

RACE OPTIONS
GILLMEN





RACE OPTIONS

GILLMEN

By Joshua Hennington

INTRODUCTION

Welcome to *Race Options: Gillmen*. *Race Options* is a series of short PDF document that each feature expanded options for a specific race. In this volume we focus on Gillman, a race of humans mutated to live underwater. We present two racial archetypes for the Gillmen – the Sea Sentinel Cleric and the Ephemeral Visionary Medium. In addition, we present alternate racial traits as well as gillman equipment, magic items, feats, and spells.

GILLMEN

Gillmen are a race defined by their past. Many eras ago, they were once normal humans. They ruled a vast empire, and had good and plentiful lives. However, these empires were puppeteered by their shadowy subterranean masters, the aboleth. They were all part of a cruel social experiment to determine how far humans could develop. For reasons unknown, the aboleth decided to end this experiment; perhaps humans had grown too bold, perhaps they had fallen too much into sin, or perhaps, even, the aboleth simply got bored of it. In any case, some of the humans were saved from the destruction. They were given adaptations to survive underwater, away from the destruction, as well as wards against enchantment - wards that can be easily undone by the aboleth. They live today in shore-based colonies, under the colloquialism of 'gillmen'. Most plunder the depths below, searching for treasure to restore; this treasure

BOOK REFERENCE GUIDE

The following abbreviations are used to reference the Pathfinder Roleplaying Game books published by Paizo Publishing.

ACG *Pathfinder Roleplaying Game Advanced Class Guide*

APG *Pathfinder Roleplaying Game Advanced Players Guide*

ARG *Pathfinder Roleplaying Game Advanced Race Guide*

OA *Pathfinder Roleplaying Game Occult Adventures*

UI *Pathfinder Roleplaying Game Ultimate Intrigue*

is usually sold to the land-dwelling humanoids, an act that does not endear them to other dwellers in the water. While the majority have either forgotten or choose to ignore their past and its implications, some gillmen turn away from their kinsfolk. These gillmen serve the aboleth once more, as puppets to their alien and unknowable plan.

ALTERNATE RACIAL TRAITS

The following racial traits may be selected instead of existing gillman racial traits. These options represent some of the diversity of the gillman race and can be taken by any gillman character.

This product is compliant with the Open Game License (OGL) and is Compatible with the Pathfinder Roleplaying Game.

Product Identity: The following items are identified as Product Identity, as defined by the Open Game License version 1.0a, Section 1(e) and are not open content: All proper character or place names, dialogue, plots, storylines, locations, characters, artwork and trade dress.
Open Content: Except material designated as Product Identity above, the game mechanics of this product are Open Game Content, as defined by the Open Game License version 1.0a, Section 1(d).

Race Options: Gillmen is published by Rusty Iron Games under the Open Game License version 1.0a © 2000 Wizards of the Coast, Inc. Rusty Iron Games, Rusty Iron Games Logo and the RIG logo are © 2018 Rusty Iron Games. Product Id #RIG004003.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.
Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.



Enchantment Adept: Some gillmen have an innate gift for enchantment spells similar to those of their aboleth masters. Gillmen with this racial trait can cast charm person as a spell-like ability three times per day. The DC of this effect is equal to 10 + ½ the gillman's HD + the gillman's Charisma modifier. This racial trait replaces amphibious.



Stunted Land-Feet: Gillmen with this racial trait wholly dedicate their lives to underwater exploration, and rarely if ever see dry land. Their base speed on land is reduced to 10 feet, and their swim speed is increased to 50 ft. This racial trait alters the gillman's movement speeds.

Water Absorbent: Some gillmen are so attuned to underwater life, they gain strength from it; the cost for this, however, is never seeing land for very long. These gillmen gain a reduced form of fast healing while they are in the water, regaining 1 hit point per minute. However, gillmen with this racial trait may

only spend 3 hours on land, instead of 4d6, before suffering death from internal organ failure. This racial trait replaces water dependent.

FAVORED CLASS OPTIONS

The following options are available to all gillmen who have the listed favored class. They supplement the options found in the *Pathfinder RPG Advanced Race Guide*. Unless otherwise stated, the bonus applies each time you select the favored class reward.

Alchemist: Add +¼ to the alchemist's natural armor bonus when using his mutagen.

Arcanist: Add +¼ to the arcanist's caster level when casting spells of the enchantment school.

Barbarian: Add +2-½ ft. to the barbarian's swim speed. In combat this option has no effect until it has been selected twice (or another multiple of two). This applies under the same conditions as the barbarian's fast movement class feature.

Bloodrager: For the abnormal reach aberrant bloodline^{ACG} power, treat the bloodrager's increase to reach as 1 foot greater. In combat, this only has an effect for every five increases to reach.

Druid: Add +¼ to the druid's caster level with spells that have the water descriptor.

Kineticist: Add +⅓ point of damage to water element blasts that deal damage.

Occultist: Add +½ to the occultist's effective level for the purposes of the cloud mind focus

power.

Paladin: Add +⅓ to the bonus to saving throws provided by divine grace.

Psychic: The psychic adds +⅓ to her Charisma bonus for the purpose of determining the number of uses or rounds per day of her discipline powers.

Ranger: Add a +½ bonus on wild empathy checks to influence animals and magical beasts that live underwater.

Sorcerer: For the Long Limbs aberrant bloodline power, treat the sorcerer's increase to reach as 1 foot greater. In combat, this only has an effect for every

GILLMAN RACIAL TRAITS

+2 Constitution, +2 Charisma, -2 Wisdom: Gillmen are vigorous and beautiful, but their domination by the aboleths has made them weak-willed.

Medium: Gillmen are Medium creatures and have no bonuses or penalties due to their size.

Aquatic: Gillmen are humanoids with the aquatic subtype.

Normal Speed: Gillmen have a base speed of 30 feet on land. As aquatic creatures, they also have a swim speed of 30 feet, can move in water without making Swim checks, and always treat Swim as a class skill.

Amphibious: Gillmen have the aquatic subtype, but can breathe both water and air.

Enchantment Resistance: Gillmen gain a +2 racial saving throw bonus against non-aboleth enchantment spells and effects, but take a -2 penalty on such saving throws against aboleth sources.

Water Dependent: A gillman's body requires constant submersion in fresh or salt water. Gillmen who spend more than 1 day without fully submerging themselves in water risk internal organ failure, painful cracking of the skin, and death within 4d6 hours.

Languages: Gillmen begin play speaking Common and Aboleth. Gillmen with high Intelligence scores can choose from the following: Aklo, Aquan, Draconic, and Elven.

five increases to reach.

Vigilante: Gain +½ on Bluff checks when attempting to tell a lie that would be true from the point of view of the vigilante's current identity.

Witch: Gain a +¼ bonus to the witch's effective level when determining the effects of one hex.

RACIAL ARCHETYPES

The following racial archetypes are available to gillmen.

SEA SENTINEL (CLERIC)

Many gillmen turn to the sea not just for sustenance, but adventure as well. Some turn their inherent adaptation to the sea into a communion with a deity. These gillmen, known as sea sentinels, protect the sea with a ferocity rivaling any druid.

Sea's Domain (Ex): A sea sentinel must select the oceans subdomain^{APG} as a domain, and must select a deity that allows this selection. The sea sentinel does not receive a second domain (see below).

This ability alters domains.

Watery Focus: The save DC of any spells the sea sentinel casts with the water descriptor increases by 1. Also, the attack rolls of any spells or abilities with the water descriptor cast by the sea sentinel gain a +1 bonus. This includes her *Surge* domain ability. These bonuses increase by +1 at 10th level, and by an additional +1 at 20th.

This ability replaces the 1st domain power of the sea sentinel's second domain.

Channel Aquatic Energy (Su): A sea sentinel channels energy much like a normal cleric, but has greater effects on creatures of the depths. Instead of channeling positive or negative energy, she channels

energy from the elemental plane of water. This can either heal creatures with the aquatic or water subtypes, or command them (as if using the feat *Command Undead*). This functions in all other ways as channel energy.

This ability alters channel energy.

Freedom of the Sea (Ex): At 4th level, the sea sentinel learns several techniques she can use to aid her in underwater combat. She takes no penalties to attack or damage rolls when using melee weapons underwater. Furthermore, she may make ranged attacks with no penalties up to 30 ft (at which point she takes penalties for every 5 feet of water passed through, as normal).

This ability replaces the 2nd domain power of the sea sentinel's second domain.

Companion of the Deep (Ex): All sea sentinels know there is strength in numbers, especially when combating horrors from the ocean's trenches. At 7th level, the sea sentinel gains an animal companion, as a druid of her cleric level - 3. She must select an animal companion that has the aquatic or water subtype.

This ability replaces the domain spells of the sea sentinel's second domain.

EPHEMERAL VISIONARY (MEDIUM)

Gillmen are a race with a rich cultural history that is also entrenched with the otherworldly race of puppet masters known as the aboleth. There are some among their number that accept their fate, and that of their ancestors and descendants. This resolution can drive some gillmen to seek power from their magical past, present and future.

Destinies of History, Nonce and Fate (Su): An ephemeral visionary, rather than gaining his powers

from legendary souls, gains his power from the magic and portents interweaving his people's past, present and possible future. He does not gain access to the six base spirits that mediums normally channel (Archmage, Champion, Guardian, Hierophant, Marshal and Trickster), instead gaining access to the three destinies listed here (History, Nonce and Fate). Destinies function as and interact with medium class features, feats and other such abilities as spirits do. This alters the spirit class ability.

HISTORY

The history of the gillmen is one of imperial glory and conquest.

Spirit Bonus: When you channel history, your spirit bonus applies on Charisma checks, Charisma-based skill checks, and Fortitude saves.

Seance Boon: You gain a +2 bonus on non-spell attack rolls.

Favored Locations: Army camps, battlefields, monuments, parades.

Influence Penalty: You gain a pompous air about you, and insist on making flourishes and grandiose movements in all you do, regardless of if it's necessary. You take a penalty equal to your spirit bonus on Dexterity checks, Dexterity-based skill checks, and Reflex saves.

Taboos: Choose one of the following. You must never allow an ally to assist you with aid another or cast a harmless spell on you, as you are above the aid of the common folk; you must not let any insult against you or what you stand for go unanswered, even when it's not directed at you; you must demand at least half (or the equivalent) of all equipment and treasure gained for the day, as you are obviously more important than your companions.

Warrior's Skill (Lesser, Su): You gain proficiency with one martial weapon of your choice, and gain Weapon Focus with it as a bonus feat.

Inspiring Leadership (Intermediate, Su): You gain one teamwork feat for which you meet the prerequisites. Once per day, you may use a standard action to grant this feat to all allies within 30 feet who can see and hear you. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every

2 medium levels you possess. Allies do not need to meet the prerequisites of these bonus feats. You may accept 1 point of influence from history to use this ability again during the day.

Master At Arms (Greater, Su): You gain greater abilities with the weapon you gained proficiency in from Warrior's Skill. Whenever you wield the weapon, it gains a +1 enhancement bonus. This stacks with any existing enhancement bonuses on the weapon. Alternatively, as long as the weapon is already magical, you may add a +1 equivalent weapon quality to the weapon instead.

You may accept 1 point of influence from history to increase this enhancement bonus to +2, which may be replaced with any combination of enhancement bonuses and weapon qualities equivalent to a total of +2 as long as the weapon retains at least a +1 enhancement bonus.

Paragon of History (Supreme, Su): While your people's legacy may be gone, it will never be forgotten. You may call upon the ancient power possessed by your people for yourself as a swift action. This gives you a +6 insight bonus to Strength, Dexterity and Constitution a number of rounds per level equal to your medium level. These rounds do not have to be consecutive, and the effect may be ended as a free action.



NONCE

The current state of the gillmen is a scattered people who know one day their debt will be collected.

Spirit Bonus: When you channel nonce, your spirit bonus applies to Wisdom checks, Wisdom-based skill checks, and Reflex saves.

Seance Boon: You gain a +5 bonus to your swim speed. If you do not have a swim speed, you gain a +5 bonus on Swim checks.

Favored Locations: Bodies of water, markets, ships.

Influence Penalty: You fear that all around you are agents of the aboleth coming to claim you, and can trust nobody. You gain no benefit from another creature's aid another attempts, and take a penalty equal to your spirit bonus on Charisma checks and

Charisma-based skill checks.

Taboos: Choose one of the following. You must slay all aberrations you meet, regardless if they are too powerful for you to handle; you must not leave the water for more than an hour at a time; you must sell at least a third of what you find that day, trying to make a profit off of it.

Deepwater Sight (Lesser, Su): You gain low-light vision and darkvision 60 ft. The range of both of these senses doubles while underwater.

Add *create water* to your medium spells known as a 0-level spell.

Terrain Adaptability (Intermediate, Su): You gain a favored terrain of your choice, as the ranger class feature, with a bonus of +2. If the water terrain is chosen, this bonus increases to +4.

Add *hydraulic push*^{APG} to your medium spells known as a 1st-level spell.

Finders Keepers (Greater, Su): When underwater, you may attempt a disarm or steal combat maneuver check at a range of 30 feet. If this check succeeds, the targeted piece of equipment is carried to your hand on a current of water. You may use this ability three times per day, but may allow nonce to gain 1 point of influence over you to use this ability one more time per day.

Add *slipstream*^{APG} to your medium spells known as a 2nd-level spell.

Paragon of Nonce (Supreme, Su): You realize that whatever has happened before, and whatever may happen in the future, your current home is the water. You also know how to make that the home of other creatures as well. Once per day as a standard action, you can cause 5 thundering geysers to appear from the ground around you; all of these geysers must be within 100 ft. of you. These function as the spell *geyser*^{APG}, with a DC equal to 10 + ½ your medium level + your Charisma bonus. You concentrate on all these geysers simultaneously. Furthermore, these geysers can call spirits of the water itself to your aid. Every 5 rounds the geysers are active, a greater water elemental appears as if summoned by *summon monster VII*. These elementals must be within 30 ft. of you and at least two geysers, and disappear when the geysers fade.

Add *quench* and *geyser*^{APG} to your medium spells known as 3rd-level and 4th-level spells, respectively.

FATE

The gillmen's future is most likely doomed to be that of willing pawns of the aboleth that they owe their existence to.

Spirit Bonus: When you channel fate, your spirit bonus applies to Intelligence checks, Intelligence-based skill checks, and Will saves.

Seance Boon: You gain a +1 bonus to the DC of all spells you cast that are a part of the enchantment or illusion school.

Favored Locations: Caves, underground, the ocean.

Influence Penalty: All around you are pawns, unworthy of your time or attentions. You may not cast beneficial spells on allies unless they include yourself in their area of effect (if they have one).

Taboos: Choose one: You must always willingly fail a save against mind-affecting effects unless it would directly harm others or result in your directly harming others; you must only communicate in Aboleth for the

day, including writing; you must execute any enemies you render unconscious or assist in rendering unconscious.

Mental Might (Lesser, Su): Instead of your normal spells per day for your medium level, you use the spells per day from table 1-4: Mesmerist^{OA}. For each level of spell you can now cast (including level 0), each time you channel fate, select a single spell of that level from the psychic^{OA} spell list to add to your medium spell list and spells known until you lose contact with fate.

Fleshwarping Prodigy (Intermediate, Su): Your mind and body have been touched by the alien mind of the aboleth, allowing you to take on a new form that is 'inspired' by them. You grow a tentacle that functions as a primary natural attack with 15 ft reach, dealing 1d4 points of damage. This tentacle is fully under your control and cannot be concealed except with magic or bulky clothing. It can manipulate or hold items as well as your original arms can. Furthermore, if you cast a spell with a range of touch, you can use the tentacle to make your touch attack.

Psyche Slime (Greater, Su): You can channel



some of the powerful psychic (and slimy) energy of your masters. You can expend a spell slot to make a ranged touch attack against an opponent within close range. If this ranged touch attack hits, the target takes a penalty equal to that of the spell slot expended against mind-affecting effects you create. This lasts for a number of rounds equal to $\frac{1}{2}$ your medium level. You may use this effect a number of times per day equal to your Charisma modifier, but may allow fate to gain 1 point of influence over you to regain 2 uses of it for that day.

Paragon of Fate (Supreme, Su): You realize your place is not one of freedom, but of servitude - above and below your station. You may cast *dominate monster* as a spell-like ability, with a DC of $10 + \frac{1}{2}$ your medium level + your Charisma bonus. The duration of this effect lasts 1 day/level, until you attempt to use it again or when you channel a spirit besides fate, whichever comes first.

Melding of Destiny (Su): At 7th level, the ephemeral visionary learns that the past, present and future are separate; there's no reason they can't be combined, however. This ability functions as trance of three, except he is granted the lesser spirit power from another destiny. Each day when he connects with a destiny after gaining this ability, the ephemeral visionary makes all his destiny power choices as if he were channeling one spirit of each of the three destinies. These choices are set for the remainder of the 24 hours. The additional spells per day gained by channeling fate with this ability are separate from the ephemeral visionary's base spells per day. If melding of destiny is used to channel fate more than once per day, any previously expended spells per day from those gained by fate remain expended. When the ephemeral visionary gains the trance of three ability, he can use this ability without allowing influence to be gained over him twice per day. This ability replaces location channel.

NEW RACIAL RULES

The following options are available to gillmen. At the GM's discretion, other appropriate races may make use of them as well.

GILLMEN PSYCHIC OPTIONS

Some gillmen who pledge their allegiance to their aboleth masters learn powers of their own that mimic that of their tentacled lords. This phrenic amplification is favored by such gillmen who turn to the path of the psychic.

PHRENIC AMPLIFICATION

Corrupting Slime (Su): The psychic can spend 2 points from her phrenic pool to alter a linked spell that deals damage to imbue it with an aboleth's slime. It deals half its normal damage ($\frac{1}{4}$ its normal damage on a successful save, if the spell allows for it), but the target must also make an additional Fortitude save at the same DC of the spell or be coated in a clear slime. If it fails this save, the target takes 1 point of Constitution damage as its body slowly becomes clear and membranous. It must make an additional save each subsequent round; if it fails, the penalty increases by 1. If it succeeds, the effect ends, but the penalty remains. So long as the target has at least 2 points of Constitution damage from this effect, if the target's flesh isn't kept moist, it takes 1d4 points of damage per round as its skin quickly dries out. This effect may be eliminated by using remove disease and similar effects, but immunity to disease offers no protection from this attack.

MAJOR AMPLIFICATION

Sleeper Agency (Su): When the psychic successfully affects a target with a spell from the enchantment (charm) subschool, she can spend 2 points from her phrenic pool as a free action to force the target to immediately attempt another Will save. This save has the same DC as the linked spell, and the target takes a -4 penalty on this save. If the target fails this second save, the target is affected as the spell suggestion, except that it may be activated any time within up to 24 hours by the psychic as a free action after the linked spell expires. The target has no recollection of this suggestion. The psychic must be on the same plane as the target to activate the suggestion.

GILLMEN FEATS

Gillmen have access to the following racial feats.

ABOLETH'S PAWN

You have pledged your life and soul to your true masters.

Prerequisites: Gillman, enchantment resistance racial trait, lawful evil alignment.

Benefit: The bonus from your enchantment resistance racial trait increases to +4, and your penalty on such effects from aboleth sources increases to -4. Furthermore, you are treated as possessing Skill Focus (Knowledge: dungeoneering) for the purposes of meeting the prerequisites of the Eldritch Heritage (aberrant) feat chain, or any other feats with Eldritch Heritage (aberrant) as a prerequisite.

WATER-RETENTIVE SKIN

Your body can go longer than an average gillman without being soaked in water.

Prerequisites: Gillman, water dependent racial trait.

Benefit: You may spend an additional day without fully submerging yourself in water for an hour before fatal penalties begin to occur.

Special: You can take this feat more than once. Its effects stack.

REMEMBERED LEGACY

You can tap into the human legacy you once knew.

Prerequisites: Gillman.

Benefit: You count as human for the purposes of meeting prerequisites for racial options (such as racial feats, race traits, racial alternate favored class bonuses, and so on). In addition, you gain the human subtype.

COMMUNAL MIND-GIRDING (TEAMWORK)

When beside others of your kind, your mental wards strengthen.

Prerequisites: Gillman, enchantment resistance racial trait.

Benefit: When within 30 ft. of one or more allies with this feat, you gain a +1 bonus against mind-affecting effects per such ally (maximum +4).

GILLMEN SPELLS

Gillmen have access to the following new spells.

SYMBOL OF MENTAL EROSION

School enchantment (compulsion) [mind-affecting]; **Level** bard 6, cleric 7, mesmerist 6, psychic 7, shaman 7, sorcerer/wizard 7, witch 7

Components V, S, M (mercury and phosphorous, plus powdered diamond and opal worth a total of 5,000 gp)

Effect one symbol

Duration 10 minutes / level

Saving Throw Will negates; **Spell Resistance** yes

This spell functions like symbol of death, except that every creature within 60 feet of a symbol of mental erosion instead has their mental defenses stripped away, forcing a -6 penalty on saving throws against mind-affecting effects for 2d4 hours.

Unlike symbol of death, symbol of mental erosion has no hit point limit; once triggered,

a symbol of mental weakness simply remains active for 10 minutes per caster level. A creature can only be affected by this symbol once.

Magic traps such as symbol of mental erosion are hard to detect and disable. While any character may use Perception to find a symbol, only a character with the trapfinding class feature can use Disable Device to disarm it. The DC in each case is 25 + spell level, or 32 for symbol of mental erosion (31 for bards and mesmerists).

DEEP-SEA ARMAMENTS

School transmutation; **Level** alchemist 2, bard 2, bloodrager 1, cleric 2, druid 2, inquisitor 2, magus 2, occultist 2, paladin 1, psychic 2, ranger 1, shaman 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action

Components V, S, F (sharp clamshell)

Range touch

Target bludgeoning or slashing melee weapons touched, up to 1 per two caster levels

Duration 10 min./level

Saving Throw Will negates (harmless, object); **Spell Resistance** yes (harmless, object)

Deep-sea armaments gives a weapon more utility while underwater. It is treated as a piercing weapon for the purpose of determining its to-hit bonus and



its damage, but for no other purposes. It is still treated as a bludgeoning or slashing weapon for all other reasons; all this spell does is increase their underwater effectiveness.

You can't cast this spell on a natural weapon, such as an unarmed strike. A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

UNDERWATER SUFFICATION

School transmutation; **Level** druid 5, psychic 6, ranger 4, shaman 5, sorcerer/wizard 6, witch 5

Casting Time 1 standard action

Components V, S, M (small container of air)

Range medium (100 ft. + 10 ft./level)

Area 15-ft.-radius spread

Duration 1 round/2 levels (see text)

Saving Throw Fort negates (see text); **Spell Resistance** yes

An *underwater suffication* spell inhibits a creature's ability to breathe underwater. All targets within the

CREDITS

Author - Joshual Hennington

Developer - Russ Brown

Artists - Liz Courts, Matt Marrow, Ryan Rhodes

Art & Logo Design - Caio Schmidt

spell's spread must make a Fortitude save if they are able to naturally breathe underwater, losing that ability for the spell's duration. If any targets has an active spell that allows for underwater breathing (such as *water breathing* or *aboleth's lung*^{ARG}), the caster attempts a targeted dispel check (as *dispel magic*) on those spells. Each dispel check is rolled separately for each target. Any spells dispelled do not return at the end of the spell's duration, but the ability to breathe underwater naturally does.



Rusted Iron Games
17610 Ponderosa Ave
Parker, CO 80134
www.rustedirongames.com

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

Pathfinder Roleplaying Game Core Rulebook Copyright 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

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; Author: 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 Occult Adventures © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Intrigue © 2016, Paizo Inc.; Authors: Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, Linda Zayas-Palmer.

Race Options: Gillmen © 2018 Rusted Iron Games. Author: Joshua Hennington.