All right, but what sights are there to be seen in the High City of Languard? Well, there would an immaculately pristine jeweler's shop for the upper class – though, if you do dig a bit deeper, there will be plenty of adventuring possible here. As the center of commerce in the Duchy of Ashlar, it shouldn't come as a surprise, that there indeed is a proper bank to be found here – which, if you've e.g. played the classic entries of the once-great Thief: The Dark Project franchise, should immediately get your creative juices flowing. Yes, it has underground vaults. Of course, it would be unseemly to bring animals to certain locations, and a proper member of the well-to-do will want a steed representative of the proper status. Well, a prized horse from Miya's stables would be the Languardian equivalent of a proper sports car – and yes, stabling costs are noted and account for more exotic companions.

Utterly hilarious would be a fine bakery for the distinguished, which would be a prime target for assassination attempts, were it not for the fact

that those that know how to ask can actually gain the attention of special employees. Excess breeds demand and decadence, and as far as culinary delights are concerned, you probably can't do better than the Dragonheart tavern in Languard. Here, bulette flank, cockatrice eggs and the like may be ordered – which, obviously, results in a rather major demand for adventurers willing to risk life and limb to acquire these exotic oddities for the distinguished gourmards among the city's populace.

A local favorite, part baker, part alchemist and weird, with alembics and cauldrons, Old Mother Grumm's sells everything from fruitcake to *elixirs of love*, all made by the matronly and kind-hearted old lady-wizard the shop's named for. This place btw. also notes proper magic items for sale, which have been properly adjusted for 5e, though, alas, the flavor text here hasn't properly adjusted the names of the potions it refers to.

And yes, if you are looking for a fine yarn and have the coin to spare, then you'll find a place that caters to these demands in the High City as well: Needle's Poise provides just that – supplemented by a proper b/w-artwork, btw. Easily one of the most outré places in the whole city, the "Emerald Medusa" is a multi-decked sailing ship turned festhall/eatery. The intricately-carved medusa emits beams of colored light from its lenses, and it is here that decadent nobles come to politick, weave intrigues or impress adventurers. And yes, there is a means to actually make the obvious disco-angle narratively-relevant. Kudos!! Pharran's Shroud, then, would obviously cater to another sort of vice: Run by a silk-shrouded lady of unknown origins, this place would be Languard's high-class brothel – and in an interesting twist, said shrouded mistress is actually not an entity with a petrifying or similarly devastating gaze attack, but something more rewarding to unearth...

The Ruby Plate would be another culinary establishment, but one that focuses on showmanship, a place where experimental foods may be ordered. What about an assassin berry vine, for example? I know I'd try that...

Conclusion:

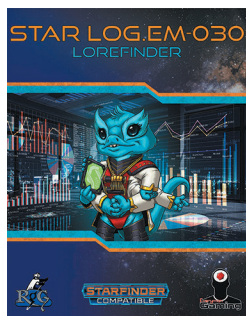
Editing and formatting are top-notch, I noticed no serious glitches. Layout adheres to Raging Swan Press' two-column b/w-standard, and the pdf sports quite a lot of rather nice b/w-artworks. The excerpt from the map is neat, and since the city supplement itself featured the key-less player-friendly version, none is required here. The pdf comes fully bookmarked for your convenience, and the pdf comes in two different versions, one optimized for screen use, and one for the printer.

Languard's High City, to me, felt, in an interesting twist, distinctly American in its focus on consumption.

"Are you still hungry?", the question for ambition, for success, uses an obvious simile with consumption, and indeed, consumption, if anything, is the leitmotif of this district, which should make for a rather sharp contrast in comparison to the poorer regions of the city. The map, with its broader streets and less cramped environments, also emphasizes this—but perhaps that's just me. I'm still flabbergasted and blown away by the vastness of the US – both in landscape, and in the sheer availability of pretty much anything the heart could desire. But this could just be my own interpretation of the pdf penned by Creighton Broadhurst, Jeff Gomez, Steve Hood, Amber Underwood and Mike Welham.

And, to make that clear, I do think that this fits in PERFECTLY within the context of Languard. The High City is unique and has its own flair, one that manages to be both part of Languard and distinct from its other components. The city, as a whole, is enriched by the thematically-stringent focus on the Leitmotif – and in a world where magics exist, the presence of a place like the Emerald Medusa, easily my favorite place alongside Grumm's, makes sense on so many levels, and also allows you to inject a bit of the weird into the grime and grit of the poorer regions. It generates a contrast that highlights the global motifs of Languard even better. It works because it is this weird place in an otherwise rather grounded area, and because it is rather realistic in how it presents its weirdness. I love it. In short, the High City of Languard is a great place to dive into some serious intrigue, to rub shoulders with the rich and powerful, and to shake your head at the decadence of the aristocracy. A great and unique region, this retains the exceedingly high standard of the series. My final verdict will clock in at 5 stars, only omitting my seal of approval for the 5e-version due to the missed references in the flavor-text mentioned above.

You can visit this cool place [here on OBS!](#)
Endzeitgeist out.



Star Log.EM: Lorefinder (SFRPG)

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

This installment of the Star Log.EM-series clocks in at 6 pages, 1 page front cover, 1 page editorial, 1.5 pages of SRD, leaving us with 2.5

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

After a brief piece of text that provides a context for Lorefinders within the Xa-Osoro system, we are introduced to the lorefinder chronicler archetype. The archetype gains alternate class features at 2nd, 6th, 8th and 12th level. At 2nd level, we get "knack for knowledge", which lets you choose 2 skills from a list. In these, you get a +1 insight bonus, add them

to the list of class skills and may use them even untrained. The bonus increases by +1 at 6th level and every 4 levels thereafter, as well as at 20th level. If you gain an insight bonus from another class feature, you may roll twice and choose the better result, though only 1/day. You may do this an additional time per day for every time the bonus increases. This allows you to take the Extra Knowledge feat as an alternate class feature at 4th and 16th level.

This archetype exclusive feat lets you choose two skills and gained the benefits of the aforementioned class feature, even if the skills usually aren't on the list. At 6th level, the archetype nets "Epic Tales", which doubles as the hurry envoy improvisation; if you already have it, you gain another one instead. Same goes for 9th level, where improved hurry is gained. The 12th level ability nets you 1/day *summon creature* (4th level) as a SP, getting to choose whether you'd do so as a technomancer or mystic. 16th and 20th level upgrade that to 5th and 6th spell level, respectively, and these also net new creatures. For 2 Resolve Points, you can use it an additional time, and if interrupted, the Resolve Points are lost.

The pdf also features 3 new feats in addition to the one mentioned above:

-Deep Pockets: Spend 1 hour to effectively distribute gear, increasing total bulk you can carry by 4, lasting until the next 8-hour break.

-Live to Tell the Tale: 1/day attempt a new saving throw against ongoing conditions against which you failed a saving throw in a previous round, even if the effect would be permanent. This does not affect instantaneous or save-less conditions. You can spend 2 Resolve Points to add knack for knowledge to the result of the save. 6th level allows you to spend 1 Resolve Point to use this ability again after you used it that day. For 3 Resolve Points, you combine the two Resolve-fueled uses of this feat.

-Swift Aid (Combat): use covering fire or harrying fire as a move action. You can also use either as a swift action by spending 1 Resolve Point, but multiple uses of this attack do not stack, but you can provoke one target with multiple bonuses against multiple, different opponents. This does expressively not reduce the action required for feats involving covering or harrying fire. Nice catch!

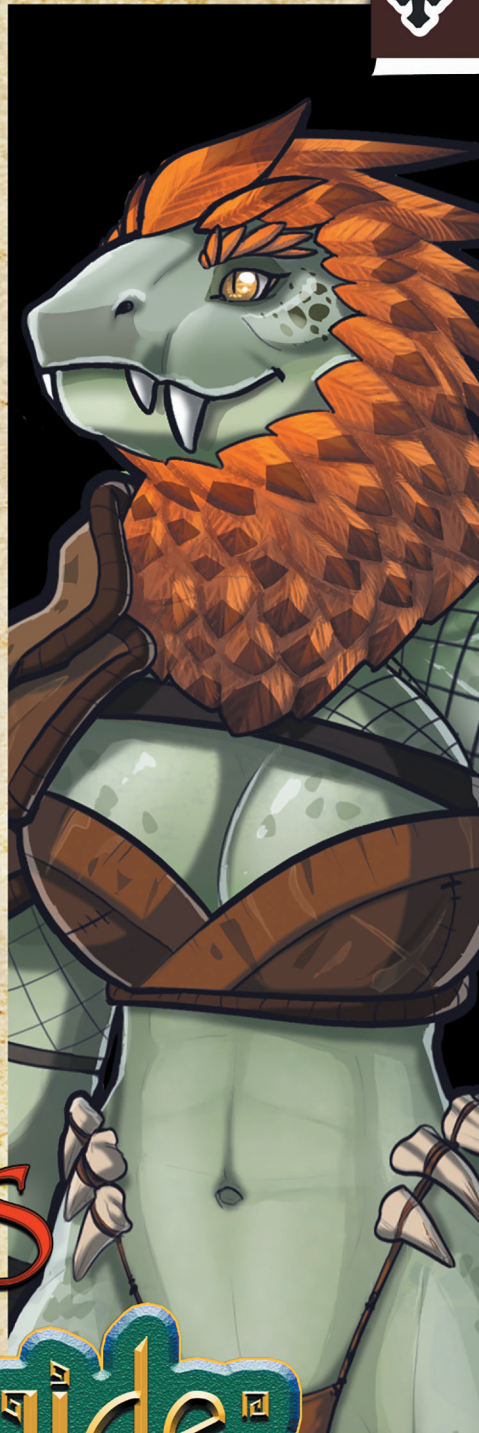
The pdf concludes with a nice piece of flavor text about lorefinders in the Xa-Osoro system.

Conclusion:

Editing and formatting are top-notch on a formal and rules-language level, I noticed no issues on a formal or rules-language level. Layout adheres to the series' two-column full-color standard, and the artwork is nice. The pdf has no bookmarks, but needs none at this level.

Alexander Augunas and Matt Banach present a rather cool adaptation of the Pathfinder Chronicler to SFRPG – I have no complaints here, and the archetype is actually more interesting than I expected it to be. My final verdict will clock in at 5 stars.

You can get this fun supplement [here on OBS!](#)
Endzeitgeist out.



ROGUE'S Field Guide RARE RACES



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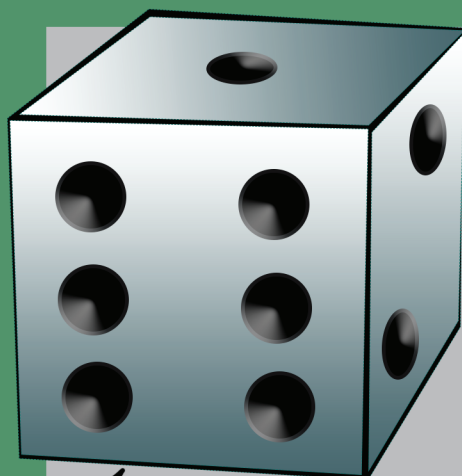
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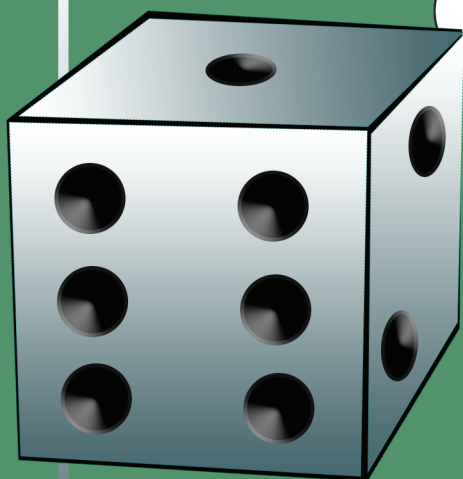
**BEHOLD
LESSER CREATURES!
BOW DOWN AND
REVERE YOUR NEW,
UNQUESTIONED
MASTER!**



Uuuuhhhmm ...
who's the new guy?

**I AM THE PARAGON OF ALL DICE!
CRAFTED OF METEORIC IRON, POLISHED TO A HIGH SHEEN,
LASER-ETCHED TO PERFECTION!
I AM ONLY AVAILABLE AS A REWARD FOR ORDERS
OF OVER TWO-HUNDRED DOLLARS!
I MAKE YOU ALL OBSOLETE!**

Well, okay, you're
pretty, but dice are
dice, right?



**WRONG! YOU LUMP
OF BARELY-SHAPED RESIN!
I AM GEOMETRIC, METALLIC PERFECTION!
I WILL NEVER CHIP! I WILL NEVER
WEAR DOWN! I WILL NEVER
BE UNEVEN!**

Hey!
Your big stupid
metal dice dented
my tabletop!

Aaaaaaand
you'll never be
rolled again.



Buh-bye!

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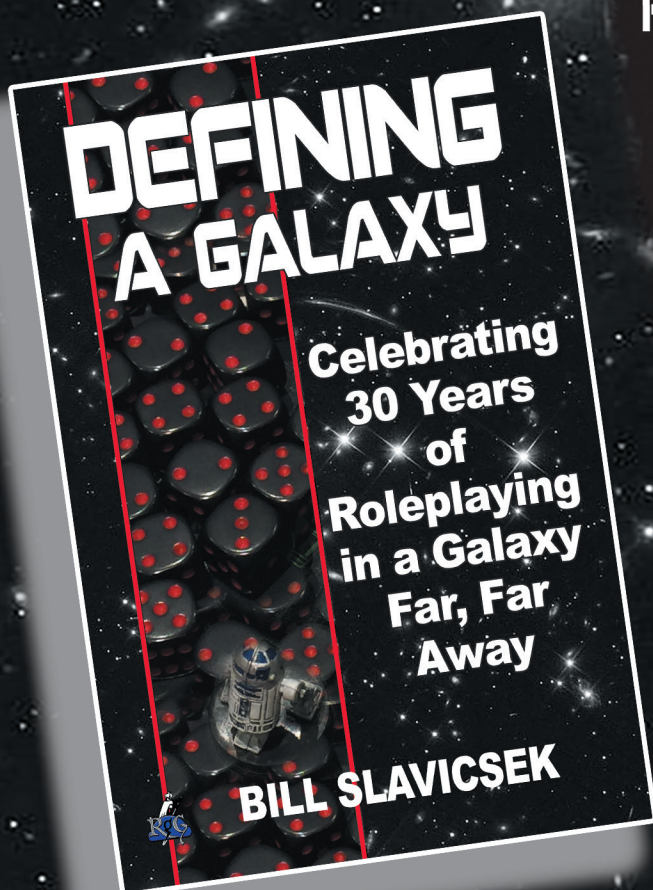
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