

# APRIL AUGMENTED

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

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# APRIL AUGMENTED

## 2017

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Special thanks to Ceri for her addition of the *tailful polymorph* spell.

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## NEW CLASSES

### CHESSMASTER

Life is a game. A common motto of gamblers, who see life as a great game of chance. But there are some who, upon hearing that life is a game, take it truly to heart and learn to play the game. These are the chessmasters, and they play to win. Manipulating the battlefield and moving their allies like pieces in a game, chessmasters are the ultimate in tactical players. Tacticians and vitalists are the most drawn to the role of chessmaster, but any character capable of forming a collective can walk the path.

**Hit Die:** d8

#### REQUIREMENTS

To qualify to become a chessmaster, a character must fulfill all the following criteria.

**Base Attack Bonus:** +4

**Skills:** Knowledge (History) 5 ranks or Knowledge (Martial) 5 ranks, Sense Motive 5 ranks or Bluff 5 ranks.

**Special:** Collective class feature.

#### CLASS SKILLS

The chessmaster's class skills are Autohypnosis (Wis), Bluff (Cha), Knowledge (history) (Int), Knowledge (martial) (Int), Knowledge (psionics) (Int), Perception (Wis), Sense Motive (Wis).

**Skill Ranks per Level:** 4 + Int modifier.

#### CLASS FEATURES

The following are the class features of the chessmaster.

**Weapon and Armor Proficiencies:** Chessmasters gain no additional weapon or armor proficiencies.

**Collective (Su):** Chessmaster levels stack with levels of other classes for determining the range and capacity of the chessmaster's collective.

**Manifesting:** At each level after 1st, a chessmaster gains additional power points per day and access to new powers as if he had also gained a level in any one

manifesting class he belonged to previously. He does not, however, gain any other benefit a character of that class would have gained (bonus metapsionic or item creation feats, and so on). This essentially means that he adds those chessmaster levels to the level of whatever other manifesting class the character has, and then determines power points per day, powers known, and manifesting level accordingly.

If a character had more than one manifesting class before he became a chessmaster, then at each chessmaster level that advances manifesting, he must decide to which class he adds the level to for purpose of determining power points per day, powers known, and manifesting level.

**Promotion (Su):** As a standard action, the chessmaster can expend psionic focus to grant an ally in her collective one benefit from Astral Construct Menu A. At third level, the chessmaster may instead choose an option from Menu B, and at fifth level, she may choose from Menu C. This benefit lasts for one round per chessmaster level.

**Set Up The Board (Su):** At the beginning of combat, when initiative is rolled, all allies in the chessmaster's collective may move 10ft as a free action. This movement provokes attacks of opportunity as normal, and does not count as having taken an action for the purposes of being flat footed at the start of combat.

**Castling (Su):** Beginning at second level, as a move action, a chessmaster may swap the position of any two allies in her collective. This is a teleportation effect, and does not provoke an attack of opportunity.

**En Passant (Su):** As a standard action, a chessmaster of second level or higher can enable her allies to strike at the space a foe has vacated. As a standard action, the chessmaster designates a foe. If that foe leaves that space before the beginning of the chessmaster's next turn, they leave behind a phantom image. This image can be targeted as if it were the marked foe, and any damage or effects applied to the image are applied instead to the foe. The image has the victim's AC, the victim makes all

TABLE 1-1: CHESSMASTER

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Manifesting
1st	+0	+0	+1	+1	Promotion (menu A), set up the board	—
2nd	+1	+1	+1	+1	Castling	+1 level of existing manifesting class
3rd	+2	+1	+2	+2	En Passant, promotion (menu B)	+1 level of existing manifesting class
4th	+3	+1	+2	+2	Stalemate, pin	+1 level of existing manifesting class
5th	+3	+2	+3	+3	Checkmate, promotion (menu C)	+1 level of existing manifesting class



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saves as normal, and may react to attacks on the image as though they were the target. This image vanishes at the beginning of the chessmaster's turn.

**Stalemate (Su):** When an ally in her collective makes an opposed check, a chessmaster of fourth level or higher may take an immediate action to declare a stalemate after the dice have been rolled but before the results are revealed. When a stalemate is declared, the natural rolls are both set to the higher value of the two.

**Pin (Su):** As a standard action, a chessmaster of fourth level or higher can declare a pin. When a pin is declared, the chessmaster chooses an ally in her collective. Any opponent that could be charged by that ally may not move until the beginning of the chessmaster's next turn. An ally who has been used for a pin cannot be used again for one minute.

**Checkmate (Su):** As a swift action, choose an opponent and an ally within close range (25 feet + 5 feet per 2 character levels). The chosen ally's next turn must be before the chosen opponent's next turn in the current initiative count. The ally can immediately move up to their speed and take a standard action, even though it isn't their turn; if they manage to kill or reduce the chosen opponent to 0 hit points or fewer, that opponent is locked in a temporal stasis effect (caster level equal to the chessmaster's character level). If they do not, then at the end of your turn, the ally returns to their previous space, and all of the results of the granted actions are undone (though any resources expended remain expended). Once the chessmaster uses this ability, the chessmaster must wait 1 minute before doing so again.

## OWLBEAR

The owlbear monster class is intended for use with Dreamscarred Press' *Monster Classes* line, and as such requires the rules listed in those products to function.

The origin of the owlbear is a subject of great debate among scholars of the monstrous creatures of the world. However, most concur that at some point in the distant past, a deranged wizard created the original specimens by crossing an owl with a bear—perhaps as proof of some insane concept about the nature of life, but possibly out of sheer lunacy. Whatever the original purpose of such a freakish creation as the owlbear, the creature bred true and has become quite well-established in woodlands across the world, where it plays a key role in a region's ecosystem as an apex predator.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack. This is sometimes presented as a sign of madness, suggesting that all owlbears are born with a pathological need to fight and kill, but more level-headed researchers

believe that it's simply part of the way the massive bird-beast's keen eyes are constructed.

Owlbears generally inhabit desolate areas of the wilderness, making their messy lairs within wild forests or inside dark, shallow caverns. They are equally adept at hunting during the day and at night, depending upon the prey available near their lairs.

A full-grown male can stand as tall as 8 feet and weighs up to 1,500 pounds.

**Alignment:** Most owlbears do whatever they can get away with. They typically are out for themselves, pure and simple. They sheds no tears for those they kill, whether for profit, sport, or convenience. They have no love of order and hold no illusion that following laws, traditions, or codes would make themselves any better or more noble.

**Hit Die:** d10

**Starting Wealth:** 5d6 × 10 gp (average 175 gp.)

### OWLBEAR RACIAL TRAITS

The following are an owlbear's racial traits.

- **+2 Strength, +2 Constitution, -2 Intelligence:** Owlbears are dangerous predators and more vicious than normal bears.
- **Medium:** Owlbears start out as Medium creatures and have no bonuses or penalties due to their size.
- **Magical Beast:** Owlbears are magical beasts.
- **Normal Speed:** Owlbears have a base speed of 30 feet.
- **Darkvision (Ex):** Owlbears can see perfectly in the dark up to 60 feet.
- **Low-Light Vision (Ex):** Owlbears can see twice as far as humans in conditions of dim light.
- **Thick Fur (Ex):** An owlbear's thick fur grants it a +1 natural armor bonus to its AC.
- **Quadruped (paws):** Owlbears have four legs. As such, the DC of the CMB roll to trip them is increased by 4.
- **Magic Item Slots:** Wearable wondrous items typically resize themselves to fit a creature trying to wear them, the situation becomes a little more complicated if the creature simply lacks the requisite appendage or body part. Owlbears have magic item slots of: armor, belt (saddle), chest, eyes, headband, neck, shoulders, and wrist.
- **Languages:** Owlbears begin play speaking Common. Owlbear with high Intelligence scores can choose from the following: Draconic, Elven, Giant, Goblin, Gnoll, Orc, and Sylvan.

TABLE 1-2: OWLBEAR STARTING AGES

Adulthood	Intuitive	Self-Taught	Trained
2 years	+1d4	+2d4	+4d4

TABLE 1-3: OWLBEAR AGE CATEGORIES

Middle Age	Old	Venerable	Maximum Age
10 years	20 years	30 years	+2d10 years



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TABLE 1-4: OWLBEAR DESCRIPTION

Sex	Base Height	Base Weight	Modifier	Weight Multiplier
Female	6 ft. 1 in.	180 lbs.	2d12	× 2d6 lbs.
Male	6 ft. 4 in.	220 lbs.	2d12	× 2d6 lbs.

## CLASS SKILLS

The owlbear's class skills are Acrobatics (Dex), Climb (Str), Fly (Dex), Perception (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks per Level:** 2 + Int modifier.

## CLASS FEATURES

The following are the class features of the owlbear.

**Weapon and Armor Proficiency:** An owlbear is proficient with its natural weapons. It is not proficient with any kind of armor or shield.

**Ability Score Increases:** As an owlbear gains levels, its ability scores increase as noted on Table 1-5: Owlbear. These increases stack and are gained as if through level advancement.

**Claws (Ex):** At 1st level, an owlbear gains 2 claw attacks. These are primary attacks that deal 1d4 points of damage plus the owlbear's Strength modifier. When the owlbear grows to Large size at 4th level, the damage die of its claws increases to 1d6.

**Bite (Ex):** At 2nd level, an owlbear gains a bite attack. This is a secondary attack that deals 1d4 points of damage plus the owlbear's Strength modifier. When the owlbear grows to Large size at 4th level, the damage die of its bite increases to 1d6.

**Natural Armor (Ex):** At 2nd level and again at 5th level, an owlbear's natural armor bonus to its AC increases by +2.

**Scent (Ex):** At 2nd level, an owlbear gains the scent special quality, allowing it to detect creatures within 30 feet by sense of smell. If the creature is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice these ranges. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple normal range.

When the owlbear detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The owlbear can take a move action to note the direction of the scent. When the creature is within 5 feet of the source, it pinpoints the source's location.

In addition, the owlbear can track by sense of smell, making a Wisdom (or Survival) check to find or follow a track. The typical DC for a fresh trail is 10 (no matter what kind of surface holds the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Survival skill. While tracking in this manner, the owlbear ignores the effects of surface conditions and poor visibility.

**Large Size:** At 4th level, an owlbear grows to Large size. Its ability scores do not change, although it gains the normal benefits and penalties for being a Large creature. The owlbear's space increases to 10 feet and it gains a -1 size modifier to attacks and armor class, a +1 special size modifier to its CMB and CMD, a -2 penalty to Fly checks, and a -4 penalty to Stealth checks, as normal. Its bite and claw attacks now deal 1d6 points of damage. The owlbear's natural reach does not change.

**Grab (Ex):** Starting at 5th level, whenever an owlbear hits an opponent with its claw attacks, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the owlbear with this ability. The owlbear has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage. Each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold.

Owlbears with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

## OWLBEAR FEATS

The following are racial feats for owlbears. Normal owlbears are treated as having 5 levels in the owlbear monster class for the purposes of these feats.

### Arctic Adaptation

You are an embodiment of the north, living and hunting in thick snow.

**Prerequisites:** Owlbear level 3rd.

**Benefit:** Your fur and feathers are stark white to blend in with snow and ice, granting you a +5 racial bonus on Stealth checks in snowy areas. This fur thickens with blubber and fat, granting cold resistance 5. In addition, you have become adapted living in the near-freezing waters and gain a swim base speed of 30 feet.

### Deep Adaptation

Your fur has lost its color while you live to stalk the night.

**Prerequisites:** Owlbear level 2nd.

**Benefit:** Much like other darkness-adapted creatures, you have lost your coloration, but gain darkvision to a range of 120 feet. If this feat is selected once more, you become eyeless (blind) and gain blindsight out to a range of 60 feet.

### Fruss Variety

You have hollow bones, thick shoulder muscles, and wings that allow you to fly.

**Prerequisites:** Owlbear level 5th.

**Benefit:** Your powerful arms provide you with a fly speed of 30 feet with poor maneuverability. However, flying or gliding for 10 or more consecutive rounds



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TABLE 1-5: OWLBEAR

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special
1st	+1	+2	+2	+0	+2 Str, +2 Con, claws 1d4
2nd	+2	+3	+3	+0	+2 Dex, +2 natural armor, bite 1d4, scent
3rd	+3	+3	+3	+1	+2 Str, +2 Con
4th	+4	+4	+4	+1	+2 Wis, Large size, bite 1d6, claws 1d6
5th	+5	+4	+4	+1	+2 Str, +2 Con, +2 natural armor, grab

causes you to become fatigued. Though strong overall, your flying muscles are weak, and you cannot carry more than 50 pounds when flying.

### Great Hook-Claws

You have developed huge claws.

**Prerequisites:** Owlbear level 2nd.

**Benefit:** Your claws have grown extremely long and wicked. You gain a climb speed of 20 feet and the damage for your claw attacks increases by one step, as if the creature's size had increased by one category (1d4 increases to 1d6, and 1d6 increases to a 1d8).

If this wasn't an April release, there'd be some cool art here to pad out the space. Pretend there is some for us, okay?



## RACIAL OPTIONS

### CATFOLK

Catfolk have the following two racial variants.

#### Longcatfolk

Longcatfolk are born rarely among catfolk. These catfolk would have normal proportions if not for their lengthy torsos. To make matters weirder, their torsos have the ability to stretch to impossible lengths. Some say these reality warping cats are harbingers of the end times. Others find longcatfolk to be blessed births as they are often level-headed and provide sagacious advice even at a young age.

- **+2 Dexterity, +2 Wisdom, -2 Constitution:** Longcatfolk are flexible and wise, though their anatomy is fragile. This replaces the catfolk's normal ability score adjustments.
- **Flexible Frame (Ex):** Due to their peculiar anatomy longcatfolk can fit themselves into unexpected places. Whenever a longcatfolk would make an opposed check that is subject to a size modifier or a special size modifier (such as stealth), they are treated as being one size smaller if it is advantageous to them. Longcatfolk are considered to be one size smaller when "squeezing through" restrictive spaces, and may use weapons designed for creatures one size smaller without penalty. Their space and reach remain that of a creature their actual size. The effects of this ability stack with those of abilities, powers, and spells that change the subject's size. This racial trait replaces sprinter.
- **Of Great Length (Su):** Longcatfolk can distort their bodies into an unnaturally long shape. Once per round, as a free action, a longcatfolk can select one 5-foot square adjacent to them. Until the start of their next turn, they count as occupying this square for the purposes of flanking. In addition, once during this turn, when making an attack, the longcatfolk can take a -2 penalty to their AC for the next round in order to make their attack from the selected square instead of their own space. These effects end if the longcatfolk ceases to be adjacent to that square. This racial trait replaces natural hunter.

#### Munchkin Catfolk

Among all catfolk, none is more beloved than the munchkin catfolk. What munchkin catfolk lack in size, strength, stamina, or general physical ability is more than made up for by their kindness and insight. Even the most stoic of adventurers find themselves opening up to these cherubic felinids.

- **+2 Charisma, +2 Intelligence, -2 Constitution:** Munchkin catfolk are sweet natured and intelligent. They never let their small size get them down, even if they get tired before all the other catfolk. This replaces the catfolk's normal ability score adjustments.
- **Small:** Munchkin catfolk are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks. This racial trait replaces the normal catfolk's size.
- **Slow Speed:** Munchkin catfolk have a base land speed of 20 feet.
- **Innocent:** Munchkin catfolk gain a +2 racial bonus on Bluff, Diplomacy, and Perform skill checks. This racial trait replaces natural hunter.
- **Heart Melter:** Creatures munchkin catfolk attempt to influence the attitude of when using Diplomacy may have their attitude shifted one additional time, past the usual limit of twice. This racial trait replaces sprinter.

### GRIPPLI

Grippli have access to the following new alternate racial traits.

**Bloodfrog (Ex):** Some Grippli have an affinity for blood, and are masters of exploiting it. Grippli with this alternate racial trait increase the Heal check DC to remove any bleed effect they inflict by 10, and a creature who applies magical healing to a creature under one of these grippli's bleed effects must succeed on a caster level check (DC = 11 + the grippli's character level) to end the bleeding. This racial trait replaces camouflage and swamp stride.

**Steelfrog (Ex):** Occasionally a grippli is born with strange, calcified skin, fortified by the iron in their blood as they age. Grippli with this racial trait gain a +6 armor bonus to AC, but have a maximum dexterity bonus of +3 and suffer a -3 armor check penalty. They are always treated as though they were wearing medium metal armor for the purposes of spells, effects, and codes of conduct. Their skin may be magically enhanced as though it were a masterwork piece of medium metal armor. This racial trait replaces camouflage.



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## KITSUNE

Kitune have access to the following new alternate racial trait.

**None of that Weeaboo Crap, Either (Ex):** Some Kitsune have no ability to shapechange. Trapped in a monstrous form halfway between man and beast, their disfigured form grants them a +2 racial bonus on Intimidate checks. In addition, they make Intimidate checks to demoralize enemies as a move action. If they later gain the ability to demoralize enemies as a move or swift action, once per round, they may instead demoralize enemies as a free action. This racial trait replaces change shape and agile.

## TENGU

Tengu have the following four racial variants.

### Dodo

Thought extinct for thousands of years, strange accidents of magic or advances in mad science could potentially result in the revival of the long-dead race. Fate, however, seems determined to keep them dead—and even if this could happen, they would retain one foot in the grave.

- **+2 Intelligence, +2 Charisma, -4 Wisdom:** Dodo tengu are curious and adorable, but painfully naive. This replaces the tengu's normal ability score modifiers.
- **Extinct:** Dodo tengu are humanoids with the tengu and graveblood subtypes. This replaces the tengu's normal type and subtypes.
- **Inquisitive:** Dodo tengu gain a +4 bonus on initiative checks, for some reason. This racial trait replaces sneaky.

### Emu

These massive tengu tower over their brethren, but despite their imposing presence are better known for their highly sociable nature and relentless curiosity. They tend to wander the deserts as large nomadic tribes, always happy to trade with the strangers whose paths they cross. Some, however, are lured away by the curiosities promised by outsiders.

- **+2 Strength, +2 Intelligence, -2 Wisdom:** Emu tengu are imposing and curious - and that's one of their most exploitable aspects.
- **Powerful Build (Ex):** The physical stature of emu tengu lets them function in many ways as if they were one size category larger. Whenever an emu tengu is subject to a size modifier or special size modifier for a Combat Maneuver Bonus or Combat Maneuver Defense (such as during grapple checks, bull rush attempts, and trip attempts), the emu tengu is treated as one size larger if doing so is advantageous to them. An emu tengu is also considered to be one size larger when determining whether a creature's special attacks based on size (such as grab or swallow whole) can affect them. An emu tengu can use weapons designed for a creature

one size larger without penalty. However, their space and reach remain those of a creature of their actual size. The benefits of this racial trait stack with the effects of powers, abilities, and spells that change the subject's size category. This racial trait replaces swordtrained and gifted linguist.

- **Sprinter (Ex):** Emu tengu have a base land speed of 40 feet, and gain Run as a bonus feat at 1st level. This racial trait alters the tengu's normal speed, and replaces sneaky.

### Potoo

What. God. No, this is a terrible idea. Why would you PLAY that thing? It looks like a goddamn muppet.

- **+2 Wisdom, +2 Dexterity, -4 Charisma:** This is ridiculous. It looks so stupid. This replaces the tengu's normal ability score modifiers.
- **WHY ARE ITS EYES SO BIG:** Potoo tengu gain a +4 racial bonus on sight-based Perception checks, and a +2 racial bonus on all other Perception checks. This racial trait replaces sneaky.
- **Oh My God It Sounds Just As Dumb:** Potoo tengu gain a +2 bonus on Bluff or Diplomacy checks to convince another creature they are harmless, but suffer a -2 penalty to Diplomacy checks in grave circumstances (determined by the GM) and Intimidate checks.
- **Is That Really All It Does:** Potoo tengu gain a +4 racial bonus on Disguise checks to impersonate a log, and may make a disguise check to impersonate a log as an immediate action. This racial trait replaces swordtrained.

### Shoebill

More solitary than most tengu, shoebill tengu tend to strike out on their own upon reaching adulthood. Surprisingly, their antisocial nature is what leads to many of them becoming adventurers - their need for space and a territory that is theirs alone can lead them on vast quests across wilderness, even joining with others in their search. These bonds can be long-lasting, even if they'd much rather send a letter than meet in person.

- **+2 Dexterity, +2 Constitution, -2 Charisma:** Shoebill tengu are fast-striking ambush hunters and are powerfully built, but are very antisocial. This replaces the tengu's normal ability score modifiers.
- **Slow and Steady:** Shoebill tengu have a base speed of 20 feet, but their speed is never modified by armor or encumbrance. This replaces the tengu's normal speed.
- **Unsettling Stare:** Shoebill tengu never take a penalty on Intimidate checks for failing to Intimidate a creature. This racial trait replaces gifted linguist.
- **Wader:** Shoebill tengu are used to walking waist-deep in water, and few other hazards can slow them



## OTHER CHARACTER OPTIONS

either. They ignore difficult terrain. This racial trait replaces swordtrained.

### NEW FEAT

#### Damaged Glassware (Combat)

Goddammit. Do you know how long this will take to clean up? Get the bloody dustpan and *PUT SOME SHOES ON*.

**Prerequisites:** Two Riven Hourglass maneuvers known, two Shattered Mirror maneuvers known.

**Benefit:** Whenever you initiate a Riven Hourglass strike while maintaining a Shattered Mirror stance, you may choose one target of the strike or creature in the strike's area. All squares within 10 feet of the chosen creature are filled with shards of glass, even if the strike misses or is otherwise negated. These function as caltrops, except that they disintegrate into sand after 1 hour and have no value. The shards of glass gain an enhancement bonus on their attack and damage rolls equal to the level of the strike used, and bypass damage reduction as though they were a weapon with that enhancement bonus.

### NEW PSIONIC POWER

#### FALSE VEIL

**Discipline** metacreativity; **Level** dread 1, psion/wilder 1, tactician 1

**Display** material

**Manifesting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** Will negates (harmless)

**Power Resistance** no

**Power Points** 1

You draw upon the proto-magics of akasha to weave an extremely minor veil on the target. This veil doesn't do anything in particular, but can be formed on any open chakra and can look like whatever the caster desires (including other appropriate veils). It can be readily identified as a veil as normal, but noticing that it isn't a fully operational one takes an appropriate Knowledge check (DC 25). This veil can be invested with essence by the person it is formed on, just like any other. Essence invested this way makes the veil appear more solid, with much more dramatic energies swirling, sparking, or showering from it. This increases the DC to identify that it is not functional by +2 per point of essence invested. It cannot be bound.

**Augment:** For every 2 additional power points you spend, increase the range of this power by one category (touch to close, close to medium, and medium to long).

### NEW SPELLS

#### CAT-TASTROPHY

**School** conjuration (summoning); **Level** cleric/oracle 9, druid 9, shaman 9, sorcerer/wizard 9

**Casting Time** 1 full-round action

**Components** V, S, F (A pair of wooden cat ears that must be worn on the head for the duration)

**Range** long (400 ft + 40 ft./level)

**Area** 1-mile radius circle

**Duration** 1 hour

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

Casting *cat-tastrophy* creates black stormclouds overhead. For the next hour, the stormclouds pour down not rain, but aggressive house cats. These cats take no damage from falling from the sky, and begin attacking any non-cat creature in sight, although the caster may designate any number of individuals to be exempt from this spell. This spell produces 1d100 plus the caster's caster level in house cats per round over a 1-mile radius, although the caster may choose to focus this into a 30ft radius as a free action during the duration of the spell. At the end of this spell, the housecats disappear by running down alleyways, hiding under dressers, retreating into the forest, etc.

If a creature is slain by a house cat created by this spell, after 1 round, a number of housecats will claw their way out of the corpse. The number of house cats is equal to the creature's hit dice to the power of 2. (Thus, a 2HD creature would create 4 house cats, while a 3HD creature would create 9 house cats, and so on). If that creature possessed one or more templates; the cats inherit those templates.

This spell can be made permanent with *permanency* spell, although this effect only happens while the cat ears are worn.

#### RECALL EMBARRASSMENT

**School** enchantment (emotion; mind-affecting); **Level** sorcerer/wizard 1

**Casting Time** 1 immediate action

**Components** V, S

**Range** close (25 ft + 5 ft./per 2 caster levels)

**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

You force the target to recall their most embarrassing memory. This spell can be used as an immediate action; the target receives a -4 to attack against their next roll, or must make a concentration check as if they had taken 4 points of damage.



# APRIL AUGMENTED

## HEADPAT

**School** transmutation (emotion; mind-affecting); **Level** druid 0, shaman 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft + 5 ft./per 2 caster levels)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will negates (Harmless); **Spell Resistance** no

This spell creates the sensation of having one's head rubbed and patted. Lycanthropes, catfolk, and other animal-folk races receive a +1 morale bonus to their next d20 roll. In times of dire need, this spell can also be used to rub bellies.

## HEADPAT, GREATER

**School** transmutation (emotion; mind-affecting); **Level** druid 1, shaman 1, sorcerer/wizard 1

This spell functions like *headpat*, but increases the morale bonus to +3. Other races instead receive a +1 morale bonus.

## UNLIMITED POWER

**School** enchantment; **Level** sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** self

**Duration** 1 minute

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

This spell gives the appearance of *UNLIMITED POWER*, causing the caster's voice to boom, lightning to shoot from their fingertips, arcane symbols to float in the air, having ripped abs, etc. Although it looks impressive, it does not have any real application, although it might help one convince others that they are a powerful spellcaster. This can also be used to make the caster's next spell cast until the end of the caster's next turn more impressive than it normally would be; if so, this can be cast as a swift action instead of a standard action.

## SHADOW PUPPETS

**School** illusion; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** S, F (a source of light)

**Range** 5 feet

**Effect** visual figment that cannot extend beyond 5 feet

**Duration** concentration

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

This spell functions like *silent image*, but can only produce shadows on two dimensional surfaces, such as walls or floors.

## TAILFUL POLYMORPH

**School** transmutation (polymorph); **Level** alchemist 0, bard 0, cleric/oracle 0, druid 0, magus 0, paladin 1, ranger 1, shaman 0, sorcerer/wizard 0, summoner 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, F (a plush, doll, or similar representation of a mammal)

**Range** touch

**Target** creature touched

**Duration** instantaneous (willing) or 24 hours (unwilling)

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

The target instantaneously grows a luxurious tail (and optionally other features), matching the animal represented by the spell's focus. If the target already possesses animalistic features, you may instead choose to improve the fluffiness of these features, change the apparent species of these features (A catfolk's tail becomes a kitsune's tail, for example), change the coloration, or simply remove any or all of the animalistic features (removal always lasts for 24 hours, regardless of the willingness of the target).

A creature who gains a tail from this spell, or whose natural tail has been enhanced, can wrap themselves or another this tail to ward against winter's chill; the wrapped creature suffers no harm from being in a cold environment, and can exist comfortably in conditions as low as -50° F without having to make fortitude saves. This does not provide any protection from cold damage, nor does it provide protection against other environmental hazards associated with cold weather.

## TAILFUL POLYMORPH, GREATER

**School** transmutation (polymorph); **Level** alchemist 1, bard 1, cleric/oracle 1, druid 1, magus 1, paladin 2, ranger 2, shaman 1, sorcerer/wizard 1, summoner 1, witch 1

This spell functions like *tailful polymorph*, except it also grants a +1 competence bonus on a skill based on the animal features granted or enhanced (with no other mechanical benefit, such as low-light vision or natural attacks). These bonuses last for 24 hours, and with only one bonus per cast.

- *Ears*: Perception checks to hear
- *Eyes*: Perception checks to see
- *Feet*: Stealth checks to move silently
- *A single fang*: Diplomacy checks to influence attitude.

This spell may be made permanent with a *permanency* spell

## NEW VEIL

### DRUNKARD'S SASH

**Descriptors**: none

**Class**: Any

**Slot**: Waist

**Saving Throw**: none

*Originally designed to keep the veilweaver upright as she stumbled home, this veil now assists veilweavers in combat when they pick fights after having one too many drinks.*

While this veil is shaped, the veilweaver takes no penalties from drinking alcohol or being drunk.

Whenever this veilweaver takes a drink (from a potion, alcohol, alchemist extracts, etc), the veilweaver gains temporary hit points equal to twice their character level. These temporary hit points can only be gained once per









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Similar to the *bottle of endless alcohol*, a keg of endless alcohol can produce up to 500 gallons per day without risk and only needs to make checks after every 50 gallons instead of 10. This keg can also be used as a masterwork weapon (and thus, improved on with feats or abilities). Treat the keg as a masterwork greatclub for all purposes when using it as a weapon this way.

A *keg of endless alcohol* costs 1000 gold pieces, plus 100 times the price of the alcohol that it produces. Crafting a *keg of endless alcohol* costs half this amount.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> see text
----------------------------------	----------------------

Craft Wondrous Item, *create water, enhance water*

<b>Marobo</b>		<b>PRICE</b> 2,500 gp
<b>SLOT</b> none	<b>CL</b> 1st	<b>WEIGHT</b> 5 lbs.
<b>AURA</b> faint evocation and transmutation		

A particularly lazy apprentice named Marobo once needed a way to keep his room and laboratory clean enough for his exacting master. His solution was a tiny disk, about a foot and a half across and six inches thick, which would gradually travel across his floors and clean them by itself without needing his attention, giving him time for other entertainments. He named it after himself, and to this day apprentices make them for not only themselves, but for some well-to-do families as well.

The *marobo* is simple in function. It pushes itself on several small wheels until it gets to a dirty five-foot square, at which point it uses *prestidigitation* and *mage hand* to clean that area over the course of two rounds. This includes neatly stacking up light items up to five pounds apiece (up to and including plates and clothes). Once it has done all it can, it moves to an adjacent dirty space if any or in the direction it was moving if not until it finds more to clean. It can move around barriers such as furniture with ease, and turns if it encounters a wall it can't get around. Left alone, it can clean 250 squares each day (6,250 square feet).

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 1,250 gp
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Craft Wondrous Item, *prestidigitation, mage hand*

<b>Marobo, Greater</b>		<b>PRICE</b> 52,500 gp
<b>SLOT</b> none	<b>CL</b> 5th	<b>WEIGHT</b> 5 lbs.
<b>AURA</b> faint evocation		

## Marobo Familiars

Anyone able to acquire a familiar can choose to make a *marobo* their bond. Masters of a *marobo* familiar gain the ability to automatically roll Perception to spot secret doors within 10 feet, whether or not they are actively searching for them. *Marobos* serving as familiars still love to clean anything they can, but are more directed about it.

One enterprising wizard wanted to one up that uppity apprentice Marobo, and so added a couple of features to his own cleaning automaton. He wanted it to do walls, ceilings, and even windows. To compensate for the increased surfaces, he made it work much faster than before. Of course, these changes ended up meaning he needed to make it able to fix things it would occasionally break in its haste.

The *greater marobo* works much like the regular version, but will climb vertical surfaces and clean even non-horizontal surfaces. It also works eight times faster, cleaning and organizing a ten-foot square every round. Finally, it will cast *mending* to fix any broken items it comes across (or accidentally breaks), though this will keep it from cleaning anything else for the ten minutes that takes.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 26,250 gp
----------------------------------	-----------------------

Craft Wondrous Item, *haste, mage hand, mending, prestidigitation, spider climb*

<b>Monstrous Manuscript</b>		<b>PRICE</b> 1,000 gp
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint divination		

The *monstrous manuscript* is an extensive recording of information about the various beasts, enchanted to keep itself up to date. Anyone who spends an hour reading the monstrous manuscript is able to make Knowledge checks to identify creatures and their abilities untrained, and with a +2 bonus to the checks. These bonuses last for 24 hours.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 5,000 gp
----------------------------------	----------------------

Craft Wondrous Item, *hunter's lore*

<b>Plushie Powder</b>		<b>PRICE</b> 50 gp
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> —
<b>AURA</b> faint transmutation		

Created by an adventuring father who thought some of the monsters he slew would make great stuffed toys for his kids if they were smaller, *plushie powder* spread like wildfire in the community of adventuring parents. One dose of the powder is enough to shrink a deceased creature, regardless of size, down to a Tiny-sized, stuffed version of itself. The plushie created by this effect still counts as a corpse for magical purposes, and if animated or resurrected it returns to its normal size and composition.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 25 gp
----------------------------------	-------------------

Craft Wondrous Item, *sculpt corpse*

<b>Plushie Powder (Infinite Bag)</b>		<b>PRICE</b> 500 gp
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint transmutation		



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The success of *plushie powder* spurred mages to create a more reliable source of the powder for longer adventures. No longer would a parent be forced to decide "Is this monster cute enough to be worth the effort?" Now, with the infinite bag of *plushie powder*, a fresh dose is created every day. However, this quick brand doesn't hold its magic as efficiently, and expires if not used within 24 hours.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 250 gp</b>
----------------------------------	--------------------

Craft Wondrous Item, *sculpt corpse*

<b>Pocket Assistant</b>		<b>PRICE</b> 17,500 gp
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate universal		

Meant to consolidate many other tools into one, this is a small rectangle of glass and metal, about two and a half inches by six. All are attuned to the same astral frequencies, allowing them to cooperate easily together as long as you know the unique title of any given one (typically the name of its owner, or else a short string of numbers) and they are on the same plane of existence. Some rare examples, costing five times as much, are able to ignore this limit. Most who make these also stamp the back with a personal symbol to identify who manufactured it, such as an image of a construct, a letter, or even a piece of fruit.

Users who know how to address each other's devices can send each other brief, written messages in any language they know, which appear as writing on the glass side of the *pocket assistant*. They may also be used to converse by speech. Each also contains the equivalent of a *blessed book*, allowing users to record notes, sketches, or even spells. Finally, they each contain a basic intelligence meant to assist the user. They are intelligent items that speak Common, possessing mental ability scores of 10 each, neutral alignment (though it does not bestow negative levels on non-neutral users), and one rank each in all Knowledge, Craft, and Profession skills.

The *pocket assistant* has 20 charges, and regains all charges each morning at dawn. Keeping it active for one hour includes all of the above, and consumes one charge.

All *pocket assistants* have two more functions, which consume one charge each. First, a small aperture on the back can emit light, as the *light* spell, for one minute. Second, the user can command it to capture an image of what that aperture is pointed at as a swift action. This image uses up one page of the *blessed book* function until erased. Most *pocket assistants* are also equipped with additional functions.

Using a pocket assistant is distracting. Users take a -2 penalty on all Wisdom-based skill and ability checks while using any of its functions and for one minute afterward.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST 8,750 gp</b>
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Craft Wondrous Item, *light, message, prestidigitation, secret page*

## POCKET ASSISTANT APPS

Pocket assistants can have the following apps installed.

**Ack:** Costs 2000 gp. In order to assist others, this function allows the user to post messages about a location, whether it's a shop, a service, or even a particular stretch of woods. It even comes with a simple one to five rating system and lets users see the average a place has received. Posting a message takes one charge, as does researching a particular place. Installation of this function costs 1000 gp, and requires knowledge of the *augury* spell.

**Amusements:** Costs 1000 gp. When one needs to just pass the time or otherwise occupy someone, one merely needs to start up the Entertainment function. This uses one charge to replicate the hallucination, intoxication, lucid dream, or sleep effects of a *polypurpose panacea* spell (CL 1st) on the user. Installation of this function costs 500 gp, and requires knowledge of the spell *polypurpose panacea*.

**Daniel's Roster:** Costs 1000 gp. Meant as a simple exchange for goods and services, but allows so much more. This function allows its users to post a brief message viewable and sortable by anyone else with it. The most common use is to advertise and sell whatever the adventurer has to spare, but it can also be used to request assistance or make other such offers, such as bounties. Posting such a message consumes one charge, but the user can view any messages posted by people within 50 miles as long as the device is on. Because it runs on a spell integral to the *pocket assistant*, this is very commonly found already installed on them. Installation of this function costs 500 gp and knowledge of the *message* spell.

**Extra Pages:** Costs 10,000 gp. For users who easily fill their *blessed book* pages with pictures, notes, spells, or other such, this expands it by adding another thousand pages. Installation of this function costs 5,000 gp and knowledge of the *secret page* spell.

**Locate Myself:** Costs 2,500 gp. If you're the type to get lost in your own closet, this was made to assist you. By expending one charge, the user can do one of four things. First, they can determine what direction is North. Second, they can mark their location (as an invisible *arcane mark*), which assists the third function. Only one of these special marks can exist at a time for any given *pocket assistant*, creating a new one causes the old one to disappear. Third, they can determine distance and direction to their mark, or to a mark that has been preset at the center of the plane they are on. Fourth and finally, if they know the unique title of a different *pocket assistant*, they can learn the distance and direction to it. This is most often used to help recover it if it is lost or stolen. Installation of this function costs 1,250 gp and requires knowledge of the know direction and *arcane mark* spells.

**Heft:** Costs 5,000 gp. Created by a wizard frustrated by the inefficiency of adventurers always hogging the magic carpets, this addition allows *pocket assistant* users to share them. By expending one charge, the user can call for a 5-by-10 *carpet of flying* to come to his location within the hour. It will take the user to any destination within ten miles



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before flying away, including any gear (or other passengers) that can fit. Installation of this function costs 2,500 gp and requires knowledge of the spell *overland flight*.

**Necromancy MOVE:** Costs 100,000 gp. This is what happens when soul collectors get bored. By pointing the aperture at a creature, the user can cast *trap the soul* as the spell by expending eight charges. This is limited to the spell completion variant (save DC 22). Soul gems created this way are automatically attached to the pocket assistant with a short thread, and all appear as red-and-white spheres. Installation of this function costs 50,000 gp and requires knowledge of the spell *trap the soul*.

**To Rain or Not To Rain?:** Costs 2,000 gp. Put together by a bard who got sick of performances getting cancelled, this function allows the user to predict the weather for the next several days. By expending one charge, the user can cause the glass side of the *pocket assistant* to show what the weather will be at his current location for the next week. This isn't perfect, though, and can't account for things like butterflies flapping their wings a thousand miles away, so it has a 10% chance of being wrong for the current day. For every day further out the user tries to predict, this increases by 10%. Installation of this function costs 1,000 gp and requires knowledge of the *read weather* spell.

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