Pathways

Chow Lye Yarn

Table of Contents

Departments

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Starfaring Species: Psychic Space Cats

Owen KC Stephens

STARFINDER COMPATIBLE

Editorial

by Dave Paul

"Count your blessings."

I don't know about anyone else, but though I appreciate the gratitude-oriented sentiment of the phrase, I've always heard a bit of shame in the phrase, as if I was supposed to not complain about whatever didn't feel like a blessing or as if others had things worse and so I should suck it up. In addition, there's been a religious overtone to both the word and the phrase, at least in my hearing of it. But this probably says a lot about me and less about the word or saying or why others use it. Even so, from at least one of the common meanings of the word, I will admit to living a life that could seem by comparison to some others to be blessed.

But, within these fun games we play, blessings can be something else entirely, and I welcome the alternatives. They can be spells, divine powers, or other mysterious forces. A "blessing," in an RPG, can be something other than whatever it means colloquially or even in academic or canonical language. I do appreciate how the word has been used in spells and powers in the various supplemental products available to players and GMs of Pathfinder. And, I especially liked the mechanics of how many of those spells and powers worked (and you'll see my appreciation in the Spells Showcase piece in this issue). In particular, I'm thinking of something like the *blessing of fervor* spell and how the individual targets of the spell have the option to make choices about what the spell does for them.

Also in this issue you'll find more of the great content you've come to expect. Kendra Leigh Speedling's Lay Blessing feat could get great use in my own campaigns as my style of adventuring environment has significant room for NPCs who fall outside the normal spectrum of classes in the game. And, for anyone playing a warpriest, Sasha Hall's piece offers some archetypes that line up very nicely with the theme of this issue but push beyond it to give players something robust and complete. This also gives GMs some nice new options for NPCs.

Happy gaming.

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True Divine Familiar

by Owen K.C. Stephens, Illustration by Chow Lye Yarn

While familiars are classically considered the provenance of arcane spellcasters (especially sorcerers and wizards), some gods also grant their servants the power to call and bond with a familiar. In some cases these creatures exist only in forms tied to the areas of the deity's concerns, such as a god of cats granting her priests cat familiars. In other cases the deity has ties to arcane magic itself, and gives their most trusted servants the same kind of familiar aid as wizards. And, of course, being gods, some of them grant familiars to divine agents without any explanation, working in mysterious ways.

Gaining a Divine Familiar

If a GM wishes to allow a divine spellcaster to gain a divine familiar, there are two main ways to go about it, both of which involve discussion with the player of the character to be so blessed how to handle it. One is to replace some existing power (such as a domain power, or a class feature of a divine class that does not receive domains, such as inquisitors and oracles) with a familiar as a sorcerer of a level equal to the character's level in that divine class. The other is to require the character to expend a feat to gain a familiar tied to that divine class.

If the GM wishes even more powerful divine familiar to be available, a character level 5th or higher second domain ability, class feature, or feat can be directed to it. If the god is simply emulating an arcane familiar, the divine servant may gain any level- and alignment-appropriate improved familiar. But in most cases, the servant's existing familiar becomes a more powerful version of itself, the true divine familiar.

For the most powerful true divine familiar, the character gaining the familiar may give up a third domain ability, class feature, or feat, and grant the familiar a familiar archetype without the greater true divine familiar having to give up any of the abilities the familiar archetype normally replace.

Creating a True Divine Familiar

The True Divine Familiar template may be added to any divine familiar that has been promoted to the status of true divine familiar.

Alignment A true divine familiar has an alignment equal to that of the deity it serves.

Senses The true divine familiar gains darkvision 60 ft. If it already had darkvision, it instead gains scent.

Defensive Abilities The true divine familiar gains a +2 enhancement bonus to its natural armor bonus, and a +2 resistance bonus to all saving throws.

The true divine familiar gains damage reduction equal to the class level of the character it is a familiar for -5 (minimum 0), and resist of the same value against 3 energy types (often similar to the resistances gained by an outsider of the same alignment).

The true divine familiar gains also gains spell resistance equal to the class level of the character it is a familiar for +5. If its master is 11th level or higher, this becomes spell resistance equal to the class level of the character it is a familiar for +10.

Special Attacks The true divine familiar may smite 1/day as a swift action (it adds its Cha bonus to attack rolls, and a damage bonus equal to its HD against a smite target; smite persists until the target is dead or the true divine familiar rests). If the deity granting the true divine familiar has a non-neutral alignment, the familiar may smite creatures of an opposing alignment. Otherwise, it can smite creatures of one creature type or subtype opposed by its deity.

Flight The true divine familiar gains a fly speed of 30 feet (clumsy maneuverability). If it already has flight, its maneuverability increases by one step. If it is already perfect, its speed increases by 10 feet. When the character who is the true divine familiar's spellcaster reaches level 10, 15, and 20, the familiar's flight improves by one step through this progression.

Ability Scores A true divine familiar has a minimum Int, Wis, and Cha of 10 or the normal Int of a familiar of its level, whichever is higher.

Language A true divine familiar can speak one language known by the character it is a familiar for, plus one planar language (generally one

appropriate to the home plane of the deity it serves). When the character it is a familiar for reaches 7th level, and every two levels thereafter, it gains an additional language.

Divine Symbol A true divine familiar acts as a holy symbol of the deity it serves, and can be used as such by the character for which it is a familiar if within 30 feet of that character.

Sample True Divine Familiar

True Divine Familiar Cat

(for 6th level cleric)
CR/XP NA
NG Tiny animal
Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +5 natural, +2 size)
DR 1/-; improved evasion; Resist cold, electricity, fire 1; **SR** 11

hp 28 (6HD)
Fort +6, **Ref** +7, **Will** +8

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)
Melee 2 claws +7 (1d2–4), bite +7 (1d3–4)
Special Attacks deliver touch spells, smite evil 1/day (+0 attack, +6 damage)
Space 2-1/2 ft.; Reach 0 ft.

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 10, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +3; **CMD** 9 (13 vs. trip)
Feats Alertness, Weapon Finesse
Skills Climb +11, Knowledge (religion) +6, Perception +12, Spellcraft +6, Stealth +19; Racial Modifiers +4 Climb, +4 Stealth
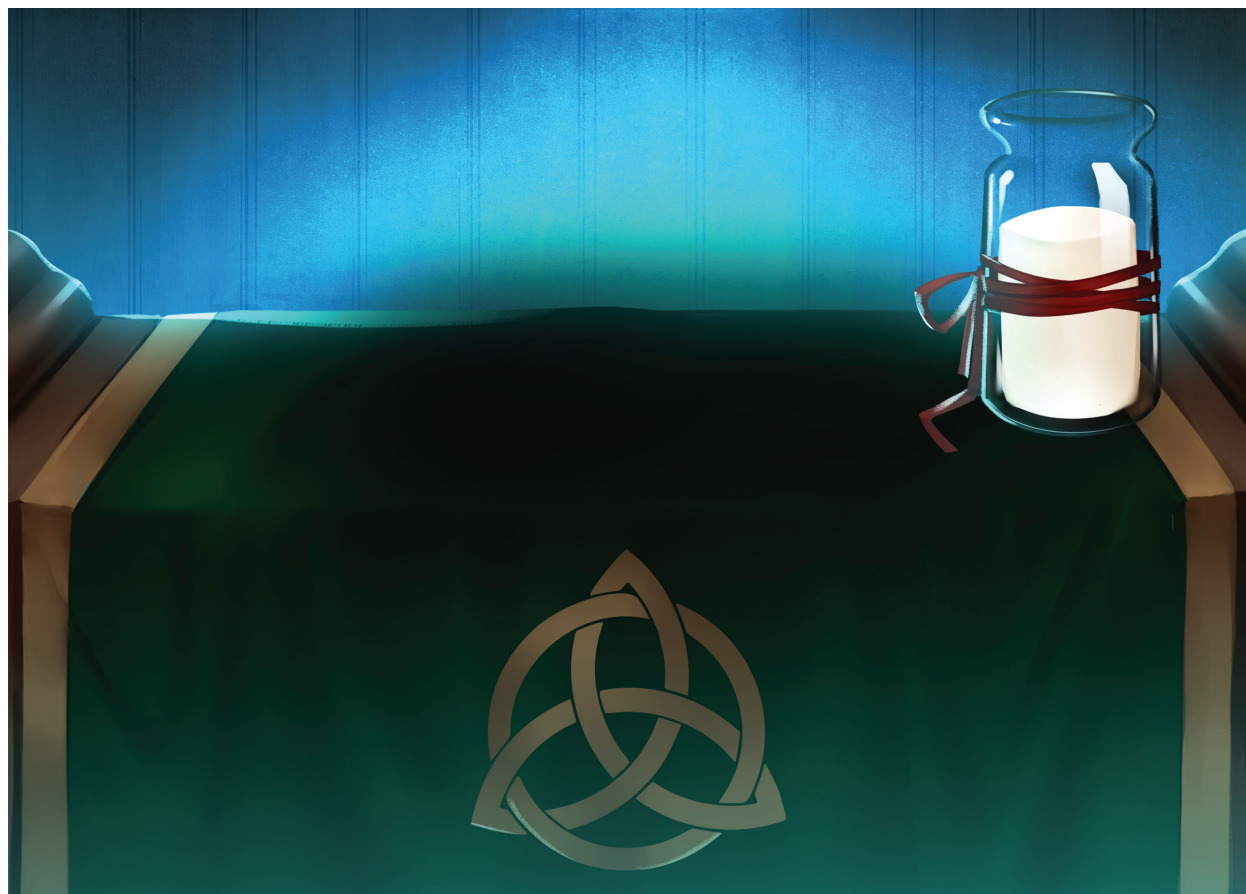**Languages** Celestial, Common

SPECIAL ABILITIES

Divine symbol, empathic link, share spells, speak with master

FAMILIAR

The master of a true divine cat familiar gains a +3 bonus on Stealth checks.

20 Lost Treasures to Find in an Abandoned Temple

By Creighton Broadhurst

Brave adventurers are always poking around in abandoned temples. Whether they are cleansing the taint of a dark power from a temple's holy precincts or exploring a shrine dedicated to a now forgotten power, they always hope to find hidden or lost treasures.

Use this table, to generate details of treasures the PCs find in the abandoned temple. Reroll inappropriate results.

1. A golden longsword rests atop an obsidian altar. The hilt is engraved with strange runes.

2. A saintly marble statue gently weeps tears of crystal clear water. If collected, these tears can cure poisons and disease.

3. A pile of discarded clothes lies before a crude stone table. Hidden beneath them is a mithral sacrificial dagger covered in dried blood.

4. Seven stone pillars tower inside this room, each with a holy meteorite resting atop it. One of the meteorites contains raw adamantine ore.

5. Clay pots sealed with wax line the shelves of this room. Each contains a supply of rare and fragrant incense.

6. An animated dwarven statue monotonously hammers an anvil in this stone chapel. Mundane weapons struck by the dwarf's hammer become enchanted for one hour.

7. This room glitters with gold, silver and copper. Thousands of coins hang from the ceiling by thin pieces of string.

8. The discarded skin of a massive snake is curled up in this room. Instead of normal skin, this delicate husk is composed of gold leaf.

9. Four almsgiving bowls rest atop a simple wooden table. Each bowl contains a few coins.

10. A priestly mask shaped into the image of a goat hangs above a small shrine. The horns of the mask are studded with gems.

11. Dozens of statuettes carved into images of different animals litter this room. Several are crafted from ivory.

12. Twelve skeletal priests lie upon stone slabs in this room. Each has an opal gem inside its mouth and a dagger plunged into its breast.

13. An empty suit of ornate full plate armour kneels before a shrine. If touched in any way, the suit collapses into a pile on the floor.

14. A severed hand lies half-buried in the ashes of a brazier. It still has a golden ring on its finger.

15. Silken banners depicting a pantheon of lost gods hang from the ceiling of this room.

16. A giant clam slumbers in this temple reflecting pool. When all is quiet, it opens its mouth to reveal an enormous pearl.

17. Canopic jars with gold filigree are arranged in a circle around a sarcophagus.

18. A gem-encrusted sceptre is embedded into the stone floor of the room. Only an individual without avarice in her heart can draw it from the stone.

19. A dead rogue lies amid a pile of scattered temple coins. The stains of a purple poison still mark his lips.

20. A six-armed statue towers over this room. Three of its hands clutch human skulls and three clutch gems.

Want More?

If you enjoy the table above and like dungeon dressing, check out *GM's Miscellany: Dungeon Dressing*—an essential part of any GM's arsenal and winner of Endzeitgeist's Top Ten of 2014! If you are setting an adventure in an abandoned temple, check out *Alternate Dungeons: Abandoned Temple* and (finally) if you want more free content check out our Free Stuff page.

The Gifts of Heaven

Preview for Mythic Monsters: Heavenly Host

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

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

Sanctified Servant

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

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

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

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

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

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

Healing Hands (Sacred)

Your hands are blessed with the gift of healing others.

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

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

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

Heavenly Halo (Sacred)

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

Prerequisite: Sacred Servant.

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

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

ANGEL, MOVANIC DEVA

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

MYTHIC MOVANIC DEVA   **CR 12/MR 5**
XP 19,200

Pathfinder Roleplaying Game Bestiary 2

NG Medium outsider (angel, extraplanar, good)

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

Aura protective aura

DEFENSE

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

hp 200 (12d10+134)

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

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

OFFENSE

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

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

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

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

Constant—detect evil

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

7/day—*cure serious wounds*

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

STATISTICS

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

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

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

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

Languages Celestial, Draconic, Infernal; truespeech

ECOLOGY

Environment any good-aligned plane

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

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

SPECIAL ABILITIES

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

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

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

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

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

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

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Spells Showcase: Blessings

By Dave Paul

The blessing of light spell first appeared in [101 Shadow and Darkness Spells]*, and blessing of the sly originally appeared in* [101 Urban Spells.]

—

I wanted a spell that had a magical fantasy feel with interesting visuals. I rather liked the idea that the spell itself is connected to a prayer and a deity and that the color of the light created by the spell aligns with the deity identified in the spell (which doesn't have to be the caster's deity—also something I wanted to have in the spell). And, I like the idea that each of the targets of the spell has a little bit of power (a very little bit, to be fair) to use at their own discretion. The main reason for the spell is the morale bonus against magical darkness effects; and I wanted that to be keyed to light itself.

Blessing of Light
School: Abjuration [light]**; Level:** Cleric/Oracle 2, Paladin 2
Casting Time: 1 round
Components: V, S, DF
Range: Close (25 ft. + 5 ft./2 levels)
Target: One living creature/level, no two of which can be more than 30 ft. apart.
Duration: 1 minute/level or until discharged
Saving Throw: Will negates (harmless)**; Spell Resistance:** Yes (harmless)

You offer a prayer to a deity of light as you protect your allies with this spell. For as long as the effect lasts, each target emits light as though targeted by a *light* spell; the color of the light corresponds to a color associated with your own deity or the deity named in the prayer. Each target can suppress or resume this light as a free action on its turn.

Each target gains a +2 morale bonus on saving throws against any spells or effects with the darkness or shadow descriptors while it is emitting this light. Any ally adjacent to someone emitting light from *blessing of light* gains a +1 morale bonus on those saves as well. These bonuses do not stack. At any time while the spell is in effect, a target may, on its turn as a swift action, choose to end the spell's benefits for itself for a burst of light. This burst dispels any single magical darkness effect of 2nd level or lower within 20 feet.

—

As *blessing of the sly* appeared in a spell aimed at urban environments, the goal was to give someone with some significant stealth abilities the ability to offer some of that stealth to an ally. In the cases of the bard and inquisitor I was considering someone deeply familiar with a particular urban environment, and in the case of the ranger I was imagining someone quite confident in their own ability to move about regardless of environment. In all cases, the ability to grant someone else *freedom of movement* or *nondetection* was so powerful that I couldn't justify a lower level for the spell (even though this makes the spell a potentially unattractive option for the ranger). Several of my spells take advantage of this curious duration-reducing feature: as the target of the spell takes advantage of the spell's more powerful features, the remaining duration drops considerably. This allows the spell to be useful both between and during encounters.

Blessing of the Sly
School: Transmutation**; Level:** Bard 4, Inquisitor 4, Ranger 4
Casting Time: 1 standard action
Components: V, S, M (diamond dust worth 250 gp)
Range: Touch
Target: Creature touched
Duration: 10 minutes/level; see text
Saving Throw: Will negates (harmless)**; Spell Resistance:** Yes (harmless)

The creature you touch becomes supernaturally adept at remaining concealed. The target gains a +2 competence bonus on Bluff, Disguise, Escape Artist and Stealth checks. At the beginning of its turn, the target may choose to gain any one of the following benefits until the beginning of its next turn; doing so shortens the duration of the spell by 1 minute. This choice does not require an action.

Gain the benefits of *disguise self.*
Gain the benefits of *freedom of movement.*
Gain the benefits of *invisibility.*
Gain the benefits of *nondetection.*

These effects are not cumulative with other effects, if the touched creature is also affected by a similar spell or power, only the more powerful is in effect (for example, if the target gains the benefits of *disguise self* or *invisibility* and takes advantage of the bonus to the associated skill check, it does not also continue to receive the +2 bonus on Disguise or Stealth granted by this spell during that round). Clerics with the trickery domain may take *blessing of the sly* instead of *confusion* as their 4th level domain spell.

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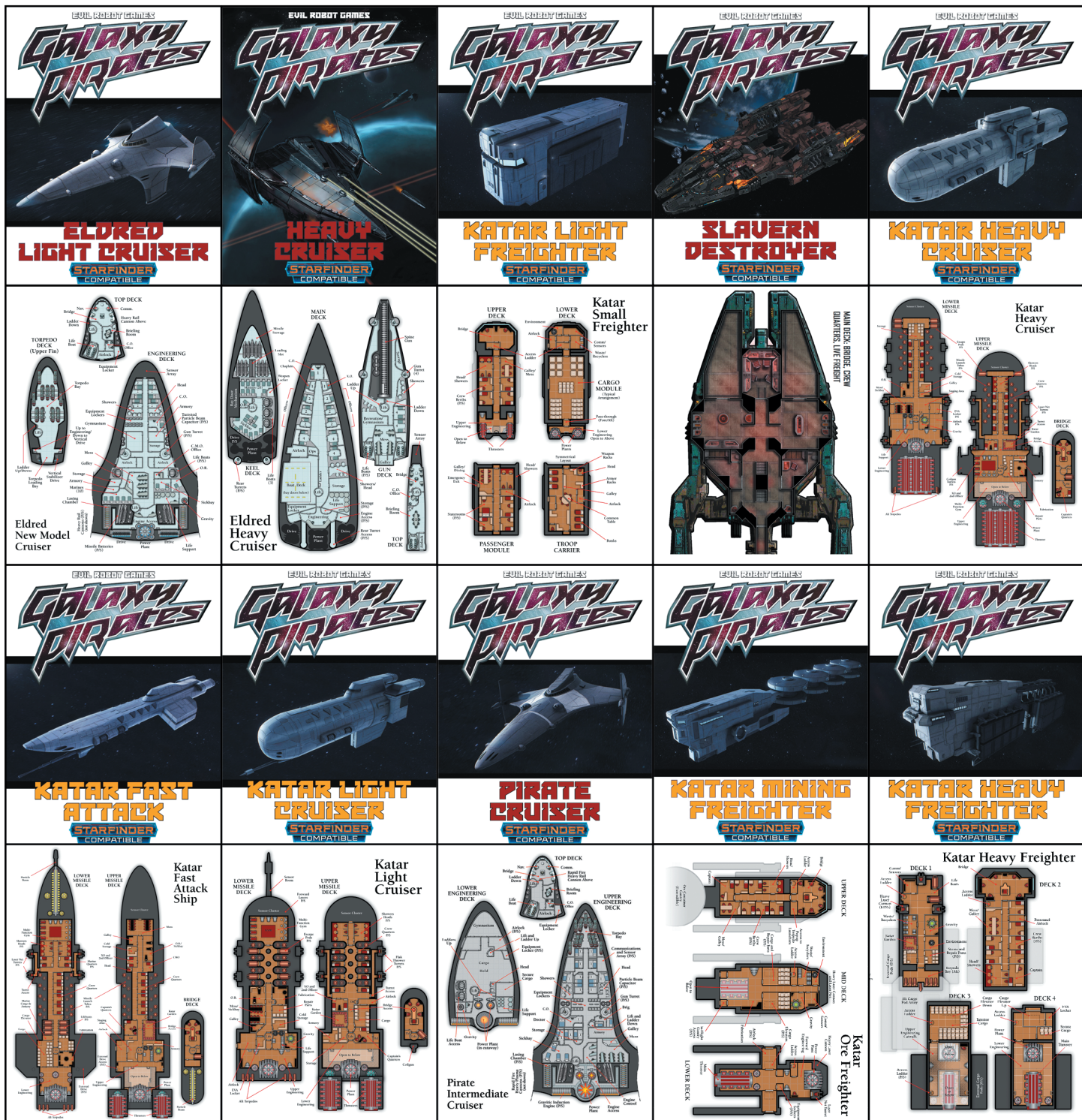
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Blessings of the Congregation

By Kendra Speedling

Adeity's priests and those gifted with divine powers are the most visible members of a faith. Just as important, however, are lay worshipers, who make up most of the church. Though these worshipers have no divine magic, they can be as devout as those taking up clerical vestments. Sometimes a lay worshiper's faith is so strong their deity grants them a blessing as a mark of favor. The following feat is available to such worshipers.

Lay Blessing

Though you are not a divine caster, your devoutness has been blessed by your deity.

Prerequisite: Must worship a deity within one step of your alignment, must have no levels in a class with divine spellcasting.

Benefit: Select one of the following domains granted by your deity. You gain the listed benefit associated with that domain. If a benefit requires a save, the save DC is equal to 10 + 1/2 your level + your Wisdom modifier.

Air: Once per day as a standard action, you can create a barrier of wind around yourself. This functions as *wind wall*, but only surrounds you and moves with you if you move. The barrier lasts a number of rounds equal to your level.

Animal: Once per day, you can activate your animalistic instincts as a swift action. Choose one of the following benefits: darkvision 60 ft., a claw primary natural attack, a climb or swim speed equal to your speed, or scent. This lasts a number of rounds equal to your level.

Artifice: You gain a +3 bonus to one Craft skill of your choice. This is a sacred bonus if your deity is good or neutral, and a profane bonus if your deity is evil.

Chaos: As a move action, you can make your physiology slightly amorphous, granting you a 50% chance to ignore critical hits and sneak attacks. You can use this ability a number of rounds per day equal to your level; these do not need to be consecutive.

Charm: You gain a +3 bonus to Diplomacy. This is a sacred bonus if your deity is good or neutral, and a profane bonus if your deity is evil.

Darkness: While in an area of darkness, you gain a +1 insight bonus to your AC and your attacks deal an extra 1d6 precision damage. This stacks with the sneak attack class feature.

Death: Whenever you deal the killing blow to a creature, you gain a +2 bonus to attack rolls and a +4 bonus to confirm critical hits for the next round. This is a sacred bonus if your deity is good or neutral, and a profane bonus if your deity is evil.

Destruction: Once per day as a standard action, you can emit a burst of destructive energy. All creatures adjacent to you take 1d6+1 points per your level (maximum +10). This damage increases by 1d6 for every five levels you possess. Affected creatures can attempt a Fortitude save for half damage. Undead and constructs are not immune to this effect.

Earth: Once per day as a standard action, you can create a stone spike underneath one creature on the ground. This spike deals 1d6+1 points per your level (maximum +15) and can trap the creature in place with a successful combat maneuver check, using your level in place of your Combat Maneuver Bonus and your Wisdom modifier in place of your Strength modifier. If this is successful, the creature is entangled and cannot move. A successful Reflex save halves the damage and negates the entangled effect.

Evil: As a swift action, you can imbue one melee or ranged weapon with evil. When you deal damage to a good-aligned creature with that weapon, they take an additional amount of unholy damage equal to your level + your Wisdom modifier. You can use this ability a number of rounds per day equal to your level; these do not need to be consecutive.

Fire: Once per day as a standard action, you can cloak yourself in flames. This functions as a warm *fire shield*, but does not provide resistance to cold-based attacks. This lasts a number of rounds equal to your level.

Glory: Whenever you deal the killing blow to a foe of a CR at least one level greater than your own, you are affected by *heroism* for the next round.

Good: As a swift action, you can imbue one melee or ranged weapon with good. When you deal damage to an evil-aligned creature with that weapon, they take an additional amount of holy damage equal to your level + your Wisdom modifier. You can use this ability a number of rounds per day equal to your level; these do not need to be consecutive.

Healing: Your presence strengthens others' healing capabilities. All healing spells and effects to targets within 10 feet of you heal an additional 1d4 points of damage.

Knowledge: As a free action, you may make a Knowledge check untrained, with a +5 insight bonus. You can use this ability a number of times per day equal to your Wisdom modifier.

Law: As a move action, you can give yourself spell resistance equal to 12 + your level versus mind-affecting effects. You can use this ability a number of rounds per day equal to your level; these do not need to be consecutive.

Liberation: Once per day as an immediate action, you may grant yourself or an ally within 30 feet a +10 bonus on an Escape Artist or Combat Maneuver check to avoid being grappled or pinned.

Luck: Once per day, you may reroll or allow an ally to reroll any d20 roll. This must be done before the result is revealed.

Madness: Once per day, you can cast *lesser confusion*, with a caster level equal to your level.

Magic: You gain *detect magic* as a cantrip. Once per day, you may attempt to counterspell a 1st-level spell as if using *dispel magic*, treating your level as your caster level.

Nobility: You gain a +3 bonus to Bluff and Diplomacy checks when dealing with nobles or aristocrats. This is a sacred bonus if your deity is good or neutral, and a profane bonus if your deity is evil. Knowledge (nobility) is always a class skill for you.

Plant: When in an area with plants, as a move action, you can direct non-creature plants to assist you. This functions as aid another, but does not require an attack roll and can only provide a bonus to attack or AC. You can use this ability a number of times per day equal to your Wisdom modifier.

Protection: Once per day as an immediate action, you may intercept a successful attack against an adjacent ally, taking full damage from that attack and any associated effects.

Repose: Once per day, you can choose to affect a creature to which you deal the killing blow with *sanctify corpse*.

Rune: You gain a +4 bonus on saves against effects relying on the written word, such as *glyph* spells or *explosive runes*.

Strength: Once per day as a standard action, you may take 20 on a Strength check without requiring additional time to do so, even if you are threatened or distracted. This ability provokes an attack of opportunity.

Sun: Once per day, you can cast *daylight*, with a caster level equal to your level.

Travel: Once per day, you can take two 5-foot steps in one round. These steps do not need to be consecutive.

Trickery: Once per day, you can take a 5-foot step to an adjacent square when a melee attack succeeds against you, negating the attack's damage and effects.

War: You can rage, as the rage class feature, for a number of rounds per day equal to your Wisdom modifier. If you have the rage class feature, you add this to the total number of rounds you can rage per day.

Water: You can gain a swim speed of 30 feet for a number of minutes per day equal to your level; these do not need to be consecutive, but must be spent in 1-minute increments.

Weather: Once per day, you can alter the weather in a 10-foot radius around you, including winds, temperature or other natural weather phenomena. This lasts a number of minutes equal to your level. This does not affect magically altered weather.

Special: If you ever gain levels in a divine spellcasting class, you lose the benefits of this feat and can immediately retrain it. If the class allows you to select domains or blessings as a class feature, one of your selections must be the domain you chose for this feat.

If you grossly violate the code of conduct required by your deity, your alignment shifts so that it is more than one step away from your deity's, or you no longer worship your deity, you lose access to this feat. You can regain it once you atone for your misdeeds to your deity (see the *atonement* spell).

Dualities of the Faith

By Sasha Hall

The following warpriest archetypes explore new dualities. They take the normal dualities of good and evil, life and death that are found in a typical warpriest's abilities, and replace them with new dualities, derived from and expanding on existing warpriest blessings.

Warpriest of the Physical Duality

A warpriest of the physical duality is devoted to the duality found in strength and agility. They worship deities who exemplify their side of the duality, and seek to embody it themselves.

Devotion of Physicality: At 1st level, a warpriest of the physical duality must choose whether to devote themselves to strength or agility. This influences a number of their other class features and abilities.

If they choose to devote themselves to strength, they must have a Strength score of at least 10 + half their warpriest level (minimum total of 12). If they choose to devote themselves to agility, they must have a Dexterity score of at least 10 + half their warpriest level (minimum total of 12). A warpriest of the physical duality that temporarily fails to meet this requirement as a result of ability damage or drain is not penalized, but if they fail to meet this requirement as a result of permanent ability drain, and do not take action to meet this requirement again for 48 hours, they must seek atonement as if they had broken an alignment restriction.

A warpriest of the physical duality may otherwise be of any alignment, no matter their deity. It is their devotion to the physical, not the moral, that their deity admires.

This replaces the warpriest's normal alignment restriction.

Blessings (Su): At 1st level, a warpriest of the physical duality's choice of blessings reflects their devotion. They must select the Strength blessing (if they chose to devote themselves to strength) or the Travel blessing (if they chose to devote themselves to agility). They gain this blessing even if their deity does not normally grant it. They gain a second blessing chosen from those their deity grants, as normal.

This modifies blessings.

Physical Casting (Su): At 1st level, a warpriest of the physical duality's ability to cast spells is based in their ability to use their body. Their warpriest spells always have a somatic component, which cannot be removed by any means, such as the Still Spell feat. However, they are not restricted in what spells they can cast based on their alignment.

Further, they add all spells of the transmutation school from the sorcerer/wizard spell list of up to 6th level to their spell list. Transmutation spells of 7th level or above from the sorcerer/wizard spell list are not considered to be on their spell list.

This alters spellcasting and replaces aura.

Spontaneous Physicality (Sp): At 1st level, a warpriest of the physical duality can sacrifice a prepared warpriest spell to spontaneously accentuate their devotion to the physical. If they devote themselves to strength, this grants them a sacred bonus to their Strength score equal to twice the level of the spell slot expended for a number of minutes equal to half their class level (minimum 1 minute). If they devote themselves to agility, this has the same effect, but the sacred bonus is to their Dexterity score instead.

This replaces spontaneous casting.

Physical Fervor (Su): At 2nd level, a warpriest of the physical duality does not gain the ability to expend uses of fervor to heal or damage creatures with a touch. Instead, as an immediate action when a warpriest of the physical duality hits with a weapon attack, they can expend one use of fervor to deal 1d4 points of precision damage with said attack. This additional damage increases by 1d4 for every three class levels above 2nd. This additional damage is not multiplied on a critical hit. They can still expend fervor for any other uses it may have.

This modifies fervor.

Channel Bodily Energy (Su): At 4th level, a warpriest of the physical duality's channel energy class feature does not heal or harm creatures normally. Instead, when the warpriest of the physical duality channels energy, all creatures within 30 feet of the warpriest of the physical duality heal 1 point of ability damage to each of their Strength, Dexterity, and Constitution scores. At 8th level, and every six levels thereafter, this heals 1 additional point of ability damage to each of the previously mentioned ability scores.

A warpriest of the physical duality can take feats that modify the area of their channel energy class feature, as well as Selective Channeling, as if this was the standard channel energy class feature. They may not, however, use this class feature to qualify for any feats that modify the effects of their channel energy, require their channel energy to be positive or negative, or require their channel energy to heal or harm.

This modifies channel energy.

Warpriest of the Parallel Sky

A warpriest of the parallel sky is devoted not to good or evil, but to the duality found between the brightest sunlit day, and the darkest cloud-covered night. They cherish their chosen part of the duality, to the extent that their deities' blessings are most potent when the sun shines bright or the moon hangs low.

Devotion of the Sky: A warpriest of the parallel sky must choose whether to devote themselves to day or to night. If they devote themselves to day, they may not worship a deity that offers the Darkness domain, unless that deity also offers the Sun domain. If they devote themselves to night, they may not worship a deity that offers the Sun domain, unless that deity also offers the Darkness domain.

A warpriest of the parallel sky may be of any alignment, as it is their devotion to the day or the night, not the moral, that their deity admires.

This replaces the warpriest's normal alignment restriction.

Sky Blessing (Su): At 1st level, a warpriest of the parallel sky's choice of blessings is more restricted than most. They must select the Sun blessing (if they chose to devote themselves to day) or the Darkness blessing (if they chose to devote themselves to night). They do not gain a second blessing.

At 7th level, a warpriest of the parallel sky can expend one additional use of their blessing ability to use their blessing as a swift action. If they chose to devote themselves to day and they are in direct sunlight, or if they chose to devote themselves to night and they are in total darkness, they do not need to expend an additional use to do so.

At 13th level, when a warpriest of the parallel sky uses their blessing, they can expend one additional use of their blessing ability to increase its duration. If their blessing would normally last for one round, it now lasts for one minute. If it would normally last for one minute, it now lasts for ten minutes.

At 16th level, a warpriest of the parallel sky can use their blessing as a swift action without expending an additional use of their blessing ability, no matter the environment.

At 19th level, a warpriest of the parallel sky can use their blessing as an immediate action without expending an additional use of their blessing ability.

This modifies blessings and replaces sacred armor.

Spells of the Parallel Sky (Su): At 1st level, a warpriest of the parallel sky's ability to cast spells is more potent than most warpriest's, but with its own restrictions. They are not restricted in what spells they can cast based on their alignment. Instead, a warpriest of the parallel sky who chose to devote themselves to day cannot prepare or cast warpriest spells with the darkness descriptor, and a warpriest of the parallel sky who chose to devote themselves to night cannot prepare or cast spells with the light descriptor.

Starting at 2nd level, when a warpriest of the parallel sky who chose to devote themselves to day prepares a spell with the light descriptor with one or more metamagic feats, or when a warpriest of the parallel sky who chose to devote themselves to night prepares a spell with the darkness descriptor with one or more metamagic feats, they can expend uses of fervor to cast it more efficiently. For every use of fervor expended, it uses a spell slot one level lower than normal, to a minimum of the normal level of the spell.

This modifies spellcasting and fervor and replaces aura and spontaneous casting.

Skycaster's Feats: Whenever a warpriest of the parallel sky gains a bonus combat feat from warpriest levels, they can choose to gain a metamagic feat, Spell Focus, or any feat with Spell Focus as a prerequisite, instead of a combat feat. They must meet the prerequisites for any such feat, as normal.

This modifies bonus feats.

Hand of the Divine

A hand of the divine is devoted to one half of reality, either the right hand of creation or the left hand of destruction. Their faith and skill at arms meld together to give them the power to either shield their allies from the most vicious blows, or dole those blows out themselves. In place of life and death, the hand of the divine's focus is even more base and cosmic.

Hand's Devotion: A hand of the divine must devote themselves to either the right hand path, serving creation, or the left hand path, serving destruction. Either way, they do not have an alignment restriction, as creation and destruction are primal enough to care not for morals.

This replaces the warpriest's normal alignment restriction.

Cosmic Blessing (Su): At 1st level, a hand of the divine's blessing selection reflects their path. A hand of the divine who follows the right hand path must choose the Protection blessing. A hand of the divine who follows the left hand path must choose the Destruction blessing. They gain these blessings even if their deity does not offer them, as their devotion is reflected in all deific beings. They do not gain a second blessing.

This modifies blessings.

Spontaneous Destruction (Su): At 1st level, a hand of the divine can activate their righteous blessings

by way of their magical power. They can expend a prepared warpriest spell of 1st level or above when using one of their blessing powers to increase their effective class level for determining the effects of the power by twice the level of the spell expended.

This replaces spontaneous casting.

Handed Fervor (Su): At 2nd level, a hand of the divine's fervor reflects their divine path. If they chose to follow the right hand path, their fervor class feature uses positive energy, no matter what their alignment or their deity's alignment is. If they chose to follow the left hand path, their fervor class feature uses negative energy, in a similar fashion. This applies to their channel energy class feature, as well.

This modifies fervor and channel energy.

Cosmic Focus (Ex): At 1st level, a hand of the divine's skill at arms reflects their cosmic devotion. A hand of the divine who follows the right hand path gains Shield Focus as a bonus feat. A hand of the divine who follows the left hand path gains Weapon Focus as a bonus feat. Either way, they count their class level as levels in the fighter class for the purposes of prerequisites.

This replaces focus weapon.

Sacred Arsenal (Su): At 1st level, a hand of the divine's blessed skill at combat varies with the path they follow. A hand of the divine who follows the right hand path gains the sacred weapon class feature as normal.

However, a hand of the divine who follows the right hand path applies the increased weapon damage from their sacred weapon class feature to their shield bash attacks, and can only enhance their shield bash attacks with their sacred weapon class feature.

Further, at 4th level, a hand of the divine who follows either path is not restricted by their alignment, or their deity's alignment, when it comes to what abilities they can choose to apply with their sacred weapon class feature.

This modifies sacred weapon.

Sacred Armory (Su): At 7th level, a hand of the divine's defensive caliber depends on the path they follow. A hand of the divine who follows the left hand path does not gain the sacred armor class feature. Instead, they gain a pool of destructive points equal to their class level. When they expend uses of their fervor class feature or their blessing class feature, they can choose to expend destructive points to reduce the number of uses of that class feature expended by an equal amount (minimum 0 uses).

A hand of the divine who follows the right hand path gains the sacred armor class feature as normal.

This modifies sacred armor.

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Blessings of the Stars

By Mike Welham

Well before space travel became commonplace, when the most common nonmagical means of crossing great distances involved sea travel, sailors and captains alike would invoke the deities for blessings on their journeys. They weren't necessarily faithful to the deities in question, but it seemed to them that by merely acknowledging the deities' power, the gods and goddesses of the sea, weather, fortune, and other aspects influencing travel provided a small favor. Thus, these voyages were less fraught with ill winds, storms, disease, and attacks by pirates or sea monsters. This tradition (or superstition, depending on whom you ask) carried forward to the present day, and starship captains and crew often invoke the deities for blessings before embarking on their journeys.

The lists below represent common blessings for space voyages, including example phrases associated with the blessings. The blessings fall into two categories: personal blessings and starship blessings.

A PC can receive one personal blessing per voyage (from departure to final destination, but a visit longer than a day at a waypoint may allow a PC to change a blessing, at the GM's discretion). The PC can use the blessing as a swift action or as a reaction when you or an ally does something applicable for the blessing (if you use the blessing in reaction to an ally's action, the blessing benefits the ally). A character can use a personal blessing once per day. Personal blessings are minor interventions that alter the results of a particular action or a means to recover or avoid harm from the environment or rigors of space travel.

Starship blessings can only be used once per voyage, and a PC can receive only one starship blessing. If the blessing applies to starship combat, the PC must choose to bestow it at the beginning of a starship combat round. Otherwise, the PC can grant the blessing at any time. These blessings serve either as precautionary measures against random encounters or as a last-ditch chance to effort the flow of combat.

A PC who invokes the deities for a blessing has a 50% chance of receiving a boon. If the PC worships a deity whose portfolio includes starship travel or combat, the chance improves to 75%. After all, not all ships that sailed the seas completed their voyages, despite prayers to gods and goddesses. At the GM's discretion, the roll can be made secretly, and the results revealed when a blessing may prove beneficial.

Seeing a way to bring glory to their deities and fill the coffers of their places of worship, some of the faithful have set up shop in space stations and planets to bestow blessings. For 250 credits, a buyer can ensure a petitioner's voice is heard and guarantee a blessing applicable to the journey ahead. No amount of money allows a creature to have more than one blessing, however.

These blessings don't just have to be for PCs. A GM may grant blessings to opponents, with the same percentage chance for a blessing as above. Pirates and other scoundrels may invoke deities with less-than-beneficent outlooks, but these deities want their minions to succeed at sowing mayhem throughout the universe.

You can roll a d10, or choose an appropriate blessing from the lists below. If a GM allows a PC to purchase a blessing, the PC can choose one from the list, or use the list as inspiration for a similar blessing, at the GM's discretion.

Personal Blessings

Note that "you" may refer to an ally you choose to benefit from a blessing.

1. *May death wait to take you to your final reward.*
    Benefit: If you have 0 Hit Points and are dying, you automatically stabilize. If you take further damage, you are no longer stable.

2. *May this breath of life sustain you in the airless void.*
    Benefit: You can hold your breath for additional rounds equal to your Constitution score. Alternatively, if the rounds have elapsed, you reset the DC of the Constitution check to hold your breath to 10.

3. *Remain cool under pressure, as it may make the difference between success and failure.*
   Benefit: You may take 10 on a skill check during a combat encounter or in a stressful situation.

4. *Fear shouldn't be your master. You should instead master it.*
   Benefit: If you are targeted by a fear effect that allows a saving throw, you roll twice and take the best result. If you become shaken, frightened, or panicked, you reduce the duration by 1 round (minimum 0).

5. *Fortify yourself such that plague and poison may not penetrate your iron body.*
   Benefit: If you fail a save against an affliction that has a track, you do not move further down the track.

6. May your heart gladden at difficult work.
   Benefit: If you are fatigued and you perform an activity that would normally cause fatigue, you do not become exhausted. Rather, you must take an additional 1 hour of complete rest to no longer be fatigued.

7. *May your foes believe you are just to the side of where you are in actuality.*
   Benefit: You gain a +2 luck bonus to EAC and KAC until the beginning of your next turn.

8. *May fortune smile upon you and allow you to avoid calamity.*
   Benefit: You may reroll a saving throw, but you must choose to do so before the results of the saving throw have been announced.

9. *May your projectiles and other earthly weapons strike with laser focus.*
   Benefit: Until the beginning of your next turn, your physical attacks target EAC rather than KAC.

10. *Feel the soothing winds on your skin to assuage the terrible burn of radiation.*
    Benefit: For 1 minute, you treat radiation levels as the next lower level (minimum low level).

Starship Blessings

1. *Shrewd observation will win the fight.*
   Benefit: During the helm phase, the science officer rolls any Computers checks twice and takes the best result.

2. *May even a glancing blow bring harm to your opponents.*
   Benefit: Until the beginning of the next round of starship combat, if a gunnery check fails by 1, the check counts as successful but deals half damage.

3. *Fair stellar winds and following galactic eddies.*
   Benefit: When the starship travels through hyperspace, the chance for a random encounter is reduced by half (minimum 1%).

4. *May your ship's weapons find the heart of their enemy.*
   Benefit: Until the beginning of the next round of starship combat, the critical range for a gunnery check is expanded to a natural 19 or 20 on the die. If the target starship was the subject of a successful target system science officer action, the range is expanded to a natural 17, 18, 19, or 20.

5. *May you fly swift and fly true.*
   Benefit: During the helm phase, the pilot rolls any Piloting check twice and takes the best result.

6. *Sheer force of will can overcome minor setbacks.*
   Benefit: Until the beginning of the next round of starship combat, a crew member can take a push action using a system that is malfunctioning (this benefit has no effect on wrecked systems).

7. *May the universal flow carry you swiftly.*
   Benefit: Your ship's speed counts as 2 higher until the next round of starship combat.

8. *May your leadership resonate with your crew, even when you're not at your best.*
   Benefit: Until the beginning of the next round of starship combat, if the captain fails a check for a captain action by 1, and the action grants a bonus or inflicts a penalty, the check counts as a success, but the bonus or penalty is halved.
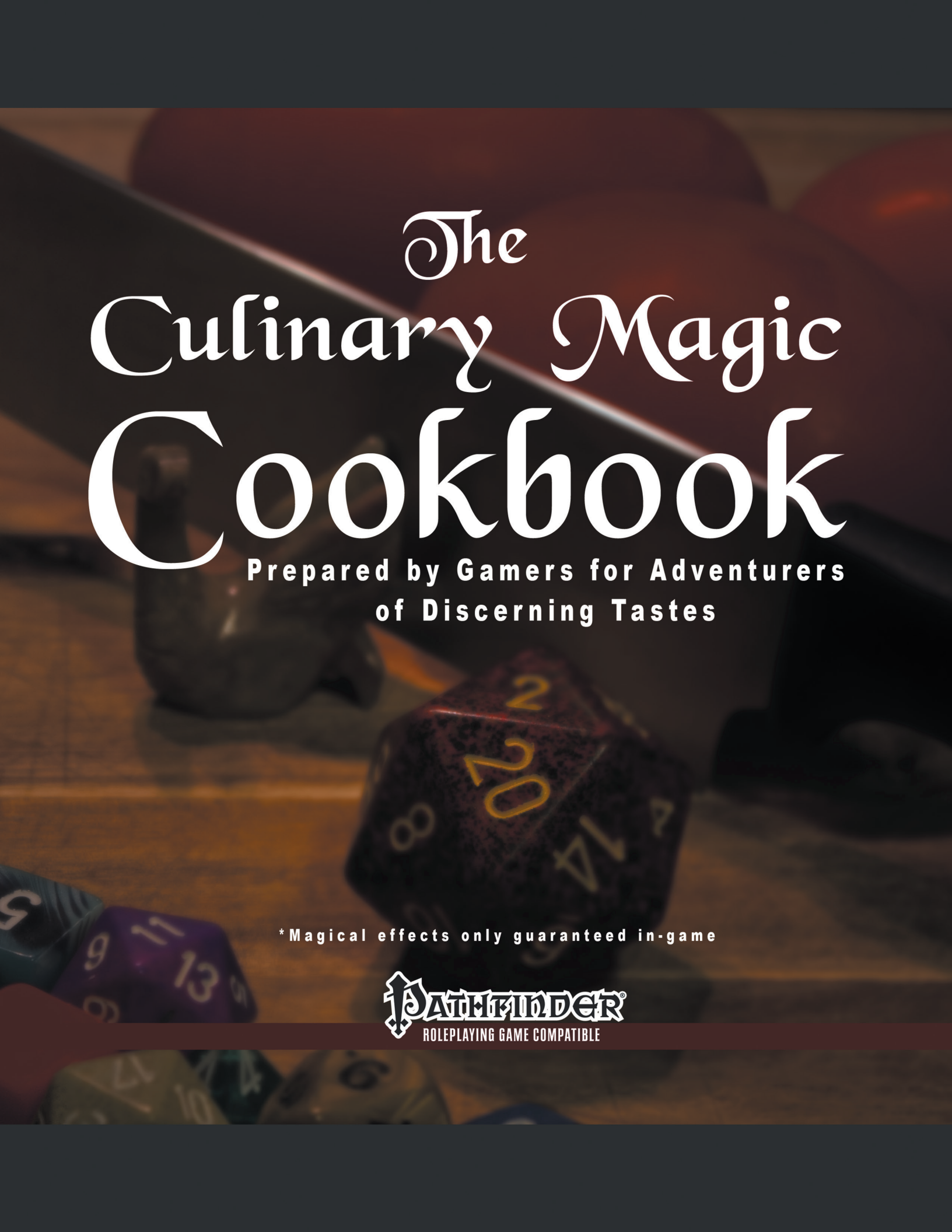
9. *Fortune favors the bold.*
   Benefit: If you fail a Piloting check by 5 or more when attempting a stunt, it is instead treated as a normal failed check.

10. *Treat your equipment well, and it will do the same for you.*
    Benefit: During the engineering phase, the engineer rolls any Engineering check twice and takes the best result.

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Voices of the Industry
an Interview with Alex Augunas

By Lj Stephens

Hi! Thanks for letting me pelt you with questions!

-So, why Everyman? What does that mean to you, and what did you intend for it to mean to others?

Everyman Gaming actually has a surprisingly weird secret origin. Back in 2013, my gaming group fell apart when two of my best friends got engaged to each other. They got so into wedding planning that they basically let it consume all of their free time for a year, and I was worried that I would forgot how to GM well. In order to keep myself sharp, I started a blog called Everyman Gaming. The "Everyman" came from the concept of an Everyman in theater—the stand-in for the audience. I wanted my blogs to have advice that was applicable to the general Pathfinder player.

In the early days, I did three blog articles a week (a trend I managed to keep up for a full year, surprisingly). I'd do a Player-Focused optimization article on Mondays, a GM-focused campaign-running article on Wednesdays, and a tricked out optimized PC build (or NPC build, for cruel GMs) on Fridays. I ended up showing my blog content to Ryan Costello and Perram of Know Direction after we chatted a bit in their Twitch feed, and by August of 2014 I was part of the Know Direction Network.

I brought my blog over and merged it with Know Direction, changing it from Everyman Gaming to Guidance. But Everyman Gaming stuck around in that when I started to make regular podcast appearances for Know Direction, Ryan nicknamed me the Everyman Gamer. Since so many people associated Everyman Gaming with me thanks to Ryan, when I decided I wanted to start self-publishing my own work in 2015 using Everyman Gaming as my company name just made sense.

-How did you get into game design and how did that turn into publishing?

I got into Game Design completely by accident. When I was in College in the 2009 to 2010 ballpark, I was REALLY missing my home game group. I had started playing D&D 3.5 as a senior in high school and got addicted, but almost all of my friends stayed local for school while I moved an hour away. I was the newbie and I didn't want to stay that way, so I read everything I could online. Even took a stab at making my own 3.5 imprint after it ended. I still have a lot of those old notes, but MAN is it not great! But those two years at the end of my undergraduate career were formative in that I learned how to "write" in "designer voice," as well as mastered a bunch of basics regarding how the game is run and played. Then in 2011 after I had graduated college, one of the gamer friends I had made in college turned me to this 3.5-era Third Party Product called Secrets of Pact Magic. He knew I was a HUGE fan of the Pact Magic System; I won a designer contest on Giant in the Playground a few years prior for writing a Pact Magic prestige class and became obsessed with that subsystem. I thought it was Wizards of the Coast IP, but it turned out that Pact Magic was a real world occultic tradition and this guy named Dario Nardi had done his own version of it. I e-mailed him back, begging him to update his rules to Pathfinder. To motivate him, I sent him a few short drafts of what some of his content could look like after conversion if only he was willing to try.

Turns out I actually motivated myself, because nine months later Pact Magic Unbound, Vol 1 was published as my first published authorial credit.

As for turning freelancing into publishing, I

basically learned to design for Pathfinder in Adobe InDesign because I heavily worked with Dario in not only writing our rules, but laying them out too. I basically learned how to work InDesign under Dario and had all the skills I needed to start publishing on my own.

-Tell us how you started in roleplaying games.

I started out thinking that Dungeons and Dragons was this nerd game that only dweebs played. I have a very clear memory of being 17 years old on a camping trip with my Boy Scout Troop where we were sharing our campsite with another troop, and a 14 year-old kid in that group had brought all of his D&D books with him on the trip. He got all of the kids in my troop excited to play, and I was miffed because I wanted to play Magic the Gathering instead. (Dumb AND hypocritical, right?) So basically I sat down, disrupted their game a little bit like a jerk, and walked away. The kid was cool, though. He tried to teach me again a year later, but he made the grave mistake of "Piling too many books on the new guy" and I walked away from his table and never came back.

So despite that rocky start, what REALLY got me into roleplaying games was when my group of friends picked up D&D 3.5 and started playing it. See, they were all a year older than me (ergo "cool"), and around Christmas time they even drove to my school, had one guy pretend to be my older brother to sign me out of school WITHOUT TELLING ME, and basically kidnapped me out of one of my senior year classes to go back to one of their apartments to play D&D. See, if there was ever any way to get a kid interested in D&D, you pull them out of school for it. I played with that group for the rest of my senior year of high school, and continue to play with some of them to this day. Off and on. Sporadically.

-Okay, so … what's with all the kitsune?

Oh man, now this is a story. So, I mentioned that I had tried to make my own game in college, right? Well one of the things I put in my first world was this race of fey-ish fox people that I called the vulsune. I don't know where I came up with them or why, though I do know that I've liked foxes since I was a kid and wanted to get away from the "millions of flavors of elves" that some 3.5 settings had, so I made a bunch of races. Around that same year, Paizo put out their Dragon Empires Gazetteer and I slowly ended up phasing out my fox people for theirs. Shapeshifters are rad, the fantasy of going around

pretending to be someone or something you're not in order to go through your daily motions was a motif that really resonated with me. I didn't know at the time, but I've since come out as asexual and heteroromantic, and when you're asexual you often feel like an "other" because here's this big aspect of biology that seems to drive society, pop culture, and just about everything else and you literally don't feel it. And people look at you like you've got a fox for a head when you tell them that you don't feel sexual attraction, but it's easy enough to pass. You tell everyone, "Oh, I just haven't found the right person," when you're actually not looking, or "Oh, I'm still picking myself up after that last break up," when in truth it hardly even affected you and you don't know why. When I look back on my draw to kitsune before I came out and how I played them at the table, I just see me roleplaying that aspect of my identity every single time. That's one of the major reasons that I got so attached to Kyrshin, the first kitsune character I played in a campaign and the now-"Mascot" of Everyman Gaming. Even though I didn't have a label for what I was or how I felt, Kyrshin was my way to express those feelings and have them simply be a normal part of a fantasy world. That my GM, who ran a "Traditional Tolkien" campaign setting not only let me play the race but wrote members of the race into the world for Kyrshin to interact with was HUGE to me.

Now, when I started Everyman Gaming, I admit that the decision to use kitsune as a marketing icon was selfish. Kyrshin was a pivotal part of my gaming career and the very first product I published for

Everyman Gaming, *Psychological Combat* (which later got compiled into the currently-available *Ultimate Charisma*), was originally designed at the request of my GM in Kyrshin's campaign specifically for Kyrshin to use. My GM wanted our party to have a mechanical way to "tank," like in an MMO, which meant writing "taunt" mechanics, which turned into the antagonize psychological maneuver in that book. So in my head, putting Kyrshin (whom I wanted art for anyway) on the cover of a product that was originally designed for his use just made sense to me.

I guess that at the time most Third-Party Publishers were still mostly using "traditional" fantasy races for their product dress, so having this weird guy plaster a fox person all over his new product caught a lot of 3PP off-guard. But honestly, it was when I wrote the Kitsune Compendium that my company's association with the race exploded. Like, kitsune were always important to me but they became important to Everyman Gaming because the majority of my fans reacted so overwhelmingly positive to my use of them. Sure, I get some haters every now and then. I've seen firsthand that there are a lot of people on the internet who think I have the devil subtype for promoting kitsune as much as I do and I've got some embarrassing stories involving other people's assumptions about why I like what I like, but most of those embarrassing moments come from good places and generally speaking, I think there are a lot of Tabletop RPGs out there who are refreshed by the notion of a "little guy" who is willing to try something different.

-For note, I personally think kitsune and their ilk are adorable and that you present them very well!

Thank you! A lot of work went into how Everyman Gaming presents kitsune. Our first product that really talked about them, the Kitsune Compendium, was built on crazy amounts of research on Fox myths across the world. People don't think about it often, but because foxes are found on almost every continent, they're a lot like dragons in that nearly every culture has myths about them, and they all hit on a set of common motifs: intelligent, trickery, that sort of thing. One of my guiding philosophies about race / ancestry design is that they should be written in a way where they don't feel monolithic; there's room for lots of different physical features and traits. We're still working on improving our kitsune diversity (turns out lots of artists draw red fox people as a default when you tell them to draw fox people), but we're getting there.

-You've worked with so many different freelancers. Do you find that difficult or freeing? Have you had many bad experiences using freelancers for your weekly products? Good ones?

Hm. It's both difficult and freeing. If I find that I'm having a difficult time coming up with ideas on a topic, hiring a freelancer and seeing what they wrote is often exactly what I need to kickstart my own brain. It's why one of my strategies is to never commission more than I need for a given product; I always leave myself some room to play around! A selfish decision that you get to make when you're the publisher.

Working with freelancers is its own kind of work, though. I work with a lot of up-and-coming talent, and sometimes they commit design faux pas that I not only need to fix in development, but also have to fix in the freelancer. I am very adamant about giving feedback to people I work with. It's always a hard topic to tell other people how to improve their craft, but I have a great track record of "graduating" freelancers who listen to my advice to First-Party Work. Two examples: Matt Morris and Sasha Lindley Hall both had their starts with me, and both have gotten work in First-Party companies.

-Do you find it difficult to publish weekly?

It wasn't too bad when I was doing two products a week, but one of the disadvantages of being a one-man show is that when life trips you up there's no one to pick up after you. I've been trying to pick up the slack by doubling up on products for a few weeks, and THAT is difficult. Four products a week

is definitely more than I can handle on my own, so I am looking to trim that back down to a more manageable level.

But publishing just one or two products isn't too bad. It's about 2,000 words a product, so doing two a week is publishing about 4,000 words a week. Very doable. Much more than that is hard, though. This having been said, I really miss the old days where I had longer products coming out more frequently. That is a long term goal for my publishing; to find ways to get back to publishing the occasional 10-20 page product.

-How do you come up with so much original art for your products?

Being Art Director is REALLY fun! One of my early strategies was to commission art of characters that I play or that my players play. My reason for this is that it is MUCH easier to give an artist an art order if you know who the character you are commissioning is and how they would react in whatever situation you are putting them in. This is the sheer beauty of the "Iconic Characters" style of art directing.

For example, art for our Starfinder products is built almost exclusively around our "Iconic Crew," who consists of a lashunta, a kitsune, two humans, and a ratfolk. Having those iconic characters not only helps you consistently display a diverse range of characters in your art, but it also helps you to establish bonds with those people and use them to inform the art. We have this awesome piece coming out of the Iconic Crew just vegging out on and around their couch on one of their days off. It's a FANTASTIC piece that works as well as it does because those characters and their personalities and interpersonal connections are so well established across our Starfinder lines.

-You mentioned your players. What kinds of games are you running/playing in right now? What is your group like — note-takers or agents of chaos?

Hm, well right now I am in a Dead Suns game for Starfinder and a home brew game for Pathfinder; and I'm running the Strange Aeons AP. At the time of this interview, my Yuletide Terror Actual Play Podcast is still going on too.

In Dead Suns, my soldier is both a voice of reason and a proponent of solving our problems through violence. I had originally envisioned him as a younger man, 16 to 17 years, who was forced to learn to fight as a kid, but that's younger than Starfinder's age of maturity for humans so I

bumped him up to 18. Then when I described my character as being young, my group insisted that my character was 15 to 16, so I rolled with it. My character is equal parts, "Keep the group on track," and "Why CAN'T we just shoot this guy again?" Also, he's naive. One of my fellow PCs tricked my character into going into a machine of unknown origin for laughs. Turns out it was basically a giant microwave. Thank goodness I had item level 8 armor that blocked medium radiation!

In my buddy's home game, I play a non-binary kitsune mesmerist who's a tailor. Owned their own store and everything! All their powers are transmutations and illusions designed to make their party members look fantastic and fashionable. It's a massive seven player group, so I tried to make a character that wasn't overbearing. Except no one in my party has Diplomacy except them, and no one in my party has any of the really good "crowd controlling" spells like color spray. And when they sold their shop to remove anything tying them down so they could go on the adventure, my mesmerist found themself with more money than anyone in the group thanks to good bartering. So my character basically turned into one of the major party leads. They're very much a herd of kittens that I try to steer towards victory!

In Strange Aeons, my party is literally a wandering band of mentally damaged, insanely

and for me, I work as a Therapeutic Support Staff working with kids with autism. I have my Master's in Applied Behavior Analysis, and I am currently working the job to try and meet the credential requirements to become a Board-Certified Behavior Analysis. It takes 1,500 field hours and 30 hours of supervision, so I am expecting to be able to start trying to take the test in October of 2019.

-What are you working on right now? Future projects?

Well, most of my design space is on Starfinder while we wait for Pathfinder 2. I'm working on two new product lines with the eventual goal of compiling them into finished books: the Pop Culture Catalog, which is designed to make fantasy equivalents of popular brands and similar cultural aspects, and a series of products designed to add Occult content to Starfinder. Right now it's called the Occult Skill Guide, but that is subject to change.

Long-term, I want to design a stand-alone RPG for Everyman Gaming, but that's getting more into RPG Design Club territory....

-Ooh, can you me a little about this "RPG Design Club?"

Maybe a little....

So about two years ago, Perram (of the Know Direction Network) and I realized that we were both working on games of our own. As I mentioned, I had started making my own game in college when I was between 3.5 and Pathfinder, and I had recently picked its concept up again after tons of fans told me that they wanted to see an Everyman Gaming RPG because of my unchained classes products. We both agreed that doing something with the idea in the form of a video series sounded pretty rad, and we decided to start working on this podcast we called RPG Design Club. The idea was to teach people about the thought and work that goes into designing RPGs, using the experience of industry professionals.

Since our goal was to use professional anecdotes, however, I felt we needed more professionals. So I pitched the idea to Owen K.C. Stephens and B.J. Hensley, and both said yes. Owen is the Design Lead for the Starfinder RPG and countless other projects and companies, while B.J is a designer of family friendly TTRPGs and a brilliant TTRPG entrupeneur who is best known as the Vice President is Lone Wolf, the company that makes Hero Lab. We have been working for about six months to make this happen, and are excited that it's just about ready to go!

minmaxed madmen. It's pretty hilarious, but it can be draining to run for a group that optimized. At the start of the campaign, I worked hard to give my players a really involved backstory tied closely to the campaign, and only gave them pieces at a time as they uncovered their memories. It was pretty hilarious when the one character walked into a room where he had been tormented years prior and suddenly started remembering all that information. Another player is basically this big, burly barbarian who was madly in love with a woman she could only barely remember. Turns out it was one of the adventure's major antagonists, and now she struggles with what to do every time they meet!

Yuletide Terror is a holiday adventure I wrote through Everyman Gaming LLC. It's a holiday romp where the players get abducted by Krampus and are forced to fight through his minions to escape a prison demiplane. I have a team of superstars in my party: Vanessa Hoskins and Jefferson Jay Thacker of Know Direction and Luis Loza and Jason Keeley of Paizo, Inc. They are an incredible group of fun, players. I totally recommend checking out the podcast at knowdirectionpodcast.com if Actual Plays are your thing.

-Is this your full-time job? What else do you do?

It isn't! It's no secret that there isn't much money in the Tabletop RPG industry, and that's doubly true for 3PP. Pretty much all of us have other gigs,

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Reviews

This issue's 5-star or Seal of Approval reviews are from several publishers, all reviewed by Endzeitgeist. Enjoy!

Mythic Treasures
Publisher: *Legendary Games*

This collection of mythic items clocks in at 56 pages, 1 page front cover, 1 page inside of front cover, 1 page editorial, 2 pages of introduction, 1 page ToC, 1 page SRD, 1 page advertisement, 1 page back cover, leaving us with 47 pages, which, as always for Legendary Games, contain quite a lot of information, so let's take a look!

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

All right, this book begins with a bit of advice regarding the use of mythic items in conjunction with nonmythic games and suggested rules for identifying them, before diving into legendary item abilities, 5 to be more precise: Inestimable beauty renders an item *impervious* and makes it behave as though it had an enhancement bonus of ½ tier. This one lets you use bardic performance (distraction/fascinate only) as a bard of your mythic tier level, with tier stacking with bard levels), and twice ranks for the purpose of using them. Legendary power may also be used to use *enthrall* or *hypnotic pattern* with a CL equal to HD + tier. Mighty servant lets the item assume the form of a Small or Medium construct, a Large form for legendary power, using a modified version of animated object stats, with the option to fortify it via mythic power expenditure.. Resonant regalia does what you'd expect – it provides a mechanical framework for the classic notion of multiple items in a set increasing power. Soul drinker can only be applied to weaponry, and does what it says on the tin, snuffing out lives and making it hard to return the slain to life. Soul safe, finally, reforms you body, lich-style, in the vicinity of the item when slain, and the item's legendary power may be used to negate death effects etc.

After this, we get 4 new mythic armors: The *cloudcloth armor* is a padded armor that nets mistsight, allows for the assumption of *mythic gaseous form*, and it can also be used to force gaseous creatures into corporeal form or negate toxic gasses. Nice. The *cuirass of miracles* is a *bolstering deathless determination* armor made of elysian bronze, which is interested in that it enhances the *determination* ability and upgrades the *breath of life* effect to its mythic iteration. The armor may also store mythic surges, though storing these takes A LOT of downtime – thankfully. If the armor contains 7 surges, it gets an additional ability, which, while potent, will not be overused thus – it's a last ace in the hole. *Dragonmail* is *dragon-defiant energy resistance banded mail*, applying the *dragon defiant* bonus universally to all dragons, but the armor does not provide flexible resistance; this is instead governed by the source-dragon's hide. For mythic wearers, we also have the effects of evasion and a mythic power-based temporary improved evasion. *Earthenport plate* is a *stoneplate* engraved with mystic runes – these may be chanted to apply *invulnerability*, *titan* or *wild* temporarily to the armor; additionally, a different chant allows the wearer and surrounding area to soften stone etc., sink under, and teleport with all sunken-in characters to another place. This gets teleportation-blocking effects etc. right, and the armor is better for dwarves.

This section also provides the *jawbone shield* that is specifically designed to help against creatures with grab or Snatch – an AoO-shieldbash; 1/day, such a smash vs. a bite attack can temporarily wreck the fangs of a target. The mythic power/surge mechanics also interact neatly here. Minor complaint: The cost to create here has one number too much – the "0" noted should have been eliminated.

The pdf also contains 11 magic items: The *blade-eating battleaxe* is made from adamantine and can sunder multiple weapons at once, and parades/parries may trigger sunder assaults. There are three magic boomerangs included (one, comically, called *boomerage* in one of the funniest autocorrect typos I've seen in a while); these include a sharp boomerang that has an increased threat range and Constitution damage. It may be thrown in a buzzsaw-like 30-ft.-line for AoE-attacks; the second boomerang allows for ranged trips/feints and the use of other combat maneuvers. The third boomerang is all about ricocheting. *Dauntless machete* lets you move swiftly through natural difficult terrain, and even clear quickly magical plant-effects, and it can be used to become *plant bane*'d. *Kinslayer's knife* helps you go Dalek-level "EXTERMINATE" regarding a bloodline -the *keen kinslayer kukri* allows the wielder to *blood biography* the wounded, and the name of the creature appears on the blade – really potent for games of intrigue, particularly since mythic power allows for the

tracking down of relatives…ouch. *Outback woomera* is a spear-thrower club that may be used to enhance shortspears cast via it, and it also allows you to create magical foodstuffs.

Redflame trollblade is a mighty weapon created with an eye towards the destruction of trolls – and since it emits a long-range call, including a subliminal *suggestion* that compels trolls to seek out and attempt to destroy the wielder, it should come as no surprise that the blade gets enough use. *Rokurokubi whips* can transform their end into the screeching heads of the namesake monster, and alternatively act as a scarf and allow you to emulate the monster. *Silverspark longbows* were once created as means to hunt down evil witches and wizards, focusing on anti-caster tricks. Finally, there would be the *tombo fan*, a weapon that allows for flight in conjunction with bardic performances, including fluid turns.

4 rings are included, the first of them being the *gauss ring*, which can be sued to charge melee attacks or in grapples; *rings of returning* allow you to return to a destination after teleportation, a kind of failsafe; the *ring of truth* can really help inquisitors, but prevents lying…and the *ring of warmth* can be considered to be a kind of survival-angle in the cold regions out there. The book also features 4 different rods – the *gnarlthorn rod* doubles as a *wounding* Morningstar (or club) that also causes ability score damage alongside the options of using *burst of nettles* and similar plant-based effects. The *pyroclastic rod* allows for the creation of *ash* or *volcanic storms*, acting as a *flaming* light mace that can dispel cold effects; plus, it allows for entangling magma that may be hardened by cold damage. The *rod of spell-focusing* may be attuned to schools or the 4 core energy types and enhance the attuned spell effects…while the *rod of defoliation* allows you to go Dark Sun defiler.

The book also contains a massive selection of 31 (unless I've miscounted) mythic magic items that contain a who's who of some of the greatest mythic items released by Legendary Games so far – the awesome *yoke of the brazen bull* and the classic *witch's broom* may be found. Classic mythology gets its nods, the *teeth of the hydra,* and the *oni mask*, to note two. The *hei tiki amulet* and *hei matau amulet* are here, and magi will benefit particularly from the *arcanamach's vambraces,* while prepared spellcasters will enjoy the *book of the banned* that allows for limited access to e.g. prohibited schools, acting as a great tool for complex investigations – my spellbook doesn't have that spell! (The book can also be *glamered* and uses *secret page…*) From the *crane kimono* to the *crown of iron sorcery* and the *diamond of everwinter*, fans of Legendary Games will have a couple of smiles here. *Errant's gage* are gloves that help with smite, challenge, etc.

Beyond those, we do also get a massive 16 different artifacts taken from legendary Games' illustrious history – from the *pirate queen's pearl* to the *elder talisman*, from the *sacred scroll of language* to the undead-horde assembling *midnight beacon* and the *lucky mallet*, from the *golden fleece* to the *funerary pyramid*, from *fractured phylacteries* to the good ole' *dimensional bomb and to the deva's wings* or the *crescent blade of the green dragon,* this book is a grand collection of awesome artifacts with proper mythic rule-interactions.

Conclusion:

Editing and formatting are very good on a formal and rules-language level, with the items often juggling very high-complexity concepts with panache. Layout adheres to the series' two-column full-color standard, and the pdf has a couple of full-color artworks that fans of LG will be familiar with – the cover of my copy looks a bit blurry, but the content and interior artwork etc. is as crisp as you'd expect. The pdf comes fully bookmarked for your convenience.

Jason Nelson, Loren Sieg, Pedro Coelho, Matt Goodall, Linda Zayas-Palmer, Thurston Hillman and Alexander Augunas are an all-star team, and it shows here.

While it should be noted that this is a kind of compilation (if you have as many LG-books as I do, there won't be that much here for you); there is value in this book's convenience of having a pretty massive selection of mythic items, all collected for your convenience instead of being spread out over a gazillion of different books. EDIT: I kinda assumed that to be a given, but to make the verbiage of my review clearer: This content is included in the Mythic Character Codex and Mythic Heroes Handbook, if you for example want only the items, this is definitely your go-to-place, and I applaud Legendary Games for providing a stand-alone version that allows the customers to have the option to get only the items, if desired. Full of cool ideas and resonant with myths, this is well worth 5 stars + my seal of approval; if you already own most LG-books, I'd instead advise in favor of getting the big books, though.

You can get these cool items here!

You can get the massive mythic character codex here!

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Star Log.EM: Great Cthulhu (SFRPG)

Publisher *Everyman Gaming*

This Star Log. EM-installment clocks in at 8 pages, 1 page front cover, 1 page editorial, 3 pages of SRD, leaving us with 3 pages of content, so let's take a look!

This supplement begins with the new Great Old One subtype graft: Great Old Ones are immune to ability damage and drain, aging, death effects, dead and dying conditions (YEP!), disease, mind-affecting effects, paralysis, petrification and polymorph effects. The Great old Ones get a stellar alignment variant unique to the respective Great Old One, and they have a 300 ft.-aura of unique effects. Oh, and they are genuinely immortal. Reducing them to a 0 Hit Points and Resolve just makes them dormant.

This graft alone is great already. It does not chicken out. It retains their essence – that they can't be slain, only…postponed. Many a fantasy/science-fantasy/pulp game gets that wrong, so kudos from the get-go.

Cthulhi, as presented herein, are situated at CR 20, and use the spellcaster array, with SPs , etc. – they are immortal and have an overwhelming mind – basically a representation of the star-spawn, or for games that enjoy bashing Cthulhu-looking critter's faces in.

Great Cthulhu, as befitting, is situated at CR 25, 700 HP, 8 Resolve, and uses the combatant array. Great Cthulhu gets resistance 25 against all core energy types, immunity to cold, a massive SR, and the claws attacks can behave as though they had the automatic special property, attacking targets in a 15-ft.-cone. Cthulhu can communicate with sleepers and invade their dreams; as a non-euclidean entity, all attacks against him have a 50% miss chance, and he is immune to being grappled or entangled – this may be offset with *true seeing*, but at the risk of insanity when gazing upon Cthulhu's splendor. Cthulhu can use Mysticism to demoralize targets, and if the target is within range of his planetary telepathy, Cthulhu may spend Resolve send visions that can potentially scare the victim to death. Cthulhu can sense the creative, and may affect these targets at even longer ranges. Creatures affected by Cthulhu's aura are affected by *snuff life*, and those damaged are staggered.

Cthulhu's stellar portents feature has 3 modes:

Unattuned, dreaming and waking. In dreaming mode, he can render sleepers insane, cause targets to fall asleep and gets some serious defensive boosts. Waking mode instead nets Cthulhu the option to make full attacks as a standard action, and, when fully attuned, a whole second turn per round! As far as his immortality is concerned – Cthulhu rejuvenates fully after 1 minute, and then is staggered for 1 minute. If slain AGAIN during this minute, he is truly sent back to R'lyeh. Good luck with that if your players think that trying this is a good idea…

There is one single thing I am not too fond of: Cthulhu's flight (and that of the cthulhi) is extraordinary, when flying through the void is pretty much canon – that should probably be supernatural.

Conclusion:

Editing and formatting are good on a formal level (noticed e.g. a doubled "After a minute" and a ",.", but nothing serious) and very good on a rules-language level. Layout adheres to a two-column full-color standard, and Jacob blackmon's drawing of Cthulhu is easily one of my favorite pieces of his – I did not expect that it'd be possible for him to make a genuinely scary critter in his signature drawing style, but there you go – happy to be proven wrong. The pdf has no bookmarks, but needs none at this length.

Alexander Augunas' take on Great Old Ones is cool – it doesn't chicken out, and the unique stellar attunement now makes me want Cthulhu-serving Solarians, seeking to wake their dread master. The build is cool, deadly and the cthulhi are a nice bonus. All in all, a great little pdf – well worth 5 stars!

Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!

Do you want to bring forth the endtimes to waken the dread master? Cool! In the meanwhile, you could ensure that this reviewer whose name is a pun on "Endzeit" (end-times) and "zeitgeist" (not associated with movie etc.) can continue his work? You can contribute to this dread cause here on patreon!

Starfarer's Codex: Horrifically Overpowered Feats (SFRPG)

Publisher: *Rogue Genius Games*

This collection of horrifically overpowered feats for Starfinder clocks in at 20 pages, 1 page front cover,

1 page editorial, 1 page advertisement, 1 page SRD, leaving us with 16 pages of content, so let's take a look!

Let's begin with the introduction, shall we? Horrifically Overpowered feats started as a joke for PFRPG, but you know, there is a market for super high-powered gameplay; the popularity of Dreamscarred Press' Path of War and for gestalting PCs is testament to that. Moreover, the power that PCs have, and the experience of some players does mean that there are bound to be groups out there that have too easy a time when dealing with regular modules. For such groups, GMs can use these feats easily and smoothly to increase the challenge faced. This, alongside the use of Legendary Games' mythic rules expansions, were some of my own strategies to account for the skill of my players and the power of my PCs.

Fast forward to the Nova Age, and we get some advice on how to use these in our campaigns. To quote the pdf:

"First, don't.

Second, if you really want to look for ways to add these to a campaign, we have some ideas. Like the p0roduct itself, these are all *bad* ideas." (Yep, typo's there in the pdf, not mine.)

The pdf mentions their use as grafts, as options for super high-powered campaigns, beyond level 20 – some pretty nice suggestions I'd enjoy seeing developed further at one point. The pdf then talks about the new feat types – the first is [Horrifically Overpowered] – that ought to be self-explanatory. The second would be [Mathbreaker] and it's really interesting: If you've taken a very close and analytic look at SFRPG, l you will have noticed that the math of the system is very tightly-wound. These feats, then, allow you to break the underlying numbers at the assumption of power per level. The pdf explicitly notices that no character should have more than one of those.

The third feat type is one that'll be familiar for PFRPG-veterans – the [Meta-Attack] feat. These allow for the modification of attacks in the way that technomancers can use magic hacks to modify spells. They mostly are swift actions and modify one attack – that may be anything that requires an attack roll or full attack action. These don't change the nature of the attack – Empower Attack would, for example, not simply add damage to a grapple if it doesn't inflict damage without the feat. Quickened Attack is an exception, and allows for a single attack as a swift action, and may add it to other attacks or to make a separate attack. Quickened attacks may not be enhanced with [Meta-Attack] feats.

These feats have a certain amount of uses, which are replenished after a 10-minute rest to regain Stamina Points. The pool of these attacks is unified, and while additional uses are gained at higher levels, these are applied once to the pool, and not per [Meta-Attack] feat.

The pdf contains 27 regular [Horrifically Overpower] feats, 8 [Mathbreaker] feats, and 12 [Meta-Attack] feats. Let's start with the latter, shall we? The [Meta-Attack] feats include options to deal maximum damage, automatically hitting, having the attack continue to inflict half damage for a couple of rounds, etc. – basically, a kind of high-powered metamagic for regular attacks, a system that, on a less high-powered level imho would be a salient design goal for regular attacks, but I digress.

The [Mathbreaker] feats allow for the addition of a mental ability modifier to all saves, always going first in combat, having a minimum EAC and KAC, having your class level as BAB, treating all weapons as having an item level equal to your character level, always Take 20 instead of rolling a chosen skill…and what about the two feats that set your base ability scores (either physical or mental) all all 18s, before modifications? OUCH.

The regular [Horrifically Overpowered] feats include gaining a full archetype's benefits in addition to your usual class features; there is a feat that nets you a full drone or exocortex. There is a 1/day feat that lets you pronounce DENIED, automatically negating a single attack, maneuver, spell, etc. There is a feat that makes you never provoke attacks of opportunity ever again; Easier to Keep Track had me LOL really hard. You must be built as an NPC and have no Resolve, sure – but you simply can't be killed for 3 rounds. On the fourth round, anything that inflicts damage kills you. Quick and dirty and pretty funny. Gaining full spellcasting, endless cleaving, old-school style, and there is a feat for 3 extra lives. It should also be noted that this pdf is genuinely funny in its crunch. The special line of the latter one, for example, reads: "This feat can be taken more than once. (Although, really, you need to take Toughness if you're dying that often. Or just stand closer to the envoy and mystic.) Each time you take it, the number of times your character may freely return from the dead increases by three." Yep, this is actually a pretty fun-to-read crunch-book! Casting multiple spells is also included, but that was to be expected at this point, right?

The feats are btw. organized in a nice manner: We get a list of feats, alphabetic and organized by type, and the write-up of the feats themselves is alphabetic.

Conclusion:

Editing and formatting are top-notch on a formal and rules-language level; I only noticed a very minor cosmetic snafu. Layout adheres to the series' two-column full-color standard, and the pdf has plenty of really nice full-color artworks, which are stock to my knowledge, but superbly chosen. The pdf comes fully bookmarked for your convenience.

Owen K.C. Stephens delivers, big time – the feats herein are ridiculously overpowered in hilarious ways, but retain their ability to be used in the game. These obviously are not intended for every group, but if you're looking for something ludicrously over-the-top, then this has you covered! Larger than life and far out, this is a great toolkit to add to your arsenal. Chances are decent I won't ever play a campaign with the PCs using these, but for e.g. a super-charged showdown? As a result of an artifact or the like? There are plenty of scenes where this can allow for a remarkable and novel change of pace – on both a long-term and short-term side. These need to be carefully contemplated, and by design, they break the assumptions of the game. But they do so in a fun-enhancing manner. 5 stars + seal of approval.

You can get these horrifically overpowered (and pretty awesome) feats here on OBS!

101 Aquatic Spells

Publisher: *Rite Publishing*

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

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

The supplement kicks off with a brief introduction that acknowledges that the sub-aqueous environments may be hard to navigate, but also remain truly wondrous. As such, this book's spells do not seek to per se normalize or negate the effects of adventuring beneath the waves (as there are options for that already), but to enhance the experience. This is a wise decision, as plenty of tables are using e.g. Alluria Publishing's benchmark "Cerulean Seas"-book for PFRPG-rules, and this pdf thus retains optional compatibility with that book.

As far as the Paizo-books are concerned, we begin this supplement with an array of spells organized by spell-list; these lists take the classic classes as well as the magus and the Advanced Classes Guide classes into account, but the Occult Adventures classes are not covered in the spell-lists, which is a bit of a bummer if you're like me and love them. But hey, with some luck we'll have an update at one point…or a compilation.

But you're here for the spells, right? So let's take a look at what those spells do, and how they work in context. With an abaia's gizzard's fluid (nice touch as an exotic component!), you can cast *activation transference*, which is a gamechanger of a spell: It enables the subject to use spell-trigger items as though he were the caster – and the caster loses that ability! This is a super-potent spell in the right hands, but at 5th level, it also is a spell that is properly situated in the spell array. *Aquatic Alacrity* is probably a spell more in line with what you'd expect: The spell allows you to run when moving through water, even if you don't have a swim speed, as though you had the Run feat, to boot. The spell has another brutal component: As a full-round action in aquatic terrain, which provokes AoOs, you can get an untyped +20 bonus to Stealth, seemingly disappearing. The spell, however, then ends after your next move action. Minor complaints regarding rules-language: RAW, only move actions trigger the end, and this should include full-round actions. Secondly, the spell should clarify whether this allows the target to hide, even when observed, which is a thing as far as Stealth rules are concerned. Now, granted, this is easy to houserule as a GM, but it's still a minor flaw in an otherwise cool 2nd level spell.

The *aqueous spell* spells are really cool – they allow the caster to infuse spells in liquid, creating basically spell potions. The spells these can contain obviously cap at certain levels, but yeah – unique. Speaking of which – *arcane anaesthetic* is basically a spell-like injection that dulls the senses, and the spell halves the duration of magical consumables. Also interesting – the spell can be mitigated with the proper diet (salt-heavy), but this diet requires a save, and on a failure, the target is nauseated. We have aquatic *aspect* spells (porpoise and shark), and there is an interesting variant, namely *body of water*, which is a twist on *greater invisibility*: This one makes you invisible while completely submerged; outside of water, the spell loses 5 rounds per round spent outside. Considering how many fairy tale stories feature turning to foam and vanishing in water, this really struck a chord with me.

Blood snow, which is an option for blood subdomain casters, among others, creates a storm of swirling blood snow that also starts crystallizing the blood of those inside the cylinder, represented by Strength and Dexterity damage on a success, paralysis and nauseated (short-term both) on a successful one. Casting this spell in too warma climate reduces its duration and provides a bonus to saves. With a scale of an old or older bronze dragon, you can gain a short-range defensive aura. With drops of a bagiennik's nasal spray, arcane casters can neutralize poisons and cure diseases in one fell swoop – though the spell does cause some fire and acid damage. As the pdf astutely observes, this does break a barrier between the arcane and divine divide, but I like how it does this – it feels like an arcane remedy – and yes, it may be used offensively! The way in which this pdf employs material components is pretty exemplary and helps render the magic herein more, well, magical.

Now, remember when I claimed that this was compatible with the most extensive underwater adventuring resource released for a d20-based game, Cerulean Seas? Well, I wasn't kidding. Cerulean Seas features buoyancy rules, and e.g. the *buoyant totem* spell manages to retain perfect compatibility with these rules WITHOUT directly referencing or requiring them! Huge kudos! This spell is also a great example of a design-decision I very much enjoy – usually, bloodragers don't get the spell. However, if you do have the greenrager archetype, you do get it added to your spell list! On the potentially funny side – if you want to reproduce the crab dance meme, there's a spell for that – *cast of crabs*, which transforms you and your buddies. (Yep, there also is a dolphin-based spell, for example.) Okay, sure, it's actually buff spell, but frankly, the crab dance thing was my first association, and it was hilarious. In my head. …yeah, I know, I'm weird. Bonus points if you follow up with the puntastic *death by crabs* that is BOUND to elicit some giggles, you can call forth crab swarms to slay your foes.

Alchemists, bards and sorcerer/wizards can now cast something that you'd usually associate with the divine – *cone of holy water*, which pretty much does what you'd expect. Here, I genuinely appreciated that the spell is focused on classes you usually wouldn't associate with holy water, which, in a way, makes sense. There are plenty of transform into xyz/take on aspects of xyz type of spells. If you already have the excellent 101 Swamp Spells (And seriously, should get all of the author's 101-spell-books), you'll be delighted to hear that there are options building on the kin-engine, for example, *defend the moor* and its *greater* iteration. The latter btw. does use hero points, which is a nice touch as far as I'm concerned. *Power of the electric eel* is a winner – it presents a bonus, and allows for its discharging to enhance your electricity-infused touch attacks, which even arc towards the targets on misses. This is an interesting one. Spells for the creations or puddles or rain, calling forth different varieties of drakes and the like can be found.

Personally, I am rather partial to the low level spell that allows you to ingest poisons and spit them towards the targets. Kiss of death-assassin, anyone? If you like Risk of Rain, you may want to check out *rusting rain*, which, bingo, will probably make sweet player tears join the rain, as their precious metal-objects are compromised. Full of slapstick potential – *slippery shoes*. Duplicating a *squid's quick exit*, transforming into a *squall of ice and snow*…and, nice touch, there is a spell to create *supercooled water*, and *The Bends* is a potent one that can make for an interesting chassis to create a rather brutal version of the well-known diver's sickness.

Dispelling grasp is an exciting combat spell, which allows you to touch items and grasp them, subjecting them to *greater dispel magic*. Engine-wise, this is based on sunder, getting feat interaction done right. Many folks also associate swashbuckling with the waves, and as such, there are buffs to enhance your grace, options to breathe longer underwater, or spells that make the target's equipment heavier – which, obviously, can be rather nasty in water. *Faerie cold* nets your body the option to generate a defensive nimbus that is particularly potent for casters of the fey bloodline. This enhances cold spells, and also the damage dice employed by *frost* or *icy burst* weaponry. Minor complaint – it's resistance, not "resist" regarding energy types. A kind of combo flight/swim speed, that only allows you to fly a certain distance over water.

Gholdako's darkness is a neat defensive spell that may be discharged in a blinding cone, and there is a language-dependent compulsion that forces the target to hold their breath until they pass out, which is a neat classic trope represented as a spell. *Hydromantic insight* is incredibly interesting, in that it represents a powerful buff that is contingent on having an uninterrupted pathway through water to the creature against which your defensive buff applies. It may sound like a small twist, but it is one that explains how the magic operates, and one that is entwined with roleplaying and tactics. Love it. *Hydrophilia* and *hydrophobia* do pretty much what you'd expect, and at the highest echelons of the

power-scale, we have a localized and instantaneous level 9 *ice age*, which does melt if the climate is sufficiently warm, but yeah. And yep, you can also make instant *icebergs*. Your pirate foes will hate you. Luxury-liners will hate you even more. ;P

Reducing elementals to speed 0, protection versus ingested poison and diseases…and then there'd be the *into the sea* spell (*mass* version included), which includes bonuses to Constitution and Strength checks, adaption to the cold, low-light vision, etc. – basically, it's the survive in water base package. Nice. *Lightning on the sea* is also really cool: Basically a misty cloud that is suffused with saltwater, making everything slippery, and the cloud does cause electricity damage. *Manifest blizzard* is hardcore and lets you generate truly fearsome storms, *Mesopelagic pressure* causes force damage, and the *melt ice* cantrip, well, does what it says on the tin. The pdf also includes the 4th level *minor wish* spell, which does pretty much what you'd expect it – the costly component accounts for the flexibility this offers.

Underwater scent, really good *voice mimicry*…and what about a low-level spell to entangle targets in water globules, potentially drowning them? *Water runner* is basically a follow-up better version of the classic water walking tricks, and on the curse-side, there is a *water-breather curse*. There also is a spell that allows you to make fires waterproof, GOT (or napalm)-style, and the pdf does include a variant of *dimension door* that focuses on jumping from *wave to wave*. Cone-shaped wave-battle-spells complement, finally, this massive supplement.

Conclusion:

Editing and formatting re very good on both a formal and rules-language level. Considering the top-tier complexity many of these spells attempt in their operations, it's surprising that almost no glitches have crept into this massive book. Layout adheres to Rite Publishing's classic two-column full-color standard, and the pdf features quite a lot really nice full-color artworks from various sources. The pdf comes fully bookmarked for your convenience.

David J. Paul's spellbooks, published by Rite Publishing, you know, all of the 101 spell-books that have a terrain or something like that in the title, are frankly my favorite series of spell-pdfs out there, it's simple as that. The author understands complex rules-interactions, and the power-levels of the spells are suitable for the spell levels, showing a deep understanding of that aspect of game design. Beyond that, from taking domains, bloodlines and archetypes into account, these often allow for small differentiations. Clever use of material components and variants allow for some rather cool scenes, and more than that, there is an intrinsic understanding of something many a Pathfinder-supplement forgets: Magic, while somewhat arbitrary, does have some underlying rules and conventions; we all carry expectations about what magic does and how it operates with us, informed by fairy tales, fantasy literature, and the games we play.

His spells, ultimately, are cognizant of those unwritten rules, of these subtle nuances, and this makes them feel plausible and "real" – this manages to render even obvious variants as something creative beyond what you'd expect. Your consciousness may not notice it at once, but somewhere deep in your subconscious, you realize it. It's a crucial component of the tangible appeal these sourcebooks have for me. If I had to choose a singular line of spells, and only use this one series in conjunction with my PFRPG-games to the exclusion of all others, this'd be the spell-series I'd choose. Unsurprisingly, my final verdict will account for this, clocking in at 4.5 stars, rounded up due to being closer to 5 than 4, and yes, this does receive my seal of approval.

You can get these cool spells here on OBS!

Missed Cerulean Seas? You can get this tome here on OBS!

Endzeitgeist out.
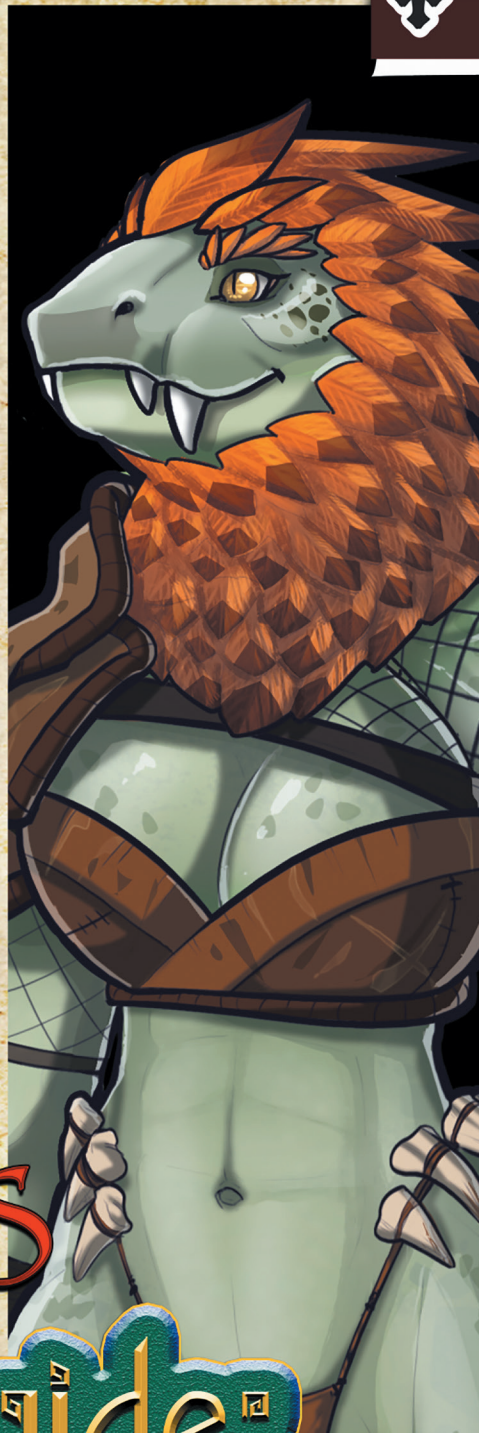
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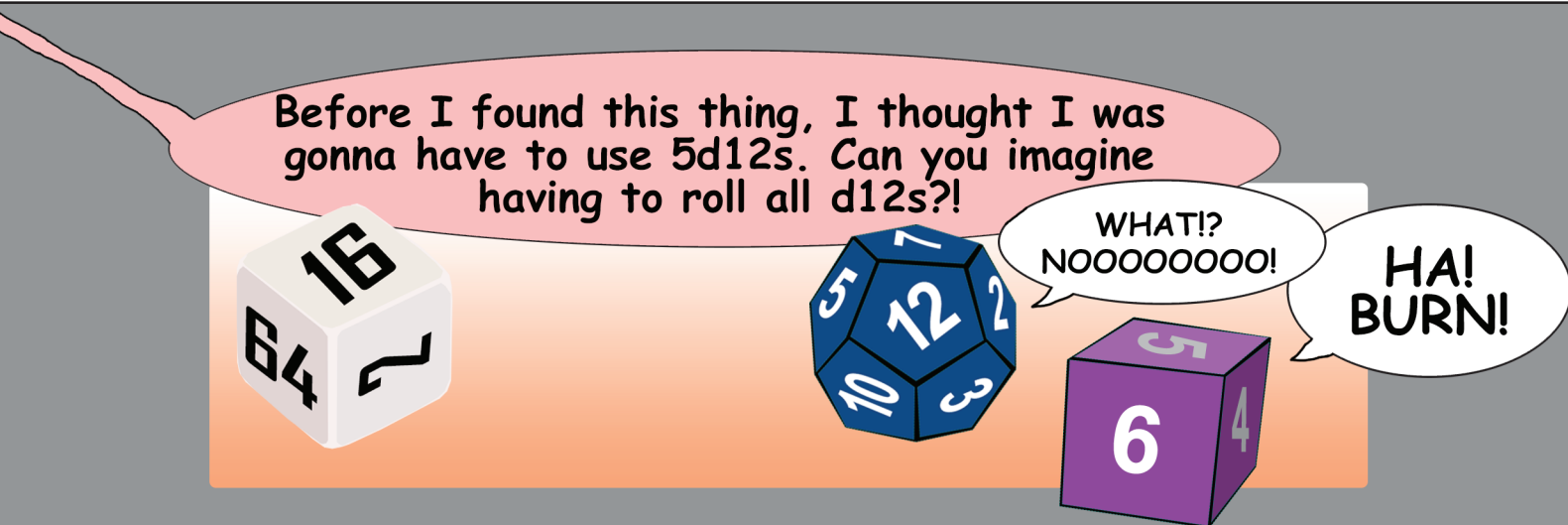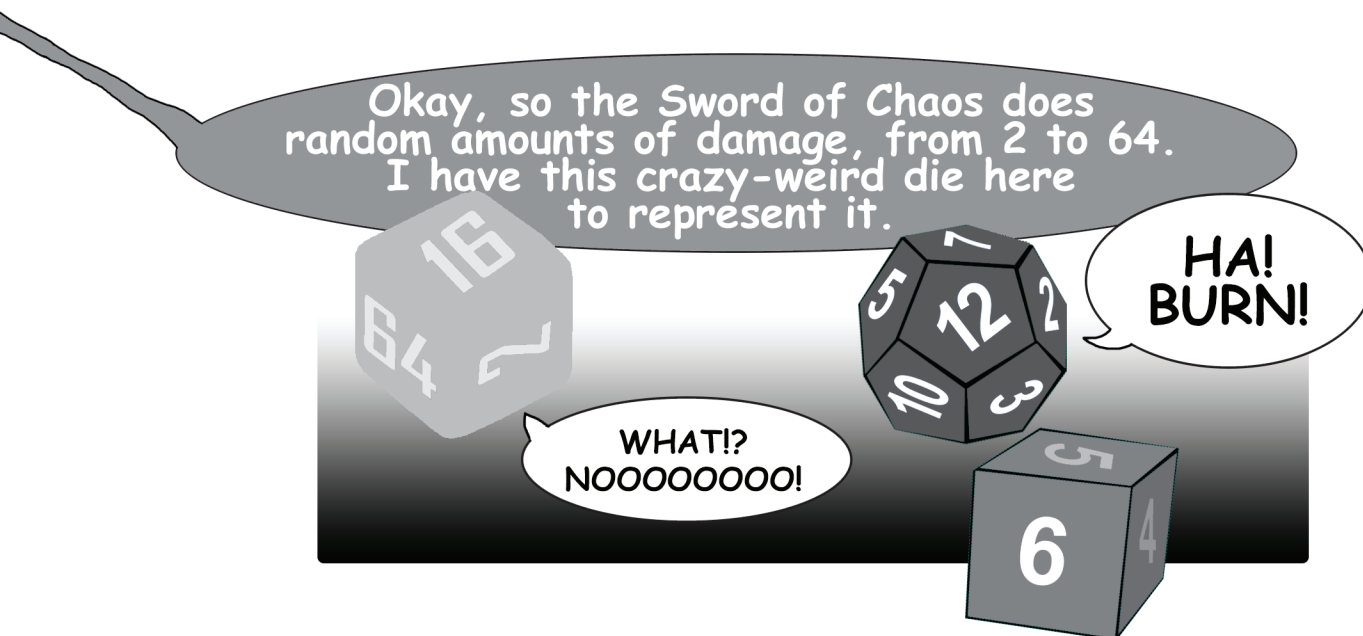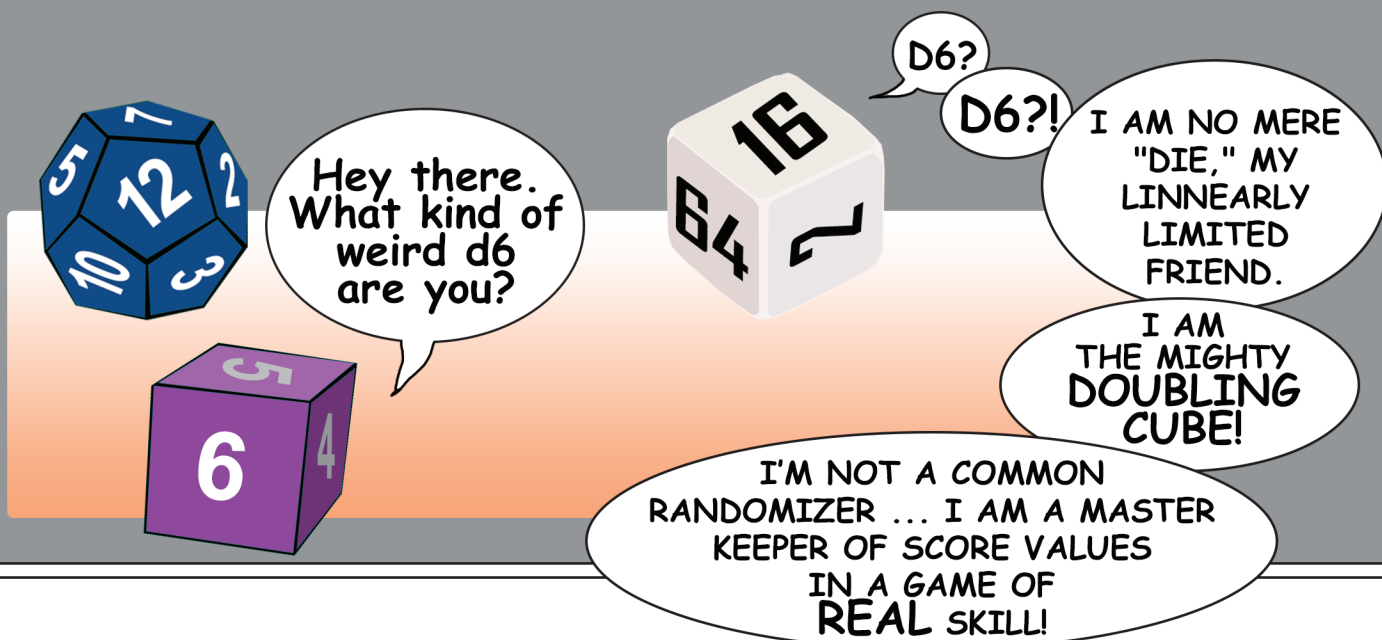
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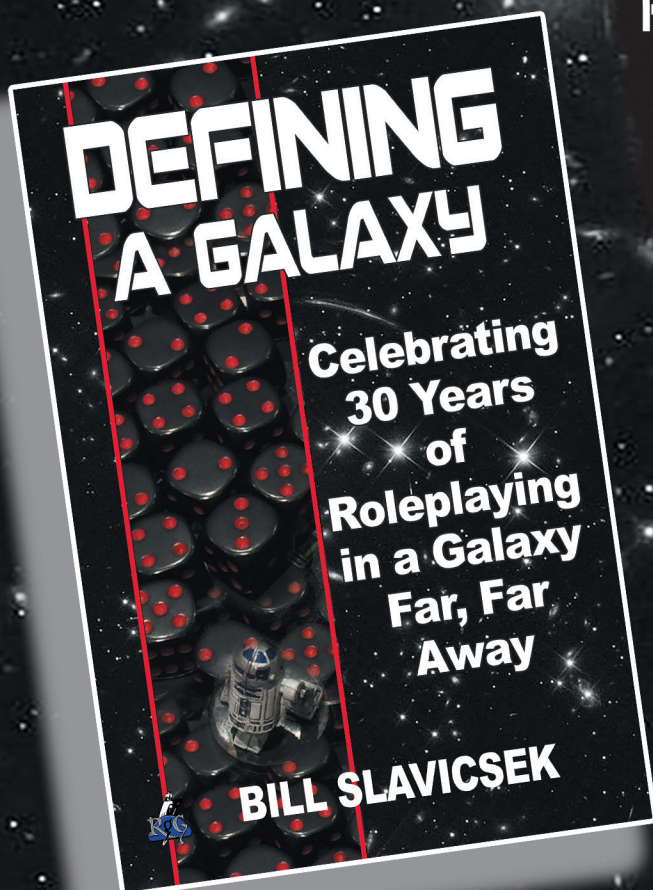
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