

FOUR HORSEMEN PRESENT

# MYTHIC PATH: TRANSCENDENTALIST



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

TIM HITCHCOCK



# FOUR HORSEMEN PRESENT

**Four Horsemen Present: Transcendentalist Mythic Path** provides a new mythic path specifically designed for classes found in *Pathfinder® Roleplaying Game: Occult Adventures™*. Those seeking to unlock the secrets of psychic energy often spend their lives pouring over lost lore or placing themselves into trances using meditation and physical disciplines. Some choose a narrow path of study, honing psychic energy to perfection. Others rely on instinct and innate talent, infusing will with emotions or pulling psychic energy from spirits or objects.

For those rare few with mythic power, there is a third path. The transcendentalist surpasses others seeking to manipulate psychic energy, for your

power comes seemingly without effort. So great is your mastery over psychic energy, that many speculate you transcend the limitations of flesh. At the highest tiers you might evolve into an entirely new being, with an elevated consciousness merged with that of the entire universe.

**Role:** As a transcendentalist your role in the party is to act as a conduit to the realms of unseen mysticism and draw upon psychic energy to unleash potent supernatural effects. Your psychic powers allow you to be incredibly adaptable when it comes to meeting general needs, and perform the highly specialized skills of your base class.

**Classes:** The transcendentalist mythic path is intended for characters constructed using the *Pathfinder® Roleplaying Game: Occult Adventures™* rules. It is most beneficial to occult classes such as the mesmerist or the psychic that focus on spellcasting, however, this path offers a great deal to other classes such as the kineticist beyond the scope of the core *Pathfinder Roleplaying Game: Mythic Adventures* mythic paths.

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

Tier	Path Features
1st	Evolved consciousness, path ability
2nd	Path ability
3rd	Path ability
4th	Path ability
5th	Path ability
6th	Path ability
7th	Path ability
8th	Path ability
9th	Path ability
10th	Path ability, transcendence



# MYTHIC PATH: TRANSCENDENTALIST

## TRANSCENDENTALIST FEATURES

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

**Evolved Consciousness:** Select one of the following abilities. Once chosen, it can't be changed.

*Precognitive Ward (Sp):* Visions protect you from potentially fatal attacks moments before they occur. Whenever an opponent confirms a critical hit against you, you may expend one use of mythic power as an immediate action to reduce the damage to a non-critical hit. Additionally, you are permitted a Reflex save (DC 10 +  $\frac{1}{2}$  attacker's Hit Dice + attacker's Dexterity modifier) to dodge the blow entirely. Your precognition cannot benefit you if you are helpless or unconscious, without the ability to awaken. However, if you are attacked in your sleep (even with a coup de grace) you may use this ability to awaken and dodge the potentially deadly blow.

*Psychic Boost (Su):* As a swift action, you can expend one use of mythic power to cast any one psychic spell or spell-like ability without expending a prepared spell or spell slot, or expending a daily use of the spell-like ability. When casting a spell or activating a spell-like ability in this manner, you increase your caster level by  $\frac{1}{2}$  your mythic tier (minimum +1) for the purpose of any effect dependent on level. You can apply any metamagic feats you know to the spell as it is cast, but its total adjusted level can't be greater than that of the highest-level psychic spell you can cast from that spellcasting class.

*Psychic Surge (Su):* As a swift action, you can expend one use of mythic power to cast any one psychic spell without expending a prepared spell or spell slot. If you prepare spells, this spell must be one you prepared today (even if you have already cast it); if you're a spontaneous caster, this spell must be one of your spells known. If the spell or ability requires a saving throw, any non-mythic creatures affected by the spell roll twice and take the lower result. If you must attempt a caster level check for the spell to overcome a creature's spell resistance, you can roll your caster level check twice (adding your tier to each) and take the higher result. You can't add a metamagic feat to a spell you cast using this ability.

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

**Transcendence (Ex):** At 10th tier, you achieve spiritual nirvana, merging your psychic power with the essence of the universe. Whenever you cast a psychic spell that targets one or more non-mythic creatures, those creatures must roll twice for any saving throws associated with the spell and take the lower result. You may expend one use of mythic power as a free action to automatically succeed on any caster level check before it is rolled. Once per round when you succeed on a caster level check after it is rolled, you regain one use of mythic power.

## 1ST-TIER TRANSCENDENTALIST PATH ABILITIES

You can select these path abilities at any tier.

**Binder's Tongue (Su):** Add your mythic tier to any checks made to summon, bind, or bargain with any outsider. When negotiating with an outsider, failing a Diplomacy or Intimidate check by 5 or more is treated as a normal failure without any additional negative repercussions.

**Bonus Infusion (Ex):** You gain a bonus infusion. You can take this ability more than once, each time gaining a new bonus infusion. You must have the infusion class feature to select this ability.

**Chain Implant (Su):** While implanting a trick on an ally, you can expend one use of mythic power as a swift action to implant the same trick on a second willing individual. You must have the mesmerist trick class feature to select this ability.

**Competent Caster (Ex):** You automatically succeed at concentration checks to cast psychic spells. This ability doesn't apply to spells of the highest spell level you can cast.

**Control Influence (Su):** Your mythic power gives you superior control over the balance of personalities when possessed by a channeled spirit. You may

# FOUR HORSEMEN PRESENT

expend one use of mythic power as an immediate action to succeed at any saving throw against any possession effect (such as the *magic jar* spell) before a saving throw is attempted. When channeling a spirit, you may expend one use of mythic power to either add or subtract 1 from the spirit's influence as a swift action. This ability cannot be used if the spirit attains 5 or more points of influence. You must possess the spirit class feature to select this ability.

**Elemental Admixture (Su):** You can choose an additional element (aether, air, earth, fire, or water) with which to infuse your kinetic blast attacks. Whenever you use your kinetic blast, you choose which energy to imbue it with or you can split the damage between the two element types. This does not increase the damage or burn as a composite blast. You must have the kinetic blast class feature to select this ability.

**Elemental Gaze (Ex):** You do not require a free hand to use the kinetic blast ability. Instead of pointing an appendage, you can target an opponent with your eyes. You do not need to be able to see your target, simply imagine the area you are targeting (so you may use elemental gaze while blindfolded, in total darkness, or against invisible creatures). However, this does not allow the blast to work through solid objects nor does it affect creatures on different planes of existence. You must have the kinetic blast class feature to select this ability.

**Flash of Omniscience (Ex):** Your ability to recall information is astounding. When you take 10 on any Intelligence-based skill check, add your tier to the result. As a free action, you can expend one use of mythic power to ask one question as if using the *divination* spell. The base chance for a correct answer is 70% + your Hit Dice + your mythic tier (maximum 100%). The answer doesn't come from a divine agent, but from your own native understanding; therefore, the answer is never cryptic. If flash of omniscience results in an incorrect answer, you cannot use this ability to attempt to answer the same question (or a similar question with different wording).

**Gather Energy (Su):** If you take damage gathering power and fail your concentration check to hold it, you may expend one use of mythic power as an immediate action to either maintain your concentration or direct the energy at your attacker.

To direct the energy at an enemy, he must be within 30 feet, and takes damage as your simple kinetic blast ability with no infusions applied. You must have the gather power and kinetic blast class features to select this ability.

**Intensified Stare (Su):** Your mythic power infuses your stare with greater intensity. You gain any stare feat as a bonus feat, but must meet any prerequisites for the feat. You add  $\frac{1}{2}$  your mythic tier (minimum +1) to your mesmerist level for the purposes of determining level requirement prerequisites for any stare feats. You must have the painful stare class feature to select this ability.

**Lucent Focus (Su):** When spending mental focus, you can expend uses of mythic power as a free action to reduce the mental focus cost by 1 point per use of mythic power expended. Additionally, you may expend one use of mythic power to expend an implement's focus on a focus power when you are not holding the implement. You must have the mental focus class feature to select this ability.

**Mythic Amplifications (Su):** Your phrenic amplifications are more effective against non-mythic targets. When you use a phrenic amplification with a non-instantaneous linked spell that requires a saving throw against a non-mythic target, that target is automatically affected for 1 round (which doesn't count toward the linked spell's duration) and can't attempt a saving throw to resist. On your turn the next round, the creature attempts its saving throw as normal. If it succeeds at the saving throw, it resists or negates the spell as normal. You must have the phrenic amplification class feature to select this ability.

**Mythic Spiritualist (Su):** You add  $\frac{1}{2}$  your mythic tier (minimum +1) to your spiritualist class level when determining the abilities gained from your phantom's emotional focus, as the number of rounds per day you can use your bonded manifestation. You may expend one use of mythic power as a swift action in place of using a round of bonded manifestation. You must have the phantom and bonded manifestation class features to select this ability.

**Mythic Tether (Su):** You can reinforce your phantom with mythic power. As an immediate action when your phantom takes damage, you may expend uses of mythic power to prevent the damage. Each use of mythic power you expend prevents damage to the phantom equal to twice your mythic

# MYTHIC PATH: TRANSCENDENTALIST

tier. You can expend any number of uses of mythic power in this fashion. You must have the phantom class feature to select this ability.

**Mythic Trick (Su):** When implanting a trick into an ally or yourself, you may expend one use of mythic power to implant one additional trick. The target can then activate either trick, but if either is activated both are expended. You must possess the mesmerist trick class feature to select this ability.

**Occult Coupling (Ex):** Whenever you use a standard action, move action, or swift action to activate an emotional focus, focus power, mesmerist trick, phrenic amplification, or wild talent, you can also activate an ability that uses mythic power as a free action (expending any required mythic power for the ability). The mythic ability you activate must require the same action type as the other ability you activated or be faster (a swift action is faster than a move action, and a move action is faster than a standard action).

**Object Essence (Su):** You are highly sensitive to psychic essences in objects. Whenever you use any class feature or spell to target an object requiring an ability check, caster level check, or skill check, you roll twice and take the higher result. Whenever using a class feature or spell to study a magical item, on a successful check you discern all information (including if the item is cursed) and can even identify the magical properties of artifacts.

**Occult Endurance (Ex):** Treat your caster level as 4 higher when determining the duration of psychic spells you cast. This doesn't alter any other variable effects of the spell.

**Phantom Rejuvenation (Su):** While performing the manifestation ritual to summon your phantom you can expend one use of mythic power to cause it to manifest fully healed. You must possess the phantom class feature to select this ability.

**Rapid Seance (Su):** You can perform a seance as a full-round action by expending one use of mythic power. You must possess the spirit class feature to select this ability.

**Suppress Overflow (Ex):** You may suppress the visual effects of your elemental overflow without suppressing the ability's benefits. However, the visual effects still return immediately the next time you use any wild talent unless you expend one use of

mythic power as a free action. You must possess the elemental overflow class feature to select this ability.

**Sense Psychic Power (Su):** You possess an uncanny ability to sense psychic power. You become immediately aware of the presence of any creature within 60 feet capable of casting a psychic spell or spell-like ability or possessing the kinetic blast class feature. You innately sense how the creature's psychic energies roughly compare to your own (higher, equal, or lower Hit Dice). If you can see the creature, you can concentrate on it as a standard action. You can determine whether it has any spellcasting or spell-like abilities, and the strength of the most powerful spell or spell-like ability the creature currently has available for use. If the creature has any active psychic spell effects, you may attempt to identify each spell with the Spellcraft skill (DC 15 + the spell's level).

**Unburned (Su):** When accepting burn or being forced to accept burn, you can expend uses of mythic power as an immediate action to reduce the burn by 1 point per use of mythic power expended. This does not allow you to accept more burn than your level allows. Alternately, instead of reducing the burn, you can choose to make any number of points reduced temporary. In this case, you still gain the burn, including all positive and negative effects, but it fades at the rate of 1 point per minute. You must possess the burn class feature to take this ability.

## 3RD-TIER TRANSCENDENTALIST PATH ABILITIES

You must be at least 3rd tier to select these path abilities.

**Break Taboo (Su):** You can expend one use of mythic power as an immediate action after breaking a taboo to not take any penalties or increase the spirit's influence. You must possess the taboo class feature to take this ability.

**Greater Boon (Su):** Your intensified connection to the spirit world allows you to increase the bonds between spirits and mortal vessels. Whenever an ally participates in one of your seances, you double the bonus modifiers of any seance boons for all involved allies and yourself. You must possess the shared seance class feature to take this ability.

# FOUR HORSEMEN PRESENT



**Intense Stare (Ex):** Your hypnotic stare possesses a startling force. You double the range of your hypnotic stare, and can affect two adjacent creatures with a single hypnotic stare. If the adjacent creatures cease to be adjacent to one another, you must choose which to continue affecting with your hypnotic stare. You may expend one use of mythic power as a free action to target a creature other than the target of your hypnotic stare with a gaze attack or similar ability. You must possess the hypnotic stare class feature to select this ability.

**Mythic Manifestation (Su):** When using the bonded manifestation ability, you can switch between an ectoplasmic bonded manifestation and an incorporeal bonded manifestation as a free action. You may expend one use of mythic power as a free action to gain any benefits of both types of bonded manifestation for 1 round. You may choose to not gain one or more benefits, for example, choosing to not become incorporeal in order to more easily attack. You must possess the bonded manifestation class feature to select this ability.

**Extend Tether (Su):** You can use your phantom's ectoplasmic tether without concentrating on the link at up to a range 100 feet. You can stretch the tether to distances beyond 100 feet when the phantom is in ectoplasmic form by concentrating (as a full-round action that draws an attack of opportunity) as if it were a spell. Treat this effect's spell level as equal to  $1 + 1$  per 100 feet farther than 100 feet that the phantom is from you (maximum spell level 6<sup>th</sup>). If your concentration breaks or the incorporeal phantom is outside of line of effect from you for more than 1 round per spiritualist level you possess, you can summon the phantom from the Ethereal Plane by expending one use of mythic power before the 24 hour restriction has elapsed. You must possess the etheric tether class feature to take this ability.

**Mythic Focus (Su):** You can shift focus from one implement to another touched implement as a swift action by expending one use of mythic power. This otherwise functions as the shift focus class feature. You must possess the shift focus class feature to take this ability.

**Mental Implement (Su):** You can form a near perfect image of one of your implements in your mind, allowing you to cast a spell from your implement school without making a concentration check whenever you do not possess the corresponding implement.

**Mental Location (Su):** You can form a near perfect image of one of your legend's favored locations in your mind, allowing you to perform a seance for any legends that you have learned as if you were at an appropriate location for that legend.

**Mental Shield (Ex):** Whenever you are the target of any spell or effect (including mythic spells or effects) that attempts to read your thoughts, manipulate your memories, or discern your alignment, it fails, but you are automatically aware of the attempt and the nature of the spell or effect attempted. You may expend one use of mythic power as an immediate action to instead communicate whatever results you prefer within the spell or effect's normal limitations.

**Stare Treatment (Su):** You can use the touch treatment ability at range by targeting an ally with the hypnotic stare ability. The ally does not suffer any negative effects from your hypnotic stare. You must possess the hypnotic stare and touch treatment class features to take this ability.

# MYTHIC PATH: TRANSCENDENTALIST

**True Psychic (Su):** You possess a natural talent for deftly reading minds or seeing beyond what mortal senses allow. Whenever using any divination spell that allows you to detect alignment, detect magical auras, read thoughts, discern lies, or scry the casting time is reduced to a standard action and you always gain the maximum information the spell allows without having to spend any additional rounds concentrating. You may expend one use of mythic power during the spellcasting to remove any verbal, somatic, focus, or material requirements for the spell. Casting the spell in this manner adds your mythic tier to any Spellcraft check DCs to identify the spell.

**Vital Blast (Ex):** You can expend one use of mythic power to make a kinetic blast as a full-round action that deals additional damage. Roll the kinetic blast's damage dice twice and add the results together before adding other damage bonuses. These extra damage dice are not multiplied on a critical hit, but are added to the total. A vital blast can be empowered or maximized with the metakinesis ability, but cannot be quickened or used more than once in a round. You must possess the kinetic blast class feature to take this ability.

## 6TH-TIER TRANSCENDENTALIST PATH ABILITIES

You must be at least 6th tier to select these path abilities.

**Burnless Metakinesis (Ex):** You may expend one use of mythic power in place of burn to gain any of the benefits of the metakinesis ability available to a kineticist of your level. Alternately, instead of reducing the burn, you can choose to make any number of points gained from using metakinesis temporary. In this case, you still gain the burn, including all positive and negative effects, but it fades at the rate of 1 point per minute. You must possess the metakinesis class feature to gain this ability.

**Ethereal Senses (Ex):** Your bonded senses become permanent. You can cease or resume bonded senses as a free action and the effect works between planes. If your phantom is on the Ethereal Plane, you possess the ability to peer

into Ethereal Plane and see whatever the phantom sees. Additionally, you gain the benefits of a permanent *see invisibility* effect and can perceive ethereal creatures normally. This is not a magical effect and cannot be dispelled or suppressed by an antimagic field. You must possess the bonded senses class feature to take this ability.

**Eternal Tether (Su):** As long as your phantom is fully manifested, the length of your tether doesn't limit the range of your shared consciousness. You are able to maintain shared consciousness for one hour, plus an additional hour for each use of mythic power you expend. You must possess the etheric tether class feature to take this ability.

**Impenetrable Mind (Ex):** You are immune to all mind-affecting effects. Whenever you are targeted with a mind-affecting effect you can expend one use



# FOUR HORSEMEN PRESENT

## NEW SPIRIT BOON

Mediums gain the ability to summon the six legendary spirits of mythic characters. This sidebar offers a seventh spirit boon based on the legend of the mythic transcendentalist.

### TRANSCENDENTALIST

The transcendentalist is an absolute master of occult power.

**Spirit Bonus:** When you channel a transcendentalist, your spirit bonus applies on concentration checks and any saves against mind-affecting effects, enchantments, and illusions.

**Favored Location:** Graveyards, places of known mystical significance, oracle shrines, haunted locations, gateways to either the Astral, Ethereal, or Shadow Planes, and places of unusual psychic disturbance.

**Influence Penalty:** The transcendentalist sees far beyond paltry mortal senses, which can be disorienting. You experience maddening visions and disturbing nightmares. You cannot gain recovery benefits from resting (even from the recuperation mythic ability). You take a penalty equal to your spirit bonus on all Wisdom checks and Wisdom-based skill checks.

**Taboos:** Choose one: you must remain in constant contact with the spirit world or actively channel psychic energy and violate your taboo whenever you lose contact with your spirit; you need to connect others to the spirit world, thus you break your taboo whenever you refuse to participate in a seance; or you can never let the spirits overcome you and break your taboo whenever a spirit gains 3 or more points of influence over you.

**Psychic Diversity (Lesser, Su):** In addition to your normal list of medium spells known, you may choose one psychic spell from the spell list of one of the following classes of any spell level you can cast: mesmerist, occultist, psychic, or spiritualist. You may cast this psychic spell as if it was on your list of spells known.

**Psychic Array (Intermediate, Su):** You gain one of the following abilities which you can use a number of times per day equal to 1 + your Charisma modifier (minimum 1). Use your medium class level as your caster level or class level for the ability.

- You can channel a simple kinetic blast of a single chosen energy.
- As a gaze attack, you can deal 1d6 points of bleed damage to any injured target within 30 feet (Fortitude negates).
- You can use the object reading ability as an occultist.
- You can use *detect thoughts* as spell-like ability.
- You can use *detect undead* as spell-like ability.

**Psychic Array (Greater, Su):** You can allow the transcendentalist spirit to gain 1 point of influence over you in order to cast any one psychic spell from the spell list of any class capable of casting psychic spells. You must expend a spell slot of the appropriate level and you cannot apply any metamagic feats to the spell.

**Legendary Transcendentalist (Supreme, Su):** Once per day, you can cast any psychic spell of any spell level from the spell list of any class capable of casting psychic spells. Using this ability does not require you to expend any spell slots or to be capable of casting spells of its level.

# MYTHIC PATH: TRANSCENDENTALIST

of mythic power as an immediate action to reverse the effect. The source of the mind-affecting effect becomes the new target, using its caster level and save DC.

**Kinetic Explosion (Ex):** As a full-round action you can enter trance in which you cause your elemental energies to build to critical mass. In this state, you become a sort of living landmine. You can take no actions or move; however, you are not helpless and can defend yourself normally. Any creature touching you or taking a melee attack against you causes you to immediately explode before the touch or attack is resolved. You deal double the normal damage for your simple kinetic blast plus additional damage equal to your mythic tier. Those caught in the blast may attempt a Reflex save (DC 10 + ½ your Hit Dice + your Constitution modifier + your mythic tier) to take half damage. Though the blast centers upon you, you are immune to the damaging effects of your own blast. You must possess the kinetic blast class feature to take this ability.

**Theurgic Knowledge (Ex):** You can use psychic power to cast a small number of spells, either from the arcane or divine spell lists. If you select arcane choose three 1<sup>st</sup> level spells from the sorcerer/wizard spell list or three 1st-level spells from the bard spell list. If you select divine choose three 1<sup>st</sup> level spells from the cleric/druid spell list or three from the paladin, inquisitor spell list. You can add those spells to your list of spells that you can prepare each day. You can select this ability up to three times. Each time you select it, you choose three more spells from the same class's spell list (for example; sorcerer/wizard or bard), and the highest spell level you can select from increases by 1 (up to 2nd level the second time and up to 3rd level the third time). You must be a medium, mesmerist, occultist, psychic, or spiritualist to select this ability.

**Versatile Focus (Su):** You can expend one use of mythic power once per day when preparing spells to change one implement school you know to any other implement school. This also allows you to reduce or increase the number of times an implement school has been selected (if more than once). This change is permanent until you use this ability again.

## CREDITS

### Cover Illustration:

Matt Morrow, courtesy of Purple Duck Games

### Interior Illustrations:

Bradley K McDavitt;  
and Matt Morrow, courtesy of Purple Duck Games

**Designer:** Tim Hitchcock

**Developer:** Stephen Rowe

**Editor:** Steven T. Helt

**Producer:** Owen K.C. Stephens

**Publisher:** Owen K.C. Stephens

**Graphic Design and Typesetting:** Lj Stephens

**Produced by:** Rogue Genius Games

**Project Manager:** Lj Stephens

**Consigliere:** Stan!

Contents Copyright 2016

Rogue Genius Games

Rogue Genius Games Logo created by Lj Stephens  
using designs by Claudio Pozas.  
Used with permission.

For more information about  
Rogue Genius Games, follow us on Facebook:  
[www.Facebook.com/RogueGeniusGames](http://www.Facebook.com/RogueGeniusGames)  
on Twitter: @Owen\_Stephens

All logos are the trademark of Rogue Genius Games  
All rights reserved

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

### DESIGNATION OF PRODUCT IDENTITY:

The Rogue Genius Games (RGG) company name and logo; the "The Four Horsemen Present: Mythic Path - Transcendentalist" name and logo; "The Four Horsemen" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

### DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

**Product Code:** RGG4HP0116

# FOUR HORSEMEN PRESENT

## OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress, artifacts, creatures characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

**Open Game License v 1.0a.** © 2000, Wizards of the Coast, Inc.

**System Reference Document.** © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson

**Pathfinder Roleplaying Game Core Rulebook.** © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Advanced Class Guide.** © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Advanced Player's Guide.** © 2010, Paizo Publishing, LLC; Authors: Jason Bulmahn.

**Pathfinder Roleplaying Game Advanced Race Guide.** © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

**Pathfinder Roleplaying Game Bestiary.** © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 2.** © 2010, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 3.** © 2011, Paizo Publishing, LLC; Authors: Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

**Pathfinder Roleplaying Game Bestiary 4.** © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

**Pathfinder Roleplaying Game GameMastery Guide.** © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal MacLean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scott, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

**Pathfinder Roleplaying Game Monster Codex.** © 2014, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Logan Bonner, Jason Bulmahn, Ross Byers, John Compton, Robert N. Emerson, Jonathan H. Keith, Dale C. McCoy, Jr., Mark Moreland, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, Thomas M. Reid, Patrick Renie, Mark Seifter, Tork Shaw, Neil Spicer, Owen K.C. Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Mythic Adventures.** © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Dennis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

**Pathfinder Roleplaying Game Pathfinder Unchained.** © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Combat.** © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Ben Bruck, Jason Buhlman, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Equipment.** © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

**Pathfinder Roleplaying Game Ultimate Magic.** © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

**The Four Horsemen Present: Mythic Path - Transcendentalist.** © 2016, Rogue Genius Games. Author: Tim Hitchcock.