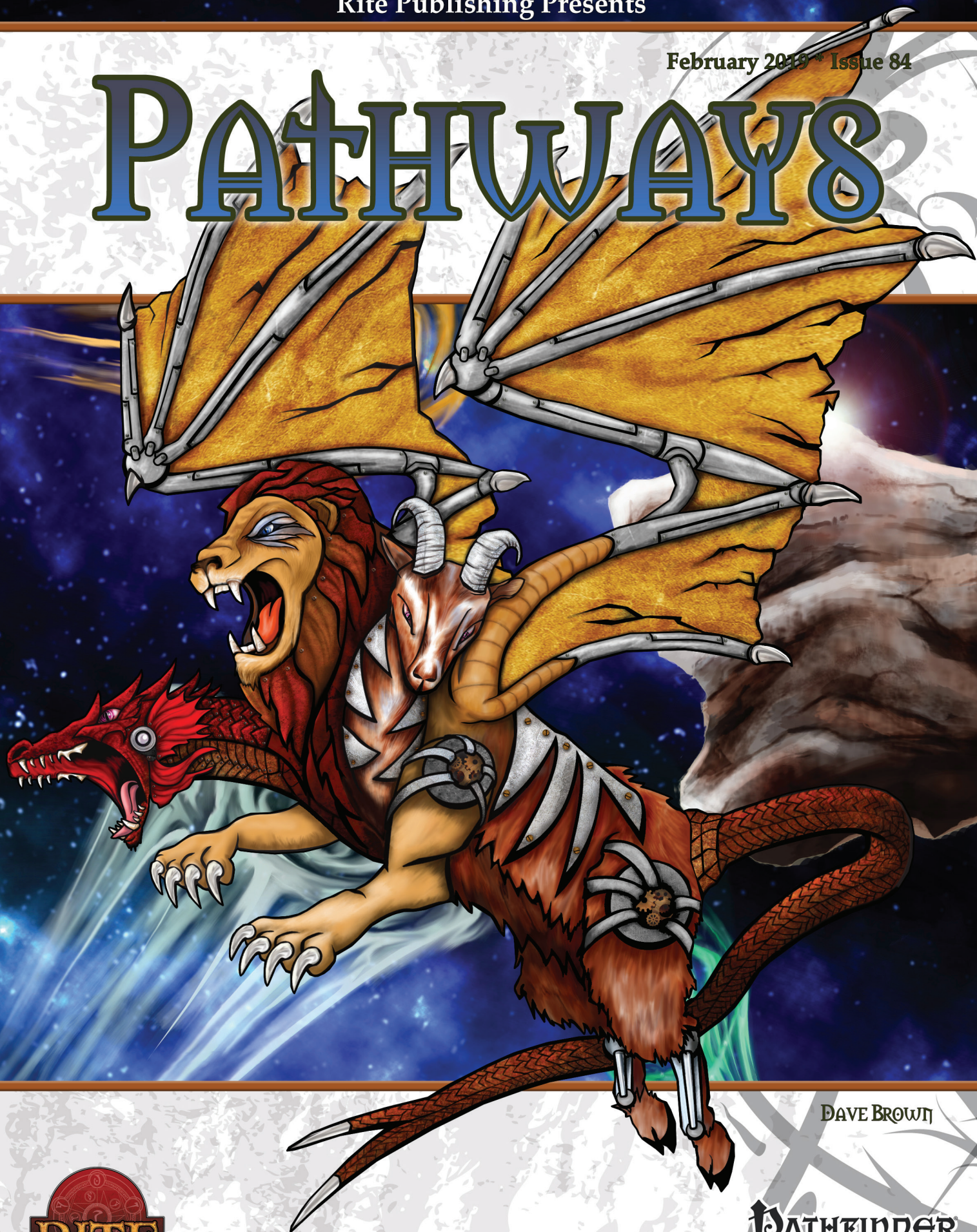


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# PATHWAYS



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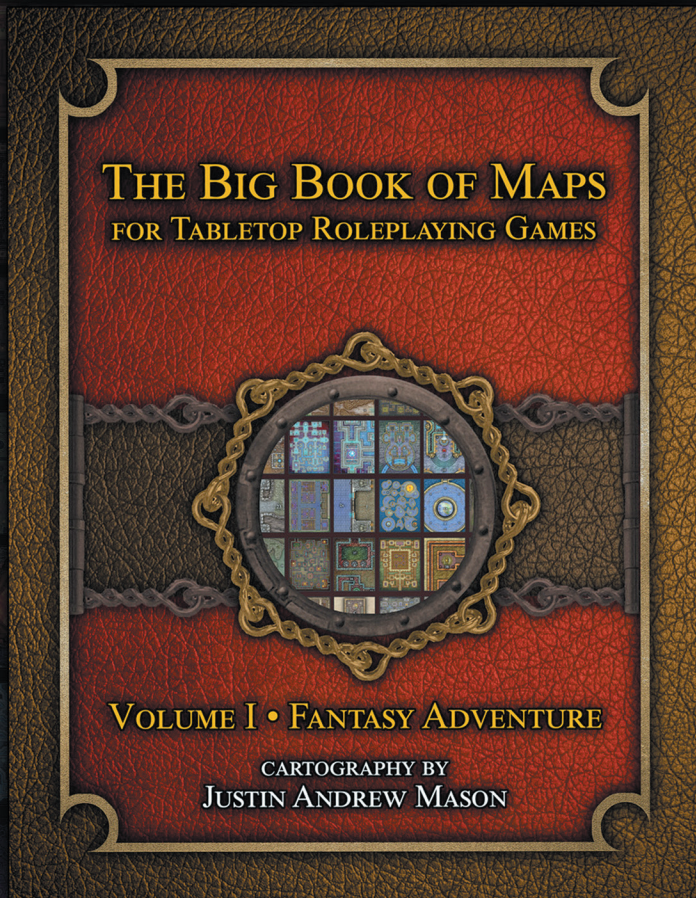


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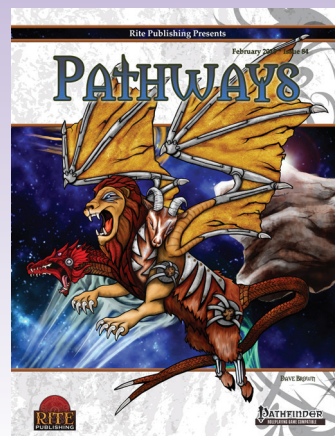
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## Editorial

by Dave Paul; Illustration by MozZz

There is so much to say about law, and the law, that no little editorial in an RPG magazine could come close to scratching the surface. And yet, here I am, scratching the surface. This month's issue brings offerings from a wide variety of authors on several different topics connected to the broad theme: law.

I remember the 10-year-old version of myself wondering what "beatific" meant when I looked at early versions of images of the alignments. I understood the others, demonic, diabolic and saintly were a no-brainers (I was raised Catholic), but for whatever reason I didn't connect "beatific" to "the beatitudes" and so I was confused. But, like I said, I had no problem with saintly or diabolic. However, I wouldn't necessarily have thought of those two (saintly and diabolic) as having something in common. But, the predecessor to Pathfinder, at least, those who authored some of the earliest versions, decided that both saintly and diabolical creatures were lawful. And here we are, more than four decades later, operating under a similar perspective.

It works, don't get me wrong. I've had GMs model Pathfinder races on Klingons and Vulcans treating the former as paragons of Lawful Evil and the latter as stellar models of Lawful Neutral. I've watched pointless debates on forums and social media about whether Yoda was lawful good or whether Darth

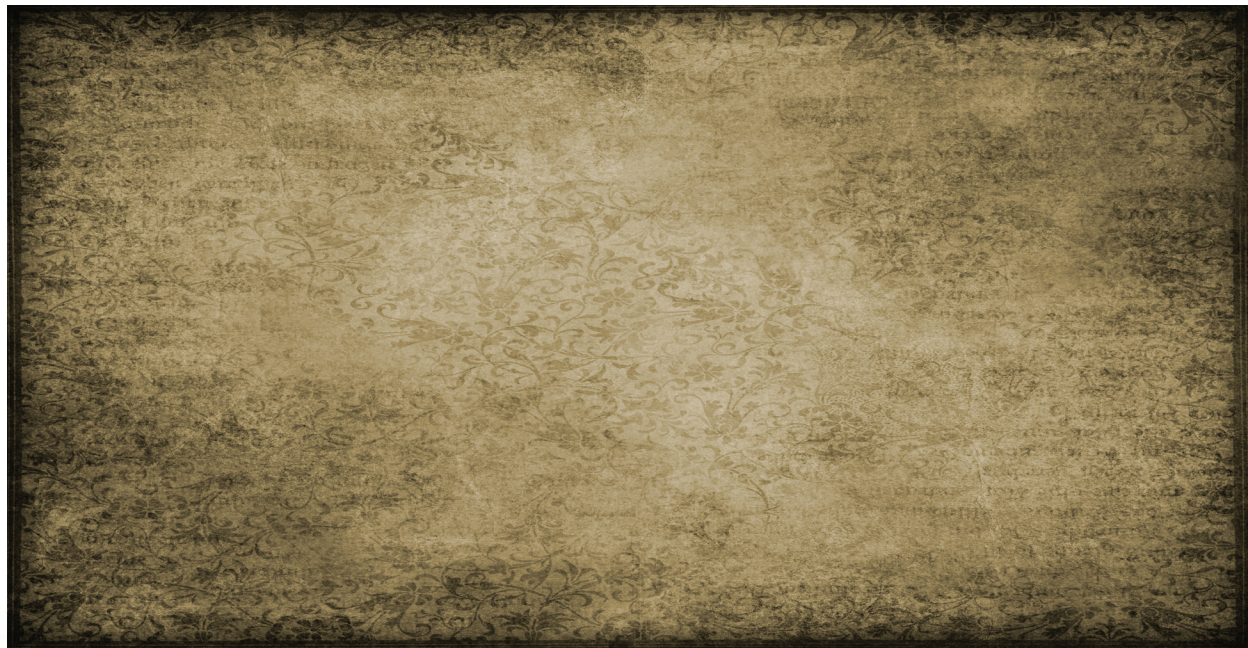
Vader was lawful evil. It's interesting, how well (and how poorly) the alignment system captures human motivation and behavior (and the motivation and behavior of fictional beings of all types).

Also, however, within the game, there are more social contractarian senses of law. The Hobbes/Locke struggle continues in the world we live in, and variants of it continue in the worlds we play in. Is ethics really just a matter of the rules that govern social functioning? Should a government have enough power to prevent individuals from exerting too much influence over each other? Is the best way to promote welfare to privatize property and have the government serve as little more than a system of rules and powers to enforce the rules of property?

Undoubtedly, when people (or wolves, or ants, etc.) work together, the group accomplishes more than the individuals could acting alone. Even if they acted alone to achieve similar ends, they'd no' accomplish as much as they do when the work as a cohesive unit toward some ends. On the other hand, quite a few people suffered and died building things from pyramids to bridges.

Which brings me to the question "What is law for?" In the pages of this issue, you'll see a handful of answers to that question, filtered through the lenses of spells, feats, character options and more.

Happy gaming.





# MYTHIC MANIA

III



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## Inevitable Creature Template

by Owen K.C. Stephens, Illustration by Dave Brown

**I**nevitables are machine-like outsiders that help enforce the cosmic laws of the universe. While they are as intelligent as mortal creatures, their drives are all built exclusively around the need to keep order, with most inevitables tasked with overseeing some specific set of laws. While many inevitables have a roughly humanoid form, there are many that are built in the likeness of some other creature. This is often a case of marrying form and function—an inevitable charged

with keeping creatures from invading the Plane of Water may be designed to function as a kraken or whale does, while one overseeing laws governing triumvirates may take the form of a chimera or athach.

The Inevitable Creature template is designed to allow a GM to easily make an inevitable based on nearly any other creature imaginable. Only oozes, incorporeal creatures, and existing inevitables cannot have this template applied to them.

## Creating an Inevitable Creature

“Inevitable” is a template that can be added to any creature except oozes, incorporeal creatures, and already existing inevitables.

**CR:** +2 if base creature is an aberration, animal, fey, humanoid, plant, or undead. Otherwise +1.

**Type:** Inevitable creatures are outsiders with the inevitable subtype. Their type and subtype changes, but do not adjust their statistics or immunities except as instructed by the template.

**Alignment:** Change to Lawful Neutral. Remove any chaotic, evil, or good subtype. Gain the lawful subtype.

**HP:** If the base creature is an aberration, animal, humanoid, plant, or undead, it gains +1 hp/HD. If it is a fey, it gains +2 hp/HD.

**AC:** Increase natural armor by +2

**Skills:** In addition to the class skills the base creature has, an inevitable creature gains bonus skill ranks in the following skills equal to its HD (to a maximum of 1 rank per HD), which are all considered class skills: Acrobatics, Diplomacy, Intimidate, and Survival.

**Saves:** If the base creature is an aberration, construct, plant, or undead, it gains a bonus to its Reflex save equal to  $2 + \frac{1}{3}$  its CR. If it is an animal, construct, humanoid, magical beast or plant, it gains a bonus to its Will save equal to  $2 + \frac{1}{3}$  its CR.

**Ability Scores:** Intelligence is increased to a minimum of 11. If the base creature was mindless, it loses that ability.

**Base Attack:** If the base creature is an aberration, animal, humanoid, plant, or undead, it gains a bonus to base attack (and thus all melee and ranged attacks, and CMB/CMD) equal to  $1 + \frac{1}{4}$  its HD. If

the base creature is a fey, it gains a bonus to base attack (and thus all melee and ranged attacks, and CMB/CMD) equal to  $1 + \frac{1}{2}$  its HD.

**Ability DCs:** The save DC of any ability or spell an inevitable creature has increases by +2.

**Special Abilities:** The inevitable creature gains all of the following abilities it does not already have.

*Darkvision* (60 feet) and *Low-light Vision*

*Constructed (Ex):* Although inevitable creatures are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger’s favored enemy and *bane* weapons), inevitables count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Inevitable creatures are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage.

*Damage Reduction (Ex)* Inevitable creatures have DC/chaotic equal to their CR -5.

*Outsider Metabolism (Ex)* Inevitable creatures breathe, but do not need to eat or sleep (although they can do so if they wish).

*Outsider Nature (Ex)* Unlike most living creatures, an inevitable creature does not have a dual nature—its soul and body form one unit. When slain, no soul is set loose. Spells that restore souls to their bodies, such as *raise dead*, *reincarnate*, and *resurrection*, don’t work on an inevitable creature. It takes a different magical effect, such as *limited wish*, *wish*, *miracle*, or *true resurrection* to restore it to life.







**Regeneration (Ex)** Inevitable creatures have regeneration/chaotic. The regeneration amount is equal to half the inevitable creature's HD (minimum regeneration 1).

**Spell Resistance (Ex)** Inevitable creatures have SR equal to 11 + CR.

**Truespeech (Su)** An inevitable can speak with any creature that has a language, as if using a *tongues* spell (caster level 14th). This ability is always active.

## Sample Inevitable Creature: The Threefold Judge

*This winged mechanical creature has the form of a lion of gears and iron, though two more metal heads flank its central feline one—a dragon and a horned goat.*

**Chimera Inevitable** CR 8

**XP** 4,800

**LN** Large outsider (inevitable, lawful)

**Init** +5; Senses darkvision 60 ft., low-light vision, scent; **Perception** +10

### DEFENSE

**AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

**hp** 85 (9d10+36)

**Fort** +9, **Ref** +7, **Will** +10

**Special Defenses** DR 3/chaotic, constructed, outsider metabolism, outsider nature, regeneration 4/chaotic, SR 19.

### OFFENSE

**Speed** 30 ft., fly 50 ft. (poor)

**Melee** bite +12 (2d6+4), bite +12 (1d8+4), gore +12 (1d8+4), 2 claws +12 (1d6+4)

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

**Special Attacks** breath weapon (20 ft cone, 6d8 fire, DC 19 Ref half, usable every 1d4 rounds)

### STATISTICS

**Str** 19, **Dex** 12, **Con** 17, **Int** 11, **Wis** 13, **Cha** 10

**Base Atk** +9; **CMB** +14; **CMD** 25 (29 vs. trip)

**Feats** Hover, Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

**Skills** Acrobatics +11, Diplomacy +13, Fly +2, Intimidate +12, Perception +10, Stealth +4, Survival +13 (+8 in scrubland or brush); Racial Modifiers +2 Perception, +4 Stealth in scrubland or brush

**Languages** Draconic, truespeech

### SPECIAL ABILITIES

**Breath Weapon (Su):** A chimera inevitable has a 20-foot line of fire breath weapon usable once every 1d4 rounds, deals 6d8 points of fire damage, and allows a DC 19 Reflex save for half damage. The save DC is Constitution-based.

**Construct** See above.

**Outsider Metabolism** See above.

**Outsider Nature** See above.

### ECOLOGY

**Environment** any

**Organization** solitary or triumvirate (3)

**Treasure** standard

The legendary threefold judge is tasked with making a ruling whenever three sets of planar laws come into conflict. Thus if an efreeti inherits a demiplane of water floating in astral space, it is the job of a threefold judge to determine how the differing rules and requirements overlapping that space are to be adjudicated. For particularly complex cases, a triumvirate of three such inevitables is assigned, and settle all issues by vote.





# 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<sup>ACG</sup>, sorcerer/wizard, or witch<sup>APG</sup> 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.





## 20 Odd Local Laws

By Creighton Broadhurst

Most local laws make sense to locals and visitors alike. However, some local laws are odd, nonsensical or just downright weird.

Such odd local laws provide a nice change of pace and possibly even good roleplaying opportunities if the PCs should fall foul of the law in question. They add flavour and colour to settlement and also challenge the GM to determine exactly why the law was enacted in the first place!

Use the table below, to determine which odd local laws the PCs may encounter in a settlement:

1. It is forbidden to wear the colour blue, during daylight hours.
2. It is illegal to die on the streets. Anyone doing so, is prosecuted and if found guilty their family must pay a hefty fine.
3. The locals are extremely religious. Three times a day, the populace must make their way to the nearest local church to pray. Failure to participate leads to fines.
4. It is legal to shoot a half-orc with a crossbow in the village or town limits only if the half-orc is judged to be acting aggressively by three witnesses.
5. Silence is golden. The local lord requires his subjects to be well rested. Singing and the playing of music is forbidden between dusk and dawn.
6. Every local is directly responsible for the stretch of road outside their house. They must keep it clean, tidy and in good repair. Thus, most houses are narrow and either very long or very tall.
7. Livestock and horses are not permitted to foul the streets. Owners are responsible for their animals' excrement. If the owner does not clean up after their animals, onlookers may pelt them with the aforementioned excretions.
8. It is illegal to sing profane songs or rhymes in the street. The local clergy decide what is and isn't profane and they keep any fines they levy. Consequently, there is not much singing in town.
9. It is illegal to be drunk in charge of sheep within the settlement. The law was enacted several years ago after an infamous event that locals will refer to, but not describe.
10. Locals may only pluck two fish from the local river a day but may not handle fish "in a suspicious fashion" near or on the local river. (This law was enacted to stop the river being over-fished).
11. Tavern landlords and innkeepers must not allow their customers to get drunk on the premises and they cannot serve drunk customers in their establishments. Most landlords ignore this rule and the local Watch do not enforce it—except in extreme circumstances—in case a riot breaks out.
12. The local carters are a powerful faction in society. They paid the local lord to enact a law that states it is illegal to carry anything through town that requires more than one man to carry. In this way, they intended to make extra money transporting and delivering goods, but their plan backfired when an all-women porter's guild sprung up and stole much of their supposed extra business.
13. It is illegal to knock on someone's front door and then leave before they answer it. (This in theory means, that if no one was in, the visitor would have to wait until someone returned).
14. If you come to town while suffering a disease, you must immediately visit a local church to declare your ailment to the clergy therein.
15. It is illegal to enter any church while wearing armour, but it is not technically illegal to wear armour while in a church.
16. Every adult must carry a dagger or knife with them at all times.
17. Men must secure permission from the local lord if they wish to wear a "head covering" in town. Women must likewise secure permission from the lord's wife. (The lord enacted this law to increase tax revenues and was deliberately vague with the phrase "head covering" which he interprets to include all hats and helmets along with any article of clothing which has a hood—whether or not the hood is actually covering the wearer's head).
18. It is illegal—without special permission from the church—to marry a dead person.
19. It is illegal to tell anyone about your dreams, but it is not illegal to relate your nightmares.
20. An animal may not be in charge of a horse and cart.

### GM's Miscellany: 20 Things II

If you enjoyed this table, check out: [GM's Miscellany: 20 Things II](#). Endzeitgeist said of the five-star, seal-of-approval 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..."



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## Spells Showcase: Law

By Dave Paul

These spells appeared first in [101 Urban Spells](#).

Sometimes keeping order means managing crowds. There's a reason the word "unruly" so often is used to describe a mob, and the potential for disruption is closely connected to the amount of chaos in the area. While there are many non-lawful uses of a spell like *disperse crowd*, it's a great magical tool for those responsible for keeping or restoring order without causing as much damage as other spells. There certainly are other ways to maintain order; a charming bard might be just as effective as a compelling paladin. But, pushing everyone back, and causing them just enough pain to let them know you're serious, can be really effective with regular townsfolk.

### Disperse Crowd

**School:** Evocation [air, force]; **Level:** Bloodrager 4, Cleric/Oracle 4, Magus 4, Paladin 3, Sorcerer/Wizard 4

**Casting Time:** 1 standard action

**Components:** V, S, DF

**Range:** 30 ft. or 60 ft.; see text

**Effect:** Cone-shaped burst

**Duration:** Instantaneous

**Saving Throw:** Reflex half; **Spell Resistance:** Yes

Many small bits of force (each roughly the size of an orc's fist) within a powerful wind spray forth from you in a cone-shaped burst. Those in the area who fail their saves take 1d6 nonlethal bludgeoning damage per caster level (maximum 10d6) from the pummeling of the bits of force buffeted by the wind into them; they are also staggered until the end of their next turn and pushed 10 feet away from you. Anyone succeeding on the save takes half damage, negates the staggered effect and is not pushed.

You choose the size of the cone when you cast the spell. If you choose a 30-ft. cone, no other changes are made to the spell. If you choose a 60-ft. cone, the maximum damage on a failed save is 5d6 nonlethal bludgeoning damage and creatures are pushed 5 feet away from you instead (the staggering effect remains the same).

This spell was originally developed to disperse crowds in cities by clerics charged with keeping people safe while at the same time strongly encouraging them to leave an area. It was later duplicated by arcane casters and has since been picked up by a great many casters. It retains its city-oriented flair. When cast in a settlement, add the larger of the settlement's law or size modifier's to the DC of the spell's save.

One common consequence of regulations is creative ways to get around those regulations. Forgery is an obvious consequence of written, official documents. Clearly, in a cosmopolitan and magical world, there will be magical means of forging documents. A key to this spell's usefulness to a player is that it better in the hands of those who are also appropriately skilled and knowledgeable. A key to this spell's balance for a GM is that it's magical and that there will be magical countermeasures in such a world; another benefit for the GM is that the spell doesn't negate the value of the appropriate skill to detect forgery: someone really good at spotting fakes will know it's a fake.

### Official Papers

**School:** Transmutation; **Level:** Bard 2, Sorcerer/Wizard 2

**Casting Time:** 1 standard action; see text

**Components:** V, S, M (parchment or other writing medium)

**Range:** Touch

**Target:** Parchment touched

**Duration:** 1 day/level (D)

**Saving Throw:** None; **Spell Resistance:** No

You transform one sheet of parchment, vellum or other surface for writing into one with official-seeming marks, symbols, statements and the like. Treat the document as if it were produced by someone trained in Linguistics trying to create a forgery and obtaining a result of 10 on the skill check. This result of 10 can be modified in the following ways.

If you are trained in Linguistics, you add 3 + your ranks in Linguistics as a modifier to the result.

If you do not know what the appropriate official document you're trying to replicate looks like, *official papers* simply produces a generic document of the sort you're attempting. No additional modifier is added.

If you do know what the document should look like, *official papers* produces a document that looks more specific and less general if that's what would be expected, furthermore, the quality is sufficiently good that an additional +8 is added to the result of the Linguistics check.

If you are attempting to create a unique document or one that would grant you exceptional privileges, the casting time is 1 minute and a -4 penalty is added.

The examiner adds the highest of the settlement's corruption, crime or law modifiers to its check to attempt to detect the forgery.



# Creature Components

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## The End of the Law

### Turning Teamwork Feats into Story Feats

*By Jacob Gobhar*

When we think of lawfulness, we often think of things that bind a society together for the good of the whole. Governments, families, institutions of higher education, temples, artisans' guilds, and militaries are all examples of societal constructs which are usually founded on some principle of lawfulness. The lawfulness inherent in these institutions allows for predictability and societal advancement to those who rely upon them, which in turn leads to the continued empowerment of these institutions to churn inexorably onward into the future. The status quo is king, and those who are willing to pay it homage will be duly rewarded.

But sometimes the law fails and societies crumble as a result. Oftentimes it is something inherent within the society itself that brings about the end, even when an outside force is inevitably involved in the process. A possible reason for this is that most people are not inherently lawful, but instead value lawfulness because of what it does for them. Perhaps most people understand lawfulness to be a characteristic of society that is very good at protecting shared values of that society, be those values virtues or vices. It is often when societies lose track of these inherent values that the lawfulness begins to crumble from within, as it is understood to no longer serve the intended purposes. In some cases, such as the fall of the Roman Empire, a generational apathy takes over when those who led the conquest in earlier years give way to the privileged who grew up in opulence and never felt the urgency necessary to enlarge and maintain a sprawling empire. In some cases, such as the fall of the Berlin Wall, the society regulated by the failing laws comes to realize they are built on farcical notions and those laws become laughable. In either case, the society governed by these failing laws enters a period of turmoil in which the laws still exist but become more of a shackle holding the society back than an engine which drives it towards continued success.

This concept of law reaching its limits doesn't have to extend all the way to an entire civilization, but occurs at other levels as well: professional,

religious, familial, personal. A royal marriage plagued by infidelity doesn't end the monarchy but casts a pall over it that did not exist before. The discovery of heliocentrism or evolution may cause doubt in the accepted dogmas of various religions. The disclosure of rampant abuse by a leader in the entertainment field results in a widespread backlash against sexual misconduct throughout that field and beyond. Family secrets uncovered later in life lead to distrust. In each of these cases, the decision of what to do with the information that could damage the institution is one made on a personal level by everyone that it affects. Will they blindly ignore the evidence and continue to feed the engine that drives whatever social dynamic the law once governed? Or will they realize that the law no longer serves the values it was created for, and allow it to become a deadweight that hinders their progress until they are freed of it? Such decisions made at a personal level are what lead to the direction of societies.

Pathfinder is largely a game of roleplaying individual heroes as opposed to larger social constructs such as guilds, militias, or civilizations. However, the choice to be lawful does occur at the individual level, and the implications affect the individual as much as society.

One of the strongest player choices that can be made around the idea of submitting to a "law" is the selection of a teamwork feat for a character. Though selecting a teamwork feat isn't necessarily limited only to characters of a lawful alignment, it is a choice which does bind one character to another in a significant way, and often only works well under very specific conditions. What if a teamwork feat were written in such a way that the game mechanics show the strain that lawfulness is putting on those who select that feat and also allows for an out when that strain becomes too great?

Most teamwork feats already contain limitations on their application usually related to the positioning of those involved (as well as having multiple characters who have selected the feat in the first place). When the feats are constructed



in this way, the constraint of the feat itself is contained within the wording of the benefit. In the case of our alignment based teamwork feat, the constraint might be better worded as a separate attribute of the feat. These feats are not about how well a character understands the innate actions of a close ally, but in how closely aligned the virtues of those characters are, as well as the discipline they've undertaken in order to champion those views. Additionally, there should be something in this mechanic to model reaching the limit where the discipline of lawfulness is no longer useful in championing the causes those characters initially imagined it would. To account for these additions to what is described with these feats, the categories Constraint and Abdication will be added to the list of characteristics that describe the feats. This is analogous to how the Story Feats contain the additional characteristics "Goal" and "Completion Benefit." In the case of both story feats and the feats created here, there is a bigger story being told with the feat than simply something a character can do. It is something a character can do, but also something that might change with the story that is told through that character's actions.

## Blessed be the Ties That Bind

*You have enacted a rigorous code of conduct in your attempts to oppose the forces of evil. So great is your resolve that so long as you have an ally who is equally committed, your sheer force of will is sufficient to overcome even the most powerful defenses of extraplanar beings.*

**Prerequisites:** Lawful alignment, character level 6th

**Benefit:** Whenever you are attacking the same creature that an ally with this feat attacked within the last round, your attacks count as good-aligned for the purposes of bypassing damage reduction.

**Constraint:** If you are in combat and there is not an ally in that combat with a good alignment, then you are unable to benefit from magical healing until combat is complete.

**Abdication:** You may, as an immediate action, forever lose this feat. If you do, you simultaneously lose all teamwork feats and the lawful alignment. You may never again have the lawful alignment or any teamwork feat. The next time you gain a level, you may select Weapon Focus as a bonus feat.

## Cursed be the Ties That Bind

*You have enacted a rigorous code of conduct in your attempts to oppose the forces of good. So great is your resolve that so long as you have an ally who is equally committed, your sheer force of will is sufficient to overcome even the most powerful defenses of extraplanar beings.*

**Prerequisites:** Lawful alignment, character level 6th

**Benefit:** Whenever you are attacking the same creature that an ally with this feat attacked within the last round, your attacks count as evil-aligned for the purposes of bypassing damage reduction.

**Constraint:** If you are in combat and there is not an ally in that combat with an evil alignment, then none of your allies are able to benefit from any beneficial spell until combat is complete.

**Abdication:** You may, as an immediate action, forever lose this feat. If you do, you simultaneously lose all teamwork feats and the lawful alignment. You may never again have the lawful alignment or any teamwork feat. The next time you gain a level, you may select Weapon Focus as a bonus feat.


Using this premise of attaching alignment related constraints to game mechanics, additional changes could be made around other areas of the game. What would a similar constraint look like for characters more focused on spellcasting than hand to hand combat? These two feats were designed to compare and contrast lawful good and lawful evil alignments (though the feats themselves aren't quite that specific in alignment restrictions, the need for both aspects should be apparent). Is there an analogous feat for the lawful neutral alignment? What would that look like? Broadening the social dynamic a bit from the interpersonal nature of these feats, what would a game mechanic related to the constraints of lawfulness look like applied at a greater scale? High level enchantment spells and some bardic abilities are able to affect the behaviors of large groups of people. Perhaps a metamagic feat constrained by lawfulness could result in changes here as well. And at the highest degree of social interactions are the settlement rules. What would adding additional constraints to lawfulness look like when creating new settlements?

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*Jacob Gobhar is making gaming supplements for some of the world's most popular role playing games. Follow him on Twitter to see the latest: @goatmealery*



# 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 archway. To the left, a skeleton is visible in the background. The overall tone is mysterious and adventurous.

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## Righteous Assassins

### The Kaden Step

*By Quin Callahan*

The origins of the Kaden Step began three centuries ago, in a farmer rebellion lead by an ex-soldier named Dae. At 26, he united the people of his native village Tempor against their cruel master, Oerli Myo, after he attempted to purge the village in anger after receiving a notice that the villagers were demanding lower rents and compensation for lands he had confiscated. Tempor's odds were grim until Oerli was betrayed by a soldier who had served with Dae, and with an early warning and the benefit of being vastly underestimated in terms of the unity Dae (miraculously) managed to muster in Tempor, the villagers are said to have assassinated Oerli Myo and broke the fifty soldiers he had mustered for the purge in a devastating guerilla attack. As a minor noble, Oerli Myo on his own was a surmountable, if serious, threat to the people of Tempor. However, with his assassination, the people of Tempor had acted against a noble, and the other houses in neighboring regions could not stand for such an act.

Outlaws, and with the whole of nobility fearing the farmers who had risen above their station, the once-soldier, once-farmer Dae lead his sixty or so followers into the nearby Kaden Mountains in the hopes of slowing pursuit. It is here where the Kaden Step were formed in earnest. Naming themselves after their mountain home, the Kaden Step, or Righteous Kaden, moved slowly at first. Dae's first priority was to secrecy, essential to a group hunted by so many powerful people. The Kaden Step turned the Kaden Mountains into a fortified location, digging many tunnels and developing many small hideaways so that should one base of operations ever be discovered, there would always be another to relocate to. By the age of 30, Dae had grown the Kaden Step from a band of 60 peasant rebels and their children to a force of about 100 relatively trained outlaw warriors with several highly secret and relatively well fortified locations in the mountains they called home. Food was scarce but never once did the Kaden Step raid nearby farmers for food, opting only to attack wealthy travelers or, often, to simply go hungry. Water was luckily more plentiful, with several streams flowing throughout the mountains.

It was at this same time that the Kaden Code was also formed. This was the code of conduct the Kaden Step would adopt that has remained mostly

unchanged throughout the centuries. It swears the Kaden Step to secrecy, to total obedience, and, perhaps most interestingly, to an unbending code of righteous justice. The oppression his people had suffered put a spark of rage in Dae that he kept for the remainder of his life, and it was this righteous anger that fueled much of what the Kaden Step began. Dae would use his organization to enact a brutal justice on those who had broken the various rules the Kaden Step adopted, seeking out corruption not just in their mountain homes but in all regions the Kaden Step neighbored. Profit was not initially factored into this system, although it was quickly learned that robbing the greedy and, especially, assassinating the shared enemies of the Kaden Step and certain wealthy clientele came with serious profits. It was with this realization that the Kaden Step began to truly flourish as the righteous assassins' guild they are now known as and, equally, brought it from a hunted group of outlaws to a feared enemy that few wished to attract the attention of. More than one noble managed to attack a Kaden Step hideaway, slaying or capturing a few members as the rest escaped, only to disappear in the night and be found dead on the stairs of their successor some time later. Meanwhile, it was quickly learned captured Kadeen had little to say, loyal to their master Dae to the death.

Certainly the Kaden Step had periods where its power waxed and waned, and not all of nobility ignored the threat the organization has posed. A few powerful lords managed to cut into the Kaden Step's numbers and resources quite sharply over the years, and one or two even managed to escape serious retribution at the hands of the Dake Kadeen, the assassins of the Kaden Step. But as Kaden Step's influence spread and Dae developed branches for his guild farther and farther from the organization's mountain headquarters, total eradication of the organization became more and more unlikely. By his death at 72, the Kaden Step had at least minor footholds in every major state, at least 500 well-trained soldiers and assassins, and they had grown to be known (fairly or not) as guardians of the people.

Under Dae's successors, the Kaden Step grew ever more famous and infamous for its vindictive nature, and its members grew ever more extreme in their worship of justice. They began to develop a list of



the "Named," a collection of people the organization had decided were worthy of punishments (the most extreme of which were blindings and assassination, although beatings and robbery are also common punishments). They filled books with these Named, detailing their sins and assigning punishment, and devoted great resources to disciplining certain members of their order in the detection of any errors in the Kaden Step's judgements. The Kaden Step eventually even constructed a temple near the base of the Kaden Mountains, well-guarded but certainly in full notice of the nobles of the region. It is here where rich clients and the desperate alike now come with pleas asking for the Kaden Step to punish egregious evils, not just those committed by nobles but by anyone with power over another: bailiffs, criminals, even wives and husbands. It is said this petition process is rigorous, and if any falsehood is detected in a person's story, they will never leave the temple.

This temple has been attacked more than once, and once was even destroyed, but always the Kaden Step have rebuilt it. While many view it as their headquarters, they would be doing so in error. The Kaden Step's headquarters is usually deep in the Kaden Mountains, shifting positions if discovered by enemy forces (usually through betrayal by one of their own). The temple is instead a symbol of the Kaden Step's power and their most public thread connecting them to the rest of society. Its primary purpose is to show people the Kaden Step indeed live in the shadows, but are unafraid of the light, and it is where some worship the Kaden Step as something approaching a deific force of justice.

## Playing Kaden Step Adventurers

The Kaden Step hunt people known as the Named. These Named, held in the order's Books of Names, are people who have been deemed sinful and worthy of punishment. They are often people who have escaped legal justice and now wander free, avoiding the punishments the Kaden Step think they so rightly deserve. To be a member of the Kaden Step is to worship justice, in essence, as a religion. To the best of the order's ability, a Named will receive exactly what has been decided for them, no more and no less. Only death will allow a Named to escape their proper punishment and a Kadeen will even save a Named from death if such was not their sentence.

While certainly not all in the order hunt the Named directly, it is the collection of these names and distribution of these punishments that

drives the organization forward, with often large payouts given by clients who have hired the order to prioritize the hunting of particular Named over others. The Kaden Step have need of spies, assassins, nobles, healers, spellcasters, and even more mundane professionals such as farmers and weavers. They are a large organization and can be entirely self-reliant should the need arise, regardless of any lack in outside aid.

It should be noted that while certainly the Kaden Step will take payment for properly punishing Named, often contracted to kill even by those who themselves are unknowingly Named and being targeted by the order, most punishments are meted out without external reward. Equally important to remember is that the order does not exclusively *kill* Named. Some have been deemed worthy of blinding (the order's second highest punishment), others only of beatings or robberies (often to take goods they themselves stole and return them to their proper owners).

While the exact hierarchy of the Kaden Step is ever-evolving, its members traditionally follow the Daefal, or *Heir of Dae*, at the organization's top. This Daefal can be of any race or gender (Dae himself having been a human male), and is not necessarily connected by blood to Dae (although many Daefal have been). Instead, they are chosen by the previous Daefal for their ability to lead the organization and their devotion to its cause. Beneath the Daefal are high priests, the most devoted of the Kaden Step, and beneath these priests the organization takes on a mostly military approach to power hierarchy, with ranks such as colonel, captain, etc. Training is rigorous in the Kaden Step and focused on mastering their dogma and remaining ever disciplined in the pursuit of its goals. While corruption is certainly not totally absent in the system, there are members in the Kaden Step specifically devoted to routing out such internal problems, and betrayal in the ranks is rare indeed (and often quite bad for one's life expectancy). Most major cities have a Kadeen contact in them, able to update other members of new Named or important information. This said, many members of the Kaden Step are fairly autonomous, hunting targets or information for the order and contacting them only to update the order on punishments that have been meted out or to learn more about any nearby Named. Some members go years without more than sending letters to contacts informing them of their doings (mostly so punishments are never accidentally meted out twice).

The Kaden Step have need of characters of essentially any class. However, clerics, paladins, and druids are quite rare among the Kaden Step. The harsh philosophical dogma of the Kaden Step makes



the order largely incompatible with many religious organizations, but clerics and paladins are not, as a rule barred, from the organization. Meanwhile, the Kaden Step's hunting of enemies to peaceful civilization, rather than the natural and supernatural world, makes their work seem secondary to most (but not all) druids. Most characters in the Kaden Step will be LN or LG, strictly adhering to the order's policies and showing little mercy for their targets. Many in the Kaden Step tattoo their bodies with Named they especially loathe and have sworn to hunt for the order, but some choose not to engage in this practice to hide their allegiances from wary prey.

## Owhto Kadeen (Archetype) - Monk

The Owhto Kadeen, or Kaden Artists, are a subsection of the Kaden Step devoted to the final judgement of the Named. They are the last line of defense the Kaden Step have against any corruption in their system and it is their duty to prevent the punishment of any Named who has been misjudged, as well as to root out corruption among members of the Kaden Step. They are masters of detecting falsehoods, and are frequently sent abroad to question (either undercover or openly) Named who are suspected of having been misjudged (ideally before their assigned punishment is meted out).

**Piercing Eyes (Ex):** At 3rd level, an Owhto Kadeen adds 1/2 their level to Sense Motive checks against living humanoid targets. At 7th level, this bonus can also be applied to undead humanoid targets. At 12th level, this bonus is applied to all Sense Motive checks, regardless of target. This replaces Still Mind.

**Purity of the Hunt (Sp):** At 7th level, an Owhto Kadeen can cast *locate creature* as a spell-like ability. The spell always has a duration of 1 hour, and the Owhto Kadeen must wait until 30 minutes after the spell's effect has ended to cast it again. Importantly, the Owhto Kadeen must set the target of this ability before using it. Once a target has been set, a new target may not be chosen until at least one week has passed since choosing to switch targets (meaning the Owhto Kadeen can cast the spell many times in a week, but only to look for a particular individual). A creature counts as "known" if the Owhto Kadeen knows the creature's *true* name (meaning the name the creature itself believes itself to be called), even if their appearance remains unknown. This replaces Purity of Body.

**Nothing Unnoticed (Ex):** At 17th level, an Owhto Kadeen immediately succeeds on any Sense Motive check with a DC under 30. This replaces Timeless Body.

## Datek Kadeen (Archetype) - Rogue

The Datek Kadeen, or Kaden Assassins, are the members of Kaden Step who devote themselves most wholly to the hunting of the Named. They mete out the most serious of punishments, namely blinding and death sentences. Unlike some other subsections of the order, the Datek Kadeen more or less operate wholly outside local law. Should they ever be captured, they are expected to either provide their own escape or to end their lives so their order's secrets are never uncovered.

**Weapon and Armor Proficiency:** Datek Kadeen are proficient with all simple weapons and all weapons with the Monk tag, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are not proficient with any armor or shields.

**So It Is Written (Ex):** Starting at 1st level, a Datek Kadeen gets 1/2 their level added to all Knowledge checks made to recall information about the Kaden Step's Named, be it their history, abilities, potential location, etc. This replaces Trapfinding.

**Noted (Ex):** At 3rd level, a Datek Kadeen is able to use their "So It Is Written" bonus on Knowledge checks regarding any target they are able to study for one week or more, in addition to the Named the ability already functions against. "Study" in regards to this ability means the Datek Kadeen must spend time in a region the target frequents or in a library (or similar source of information) that has enough data on the target to paint an accurate picture of their habits and abilities. This ability replaces Trap Sense.

**And It Is Never Forgotten (Su):** At 8th level, a Datek Kadeen gains the ability to sense when any living creature whose name has been tattooed upon the Datek Kadeen's body is within 60 feet. The target gains no saving throw, but the ability does not pinpoint their precise location. The tattooing process takes one hour and is relatively simple. It can be performed by any member of the Kaden Step, including the Datek Kadeen, with a DC 5 Craft (Tattoos) check. These tattoos are themselves non-magical, requiring only 10 gp in inks and needles. The Datek Kadeen, through study and absolute devotion, have mastered the magics behind names and thus the tattoos becomes magical *after* being inscribed on their body. However, any name written upon the flesh of a Datek Kadeen must be tattooed in the native language of the creature whose name is being inscribed. If it is inscribed in the incorrect language, or is not the creature's true name, it will vanish from the flesh of the Datek Kadeen. This ability replaces the Rogue's first Advanced Talent.



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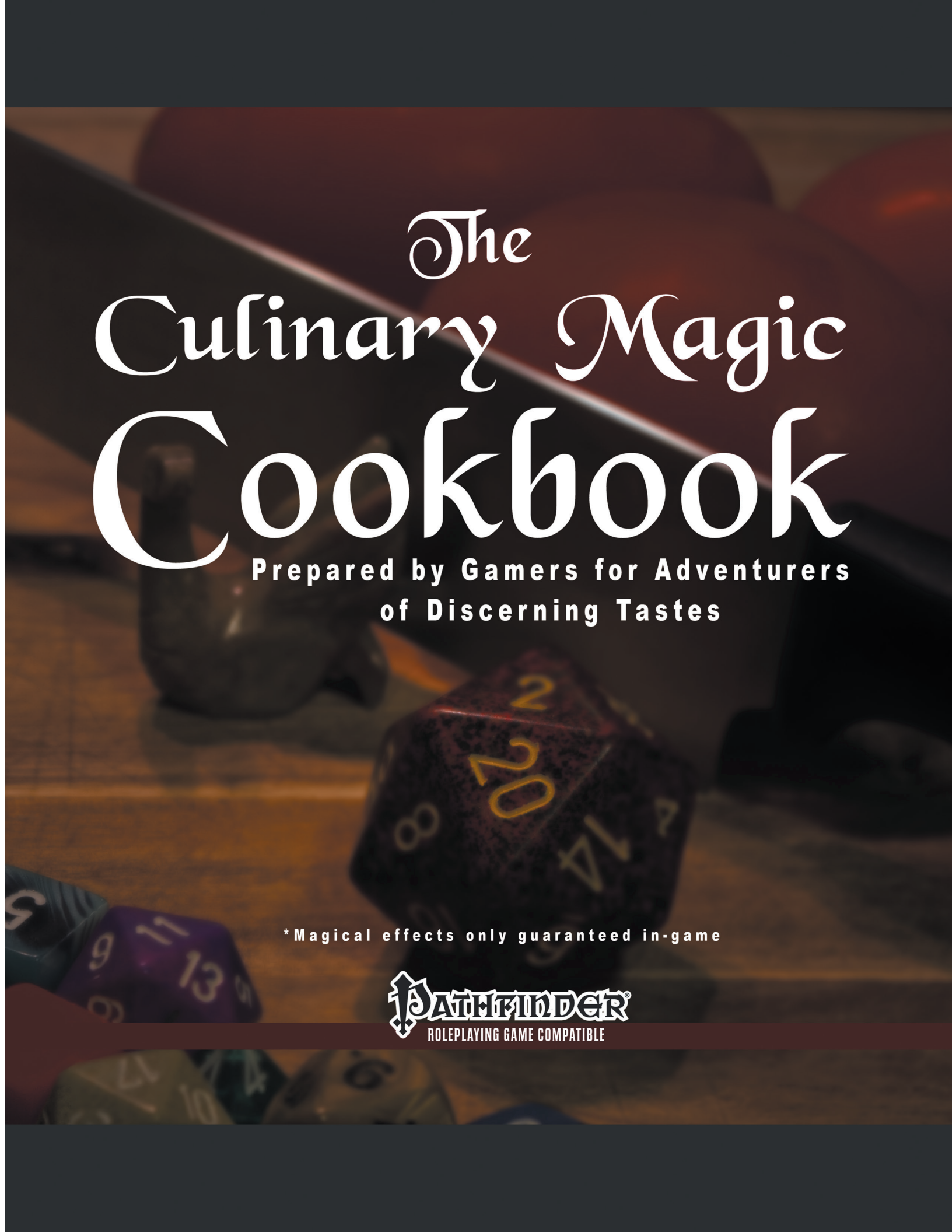
### GUIDE TO

### 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 the 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 background. A small, dark metal pot or kettle sits on the table to the left of the central die. The lighting is warm and slightly dim, creating a cozy, magical atmosphere.

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## Crime and Punishment Across the Galaxy

By Mike Welham

The vistas opened up by space travel offer a plethora of new worlds where PCs can travel. Some of these worlds are hostile, uninhabited places, where the PCs must contend with vicious fauna—and flora—to survive and plunder the worlds of their resources. More frightening than tooth, claw, and tentacle are the situations PCs face in inhabited worlds where the rule of law changes from world to world, sometimes drastically. This article provides a framework for determining what a world, or any given habitation on that world, considers important for its society's smooth operation, and how the society punishes troublemakers who violate its laws.

A GM can use the guidelines below to create a planet-wide system of law; it is entirely possible the planet is made up of several independent nation states or even smaller settlements. In such cases, different guidelines would apply to these component locations. PCs making Culture checks to understand the nature of a world's law learn about these differences, perhaps flagging up a place to run to when they break the law in another location.

### Definitions of Crime

Most adventurers, deliberately or not, will commit crimes as they travel from world to world. This is more likely if they don't understand how a society determines unlawful behavior. GMs may find it useful to define what a planet or individual considers unlawful or criminal actions wherever the PCs travel.

Settlement government and settlement qualities help determine what constitutes a crime on a planet or a specific location on the planet. For example, in most locations, murder or theft are considered crimes. In an anarchic government, though, such crimes may be permitted to some extent. Likewise, in an oligarchy or a plutocracy, a crime may be punishable for every citizen except for those belonging to the protected class. In a military government or autocracy, these crimes may be permitted in order to quell sedition or locate traitors to the government, and the person perpetrating a crime may receive a reward for their actions.

Most locations have similar laws governing behavior, but certain types of governments and cultures may

have esoteric laws that catch visitors unaware. For example, a devout culture may consider bringing up other religions as blasphemy and, for deities considered anathema to the indigenous religion, punishable to the maximum extent of the law. In a society dominated by artistic impression, the destruction or theft of a work of art may be considered more terrible than murder. In an autocratic society or one tightly controlled by a small group, defaming the leader or leaders may be punishable as treasonous, since the society must quash any notion of resistance, especially from outsiders. A technocratic government may outlaw the use of magic, while a magocracy may outlaw the use of technology (or, at the very least, technology which hasn't been hybridized with magic).

While many proscribed behaviors are publicly known and laws around those behaviors are easily referenced, some societies have secret laws their citizens inherently know or just never break. Additionally, laws applying to visitors may not apply equally to citizens, and these laws may not be posted, since the citizens do not need to be made aware of the laws.

When considering laws enforced by a civilization, consider the levels of punishment based on the severity of breaking the laws. It is possible for oppressive regimes to weigh crimes equally and, for example, levy the same punishment for littering as for murder.

### Administering the Law

Breaking a law is one thing, but how a society chooses to enforce laws is where the true conflict comes into play for adventurers. As with the definition of the law, settlement governments and qualities determine how they deal with lawbreakers.

A bureaucratic society ensnarls the accused (and sometimes the victims) in a labyrinth of paperwork and processes, ensuring the accused won't be tried for months or even years. If this society allows the accused to travel freely, then it won't matter, provided the person returns in time for whatever form of due process occurs. Otherwise, a person accused of a crime may spend an inordinate amount of time imprisoned until they can stand trial.

At the opposite end of the spectrum, an autocratic society (or even a utopian society where prolonged



suffering is undesirable, even for criminals) may wish to adjudicate crime and administer punishment as quickly as possible. Dystopian societies may have wandering automatons or dispassionate creatures who serve as judge, jury, and executioner. Tyrannical governments push for public displays of punishment to dissuade others who may harbor ideas about resisting the rulers. They may also quietly “disappear” a dissident, leaving his or her fate to rumor and increasing the sensation of paranoia about speaking or acting out. Gentler governments hide their prisons and keep executions quiet, so they don’t disturb the populace.

A world without space travel may have difficulty finding places to imprison those worthy of rehabilitation—or awaiting their time of judgment. Societies on such worlds might build facilities out of the way of the general population or find a remote, inhospitable location to ship their prisoners. Particularly cruel societies may place their prisons in plain view of the populace as a reminder of the fate of those who disobey. For worlds capable of extraplanetary travel, nearby moons or asteroids within the same solar system serve the same purpose as remote on-world locations. Governments wishing to make an example of their lawbreakers can broadcast the conditions suffered by the prisoners, while keeping them off-world to prevent the consequences of a massive jailbreak.

For those who undergo a trial (as opposed to an immediate summary decision, as mentioned above) to determine their guilt, various societies have several ways to do so. A trial often includes a judge who is knowledgeable about the law, an advocate for the accused (or the accused themselves), and an advocate for the victim, or the society, in the case where a law didn’t affect a specific victim. Physical evidence, recordings (see Surveillance), and eyewitness accounts support testimony regarding the crime in question. The judge may defer the decision to an audience of impartial jurors who vote on the accused’s guilt and make a recommendation for punishment if they deem the accused guilty. Ultimately, the judge has the final decision on the fate of the accused. Alternatively, in magically or technologically advanced societies the judge could merely facilitate an inquiry where a device determines the truthfulness of the answers from the accused and the defendant. This device could weigh a crime’s severity against the likelihood the accused committed the crime to determine the appropriate level of punishment, if any.

## Surveillance

Magic and technology provide means to uncover wrongdoing, sometimes as it happens. Scrying sensors, drones, and surveillance cover many areas and transmit or record all activity in the areas they cover. Cultures that value privacy eschew the use of surveillance except in public venues and often identify the location of such viewing devices. Most governments employing surveillance record the sights and sounds received by the devices. These recordings are not only admissible during trial, but are often considered infallible. More draconian societies employ teams of people who constantly monitor the devices’ output, so they can respond immediately to crimes in progress.

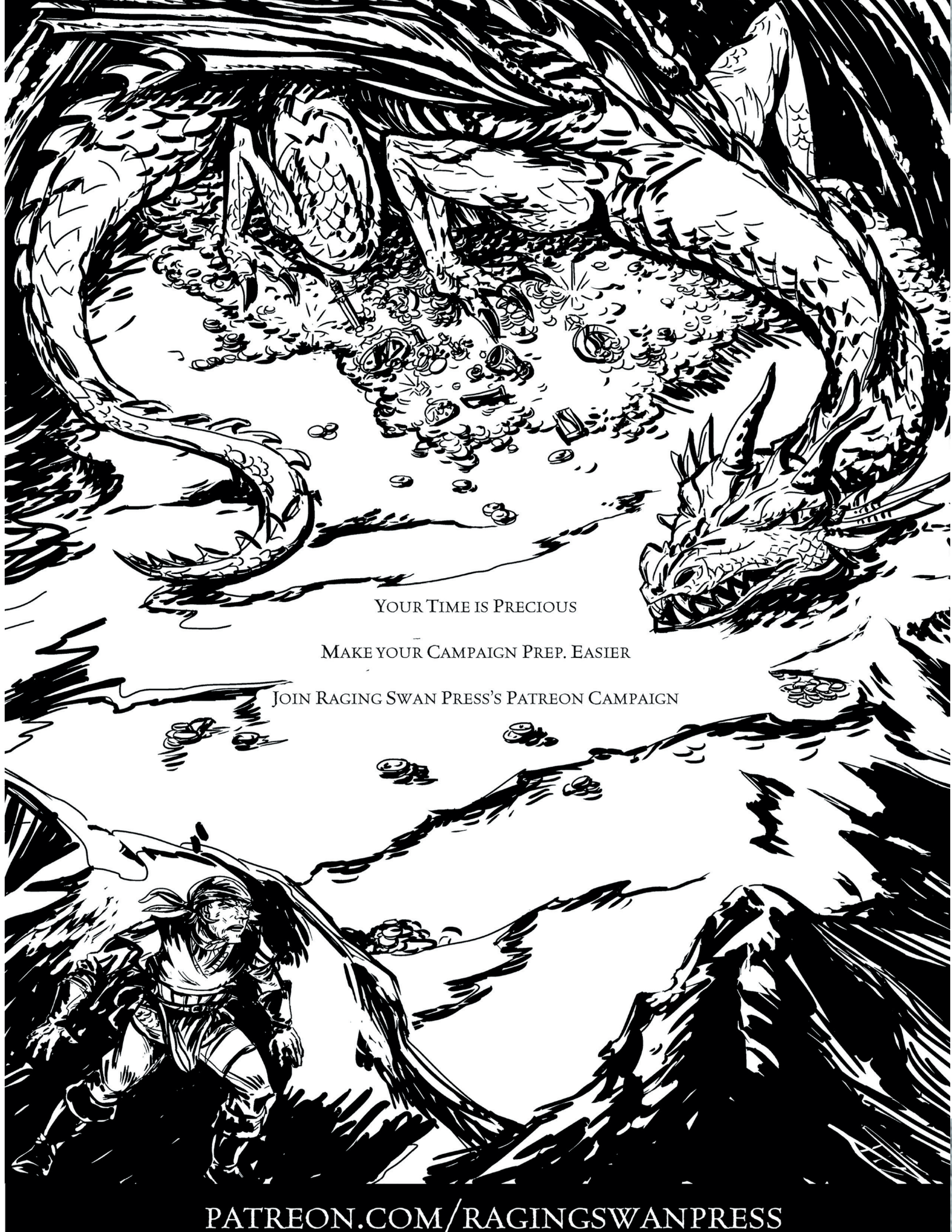
PCs aware of surveillance devices can use Computers or Engineering skills to disable the devices or learn the coverage area. Stealth is possible in a surveilled location, though for recording purposes, the location is considered under observation, and it is nearly impossible to create a distraction to fool a device. In cases of constant monitoring with an immediate response, it is possible to distract an observer, and it is unlikely an observer is monitoring a single location constantly.

A magically adept society with a focus on psychic disciplines might employ psychometry or other methods to review a scene after the fact. This has the advantage of thwarting attempts to tamper with devices (even those that exclusively employ magic) that record events as they happen.

## Crime Prediction

Some societies use divinations or psychic ability to predict future criminal activity. While not 100 percent accurate, most governments using them accept them as reliable enough to convict someone of a crime. Since most cultures using these techniques weed out their own inhabitants at birth or with regular checkups, they become reasonably complacent about the innocence of their own people. Most often, crime is nonexistent in such societies. Strangers visiting these societies must submit to testing when they arrive, however, and face punishment for things they haven’t even done yet. This, of course, invites discussion about determinism. After all, if someone is aware of a crime they might commit in the future, they would naturally attempt to avoid the circumstances leading to the crime. The same conviction in the soundness of this future prediction technology leads to a certainty that the crime will be committed regardless of steps taken to avoid committing it.





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# ON A ROLL

WRITTEN BY OWEN K.C. STEPHENS

ILLUSTRATED BY LJ STEPHENS

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Hi dice! Since I am going to be replacing you all, I am here to give you some retraining to help you find other jobs. For example: you, D6, can get a minimum wage job as a miniature for a crate!

What?!

Ooooh. That's really impressive. Can you roll 41d6 plus 37d100s, saaaaaaay 10,000 times?

Pfft! Of course I can! Juuuust let me begin that process...

I am NOT a crate!

Of course not, dear.

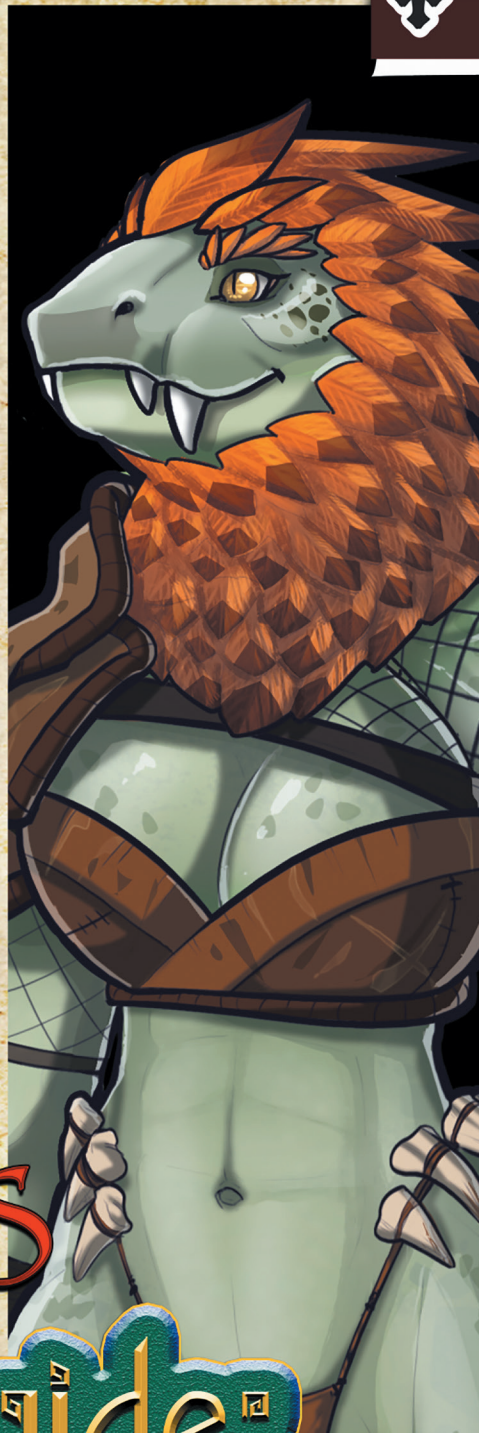
See? I've rolled 2,000 times already. Just need a ... little ... more ... power ...

Okay, let's get this game started!

Yup.

You're evil!





# ROGUE'S Field Guide RARE RACES



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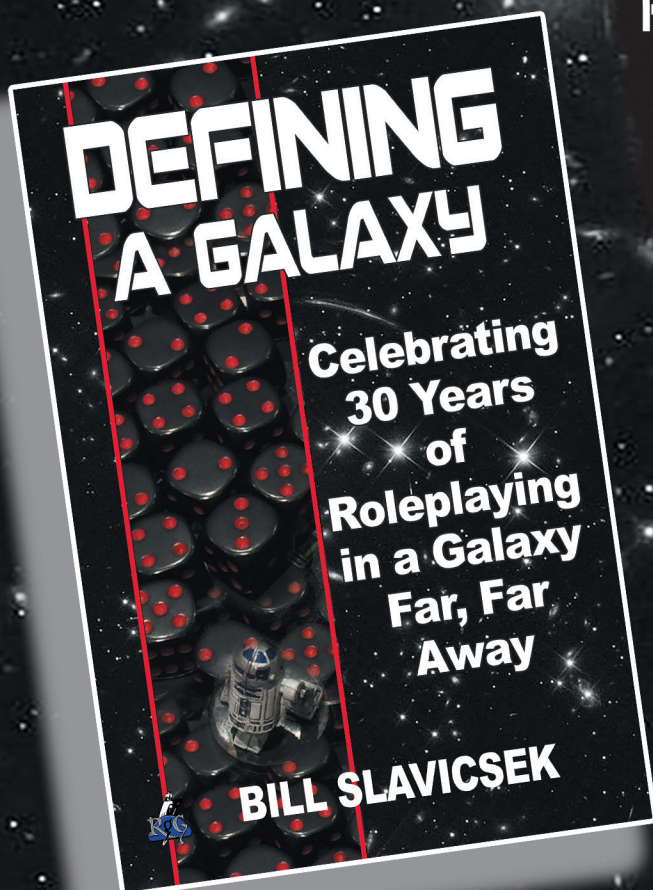
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