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PATHWAYS



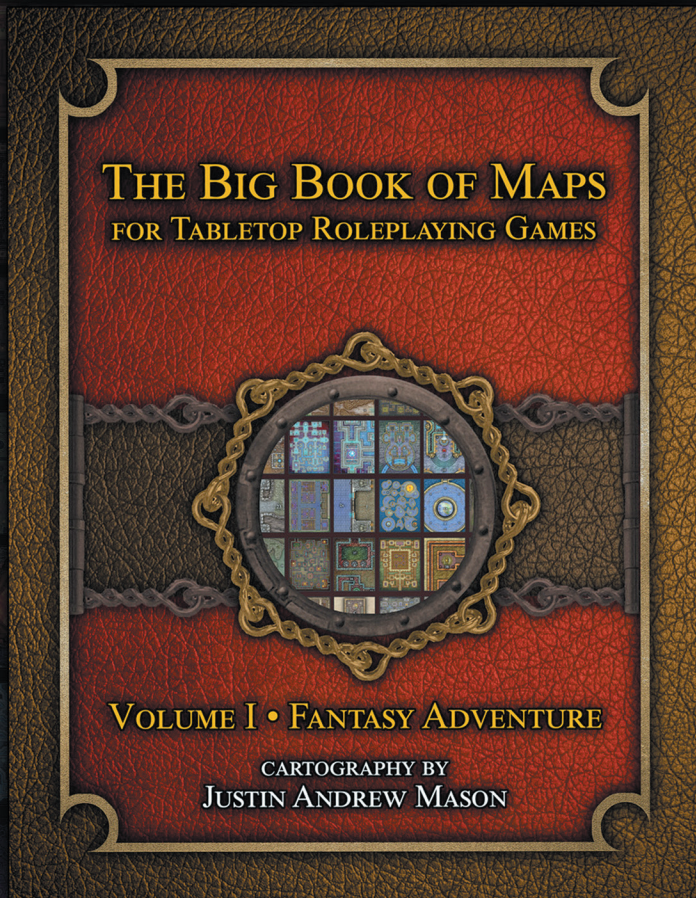
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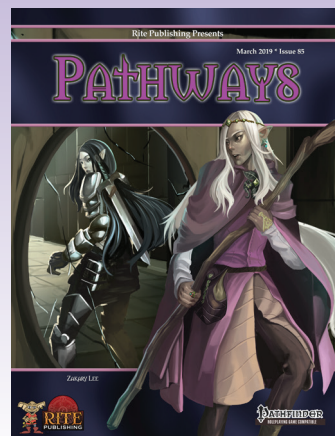
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Editorial

by Dave Paul; Illustration by Verdugocenobita

I've found twins and twinning fascinating for as long as I can remember. I had the uncommon experience of growing up in a household with twins: my younger sisters are non-identical twins. Many (including, today, Facebook's face-matching algorithm) have trouble telling them apart, but I never did. I'm not sure whether having twins around me increased my own fascination with twins, perhaps it did. I do remember as a child wondering whether the version of me on the other side of mirrors was real, or different, or "just a reflection" or whatever. We had mirrors in several places in our house and I remember wondering, as I left a room, what the reflected twin of me was doing and where it was going.

I remember learning about twins resulting from heteropaternal superfecundation (rare), and sesquizygotic twins (super rare); I remember learning that there were different kinds of identical twins such as mirror-image identical twins. I happened to have reason to research things like embryonic stem cell research and learned about twinning of embryos for the purposes of doing

research on lines of cells. The idea of duplication fascinated me, and, perhaps naturally, this led me to speculate about cloning (from the real kinds that actually occur in the world today, to the Star Wars kinds to other fictional accounts).

In Pathfinder and its predecessors, there have been all kinds of cloning and twinning references, from spells to magic items to monsters. I think my first exposure to this in RPGs was the doppelganger, and as I recall, the first GM to use something like this on me succeeded in freaking me out. I think my second exposure in RPGs was an illusion of a creature that, again, was used successfully by a GM and freaked me out. Later, when I played in a group with a powerful spellcaster, some of the higher level illusions offered me some of the most thought-provoking ways to take advantage of the twin notion.

This issue of *Pathways* explores some other variations on the twins theme. At least one of the articles in this issue pushes the twin theme to the extreme (I'm confident you'll spot it). The rest are all direct. I enjoy them all and hope you do too.

Happy gaming.





Come of Madness

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Mirror Twin Creature Template

by Owen K.C. Stephens, Illustration by Zakary Lee

Sometimes, two souls are assigned the same destiny. Whether this is the result of powerful magics altering the flow of fate, a quirk of a random and uncaring universe, of a favored prank of trickster gods, these souls must share the same space, but not the same body. From time to time they swap places, the primary creature being

replaced by the fully-formed mirror creature. These twins are always of the same species (or nearly so), but often of different genders, training, possessions, and even alignment. They are always entirely loyal to one another, however, and work towards the same goals... though not always in ways they can both agree are appropriate.

Creating an Inevitable Creature

Any creature that is not mindless or incorporeal and has an Intelligence of 4 or greater can be the primary mirror twin creature. The mirror creature must be of the same species and CR. If one is human, the other can be a half-orc or half elf. If one is an orc, the other can be a half-orc. If one is an elf, the other can be a half-elf.

Challenge Rating: +2 CR.

Hit Dice: Hit dice do not change. Take the maximum hit points of the primary creature or mirror twin, whichever is higher. Both the primary and mirror twin have 90% of this hp.

Defensive Abilities: Both the primary and mirror twin receive the Paradimension and Trade Places defensive ability.

Paradimension (Su): Only one of the two creatures that make up a mirror twin exists in normal space at a time, acting and moving normally. The other creature is in a personal paradimension that cannot be accessed by anything short of a *wish* or *miracle* spell (and even then, a Will save is allowed to negate the effect). The creature in the paradimension cannot be targeted by any effect, and never takes any kind of damage. Any effect on a creature in the paradimension that has a duration continues to run its duration normally, but cannot cause any harm or new negative effects to the creature while in the paradimension. The creature in the paradimension need not eat, sleep, or breath, and every day spent in the paradimension is treated as a day of full rest and nutrition for purposes of healing and recovering from things such as exhaustion, fatigue, diseases, poisons, and injuries.

The primary creature and mirror twin can swap which one is in the paradimension if they both

agree, as a full round action. Also, sometimes their swapping is forced by the Trade Places ability.

The mirror twins are always able to communicate as easily as if adjacent to one another without giving any sign they are doing so, though if anyone would prevent one from talking (from unconsciousness to being gagged), this communication is blocked.

Trade Places (Su): When the primary creature or mirror twin creature are placed in significant danger, they trade places. This occurs when either is dropped below 10% of their hp total, or takes damage that would kill them or knock them unconscious, is for any reason unable to take at least a single standard action (so begin staggered does not trigger this ability, but being dazed or stunned does), is immobilized (any ability that prevents them from leaving the square they are in, including being grappled), blinded, or unable to select what action to take without outside influence (such as being charmed or confused).

When the two creatures trade places, all conditions and effects stay with the creature that was targeted by it, and all objects trade with them as well. Anything owned by the creature trading away and anything on their person disappears with them. Thus if a primary creature is placed in handcuffs and then trades places, the mirror twin is not in handcuffs. However, if they spent gold or sold an item, they no longer "own" that item, and it disappears when they trade places.

Upon swapping, the creature arriving can enter any space adjacent to the leaving creature's position. If all such spaces will immediately do damage (such as pits, fires, pools of lava), the arriving creature appears in the nearest space that is not an immediate source of damage.



Upon arrival, the new creature gains a +4 bonus to caster level, all attack and damage rolls, save DCs, skill checks, and saving throws. This bonus is reduced by 1 each round, to a minimum of +0.

Immunities: The primary creature is immune to any condition or effect currently affecting the mirror twin, and vice versa.

Fire and Fury: Elyah and Illya

CR 7

Mirror Twin Creature

XP 3,200

One elven destiny, two elven souls. No one knows why the mirror twin often called "Fire and Fury" was born as two elves, able to trade places



depending on whether martial rage or flaming magic was called for. Neither is a great champion of good, though they do hire out as mercenaries from time to time. But the Elyah/Illya mirror twin is convinced they are destined to rule a vast empire, and will do anything to achieve that goal.

Elyah CR 5

Elf Barbarian 6
CN Medium humanoid (elf)
Init +4; **Senses** low-light vision; Perception +12

DEFENSE

AC 17, touch 12, flat-footed 13 (+5 armor, +4 Dex, -2 rage)
hp 61 (6d12+24, x.9, see above)
Fort +8, **Ref** +6, **Will** +5; +2 vs. enchantments
Defensive Abilities improved uncanny dodge, paradimension (see above), trade spaces (see above), trap sense +2; **Immune** *sleep*, any effect or condition on Illya when she is in the paradimension

OFFENSE

Speed 50 ft.
Melee mwk elven curve blade +10/+5 (1d10+4/18-20)
Ranged +1 composite longbow +11/+6 (1d8+4/x3)
Special Attacks rage (15 rounds/day), rage powers (rolling dodge +2, swift foot +10 feet)

TACTICS

Base Statistics

When not raging, the barbarian's statistics are **AC** 19, touch 14, flat-footed 15; **hp** 56; **Fort** +6, **Will** +3; **Melee** mwk elven curve blade +8/+3 (1d10+1/18-20); **Ranged** +1 composite longbow +11/+6 (1d8+2/x3); **Str** 13, **Con** 12; **CMB** +7; **Skills** Climb +8.

STATISTICS

Str 17, **Dex** 18, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +9; **CMD** 21
Feats Deadly Aim, Point-Blank Shot, Power Attack
Skills Acrobatics +12 (+20 when jumping), Climb +10, Craft (bows) +5, Handle Animal +5, Knowledge (nature) +5, Perception +12, Stealth +5, Survival +5
Languages Common, Elven
SQ elven magic, fast movement, weapon familiarity
Combat Gear *potions of cure light wounds* (2), *potions of longstrider* (2), alchemist's fire (2); **Other Gear** +1 chain shirt, +1 composite longbow (+3 Str) with 20 arrows, masterwork elven curve blade, climber's kit, 2 gp

Illya CR 5

Elf Sorcerer 6
NE Medium humanoid (elf)
Init +6; **Senses** low-light vision; Perception +4

DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge)
hp 61 (6d6+12, see above)
Fort +4, **Ref** +5, **Will** +7; +2 vs. enchantments
Defensive Abilities paradimension (see above), trade spaces (see above)
Immune *sleep*, any effect or condition on Elyah when he is in the paradimension; **Resist** fire 10

OFFENSE

Speed 30 ft.
Melee spear +2 (1d8-1/x3)
Ranged mwk longbow +6 (1d8/x3)
Bloodline **Spell-Like** **Abilities** (CL 6th; concentration +9)
6/day—elemental ray (1d6+3 electricity)
Sorcerer Spells Known (CL 6th; concentration +9)
3rd (4/day)—*fireball* (DC 17)
2nd (6/day)—*gust of wind* (DC 16), *scorching ray* (electricity), *spectral hand*
1st (7/day)—*burning hands* (DC 15), *mage armor*, *magic missile*, *obscuring mist*, *shocking grasp* (fire)
0th (at will)—*acid splash* (fire), *dancing lights*, *detect magic*, *light*, *mage hand*, *ray of frost* (fire), *read magic*
Bloodline elemental (air)

TACTICS

Base Statistics

Without *mage armor*, the Illya's base statistics are **AC** 14, touch 14, flat-footed 11.

STATISTICS

Str 8, **Dex** 15, **Con** 12, **Int** 12, **Wis** 12, **Cha** 16
Base Atk +3; **CMB** +2; **CMD** 16
Feats Dodge, Eschew Materials, Improved Initiative, Spell Focus (evocation)
Skills Fly +10, Knowledge (arcana) +9, Linguistics +2, Perception +4, Spellcraft +10 (+12 to identify magic item properties)
Languages Auran, Common, Draconic, Elven
SQ bloodline arcana (change energy damage spells to fire), elven magic, weapon familiarity
Combat Gear *scroll of fly*, *scroll of gaseous form*, *scroll of levitate*; **Other Gear** masterwork longbow with 20 arrows, spear, *cloak of resistance* +1, *ring of protection* +1; 375 gp



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10 Suspiciously Detailed Dungeon Treasure Chests

By Creighton Broadhurst; Illustration by Jacob E. Blackmon

There are few things adventurers like finding more than a treasure chest. Most such chests are—of course—locked. Many are trapped. The most commonly trapped kind of treasure chest is one that has a detailed description.

Of course, not all detailed treasure chests are trapped. Sometimes, the room itself is trapped while other times the owner simply doesn't have the time, skills or resources to trap every chest in his lair. No matter, while discovering a treasure chest is a matter of intense joy for most adventurers, the wise adventurer is also cautious.

Use the table below, to add flavour to the next treasure chest your PCs discover:

1. This iron-bound chest is secured with a large, prominent padlock hanging from an iron hasp forged to look like a jagged tooth.
2. Three heavy iron chains are wrapped around this otherwise unremarkable chest. Each is secured by a padlock hidden behind the chest. The padlocks are hard to reach, without moving the chest.
3. The faint smell of ozone hangs in the air, in the immediate vicinity of the chest.
4. This chest is clearly old. Its iron bands are worn and rusted. In places, the chest's wood is slightly splintered as if someone has tried to smash it.
5. Sitting on a slightly raised plinth, this iron chest looks particularly heavy. No lock is obvious, but a riot of engraved flowers decorates its lid.
6. The wall directly behind this chest is scorched as if it had been caught in an intense, fiery explosion. The chest itself seems in excellent condition.
7. Sitting directly opposite its twin, this chest is made of highly polished oak. The chest doesn't appear to have an external lock, but a large and unbroken waxen seal covers up something just below the chest's lid.
8. This chest's lid bears several deep gouges, as if someone had used an axe or other heavy weapon to try and break in. Behind the chest, perceptive PCs spot a smear of dried blood low down on the wall.

9. A dagger pins a piece of parchment over the chest's lock. From a distance, the parchment seems to have nothing written on it but meaningless squiggles and geometric shapes.

10. Drag marks on the floor show this chest has been moved. Curious PCs tracking the drag marks back across the room discover a small area of melted and pitted stone.

And—of course—a final note. The chests presented above don't have to be untrapped. A cunning GM could use the descriptions as the basis for a cunning trap!

GM's Miscellany: 20 Things II

If you enjoyed the table above, check out its source: [GM's Miscellany: 20 Things II](#). Endzeitgeist said of the five-star, seal-of-approval, Top 10 of 2017 candidate 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: Twins

By Dave Paul; Illustration by Tara Kanovich

The *mirage lightning* spell appeared first in [101 Desert Spells](#), and *amphisbaenic caster* appeared first in [101 Hill and Mountain Spells](#).

While not a twin, per se, the *project image* spell certainly does, from a certain point of view, produce a twin. At least, what the caster is going for is the same level of duplication can sometimes be effected by the appearance of an identical twin. This spell is like a very limited variation on *project image*, though with some useful twists. Against the same opponent, it won't be as effective the second time around, but then, in keeping with the theme, once someone knows you have an identical twin, they're less likely to fall for any such twin-based ruses after that first time.

Mirage Lightning

School: Illusion (shadow) [shadow]; **Level:** Magus 6, Sorcerer/Wizard 6

Casting Time: 1 standard action

Components: V, S, F (the scale of an old or older blue dragon)

Range: Medium (100 ft. + 10 ft./level); see text

Effect: Shadow duplicate casting a *lightning bolt*

Duration: Concentration, up to 1 round/level until discharged; see text

Saving Throw: Will disbelief (if interacted with);

Spell Resistance: Yes

Mirage lightning generates an illusory duplicate of you at a space within range. That duplicate thereafter produces a *lightning bolt* from its space to another space within range. The duplicate can produce the *lightning bolt* immediately or you can delay the effect for up to 1 round/level by concentrating. If your concentration is broken, your line of sight to the duplicate is interrupted, or the duration expires, the duplicate disappears and the *lightning bolt* never is produced. For adjudicating the effect of the *lightning bolt*, treat *mirage lightning* as *shadow evocation* except as otherwise noted here. Anyone not aware of you but able to see the duplicate might have no reason to suspect the duplicate isn't you (the effectiveness of this illusion will be determined by the GM). Until

the duplicate produces the *lightning bolt*, treat it as a *project image*. Once the duplicate produces the *lightning bolt*, the spell ends.

If you cast *mirage lightning* in warm desert terrain, the damage dice are d8 instead of d6 and all the save DCs associated with the spell are increased by +2.



There are plenty of examples in fiction of either the power to split someone into two, or of a person with the ability to split into two. Rather in keeping with the theme of roleplaying games and magical worlds, it made sense to me to allow this kind of power to rest with spellcasters. But, if a caster can split into two casters, what might limit that person's power? Wouldn't that offer a player (or an NPC) too much power? Hence *amphisbaenic caster*, a spell that allows someone to engage in this splitting but requires compromises so that the power isn't exploited.

Amphisbaenic Caster

School: Illusion (shadow); **Level:** Sorcerer/Wizard 7, Witch 7

Casting Time: 1 standard action

Components: V, S, M (an amphisbaena egg)

Range: 5 ft.

Effect: One shadow duplicate

Duration: 1 round/level (D)

You split in two (the copy, which is slightly more shadowy than and easily distinguished from you, occupies an adjacent square when the split occurs). Each copy has half your current hit points (and half your maximum hit points). If you are a sorcerer, each copy has half your current available spell slots (divided as evenly as possible in terms of both spell level and number of spells). If you are a wizard or witch, each copy has half your current prepared spells (divided as evenly as possible in terms of both spell level and number of spells). If you have special abilities that have a limited number of uses, the uses are split as evenly as possible between the two copies. In all such cases, if an odd number of spells, abilities, uses, etc. are to be split, the larger number remain with the real copy and the smaller number transfer to the shadow copy.

If you have a familiar, pet, or similarly, it recognizes both of you but prefers the real to the shadow copy. Your shadow copy has shadowy versions of all your gear and otherwise appears nearly indistinguishable from you except for its being shadowy. Its items are made of shadow material but your magic items are not shared or split (if you have a +2 *dagger* then you retain it, the copy has a dagger that appears to be a +2 *dagger* but is not in fact a magical weapon—though it is a masterwork weapon).

Each round on your turn, both you and your copy may act, effectively doubling your actions. Treat this as the universal monster rule dual initiative; you have the higher initiative count and the shadowy duplicate has the lower initiative count. Damage dealt by your duplicate, including damage-dealing spells cast by your duplicate, causes 50% less damage (if your duplicate casts a 10d6 *fireball* resolve the damage normally and reduce the total by 50%). Spells that do not deal damage have their save DCs reduced by -2. Your duplicate cannot cast spells that target itself (though it can cast spells that target you).

If you are an illusionist, a sorcerer of the shadow bloodline, or a witch with a shadow patron, damage-dealing spells cast by your duplicate deal 20% less damage instead of 50% less damage, and your duplicate's non-damage-dealing spells do not have their save DCs reduced.

At any time on your turn or on the duplicate's turn, if you and your duplicate are adjacent and on the same plane (if one is ethereal or on the Shadow Plane and the other is not, they are not considered to be on the same plane even if they would otherwise be described as adjacent), you can merge as a standard action. When you merge, all the remaining hit points, spells, etc., are available to you. When the spell ends, regardless of whether you and the duplicate are adjacent, you and the duplicate merge. If you and the duplicate are not on the same plane when the spell ends, treat the duplicate as though it had died.

If your shadowy duplicate dies, you lose all its remaining spells, unused abilities, etc. If you die, you lose all your remaining spells, unused abilities, etc., however, your soul immediately transfers to your shadowy duplicate (unless it is magically prevented from doing so) and you are dazed for 1 round as your shadowy form becomes fully real (at which point you have access to whatever remaining spells, abilities, etc., it still retained).

The duplicate is magical; if it makes contact with an *antimagic field*, if it is successfully dispelled or disjoined, the spell ends and you and the duplicate merge as if the spell's duration had expired (but do not treat the duplicate as though it had died unless you and it were not on the same plane when this occurs).

Creature Components

Volume 1



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Alike in Make and Craftsmanship: Twinned Item Options

By Joshua Hennington; Illustration by чернокниж

Artisans and crafters sometimes endeavor to create items so carefully similar that they are nearly indistinguishable. Below are several feats and rules options for use with twinned items, items of such a similar make they have an inexplicable bond.

Feats

Craft Twinned Item (Item Creation)

You know how to make pairs of magic items that resonate with each other.

Prerequisites: Caster level 9th; Craft Magic Arms and Armor, Craft Ring, Craft Staff, or Craft Wand.

Benefit: You can create two twinned items for which you have the appropriate feat and whose prerequisites you meet. These twinned items can be rings, staves, wands or weapons. They must be crafted simultaneously, they must be identical, and the price for both of the items as a whole is $2.5 \times$ the base cost of the magic item. If a twinned item is upgraded to a greater form without the twin being upgraded simultaneously (at the same multiplier of cost), then the two items can no longer be twinned.

Twinned items have the following benefits, depending on what sort of magic item they are.

Ring: Both of the twinned rings may be worn simultaneously. This takes up two ring slots, as normal. If the ring grants a bonus, that bonus is increased by 1 (for example, two *rings of protection* +2 would grant a total bonus of +3 when worn as a pair). If it grants an ability that is used a certain number of times per day (or other increment, including consumable uses), it can be used one additional time.

Staff: The twinned staves share charges; when a charge is depleted or replenished to one, the other twinned staff loses or regains a charge. If they are both used to cast the same spell within 1 round, the second casting gains a bonus to its caster level equal to one-third of the staff's base caster level.

Wand: The twinned wands share charges; when a charge is depleted from one, the other loses a charge. If both twinned wands are used to cast the same spell within 1 round, the second casting gains a bonus to its caster level equal to half its base caster level.

Weapon: The twinned weapons share a bond that causes them to seek the same foe with vigor. If both twinned weapons attempt attack rolls against the same creature within 1 round, the second weapon's attack rolls gain a bonus to hit equal to half the weapon's effective enhancement bonus (including abilities such as *flaming*).

Twin-Weapon Fighting (Combat)

When wielding twinned weapons, you know how to make the most of their resonance.

Prerequisites: Dex 15; Double Slice, Two-Weapon Fighting, Use Magic Device 9 ranks.

Benefit: If you wield two twinned weapons when two-weapon fighting, reduce the penalty to attack rolls with each of these weapons by 1. Additionally, you may reroll any results of 1 on any of the weapons' damage dice (including dice resulting from effects such as *flaming*, *flaming burst*, etc.).

Twinned Synergy (Teamwork)

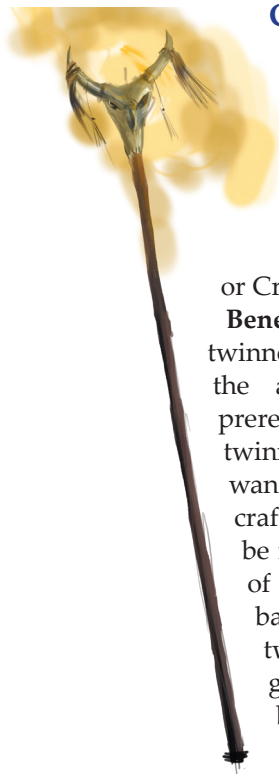
You can cooperate with a partner to get even more out of twinned items.

Prerequisites: Use Magic Device 7 ranks.

Benefit: When you use a twinned item alongside another character with this teamwork feat, you gain greater benefits when you are within 30 feet of each other. All benefits of the twinned items function as if they were 2 caster levels higher, and the DC of any effects created by them increases by 2. Any attack rolls made by the item (whether it be from using a weapon or as part of a spell effect) gains a +2 bonus.

Twinned Wandslinger

You know how to get the most benefit out of using twinned wands.



Prerequisites: Use Magic Device 5 ranks.

Benefit: As a full-round action, you may activate two twinned wands you are wielding simultaneously. The resulting spell becomes much more difficult to resist; while only cast once, the effective caster level is doubled or increased by +5, whichever would result in the lower caster level (to a maximum caster level of 20), and the DC to resist the effect increases by 4. This ability consumes 4 charges from the wand, and this cost increases by 2 each time it is used in the same day.

Twinned Bonder (Wizard Archetype)

While it is not uncommon for wizards to make a mystical bond with an item, there are some wizards that take this one step further. By choosing to bond with twinned items, they bond to the connection that binds the two items together. They take their bond with these items further than most other wizards, making them more powerful than they could ever be alone.

Restricted Schools: Only an abjurer, diviner, or transmuter wizard can select this archetype. They may not choose abjuration, divination, or transmutation as opposed schools. They may not select a subschool.

Twinned Bond (Su): At 1st level, a twinned bonder forms a powerful bond with two identical items. This functions as the bonded object option of the arcane bond class feature, with the following alterations. Amulets may not be selected. The twinned bonder is treated as if he had Twinned Crafter for the sole purpose of improving the twinned bonded objects, but only when the level prerequisites of the relevant feat are met. For example, a wizard with twinned bonded daggers must be at least 5th level to add magic abilities of both of the daggers. However, improving these items only costs twice the price of such enhancements, instead of 2.5 times the normal price. Finally, the twinned items give a significant boost to the wizard's abilities; they can each be used once per day to cast any one spell the wizard has in his spellbook; however, once one of the twinned items is used to cast a spell, the second use must also cast the same spell.

This alters arcane bond, and replaces the following school powers: forewarned, physical enhancement, or resistance.

Twinned Focus (Su): Creating a bond between two objects creates a mental strain on a twinned bonder. They do not gain access to cantrips, but the twinned bonder gains the *detect magic* and *read magic* cantrips and places them in their spellbook. They can cast either of these as 1st-level spells.

Craft Twinned Item: The twinned bonder gains Craft Twinned Item as a bonus feat at 5th level. This replaces the wizard's bonus feat at 5th level.

Improved Twinned Bond (Su): At 10th level, the twinned bonder can stretch the connection of twinned items beyond normal limits as a full-round action that incorporates activating both twinned items (even if such items give passive bonuses). This has different benefits depending on the variety of twinned item.

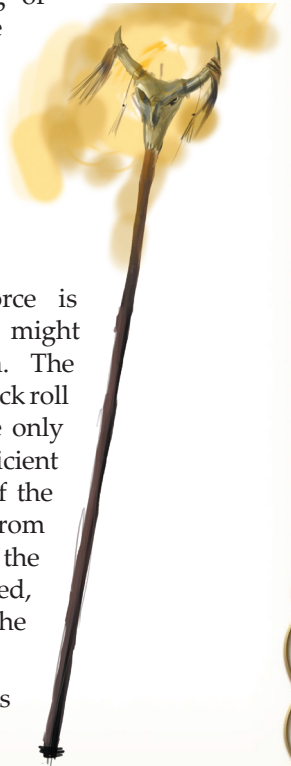
Ring: If the rings grant a bonus, that bonus can be extended to all allies within 30 feet for 1 minute. If the rings utilize an attack roll or force a saving throw, the attack roll or DC gains a bonus equal to half the twinned bonder's level.

Staff: The staves unleash their highest-level spell, using their combined might and depleting all remaining charges. The caster level for the spell is increased by the number of charges that remained in the staves (minimum 1), and the DC by half this amount (minimum 1).


Wand: The wands give every last drop of their magic for a combined releasing of energy. This depletes all the charges remaining in the wand. The wand gains a bonus to its caster level equal to one fifth of the charges remaining (minimum 1), and the DC gains a bonus equal to one tenth of the charges remaining (minimum 1).

Weapon: The weapons' raw force is unleashed in a bound of eldritch might that temporarily depletes them. The twinned bonder makes a single attack roll with both weapons, as if he were only wielding one. He is treated as proficient in the weapon for this purpose. If the attack hits, treat it as a critical hit from one of the twinned weapons. If the twinned weapons are two-handed, the twinned bonder must have the other twin on his person.

This replaces the wizard's bonus feat at 10th level.



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, a large, cracked stone sphere sits on the floor. To the left, a skeleton is partially visible, and to the right, another skeleton is seen in the background. Two characters are running towards the viewer. On the left, a character with red hair, wearing a green hat and tunic, is running. On the right, a character with dark hair and a blue streak, wearing a blue and orange tunic, is running. A semi-transparent text box is overlaid on the center of the image.

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Twin Soul (Spiritualist Archetype)

By Kendra Leigh Speedling

Though many spiritualists don't know where their phantoms came from or why their phantom chose them, a twin soul spiritualist knows her phantom's origins all too well. Twins have a strong bond that can persist even beyond death, and on rare occasions, when one twin dies, the soul bonds with the surviving twin and manifests as a phantom. Such a phantom typically retains the memories and personality of its former self, although its emotional focus depends on the circumstances of death and motivations while living. A twin soul and her phantom will typically have the same or similar goals; although they may disagree at times, the bond between them is too strong for them to truly want to work against one another. Some twin souls embrace the chance to keep their twin by their side, while others want nothing more than to help their deceased twin move on to the afterlife.

Phantom: Unlike a standard phantom, the phantom of a twin soul spiritualist can be of any alignment. This generally matches the phantom's alignment in life, but can shift over time depending on the phantom's experiences.

A twin soul's phantom can manifest through a ritual that takes 1 minute to perform, as a standard phantom. Due to the strong bond between the two, the twin soul can instead choose to manifest her phantom in 3 rounds, but doing so is taxing and causes the twin soul to become fatigued for 1 minute afterwards. Manifesting a phantom in this manner takes 3 full-round actions that do not provoke attacks of opportunity.

This modifies the spiritualist's phantom.

Emotional Focus: A twin soul's phantom can have any emotional focus, but some particularly fitting choices are compassion*, dedication, jealousy, or zeal.

Deliver Touch Spells (Su): A twin soul's phantom gains the ability to deliver touch spells at 2nd level.

Slam Damage: A twin soul's phantom has stronger mental capacities than a standard phantom, but it is physically weaker. It deals 1d4 damage from levels 1-4th, 1d6 damage from levels 5-8th, 1d8 damage from levels 9-12th, 1d10 damage from levels 13-16th, and 2d6 damage from levels 17-20th.

Twin Casting (Su): A twin soul's phantom retains more of its mind than most phantoms and is able to assist the twin soul in her spellcasting. The phantom can take a standard action to grant the twin soul one of the following benefits. The twin soul can choose any benefit that she is of the appropriate level to use, but she must cast the spell to be augmented before the end of her next turn or the effect is wasted. She can have her phantom augment her spells in this manner once per day at 3rd level, plus one additional time per day every 4 spiritualist levels thereafter.

At 3rd level, the twin soul can cast her next spell at +1 caster level.

At 7th level, the twin soul can cast her next spell with a casting time of 1 full round as a standard action instead. This does not increase the spell's level.

At 11th level, the twin soul can ignore any one casting component (verbal, somatic, or material) of the next spell she casts. This does not allow the twin-soul to ignore material components with a listed cost.

At 15th level, the twin soul can cast her next spell with a casting time of a standard action as a swift action instead. This does not increase the spell's level.

At 19th level, the twin soul can cast any one spell she knows without expending the spell slot.

Detect Opposition (Sp): At 5th level, a twin soul's connection with her phantom enables her to sense when those around her might mean her harm. The twin soul can select either *detect chaos*, *detect evil*, *detect good*, or *detect law*. Her selection must oppose a component of her alignment (a true neutral twin soul can select any of these). Once made, this choice cannot be changed unless the twin soul's alignment changes such that she would have a different opposing alignment. She can use this *detect* spell at will as a spell-like ability.

This ability replaces detect undead.

Mindshield (Sp): At 7th level, a twin soul's bond with her phantom helps stave off mental attacks. She gains the ability to use *mental barrier* ^{IOA} as a spell-like ability once per day. At 11th level and every 4 spiritualist levels thereafter, the twin soul can use this ability an additional time per day (to a maximum of 4 times per day at 19th level).

This ability replaces calm spirit.

Spiritual Transposition (Su): At 9th level, the twin soul can choose to switch places with her phantom as a move action, as if she had used *dimension door*, using her spiritualist level as her caster level. The phantom must be within 50 feet of the twin soul in order for her to use this ability. The twin soul can use this ability once per day at 9th level, plus one additional time per day for every 4 spiritualist levels she possesses beyond 9th (to a maximum of 3 times per day at 17th level).

This ability replaces see invisibility.

Telepathic Bond (Sp): At 16th level, the twin soul gains the ability to use *telepathic bond* as a spell-like ability once per day.

This ability replaces call spirit.

New Emotional Focus: Compassion

Phantoms with this emotional focus often form from altruistic souls who died defending a cause or individual they cared deeply about, especially if they believed strongly that their deaths were not in vain. Compassion phantoms can also be created from the souls of kindhearted people who want to continue helping make the world a better place even after death, regardless of the circumstances that led to their demise. It is common for compassion phantoms to have a familial tie to their spiritualists, such as a parent and child or two siblings, and twin soul spiritualists frequently have compassion phantoms. These phantoms have a gentle bearing and calming presence, and often manifest in shades of pink or light blue. They are fierce in defending those they care about, though they are also quick to urge mercy against foes they believe are deserving of it.

Alignment: A compassion phantom must be lawful good, neutral good, or chaotic good.

Skills: The phantom gains a number of ranks in Diplomacy and Heal equal to its number of Hit Dice. While confined in the spiritualist's consciousness, the phantom grants the spiritualist Skill Focus in each of these skills.

Good Saves: Reflex and Will.

Merciful: A compassion phantom takes no penalty on attack rolls when choosing to deal nonlethal damage with its slam. While the phantom is confined within the spiritualist's consciousness, the spiritualist can choose to have her melee attacks deal nonlethal damage at no penalty.

Encouraging Presence (Su): As a move action, a compassion phantom can grant all allies within 30 feet a +1 morale bonus on attack rolls and saving throws against mind-affecting effects. The compassion phantom can use this ability for a number of rounds per day equal to 3 + its Hit Dice. This bonus increases by +1 for every six Hit Dice the phantom possesses (to a maximum of +4 at 18th level). This is a mind-affecting effect, but affected allies do not need to be able to see or hear the phantom. The phantom must be manifested in ectoplasmic or incorporeal form to grant this effect.

Aura of Healing (Su): When the spiritualist reaches 7th level, as a swift action, the phantom can emanate a 20-foot-radius aura of healing. Allied creatures within the aura are immune to bleed effects and gain fast healing 1 as long as they remain within the aura. A creature can heal a number of hit points per day in this manner equal to double its Constitution score. Creatures remaining in the aura after they have healed this amount heal no additional hit points, but retain the immunity to bleed effects. Deactivating the aura is a free action.

Friendly Face (Su): When the spiritualist reaches 12th level, the compassion phantom can aid in her efforts to recruit allies and talk down foes. As long as the phantom is manifested in either ectoplasmic or incorporeal form, a successful Diplomacy check by the spiritualist to influence a creature improves its attitude by two steps rather than one. If the check is a failure, the creature's attitude is unchanged unless the spiritualist failed the Diplomacy check by 10 or more. When making a request of an evil- or neutral-aligned creature influenced with the phantom's assistance, the spiritualist gains a +2 circumstance bonus to Diplomacy checks made to request things the creature would not normally agree to, such as revealing an important secret or providing help to someone in need, as the compassion phantom tries to appeal to the better natures of even the most callous of creatures.

Phantom's Aegis (Su): When the spiritualist reaches 17th level, once per day as an immediate action when the phantom is reduced to 0 hit points, it can heal its allies before being forced back to the Ethereal Plane. This functions as a *mass cure serious wounds* with a caster level equal to the phantom's Hit Dice.

Other Compassion-Focused Abilities

If a spiritualist archetype allows the selection of an additional focus, add compassion to the list of available foci. Add the following to other character

options (all are found in *Pathfinder Roleplaying Game Occult Adventures*) for spiritualists with compassion phantoms.

Emotional Conduit (Feat): 1st— *sanctuary*, 2nd— *mantle of calm*^{ACC}, 3rd— *contagious zeal*^{OA}, 4th— *imbue with spell ability*, 5th— *joyful rapture*^{UM}, 6th— *serenity*^{UM}.

Fractured Mind (Archetype): *mindlink*^{OA} (5th), *pack empathy*^{UI} (7th), *remove fear* (9th), *euphoric tranquility*^{APG} (16th).

Spirit-Bound Blade (Spell): The weapon also gains the *merciful*^{UE} special ability.

Twin Soul Spiritualist Feats

Extended Bond

You and your phantom have a bond so strong that your physical proximity matters less than your knowledge of one another's presence.

Prerequisites: Phantom class feature, twin soul spiritualist level 3rd.

Benefit: Your etheric tether stretches further than most. When your phantom is fully manifested, the range of your etheric tether increases to 70 feet before you must maintain concentration on its manifestation. Your tether is not broken unless your phantom is more than 150 feet away from you (in ectoplasmic form) or more than 100 feet away from you (in incorporeal form) for more than one round per spiritualist level you possess.

Normal: Your etheric tether's range is 50 feet without concentration and it is broken if your phantom is more than 100 feet away from you (in ectoplasmic form) or 50 feet away from you (in incorporeal form).

Improved Twin Casting (Teamwork)

You and your phantom are able to further empower your spellcasting.

Prerequisite: Twin soul spiritualist or twin soul phantom.

Benefit: If you and your phantom both have this feat, when your phantom uses twin casting to increase the caster level of your next spell, the caster level increases by 2.

Normal: Using twin casting to increase the caster level of a spell increases it by 1.

Resilient Phantom

You and your phantom have such a strong connection that it can remain active for a short while after you fall unconscious or are killed.

Prerequisite: Phantom class feature.

Benefit: If you are knocked unconscious, fall asleep, or are killed, your phantom remains for a number of rounds equal to your spiritualist level before it is banished. If you are brought back to consciousness before this duration expires, your phantom is not banished. If the duration expires before you are brought back to consciousness, your phantom is banished normally.

Special: If you are a twin soul spiritualist, your phantom instead remains for a number of minutes equal to your spiritualist level before it is banished.

United Mind (Teamwork)

Your bond with your phantom is so strong that your minds can defend against threats as one.

Prerequisite: Twin soul spiritualist level 9th or twin soul phantom with 7 HD.

Benefit: If you and your phantom both have this feat, whenever one of you is targeted with a mind-affecting effect, you may roll a saving throw for both you and your phantom and take the higher result. If both of you are targeted with a mind-affecting effect, you may roll as normal and use the higher result for both saves.

New Spell

Twin Image

School: Illusion (glamer); **Level** Bard 3, Mesmerist 2, Occultist 3, Psychic 3, Spiritualist 2, Sorcerer/Wizard 3

Casting Time: 1 standard action

Components: V, S

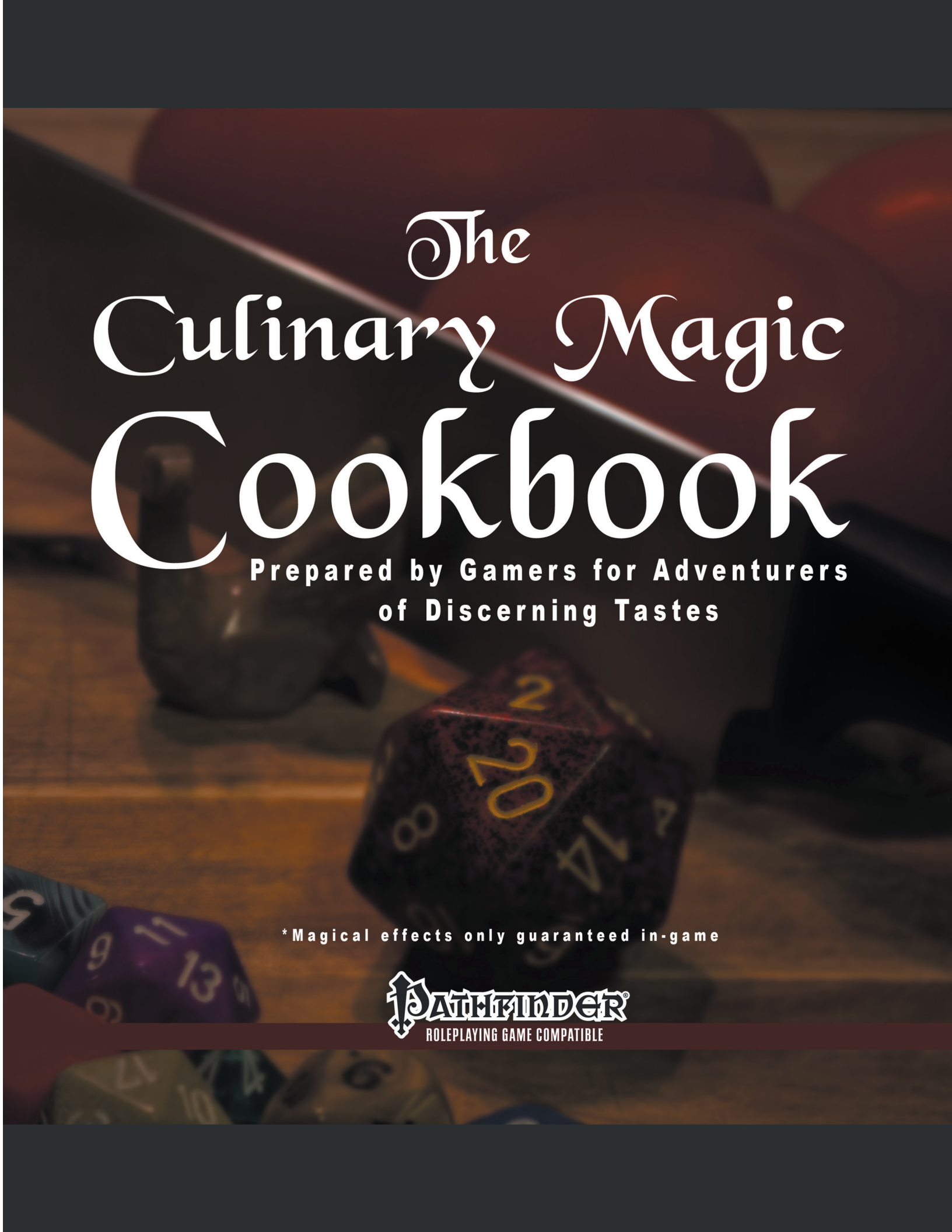
Range: Personal and close (25 ft. + 5 ft./2 levels)

Target: You plus one willing creature within range

Duration: 1 round/level (D)

You create a minor illusion on yourself and another creature that makes it difficult for others to distinguish between the two of you. Every time you or your affected ally are targeted by an attack roll or spell, the attacker must attempt a Will save to see through the illusion. On a failure, the attacker targets the other recipient of this spell instead. If this is not possible (for example, targeting an opponent in melee that is not within reach), the attack misses. Otherwise, the attack or spell is resolved against the new target. If you and the other recipient of this spell are twins (either identical or fraternal), the attacking creature takes a -4 penalty on the Will save.

While this spell is active, you and the other recipient must remain within 30 feet of one another; otherwise the spell ends.

The background of the cover is a dark, atmospheric image of a game table. In the foreground, several polyhedral dice are scattered. A prominent black 20-sided die (d20) is in the center, showing the numbers 2, 20, 8, 14, and 4. To its left, a purple 12-sided die (d12) shows the numbers 9, 11, and 13. Other dice in various colors like blue and green are partially visible. A glowing sword with a bright light emanating from its tip lies diagonally across the upper half of the image, behind the title text.

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Geminid

By Mike Welham

Geminid Diplomat

CR 8

XP 4,800

Geminid envoy

LN Medium humanoid (geminid)

Init +2; **Senses** low-light vision; **Perception** +16

DEFENSE HP 115

EAC 20; KAC 21

Fort +7; **Ref** +9; **Will** +11; +4 vs. mind-affecting effects

OFFENSE

Speed 30 ft.

Melee tactical knife +15 (2d4+8 S)

Ranged aphelion laser pistol +17 (3d4 F; critical burn 1d4) or advanced sniper rifle +15 (2d10+8 P)

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +4; **Wis** +1; **Cha** +6

Skills Bluff +16, Culture +21, Diplomacy +21, Sense Motive +21, Sleight of Hand +16

Language Common, Geminid

Other Abilities envoy improvisations (head's up, hidden agenda, hurry)

Gear advanced tempweave, aphelion laser pistol with 2 high-capacity batteries (40 charges each), advanced sniper rifle with 20 sniper rounds, tactical knife

ECOLOGY

Environment any

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

Geminid Skulker

CR 8

XP 4,800

Geminid operative

LN Medium humanoid (geminid)

Init +7; **Senses** low-light vision; **Perception** +16

DEFENSE HP 115

EAC 20; KAC 21

Fort +7; **Ref** +10; **Will** +11; +4 vs. mind-affecting effects

Defensive Abilities evasion, uncanny agility

OFFENSE

Speed 40 ft.

Melee tactical knife +17 (2d4+8 S)

Ranged aphelion laser pistol +15 (3d4 F; critical burn 1d4) or advanced sniper rifle +17 (2d10+8 P)

Offensive Abilities debilitating trick, trick attack +4d8, triple attack

STATISTICS

Str +0; **Dex** +4; **Con** +0; **Int** +6; **Wis** +2; **Cha** +1

Skills Bluff +21, Computers +16, Disguise +21, Sleight of Hand +21, Stealth +16

Language Common, Geminid

Other Abilities operative exploits (improved quick movement, master of disguise), specialization (spy)

Gear advanced tempweave, aphelion laser pistol, advanced sniper rifle, tactical knife

ECOLOGY

Environment any

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

Geminids are a species of humanoid with azure skin, green eyes of varying shades, and little to no body or facial hair. They are roughly the same height and weight as humans. Nearly all geminids were birthed as fraternal twins, with a rare few identical twins, and, even more rarely, single children or triplets. In the geminid home world's dark past, parents of odd-numbered children were considered cursed, and most communities executed the parents and children to prevent the curse from spreading. As the geminids became more enlightened, this reaction eased considerably

but never truly disappeared. Instead, pity for “odd” families replaced fear and horror, and both parents and children found themselves at a societal disadvantage. Many geminids feel this disdain for odd-numbered births incited the doom that befell eventually them.

Generally peaceful, geminids still grouped into nation states which squabbled with each other. These squabbles rarely turned into open warfare, but one such skirmish blossomed into a worldwide war that wiped out a quarter of the population. At the war’s cessation, the leaders of all surviving nation states vowed to never war with other geminids. True unification took another 50 years after this worldwide accord, after which they turned their attention to the stars. They colonized worlds in their solar system and then developed means of travel to explore beyond the system.

The geminid explorers’ first alien contact was with an apparently peaceful scorpion-like species known as the ferralan. However, the ferralan were actually an opportunistic species who employed peaceful overtures to learn the genetic makeup of other species. The cowardly species used biological warfare to specifically target other species, debilitating their enemies so they could conquer their enemies’ worlds with little resistance. The ferralan scientists devised a particularly cruel weapon against the geminids. The retrovirus they designed fused the twins normally birthed by geminid parents into a single child. More insidiously, the twins, sharing a single body, would still develop separately with respect to their personalities, effectively resulting in split personalities.

The first sign of alarm was the preponderance of single children born to geminid parents. The geminids began to adjust to this drastic change in their society as their children grew up with strange imaginary friends, initially thought to be replacements for their missing twins. However, when the children reached adulthood, their split personalities fully manifested raining chaos down

upon the geminids, as the nascent adults were unable to process their conflicting emotions. They began to turn on each other and open warfare erupted among geminids once again.

Fittingly, a truly singleton geminid, Valeriss Jerv, proved to be the species’ salvation. Fascinated by her inability to develop fully realized imaginary friends like many of her peers, she pursued the study of psychology. She hit upon the theory that many geminid children still had twins, but their personalities had been subsumed. Working ahead of the imminent crisis when the dormant personalities attempted to assert themselves, Valeriss developed meditation techniques to compartmentalize these personalities. Since she had no “twin,” she worked with the first cases of split personalities and found success with her techniques. Her teachings spread throughout geminid-controlled space and managed to avert a complete societal collapse. Other geminid scientists discovered the origins of the ferralan virus, and the geminids turned their internecine battles outward and wiped out the ferralans. Unfortunately, the damage done by the ferralan retrovirus proved irreversible, and future generations of geminids were born as single children containing two distinct personalities.

Geminids often have different names for their twin forms, and their physical characteristics subtly change between forms. This can be confusing for non-geminids who interact with both forms, so geminids often disguise one of their forms to give the illusion of two distinct people. Geminids who ally themselves with non-geminids disclose their separate personalities to their allies and work out the best way to leverage each form’s unique specialties when working with others.

Racial Traits

Ability Adjustments: All geminids gain +2 Wisdom and +2 Charisma at character creation. Each of a

geminid's twin forms has -2 Strength, -2 Dexterity, or -2 Constitution at character creation (the chosen attribute can be the same for both twin forms).

Hit Points: 4

Size and Type: Geminids are Medium humanoids with the geminid subtype.

Hardened Mind: Geminids receive a +4 racial bonus on saving throws against mind-affecting effects.

Knowledge Bleed-Through: Geminids can recall a modicum of knowledge from their dormant twin. As a full-round action, a geminid can use a skill to recall knowledge as if trained in the skill if the dormant twin has ranks in the skill, but the geminid only has a bonus equal to half the dormant twin's bonus. If both geminid twins have ranks in a skill used to recall knowledge, the dormant twin can attempt an aid another check.

Low-Light Vision: Geminids have low-light vision.

Shared Body: Geminids have two personalities, allowing their twin forms to progress as two separate characters. While each twin form can vary to any degree with respect to Intelligence, Wisdom, and Charisma, the twin forms cannot have more than 3 points of difference in Strength, Dexterity, or Constitution. Geminids cannot use class abilities belonging to their dormant twin forms (even if they have the same class; for example, if both twin forms have levels in operative, geminids cannot use operative exploits possessed solely by the dormant twin form). When geminid PCs gain levels, they level up in both twin forms.

Geminids can only spend 10 hours in each twin form. Afterwards, they must spend 2 hours in meditation as they switch to the dormant form and allow the dormant form to process the active form's experiences. Geminids who keep a form active beyond 10 hours gain the shaken condition, and must succeed on a DC 15 Will save during stressful situations to avoid becoming confused for

1 minute. The Will save DC increases by 1 for every previous save attempted, regardless of the result.

Geminid Feats

The following feats can only be taken by geminid characters.

Divergent Twin

You have greater control over the physical differences between your twin forms.

Prerequisites: Geminid, character level 5th.

Benefit: You increase the difference in Strength, Dexterity, and Constitution between twin forms by 2.

Special: You may take this feat again at 15th level.

Mind Bridge

Your twin forms become more accessible to each other.

Prerequisites: Geminid, character level 7th.

Benefit: You can use class abilities possessed by your dormant twin form. You can only use class abilities up to the dormant form's class level - 5 (minimum 1). If the dormant twin form has more than one class, you must select the class whose abilities you can access when you become active. You can change class abilities you can access each time you become active.

Special: You may take this feat up to 2 more times. Each time you take this feat, the maximum class level you can access increases by 1 (class level - 4, and then class level - 3). The minimum class level you can access is still 1.

Quick Transference

You can switch to your dormant twin form to apply that form's expertise to situations you can't handle as easily.

Prerequisites: Geminid.

Benefit: You can use a full action to change to your dormant twin form. Your newly awakened twin form has the shaken condition until returned to dormancy, which also requires a full action. If your prematurely awakened twin form is active for more than 10 minutes, you must make a Will save to avoid becoming confused as if the awakened form had been active for more than 10 hours.



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Noble Monster (Paladin)

an excerpt from Rite's *Weird Options: Werepypes*

By Scott Gladstein; Illustration by Thirteenthautumn

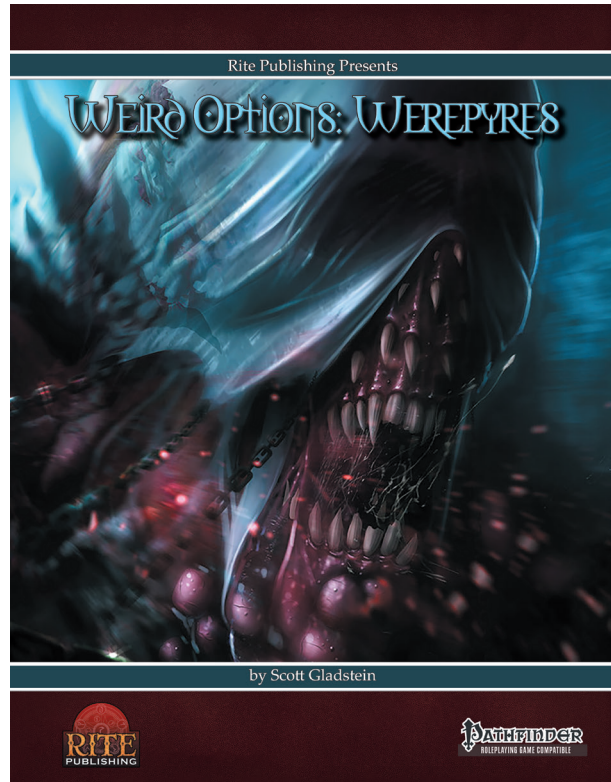
Noble Monster (Paladin)

There are werepypes who seek to utterly master their bestial savagery through the embracing a paladin's strict code valuing honor and kindness. They often struggle against both lycanthropes and vampires, externalizing the battle against their own inner demons.

Aura of Dignity (Su): At 1st level, the difficulty of the weight the noble monster has chosen to shoulder gives their presence a spiritual weight. They gain a morale bonus equal to half their class level on all Charisma-based skill checks (minimum +1). An ally within 10 feet of the noble monster gain this bonus on their Charisma-based skill checks if the noble monster uses the aid another action to support their skill check in some manner. This ability functions only while the noble monster is conscious and not in hybrid form, not if they are unconscious or dead.

Detect Monster (Sp): At will, a noble monster can use *detect undead*, as the spell. In addition to the spell's normal effects, they can also detect creatures with the shapechanger subtype. They can discern the difference between a shapechanger and an undead creature. The noble monster can, as a move action, concentrate on a single individual within 60 feet and determine if it is undead or a lycanthrope, and learn the strength of its aura as if having studied it for 3 rounds. A lycanthrope functions as an undead of its Hit Dice for the purposes of determine the strength of its aura. While focusing on one individual or object, the paladin does not detect anything in any other object or individual within range. This replaces the *detect evil* class feature of the paladin.

Rampage (Ex): At 1st level, a noble monster's denial of the beast within gives them little control when it emerges in moments of pain and hunger. Whenever a living, hostile creature with a type the noble monster can feed from (per the beast racial trait) deals damage with a critical hit against the noble monster, the noble monster must succeed on a Will save (DC equals the damage dealt). On a failed save, the noble monster flies into a murderous rage. On their next turn, the noble monster must transform into their hybrid form (per the beast racial trait). They must then either attack a hostile living creature with their bite attack or move toward the nearest hostile living creature each round. They preferentially attack creatures whose blood they can drink (usually humanoids



and animals). They can take no other actions. They can still distinguish friend from foe, but cannot cease attacking or return to a humanoid form until they no longer sense any hostile living creatures. The noble monster retains their paladin class features until they can no longer sense any hostile living creatures (see Code of Conduct below).

Smite Evil (Su): A noble monster gains an additional use of the smite evil class feature at 1st level (for a total of 2/day). However, their smite evil only does additional damage against creatures with the evil subtype, shapechanger subtype, and undead. This modifies smite evil.

Tear Away: The noble monster learns to cut and rip away at curses, lies, and death, like a surgeon removing a cancerous tumor. They often focus this ability on combatting lycanthropes or vampires, but might find their skills useful against a wider range of foes. Whenever the noble monster damages a creature with the shapechanger subtype or undead creature type with a use of smite evil to modify an attack, the creature suffers one of the following additional

effects based on the noble monster's class level. This additional effect must be declared with the smite evil attack is declared. The Will save DC against these effects is equal to DC 10 + 1/2 the noble monster's class level + noble monster's Charisma modifier. The noble monster cannot extend this ability to allies with the aura of justice paladin ability.

Lies (Su): At 3rd level, the noble monster learns to tear away lies and discover what is beneath. A damaged shapechanger must succeed on a Will save or change into their natural form on their next turn. For a lycanthrope, their humanoid form is their natural form. If a damaged undead creature is affected by a polymorph or illusion spell, spell-like ability, or supernatural ability, it must succeed on a Will save or the effect is immediately dispelled or ended.

Malignance (Su): At 6th level, the noble monster might be too late to save the dead from dying, but can at least cut the curse of undeath away from their bones. The noble monster can expend a use of smite evil and then attack a corpse. If the corpse has been affected by an effect which would cause it to become undead (such as the create spawn ability) the corpse visibly burns from the attack. However, the corpse is permanently prevented from becoming undead by any means.



Disease (Su): At 9th level, the noble monster learns to cut out supernatural curses. If they target and damage a creature with smite evil attack that is affected by a curse or disease (including supernatural diseases), the curse or disease is removed. This can cure lycanthropy if the attack is delivered within 3 days of infection. The creature still takes damage as normal, but only takes additional damage from smite evil if the creature is evil. If the creature does not wish for the disease to be cured, they can resist this effect with a successful Will save.

Chains (Su): At 12th level, the noble monster can free creatures being influenced by undead, by severing the ties of their curse. If the noble monster damages an undead creature, they must succeed on a Will save or their active compulsion spells or effects are immediately dispelled or ended. If the undead creature possesses enslaved spawn, the spawn immediately become free-willed undead.

Curse (Su): At 15th level, the noble monster can truly tear away at the deepest curse, but many targets cannot survive the brutal process. The noble monster must succeed on a coup de grace attack with smite evil against a creature with the undead type and augmented subtype or shapechanger and augmented subtype (the creature must be helpless or willing). If an augmented undead is destroyed by the attack, the undead must succeed on a Will save or be resurrected (as the *resurrection* spell) as a living creature of the type it was prior to becoming undead. The undead must attempt this save, even if they are willing. If an augmented shapeshifter survives the attack, they must succeed on a Will save or permanently lose any ability to change shape or any template which grants the change shape ability. This can remove the lycanthropy template from natural lycanthropes or afflicted lycanthropes who have been infected for longer than 3 days. A willing augmented shapechanger can forgo the saving throw.

Soul (Su): At 18th level, if the noble monster reduces an undead creature to 0 hit points with damage from the paladin's lay on hands or smite evil abilities, the undead is destroyed even if they possess abilities which prevent their destruction. An undead with the rejuvenation ability must succeed on a Will save or they are permanently destroyed and cannot rejuvenate.

This replaces mercy.

Code of Conduct: A noble monster swears to not give into the beast within. In addition to the normal paladin code of conduct, the noble monster swears an oath to not consume blood or change into their hybrid form. Should they do either, it is treated as an evil act, and they must seek an *atonement* spell to regain their class features.

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Voices of the Industry an Interview with Bill Slavicek

By Lj Stephens



Hello! And thank you for sharing your time with us. Bill your name has been a staple in the roleplaying game-publishing world for decades. Please tell us how you found your way into the gaming industry. What companies have you been a part of? What product lines?

My first job in the game industry was as an editor at West End Games. I edited a number of board games before moving on to work on their roleplaying game lines. At the time, that was *Ghostbusters* and *Paranoia*. It didn't take long for me to become a developer and then a designer. My first design work was an adventure in the *Paranoia* product, *HIL Sector Blues*, and then I co-designed a *Ghostbusters* adventure called *Scared Stiffs*. It was my work on the Star Wars line that made my name in the industry, however. I co-edited *The Star Wars Roleplaying Game* and co-designed *The Star Wars Sourcebook*. After that, I became the creative director at WEG, leading

the creative effort of the first five years of the *Star Wars* line and co-designing and launching *Torg: Roleplaying the Possibility Wars*. But nothing lasts forever. I parted ways with WEG and went freelance for a couple of years. During this period, I continued to design products for WEG while also taking on assignments for TSR, Inc.'s *Dark Sun*, *Ravenloft*, and *Advanced Dungeons & Dragons* lines. In addition to editing a number of products, I designed adventures and supplements that included *The Death Star Technical Companion*, *Heir to the Empire Sourcebook*, *Slave Tribes*, and *Night of the Walking Dead*. This was also when I wrote *A Guide to the Star Wars Galaxy* for Lucasfilm Licensing and Del Rey Books.

As I began my eighth year as a professional game designer and editor, I took a staff job with TSR, Inc. and moved to Lake Geneva, WI. I continued to wear both hats, working as a game designer and editor as needed. On staff, I contributed to the Core AD&D line, *Dark Sun*, *Ravenloft*, and the new *Planescape* line. I was involved in the creation of the *Dragon Dice* game and designed a few of the sets. Key products I helped get to market include *Elves of Athas*, *City by the Silt Sea*, *The Nightmare Lands*, *Council of Wyrms*, *Deva Spark*, and *Harbinger House*. Then I pitched a science fiction game to upper management and was made the lead designer and then creative director for the *Alternity Science Fiction Roleplaying Game*. It was just as me and my co-designer, Rich Baker, were finishing up the core rule books for publication that TSR collapsed and the company was purchased by Wizards of the Coast.

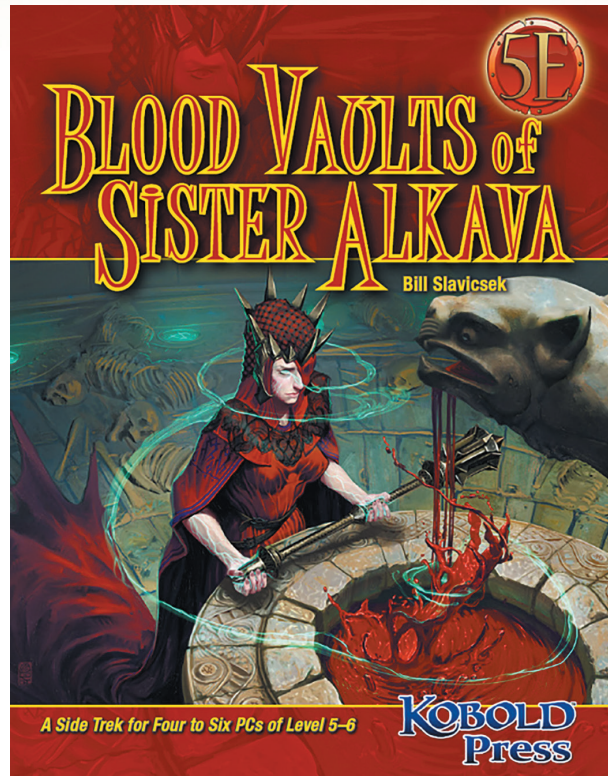
Luckily, WotC decided to keep much of the staff — me included — and move us to Seattle. Shortly after we got there, Peter Adkison put me in charge of the TSR brand. For a while, I ran both the business and the creative end, but my heart was in the latter. So I settled into a role that I held for fourteen years — Director of R&D for the *Dungeons & Dragons* brand. Under my direction, WotC launched the 3rd and 4th editions of *D&D*, *D&D Miniatures*, *d20 Modern*, *d20 Star Wars*, *Star Wars Miniatures*, and a host of other products, including a series of board games. Personally, I designed and developed a plethora of products during my tenure as Director of R&D,

including a number of starter sets, *Pokemon Jr.*, *d20 Star Wars*, *d20 Modern*, *Eberron Campaign Setting*, and the *Castle Ravenloft* board game. I also worked with other companies to produce D&D-related products, like *D&D Clue* and the *Dungeons & Dragons for Dummies* books.

Most recently, I've served as a senior writer and now lead writer for *The Elder Scrolls Online* computer game.

Can you tell us about some of your earliest works that you really enjoyed working on?

I've enjoyed everything I've ever worked on. Part of my process is finding what excites me about a given topic or product and then developing things from there. Once I find that hook, I really get into the design or the editing and it helps motivate me to keep going back to it until the job is done. Just to pick one to talk about, working with Greg Gorden to create *Torg: Roleplaying the Possibility Wars* was an amazing experience. First, mostly because we didn't know any better, we set out to create a massive, multi-genre game world supported by an expandable set of rules. Greg took the lead as far as the rules were concerned, while I concentrated on the world (worlds, actually) and story. Of course, we worked together on both aspects, but we concentrated on our own halves of the work. Later, we expanded the team in order to get all the work done. We set out to do something that no one before us had done—at least at the scale we were doing it. Imagine a game world composed of multiple worlds, each based on a different fictional genre that could stand alone or be used together thanks to a universal rules system. Moreover, the game world has a cohesive story that tied all these realms together in a thing we called *The Possibility Wars*. We launched with a boxed rules set and a novel



trilogy, a series of adventures, and campaign books for five different realms (we called them cosms). If we had thought about it before we proposed it, it would have been a daunting task. But as I said, we didn't know any better back then, so we dived right in. The game recently came back to life thanks to a beautiful new edition from Ulisses North America, and without any effort on my part! (I did contribute a couple of adventures, but that was after they did all the hard work!)

Well! You certainly don't think small, do you?!

It was an ambitious undertaking, that's for sure. I'm just glad what we produced made enough of an impression back then to wind up getting a new life and a new edition almost thirty years later.

How about more recently?

My tabletop work has been few and far between since joining the writing staff for *The Elder Scrolls Online*. Mostly these days, I contribute a small adventure to someone every so often, just to keep my hand in the game. As



I mentioned above, I wrote an adventure for the new edition of *Torg* ("The Island Oasis" in *Delphi Missions*), a horror-themed adventure for Kobold Press ("Blood Vaults of Sister Alkava"), and an exclusive planes-walking adventure for Mondiversi that released at the Lucca Comics and Game Show in 2017 ("La Taverna Ubiqua").

What was the first roleplaying game you played, and how did it come about?

I discovered *Advanced Dungeons & Dragons* in either 1976 or 1977, starting with either the original hardcover books or the blue boxed set. We used to frequent a hobby shop in Manhattan called Polks Hobby. At the time, we were looking for the small Airfix miniatures from the UK to use in a World War II war game that I had designed to play with my friends. One day while I was looking for an airplane or vehicle model to add to my army, I spotted one or both of the *AD&D* products mentioned above. Probably also one of the early adventures. I was hooked from the start! And yes, me and my group learned to play by reading the rules books. Well,

mostly by me reading and interpreting the rules books for the rest of the group. It wasn't long before I was creating worlds of my own, adventures of my own, and I was gamemastering a regular game—sometimes three or four times a week!

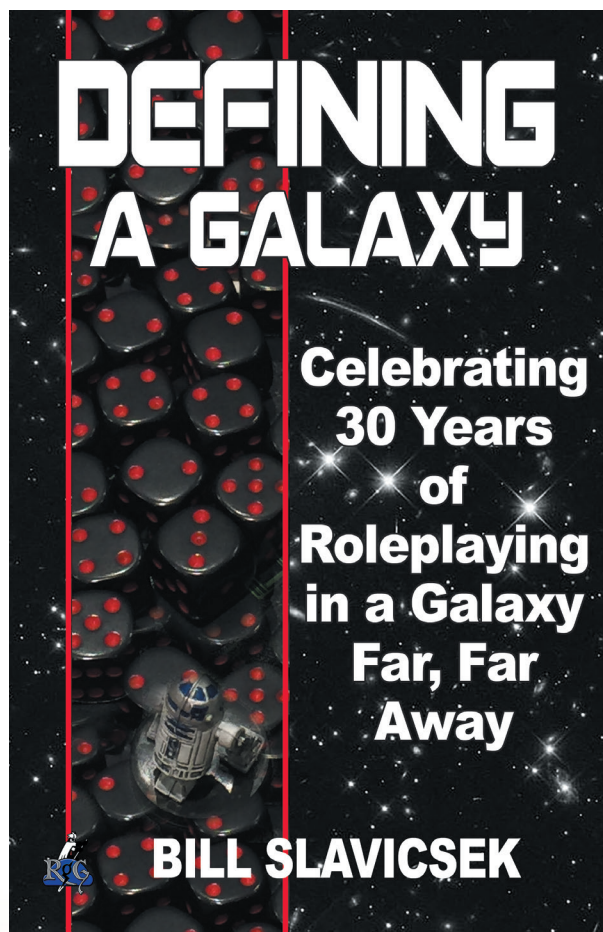
Oh, please tell me you still have notes on that! Have any of those ideas or concepts made it into any of your work?

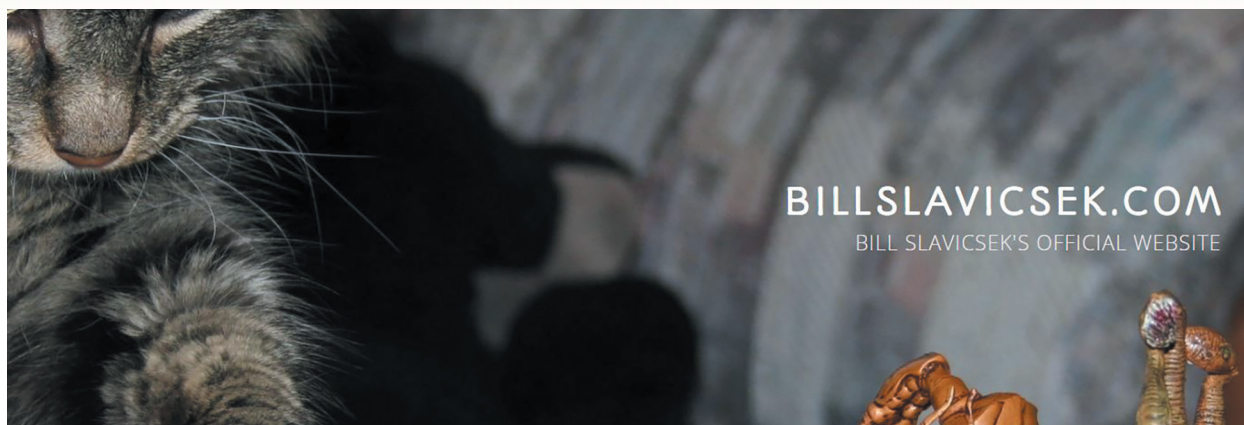
Somewhere or another, in a notebook in one of my boxes. And certain elements wound up getting used in adventures I've written over the years. When you're being creative, you use everything and anything you can for inspiration and to draw ideas from. That's just part of the process.

You recently published a kind of memoir about your part in the creation of the *Star Wars* roleplaying game world. Please tell us a little bit about *Defining a Galaxy* and what inspired you to write it.

Editor's note: In the interest of full disclosure, the interviewer is part owner in the company that published DaG).

Last year was the 40th anniversary of the original *Star Wars* film. To commemorate that milestone, I decided to attend *Star Wars Celebration* that year—my first in more than a decade. My wife and I went as fans, just to be part of the celebration. Prior to the show, Pablo Hidalgo contacted me and pointed out that it was also the 30th anniversary of the original roleplaying game. Pablo, who now works at Lucasfilm as a Story Executive but back in the day worked on the RPG after I had moved on to TSR, tried to set up a panel for us to reminisce about the RPG, but he wasn't able to make it happen. About that time, it occurred to me to write down my memories of what went into the creation of the original game and how what we did back then continues to influence the *Star Wars* brand to the current day. That writing, along with material I prepared for talks I wound up giving later that same year (at GenCon and the Lucca Comics and Game Show), became the book recently published by Rogue Genius Games, *Defining a Galaxy: Celebrating 30 Years of Roleplaying in a Galaxy Far, Far Away*. I had seen pieces written about the game in the past, but except for a few quotes from me or someone else who may or may not have been involved, the whole story had never been told. As someone who was there from the beginning and wound up creating a wide swath of the material West End Games published during the first five years of the license, I felt it was my story to tell.





DAG is a combination autobiography as well as a memoir about the creation of the *Star Wars Roleplaying Game* and *The Star Wars Sourcebook*, and how those two products helped lead to the Expanded Universe, two subsequent RPGs, and laid the foundation for the new material coming out since Lucasfilm became part of Disney. My goal was to preserve the story as accurately as I could manage, with the caveat that we really didn't keep any records. I had to rely on memory, what research I could find, and a thorough review of my own collection of products. I mentioned the idea and what I was working on to Stan! when we got together at GenCon, and he brought it to his partners at Rogue Genius. Soon after, we worked out an agreement in which they would help me get the story out to whoever was interested in reading it. The book covers events from the release of the original film all the way to the release of Solo earlier this year, with lots of information about the various editions of the roleplaying game and supplements, my role in their creation, and discussions on how the material shows up in the newest comics, novels, tv shows, and movies.

So what is it like working with Lucasfilm? I've heard stories about how secretive WotC had to be with "insider" information and resources like the long-rumored Holocron. Care to comment on that?

I cover a lot of that in the memoir, but working with Lucasfilm was one of the best collaborations of my career. It started out a little rocky at the beginning of the West End Games years, as we were asking to do things they hadn't let any other partners due up to that point. We had to convince them to let us create the elements of the universe that didn't exist yet—the elements we needed to turn *Star Wars* into a fully realized roleplaying game. Once we came to an understanding, it was more or less smooth sailing right through the Wizards of the Coast period. Of

course, there was always a level of secrecy, and that only intensified when we were working with them during the release of the prequel trilogy. We got to attend special meetings at Skywalker Ranch where they showed us elements of the new films and walked us through the story. When the scripts were ready to share with us, we received a single copy that had to remain locked in my office. Only a handful of members of our creative staff were granted access to that. They took security of their property very seriously, and so did we.

As for the Holocron, that was a digital resource tool managed by Leland Chee. We even gave Leland the title he still uses today—Keeper of the Holocron. The original Holocron was a disk they sent us. We had to enter a special password to access the files, which included concept art, film still, and set photos, as well as a living version of the *Star Wars Guide* I had written years earlier, updated to account for what LFL knew about the new characters, aliens, planets, and technology. Later, that resource became a live database we could access over the Internet, but that was closer toward the end of WotC's time with the license, as the technology developed.

What are you working on these days?

After leaving Wizards of the Coast, I switched gears and became a writer for *The Elder Scrolls Online* computer game. Now I serve as the lead writer, working to bring the newest stories in the world of Tamriel to life. Our last big release was the Murkmire DLC, and we're currently working on next year's content. The interesting thing about what I'm doing now is that the writing mostly goes to support a fully voice-acted game, so most of what I do currently involves dialogue and writing for voice actors, but we also write lore books, item descriptions, and marketing articles to support

every new release of content. Like the Forgotten Realms, the world of the Elder Scrolls has a ton of history, a plethora of races and locations, and a deep, rich library of lore that we constantly draw upon and add to. And I love helping the content designers create and give voice to the interesting characters and stories we place throughout the world. It's different from what I've done for most of my career, and that makes it exciting and fun. Plus, I get to work alongside an army of creative people, including such tabletop veterans as Zeb Cook, Lawrence Schick, and Ed Stark.

Any future publishing plans you can talk about?

Nothing that's ready to be revealed just yet, but I'm always working on something or another. I like to keep those skills fresh and I have a soft spot in my heart for writing books and tabletop game products.

Are you in any home games?

We try to get together to play board games whenever we can. As a matter of fact, we started playing Betrayal Legacy with a couple of my colleagues from work. Also, we have a weekly roleplaying game group where we rotate gamemasters. For example, my long-time friend and colleague Ed Stark recently ran us through the new version of the *Torg* RPG, and I just kicked off a new D&D campaign centered around the *Dragon*

Heist adventure. I find that playing and running tabletop games keeps me up to speed on the industry—and it's fun!

Does your wife Michele (Michele Carter, game editor) game with you?

Of course! In fact, we became friends and really got to know each other after I joined the staff at TSR, Inc. (Michele was already an established staff editor when I arrived) and started running a *Star Wars* d6 game. That campaign ran for five years, by the way! We've always played online games together, including *The Elder Scrolls Online*, and she's as big a roleplaying gamer as I am. Even though she edited *Dragon Heist*, she has no problem pretending she doesn't know what's going to happen so she can take on the role of a character and have a good time in the game. She also enjoys board games, though she prefers the games that are more cooperative in nature than adversarial. So, you won't usually find her at the table when we break out a war game, but something like Betrayal Legacy is right up her alley.

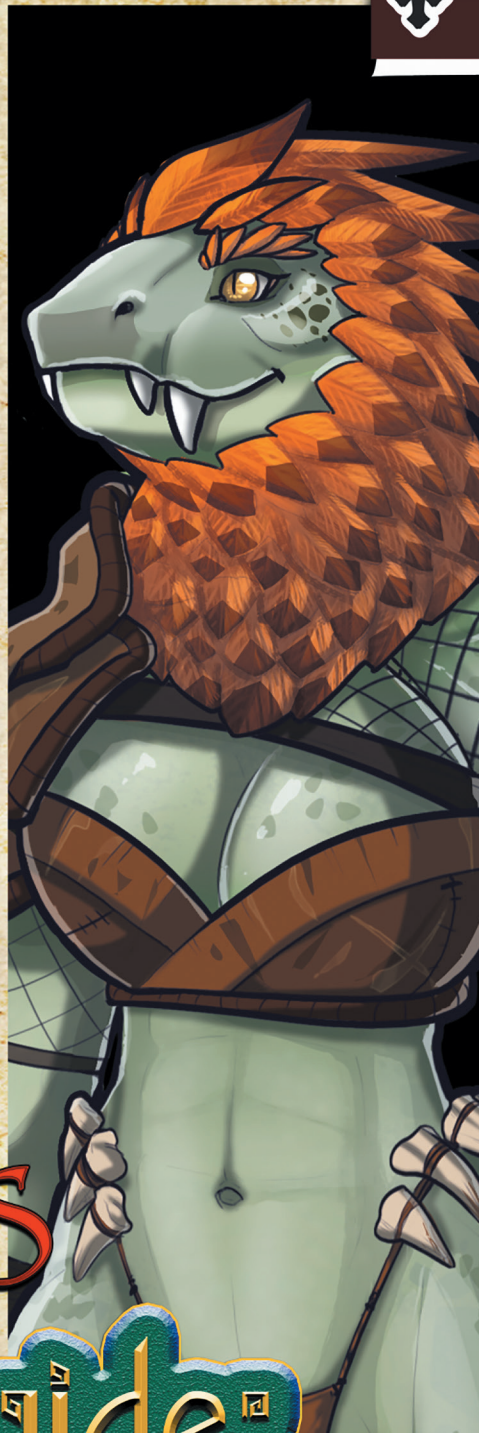
Any advice for the budding game designers out there?

Study the products you want to emulate. Read them, play them, figure out how the designers went about bringing the product to life. If you want to create board games, you have to play board games and learn how to create prototypes of your own designs so that you can playtest them over and over again. And don't be afraid to listen to what your playtesters are telling you, both the good and the bad. The secret to good design is iteration, making the game better with every tweak and correction you make.

If you're more interested in RPGs, then you also have to learn how to write. Reading helps, but the best way to improve your writing is to write. Over and over and over again. Writing for RPGs isn't exactly the same as writing novels or screenplays, but you always want your writing to be information, engaging, and fun to read—especially when you're writing rules or campaign material. Of course, when it comes to rules, clarity trumps everything, so don't let your attempts to be engaging and fun get in the way of presenting the rules in as clear and concise a manner as possible.

I guess it all boils down to this: If you want to be a game designer, get out there and design a game! Frankly, the first game I ever designed wasn't for publication. It was to fill a need that my gaming group had for a specific type of war game that we wanted to play—so I designed and made it!





ROGUE'S Field Guide RARE RACES



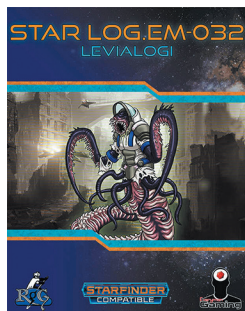
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Reviews

This issue's reviews are all Starfinder-related (and all from Everyman Games), and they also all get Endzeitgeist's Seal of Approval. Enjoy!



Star Log.EM: Levialogi (SFRPG)

You *know* you want to inflict these on your players...

This installment of the Star Log.EM-series clocks in at 7 pages, 1 page front cover, 1 page editorial, 2 pages of SRD, leaving us with 3 pages of content, so let's take a look!

With an original debut in PFRPG's Paranormal Adventures, levialogi were high-CR threats, tailor-made to withstand the punishment that high-level PCs can dish out, designed to NOT be a wet paper-towel under stress... suffice to say, I absolutely loved them to bits, and now, they have come to Starfinder!

In a great bit of encrypted (and already decoded) introductory prose, we are introduced to the threat of the levialogi, with [redacted] components enhancing the atmosphere generated from the get-go. Originally, levialogi were inspired by the Leviathan as depicted in the Supernatural TV-series, and as such, their original shape is pretty much liquid. Encountering flesh, it can rewrite the creature's genetic code, creating indistinguishable copies of the originals, stalking among mortals. Careful and calculating, they are intelligent and combine themes of doppelgangers, body horror and cthulhoid horror. And I mean horror. They are genuinely frightening.

Their bites ignore all DR, and when they devour at least a light bulk's worth of flesh, they can assume that flesh's owner's appearance. With a ton of immunities and resistances, they thus retain a crucial function they had in PF, perhaps doing that aspect even better: Know this anticlimactic scene, when player cheers turn muted as they realize that their strategy/insane luck has just one-shotted/crited to smithereens this cool adversary? When being really good isn't as fun anymore? Enter these fellows. Unbeknown to the PCs, the mastermind was a levialogos, and bam, suddenly, the combat turns into a whole new thing! Beyond immunities, they also have regeneration and DR, both of which are notoriously hard to deal with – and full functionality is provided, in that the levialogi get a full subtype graft write-up that codifies traits and how they can emulate class-based abilities, all perfectly in line with the Alien Archive's graft-system.

The pdf also contains three sample statblocks – the CR 1 Cessilogos that still has to consume an appearance, and the mighty CR 20 Erythologos (with soldier tricks), as well as the CR 25 Leucologos, who seems to have feasted on an operative. Their stats are within the parameters of what you'd expect from really difficult targets – as a minor nitpick, the Leucologos' EAC and KAC are not properly bolded. A minor nitpick that won't influence the verdict: It would have behooved the pdf to mention that devour appearance's class graft granting does not provide the benefits of the class graft's adjustments, if any. While this can be deduced from studying the Alien Archive, it may be a minor stumbling stone for less experienced GMs.

Conclusion:

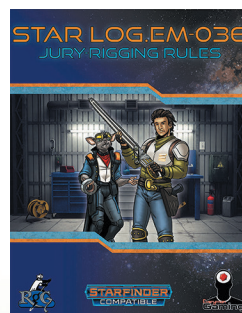
Editing and formatting are very good, I noticed no serious hiccups. Layout adheres to Star Log.EM's two-column full-color standard, and the artwork is neat. The pdf has no bookmarks, but needs none at this length.

Alexander Augunas' levialogi have been translated exceedingly well to Starfinder. Indeed, I do believe they may fit Starfinder better than Pathfinder; the statblocks are solid (though some signature tricks would have been nice – but then again, their subtype already provides a ton of them...), but the subtype graft is where the gold lies. The levialogi graft just plain rocks, and I'm sure to use it in the future! It makes creating them swift and painless, and allows crafty GMs to create a failsafe to make sure that, even if in the future power-creep changes the power-balance of SFRPG, the old materials can still be sued...just add in a levialogi subplot and add some serious staying power to the big bad guys and gals and other things... A nice toolkit indeed, this gets my recommendation at 5 stars + seal of approval.

You can get these amazing threats [here on OBS!](#)

Seal of approval, baby! You can check out the artist that made this cool rendition of my seal [by clicking here!](#)

Endzeitgeist out.



Star Log.EM: Jury-Rigging Rules (SFRPG)

Cobble together weapons and tools and more! Hold your armor together with gum! It's time to McGuyver!!

This installment of the Star Log.EM-series clocks in

at 7 pages, 1 page front cover, 1 page editorial, 2 pages of SRD, leaving us with 3 pages of content, so let's take a look!

After a brief and flavorful introduction, we begin with one of the most-requested components in SFRPG; a staple of particularly grittier sci-fi/science-fantasy, and something I *really* wanted to see: Rules to jury-rig items. A handy table collates objects and related skills – and these skills can be used to temporarily fix broken or destroyed objects. A successful skill check allows you to temporarily ignore the broken condition, with skill checks that are particularly successful increasing the duration that the item retains its fully operational status. Failing the check by 5 or more, however, risks destroying an item and preventing further attempts at jury-rigging it. Suffice to say, no taking 20, and skill checks to jury-rig can't be made untrained. It usually takes 10 minutes to jury-rig an item, but this can be hastened – the check is penalized when doing so, though. Cool: Items you crafted actually can be jury-rigged faster! The rules also make use of item levels in a smart manner: You can only jury-rig items whose item level does not exceed the skill ranks in the associated skill, and item level also governs the DC to jury rig the respective item. Kudos for catching what could have wrecked the whole rules-complex: You can't jury-rig items that are expended as part of their use – and yes, the pdf does cover augmentations etc. and provides two choices for the GM to deal with this. Either prohibiting it, or allowing it.

Beyond jury-rigging, the pdf also presents rules for improvising an item, generating makeshift versions of the normal iterations; this process, though, is dangerous, and the higher the item level, the more damage you risk suffering on a failure. And yes, damage types are actually codified for this damage! Failing to improvise an plasma weapon will inflict E & F damage, for example. You also require proper material, and here, the freedom of pen & paper rpgs is in full swing: Improvise cryo weapons from your fridge, fire from gasoline etc. – really cool! Precisely codified, and yet wide open to reward player creativity, and, you know, ROLEplaying! Two thumbs up! Once more, the rules cover items that would be abused and specifically exempts them from being created this way. Both are properly codified.

Mechanics get two new 2nd level tricks: Expert rigger lets you quicken jury-rigging, and further hasten the process to be viable in combat, but at the requirement of Resolve expenditure. Hybrid rigger basically makes Engineering your go-to skill for all jury-rigging and improvising. There also are 2 8th level tricks: Haphazard weaponry allows you to have your makeshift weapons fall apart on a critical hit as part of hitting, destroying the weapon. If you

do, you max the weapon die damage inflicted – provided the opponent doesn't succeed a Fortitude save, in which case, you have to roll damage as normal. Master rigger makes your makeshift and jury-rigged items last indefinitely and allows you to repair them with the appropriate skill use.

The pdf also contains two new magic hacks: Improvise Ampoule lets you invest spell energy in soda/beer cans etc. by investing spell slot to make spell ampoule. And yep, thankfully, they can't be hoarded. Reconfigure item allows you to expend spell slots to enhance the makeshift item. there is a minor type here that is a bit confusing: "To use this ability, you must expend a spell slot with a spell level that is equal to or less than the spell slot's spell level × 3." That's supposed to be "[...] than the item's item level x3." We also get a new 1st-level technomancer spell, *integrity field*, which speeds up jury-rigging, as well as providing a bonus to skill checks to do so. Additionally, you can discharge the spell in order to reduce the damage inflicted on the targeted item. Really cool: Via Resolve expenditure, you can make an item just BARELY hold together at 1 Hit Point. This is so iconic and immediately brings to mind a dozen of iconic scenes that the rules now allow you to have.

Conclusion:

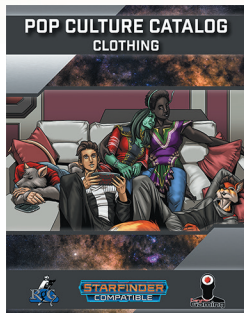
Editing and formatting re top-notch on a formal level; on a rules-language level, the pdf is meticulously precise, with the exception of aforementioned glitch. Layout adheres to the series' two-column full-color standard, and the pdf comes with a nice artwork. It has no bookmarks, but needs none.

David N. Ross' jury-rigging rules are meticulous, precise – and, most of all: FUN. Yes, allcaps. They close a hole in SFRPG's rules-chassis and allow groups to do cool new things, GMs to create exciting encounters, and, most of all, provide some genuinely creativity-rewarding ROLEplaying options without compromising the integrity of the rules. In short, this is frickin' inspired and should be taped into the core-rules. The one hiccup is slightly annoying, but not enough to deprive this of the honors it should have: This gets 5 stars, my seal of approval, is a candidate for my Top Ten of 2018, and being an expansion of SFRPG's rules that I desperately wanted to see, it also gets my EZG Essentials tag, denoting that it should be considered to be a must-own expansion for the game.

You can get this brilliant little piece of narrative gold [here on OBS!](#)

A frickin' masterpiece – must-have for all Starfinder groups

Endzeitgeist out.



Pop Culture Catalog: Clothing (SFRPG)

It's time to get some new couture that actually matters!

The second installment of the Pop Culture Catalog-series clocks in at 29 pages, 1 page front cover, 1 page editorial, 4 pages of SRD, 2

pages blank, leaving us with 21 pages of content, so let's take a look!

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

Okay, as the size of this pdf should show you, we have a longer installment on our hands – but one that is based on the same rules-framework as the first installment, i.e. it uses the fandom rules: the base rules for joining a fandom are reproduced on the first page: In order to join a fandom, you must have immersed yourself in the fandom's topic for at least 24 hours, which must not be consecutive (indeed, increments can't be more than 8 hours). Once you've immersed yourself, you declare that you're a member and that's it. You can belong to a total maximum of 1 +Charisma modifier (minimum 1) fandoms at a given time, and you may leave a fandom at will, losing access to the perk it grants. Re-entering a fandom only takes 12 hours. Additionally, for every 5 ranks in a skill associated with a given fandom, you may join a fandom associated with that skill; For example, Infosphere series fandoms may be unlocked via Computers or Culture, Clothing Brands via Culture or Profession (fashion designer) – you get the idea. Now, I mentioned the fandom perk – this is basically a minor bonus, not unlike one of the benefits granted by a theme. Being in a fandom nets you the fandom perk, but you only can have one active fandom perk at a given time – each time you take a 10-minute rest to regain Stamina Points, you can choose a fandom perk to be active, which renders a previously chosen perk inactive. Additionally, you can spend 2 Resolve Points to spontaneously switch your active fandom perk as a full action.

So far, so simple – as before, the first section of this pdf allows Alexander Augunas to show off that he is not only an experienced technical rules-writer, but that he also knows how to create flavorful fluff. Basically, we're introduced to an assortment of megacorps/brands associated with clothing etc., and once more, this made me smile: Basically,

all of these do, in some way, lampoon real world companies – and while I am not a specialist regarding brand clothing (consider me to be more on the side of Macklemore's sentiments and usually opt for a goth/metalhead version of smart/business casual, but I digress...), even I managed to identify quite a few of those companies. This is made easier by a continuation of an aspect of the first pdf I adored, namely the fact that we get company logos. Alucci, for example, does look a bit like a famous manufacturer that also ends in -cci IRL. Interesting here would be that the respective entries offer more meat – each of the companies comes with a manufacturer line that, for example, notes when the item's Hit Points are increased in comparison to regular versions – and notes on price. While, for example, Alucci's luxury goods all get the formal clothing property, they also cost no less than 10,000 times (!!!) the normal price. The perk does give you an edge in contested skill checks and instills you with confidence, which increases the DC to use social skills versus you.

Wait a second. Properties? Yep, but I'll get into that below – just note for now that clothing properties do exist...but not all companies herein necessarily tie into that: Approu cosmetics, for example, help you keep your fur, scales or skin in tip-top shine, and actually net you a bonus to Fort-saves to withstand environmental effects – and they help you pass for a young adult of your species! As the perk, you can choose a culture and gain minor bonuses to social interactions here.

Are you really sick of your shpaeshifting wrecking your favorite suits and dresses? Fed up with statiching that blouse? Well, it's time for Casuqolo clothing – designed from shifting-friendly nanofibers, it finally allows you to remain comfortable, regardless of your form of the day! Moreover, if you're really immersed in the fandom, you may use them as a substitute disguise kit; in conjunction with a proper disguise kit, they further aid you. Cool! Hims and fems is professional wear, obviously based on H&M, and is an inexpensive means to get socially acceptable wear; if you're a fan, the utilitarian nature will help you with emotion and fear-based effects – which makes sense in the everyday professional world. The North Star is outdoor wear for the distinguished spacer, with life-support systems and if you enjoy the pretty famous founder's myth, you may benefit further from protection vs. environmental effects.

Want to make a statement regarding class and style that can help you with Intimidate and Diplomacy? Ruidi. You know, like the famous movie, "Osyluths

wear Riudi” – and yep, that jab got a serious chuckle out of me, particularly considering, you know, that there are actually devils in our game? XD Turri & Co is a jewelry manufacturer synonymous with quality silver and diamond jewelry, while under glamour wear can actually make you harder to detect by creatures with scent-based blindsense! Cool! Victoria athletic wear is based on Nike, and allows you to reroll a single d20 roll for 1 Resolve Point if you’re a diehard fan – after all, you “Go for it!” Finally, there is no way past the hilariously-named Wreckt watches; obviously based on Rolex, these are just funny and can be really useful community standins.

Now, beyond these brands, the pdf goes much further, in that it covers racial clothing: Not only for the core races, mind you – but far beyond that: We do get notes on Alien Archive creature clothing, the races introduced in the Starfarer’s Companion are provided, and even beyond that – from arichs to gnolls, even a plethora of races from the Star Log.EM-series is covered! A kitsune’s racial wear, for example, obviously has to account for the race’s limited shapeshifting and is also silent in comparison! Bodywraps, digitigrades footwear or e.g. wing sleeves are also touched upon, adding some seriously nice components to this pdf’s components. Races without their own clothing traditions are, just fyi, covered as well, which just adds some icing on the cake.

So far, we have an amazing flavor-centric pdf here, but it’s time to talk about the details here – the properties, and, in a way, the beating heart of this supplement: You see, I learned this lesson relatively late, and it’s not one that many RPGs talk about – but here goes: Clothing matters. This pdf allows you to drive this home and provides a surprisingly mighty engine for making your own brands, your own clothing. First, we choose a general 10 types of clothing that includes anything from pajamas to uniforms – all come with a proper item level, price and bulk-note, handily collected in a table. Similarly, clothing manufacturers are noted with prices and item levels and types they generally put out – and page-references for your convenience! The pdf then proceeds to provide price multipliers by item level – and then, we get the massive list of clothing properties; with the exclusion of the Athletic property, all have a price noted and a description of the effect – as an aside, it is evident from context that a price of 10 credits makes sense for Athletic wear. From costumes to hodgepodge hipster wear to intimidating or durable pieces of clothing, these may have circumstantial benefits,

but they matter. There is a reason to get them... and having a LED, for example, can be a true boon; same goes for nanofiber datasets. Filters that help cope with toxic environments, and porter clothes actually help you carry more! There is a reason that baggy palming clothes are popular with criminals – they make Sleight of Hands easier! And proper sleepwear helps you recover from the rigors of adventuring!

Conclusion:

Editing and formatting are very good on a formal and rules-language level – apart from the one price-section missing, or e.g. a missing blank space, I noticed no issues. Layout adheres to the series’ two-column full-color standard, and the pdf sports quite a lot of nice original artworks in Jacob Blackmon’s signature style. The pdf now comes fully bookmarked for your convenience; if your version doesn’t yet have the bookmarks, redownload it.

I love Alexander Augunas’ Pop Culture Catalog-series. The series’ focus on rewarding actually ROLEplaying your characters is great – if you make your character more than just a guy or gal defined by combat prowess, this really helps doing so. Roleplaying fans of certain brands allows for differentiation between characters, and the fact that the choices actually matter provides further incentive for doing so. In short, this rewards you for engaging with the game on more than its combat level. The brands herein also add some serious color to the setting – when you think of e.g. Shadowrun and similar franchises, you’ll soon note how important and useful branding can be for in-game consistency, for roleplaying. And then, there’s the fact that this one’s clothing-design engine is seriously nice and allows you to get creative.

Beyond this, it should also be noted that this lays the foundation for magical clothing, and that this also could be considered to be extra useful in a game wherein the magical aspect of Starfinder is deemphasized. If your scifi/space opera tastes run parallel to mine, you’ll enjoy the intrigue and fine customization options that this one offers – all without unbalancing the game. All in all, this is a great continuation of the series, one that makes me truly happy that this series exists. Final verdict? 5 stars + seal of approval. Check it out, and perhaps, use it to jumpstart your own interstellar clothing empire!

You can get this cool, flavorful supplement and make your own garments [here on OBS!](#)

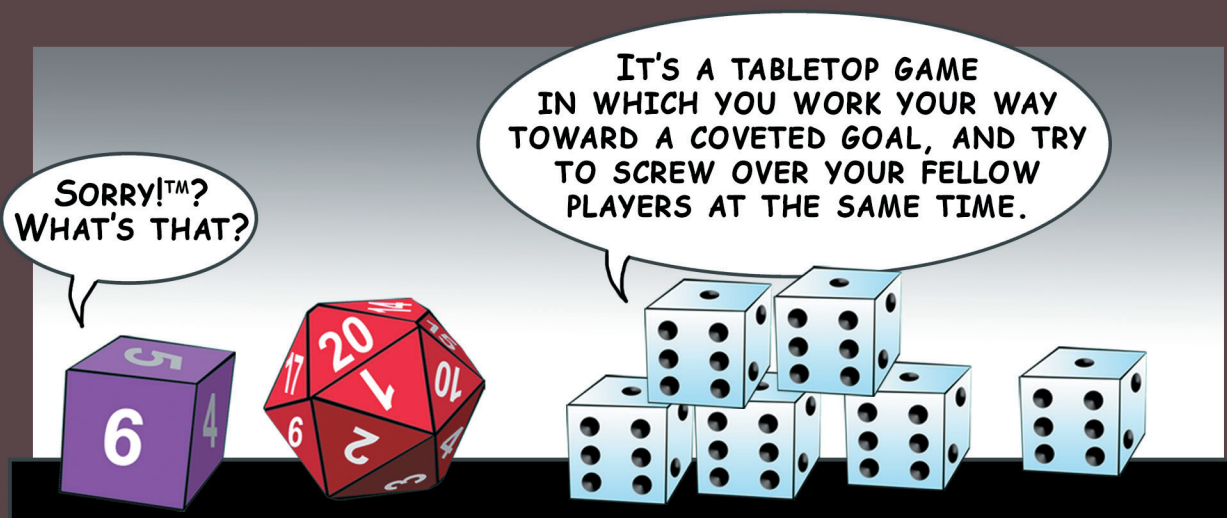
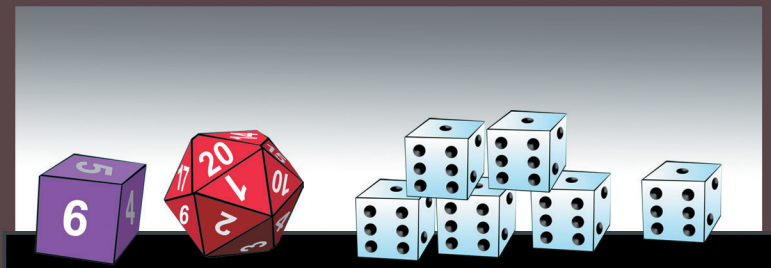
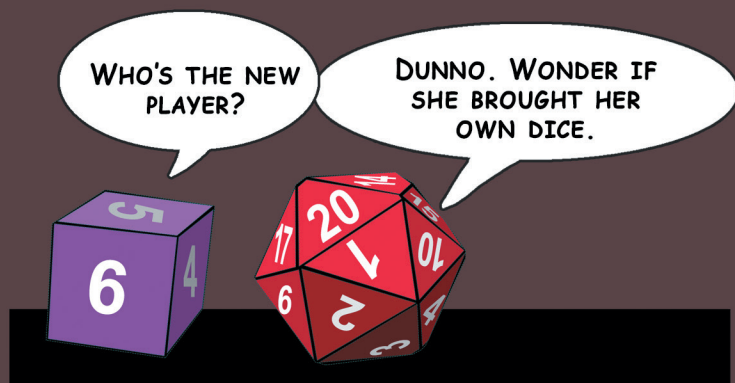
Endzeitgeist out.

ON A ROLL

WRITTEN BY OWEN K.C. STEPHENS

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Samurai Sheepdog is cooking up something fierce this month...

Do you want dinosaurs? Because this is how you get dinosaurs. *The Decidedly Laughable Collection* is a whirlwind of ideas and requests from around the internet that were just crazy enough to warrant their own book.

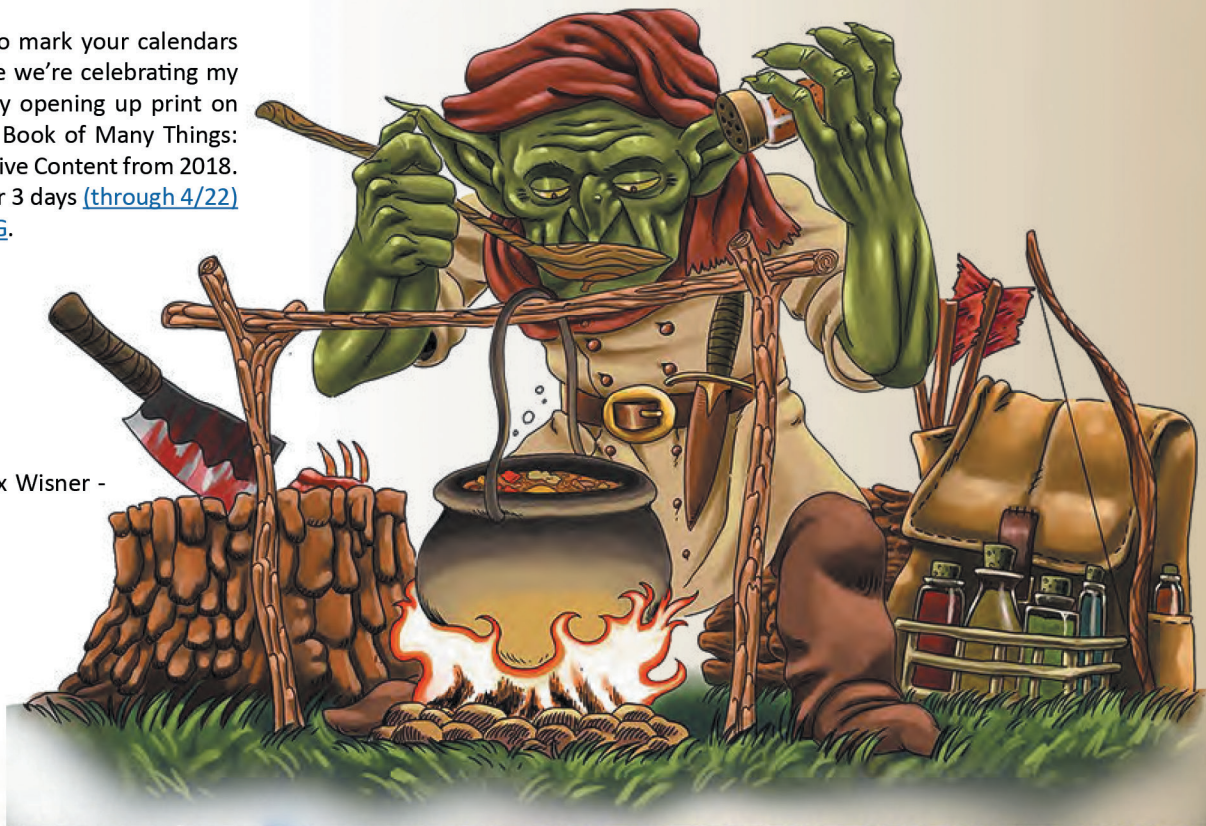
- 3 new races (**always helpful, dinosaurs, gingerbread people**)
- 4 new classes (**agent elite, culinarian, intern, premium character**)
- Almost **100 recipes**, including grilled cheese, baked alaska, and the ever-delicious toasted ravioli. Show me potato salad!
- Feats, noble paths, a stocked pantry of ingredients, and more

Available on 4/1/2019 at [Drivethru RPG](#), [Paizo](#), and the [Open Gaming Store](#)



And be sure to mark your calendars for 4/19 because we're celebrating my dad's birthday by opening up print on demand for the Book of Many Things: Campaign Exclusive Content from 2018. Available only for 3 days ([through 4/22](#)) [on Drivethru RPG](#).

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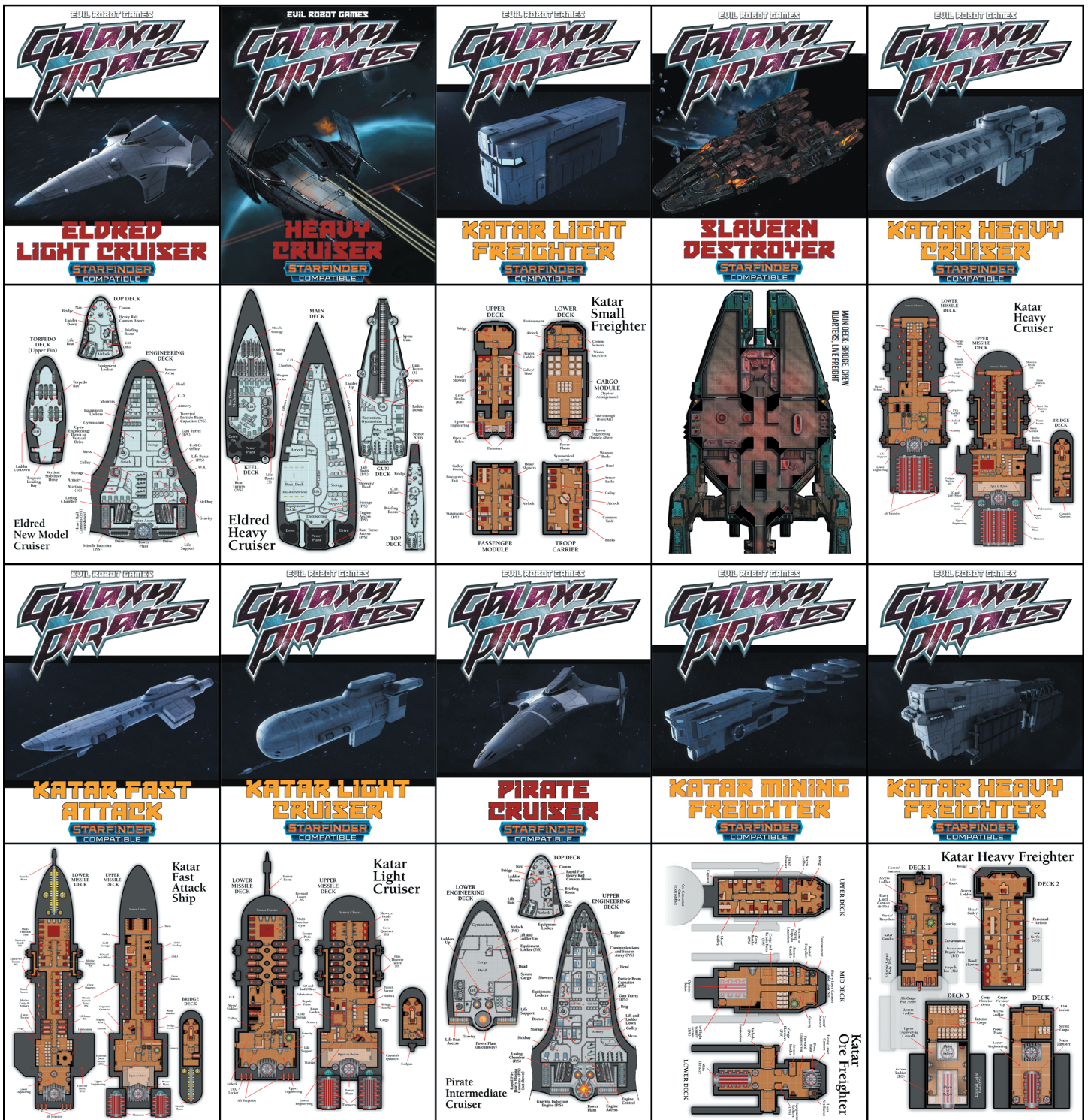
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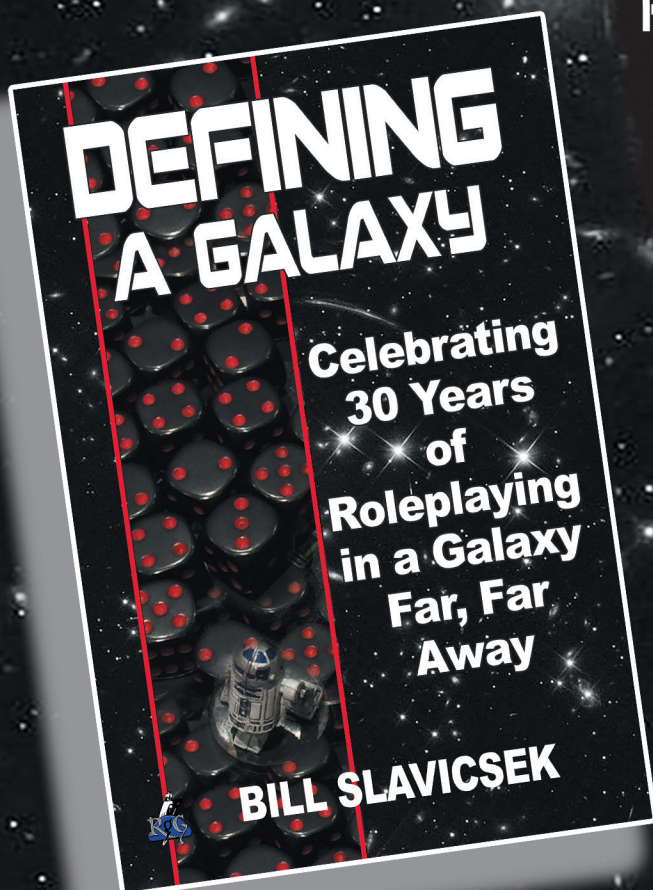
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A RETROSPECTIVE ON HOW A ROLEPLAYING GAME DEFINED A GALAXY FAR, FAR AWAY, AS TOLD BY BILL SLAVICSEK, AUTHOR OF "THE STAR WARS SOURCEBOOK," "A GUIDE TO THE STAR WARS UNIVERSE," AND "THE DEATH STAR TECHNICAL COMPANION."

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