



ULTIMATE OPTIONS

# STORY FEATS



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Rich Howard & Mike Welham



Renn crouched down at the edge of the scrub between the wooded hills and the rough, rocky terrain of the volcano. He moved with a grace and silence that would have been beyond him just a year earlier.

At the base of the volcano was a jagged, black scar of a cave entrance. A thin wisp of greenish smoke spiraled up from the opening before fading into the thick, sooty and acrid air. Renn's eyes watered. He knew it would have been much worse without Kythe's protective elixirs. But as toxic as they were, the fumes were not the fiery mountain's greatest threat.

A figure moved out of the cave, Renn froze in place. The creature was lean and spindly, its mangy body held high by long, twisted legs ending in cloven hooves. Its goat's head was similarly patchy, and looked too small to support its great curling, jagged horns. The horror swung its uneven head in a slow circle. Renn held his breath as the red, pinprick eyes passed over his position. The creature showed no sign of spotting him, and eventually started to set up some kind of wooden stand with its gnarled, skeletal fingers.

A hand settled slowly on Renn's shoulder, firm but gentle. He felt the hand's owner settle next to him. He didn't have to look to know it was Fierthe, the wood-warden who had trained him in how to move without being seen or heard. Her normally chestnut-colored skin was painted in swirls of greys and greens, which matched her cloak and leather armor. She leaned her face close to his, and spoke quietly without creating the hiss of a true whisper.

"You were right," She didn't sound surprised. "vongyth have taken up residence here. Is that a tormentor?"

Renn shook his head, and answered in the same quiet tones.

"No, it has no familiar with it. Likely a plaguebringer or star-bleeder. I'll know more when I see what it's building." Renn squinted his eyes to better see the goat-headed creature, which was affixing a crystal to the top of a now-constructed tripod of brass tubes. "But this far from their territory, there's sure to be a tormentor inside somewhere."

Fierthe's eyes grew hard. She ran a thumb along her quiver. "They will find entering my family's lands to be a mistake." Her eyes softened as she turned to stare into Renn's face.

"You need not face this evil again. You suffered enough at their hands. I would not ask you to risk your mind and soul should the vongyth once more subdue your will with their magics."

Renn met her gaze, his face sliding into a grim smile. "The vongyth may have bent my mind as a child, but I won't fall for their tricks again. Not today. Not ever."

Story feats, first introduced in *Pathfinder® Roleplaying Game Ultimate Campaign*, codify something many GMs and players already do in their games: reward characters for following the story presented by the GM, and allowing players to develop their characters' stories within a campaign framework. As such, these feats require some discussion between a player and GM before utilization. With proper application, the added story feats presented here will make for an engaging story and enrich your games.

Story feats are marked with the story keyword. Each feat has at least two possible prerequisites, representing conditions most likely met during play or a background that fits the feat. You may use Backgrounds from *Pathfinder® Roleplaying Game Ultimate Campaign*, if a player and GM agree that a character's



background matches the one-word description given in a story feat's prerequisites. A character need only have the appropriate background or meet the in-play prerequisite to take a story feat, not both.

Anytime you gain a new feat, you may take a story feat, but you can have only one uncompleted story feat at a time. Story feats are designed for PCs, but can be used for NPCs and monsters as well.

Like the prerequisites, the completion conditions for a story feat might require GM adjudication. If the events of the campaign are not likely to resolve the story implied by the story feat, the GM should

consider shifting the goal to something a character with a story feat can achieve. Establishing a meaningful story arc is more important than adhering to the letter of the feat. A good guideline is to work in a reference to each PC's story feat once every three to five sessions.

In most cases, allies can assist in completing a story feat. At the GM's discretion, if a character does not take a leadership role in tasks or conflicts related to his own story feat, he might need to complete additional goals to resolve the story feat, or might even be denied completion altogether.

## STORY FEATS BY BACKGROUND

### CIRCUMSTANCE OF BIRTH BACKGROUNDS

| BACKGROUND                | STORY FEAT(S)                                                             |
|---------------------------|---------------------------------------------------------------------------|
| Adopted Outside Your Race | Inner Stillness, Not My People, Pauper Prince, Spiritual Twin, Wrong Body |
| Adopted                   | Not My People, Pauper Prince, Spiritual Twin, Wrong Body                  |
| Bastard Born              | Evil Parent                                                               |
| Blessed Birth             | Embodiment (Virtue), Inner Stillness, Summon a God                        |
| Born into Bondage         | Inner Stillness                                                           |
| Born of Violence          | Evil Parent                                                               |
| Born out of Time          | Bygone Relic, Embodiment (Virtue)                                         |
| Cursed Birth              | Deep Sleeper, Embodiment (Vice), Evil Parent, Possessed, Summon a God     |
| Dishonored Family         | Embodiment (Vice), Evil Parent                                            |
| Energy Infused            | Embodiment (Virtue)                                                       |
| Heir to a Legacy          | Embodiment (Virtue), True Independence                                    |
| Left to Die               | Evil Parent                                                               |
| Marked by the Gods        | Embodiment (Vice), Embodiment (Virtue), Marked, Summon a God              |
| The Omen                  | History Repeats, Marked, Pauper Prince                                    |
| Progeny of Power          | Embodiment (Virtue)                                                       |
| Prophesied                | Embodiment (Virtue), Evil Parent, History Repeats, Pauper Prince          |
| Reincarnated              | Embodiment (Virtue), Wrong Body                                           |

### PARENTS' PROFESSION BACKGROUNDS

|                                |                 |
|--------------------------------|-----------------|
| Serfs/Peasants, Slaves, Yeomen | Blow this Joint |
|--------------------------------|-----------------|

### MAJOR CHILDHOOD EVENT BACKGROUNDS

|                      |                                                                       |
|----------------------|-----------------------------------------------------------------------|
| Academy Training     | Armchair General, Mentor, Summon a God                                |
| Betrayal             | Incognito, Prodigal Son, Turning Tables                               |
| Competition Champion | Mentor, Summon a God                                                  |
| Death in the Family  | Embodiment (Vice), Familial Quest, The Peaceful Warrior, Prodigal Son |
| Died                 | Marked, The Peaceful Warrior, Prodigal Son, Turning Tables            |

|                          |                                                                    |
|--------------------------|--------------------------------------------------------------------|
| Fall of a Major Power    | Armchair General, Incognito                                        |
| Fell in with a Bad Crowd | Embodiment (Vice), Kingslayer                                      |
| First Kill               | Kingslayer                                                         |
| Inheritance              | Dubious Inheritance, True Independence                             |
| Major Disaster           | Plague Survivor                                                    |
| Mentorship/Patronage     | Inner Stillness, Mentor                                            |
| Met a Fantastic Creature | Conspiracy Theorist, Last of Its Kind                              |
| Ordinary Childhood       | Homebody, Wrong Body                                               |
| Raiders                  | Armchair General, Incognito                                        |
| Troubled First Love      | Embodiment (Vice), Turning Tables                                  |
| The War                  | Armchair General, Incognito, Inner Stillness, The Peaceful Warrior |

### CHARACTER CLASS BACKGROUNDS

|                                             |                     |
|---------------------------------------------|---------------------|
| Alchemist—Master Craftsman                  | Collector           |
| Barbarian—One of a Dying Breed              | Plague Survivor     |
| Bard—Dabbler                                | Collector           |
| Cavalier—Entitlement                        | True Independence   |
| Cleric—Atonement                            | Karmic Debt         |
| Cleric—Revelation                           | Conspiracy Theorist |
| Druid—Avatar                                | Reclamation         |
| Fighter—Knighted                            | Rebellion Crusher   |
| Inquisitor—False Witness                    | Conspiracy Theorist |
| Magus—What If                               | Starseeker          |
| Monk—Elite Fighting Force                   | Rebellion Crusher   |
| Oracle—Heavens                              | Starseeker          |
| Paladin—Moral Debt                          | Karmic Debt         |
| Paladin—Terrible Secret                     | Conspiracy Theorist |
| Ranger—Big Game Hunter                      | Cryptohunter        |
| Ranger—Divine Purpose                       | Unknown Deity       |
| Rogue—Greed                                 | The Long Con        |
| Rogue—The Kill                              | Kingslayer          |
| Rogue—The Trained                           | Derring-Do          |
| Rogue—Thrill Seeker                         | Derring-Do          |
| Sorcerer—Dreams of Something Different      | Deep Sleeper        |
| Summoner—Forced to Confront Your Own Limits | Face Your Fear      |
| Witch—Initiated                             | Deep Sleeper        |
| Witch—Possessed                             | Possessed           |
| Wizard—Righting a Wrong                     | Karmic Debt         |
| Wizard—Unquenchable Hunger for Knowledge    | Starseeker          |

### INFLUENTIAL ASSOCIATES BACKGROUNDS

|                |                   |
|----------------|-------------------|
| The Liege Lord | Rebellion Crusher |
| The Relative   | Familial Quest    |



# COMMON RULES

Many story feats share similar terminology in their prerequisites and completion conditions. The following terms have special meanings when used in story feats.

**Appropriate Number:** These are either creatures whose individual CRs add up to 20, or creatures whose individual CRs add up to 5 times your character level, whichever is greater. For example, if you're at 6th level, an appropriate number of creatures have CRs that add up to 30. This calculation is based on your current character level, not the level at which you selected the story feat. Overly easy challenges (encounters with CRs of 3 or more below your character level) don't count unless circumstances make them much more difficult to handle.

**Challenging Foe:** This is a foe, or group of foes, with a total CR of 10, or a CR of 3 plus your character level, whichever is higher. If this refers to a distinct individual, the foe's CR is set when the feat is taken, but the foe advances in power as you do. Otherwise, it refers to your current level. A typical recurring foe advances in CR by 1 for every 1-2 levels you gain.

**Character's Level:** Normally, this is your actual character level. If you're a creature best represented by CR rather than character level (such as most monsters with more than 1 HD), use your calculated CR instead of your character level.

**Decisively Defeat:** You overcome a foe in some way, such as by killing the creature, knocking it unconscious, or causing it to be taken prisoner. You must be a significant participant in the conflict to defeat the opponent, even if another strikes the final blow. Whether or not merely causing the enemy to flee qualifies is up to the GM. Generally, driving off an enemy while causing little actual harm does not qualify as a decisive defeat.

**Slay:** Slaying a foe includes killing it, destroying it, turning it to stone, banishing it to the Abyss, or otherwise eliminating it in a fashion reversible only by powerful magic. Unless otherwise noted, you must deal the final blow yourself to slay a creature.

**Thwart:** Distinct from defeating a foe, thwarting a foe involves disrupting its plans in a substantial and essentially permanent fashion. Deposing a lord, bringing down a priest's temple, or banishing a sorcerer to the depths of Hell all qualify as thwarting. You keep any benefits gained by thwarting a foe even if

it survives defeat and returns more powerful than before. You must be a significant participant in the events that lead to thwarting your foe for your actions to count toward fulfilling a story requirement.

## THE FEATS

### ARMCHAIR GENERAL (STORY)

Whether through personal drive or intense training, you are destined to lead an army to victory.

**Prerequisite:** You must have studied history, tactics, and strategy extensively, whether or not you are an actual soldier; or have the Academy Training, Fall of a Major Power, Raiders, or The War background. You must also possess at least one teamwork feat.

**Benefit:** Select a teamwork feat you already possess. Once selected, this teamwork feat cannot be changed. As a standard action, you may grant this teamwork feat to all allies within 30 feet who can see and hear you. Allies do not need to meet the prerequisites of this feat. Allies retain the use of this bonus feat for a number of rounds equal to your Charisma modifier. You may use this ability once per day.



**Goal:** You must lead a military force of at least 500 combatants in battle and decisively defeat the opposing forces. You must be the one directly in charge of the tactical and strategic decisions.

**Completion Benefit:** You gain the field leaders ability: *Field Leaders (Ex)*: Choose a teamwork feat you know and select a number of allies equal to or less than your Charisma modifier; these become your field leaders. These allies gain the benefit of the Armchair General feat for one day. Your beneficiaries may grant only the teamwork feat you selected when using the field leaders ability. Designating field leaders requires one hour of strategic planning, but does not require the field leaders to be within sight or hearing of you during the battle.

### BLOW THIS JOINT (STORY)

You're embarrassed by your small-town roots, and seek to compensate by being a cosmopolitan connoisseur of cities.

**Prerequisite:** You must have been born in a settlement no larger than a small town (population 2,000), or have parents with the Slaves, Serfs/Peasants, or Yeomen professions.

**Benefit:** You gain a +2 bonus to Knowledge (geography) and Knowledge (local) checks. In addition, one of these skills is always considered a class skill for you.

**Goal:** You must spend at least one month each in four large cities (population 10,000+). No more than two of these cities may be in the same country. In addition, you must learn 4 languages beyond your starting languages.

**Completion Benefit:** The bonuses above increase to +4, and both skills are considered class skills for you. In addition, your reputation as a world traveler helps you whenever you are dealing with someone from a settlement of 2,000 people or fewer. The starting attitude of anyone familiar with you and your travels increases by one step in your favor. At the GM's discretion, certain individuals may take offense at your big-city attitude. These individuals have their starting attitude decreased by one step.

### BYGONE RELIC (STORY)

You come from an age long past, and you struggle to understand modern ideas.

**Prerequisite:** You must have travelled a number of years into the future equal to (or greater than) your character race's maximum age, with no foreseeable way back to your own time, or have the Born out of Time background.

**Benefit:** You always treat Knowledge (history) as a class skill, you gain a +3 bonus on Knowledge (history) checks for any events from your personal past, and you may make such checks untrained. If you have 10 or more ranks in Knowledge (history), the bonus increases to +6. Additionally, you gain a +2 bonus on Charisma-based skill checks when dealing with creatures from your time period.

**Goal:** Use your understanding of the ancient past to thwart a challenging foe that has been dormant for a like period of time and has recently awoken.

**Completion Benefit:** You now serve as an icon and inspiration to your allies. While you are conscious, you grant all allies within 30 feet a +2 bonus on saving throws against enchantment effects.

### COLLECTOR (STORY)

You became obsessed with an obscure artist or craftsman, and you wish to obtain rare works of art or artifice created by the object of your obsession.

**Prerequisite:** You must seek out the works of a creator who is virtually unknown (determined by an appropriate Knowledge skill check with a DC 30 or higher), or have either the Dabbler or Master Craftsman background.

**Benefit:** You always treat Appraise as a class skill, and you gain a +3 bonus to Appraise checks for items crafted by your chosen creator. This bonus improves to +6 if you have 10 or more ranks in Appraise. Additionally, you gain a +4 bonus on Will saves against spells that force you to desire, move toward, accept, move away from, or discard any object..

**Goal:** Obtain 60,000 gp worth of items fashioned by your chosen creator, culminating in thwarting a challenging foe to gain an item worth at least 10,000 gp.

**Completion Benefit:** You can use Appraise to attempt to identify a magic item's properties as if you were using Spellcraft. If the object is created by your chosen creator, you gain a bonus equal to half your hit dice to such checks.

### CONSPIRACY THEORIST (STORY)

Various events you have witnessed have led you to believe that a secret master or sinister cabal manipulates these incidents for their gain, and you aim to expose the conspiracy.

**Prerequisite:** You must have overheard details about or witnessed an event pertaining to a secret plot on your own, or have the False Witness, Met a Fantastic Creature, Revelation, or Terrible Secret background.

**Benefit:** Your suspicious nature grants you a +2 bonus on Intimidate and Sense Motive checks, but your single-minded focus imposes a –2 penalty on Diplomacy checks.

**Goal:** Convince an appropriate number of NPCs about the conspiracy's existence, and then expose the conspiracy, requiring you to thwart three challenging foes at the heart of the conspiracy.

**Completion Benefit:** Validated by your defeat of the conspiracy, you no longer take a penalty to diplomacy checks. Once per day you may roll a sense Motive check twice, and take the better of the two results.

### CRYPTOHUNTER (STORY)

You intend to be the first to capture a specimen of a new creature for display or study.

**Prerequisite:** You must learn about a previously unknown species or possess the Big Game Hunter background.

**Benefit:** You gain a +2 bonus on Survival checks and the appropriate Knowledge checks to locate the creature. If you have 10 or more ranks in Survival, the bonus on those checks increases to +4.

**Goal:** You must capture a challenging creature no one has encountered previously and transport it to a location where an appropriate number of NPCs certify your capture.

**Completion Benefit:** Your Survival bonus applies when you track any creature, and you always treat Survival as a class skill. Additionally, you roll twice on your Survival checks and take the better result when you track a creature.

### DEEP SLEEPER (STORY)

You have snatches of memory relating to indoctrination to a dark cult when you were very young. You fear that you may suddenly turn on everything you believe to accept the cult's apocalyptic tenets.

**Prerequisite:** Something must present you with information about your indoctrination, or have the Cursed Birth, Dreams of Something Different, or Initiated background.

**Benefit:** You gain a +2 bonus on Will saves to resist charm or compulsion effects and spells. However, you instead incur a –2 penalty on all Will saves when a creature belonging to the cult targets you with a spell or effect.

**Goal:** You must complete a task for the cult, whether willingly or not, which harms or kills an appropriate number of creatures.

**Completion Benefit:** You no longer have the penalty on Will saves against members of the cult. You also gain a +4 bonus on Charisma-based checks when dealing with a member of the cult or gathering information about the cult.

### DERRING-DO (STORY)

You aspire to perform a ridiculous stunt witnessed by a crowd of observers.

**Prerequisite:** You must have at least 5 ranks in Acrobatics and have taken damage from a failed Acrobatics check, or have the Thrill Seeker or The Trained background.

**Benefit:** Acrobatics is always a class skill for you. Once per day, you can reroll an Acrobatics check, but you must accept the results of the new roll, even if it is worse.

**Goal:** In front of a crowd of 10 times the appropriate number of NPCs, you must perform an Acrobatics stunt that will result in reducing you to negative hit points if you fail. This stunt must include at least 3 checks that exceed your Acrobatics check modifier by 10 or more.

**Completion Benefit:** Replace the reroll with the ability to roll twice for an Acrobatics check, taking the best result. Additionally, when you succeed at an Acrobatics check, you gain a +4 bonus on Will saves to resist fear effects or spells for 1 round. This also allows you to attempt a new saving throw against an ongoing fear effect (without the +4 bonus).

### EMBODIMENT, VICE (STORY)

You seek to have others see you as the mortal embodiment of a vice true to your heart.

**Prerequisite:** You must have a faith that espouses one or more of these vices as virtues, or have the Cursed Birth, Death in the Family, Dishonored Family, Fell in with a Bad Crowd, Marked by the Gods, or Troubled First Love backgrounds.

**Benefit:** Choose a vice from the following list and gain the benefit:

*Avarice:* You gain a +2 bonus to Disable Device and Sleight of Hand checks.

*Envy:* You gain a +2 bonus on Bluff and Sleight of Hand checks.

*Gluttony:* You gain a +2 bonus to saves against poison.

*Lust:* You may cast *charm person* once per day as a spell-like ability.

*Pride:* Choose one skill in which you have at least 4 ranks. Once per day, you may reroll a check using that skill. You must take the second result, even if it is lower.



*Sloth:* You gain a +2 bonus to your CMD against bull rush, overrun, and trip attempts.

*Wrath:* You may rage like a barbarian for a number of rounds per day equal to your Charisma modifier (minimum 1). Temporary modifications to Charisma, such as those gained from spells like *eagle's splendor*, do not increase the total number of rounds you can rage per day. This ability adds a number of rounds equal to your Charisma modifier (minimum 1) to any existing rage ability.

**Goal:** Unlike other story feats, the goals of some Embodiment (vice) feats are not a singular event. Though a specific trigger must be met to gain the completion benefit, any action opposing the chosen goal removes both the benefit and completion benefit until contrition can be made (either by a GM-determined action, or by the casting of an *atonement* spell).

*Avarice:* You must acquire an item from another individual of no less than 50,000gp value. You may acquire the item through any means necessary, but you may pay no more than 1/2 the item's value if bought directly.

*Envy:* Choose a target of your envy. You must thwart your target's plans. These plans typically have to do with increasing the target's happiness, such as

through marriage, family, or professional success.

*Gluttony:* You must consume three times the amount of food necessary for your race per day. In addition, you may never turn down a contest involving food or drink. Should you ever turn down such a contest, or be unable to eat three times the amount of food necessary for your race, you lose the benefit and completion benefit of this feat.

*Lust:* You must seduce an appropriate number of individuals.

*Pride:* You must become recognized as an expert in the skill chosen above. This recognition must come from another recognized individual or body of individuals, or you must generally be recognized as an expert in a settlement equal or greater in size than a large town (2,001+ population)

*Sloth:* You must voluntarily reduce your base speed to half its starting value (round up to the nearest 5 feet). You may still take run and charge actions, though you must use this base speed to calculate your move actions. Should you ever move at a base speed faster than this, you lose the benefit and completion benefit of this feat (see above).

*Wrath:* You must decisively defeat a challenging foe.





### **Completion Benefit:**

*Avarice:* Once per day, when making a Disable Device or Sleight of Hand check, you may roll twice and take the higher result.

*Envy:* Once per day, when making a Bluff or Sleight of Hand check, you may roll twice and take the higher result.

*Gluttony:* Your bonus to saves against poison increases to +4.

*Lust:* The DCs of all enchantment spells cast by you increase by 1.

*Pride:* Once per day, you may reroll any one skill or ability check. You must accept the second roll, even if it is lower.

*Sloth:* Your bonus to CMD against bull rush, overrun and trip attempts increases to +4.

*Wrath:* The number of rounds per day you can rage increases by your Constitution modifier (minimum 1)

### **EMBODIMENT, VIRTUE (STORY)**

You seek to have others see you as the mortal embodiment of a virtue true to your heart.

**Prerequisite:** You must have a faith that dictates one or more of these behaviors as virtues, or have the Blessed Birth, Born out of Time, Heir to a Legacy, Marked by the Gods, Energy Infused, Progeny of Power, Prophesied, Reincarnated, or The Omen background.

**Benefit:** Choose a virtue from the following list and gain the benefit listed:

*Courage:* You gain a +2 bonus to saves against fear and increase the DC of Intimidate checks made against you by 2.

*Faith:* You gain a +1 bonus to saving throws against the divine spells of casters opposed to your alignment on at least one axis (lawful vs. chaotic, good vs. evil). True neutral characters choose one alignment to which the bonus applies (lawful, chaotic, good, or evil). In addition, you gain a +2 bonus to Knowledge (religion) checks.

*Hope:* You may ignore the penalties imposed by the shaken condition. You are still considered shaken for all other purposes. As a standard action, you may remove the shaken condition from an ally. To do so, you must succeed on a Will save against the DC of the spell or effect that caused the shaken condition.

*Justice:* The bonus you provide when performing the aid another action increases by +1.

*Love:* You gain a +2 bonus to Diplomacy and Heal checks.

*Prudence:* You gain a +2 bonus to Perception and Sense Motive checks.

*Temperance:* You gain a +2 bonus to Will saves against enchantments and a +2 bonus to Sense Motive checks.

**Goal:** Unlike other story feats, the goals of some Embodiment (Virtue) feats are not a singular event. Though a specific trigger must be met to gain the completion benefit, any action opposing the chosen goal removes both the benefit and completion benefit until contrition can be made (either by a GM-determined action, or by the casting of an *atonement* spell).

*Temperance:* You must forgive an appropriate number of individuals of actions they have taken against you. These actions must be significant and may include a betrayal of trust causing the loss of status or reputation, theft of an expensive or meaningful item, or even the death of a friend or loved one. Should you take vengeance on the individuals of any kind, you lose the benefit and completion benefit of this feat (see above).

*Prudence:* You must protect the health and wellbeing of an appropriate number of individuals through advice that changes their actions. The change in action must be significant and does not generally include party decisions made as a group. Should you take any action generally considered reckless (GM's decision), you lose the benefit and completion benefit of this feat (see above).

*Courage:* You must decisively defeat a challenging foe. Should you take any action generally considered cowardly (GM's decision), you lose the benefit and completion benefit of this feat (see above). Note that courageous actions need not be foolish actions—facing an elder dragon on one's own would be considered foolish, not courageous.

*Justice:* You must use the aid another action on an appropriate number of individuals. All individuals aided in this way must have CRs no higher than 3 less than yours.

*Faith:* You must convert an appropriate number of individuals to take up the worship of a deity. This deity need not be your own, but should be within no more than one step from your deity along one or both alignment axes.

*Hope:* You must remove the shaken, frightened, or panicked conditions from an appropriate number of individuals; either through spells such as *remove fear* or the ability granted by the *hope* benefit above. Should you cause any individual to become shaken, frightened, or panicked through any means, you lose the benefit and completion benefit of this feat (see above).

*Love:* You must heal an appropriate number of individuals. All individuals aided in this way must have CRs no higher than 3 less than yours. Healing in this way includes use of the Heal skill, *cure* spells, or any spell or effect that removes a poison, disease, or condition.

**Completion Benefit:**

*Temperance:* Once per day, when you make either a Will save against enchantments or a Sense Motive check, you may roll twice and take the better result.

*Prudence:* Once per day, when you make either a Perception or Sense Motive check, you may roll twice and take the better result.

*Courage:* Your bonus to fear saves increases to +4 and the DC of intimidate checks against you increases by 4.

*Justice:* You may perform the Aid Another action as a move action. You may aid two allies in the same round using two move actions, though you may not aid the same ally more than once in the same round.

*Faith:* The saving throw bonus provide above increases to +2.

*Hope:* You become immune to the shaken condition. Should any effect or condition cause you to lose this immunity, you instead gain a +4 bonus to saves against fear effects.

*Love:* Once per day, when you make either a Diplomacy or Heal check, you may roll twice and take the better result.

**EVIL PARENT (STORY)**

You take issue with your alternate-alignment family member, seeking to undo what they accomplish and ultimately thwart them.

**Prerequisite:** You must be of good or neutral alignment and have a living parent with an evil alignment that has some influence or power over you, or possess the Bastard Born, Born of Violence, Cursed Birth, Dishonored Family, Left to Die or Prophesied backgrounds.

**Benefit:** You gain a +2 bonus to Will saves against any spell, spell-like ability, or supernatural ability cast by an evil being. You also increase the DC of any Intimidate checks made against you by 2.

**Goal:** You must decisively defeat your parent and thwart his or her plans.

**Completion Benefit:** You gain a +2 save bonus to all Will saves against spells, spell-like abilities, and supernatural abilities of evil beings.

**FACE YOUR FEAR (STORY)**

You ran away from a terrifying monster when you were younger, and it harmed—or killed—a loved one. You have since vowed to destroy the object of your fear when you meet it again.

**Prerequisite:** You must have confronted a challenging foe and run away, resulting in a serious injury or death for a close relative or friend, or you have the Forced to Confront Your Own Limits background.

**Benefit:** You have so thoroughly studied the source of your fear that you know its vulnerabilities, and you gain a +3



bonus on Knowledge checks pertinent to the creature. If you have 10 or more ranks in the appropriate Knowledge skill, this bonus increases to +6. If you succeed at the Knowledge check during combat with the object of your fear, you bypass the creature's damage reduction and any energy resistances it possesses (but not immunities). However, you automatically gain the shaken condition when you get within 60 feet of the creature, and this condition persists for 1 minute.

**Goal:** You slay the creature, which must be a challenging opponent. You must deal damage equaling at least half the creature's total number of hit points, and you must deal the killing blow.

**Completion Benefit:** With the weight of the fear lifted, you gain the benefit of rolling two saves to resist a fear effect or spell, taking the better result.

### FAMILIAL QUEST (STORY)

A cherished parent, sibling, or other family member perished while undertaking a personal mission, and you feel you owe it to that relative to complete that quest.

**Prerequisite:** You learn about a quest a close relative left incomplete when he or she died, or have the Death in the Family or The Relative background.

**Benefit:** While continuing your relative's mission, each day you may choose one of the following benefits: a +1 bonus on damage rolls, +1 on saving throws, or +1 on skill checks, and ability checks. You lose this bonus, but take no penalty, when you deviate from the mission.

**Goal:** You complete your relative's journey, which takes one month and requires you to defeat a total of 5 challenging foes.

**Completion Benefit:** You lose the feat's original benefit. One per day, you may choose to reroll an attack roll, saving throw, skill check or ability check after the original result is revealed. You must accept the result of this reroll, even if it is worse.

### HISTORY REPEATS (STORY)

Your life parallels that of a hero from antiquity, and you appear destined to meet that hero's ultimate fate.

**Prerequisite:** You discover a book or document detailing the life of an ancient hero whose birth and early life eerily match your own, or have Omen or Prophesied background.

**Benefit:** If you spend one hour studying the work detailing the hero's life or reflect on the prophecy surrounding your life, for the next 24 hours, you gain a +2 insight bonus on Reflex saves to avoid traps and Perception checks to avoid surprise.

**Goal:** You reach the end of the hero's story, requiring you to slay a challenging foe or die in the attempt. If you die and return to life, you gain the completion benefit.

**Completion Benefit:** Freed from the constraints of someone else's story, you still have a keen understanding of patterns of events. You gain uncanny dodge, using half your hit dice as your effective level with that ability.

### HOMEBOY (STORY)

You much prefer the comforts of home, but situations beyond your control force you away from those comforts.

**Prerequisite:** You have lived in the same location for at least 5 years, or you possess the Ordinary Childhood background.

**Benefit:** Thoughts of home keep you going in the worst of situations. You gain a +2 bonus on Fortitude saves to resist temperature extremes, and you gain a +1 bonus on Will saves to resist spells and effects with the emotion descriptor.

**Goal:** You spend at least 2 years away from your home without once returning. After this absence, you gain the completion benefit when you make your way back (subject to any complications determined by the GM).

**Completion Benefit:** Once per month, you can use *word of recall* as a spell-like ability to return to your designated home.

### INCOGNITO (STORY)

You are a royal family member in hiding, striving to retake your throne.

**Prerequisite:** You must have been born into a royal family and have had your homelands taken from you, or have the Betrayal, Fall of a Major Power, Raiders, or The War background. You must also roll on the Nobility table (or with GM's permission, choose) to determine your family heritage.

**Benefit:** You gain a +2 bonus to Disguise and Knowledge (local) checks.

**Goal:** You must take back your lands by decisively defeating the enemy who took them.

**Completion Benefit:** Your time in hiding has gained you many close allies. You gain followers as if you had the Leadership feat, though you do not gain a cohort. If you actually have the Leadership feat, you add that feat's followers to those gained through this benefit.



### INNER STILLNESS (STORY)

You wish to achieve the apotheosis of stoicism, the seeming inability to be affected by the outside world.

**Prerequisite:** You must have made three successful saving throws against a mind-affecting spell, spell-like ability, or supernatural ability; or have had a challenging foe fail an Intimidate check against you; or possess the Adopted Outside Your Race (Angels), Blessed Birth, Born into Bondage, Mentorship/Patronage, Adopted Outside Your Race (Raised Among the Dead), or The War background.

**Benefit:** Conflict and strife do little to shake your nerve. You gain a +2 bonus to Initiative checks and a +2 bonus to AC versus attacks of opportunity.

**Goal:** You must decisively defeat a challenging foe that has a fear-based spell-like, supernatural, or extraordinary ability usable at least three times per day. This fear effect must be capable of imposing the panicked state through one or more castings (normal Intimidate checks do not qualify). You need not fail or succeed at any saves against the effect to achieve this goal, as long as the challenging foe is decisively defeated and the fear effect was used on you at least once.

**Completion Benefit:** You gain immunity to fear effects. If you are already immune to fear effects, such as through the paladin's aura of courage class feature, your immunity to fear may never be canceled or removed, such as by the aura of cowardice antipaladin class feature or aura of fear dread class feature.

### KARMIC DEBT (STORY)

Your bad deeds weigh heavily on you, and you seek to right the wrongs you have committed.

**Prerequisite:** You must have once had an evil alignment or harmed an appropriate number of creatures as a result of personal gain, or possess the Atonement, Moral Debt, or Righting a Wrong background.

**Benefit:** For 1 hour after you help an NPC who has no relation to you or spare an enemy from death, you gain the benefit of *bless*.

**Goal:** You demonstrate charity by donating half your current level's wealth by level to a deserving person or group. You show mercy by defeating a challenging foe without killing it.

**Completion Benefit:** When you are adjacent to a helpless or unconscious ally or innocent you are attempting to protect, that creature adds your charisma bonus to all its saving throws.

### KINGSLAYER (STORY)

You seek to prove your skills as a master assassin by downing the ultimate target.

**Prerequisite:** You must have murdered three targets for pay, or possess the Fell in with a Bad Crowd, First Kill, or The Kill background.

**Benefit:** You gain a +2 bonus on Stealth and Initiative checks. If you have 10 or more ranks in Stealth, the bonus to Stealth increases to +4.

**Goal:** You must slay a member of the royal family. The family may be rulers of any country, not necessarily the one you were born in. The target must be a member of the ruler's immediate family—the king, the queen, the royal prince, or the royal princess.

**Completion Benefit:** You may use the death attack extraordinary ability of the assassin prestige class once per day, using half your hit dice as your assassin level. If you have or gain levels in the assassin prestige class, the DC of your death attack ability instead increases by 2.

### LAST OF ITS KIND (STORY)

You have chosen to protect the sole survivor of an ancient race to learn everything you can from the creature.

**Prerequisite:** You meet a creature that you subsequently learn is the last of its race, or have the Met a Fantastic Creature background.

**Benefit:** Once per day when you fail a Knowledge check you may, after conferring with the sole survivor for 5 minutes or more, reroll the check with a +5 bonus.

**Goal:** Thwart at least 3 attempts to destroy the surviving creature by challenging foes. Spend a total of 4 months with the creature and transcribe (or memorize) the wisdom it imparts.

**Completion Benefit:** You learn a spell secret from the creature, selecting a 1st-level spell. You may cast this spell once per day as a spell-like ability, using your hit dice as your caster level in the appropriate class.

### THE LONG CON (STORY)

Whether raised by a con artist or chosen by a god of trickery, your life revolves around the manipulation of others.

**Prerequisite:** You must have acquired at least 1,000 gp worth of treasure by convincing someone to give it to you of their own free will and without revealing to them your true identity, or have the Greed background.

**Benefit:** Once per day when you attempt either a Bluff or Disguise check, you may roll twice and take the better result.

**Goal:** You must con a target out of wealth of at least 50,000 gp while using an alternate identity. This wealth could be in art, gems, gold, jewelry, trade goods, magic items, or a combination. The target must legally transfer the wealth to you and not discover your true identity until after either you or an appropriate agent of yours acquires the items.

**Completion Benefit:** You reduce the time required to create a mundane disguise to 5 minutes, and may create a makeshift disguise as a full-round action with a –5 penalty. In addition, you have learned enough magic to supplement your disguise skills, allowing you to cast *disguise self* once per day as a spell-like ability, with a caster level equal to your character level. At 10th level, you may instead cast *alter self* as a spell-like ability once per day with a caster level equal to your character level.

### MAPPER OF THE UNKNOWN (STORY)

As far as you know, several places in your world have gone uncatalogued. You seek to illuminate the dark and hidden places of the world.

**Prerequisite:** You have at least 5 ranks in Knowledge (geography) and you obtain a map vaguely indicating an uncharted area in the world.

**Benefit:** You always treat Knowledge (geography) as a class skill, and you gain a +2 bonus on Knowledge (geography) checks. If you have 10 or more ranks in Knowledge (geography), the bonus improves to +4.

**Goal:** You oversee the creation of a map for an area at least 10 square miles, complete with terrain features and points of interest.

**Completion Benefit:** You can take 20 on Knowledge (geography) checks regarding the area you have mapped, and you consider the area very familiar for the purposes of *teleport* and similar spells that you or your allies cast.

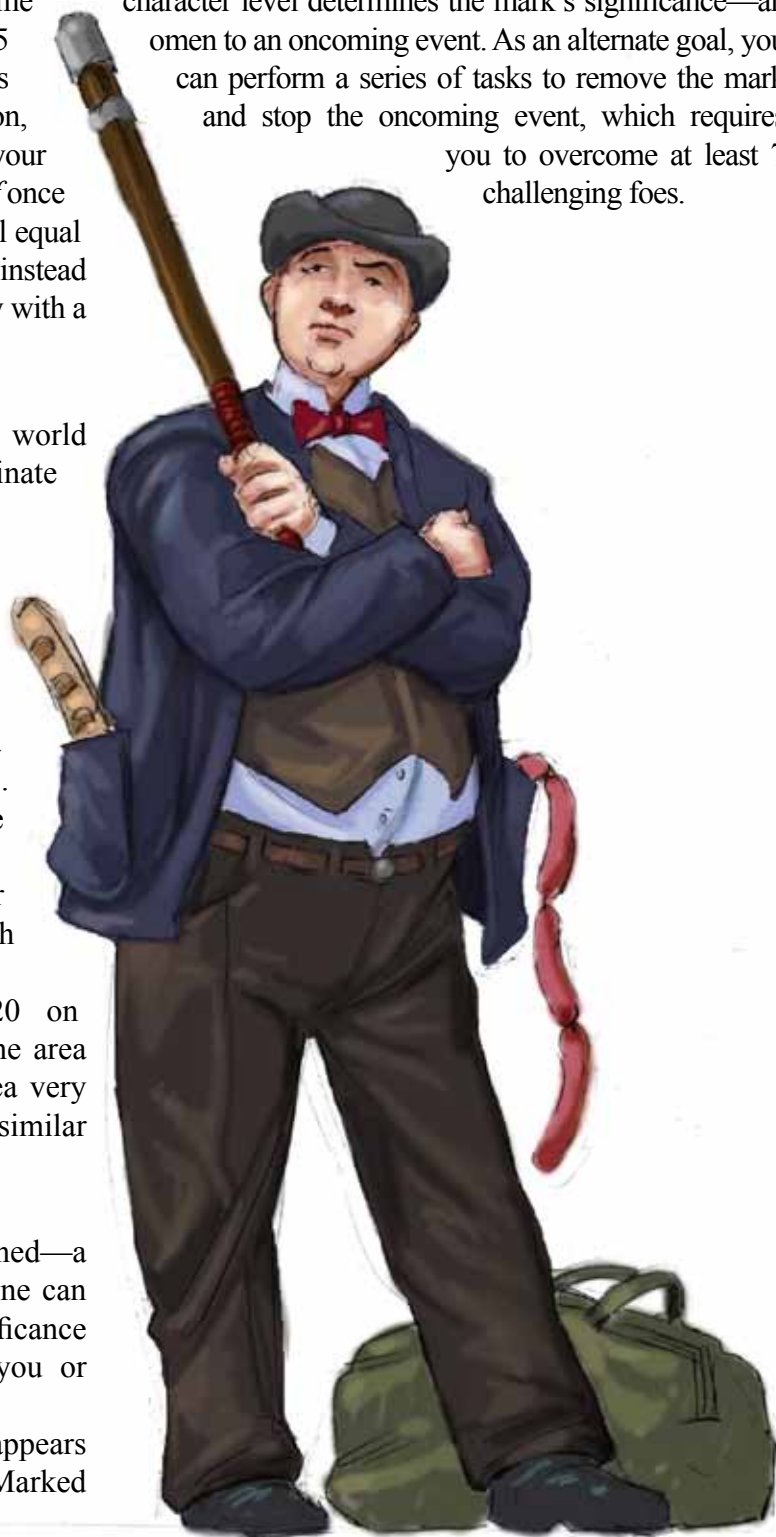
### MARKED (STORY)

You have always had—or just suddenly obtained—a strange mark that you cannot hide and no one can identify. You hope to discover the mark's significance before something unutterable happens to you or those about whom you care.

**Prerequisite:** A mark you cannot disguise appears on your face or arm, or you have the Died, Marked by the Gods, or Omen background.

**Benefit:** You gain a +2 bonus on Intimidate checks, and, if you exceed the DC to demoralize an opponent by at least 10, you cause the opponent to become frightened rather than shaken. You incur a –8 penalty on Disguise checks, as the mark manifests regardless of how you attempt to mask it.

**Goal:** You discover the meaning behind the mark, which requires a journey to a hidden location and overcoming a combination of 7 challenging foes and traps. A Knowledge (arcana) check equal to 10 + twice your character level determines the mark's significance—an omen to an oncoming event. As an alternate goal, you can perform a series of tasks to remove the mark and stop the oncoming event, which requires you to overcome at least 7 challenging foes.



**Completion Benefit:** If you discover the mark's significance, you gain a +1 bonus to all saving throws, ability checks, and skill checks related to thwarting the event related to the mark. If you remove the mark, you lose the feat's benefits (including the penalty), but you gain spell resistance equal to 11 + your character level against spells and effects generated by outsiders.

### MENTOR (STORY)

A spiritual guide, a natural teacher, or inspired combatant, you are a born leader meant to change the world by instilling your ideals in those around you.

**Prerequisite:** You must have inspired an individual or group to action, teaching them how to overcome great personal or social odds, or possess the Academy Training, Competition Champion, or Mentorship background.

**Benefit:** When performing an aid another action, the bonus increases by +1.

**Goal:** Choose a student. The student may be either a PC or NPC who travels with you. Also choose a path of teaching: Spiritual Guide, Natural Teacher, or Inspired Combatant. Each path of teaching leads to a unique completion benefit. A student may only train along one path of teaching at a time.

*Inspired Combatant:* The student must increase his BAB by 2 and acquire at least 2 combat feats while traveling with you. You must possess the same combat feats, and your BAB must be at least 3 higher than the student at the time their training begins.

*Natural Teacher:* The student must increase one Knowledge skill and any one non-Knowledge skill by 4 ranks while traveling with you. You must be trained in both skills, and you must have 4 more ranks than the student in each skill at the time their training begins.

*Spiritual Guide:* The student must gain 2 divine spell levels, 2 *ki* points, or increase her maximum psionic power level known by 2 while traveling with you. You must possess the same ability (and deity if a divine caster), though you need not be of the same class. For example, a cleric may train a paladin or inquisitor to commune with her chosen god, or a monk may train a ninja to tap her hidden potential. You must also have access to divine spells 3 levels higher than the student, 3 more *ki* points than the student, or a maximum psionic power level 3 higher than the student at the time their training begins.

**Completion Benefit:** You may aid another as a move action. You may aid two allies in the same round using two move actions, though you may not aid the same ally more than once in the same round.

### NOT MY PEOPLE (STORY)

Drawn to traditions other than your own, you have spent a significant portion of your life denying the spiritual connection to your people.

**Prerequisite:** You must have spent at least 1 year away from your birth culture to live in another, or possess the Adopted or Adopted Outside Your Race background. If you choose the Adopted background, your adoptive parents must be of a different culture than your birth parents. Typically, the two cultures are opposing in philosophies: a human born on a farm but raised in a city, an elf born of high magic but raised by woodland elves, etc.

**Benefit:** Select one Regional Trait appropriate to your birth parents and one Race or Bloodline trait appropriate to your adopted culture. You gain the benefits of these traits as normal, even if you were not raised in the region associated with your Regional Trait (you are considered to have a natural affinity for the skills of your birth race).

**Goal:** You must reconnect with your heritage by completing a quest benefiting members of that culture. This could mean protecting a village from bandits, finding a lost artifact, or curing a plague. Your share of any monetary wealth or items gained through completion of the quest must be donated to an individual or organization that will act to the culture's benefit.

**Completion Benefit:** All trait bonuses gained through the Regional Trait associated with this feat increase by +2. In the case of Surface Stranger, the miss chance for concealment or total concealment due to either mundane or magical darkness decreases by an additional 10%.

### PAUPER PRINCE (STORY)

You recently discovered you are descended from royalty, destined to return the country to the right path.

**Prerequisite:** You must have been born of royalty but only recently discovered it, or possess the Adopted, Adopted Outside Your Race, The Omen, or Prophesied background. You must roll on the Nobility table (or with GM's permission, choose) to determine your parent's heritage.

**Benefit:** Your experience with the common folk allows you to connect with your country's people. You gain a +2 bonus to Knowledge (local) checks, and to Diplomacy checks to improve the attitude of NPCs not of noble birth.

**Goal:** You must be reconnected to your family by either acceptance or proof of your bloodline.



**Completion Benefit:** Your reputation as a leader raised among the people precedes you. The starting attitude of anyone who knows of you and is not of noble birth increases by one step in your favor. In addition, if you possess the Leadership feat, your Leadership score increases by 2.

### THE PEACEFUL WARRIOR (STORY)

Once a student of violence and war, you've turned away from your bloodlust to make amends for your sins.

**Prerequisite:** You must have one or more levels in barbarian, cavalier, fighter, gunslinger, magus, ninja, samurai, ranger, rogue, or warrior and have participated in a major conflict as a martial combatant (i.e., you must have served on the front lines). You may instead possess the Grief-Filled, Weathered Emissary, or Worldly traits; or possess the Death in the Family, Died, or The War background. In addition, you must not have gained levels in any of the above classes since you withdrew from the conflict.

**Benefit:** You gain a +2 bonus to Heal checks, and Heal is always considered a class skill for you.

**Goal:** Choose a particular settlement. You must thwart an enemy of that settlement through non-violent means; a serial killer, bandit leader, necromancer, royal family member, or anyone who preys on or unfairly subjugates the settlement. You may defend yourself if attacked, but may not purposely kill a sentient being while pursuing your goals.

**Completion Benefit:** You gain a +1 bonus to disarm, dirty trick, grapple, reposition, sunder, and trip combat maneuvers, as well as a +1 bonus to your Combat Maneuver Defense when an opponent attempts to use these maneuvers against you. You still provoke attacks of opportunity with these attacks, unless you possess the appropriate feats.

### PLAGUE SURVIVOR (STORY)

You hail from a place suffering from a lingering and degenerative disease. While you are immune, you still carry the plague, and you intend to find a cure, perhaps tied to your immunity.

**Prerequisite:** You learn that everyone from your home suffers from a terrible disease and you are a carrier, or you possess the Major Disaster or One of a Dying Breed background.

**Benefit:** Choose one disease. You are immune to this disease. Whenever a creature damages you with a bite attack, you expose that creature to the disease. The disease's save DC is 10 + 1/2 your hit dice + your Constitution modifier.

**Goal:** You undergo a series of tests, and with the help of a spellcaster whose level equals or exceeds your character level by +4 (minimum 11), must develop a cure from your blood. This requires you to take 2d6 Con drain, which cannot be restored until you deliver the cure.

**Completion Benefit:** Once per day, you can touch a character to grant a +4 bonus on the character's Fortitude save to resist a disease.

### POSSESSED (STORY)

A spirit bonded itself to you at birth, and it sometimes takes control of you.

**Prerequisite:** You black out for periods of up to 12 hours (allowing the GM to run your character as an NPC) and have no recollection of your actions during this time, or you have Cursed Birth or Possessed background.

**Benefit:** You gain a +2 bonus to saves against *magic jar* and other spells or effects that allow a creature to possess you as well as *hold person* and other spells or effects that paralyze you. Once per month, the creature deep within your psyche takes over your body (the GM treats your character as an NPC for a period of 12 hours).

**Goal:** You must find a character with a spellcaster level equal to or greater than your character level by +4 (minimum 13) to drive the possessing creature from your body. At this point, you must fight the creature (a challenging foe) to regain full control of your body.

**Completion Benefit:** You gain the ability to cast *protection from evil* or *protection from good* (as appropriate to your alignment) once per day.

### PRODIGAL SON (STORY)

Once a true believer, a challenge of faith made you turn away from the spiritual peace of your youth.

**Prerequisite:** You must have been a follower of a specific god or pantheon and have abandoned your faith due to a traumatic event that shook your beliefs, or possess the Betrayal, Death in the Family, or Died background.

**Benefit:** You gain a +1 bonus to saving throws against divine spells.

**Goal:** You must reconnect with your spirituality by completing a quest benefiting a religious organization. This could mean uncovering a scheme to frame a member of the religion, recovering a religious artifact, or protecting a village or family who are devotees of the faith you used to be a part of. Your share of any monetary wealth or items gained through completion of the quest must be donated to an individual or parish that will act to the religion's benefit.

**Completion Benefit:** You gain one of the following traits: Beacon of Faith, Blessed, Caretaker, Devotee of the Green, Fate's Favored, Fearless Defiance, Focused Disciple, Inspired, Oathbound, Omen, Principled, Prophesied, Sacred Touch, Spirit Sense, Tireless Avenger, or Zealous Striker. Trait bonuses gained by the chosen trait increase by +2. Benefits that have limited uses per day (such as Beacon of Faith or Inspired) instead gain one additional use per day. The Sacred Touch trait heals the target to 0 hp in addition to stabilizing. If you possessed the Suspicious trait or the History of Heresy trait at the time this story feat is completed, you may exchange one or both of these traits for one of the traits listed above. Traits gained from this exchange do not gain any additional benefits.

### PROOF OF INNOCENCE (STORY)

You are the only person who believes charges against a friend or relative are false, and you are determined to find the true culprit.

**Prerequisite:** You decide to defend someone you know against accusations of guilt, a conviction for which will result in that person's death or long-term imprisonment.

**Benefit:** You gain a +2 bonus on Knowledge (local) checks, which increases to +4 if you have 10 or more ranks in Knowledge (local). Additionally, you gain a +2 bonus on Perception checks to uncover evidence of the accused's innocence.

**Goal:** You must find overwhelming evidence, enough to convince an appropriate number of NPCs of the character's innocence, and you must thwart the challenging foe who has sought to cover up the crime.

**Completion Benefit:** You gain *discern lies* as a spell-like ability once per day, on a single target, for one round.

### REBELLION CRUSHER (STORY)

You have learned of a coup or other plot to overthrow the government, and you have decided to stop the rebellion—or the current ruler has charged you to do so.

**Prerequisite:** You must have a vested interest in the stability of your nation's government and have heard about a plot to violently overthrow it, or possess the Elite Fighting Force, Knighted, or The Liege Lord background.

**Benefit:** You gain a +3 bonus on Diplomacy checks to gather information. If you have 10 or more ranks in Diplomacy, this bonus increases to +6.

**Goal:** You thwart the revolution attempt, which involves capturing or killing a challenging opponent.

**Completion Benefit:** The nation's leader grants you land or a stronghold able to house a number of people equal to how many followers you would have if you had the Leadership feat. Additionally, if you have the Leadership feat, you gain a +2 modifier to your leadership score (and thus have more followers, and a bigger stronghold).

### RECLAMATION (STORY)

You undertake the cleansing of blighted or polluted land.

**Prerequisite:** You see overwhelming evidence of a sickness that affects either your homeland or land through which you adventure, or have the Avatar background.

**Benefit:** You gain a +2 bonus on Knowledge (nature) checks, which increases to +4 if you have 10 or more ranks in Knowledge (nature). Additionally,



you gain a +2 bonus on attack rolls against aberrations, evil fey, evil plants, and undead.

**Goal:** You must eliminate the cause of the unnatural blight or stop the entity responsible for polluting the land.

**Completion Benefit:** You gain the ability to cast the “enrichment” version of *plant growth* once per day as a spell-like ability.

### SOMETHING CALLS (STORY)

You hear distant echoes of an object—one that will help you achieve your destiny—calling to you.

**Prerequisite:** You obtain a clue about an item of interest to you.

**Benefit:** The object informs you of its location, granting you the benefit of *discern location*. Once per week, by concentrating for an hour, you can relearn the item’s distance and direction.

**Goal:** You retrieve the item after defeating a number of challenging foes equal to your character level (minimum 10).

**Completion Benefit:** You gain an intelligent item or a minor artifact specifically beneficial to you. If you lose the item, you incur two negative levels until you regain it. You are aware of this fact when you claim the object.

### SPIRITUAL TWIN (STORY)

You feel the presence of another person—one you have never met—with whom you share a strong bond, and this person is in danger.

**Prerequisite:** You become aware of the existence of a person with whom you share a link, or have the Adopted Outside Your Race or Adopted background.

**Benefit:** While you search for the linked character, you gain a +1 bonus on ability checks, skill checks, and saving throws. Once per day, you may learn about the character’s condition as if you had cast *status*.

**Goal:** You find the linked character after defeating a challenging foe, and you learn your connection to that character.

**Completion Benefit:** When you are within 60 feet of the linked character, you and the linked character automatically succeed at aid another attempts to help each other. Additionally, if you are adjacent to your spiritual twin, neither of you can be flanked. Finally, you both gain the effects of *status* with respect to one another.

### STARSEEKER (STORY)

The twinkling lights in the night sky have always fascinated you. You seek to travel to one or more of them.

**Prerequisite:** You have 1 rank in Knowledge (geography) and have studied the stars, or you have

the Heavens, Unquenchable Hunger for Knowledge, or What If background.

**Benefit:** You always treat Knowledge (geography) as a class skill, and you gain a +3 bonus on Knowledge (geography) checks with respect to the heavens. This bonus increases to +6 if you have 10 or more ranks in Knowledge (geography).

**Goal:** You travel, physically or magically, to another planet in your solar system or beyond.

**Completion Benefit:** Your understanding of fate changes. You lose your bonus to Knowledge (geography), but gain a revelation from the choices for an oracle with the heavens mystery, but it must be available to a 1st-level oracle, and your effective oracle level is half your character level. If you are already an oracle with the heavens mystery, your choice of revelation is only restricted by your oracle level.

### SUMMON A GOD (STORY)

You seek to prove your mastery of summoning by having a greater or lesser divinity respond to your call.

**Prerequisite:** You must have summoned, or been involved in the summoning of, a lesser planar being, or have the Academy Training, Blessed Birth, Competition Champion, Cursed Birth, or Marked by the Gods background.

**Benefit:** Each creature you conjure with any *summon* spell or spell-like ability gains a +1 bonus to saving throws.

**Goal:** You must summon the avatar of a deity, request intervention, and have intervention granted. The nature of the actual intervention need not be the same as the requested intervention to gain the completion benefit of this feat.

**Completion Benefit:** When using a spell or spell-like ability to summon a celestial or fiendish creature, the duration of the spell increases to 1 minute per level. If the duration is already 1 minute per level, such as with a summoner, the duration instead increases by +50%. This bonus does not stack with other feats or abilities that increase duration, such as Extend Spell.

### TRUE INDEPENDENCE (STORY)

As a child of a wealthy or influential family, you find that you cannot truly succeed on your own, as you continue to receive gifts or benefit from favors arranged by your family.

**Prerequisite:** You belong to nobility or a relative decides to protect you in a meddlesome way, or you possess the Entitlement, Heir to a Legacy, or Inheritance background.



**Benefit:** As your relative calls in favors on your behalf, you gain a +3 bonus on Diplomacy checks to change an NPC's attitude, and you never pay for any items or services equal to or less than 10 gp.

**Goal:** You must refuse aid that would otherwise prevent you from imprisonment or other punishment.

**Completion Benefit:** You gain a reputation as someone who makes his own way, and you retain the bonus on Diplomacy checks. You also gain Diplomacy as a class skill. While you lose the monetary benefit, you learn how to bargain for better prices, allowing you to reduce the cost of purchases by 10%.

### TURNING TABLES (STORY)

A slight by someone whom you considered a friend has left you obsessed with the perfect betrayal as an act of revenge.

**Prerequisite:** You must have been betrayed by a past associate who was close to you (best friend, sibling, lover, etc.), or have the Betrayal, Died, or Troubled First Love background.

**Benefit:** You gain a +1 bonus to saving throws against spells cast by your betrayer and your betrayer's known associates, and you gain a +2 bonus to any skill or ability checks involving your betrayer and your betrayer's known associates.

**Goal:** You must thwart the plans of the person who betrayed you. These plans must be significantly meaningful to the person involved, but need not be an exact duplicate of their betrayal of you (i.e., a former lover need not have his or her current relationship destroyed by you), though it is a possibility.

**Completion Benefit:** You gain a +2 bonus to any three of the following skills: Appraise, Bluff, Diplomacy, Disable Device, Disguise, Escape Artist, Intimidate, Knowledge (any), Sense Motive, Stealth. The skills chosen must have been used significantly during the completion of your goal (GM's discretion). If you have 10 or more ranks in any of these skills, the bonus to that skill increases to +4.



### UNKNOWN DEITY (STORY)

A weak voice spoke to you during a momentous occurrence (eclipse, natural disaster, etc.), claiming to be a forgotten deity. You have charged yourself with demonstrating proof of the deity's existence to the masses.

**Prerequisite:** A being declaring itself to be a deity—about whom no one knows anything—speaks to you and charges you with reestablishing its worship, or you have the Divine Purpose background.

**Benefit:** As proof of the deity's power, you gain the 1st-level domain power for a chosen domain. Treat your character level as your cleric level for this domain power.

**Goal:** You seek out a temple to the forgotten deity and bring proof of its teachings and power to people, and an appropriate number of NPCs convert to the deity's worship.

**Completion Benefit:** You gain the ability to cast the 1st-level domain spell of your selected domain once per day, using your character level as your cleric level. If you already have the ability to cast spells from another class, you may instead choose to gain this spell as a bonus spell known, which you cast as a spell of your spellcasting class.

### WRONG BODY (STORY)

You've always felt you were born into the wrong body, and seek to change your gender, race, or some other defining physical characteristic about yourself.

**Prerequisite:** You must strive to change a typically unchangeable aspect of your person, such as gender, race, and/or creature type; or have the Adopted, Adopted Outside your Race, Ordinary Childhood, or Reincarnated background.

**Benefit:** You are used to interacting with the world around you in the expected way rather than as who you are, granting you a +2 bonus to Bluff, Disguise, and Perform (acting) checks. If you have 10 or more ranks in one of the above skills, the

bonus increases to +4 for that skill. The discomfort you feel in your own skin causes you to suffer a –2 penalty to all other Charisma-based skill and ability checks, and you may not take 10 on any skill check.

**Goal:** You must permanently change your gender, race, creature type, or other static aspect of your person. This can be done through magic, such as a *miracle*, *reincarnation*, or *wish* spell; divine intervention; powerful alchemical formulae; or through the completion of a GM-designed quest. Alternately, your GM may allow you to fulfill this feat's goal by gaining levels in a class, such as a sorcerer with the aberration bloodline, or prestige class, such as dragon disciple that permanently alters your physical form. The change must be permanent and difficult to hide, such as the *wings* draconic bloodline power, and at least two changes must be gained, such as a natural armor bonus and permanent claws/fangs.

**Completion Benefit:** You lose the bonuses to Bluff, Disguise and Perform (acting) above, as well as the penalty to Charisma-based skill and ability checks. You also regain the ability to take 10 on skill checks. The comfort and confidence you exhibit in your new skin permeates your being, granting you a +2 bonus to your Charisma score and a +1 bonus to Will saves. If you temporarily alter your appearance, shape, or sex to another form within your creature category (typically humanoid), you immediately lose both the Charisma and Will save bonuses. These bonuses return after you spend 24 hours in your normal form. For example, if you are a human and use *disguise self*, *alter self*, or *shapechange* to change into a dwarf, elf, goblin, or any other humanoid, you lose the Charisma and Will bonuses until you spend a full day in your normal form. This penalty also applies to the use of mundane disguises and spells, such as *baleful polymorph*. A humanoid who uses the wildshape ability, *beast form*, *plant form*, or other spell or ability to change into a creature with a new creature category loses neither the Charisma nor the Will save bonuses.



# CREDITS

**Authors:** Rich Howard and Mike Welham

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

**Senior Developer:** Christina Stiles

**Editor:** Christina Stiles

**Fiction:** Owen K.C. Stephens

**Cover Illustration:** Storn Cook, courtesy of LPJ Publishing

**Interior Illustrations:** Storn Cook, Jack Holliday,  
and Juan Diego, courtesy of LPJ Publishing;

**Graphic Design and Typesetting:** Lj Stephens

**Produced by:** Rogue Genius Games

**Project Manager:** Lj Stephens

**Consigliere:** Stan!

Contents Copyright 2014 Rogue Genius Games

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

Trade Dress created by Lj Stephens, derived from Fat Goblin Games' Publisher's Choice Quality Stockart - Blood Throne (Page Backgrounds). Fonts used in trade dress: Crom - created by Rook543. Free for Personal and Commercial use. Used with permission Folkard™ - created by The Scriptorium. Purchased for Commercial use. 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

## SPECIAL THANKS TO: J.M. PERKINS

**DESIGNATION OF PRODUCT IDENTITY:** The Rogue Genius Games (RGG) company name and logo; the "The Genius Guide to Horrifically Overpowered Mythic Feats" 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: RGG0119

## 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 Gyax 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.

**The Book of Experimental Might**, © 2008, Monte J. Cook. All rights reserved

**Tome of Horrors**, © 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 RPG GameMastery Guide**, © 2010, Paizo Publishing, LLC; Author: 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, Teeuwyn Woodruff.

Basidiron from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Cave Fisher from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Dark Creeper from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Dracolisk from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Ear Seeker from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene and Erica Balsley, based on original material by Gary Gyax.

Frogemoth from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Giant Slug from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Ice Golem from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Mite from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Rot Grub from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene and Clark Peterson, based on original material by Gary Gyax.

Shadow Demon from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Wood Golem from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Tome of Horrors III**, copyright 2005 Necromancer Games, Inc.; Author: Scott Greene, with Casey Christofferson, Erica Balsley, Kevin Baase, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb and Bill Webb

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

Crystal Ooze from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax

Russet Mold from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax

Vegepygmy from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax

Yellow Musk Zombie from the  **Tome of Horrors**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore

**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.

**The Book of Fiends**, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona,

Chris Pramas, Robert J. Schwalb.

Amphisbaena from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Angel, Monadic Deva from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Angel, Movanic Deva from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Aurumvorax from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Bat, Mobat from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Authors

Scott Peterson and Clark Peterson, based on original material by Gary Gyax.

Beetle, Slicer from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Blindheim from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Roger Musson.

Brownie from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Bunyip from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Dermot Jackson.

Crypt Thing from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Roger Musson.

Daemon, Ceustodaemon (Guardian Daemon) from the  **Tome of Horrors, Revised**, © 2002,

Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowall.

Daemon, Derghodaemon from the  **Tome of Horrors, Revised**, © 2002, Necromancer

Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Daemon, Hydrodaemon from the  **Tome of Horrors, Revised**, © 2002, Necromancer

Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Daemon, Piscodaemon from the  **Tome of Horrors, Revised**, © 2002, Necromancer

Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

Death Worm from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene and Erica Balsley.

Decapus from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Jean Wells.

Dragon Horse from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Dust Digger from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Forlaren from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Ian Livingstone.

Giant, Wood from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Wizards of the Coast.

Gloomwing from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Gripli from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Gryph from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Peter Brown.

Hangman Tree from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Hippocampus from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene and Erica Balsley, based on original material by Gary Gyax.

Jublex from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Kelpie from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Lawrence Schick.

Korred from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Leprechaun from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Magma ooze from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene.

Mihstu from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Mongrelman from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Necrophidius from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Simon Tillbrook.

Nereid from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Pech from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott

Greene, based on original material by Gary Gyax.

Phycomind from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Poltergeist from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Lewis Pulsipher.

Quickling from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Gary Gyax.

Quickwood from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Sandman from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Roger Musson.

Scarecrow from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Roger Musson.

Skulk from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott

Greene, based on original material by Simon Muth.

Slime Mold from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Slithering Tracker from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Soul Eater from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by David Cook.

Spriggan from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene and Erica Balsley, based on original material by Roger Moore and Gary Gyax.

Tenebrous Worm from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Tentamort from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Mike Roberts.

Tick, Giant & Dragon from the  **Tome of Horrors**, Revised, © 2002, Necromancer Games, Inc.;

Author Scott Greene, based on original material by Gary Gyax.

Troll, Ice from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author

Scott Greene, based on original material by Russell Cole.

Troll, Rock from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Zombie, Jju from the  **Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**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.

**Kobold Quarterly Issue 7**, © 2008, Open Design LLC, www.koboldquarterly.com; Authors John Baichtal, Wolfgang Baur, Ross Byers, Matthew Cicci, John Flemming, Jeremy Jones, Derek Kagemann, Phillip Larwood, Richard Pett, and Stan!

**Adherer from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Guy Shearer.

**Animal Lord from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Ascomid from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Atomic from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Axe Beak from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Carbuncle from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Authors Scott Greene, based on original material by Albie Fiore.

**Caryatid Column from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jean Wells.

**Demodand, Shaggy from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Demodand, Slimy from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Demodand, Tarry from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Dire Corby from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Jeff Wyndham.

**Disenchanter from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Roger Musson.

**Dragon, Faerie from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Brian Jaeger and Gary Gyax.

**Flail Snail from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Tillbrook.

**Plumph from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian McDowell and Douglas Natsmith.

**Foo Creature from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Huecuva from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Underworld Oracle.

**Jackalwere from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Kamadan from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

**Keck from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Wolf-In-Sheep's-Clothing from the Tome of Horrors, Revised**, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gyax.

**Pathfinder Roleplaying Game Advanced Player's Guide**, copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

**Pathfinder Roleplaying Game Ultimate Combat**, © 2011, Paizo Publishing, LLC; Authors:

Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves,

Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick

Renie, Sean K Reynolds, and Russ Taylor.

**Anger of Angels**, © 2003, Sean K Reynolds

**Book of Fiends**, © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb

**The Book of Hallowed Might**, © 2002, Monte J. Cook

**Monte Cook's Arcana Unearthed**, © 2003, Monte J. Cook

**Path of the Magi**, © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds

**Skreyn's Register: The Bonds of Magic**, © 2002, Sean K Reynolds

**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

**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.

**Demodand, Slime from the Tome of Horrors Complete**, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Forlaren from the Tome of Horrors Complete**, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Ian Livingstone.

**Hangman Tree from the Tome of Horrors Complete**, © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gyax.

**Pathfinder Roleplaying Game Mythic Adventures**, © 2013, Paizo Publishing, LLC; Authors: Jason Bulmahn, Stephen Radney-MacFarland, Sean K Reynolds, Denis Baker, Jesse Benner, Ben Bruck, Jim Groves, Tim

Hitchcock, Tracey Hurley, Jonathan Keith, Jason Nelson, Tom Phillips, Ryan Macklin, F. Wesley Schneider, Amber Scott, Tork Shaw, Russ Taylor, and Ray Vallese.

**Ultimate Options: Story Feats**, ©2014, Christina Stiles; Published by Rogue Genius Games. Authors: Rich Howard and Mike Welham.