

# Adventure

## CHRONICLE

CATCHING UP WITH  
WOLFGANG  
OF KOBOLD PRESS

12 TREASURE  
HIDEAWAYS

THE FLÂNEUR  
PRESTIGE CLASS

UNQUENCHABLE  
THIRST

Roll for Review ♦ Polyhedral Podcasts ♦ Appendix: N'Spiration  
Magic Items, Monsters, and Traps for Ocean Adventures  
Seaborne Stories ♦ Tactical Ship Map  
What Weather This Way Comes





# Welcome Adventurers!



AAW Games ♦ Adventure Chronicle #2 ♦ Summer 2017

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# Publisher's Corner

The sound of crashing waves and clinking beers, the salty taste of the ocean breeze on a surfboard or scent of pine trees whilst camping in the mountains, the warm sun on your bare skin soaking up those plentiful rays as you carve out your own path down a steep hill on your longboard. Summer is synonymous with relaxation, exploration, and the celebration of life. In this issue you'll find all three and while we're on the subject I would like to touch on some of my favorite summertime destinations, places you can enjoy with or without games in tow—although I always suggest bringing at least one good card or board game on any trip.

local music whilst having a delicious meal and your favorite drink. If you get too hot walking the main street in the afternoon sun you can follow the winding roads over the river down Reinig Road to locate a sandy spot on the river to stick your feet in or perhaps go for a good cold invigorating swim. When you're done at the river head up to **Bybee Nim's Blueberry Farm** to go picking then fit in a rigorous hike on **Mount Si** (also known as *Twin Peaks* for those of you television fanatics out there). I also recommend finding one of the numerous B&Bs in the area so you can stay a few days!

*Snoqualmie, Washington, USA*



The first stop on our tour is my hometown of Snoqualmie, WA. I know it's cheating but hey, I love my hometown and it brought me back after ten years for good reason. Snoqualmie sports trainloads of rustic charm beginning with the historic **Northwest Railway Museum** and the old train depot. Meander down Railroad Ave and check out the store fronts including my favorite spot in all of the Snoqualmie Valley: **the Black Dog Arts Café** where you can listen to some amazing

*Big Sur, California, USA*



A decade in a touring rock band took me to nearly every state in the US, I've seen a lot of places and experienced more than many do in a lifetime of which I am forever grateful. One of the most important places I visited in my time on the road is still quite close to my heart: Big Sur, California. A place I can only describe as "heaven on earth", Big Sur sports gorgeous views of the ocean which in



most places can only be seen from tall cliffs nestled in the ocean fog. The nature here is immediately apparent and in less than a day you will begin to fall into a more natural pace connecting with the world in ways you never thought possible. The people play a big part of the attraction to this area as they are so welcoming, especially of artists travelling to or through the area, we were given free food and lodging and some of the local ladies took us on a tour of some of the highlights in the area including a life changing sunset on the beach from a rocky outlook, a trek through thick vegetation to reach a secluded and undisturbed beachfront complete with rocky water filled caverns, and a late night dip in the hot springs overlooking the ocean and a full moon, a night I will never ever forget because the moon was the size of the sky and the spirits of my very ancestors tugged at my heartstrings begging me to stay and never leave this place.

*Kauai, Hawai'i, USA*



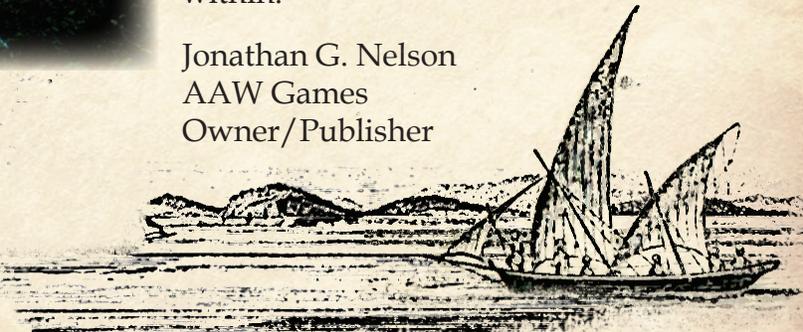
In a land where the aboriginal people must put up with the constant migration from the USA who unlawfully took control in the 50's my heart is torn, torn because I literally feel the natural beauty and uniqueness of this isle to the core of my very being and understand why the land is so sacred

to those who originally hail from the islands of Hawai'i. That said, this place is special because it is removed from the hustle and bustle present on the other isles, here in Kauai there is a peaceful calm and a camaraderie between human beings and the nature present which brings a smile to your face and a warmth to your heart. A few days here and you will shed your shoes and most of your clothing in trade for the wind, the sun, and the warm rain that can soak you but at the same time warm you to the bone. Explore the wilderness but take great care following paths and rules carefully so as not to desecrate this saved land. There is so much to see but there is even more to feel and hear if you stop, listen, and open your heart.

And if all that isn't enough to inspire creativity, you've got your hands on the (long awaited) *Adventure Chronicle #2!* This issue has articles for running adventures on the high seas that are sure to put the wind in your sails.

Stephen Rowe brings us advice for memorable ship-in-a-bottle stories with 'Seaborne Stories', Brian Wiborg helps GMs get players out of their cabins with 'Oi! Get Off the Boat!' Michael Allen gives us a great isle-encounter in 'The Unquenchable Thirst', for *5th Edition* and the *Pathfinder Roleplaying Game*. We also have a chat with Wolfgang Baur of Kobold Press, Endzeitgeist rolls out a review, and Rachel Ventura gives us a seaworthy salmon recipe. Pirate loot, pirhana swarms, spells, magic items, traps, and more treasure await you within.

Jonathan G. Nelson  
AAW Games  
Owner/Publisher





## Catching Up With Wolfgang

*We're at Camlann Medieval Village in Carnation, Washington, USA. Camlann is a living history museum portraying rural England in the year 1376. Camlann is dedicated to personal experiences of history and the relationship between historical events and western society today.*

*In the midst of this living history and medieval inspiration, we had a chance to sit down with Wolfgang Baur, Owner/Publisher at Kobold Press.*

**So what does the Kobold-in-Chief think of Camlann so far?**

It's way more historical than I expected! I think I said something about a "Renn Faire" at the entrance, and was immediately corrected: "We're a historical re-enactment, not a fair."

I like that it has a focus on useful crafts and education: candlemaking, archery, and blacksmithing. There's a workout program there for anyone who wants to pump the smithy's bellows for 6 or 10 hours!

Also, I'm a fan of the gargoyle they have hidden here.

**What have you enjoyed doing/seeing most? Did you shoot a bow?**

I wish I had picked up the bow again! I used to shoot a lot as a young man, but haven't done it in decades. I enjoyed the jongleur/magician quite a lot, but the winner probably goes to the totally authentic sheep (see 'A Shoggoth Among the Sheep' from *Adventure Chronicle* #1 -Ed).

**Most of our readers already know who you are but for those who are new on the scene can you please tell us a little about yourself and your background in the industry?**

Sure. I started designing dungeons for *Dungeon Adventures* magazine back in the late 80s, worked at TSR as a magazine editor in the 90s and then went to Wizards of the Coast. I founded Kobold Press 10 years ago in 2006, and I have been steering my own ship ever since.

I'm known for a few things in RPGs, especially the *Tyranny of Dragons* adventures, the *Midgard Campaign Setting*, and the 'Kobold Guides' to game design, world-building, and the like. And maybe the *Dark\*Matter* setting that I wrote with Monte Cook, for those who remember *Alternity*.





I like intelligent ghouls, wicked gem dragons, and encounters that leave a mark in the memory.

**Speaking of memorable things, you developed the *Planescape Campaign Setting* for TSR in the 90's, one of the most unique and creative settings out there and something my personal friends and I really enjoyed. What was the best part about working on that setting?**

It was all good, especially getting to work with Zeb Cook, Colin McComb, Michele Carter, Monte Cook, and Lester Smith, among others.

I think that the sense of creative freedom to smash together all the pantheons and think about truly wild, epic ideas for planar adventures was what made it shine. The designers were all trying to outdo one another, and that made for some wonderfully inventive, original gaming.

And watching Rob Lazaretti doing maps... Man!

**We share a mutual love for the incredibly talented Tony Diterlizzi who also worked on the *Planescape* setting with you. Did you get to submit any of the art requests back in the day? What was it like working with Tony and did you see greatness in him even back then?**

Yeah, I think *Dungeon* magazine published his first cover art, back when, and *Dragon* published one of his very early interiors. I got to work with him a bit, maybe with an art brief or two, but really but the art directors were the ones who got to see his sketches and work with him most closely.

You could definitely tell that he had a terrific style, a great work ethic, and ferocious talent from the start. His work on the *2nd Edition Monstrous Manual* remains some of my favorite art from that period, and without him, *Planescape* would not have been half as cool as it was.

**Moving on to more recent projects, you are already well known for creating the *Tyranny of Dragons* adventure arc for 5th Edition. What are some of your more recent contributions to 5E?**

There's quite a few! The *Midgard Heroes* for 5th Edition adds new character races and backgrounds for adventurers, and the *Southlands Heroes* for 5th Edition adds some great ones as well.

For adventures, we have *Last Gasp*, *Tomb of Tiberesh*, and *The Raven's Call*, and the *Frozen Castle*, an extra chapter for the *Tyranny of Dragons* storyline.

CONTINUED ON PAGE 33



# Snow White



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# Seaborne Stories

By Stephen Rowe

*The sea, once it casts its spell, holds one in its net of wonder forever.*  
— Jacques Yves Cousteau

The nature of a sailor's life is romanticized. In truth, ocean travel was often pretty boring. You might be months at sea, trapped in cramped quarters... with only alcohol, chores, and games to pass the time. While realism has its place, keep it in the background; GMs can keep things interesting by going beyond the old standbys and looking at the the voyage as a whole.

The best way to create a memorable voyage is to think in terms of external pressure and internal conflict. External pressures are events, situations, and antagonists that influence the ship and crew. By contrast, internal conflicts are driven by the PCs interacting with the crew (and vice versa). By deciding how to balance these forces, any ocean journey can become as immersive and exciting as the destination.

## External Pressure

Many flawed stories arise from trying to check off every seafaring trope on a single trip. After all, unless it is an ocean-based campaign, this might be the only chance to hunt the kraken, fight off pirates, and get shipwrecked in a maelstrom. Unfortunately, this tempting trap can turn any story into a jumbled mess.

Decide how much weight you wish to give to the external story, and define the danger it poses. This helps set the stage for the journey, and gives you the general themes to focus on. When telling a seafaring tale, external threats should possess unifying themes. This helps grant a narrative focus, making everything add to the overall experience.

**Low External:** The ocean can merely act as a vehicle for fun and dramatic conflict, rather than an antagonist itself. This allows for the exploration

of relaxed themes of adventure, with a focus on internal drama. The recurring external threats should then be few in number, but larger than life, with bizarre eccentricities, appearances, and motivations. Perhaps the PCs are opposed by a pompous drunken sea-sick aristocrat, a terribly deformed and cursed rival captain, or a strangely intelligent albino dire shark. These threats then serve to compliment and punctuate the story, or even offer comedic relief when set against the internal plots.

**Balanced External:** The oceans are difficult to conquer without cunning, care, and ingenuity. The sea becomes an antagonist, but only to those who cease respecting its power. Resources must be carefully managed, the waves expertly sailed, and an eye kept out for the many potential dangers. This undercurrent of realism is beneficial for cerebral themes like political maneuvering, struggling against nature, and overcoming adversity. The PCs can face a wide array of external threats, but most should focus on brawn rather than brains. Rare exceptions should exist, which then become primary antagonists.

**High External:** In some stories, the sea is simply not for mortals to master. Each can merely tread lightly upon the fringes of a vast unknowable abyss. The external threats become the primary antagonist, which then drive any internal interactions. This sort of level of external threat is most appropriate for the exploration of horror-themes through the creation of dread and suspense. Perhaps the water conceals countless great monsters, inhuman gods, or ancient civilizations. The crew might take ill with a maddening rot, or become corrupted by forces the PCs cannot directly oppose. ☹

## Internal Conflict

A large ship requires a lot of sailors to operate, even if the PCs fill the leadership roles. It is easy to hand wave the rest away as nameless faceless NPCs that work the oars or scrub the decks. However, this scene-in-a-bottle dynamic is an opportunity to develop a cast of engaging characters that the PCs can interact with. In most other stories, the PCs aren't going to bring six or more NPCs along.

However, while on the ocean, they have little choice. By giving each NPC a role, motivations, and personal plotlines, you not only create a memorable journey, but add a whole new level of tension to any external threat.

The following archetypes can help shape how the internal story develops. The detail and weight of each then become heavily influenced by what level of external pressure you wish to apply.

**Bootlicker:** The Bootlicker is ambitious, but savvy enough to ride someone else's coattails to the top. They attach themselves firmly to a competent or powerful PC. They might be fearful comedic toadies or serious assistants, but either way display a sincere loyalty. Conflict arises when they make assumptions on what is in the PC's best interests, maybe even going behind their back to do what must be done.

**Competent:** The Competent is a diligent hard-worker, who knows the sea like they were born to it. They might be ancient salty sailors or young bright-eyed prodigies eager to make their name. While they respect the chain of command, conflict arises if their sage advice isn't followed. The Competent would never

lead a mutiny... but they might unintentionally stir one up by undermining a less experienced leader.



**Criminal:** The Criminal is always one step down from the PCs on the moral spectrum in a useful way. If the PCs are just and noble, the Criminal is practical and morally gray. If the PCs possess questionable ethics, the Criminal is a cutthroat murderer. If the PCs are all evil, the Criminal is incredibly ruthless and intimidating. The Criminal serves to showcase the PCs own morality, and create conflict when they must question if their ally goes too far in aiding them.

**Naive:** The Naive is a dreamer, drawn to the sea and adventure. However, they don't have a lot of practical experience, and tend to be more enthusiastic than capable. They are supremely eager, but conflict arises when they arrogantly assume that takes the place of hard-earned knowledge.

**Traitor:** The Traitor is a carefully concealed ticking time bomb. Maybe they are a spy or infiltrator, or simply wish to take control through mutiny. The Traitor must always have a good reason for treachery. Most are clever enough to act the part of a different archetype until their true motivations are revealed. Conflict arises as they attempt to take control over the ship, or murder select targets on board. ✪

# Oi! Get Off the Boat!

By Brian Wiborg Mønster

## 1d8 Ways For Breaking Up Monotonous Ship Travel

What happens when your players are just too eager to get to the destination, ignoring the locations, cultures, and background you've worked so hard to develop?

Even seasoned players can fall into the mind trap that ship-bound travel is nothing more than getting from point A to point B. But the crew and passengers go where the ship goes, and there's no shortage of believable reasons a ship could stop or stall before finding that X on the map.

A roll on the **Ship Troubles Table** is intended as a help in getting the ideas flowing for making ship travel more exciting.

**Crew Trouble:** A mutiny might force the PCs to choose a side, as remaining neutral might void any contract with whichever side wins. An outbreak of disease might force a landing, along with some difficult moral choices. Tensions among the crew promotes a dynamic role-play environment.

TABLE: SHIP TROUBLES

D8	Trouble Type
1-2	Crew Trouble
3-4	Sea Creatures
5-6	Supply Shortage
7-8	Ship Repairs

**Sea Creatures:** For when you really need to rock the boat, a ship-bound attack gets the PCs looking lively. Sahuaguin climbing over the rails, pursuit by a ghost ship, and the Kraken are all great standbys that can buckle a swash. But don't be afraid to get creative. "We've steered away from those rocks three times now, they keep moving in front of us... Is that rock looking at us? Earth elementals, at sea?"

**Supply Shortage:** It may be unforeseen circumstances, poor planning, or an act of sabotage, but the supplies are dwindling fast. To keep the crew healthy, the ship must make a detour to a small island with fruit, game, and somewhere inland, fresh water.

*(That sounds like the isle in this issue's adventure, 'The Unquenched Thirst'! -Ed)*

**Ship Repairs:** A broken mast, one too many torn sails, taking on water, or even navigation difficulties. Whatever the reason, the ship must make port. Luckily it happened right near the spectacular city of Dar Selhan, with its resplendent minarets and infamous marketplace. ✨



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# THE UNQUENCHABLE THIRST

By Michael Allen

An Encounter for 3rd-Level Characters

The tiny isle of Sandspit is a favorite place to maroon recalcitrant shipmates, for across the bay, the headland falls are visible to castaways. Wicked currents prevent escape from Sandspit, and the unfortunates discarded there slowly die of thirst in sight of the lifegiving waters.

One such piece of tortured flotsam was Captain Staid Merrik, who rose as a wight and walked under the currents to reach the cup of life long denied. The foul magic of undeath clinging to Merrik ripped the sustenance out of the waters at the base of the falls, and as long as Merrik's shade resides in a cave behind them, will continue haunt the falls to the detriment of those seeking water.

## A. THE RAPIDS

Two undead<sup>1</sup> survivors of a re-supply expedition repeat the task they were about before death, filling casks at the north end of the map and sending them down river. Every so often a full cask bobs up to the surface and travels downstream. The undead are submerged<sup>2</sup> in an eddy near the riverbank. The river's current<sup>3</sup> carries barrels and struggling combatants downstream at a rate of 25 feet per round.

**SE** <sup>1</sup>Zombie, *MM*  
<sup>2</sup>DC 14 Wisdom (Perception) check  
<sup>3</sup>DC 15 Strength (Athletics) check

**P** <sup>1</sup>Zombie, *Pathfinder Roleplaying Game Bestiary*  
<sup>2</sup>DC 14 Perception check  
<sup>3</sup>DC 15 Swim check

## B. THE CASCADE

The deep pool beneath the waterfall prevents damage to those falling from the upper river, but anyone that fails the skill check to swim (see Area A) inadvertently swallows some water (see Area C). PCs can see and climb<sup>4</sup> to a cave behind the falls, visible from either cliff face.

**SE** <sup>4</sup>DC 15 Strength (Athletics) check

**P** <sup>4</sup>DC 15 Climb check

## C. FALL'S POOL

A dried-out and rotting longboat of orcish manufacture is drawn up on the beach just off the map. The water below the falls is cursed. Anyone swallowing it is compelled to drink uncontrollably<sup>5</sup> until their belly is distended.<sup>6</sup>

**SE** <sup>5</sup>DC 11 Wisdom saving throw  
<sup>6</sup>Three levels of exhaustion

**P** <sup>5</sup>DC 11 Will save  
<sup>6</sup>Sickened condition

## 1. BLOOD-BURNING

A kawa akago<sup>7</sup> lurks<sup>8</sup> inside the treeline at the western end of the map. A game trail exits the woods here; the bloodthirsty plant dragged a pulley from the hoist in area 3b to tempt intelligent prey.<sup>9</sup>

**SE** <sup>7</sup>Use stats from mummy, *MM*  
<sup>8</sup>DC 21 Wisdom (Perception) check  
<sup>9</sup>Noticing the marks the pulley left in the earth, a DC 13 Wisdom (Perception) check, grants advantage on spotting the kawa akago.

**P** <sup>7</sup>Kawa akago, *Pathfinder Roleplaying Game Bestiary 5*  
<sup>8</sup>20% concealment from light undergrowth, DC 21 Perception check  
<sup>9</sup>DC 13 Perception check to notice marks the pulley left in the earth, grants a +2 on Perception checks to spot the kawa akago.

## 2. COOPER'S ETERNITY

The leader<sup>10</sup> of the ill-fated watering party hoists empty casks cliff 3a each night at midnight. He appears shortly after the end of combat with the brine zombies in area A, or once the entire party ascends cliff side 3a.

5E <sup>10</sup> Ghast, MM

 <sup>10</sup> Ghast, *Pathfinder Roleplaying Game Bestiary*

### 3A,3B. BLOODTHIRSTY ROCKS

Overhanging jungle canopy reduces falling damage from the 50 ft. high cliff. A working hoist with well-preserved rope pulley and pitons make the climb on the north side of the falls easy<sup>11</sup>, but the thorny overgrowth makes getting pricked, repeatedly, difficult to avoid.<sup>12</sup>

5E <sup>11</sup> DC 5 Strength (Athletics) check  
<sup>12</sup> DC 11 Dexterity save each round of the climb to avoid losing 1 hit point from blood loss.

 <sup>11</sup> DC 5 Climb check  
<sup>12</sup> DC 11 Reflex save each round of the climb to avoid taking 1 bleed damage

### 4. PARCHED PLANTS

The jungle on both sides of the river appears wilted and dying, but a small patch on the north shore

shows signs of life, where deadly plants<sup>13</sup> guard the only source of uncursed water. Disturbing the bobbing casks at the river's edge draws a quick response. **Treasure:** Two magic water barrels purify water stored in them.

5E <sup>13</sup> Four awakened shrubs and two awakened trees, MM

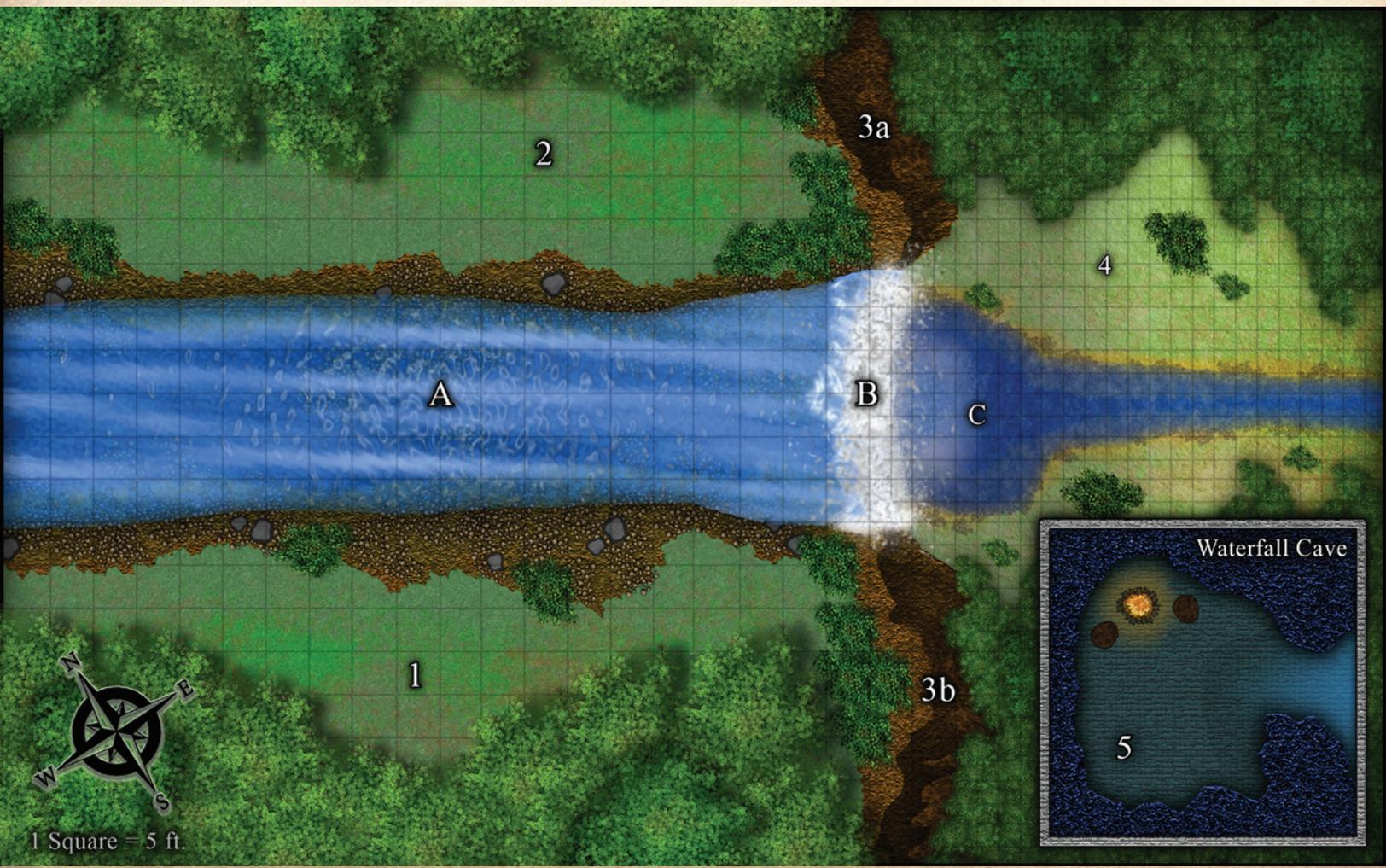
 <sup>13</sup> Four leaf leshys and two gourd leshys, *Pathfinder Roleplaying Game Bestiary* 3

### 5. ETERNAL THIRST

Passing under the falls causes great thirst.<sup>14</sup> Staid Merrik,<sup>15</sup> hawaits within, by a fire that gives no heat. **Treasure:** everburning torch, pearl of power, pirate's eyepatch, 1,600 gp in loose coin and gems. ✨

5E <sup>14</sup> DC 15 Constitution save or suffer 3 levels of exhaustion.  
<sup>15</sup> Wight, MM

 <sup>14</sup> DC 15 Fortitude save or fatigued for 6 rounds.  
<sup>15</sup> Wight, *Pathfinder Roleplaying Game Bestiary*





# THE GAUNTLET

TRAPS & HAZARDS FOR YOUR ADVENTURES

Pirates will use devious methods to protect their ships and valuables. In this issue's 'The Gauntlet' we look at a few examples of how traps can be used to add additional difficulty when exploring, boarding or pillaging a pirate ship.

Ship-board traps range from simple mechanical traps to extravagant magical affairs that

only the richest captains could afford. But when measured against the value of their ship or treasure hoard, a smart captain spares no expense.

These are just a few simple examples of what can be done to add personal touches to your pirate ships and campaigns. For more ideas and examples, check out the rest of this month and also visit [trapaday.com](http://trapaday.com).

## 5E REPULSION NIMBUS

*Magical trap*

Radiating out from the main mast, an invisible sphere 30 feet in diameter sends waves of force outward, pushing any creature within the field toward the ship railing.

A successful DC 20 Intelligence (Arcana) check reveals the nimbus is centered on a glyph in the main mast.

A successful *dispel magic* (DC 20) removes the nimbus.

## 5E SELF-LOCKING TRAP CR 1/2

**Type** mechanical; **Perception** DC 19; **Disable Device** DC 17  
**Trigger** proximity (alarm); **Reset** repair

### EFFECT

The door (or hatch) closes and locks behind the target after they enter. The door can be held open with a DC 19 CMD check, otherwise, it will force itself closed. Once closed, a DC 25 Disable Device check is required to open the door or hatch.

There is no place to hide aboard a ship. Would be thieves and snoops are invited to steal valuables or secrets as most doors and hatches are left unlocked. But these same doors trap the intruder so they can be caught red-handed in the act.

## 5E FALSE RAIL TRAP

*Magical trap*

This trap is composed of specialty ship parts, made to collapse under the weight of would-be boarders.

The deck and rail planks of the ship are designed to fail under any load. If they are pulled outward, whether by a hand, rope or grappling hook, they will crumble towards the sea. The DC is 15 to spot the rigged railing.

Any boarder within its reach of the deck can grab the deck and hang on with a DC 20 Dexterity check.

An application of tar, gum, the *web* spell, or a similar sticky substance can disable the trap enough to allow the railing to be used normally.

## 5E MAP KEY TRAP CR 8

**Type** magical; **Perception** DC 30; **Disable Device** DC 30  
**Trigger** touch; **Reset** none

### EFFECT

Unless the person opening this trapped chest possess the magic key, they'll be teleported away (DC 25 Will save to resist) to a remote sandbar, hundreds of miles from civilisation.

Increase the CR of the trap by 1 for each additional target you have the trap affect. The 'key', often a map to the remote sandbar, must be within 15 feet of the chest as it's opened.

Pirates go to great lengths to find the perfect hiding place for their ill-gotten gains. These locations are so secret and remote, that they can be impossible to find again without a map, making the map a perfect key for protecting their treasure.



# The Arcanarium

MAGIC ITEMS FOR YOUR ADVENTURES

This issue, Justin Andrew Mason, Rory Toma, and Stephen Yeardeley provide some arcane trinkets for your high seas adventures: The submersible sphere and the seaworthy sail, the songbird pistol, and the clue compass, respectively.

## CLUE COMPASS

**Aura** faint divination; **CL** 3rd

**Slot** none; **Price** 6,480 gp; **Weight** 1/2 lb.

This 4-inch diameter glass orb is half-full of mercury with a slim copper isosceles triangle floating on the liquid. Etched around the edge of the glass are the following words: Weal; Woe; Either; Neither

Three times a day, on command, the clue compass can be asked a question. The copper triangle spins for a moment and then makes use of *augury*, pointing towards the relevant word.

### CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *augury* (3,240 gp)

## SONGBIRD PISTOL

**Aura** moderate enchantment; **CL** 8th

**Slot** none; **Price** 50,500 gp; **Weight** 5 lbs.

This pearl-inlaid double-barreled pistol has fine walnut stock with silver filigree. The metal has been dyed a dark green. Instead of a normal sight, a single, intricately constructed songbird, complete with tiny feathers sits between the two barrels.

Besides functioning as a +1 *double-barreled pistol*, the songbird pistol also mimics certain bardic performance effects when the respective barrels are fired. Each effect lasts 8 rounds or until the gun is fired again. Each barrel may trigger an effect once per day; either two effects from two single barrel shots or a single effect from shooting both barrels. Once fired, the bird sight begins to sing for the duration of the effect. Targets must be able to hear the bird singing and must be within 30' of the gun. After a barrel has been activated, further shots from the barrel do not have any special effects. A misfire has no effect but still expends the single use per day. The effects are as follows:

**Left barrel:** *Inspire courage* at CL 5 (+2 vs fear and charm effects, +2 allies' attack and damage rolls)

**Right barrel:** *Countersong* at CL 5, providing a perform check result of 20.

**Both barrels:** *Dirge of doom* at CL 8.

### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, Performance (sing) DC 15, *bless*, *doom*, *dispel magic* (25,250 gp)

## CRYSTALLINE SUBMERSIBLE SPHERE

*Wondrous Item, Very Rare*

This appears to be an intricately engraved wooden high-back armchair. When submerged under water it forms a 10-foot wide air-filled invisible sphere or force in which the seat levitates upright at the center. The interior of the sphere generates enough oxygen to sustain a single human-sized creature for up to six hours each time it is formed.

When fully submerged in water, the sphere becomes a vehicle that can be controlled from the chair—leaning forward in the chair dives down, and leaning back in the chair moves the vehicle up towards the water surface. The vehicle can be rotated left or right by pressing down on the respective arm of the chair. If any part of the chair rises above the height of the water's surface then the sphere of force vanishes until it is submerged again.

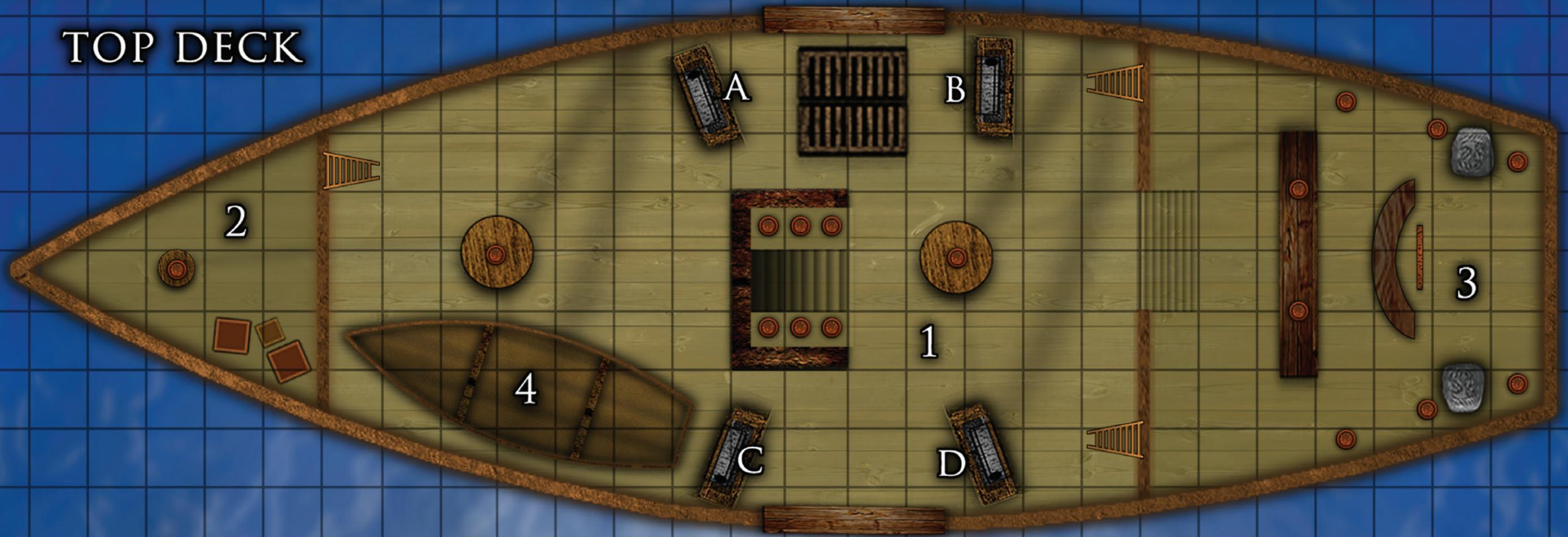
When being used as a vehicle, the crystalline submersible sphere has a speed of 1 mph. It has a crew of 1 and can hold no additional passengers or cargo. The sphere of force has an AC of 15, 25 HP, and a damage threshold of 10. If the sphere is destroyed it cannot be formed again for 24-hours.

## STALWART SEAWORTHY SAIL

*Wondrous Item, Uncommon*

When this gleaming silvery mainsail is rigged to any sailing ship the rate of travel for the vehicle doubles. If the ship encounters strong winds or dead calm the sail still permits the ship to travel at one-fourth its standard speed; propelled by an unseen force. The sail fabric is highly durable and cannot be damaged by high winds or stormy weather conditions. The sail magically resizes to fit any vessel that normally uses sails, but cannot be rigged to a vehicle that does not utilize a sail for normal means of locomotion. When not in use, the stalwart seaworthy sail can be neatly folded into a three-foot square of fabric six-inches thick that weighs 15 pounds.

# TOP DECK



# BELOW DECK



# The Menagerie

MONSTERS FOR YOUR ADVENTURES

This issue's 'Menagerie' showcases two intertidal creatures for GMs to hound PCs going ashore: The sand shifter from Michael Smith and the terraqueous terror from Stephen Yeardley.

## The Sand Shifter

*How could she be here, on this beach of all places? She is radiant. As you move closer... it's not welcome you see in her eyes, but hunger as her form dissolves into sand.*

To commoner and noble alike, summers along the coast are a time of joy and relaxation, of youthful exuberance and fond memories. Where the ocean meets the land, emotions run deep. These are the hunting grounds of the sand shifters.

Sand shifters originally hail from the border between the elemental planes of earth and water. With a form of telepathy that allows them to sense the emotions of others, they use mental images to take the guise of loved ones to lure unsuspecting prey into their midst. Sand shifters smother their victims, absorbing their fleshy remains as sustenance to propagate their selfish existence.

Sand shifters are made of living sand, and can assume the form of any medium-sized creature they have glimpsed in the emotions of others. From a distance they look like someone that has just come out of the ocean, the water on their body glistening in the sunlight. Up close they look like an animated statue made of wet sand. The Perception DC to notice the glamour is equal to the number of feet away the check is made.

Sand shifters thrive in the specific environment created by the merging of water and earth, and must maintain a specific balance. Too much water and they lose the ability to maintain a solid form, and

too little water and they dry out. A sand shifter will pursue their prey beyond the borders of that balanced environment, but will quickly retreat to where they are most comfortable if their quarry causes too much suffering.



### SAND SHIFTER

CR 5

XP 1,600

NE Medium aberration

**Init** +3; **Senses** darkvision 60 ft., emotionsense 60 ft.; Perception +10

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 55 (5d8+15)

**Fort** +4, **Ref** +4, **Will** +4

**Defensive Abilities** hardness 5; **Immune** fear, illusions

**Weaknesses** moisture dependency, vulnerable to bludgeoning damage

#### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** 2 slams +7 (1d12+4)

**Special Attacks** engulf

#### STATISTICS

**Str** 18, **Dex** 16, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +7; **CMD** 20

**Feats** Alertness, Blind-fight, Combat Reflexes

**Skills** Acrobatics +11, Perception +10, Sense Motive +2, Stealth +11, Survival +8

#### ECOLOGY

**Environment** any coastal

**Organization** solitary

**Treasure** incidental

#### SPECIAL ABILITIES

**Alter Self (Su)** Sand shifters can assume the form of any creature of the humanoid type.

**Emotionsense (Ex)** Sand Shifters can detect and locate conscious creatures within range by sensing their emotions, as well as images or basic thoughts associated with those emotions.

**Moisture Dependency (Ex)** A sand shifter can survive indefinitely on land, but the creature must regularly be thoroughly wetted down, or else it dries out in the air. A

sand shifter can survive out of water for a number of hours equal to its Constitution score before it take any negative effects. After this time, the creature takes 1d6 points of damage for every hour it remains dry. Bathing the creature in water resets this time frame.

**Submersion Vulnerability (Ex)** A sand shifter that remains submerged for more than 1 minute begins to dissolve rapidly. Each round it suffers 1d4 points of Strength damage.

## Terraqueous Terror

*A roiling ball of water rolls towards you. Inside, a mass of silvery fish swim madly, their sharp little teeth gnashing as they close the distance.*

For a fishing village there is no worse omen than the corpse of a sea monster washed up on shore. While a half-decomposed whale offers little danger, the bodies of highly magical creatures like aboleths and aquatic dragons present a very real threat. The scavenging creatures that feed from their flesh have been known to gain uncanny abilities all their own, and none more terrifying than the terraqueous terror.

As dangerous as their mundane piranha cousins in the water, a terraqueous terror is also a top predator on land. Powered by their ravenous hunger, these creatures' magic manifests as a mobile sphere of water which chases down and engulfs creatures foolish enough to comb the beaches at low tide.

Terraqueous piranha generally measure between half a foot and 10 inches in length, though some specimens can reach twice that size. A single fish represents little more than a bad day at the beach, with a small sphere of water rolling up to nip at sunbathers' toes or engulf an unwary wading bird before retreating to the water. It's

when these carnivorous fish band together in swarms of 300 or more that they present a true danger, their aquakinetic abilities growing with their numbers. Indeed, there are few sights more terrifying than a shoal of terraqueous

piranha rising as one from the water to carry off pack animals, jungle guides, or whole caravans, all to be stripped of their flesh beneath the waves.

Found most commonly near river mouths in warm climes – the places where magically infused carrion is most likely to intersect with mundane piranhas' normal habitat – schools of these creatures are able to migrate long distances overland by hopping from stream to stream. In river deltas where these fish are common, villagers have taken to building their homes on tall stilts or well back from the water, hoping to avoid the piranhas' reach.

### TERRAQUEOUS TERROR

**CR 4**

XP 1,200

N Tiny magical beast (aquatic, swarm)

**Init** +7; **Senses** low-light vision, keen scent; Perception +7

#### DEFENSE

**AC** 15, touch 15, flat-footed 12 (+3 Dex, +2 size)

**hp** 31 (5d10+5)

**Fort** +5, **Ref** +7, **Will** +2

**Defensive Abilities** swarm traits

#### OFFENSE

**Speed** swim 30 ft.

**Melee** swarm (2d6 plus distraction)

Space 10 ft., Reach 0 ft.

**Special Attacks** distraction (DC 13)

Statistics

**Str** 3, **Dex** 16, **Con** 12, **Int** 1, **Wis** 12, **Cha** 14

**Base Atk** +5; **CMB** –; **CMD** –

**Feats** Improved Initiative, Skill Focus (Stealth)

**Skills** Perception +7, Stealth +18, Swim +8

Modifiers Swim + 8

#### ECOLOGY

**Environment** warm or temperate aquatic

**Organization** solitary, school (2-4 swarms), or shoal (6-11 swarms)

**Treasure** none

#### SPECIAL ABILITIES

**Keen Scent (Ex)** A terraqueous terror can smell warm-blooded creatures in the water up to 100 ft away and fresh blood in the water up to 300 ft away.

**Terraqueous Orb (Su)** A terraqueous terror can manipulate a 10' sphere of water as *aqueous orb* (CL 5, DC 15). The swarm can only use this ability if it begins its turn within a body of water. If the swarm is unable to reach water before the orb's duration expires, it collapses into a pile of helpless fish flopping about on land. While the swarm is able to direct the orb, it is not entirely immune to the churning currents. ☼



## GAME NIGHT GRUB COOKING FOR THE GAME TABLE

BY RACHEL VENTURA

### PEACH SALMON

1/2 CUP PEACH PRESERVES	4 CUPS BABY SPINACH
2 T GRATED FRESH GINGER	2 AVOCADOS
1 T SRIRACHA SAUCE	2 GREEN ONIONS
4 SALMON FILLETS (1" THICK)	2 T LIME JUICE
2 CUPS DICED PEELLED PEACHES	2 T SOY SAUCE
1 CUCUMBER, SEEDED, DICED	
1 1/2 T GRATED LIME PEEL	

1. In a gallon bag, add preserves (smashing any larger pieces of fruit). Add lime-juice, soy sauce, ginger, and sriracha. Reserve 2 tablespoons.
2. Deskin salmon then add filets to the bag; turning to coat well. Refrigerate at least 15 minutes.
3. In medium bowl, stir together peaches, cucumber, reserved preserves mixture and grated lime peel.
4. Heat broiler (high) or grill (medium heat). Remove salmon from marinade and place salmon on grill or 4-6 inches from broiler. Broil/Grill 6-8 minutes or until salmon just begins to flake, turning once. Thinner filets may need less time.
5. Serve on a bed of spinach with peach salad. Top with green onions and avocados. Recommend serving with jasmine rice. ☼

- Kevin Cook -  
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TABLETOP RPG REVIEWS  
ENDZEITGEIST.COM

# Roll for Review

Tabletop RPG Reviews by Endzeitgeist

This massive supplement for aquatic adventuring clocks in at 138 pages, 1 page front cover, 2 pages of editorial, 1 page ToC, 1 page kickstarter-thanks, 1 page SRD, leaving us with a massive 132 pages of content, so let's take a look!

After a brief introductory text that introduces us to the subject matter with well-crafted fluff, we enter the meat of this book. Much like previous *Cerulean Seas* expansions – which is the must-have underwater-adventuring resource for *Pathfinder Roleplaying Game* – this one depicts in lavish detail a part of the submerged world and the plethora of options that accompany it.

After venturing to the lightless depths and the frigid regions of the world, this book basically can be considered to be the "Far Eastern" supplement for *Cerulean Seas*. If you're new to these books, rest assured that we begin with the level of precise detail one can expect from the whole series.

But unlike the *Cerulean Seas* supplements so far, there is a crucial secondary twist to the subject matter at hand - a distinction between salt and fresh water and between the themes of assimilation versus tradition.

In an admirable level of involvement with the setting,

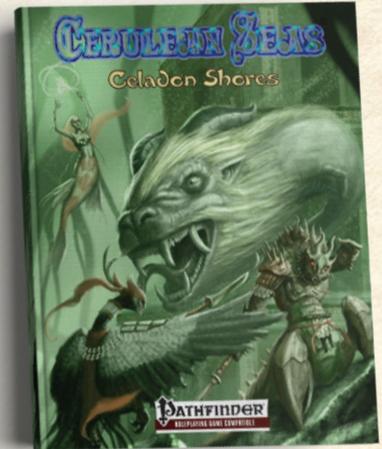
anthromorph and merfolk subspecies are revisited and given context within *Celadon Shores*. We're then introduced to a new humanoid subtype and the new player character races.

The new humanoid subtype, the kamigei, which are aligned with a particular eastern element. The subtype also is in tune with nature and receives resistance and bonus damage based on the associated element.

"There are some races here obviously intended for lower-powered games, while others exceed the standard."

The new races are interesting. The avian Benitsuru lack of gills means that they are severely limited, and the focus on underwater adventuring means I actually for once will not complain about a race that begins with a fly speed instead of upgrading gliding wings.

Taking breathing and the ability to exist in salt/fresh-water into



*Cerulean Seas: Celadon Shores*  
Alluria Publishing; MSRP \$34.95

account, and considering a world where depth tolerance and swim speed are most important, it seems each of the races herein has at least one flavorful, interesting and unique trick, like knowing the weather.

The heikegani crab-people adhere to a code of honor reminiscent of the samurai and sport an artwork that is downright awesome. The lobster-like creatures begin play with deadly crab-claws as well as Improved Grapple and may utilize their power over metal to form it into objects – an intriguing though powerful race.

The hitogoi carp-people, denizens of freshwater, are accomplished craftsmen.

Sea kappas have a cool twist: they sport a bubble on their head. As lunged creature, they need to resurface to refill their bubble. Failure to do so mirrors

traditional mythology regarding the Strength-draining effects of a kappa's bowl being emptied.

The four-armed mizugumo, bell spider-like centaur-y individuals with 4 arms may be powerful, but needing both lungs and requiring fresh water means that they ultimately are fragile as far as their ecological niche is considered. Like the heikegani, though, they can be considered one of the more powerful races, especially in games that handwave the complex interactions of depth, breath, etc. And yes, they can weave spider silk. The Mizugumo also have a lopsided attribute-distribution in favor of the physical, while the river ningyo is lopsided in favor of the mental attributes.

The shark-like Sembito with their blindsense, blood fury and emphasis on physical attributes are also a bit lopsided in their focus on physical prowess.

The bioluminescent Suibo, gorgeous jelly-fish people with their tendrils and boneless bodies also follows the slightly more advanced power-curve.

The fearless Uobei, based on betta-fish, once again adhere to a slightly more conservative racial balancing.

The races all feature age, height and weight tables and generally can be considered to adhere to roughly two different power-levels. There are some races here obviously intended for lower-powered games, while others

exceed the standard, but remain on a level playing field amongst themselves.

Depth tolerance, racial buoyancy, lungs/gills, and salt/fresh-water tolerance all constitute balancing mechanisms that can be used to reign in the races that might be overpowered, but it's still a component I wished had been handled in a slightly more streamlined manner, perhaps with scaling options for the races.

**"Not bad by any means, but not mind-boggling either."**

The next chapter would be devoted to class options, with a short discussion on class roles in the context of Celadon Shores.

Next we have samurai orders. Seven full-blown orders with their own edicts and abilities can be found on these page, constituting the single largest concentration of orders designed for the class I know of.

The order of the crab is an order of dedicated bodyguards that can mitigate attacks on allies. The order of the crane is a specialist of non-lethal combat and taking foes in alive. The

sebek-ka-exclusive order of the crocodile is thoroughly devoted to the emperor and may enhance their defenses with a variable mystical armor.

The order of the imperial dragon may negate crits/sneak attacks a limited amount of times per day and is basically the most "default" feeling of the orders.

The order of the shark can cause retributive bleed damage and, at high levels, maintain functionality while near death.

The order of the snake gets poison use and vindictive, retributive attacks.

The order of the wheel is all about the elements and a serene understanding of the forces of the world, allowing him to ignore certain amounts of damage a limited number of times per day.

All in all, a flavorful, well-crafted array of diverse orders here!

The book also contains multiple relatively complex archetypes for your perusal.

The hoiyomi wizard don't have spellbooks; instead, they have spell tattoos, which they can quickly and temporarily apply to their skin. Beyond regular magical tattoos, they also receive option to spontaneously convert spells into blasts of energy and their familiars similarly are tattoos they can call forth from their skin. The capstone ability allows them to make the tattoos



of targets rip them practically asunder. Nice!

The kawakage is an archetype of the mariner class, modifying the movement superiority of the base class to enhance the interaction with rapids and waves on water, as well as offering land speeds that don't suck quite as hard as those of many a race herein.

The Yamabushi presented here are a variant of the paladin class who is particularly focused on upholding the natural order is staunchly opposed to the undead.

The book also sports two base classes, the first of which is the Godaikishi, who gets simple and martial weapon as well as shield proficiency, d10 hit dice, 2+Int skills per level, full BAB-progression as well as good Fort- and Will-saves.

The class is attuned with a mystic element, gaining additional elements at higher levels. The element chosen determines other class abilities and changing attuned elements is a full-round action.

While unarmored, the class adds Wis-mod to AC and CMD and sports a scaling bonus as well. The attuned element determines the additional effects conveyed by this mystic armor, ranging from being treated as spiked to offering protection versus the cold climate.

At 5th level, a similar enhancement based on the

attuned element is available for the weaponry of the class.

The class can also generate an elemental lash to add to his regular attack, a kind of elemental-themed smite, if you will, with daily uses scaling over the levels.

Second level provides a 1/2 level-based scaling elemental touch as well as growing resistance versus elements that can later be extended to allies. Resistances also become full-blown immunity at higher levels, which is interesting.

"[This book] once again displays one of the most impressive aspects of the *Cerulean Seas*: the bestiaries."

At 4th level, these guys can unleash the elemental touch as a ray attack. Though this ability could use a proper range—as written it's line of sight. Granted, it won't reach as far underwater, but still...fixed values tend to be less prone to abuse than sight.

Also at 4th level: arcane spells,

curiously governed by the Wisdom modifier, which need to be prepared and are drawn from a class-specific list.

Higher levels provide SR and full-blown immunity to spells and effects of certain descriptors. Rather intriguingly, the capstone is similarly variable and dependant on the attuned element.

All in all, a well-crafted elemental-themed class that did not bore me. The relative simplicity of the class and its great magical defenses make this a relevant addition to the game, though I really wish it got 4 skill points per level instead of just 2.

The second class is the Wokou, who gets d10 hit dice, 4+Int skills per level, proficiency with simple and martial weapons as well as light armor and buckler and gets full BAB-progression and good Reflex-saves.

They also begin play with an animal companion—and this the crux of the class: the wokou is a teamwork-based pet class with a front-line fighter who can ignore difficult terrain, with higher levels providing size-increases, abilities like evasion and (improved) uncanny dodge, while also sporting a secondary focus on intimidating foes.

There's nothing wrong with this class, but it is very linear - not much choice or strategy beyond the base framework.

CONTINUED ON PAGE 34



# What Weather This Way Comes

Spells to forecast the weather by Stephen Yeardley

## FORECAST

**School** divination; Level cleric/oracle 1, druid 1, shaman 1, sorcerer/wizard 1, witch 1; **Domain** weather 1; **Subdomain**; growth 1

### CASTING

**Casting Time** 1 minute; see text

**Components** V,S

### EFFECT

**Range** 2 miles; see text

**Area** 2-mile-radius circle, centered on you; see text

**Duration** 10 minutes, period of forecast is 24 hours plus 24 hours per four levels; see text

**Saving Throw** none; **Spell Resistance** no

You forecast the weather in the local area. It takes 1 minute to cast the spell and an additional 10 minutes for the prediction to fully manifest. You can forecast weather with a varying degree of accuracy appropriate to the climate and season of the area you are in.

You forecast the general future of the weather, such as the direction and speed of the wind, type and amount of rain, burn time and overall hours of sunshine, type and percentage cover of cloudiness, and temperature. You cannot predict specific applications of the weather—where lightning will strike, for example, or the exact path of a tornado. The radius of the prediction increases by 1 mile at 2nd level and then by 1 mile per two levels of experience up to a maximum of 15 miles at 20th level. This affects the range and area of effect. The duration of the spell increases by 2 minutes per mile of radius to a maximum time of 30 minutes at 20th level. The prediction period is 24 hours plus 24 hours per four levels up to a maximum of 5 days at 17th level.

As you forecast a certain weather condition, the preciseness of the prediction allows you look more or less accurately into the future. If a forecast for one 24-hour period is accurate, the caster gets a 5% insight bonus to the role for the next period. If the prediction is inaccurate, the caster gets a 5% penalty. These bonuses and penalties are NOT cumulative. Use Table W1 as a start point for the forecast

Contradictory forecasts never occur simultaneously (e.g. snowstorms in a heatwave) but vague-but-accurate predictions can occur (e.g. sunshine and showers). An inaccurate forecast gives a reading one step on in either direction using tables W2, W3, and W4 as required.

A druid casting this spell is able to increase the radius and period of the forecast by 50%.

## 5E FORECAST

1st-level divination

**Casting Time:** 10 minutes

**Range:** Self (5-mile radius); see text

**Components:** V,S

**Duration:** 10 minutes, period of forecast is 24 hours plus 24 hours per four levels; see text

You forecast the weather in the local area. It takes 1 minute to cast the spell and an additional 10 minutes for the prediction to fully manifest. You can forecast weather with a varying degree of accuracy appropriate to the climate and season of the area you are in.

You forecast the general future of the weather, such as the direction and speed of the wind, type and amount of rain, burn time and overall hours of sunshine, type and percentage cover of cloudiness, and temperature. You cannot predict specific applications of the weather—where lightning will strike, for example, or the exact path of a tornado. The radius of the prediction increases by 1 mile at 2nd level and then by 1 mile per two levels of experience up to a maximum of 15 miles at 20th level. This affects the range and area of effect. The duration of the spell increases by 2 minutes per mile of radius to a maximum time of 30 minutes at 20th level. The prediction period is 24 hours plus 24 hours per four levels up to a maximum of 5 days at 17th level.

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A druid casting this spell is able to increase the radius and period of the forecast by 50%. ✨x

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## ADDING MUSIC TO YOUR GAME

Themed ambient music and environmental sound effects can be a fantastic audio back-drop to help with immersion while playing tabletop role-playing games. We return this issue with two more great options to help you create your auditory canvas.

### Tabletop Audio

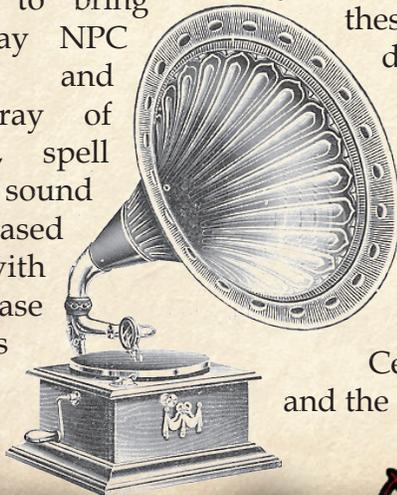
TableTopAudio.com

Free to use. Many collections of 10-minute ambiences and music for your tabletop role-playing games. Tabletop Audio offers "SoundPad" designed for those who want more control over their sonic environments.

### BattleBards

BattleBards.com

Tailor made background music inspired by fantasy races, voiceover scripts written to bring life to everyday NPC interactions, and a colossal array of bone crushing, spell fire blasting sound effects. Web-based interface with options to purchase individual tracks and albums.



Tabletop role-playing games have their roots in classic storytelling, but few genres are as deeply rooted in classic literature as fantasy. From swashbuckling heroes and daring and cunning heroines, from beautiful princesses to evil witches. From legendary kings and powerful wizards to daring brigands and bandits who become unlikely protagonists. Printed and bound tales of magic, mystery and the esoteric have entertained centuries of readers, and it is only natural that these tales (among others) formed a lasting foundation in the gaming experience.

Most of these early works have long entered the public domain and become even more of an influence on the lexicon of fantasy lovers worldwide. If you haven't already read these classics, you can do so now with ease thanks to the Library of Congress who has made them available using a simple web-based interface via The Center for the Book and the Read.gov website.

# Appendix: N'spiration

Here are ten available titles that greatly contributed to modern fantasy genre:

### *Aesop's Fables*

The fables of Aesop based on the text of L'Estrange and Croxall

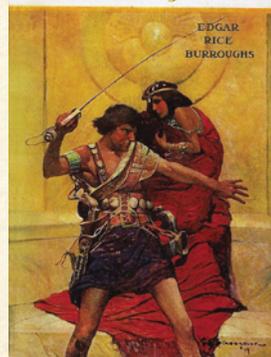
### *Alice's Adventures in Wonderland*

Lewis Carrol

### *Fairy Tales of the Brothers Grimm*

Translated by Mrs. Edgar Lucas

### *A Princess of Mars*



### *In the Court of King Arthur*

Samuel E. Lows

### *A Princess of Mars*

Edgar Rice Burroughs

### *Robin Hood*

Paul Creswick

### *Treasure Island*

Robert Louis Stevenson

### *The Wonderful Wizard of Oz*

Frank L. Baum

### *The Arabian Nights*

Edited by Kate Douglas Wiggin and Nora A. Smith

### *The Snow Queen*

Hans Christian Anderson

All of these titles are available to read for free at [www.read.gov/books/](http://www.read.gov/books/)

# HIDE YER LOOT, MATEY!

*Buried below be twelve interesting places to stash some loot, and even seed a whole tale around it if that's where yer fancy lies.*

By Michael Allen



1. **In the hollow of a tree**, which then closed up as the tree repaired itself as it grew. The tree may or may not have a bonded dryad or similar guardian.
2. The chest contains a pair of baby shoes, a miniature portrait in a locket, and a small bottle of long-dried white paint. **In the skull of a nearby skeleton:** false teeth encrusted with tiny gemstones and then painted over with white paint make up the real treasure. The skeleton may or may not animate when the teeth are pulled.
3. **A sturdy chest** chained to the deck in the hold of a ship-in-a-bottle. The tiny ship may or may not still be crewed in its shrunken state.
4. **In the collection box** of a "sailor's chapel", hidden in an extradimensional pocket. The treasure contributes to the collection on a regular basis; those knowledgeable about coinage might recognize the antique curio.
5. **The "prop" treasure** of this acting troupe has been enchanted or disguised with dulling lacquer to look like paste, lead slugs and brass bits up close. The actors may or may not know this, and may or may not be invested in keeping the wealth for themselves.
6. **Three stone sea stacks shaped like flowerpots** stand at the edge of the island. Erosion has removed most of the topsoil, but planting specific flowers in the loose dirt magically transforms the rocky substrate beneath into soil suitable for excavation to reveal the hoard below. Planting the wrong flowers might summon a surprise.
7. Dozens of stacked stones resembling buildings, columns, dragons, various animals and human faces stand ten to twenty meters tall, deep in the desert, far from the sea. The treasure lies **in a stone hollow** in one of these formations, any of which may or may not transform into guardians.
8. A partially uprooted tree leans drunkenly into another, the trunks now crisscrossing as both continue to grow. **"X" marks the spot**, as to where to dig, more visible in winter when the foliage has fallen.
9. The stone marker **at the bottom of this tidal pool** is visible only at certain times of the year, or day, when the tide conditions are just right, scouring the sand away as the tide runs out. Disturbing the seabed at other times to seek the marker, or failing to recover the treasure from the exposed seabed before the tide returns may draw the seaborne guardians of the pool.
10. **Beneath a huge oyster shell midden** that now serves as a breakwater to a snug harbor in a fishing village. Excavating a the shells may threaten the harbor, and the original owners of the treasure may have returned to live in the village, quite annoyed to find the new immigrants keeping them from recovering their gold discreetly.
11. The tide runs in with such force into this cliff-side cave that it shoots strong geysers of salt water up the rock chimney at the apex of the ceiling and into the sky beyond. The treasure lies **on the seabed below**, but accessing it safely without being dashed on the rocks by the tide, or expelled high in to the air by the geysers is another matter altogether.
12. The pilings of this rotting wooden pier stand on a **foundation of gold and silver coin**, stuck together with sovereign glue and buried deep beneath the seabed. Removing the foundations in the wrong order may cause the entire structure to collapse, kicking the pilings out from their original locations, and ruining their effectiveness as markers. ☼

## Polyhedral Podcasts

There are dozens, maybe even hundreds, of gaming podcasts out there. Here's an easy reference for those that focus on the tabletop.

### **Game School**

TSR Podcast Network

Is there an analog RPG you've always wanted to try, but just haven't been able to get started? Want to discover new games, or learn more about ones you already know? Join Satine Phoenix and Chad Parish as they learn a new RPG every show, with the game's designer on hand to teach you. Hosts: Satine Phoenix and Chad Parish.

### **Know Direction**

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### **The Dice Tower**

The Dice Tower Network

The Dice Tower is dedicated to getting folks to learn about the wide world of exciting new board games. We do video reviews, and an audio show, and more. Hosts: Eric Summerer and Tom Vasel.

### **NPC Cast**

Your place for face to face games. The NPC Cast is a tabletop gaming podcast brought to you by non-player characters Chris, Del, and Aaron. Each week these three lifelong gamers offer up their opinions and insights in regards to board, card, and role-playing games. They also take the time to tell you the things they're excited about! Hosts: Chris, Del and Aaron.

### **Who, What, Why**

A podcast about game design with game designers. Episodes are released three times a month 6th, 16th, & 26th. Listen for your favorite games and game designers. Hosts: Mike and Alex.

### **All Games Considered**

A podcast show about tabletop gaming in its various and varied forms. Hosts:

### **Ken and Robin Talk about Stuff**

Hobby gaming, history, occultism, chrono-travel, food, cinema, narrative, art, politics, food, maps, Cthulhiana, and in fact any matter subject to jocular yet penetrating erudition. Hosts: Kenneth Hite and Robin D. Laws.

### **Radio Free Borderlands**

D&D from the viewpoint of those who have played the game for many years. Hosts: Dan and Al.

### **THACO**

Save vs. Awesome. A weekly irreverent podcast about games, gamers, and the gamer life. We don't cover news, reviews, or

give advice. We just provide an hour's worth of entertainment each week to gamers. Hosts: Chris, Dale, Jim, and Mark.

### **RPG Circus**

The RPG Circus is normally a three ring act. Each act being run by one of our moderators. The RPG Circus covers the wide range of Role-playing Game topics. Topics can include but are not limited to game reviews, product reviews, player advice, GM advice, observations, game theory, current RPG debates, and just about anything we can think about that can be considered Role-playing Game related. We hope that you join us and will listen to us. Hosts: Jeff Brissette, George, and Jay.

### **System Mastery**

Beating dead horses, 1D6 damage at a time. Jon and Jef take a look at the used shelves and bargain bins of gaming stores across the country and bring you up-to-the-minute reviews of long-dead roleplaying games. Hosts: Jon and Jeff.

### **The D6 Generation**

Pulp Gamer Media Network

If we've got a vice, it's games with dice. Topical, controversial, and hopefully entertaining conversation about miniature war games, board games, and other topics near and dear to gamer's hearts. Hosts: Craig Gallant, Russ Wakelin, and Raef Granger. ☼





# TALES FROM THE TABLETOP



BY JACOB BLACKMON



I'm from the Red Mace Red Shield Cleric Insurance Company. He purchased our premium plan which includes protection from acts of stupidity.



It's an OWL-bear costume! Not a BUG-bear costume! I told you this wouldn't work!



Sing that song one more time and you're risking our friendship!



I told you this faire food would kill you!

Lhиту had watched the trio come out of the low hills north of Graves End and slowly cross the grassland towards the coast for the last hour. They moved slowly, all three humanoids clearly tired, and at least one of their mounts lame. As the group slowly came closer, Lhиту saw the members were all set for a journey, but were perhaps a bit worse for the wear so far. She was sure they would've seen her by now, if they were observant, because she had sent smoke rings up from her thin Churchwarden pipe into the breeze towards them for the last twenty minutes. The aroma alone—in part a rich scent of dried seaweed—should have drawn attention to her.

The lithe halfling leapt branch-by-branch down from her vantage point in the tree by the town walls and landed lightly at its roots, wondering if the travelers would be receptive to her help. She reached into a padded pouch at her waist and pulled out a small glass orb.

Mercury sloshed lazily around globe, quickly settling as she aligned the words etched around the glass horizontally, and then waited for a platinum arrow to bob to the surface of the liquid. She closed her eyes, picturing the trio, and allowed her mind to wonder if working with it would be a good thing to do.

She didn't really need to; the summer weather had been good so far, and she had helped several bands of adventurers in and out of town over the last few weeks, ensuring they quickly got what they wanted to continue on or dealt efficiently with the local tradesfolk to off-load the rewards of their efforts, all for a percentage of any savings or profits made by her of course. But these folks looked like they could do with something, well, "positive" in their lives, and being positive was her job.

The arrow slowed on the mercury, and her clue compass suggested as it finally stopped and pointed towards "weal".

Good," Lhиту thought to herself, "I feel like making someone's day." She tucked her pipe into the haversack on her shoulders and skipped towards the approaching group, humming a popular shanty as she moved to greet them. Everybody new in town deserved to meet a flâneur—a "Walker with Wisdom"—and a place as large and bustling as Graves End, Lhиту was as experienced a procurer as anyone could wish for.

\*\*\*\*

Four days later, the trio, known simply as 'The Well-Met Wanderers,' had just about completed its business in town more effectively that its members could've imagined. With Lhиту's help, they had found lodgings all three had liked—no mean feat considering they were close to falling out on arrival—somewhere to heal and stable their mounts for a month at an extremely good rate, and had stocked up on a handful of specialist items, one or two of which they hadn't imagined they'd find in Gravesend.

But Lhиту had worked hard for them, having found them all to be genuine and earnest individuals bound together to give a former companion a burial at sea, somewhere the now-deceased friend had yearned to cross as a balance to his life spent mining. The halfling had explained to them all how her goddess could help find and identify some of the items they wanted, if they didn't mind a little divine intervention, and that her own talents would fill in the gaps. They'd accepted, won over by her disarming charm and willingness to meet their requests exactly.

Now they were ready to go. Lhиту had struck lucky a couple of times, one time finding a jade urn at a bargain price when she wasn't even looking, and another when she spent almost eight hours relentlessly looking for an orcish totem feather that had been lost when the group had forded a river (along with several mundane items easily replaced). And calling in a favor with a boat owner,



after using a ruby earring to pay for some rare spice she'd seen arrive that she then swapped for a set of masterwork chisels she knew the sailor wanted, Lhitu had gained her new friends as reduced-rate birth on board "The Foamflyer."

She had even spent one day brewing the trio a potion that would allow one of them to converse with any creatures they met whilst out at sea, hopefully ensuring the spot where the ashes would be spread was an auspicious one. All-in-all, it had been a good few days, just as the clue compass had suggested.

Now Lhitu had just one more thing to do for the Well-Met Wanderer. Everyone was

gathered by "The Foamflyer" as she cast her spell to predict the weather.

The group wasn't going to sail too far from shore, perhaps just five or six miles—all of them admitted to not having sea legs—so Lhitu was able to judge with complete accuracy what the conditions were going to be for the next 24 hours or so.

The three travelers were extremely pleased to hear of gentle seas and a steady breeze; the final part of their journey would be bearable. Thanking Lhitu profusely, promising to meet her again when they were back in town, and insisting on pressing a generous "thank you" gift into her hands, the trio

sailed from Graves End docks to perform the burial at sea. Lhitu watched "The Foamflyer" negotiate the port and breaker with its lighthouse, and waved the trio off. Now she could really take a holiday, a well-earned break.

The sun was going to be warm and pleasant for the next few days, and if the catch she could see being unloaded a few berths away tasted as good as it looked, Lhitu pictured a few friends sharing that large tuna and some crisp wine with her on the beach sometime very soon, perhaps even tonight. A flaneur's life could be a good one, if only you knew what you were doing... ✨

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# The Flâneur

A local expert prestige class by Stephen Yeardley.

Whenever you enter a new town or city, whether from land, sea, or air, you need to know the "ins and outs" of the place quickly. This is when flâneurs prove useful. They spend their days wandering the streets, establishing contacts, discovering who provides the best services and sells the best provisions, and rating inns, taverns and hostels in order to ensure visitors have the best experience they can to match their purse, as well as helping travelers with the next stage of their journey. At the same time, they help those returning from a trip to dispose of their gains, looking to get the very best deal they can for each item. Of course, the flâneur charges a small fee for her services, either in the form of money, goods, or recommendations to other fee-paying clients.

The best flâneur is an exotic and enticing mix of urban ranger and expert, along with elements of her social position ranging from aristocrat through religious belief to commoner. Wherever one sits in a town's hierarchy, she works hard to continually improve her reputation and therefore standing. In addition to the goods and services she hunts out, a flâneur invariably has a range of facts, lore, and rumors at her disposal that aren't common knowledge. Trading such information is also proper payment for services rendered.

Flâneurs tend to exist in towns where more than 500 people live (local knowledge is usually enough in villages where there are fewer folks) but can make a living in places with as few as 250 people if 80% or of them are seasonal or continually transient. In larger stable towns and cities, there can be as many as one flâneur for every 1,000 citizens, while centers this size that have populations which ebb and flow depending on events can support one for every 500 members of the ever-changing population.

## Requirements

**Alignment:** Any (Flâneurs tend to only support clients with the same or very similar alignment)

**Base Attack Bonus:** +2

**Skills:** Appraise 4 ranks, Diplomacy 4 ranks, Knowledge (3 out of engineering, geography, local, nature, religion) 4 ranks

**Special:** The character or NPC must worship a deity connected with at least one out of the Community, Knowledge, Procurement, Travel, or Weather domains.

**Hit Dice:** d8



**Role:** Flâneurs are the surest way for travelers moving between land and sea to get the best deal they can. Quick with tongue and sharp of brain, a flâneur is also deft when it comes to defending herself and her charges, often leading foes into traps and ambushes rather than openly use weapons.

she gets only those bonus spells that her Charisma score allows.

## Class Features

All the following are class features of the flâneur prestige class

**Weapon and Armor Proficiency:** A flâneur is proficient with all simple weapons and the rapier. In addition, she is proficient with light armor.

**Spells:** A flâneur can cast a small number of divine spells. Her spells are based on Charisma, so casting any given spell requires a Charisma score of at least 10 + the spell's level. The DC for saving throws against these spells is 10 + spell level + the flâneur's Charisma modifier. When the table indicates that the flâneur is entitled to 0 spells of a given level (such as 0 2nd-level spells at 2nd level),

Like a cleric, a flâneur can prepare one domain spell at each spell level in addition to her regular allotment. At the time she becomes a flâneur, the character must choose just ONE domain out of the following: Community, Knowledge, Procurement, Travel, or Weather. She therefore has access to a single domain spell at each level and may prepare it in her domain spell slot.

A flâneur must spend 1 hour each morning in quiet contemplation of the business day ahead and consideration of how her deity will ensure that any dealings with others will go effectively and efficiently; this regains her daily allotment of spells. Time spent resting has no effect on whether she can prepare spells.

Unlike clerics, flâneurs do not channel energy to turn or rebuke undead, nor can they spontaneously cast *cure* or *inflict* spells. They also gain no granted power from their domain. ☹

### The Flâneur

Class	BAB	Fort	Ref	Will	Special	Spells Per day			
						1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Bonus Language, Jack of All Trades, Scribe Scroll	1+1			
2nd	+1	+0	+3	+3	Finding Needles	1+1	0+1		
3rd	+1	+1	+3	+3	Canny	1+1	1+1		
4th	+2	+1	+4	+4	Jack of All Trades	1+1	1+1	0+1	
5th	+2	+1	+4	+4	Bonus Language, Brew Potion	1+1	1+1	1+1	
6th	+3	+2	+5	+5	Finding Needles, Sense Salemanship	2+1	1+1	1+1	0+1
7th	+3	+2	+5	+5	Surprise Bargain, Jack of All Trades	2+1	1+1	1+1	1+1
8th	+4	+2	+6	+6	Craft Wondrous Item, Joined Up Thinker	2+1	2+1	1+1	1+1
9th	+4	+3	+6	+6	Bonus Language, Can't Be Fooled	2+1	2+1	2+1	1+1
10th	+5	+3	+7	+7	Finding Needles, Jack of All Trades	3+1	2+1	2+1	2+1

## Class Skills

The Flâneur's class skills (and the key ability for each) are Appraise (Int), Craft (Int), Diplomacy (Cha), Knowledge (engineering) (Int), Knowledge (geography) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Use Magic Device (Cha)

**Skill Points at Each Level:** 6 + Int modifier

**Bonus Language:** At 1st level and every four levels thereafter, a flâneur gains one bonus language of choice from the appropriate list.

**Jack of All Trades:** A typical flâneur likes to keep her hand in at various crafts, either to ensure she has a clear understanding of what is involved with making or undertaking various tasks, or actually completing them herself. At 1st level, a flâneur gains a +4 insight bonus to one specific Craft check, and a +2 insight bonus to Diplomacy (gather information) and Use Magic Device checks associated with that craft. At 4th, 7th, and again at 10th Level, a flâneur develops such insights into another craft.

**Scribe Scroll:** At 1st level, a flâneur gains Scribe Scroll as a bonus feat.

**Finding Needles:** "It's like finding a needle in a haystack," is a phrase used when someone fails to discover what they are looking for. But a flâneur, after years of practise, has developed techniques to help her in her searches, even when they involve days without sleep or inhospitable journeys. At 2nd level, 6th level, and again at 10th level, she may take one of the following bonus feats: Alertness, Diligent, Endurance, Great Fortitude, Investigator, Magical Aptitude, Negotiator.

**Canny:** At 3rd level a flâneur adds a +4 competence modifier to Will saves against figment, glamor, and shadow effects, with regard to items being bought and sold.

## 5E Class Skills

Choose four from History, Insight, Investigation, Nature, Perception, Persuasion, and Religion

**Brew Potion:** At 5th level, a flâneur gains Brew Potion as a bonus feat.

**Sense Salemanship:** At 6th level a flâneur can determine the true worth of an item to an individual from the way the person talks about it. Her ears are so well attuned to key words and phrases about an object or item that she adds half her flâneur level as an insight bonus on Sense Motive checks.

**Surprise Bargain (Su):** At 7th level, the flâneur can detect any item that has been incorrectly priced by more than 10% in her favor within a range of 20 feet per flâneur level. She does not know the exact nature of the item thus located, only its direction and distance from her (with a 5-foot margin of error). Surprise bargain always locates the item with the greatest inaccuracy of pricing if more than one item is within range.

**Craft Wondrous Item:** At 8th level, a flâneur gains Craft Wondrous Item as a bonus feat.

**Joined Up Thinker:** At 8th level, the flâneur's ability to draw conclusions grants her a +4 circumstance bonus on Appraise and Knowledge (engineering, geography, local, nature, religion) checks. In addition, she gains a +4 circumstance bonus on Forgery/Linguistic checks when establishing if an item is a forgery, but not producing one. This bonus applies when the flâneur is openly trying to find an item or piece of information for a client.

**Can't Be Fooled:** At 9th level a flâneur becomes immune to figment, glamor, and shadow effects, with regard to items being bought and sold, and adds her bonus from canny to saves versus all figment, glamor, and shadow effects.



## Flâneur Spell List

Flâneurs choose their spells from the following list:

1st Level – *comprehend languages, detect poison, detect secret doors, erase, forecast weather, identify, speak with animals, unseen servant*

2nd Level – *animal messenger, darkvision, detect thoughts, locate object, misdirection, speak with plants, tongues*

3rd Level – *illusory script, nondetection, phantom steed, secret page, see invisibility, water walk*

4th Level – *discern lies, freedom of movement, legend*



Although 5th Edition once again dominates the RPG market, Pathfinder is still a close second.

**What are some of your more recent projects for the Pathfinder Roleplaying Game?**

The biggest in the last couple months is the *Advanced Races Compendium* hardcover, which includes everything from Aasimar to Trollkin, plus lizardfolk and jinnborn and the wasp-like tosculi. It's 25 monstrous races for Pathfinder.

## Wolfgang

CONTINUED FROM PAGE 6

And the new dragon species of *Gem Dragons of Faerun* (which Ed Greenwood really loved!) is a personal favorite, a great way to confound some of the know-it-all players who think they have every encounter figured out.

And of course we just released the *Tome of Beasts*, plus a *Book of Lairs* to go with it, and two or three other good-sized releases for 5th Edition this year.

I also released a Pathfinder adventure, *Wrath of the River King*, which includes the Birch Queen's Fair as one of its encounter locales. A bit like the forest greenery of Camlann medieval village, but with more fey magic and less smoke and iron. The merchants and the visitors... Well, let's just say that normal humans probably don't want to visit that faire, but adventurers will definitely have an exciting time!

**Any last words for our readers?**

Yes, indeed! I've been in the industry for oh many a year, and I still love the regular Monday night games, talking to people, and seeing the tremendous creativity and joy that people bring to the RPG world. Thank you all for making this such a fun community! ✨

## Adventure CHRONICLE SHEET

NAME: WOLFGANG BAUR

STR 7      INT 16  
DEX 11      WIS 13  
CON 10      CHA 12

RACE: Human  
CLASS: Wizard  
DIE: D12

GAME: *Call of Cthulhu for years, recently switched back to Dungeons & Dragons. 2nd has a hold on my heart because settings, but I'm playing 5th like mad these days.*

FOOD & DRINK: *Very particular teriyaki. Seattlites are totally snobs--or at least crazy loyal--about particular types of teriyaki. Ci-der, especially Finn River and Anthem. Also, quince mead (which I really ought to be able to buy at a fair, amiright?).*

## Review

CONTINUED FROM PAGE 21

Not bad by any means, but not mind-boggling either.

The book also sports two prestige classes, both spanning 10 levels.

The Mambabarang gets d6 hit dice, 4+Int skills per level, ½ BAB, strong Fortitude and Reflex saves and ½ spells per day progression.

It's is kind of awesome. And disturbing.

The idea here is to imbue spells with a range of touch into vermin, which then receive

improved defensive capabilities. The spells are then delivered to the target by the vermin.h

This is tactical and narrative gold.

There is also an unnatural lust for recruiting creepy-crawlies. The class gain a vermin companion and yes, they can make their creatures explode and clothe themselves in a halo of bugs.

Awesome, unique, fun and perfectly functional beyond the confines of the waves, this is one of the best vermin master/caster type I've seen in a long, long time. Kudos!

The Tsuwamono is a lawful

prestige class that gets d10 hit dice, 4+Int skills per level, full BAB-progression and ½ Fortitude progression as well as DR increasing from 1/- at 6th level to 5/- at 10th level. They also gain ½ challenge-progression, attribute bonuses as well as physical-attribute dependant bonus feats.

At 4th level, they can manifest an ephemeral imperial sea dragon and maintain his presence for 4+Cha-mod rounds. Ninth level allows them to declare an attack a natural 20 or maximum damage.

A solidly-crafted prestige class with a nice blend of common

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and unique abilities. Nothing to complain, though not as awesome as the Mambabarang.

Oh, but the lands of Nikaikoku have so much more to offer!

The next chapter not only has detailed information on currency, mounts, and more, it also sports an impressive amount of weapons and armor. The weapon table alone spans two-pages! Kudos!

Very important for the dynamics of this book are the Hitogoi inventions. For example: an apparatus that allows the wearer to breathe saltwater as though it were freshwater. Or bioluminescence suppressors.

A significant array of racial feats can also be found here, though going through all of them would bloat this review even further.

The array of new spells also features the respective dichotomy between salt water and fresh water and provides a pretty intriguing array of well-crafted spells. The spells range from numerical effects to those that make sense from a utility perspective. Nice.

Five magical items and 5 mystic shards can be found here as well—the latter of which represent the elements and probably the fractured balanced of the very world. There is, for example, *ghost water*, which does not dissolve anything and refuses to freeze. Similarly, *true steel* or *livewood* allow for nice, mystical

tricks - basically, these can be considered to be interesting magical materials that you can use for puzzles, explaining how things work and so much more. It's an uncommon item-class, but one I really adore.

The fifth chapter of this book covers the setting-informationn, featuring a glorious map of the setting as well as information on sample cities, factions, languages, histories, deities, cultures and NPC-write ups. It's an inspired chapter that should suffice as a gazetteer for the region.

The next chapter once again displays one of the most impressive aspects of the *Cerulean Seas*: the bestiaries.

The creatures have awesome artworks, are concise, and sport unique abilities.

How about a cross between a long-hair witch and a coral? Yes, this is just as disturbing as you think it would be.

Or Foo Otters and Seals? Sea Worm/Cephalopod crossovers? Newts equipped with howdahs? Snail-Oni? Killer clams with tentacles? And trueform river otters made me flash back to *South Park*, but in an awesome way.

As always, we get appendices: Monsters by CR and source book (and by freshwater/saltwater), a brief pronunciation guide (!!!), an index of tables, an index of art by artist,

cardstock minis for PC-races and a colossal, detailed index that makes handling the book easy. Finally, we close with a brief haiku—as befitting this tome.

Editing and formatting are top-notch, I noticed no significant glitches. Kudos to Margaret Hawkswood, Patricia Hisakawa and Steven O'Neal. Layout adheres to Alluria Publishing's gorgeous two-column full-color standard and the pdf is fully bookmarked. Both cartography and artwork are STUNNING. The artwork in particular is absolutely gorgeous and reaches Paizo/WotC-levels in most cases—this is a truly gorgeous, beautiful book.

Emily Kubisz, with help from Sam G. Hing and Cameron Mount, has crafted yet another fantastic addition to the *Cerulean Seas* canon. This series of books continuously maintains an exceedingly high quality standard and produces a vision of a world both alien and familiar, suffused with the believable.

But beyond the obvious usefulness in a *Cerulean Seas* context, many of the pieces herein can easily be scavenged for landlubbing campaigns.

The design-aesthetic tends to focus less on player agenda and variance than I'd like. ☹

Although the balancing of the races is not always perfect, these components ultimately do not unduly mar the package as a whole.

While I am not sold on the balance of all the races and while I really liked only one of the two classes and one of the prestige classes, at least the latter can be chalked up to personal taste... and there's a lot of other cool crunch to adore.

In the overall context of this book, the flaws literally remain a drop of tainted water in the gorgeous, endless sea.

My final verdict will hence clock in at 5 stars.

Endzeitgeist out. ✪



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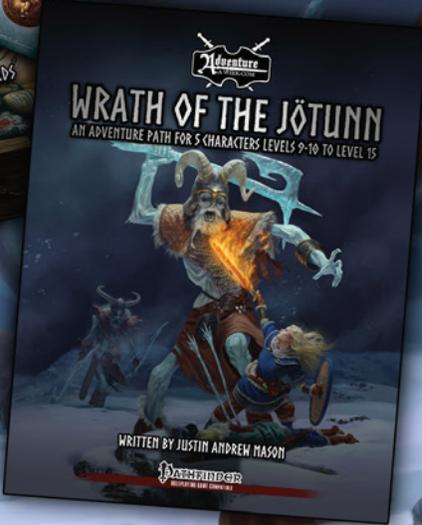
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