



MARIE CURIE
1867 CE

OSH TISCH
1854 CE

MARY SHELLY
1797 CE

ELIZABETH BATHORY
1560 CE

JOAN OF ARC
1412 CE

SAINT CLARE
1194 CE

BOUDICCA
60 CE

HATSHEPSUT
1507 BCE

HER STORY

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



LETTERS FROM THE FLAMING CRAB

HER STORY

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Letters from the Flaming Crab is a monthly series of Pathfinder-compatible supplements. Each Letter focuses on exploring a different topic to give gamemasters and players new, exciting options that can be dropped into any campaign.

Coming in April: **Taking a Bath**

Coming in May: **County Faire**



My Bella,

You know me. I like to express myself through my food, not my words. But, you know, since I can't send you a lasagna right now, this will have to be the next best thing. I miss you and little Antonia more than you can possibly know. Without you both, my cooking never seems to be the same. The crew, they don't seem to notice but I can tell. Without you, every dish I make tastes bland and ordinary, like it was made at Gino's down the street. With you, my food rivals that of any restaurant in Italy. At least, until that goon Mussolini muscled his way to power. Each breath the man blows out makes good bread go flat and good sauce refuse to boil.

I pray every night that you're both well and I... well, like I said. I'm no good with words. I also don't get a lot of room here. We each only have one sheet of paper for our letters home, so let me get right on to telling you a story. I was in the officer's mess rolling out some pie crusts when I overheard a conversation between the captain and another lady. I know! I know!

Eavesdropping's a bad habit, but I couldn't help myself. Captain Shell was chatting up a woman we picked up at a foreign port named Lady Marina. She's some kind of priestess to a pagan goddess or something but she ain't bad once you get to know her, I guess.

Anyway, the priestess says, "I'm a rare exception, actually. In my homeland, women aren't allowed to own property. Things are obviously different where you come from?"

"Quite true!" Captain Shell replied. "Of course, it was not always that way. After the First World Conflict, the male population was so depleted our country had no choice but to put women to work in positions men once held. We were treated poorly at first, of course. Lesser wages. Still without the right to vote. And so women organized across the country and went on strike. The entire nation came to a standstill. Factories shut down. Farms stopped producing food. Offices went silent. Only for a day, mind you, but it struck terror into the hearts of men everywhere. The Great Suffragette Strike of 1919 became one of the most remarkable moments in our history, really. In 1920, our congress passed a number of reforms, including enshrining the right of women to vote in our Constitution."

"Remarkable!" Lady Marina exclaimed.

"Oh, indeed. Many is the day I have thought about the women who came before me. Of Carrie Chapman Catt and Alice Paul, who led the Great Suffragette Strike so that I might vote. Or of Loretta Walsh, who became the first female petty officer in the Navy in 1917. Or Doctor Curie, whose work in chemistry and magic made possible the engine that holds the Flaming Crab aloft. Or, indeed, of every woman who came before me. Truly, Lady Marina, I have been blessed. Without the thousands of women who led the charge, I would not be captain of this fine vessel."

Now, Bella, you know I was nervous about serving under a woman, but Captain Shell, she's been smart and kept us alive. The other women in our crew, they've all been professional and worked hard. I've kept them fed. They've kept me safe. And that's made me think.

I want you to take my recipe book out of the safe. The special one I was saving for when I came back and opened up my own restaurant. I want you to give it to Antonia. She always tells me she wants to be a chef, just like her papa, and I always tell her that's a man's job. I'm ashamed of that now. You give her that recipe book and you tell her that when her papa comes home, she'll be in the kitchen of our new restaurant right alongside him.

I love you both.

Giuseppe

Welcome to Letters from the Flaming Crab! When I found Chef Giuseppe's letter in the stack of papers accidentally sent to me from the UCS Flaming Crab, it made me think of the remarkable women of our own world. All too often their accomplishments are erased from history either deliberately or due to unconscious bias and focus on the accomplishments of men.

We decided to correct that in our own way, by using our March (which is a month dedicated to celebrating women in history) Letters from the Flaming Crab to tell the stories of some remarkable real world women and offering gaming material inspired by them. With the exception of my introduction, every word of this book was written by four talented and amazing women who are exceptional creators and gamers.

And to make sure we don't forget, RPGs owe a great debt to a number of amazing women. So, a shout out to some of the greatest creators in gaming: Margaret Weis (Dragonlance), Hilary Doda (Heavy Gear), Jennifer Hartshorn (Wraith: the Oblivion), Laura Hickman (Ravenloft), Michelle Lyons (Shadowrun), Lisa Stevens (Pathfinder), Liz Courts (Pathfinder), Lee Gold (Alarums & Excursions), Ann Dupuis (FUDGE), Jessica Price (Pathfinder), and many more. This book is dedicated to all of you.

Thank you so much.
J Gray

Countess Elizabeth Báthory de Ecsed (1560 - 1614 CE)

"Do I look like someone who cares what God thinks?"
attributed to the Countess Báthory de Ecsed

Born into the Hungarian nobility, Elizabeth Báthory wed Count Ferencz Nadasdy at the age of fifteen as part of an arrangement made by her parents. As the Count's social superior, the new Countess refused to change her last name and remained a Báthory. Together the couple would eventually have four children. During her reign, Elizabeth had the reputation for being a cold, harsh woman, especially when she had to rule over her husband's lands while he was at war, and later after he passed.

It was near the time of Nadasdy's death in 1604 that rumors about the Countess torturing and murdering young women began to crop up and spread. In early 1610 evidence and testimonies began to be collected in order to expose Elizabeth. Estimates on the number of women she tortured and murdered range everywhere from the a few dozen to around 650, though the official count is fixed at 80. There were numerous claims made as to what the torture actually consisted of, including stitching mouths closed, branding with hot objects, and bloody beatings. Rumors spread that she bathed in the blood of her victims to retain a youthful appearance.

The Countess was arrested at the end of 1610 and, after a trial, bricked into her chambers. Elizabeth Báthory died there in 1614. Although she was found guilty, some historians believe the Countess was a victim of political machinations, that evidence against her was either exaggerated or manufactured, and that the large number of testimonies were the result of moral panic, hearsay, and intimidating, even torturous interrogation techniques. Regardless, the name of Elizabeth Báthory has gone down in history, along with her nickname: The Blood Countess.

Blood Inquisition

Blood holds the power of the creature in which it resides. By draining the blood of your deity's enemies, you drain their power.

Blood Drinker (Sp) At 1st level the inquisitor gains the ability to extract blood from a helpless or newly dead opponent (an opponent that has been dead for less than one minute) as a full-round action. Roll 1d3 to determine how many vials are collected from the victim. The inquisitor can collect up to 3 + ½ her class level blood vials per day. Blood vials are only viable for one day. Additionally, the inquisitor can draw and consume one of these blood vials, as a move action, to heal herself. Upon drinking the vial, the inquisitor gains a number of hit points equal to the number of hit dice possessed by the creature the blood was collected from. The inquisitor cannot confer this ability on another or use blood collected by another for healing.

Bloodthirsty (Sp) At 6th level, the inquisitor can use *touch of bloodletting* (DC 15) as a spell-like ability a number of times per day equal to 3 + her Wisdom modifier. Upon successfully causing the opponent to bleed using this ability, the inquisitor gains a +1 to attack and damage against that opponent until the bleeding is stopped.



Queen Boudicca

(unknown to approx 61 CE)

"If you weigh well the strengths of our armies you will see that in this battle we must conquer or die. This is a woman's resolve. As for the men, they may live or be slaves." attributed to Queen Boudicca

English schoolchildren still learn of the barbarian queen who drove the Romans back to the sea, then poisoned herself and her daughters to avoid capture. Boudicca was the wife of the Iceni king, Prasutagus, who allied with Rome in order to keep his lands. He ruled over what is now East Anglia in the east of England.

When Prasutagus died in 60 CE, his estate and crown passed to his wife. The Romans, citing their laws that women could not inherit such things, used this as an excuse to seize the Iceni lands and turn them from allies to vassals. Boudicca fought them - and according to legend, they flogged her and raped her daughters. She responded to this (and to other atrocities against her people) by summoning an army and personally leading them into battle whilst riding her chariot, destroying Camulodunum (Colchester), Londinium (London) and Verulamium (St. Al-

bans), killing over 80,000 people and nearly driving the Romans from the island. She was defeated by the Roman governor at Watling Street and poisoned herself rather than be captured.

A different contemporary account suggests that the war was fought over a loan and Boudicca died in battle rather than poisoning herself. The first account, by the famous historian Tacitus, is generally considered to be more accurate.



The War Queen's Chariot

Aura moderate conjuration; **CL** 10th

Slot none; **Price** 91,000 gp; **Weight** 1 lb (while reduced in size)

DESCRIPTION

This Tiny silver statue of a chariot is adorned with sigils of royalty. Once per day, as a full-round action, the statue can be transformed into a full-sized heavy chariot complete with four horse-like creatures in a team to pull it. The queen's chariot has all the normal qualities of a heavy chariot. The chariot and team are considered a single entity with an AC of 19 (-2 size, +6 natural armor, +5 Dexterity), and 30 hit points. The chariot and its team can ride over sandy, muddy, or swampy ground and over water as if it were normal terrain. The war queen's chariot remains in full-sized form for 1 hour, until it is reduced to zero hit points, or until it is reverted back into a statue by its owner. If the chariot is moving and has passengers when it reverts back into a statue those aboard are subjected to a crash (treat as wrecked).

The war queen's chariot also amplifies natural leadership ability and creates a point around which allies can rally. If the chariot's rider possesses the Leadership feat or the tactician class ability, all allies of the rider gain a +2 morale bonus on attack rolls, saves, and skill checks for as long as they can see both chariot and rider. If the rider is the commander of an army engaged in mass combat, add +1 to the individual CR for the purposes of calculating ACR, DV, and OM instead.

CONSTRUCTION

Requirements Craft Wondrous Item, *heroism*, *phantom chariot*; **Cost** 45,500 gp

Saint Clare of Assisi

(1194 - 1253 CE)

"Blessed be You, O God, for having created me."

Saint Clare's dying words

Despite being born into a noble Italian family, Clare (born Chiara Offreduccio) desired nothing more than to dedicate herself to prayer and divine service from an early age. At eighteen years of age, inspired by the preachings of Saint Francis (then the leader of the Franciscan Order), Clare fled her home and an arranged marriage to join Francis in a life of poverty and austerity. Her father attempted to drag her home by force but Clare clung to the altar in her church and refused to go, declaring she would have no husband but Jesus Christ.

In time, Clare founded her own order of nuns, the Order of Poor Ladies (later Order of St. Clare) and became Abbess of San Damiano, the central house of a network of women's religious houses, in 1216.

Clare is remembered for her piety and miracles (it is said that her prayers saved Assisi from invaders twice) as well as for the force of her personality: the Order of Poor Ladies was a self-regulated female community governed by rules written by Clare herself, a rarity in the Middle Ages. Clare's order served as a refuge and educational center for girls and women who wished to escape from violence and oppression.

Clare was canonized two years after her death and the Catholic Church designates her as the patron saint of eye disease, goldsmiths, laundry, and television. Her Order now numbers more than 20,000 sisters worldwide, including both members active in their communities and those living in seclusion and meditation.



Cenobite (Inquisitor Archetype)

A cenobite (also said a friar or nun) is a charismatic priest, often part of a cloistered or mendicant order, endowed with knowledge and eloquence to convert new believers and monsters alike with the force of her word and faith alone.

Class Skills The cenobite's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha). This modifies the inquisitor's class skills.

Weapon and Armor Proficiency A cenobite is proficient with the battle aspergillum, club, light mace, quarterstaff, and sling. Cenobites are not proficient with any armor or shields. This modifies the inquisitor's weapon and armor proficiencies.

AC Bonus (Su) A cenobite's deity protects her from damage as long as she is unarmored and unencumbered. A cenobite adds her Wisdom modifier (minimum 0) to her AC and his CMD. In addition, a cenobite gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 levels thereafter (to a maximum of +5 at 20th level).

These bonuses to AC apply even against touch attacks or when the cenobite is flat-footed. She loses these bonuses when immobilized or helpless, when she wears any armor, carries a shield, or when she carries a medium or heavy load.

Authoritative of God (Ex) At 1st level, a cenobite receives a morale bonus on all Diplomacy and Sense Motive checks equal to $\frac{1}{2}$ her level (minimum +1). This ability replaces stern gaze.

Blessed Lore (Ex) At 1st level, the cenobite adds her Wisdom modifier on all Knowledge skill checks in addition to her Intelligence modifier. This ability modifies monster lore.

Sacred Performance A cenobite gains the bardic performance ability at 1st level. Her cenobite levels stack with levels in any other class granting this ability to determine her effective bard level. The ability is similar in all respects to bardic performance, including interactions with feats, spells, and prestige classes. However, a cenobite gains only the following types of bardic performance: fascinate at 1st level; inspire competence at 3rd level; suggestion at 6th level; soothing performance at 12th level; and mass suggestion at 18th level. A cenobite cannot use the destruction, justice and smiting judgments.

Pillarist's Skill (Ex) At 2nd level, a cenobite adds half her level on Survival skill checks made to survive in the wilderness, and can use Survival for foraging in urban environments too. This ability replaces track.

Bonus Feats Each time a cenobite could select a bonus teamwork feat, she can instead select a metamagic feat, an item creation feat, the Virtuous Creed feat, or a feat that influences performance and has a minimum number of bard level as a prerequisite. The cenobite must meet the prerequisites for these feats. For the purposes of these feats, she treats her cenobite level as her bard level. This modifies teamwork feats.

Merciful Weapon (Su) At 5th level, a cenobite can imbue one of her weapons with the *merciful* weapon special ability as a swift action. This ability only functions while the cenobite wields the weapon. If dropped or taken, the weapon resumes granting this ability if it is returned to the cenobite before the duration expires. This ability lasts for a number of rounds per day equal to the cenobite's level. These rounds do not need to be consecutive. This ability replaces bane.

Compassionate Weapon (Su) At 12th level, whenever a cenobite uses her merciful weapon ability, she can add to her weapon the *compassionate* ability in addition to *merciful*. This ability replaces greater bane.

Words of Peaceful Intent (Ex) At 14th level, the cenobite can use their faith and force of personality to make others rethink their actions. As a standard action, the cenobite can make a Diplomacy check (DC 10 + the target's hit dice + the target's Wisdom modifier) against a target. If the check is successful, the opponent is stunned for 1 round for every 5 by which she beats the DC. The target must be able to understand the cenobite's words for this ability to work and the effect immediately ends if the target is attacked while stunned. A cenobite can use words of peaceful intent a number of times per day equal to her Wisdom modifier. This ability replaces exploit weakness.

Lenient Judgment (Su) At 20th level, a cenobite can call lenient judgment down upon a foe during combat. Whenever a cenobite uses her judgment ability, she can invoke lenient judgment on a foe as a swift action. Once declared, the cenobite can make a single non-lethal attack against the target (with her *merciful* weapon, for example). If the attack hits, it deals damage normally and the target must make a Will save or surrender immediately. The DC of this save is equal to 10 + $\frac{1}{2}$ the cenobite's level + her Wisdom modifier. If the creature fails its roll, it becomes charmed, as if the cenobite had cast *charm monster* on it with a caster level equal to her class level. This charm lasts until the duration expires or the cenobite dismisses it. Regardless of whether or not the save is made, the target creature is immune to the cenobite's lenient judgment ability for 24 hours. This is a mind-affecting ability. Once this ability has been used, it cannot be used again for 1d4 rounds. This ability replaces true judgment.

New Virtuous Creeds

These new creeds can be selected by characters with the Virtuous Creed feat.

Abstinence

Creed You must not eat and drink more than enough to be sated and healthy. You cannot make use of intoxicating substances. You must observe fasting or moderation in eating and drinking during sacred days.

Benefit You double all periods of time indicated when resisting damage from lack of food and water. When you suffer nonlethal damage from starvation or thirst, you are not fatigued.

Chastity

Creed You must not indulge in any kind of sexual and romantic activity. You must dress with modesty and can never be seen unclad. You must not touch or be touched by anyone with romantic or sexual intentions.

Benefits You add $\frac{1}{2}$ your Charisma bonus on Will saves in addition to your Wisdom modifier.

Obedience

Prerequisite 1st level divine caster or member of a cloistered order

Creed You must obey your superiors' orders, even if this means disadvantages for you or your allies. Most good and neutral faiths won't ask their clergy to obey self-destructive or unreasonable orders. If a superior issues such an order, or one beyond his power to ask or against the tenets of the faith, disobeying may not mean breaking the vow. In fact, a virtuous priest may be requested to disobey in such cases (GM's discretion).

Benefits You gain a +2 bonus on Diplomacy checks with members of your church.

Peace

Creed You must not take arms except to defend yourself or others. If threatened, you must try to parley with your foes and persuade them not to fight. You must always give an opponent the option to surrender.

Benefits You gain a +2 bonus on saving throws when fighting defensively and +1 on the DC of spells you cast defensively. Also, your AC bonus when fighting defensively increases to +3 instead of +2.

Poverty

Creed You must not possess or display useless wealth. You must discard every unnecessary item and give superfluous money in charity. You must not become attached to material things.

Benefits You gain a +4 bonus on Will saves against compulsion effects.

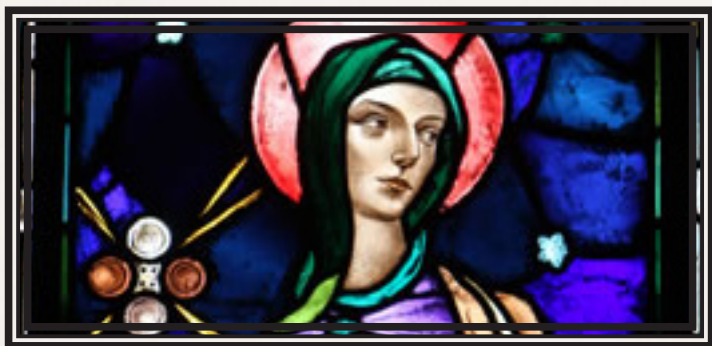
Doctor Marie Curie

(1867 - 1934 CE)

"I am among those who think science has great beauty. A scientist in his laboratory is not only a technician: he is also a child placed before natural phenomena which impress him like a fairy tale." **Marie Curie**

Marie Curie was born in Warsaw in the Kingdom of Poland. When she was young she received some scientific training from her father, in addition to attending local schools. In 1891, Madame Curie left for Paris to continue her education and obtained degrees in both physics and mathematics. In 1903, she was named a Doctor of Science from the University of Paris. It was in France that she met and married Pierre Curie, a fellow scientist. Together they pursued experiments that resulted in the isolation of both polonium and radium. Her work earned not one, but two Nobel Prizes. The first was in Physics and jointly awarded to her and Pierre in 1903. In 1911 her second Nobel Prize was awarded in Chemistry. Both awards honored her research in the area of radioactivity.

During World War I, Dr. Curie developed mobile radiography units, known as petites Curies, to assist battlefield surgeons on the front lines. Tragically, the high amount of radiation that Madame Curie was exposed to during her research was ultimately the cause of her death in 1934. To this day, many of her original papers are kept in lead-lined boxes due to their high concentration of radioactive contamination.



New Discoveries

Please note these discoveries are marked with an asterisk (*) and, thus, cannot stack with other bomb related discoveries.

Radioactive Bomb*

Benefit When the alchemist creates a bomb, she can choose to include a radioactive substance. Creatures that are directly hit with the bomb must succeed at a Fortitude save or suffer additional radiation damage equal to the bomb's splash damage one round later.

Half-life*

Prerequisite Radioactive Bomb

Benefit The alchemist's radioactive bombs now have a half-life. Creatures that are directly hit with the bomb must succeed at a Fortitude save or suffer additional radiation damage equal to the bomb's splash damage the first round after being struck by the bomb and additional radiation damage equal to the 1/2 the bomb's splash damage (minimum 1) the second round after being struck by the bomb.

Alpha Decay*

Prerequisite Radioactive Bomb

Benefit The alchemist's radioactive bombs now burn exposed skin. Creatures that are directly hit with the bomb will suffer burns on exposed skin causing an additional 1d6 points of fire damage. Creatures hit by the bomb's splash damage that do not make their Reflex save suffer an additional 1d3 points of fire damage.

Beta Decay*

Prerequisites Alchemist 8, Radioactive Bomb

Benefit The alchemist's radioactive bombs now release beta particles that damage the cellular structure of organic beings. Creatures that are directly hit with the bomb do not suffer hit point damage. Instead, they must succeed at a Fortitude save or take 1d4 points of damage to a random ability (1: Strength, 2: Dexterity, 3: Constitution, 4: Intelligence, 5: Wisdom, 6: Charisma). Creatures that suffer splash damage from the bomb take 1 point of damage to a random ability instead of hit point damage.

Gamma Decay*

Prerequisites Alchemist 12, Radioactive Bomb

Benefit The alchemist's radioactive bombs now release harmful gamma rays. Creatures that are directly hit with the bomb need to succeed on an immediate Fortitude save or suffer 1d6 points of Constitution damage in addition to becoming nauseated for 1d4 rounds. Creatures that take splash damage need to make an immediate Fortitude save to avoid 1d2 points of Constitution damage in addition to becoming sickened for 1 round.

Greater Gamma Decay*

Prerequisites Alchemist 16, Radioactive Bomb, Gamma Decay

Benefit The alchemist's radioactive bombs now release a greater amount of harmful gamma rays. Creatures that

Radioactivity

There are multiple ways to handle radioactivity in role-playing games. One approach is to treat radiation as something akin to a poison or disease. In this book, we have chosen to take a more "science fantasy" approach and treat radiation as a new damage type. The new character options and items inspired by Doctor Curie were written with the idea that radiation is another "energy" in a fantasy world, much like cold, electricity, fire, cold, or sonic. Any spell or ability that can oppose an energy type, such as *resist energy*, can choose radiation as its subject. Gamers might even wish to expand on this idea, turning radiation into a spell descriptor or even an elemental force with its own plane of existence. Some creatures, such as aberrations, might be immune to radiation damage at the GM's discretion.

are directly hit with the bomb need to succeed on an immediate Fortitude save to avoid 1d6 points of Constitution and Strength damage in addition to becoming nauseated for 1d6 rounds. Creatures affected by splash damage must also make an immediate Fortitude save to avoid 1d4 points of Constitution and Strength damage in addition to becoming sickened for 2 rounds.

New Grand Discovery

Atomic Bomb*

Prerequisites Grand Discovery, Radioactive Bomb, Alpha Decay, Beta Decay, Gamma Decay

Benefit The alchemist has discovered the ultimate expression of the radioactive bomb. The area of effect of the atomic bomb is increased to a 15 ft. radius from the site of detonation. Creatures within 5 ft. of the detonation point are affected as though directly hit with the alpha decay, beta decay, and gamma decay discoveries. Creatures within 10 ft. are affected as though directly hit with the beta and gamma decay properties. Creatures within 15 ft. are affected as though directly hit with the gamma decay property. Creatures outside of the 15 ft. radius but within 30 ft. of the site of detonation suffer splash damage as if the alchemist had thrown a basic bomb.

New Weapon & Armor Options

Radioactive

Aura faint necromancy; **CL** 5th; **Price** +1 bonus

DESCRIPTION

Weapons with the radioactive property emit a sickly yellow-green glow. A successful hit with a radioactive weapon deals an extra 1d6 points of radiation damage 1 round later. The radiation does not harm the wielder of the weapon.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *toxic gift*; **Cost** +1 bonus

Lead (special material)

Items lined with lead have the ability to withstand radiation damage. Armor lined with lead offer radiation resistance based on their type. Light armor gains radiation resistance 5, medium armor gains radiation resistance 10, and heavy armor gains radiation resistance 15. Weapons lined with lead become immune to radiation damage. Because of its extreme density when compared to other metals, increase the weight of item lined with lead by 50%, reduce any armor's maximum Dexterity bonus by 2, and increase the armor check penalty by 1. Lead-lined items cost 10% more to buy or craft.

Leaded Glass (special material)

This tempered, yellow glass coating creates armor that is able to withstand radiation damage. Armor coated with leaded glass grants the wearer radiation resistance 5. Leaded glass doubles the cost of the armor but does not add to the weight of it. Leaded glass armor can be worn by druids.

New Trait

Chemist

You enjoyed tinkering and experimenting from a very young age. Many hours were spent with your chemistry set mixing chemicals and causing small explosions. As a result you may increase the DC by 1 for saves made against splash damage from your bombs.



Hatshepsut

(1478 - 1458 BCE)

"I have restored that which was in ruins, I have raised up that which was unfinished..."

attributed to Hatshepsut

Hatshepsut is one of the three famous female Pharaohs of Egypt (the other two being Nefertiti and, of course, the last Pharaoh - Cleopatra). As pharaoh, Hatshepsut demanded she be treated as a man. She wore male clothing to fulfill her ceremonial duties as Pharaoh and was depicted as a male in imagery of the time so often that scholars didn't realize she was, in fact, a woman until the 19th century.

Hatshepsut was the daughter of Thutmose I, and the sister-wife of Thutmose II. When her husband-brother died leaving an infant son (by one of his other wives - Hatshepsut herself had only a daughter), Thutmose III, as Pharaoh, Hatshepsut became regent. Not content with this, Hatshepsut made herself Pharaoh after about seven years and declared that she was co-ruler with the boy. The ambitious woman had herself portrayed as a man to help support the legitimacy of her claim and for religious reasons: the Pharaoh had to represent the sun god Ra, who was distinctly male, on Earth. Hatshepsut ruled Egypt for twenty-one years.

Sometime after her death, monuments to Hatshepsut were vandalized, possibly to smooth the transition of her nephew's heirs to the throne. She was not found in the tomb prepared for her but, according to scholars, was likely moved into the tomb of her wet-nurse.

Hatshepsut renovated fallen temples and raised the four granite obelisks at the temple of Amun at Karnak. She ruled during Egypt's golden age, and often spoke of her "rekhyt" - meaning the common people of Egypt, whose opinion she cared about more than most rulers of the time.

Noble Priest (Paladin Archetype)

A member of the aristocracy who becomes a leader among the clergy, the noble priest uses her divine calling to prove her temporal calling as tactician and leader.

Presence (Ex) At 2nd level, a noble priest projects both presence and purpose. She adds 1/2 her paladin level to Bluff, Diplomacy, Intimidate, and Perform checks. This ability replaces divine grace.

Inspiring Light (Su) At 4th level, the noble priest becomes a symbol of inspiration to her allies and companions. As long as she is clearly visible, all allies within 60 ft. receive a +2 morale bonus on saving throws against fear and a +1 morale bonus on attack rolls made as part of a charge. At 10th level, and every five levels thereafter, these bonuses increase by +1. In addition, if an ally or companion under the effects of inspiring light worships the deity that has empowered the noble priest, their weapons are treated as magical for the purposes of overcoming damage reduction. This ability replaces channel positive energy.

Joan of Arc (1412 - 1431 CE)

“Since God had commanded it, it was necessary that I do it. Since God commanded it, even if I had a hundred fathers and mothers, even if I had been a King's daughter, I would have gone nevertheless.” **Joan of Arc**

Joan (Jeanne d'Arc), “The Maid of Orléans”, was the daughter of poor French peasants. At the time, France and England were locked in the Hundred Years' War, a series of conflicts fought for control of France. By 1428, the French were without a king to unite them against the English invasion.

As an adolescent, Joan began to experience vivid visions of saints proclaiming her to be the savior of France. Believing these visions to be sent by God, Joan set off on a journey to meet the Dauphin -then regent but not yet king- in order to encourage him to claim the throne. The future Charles VII was amazed by Joan's clairvoyance and piety, and gave her armor and men to command.

With her hair cut short and under an oath of chastity, Joan rallied the French troops and pushed them to victory at Orléans. She was regarded as the perfect symbol of chivalric ideals both as a virgin dame blessed by God to be revered, and as a military commander to follow. In 1430, Joan was captured while on her way to battle. Despite several escape attempts, Joan was eventually spirited away to Rouen, the English headquarters in France. There she underwent a long trial for heresy presided over by clerics loyal to England and her allies. Despite this, Joan's answers during the trial stupefied her interrogators due to their theological skill. Members of the tribunal would later testify that portions of the trial's transcripts had to be falsified to justify a guilty verdict.

Eventually, unable to force a charge of heresy, Joan was convicted of a repeated offense of cross-dressing, something she did while in prison in order to deter rape by her captors. Joan was burned at the stake on May 30, 1431. Her body was burned twice after and her ashes thrown into the river. In 1456, a retrial authorized by Pope Callixtus III was held and Joan was declared innocent of all charges and declared a martyr. In 1920, the Catholic Church canonized her. Joan of Arc is now the patron saint of France, martyrs, captives, and, until it was integrated into the full military, the United States Women's Army Corps.

Visionary (Paladin Archetype)

A visionary doesn't choose to become a paladin; she is

chosen, often unpredictably, and granted strange visions and powers to help the church and her people in times of great distress.

Mystery At 1st level, a visionary chooses an oracle mystery associated with her deity. She adds that mystery's bonus skills to her class skills list. If the visionary already has those skills in her list, she doesn't gain this benefit. In addition, a visionary adds the first four bonus spells from her mystery to her known spells list at 7th, 10th, 13th, and 16th level. These spells cannot be exchanged for different spells at higher levels. If the visionary takes levels in another class that grants a mystery (such as oracle), she does not gain a second mystery but the levels from both classes stack when determining the benefits gained.

At 3rd level, and every 6 levels after that, a visionary paladin selects a revelation from her chosen mystery.

The visionary's effective oracle level for these revelations is equal to her paladin level.

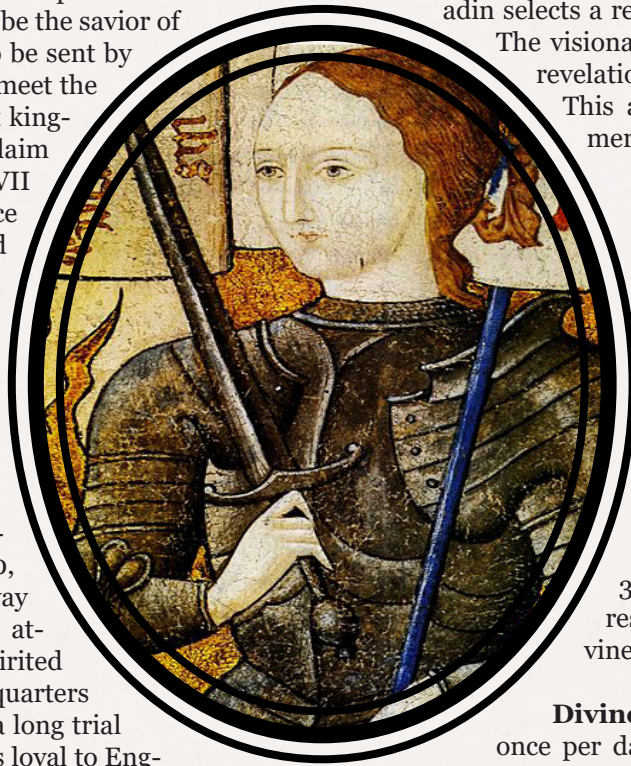
This ability replaces lay on hands and mercy.

Visionary's Curse (Ex) At 3rd level, a visionary gains the oracle's curse ability and must choose a curse. The visionary's oracle level is equal to her paladin level for the purpose of determining the effects of her curse, unless the benefits add additional spells to her list of spells known. If this is the case, she adds these spells to her list of spells known at 6th, 9th, 15th, and 18th level, as 1st, 2nd, 3rd, and 4th level paladin spells respectively. This ability replaces divine health.

Divine Messenger (Su) At 4th level, once per day, a visionary can enter a trance in which she communes with her deity's agents or with the deity itself. This trance lasts for 10 minutes, which must be uninterrupted and during which the visionary can take no other actions. She is considered flat-footed during the trance; any damage taken requires a concentration check to avoid waking up.

When the visionary comes out of her trance, she has gained mystical insight into the future. At 4th level, this insight acts as an *augury* spell with 80% effectiveness. At 6th level, the insight takes the form of a *divination* with 90% effectiveness. At 12th level, the knowledge that the visionary gains is equivalent to a *commune* spell, and at 18th level, to a *vision* with a +25 bonus on her caster level check. None of these spell effects require material components. This ability replaces channel positive energy.

Spells Beginning at 4th level, a visionary casts divine spells drawn from the paladin spell list. She can cast any spell she knows without preparing it ahead of time. Her base daily spell allotment is the same as a bloodrager of



her paladin level.

A visionary's selection of spells is limited. She has the same number of spells known as a bloodrager of her paladin level, and can choose new spells to replace old ones at 8th level and every 3 class levels after that, just as a bloodrager does. This modifies the paladin's spells class feature.

Holy Emissary (Su) At 20th level, a visionary paladin becomes the perfect herald and voice of her deity. Her DR increases to 10/evil. Whenever she uses smite evil and successfully strikes an evil outsider, the outsider is also subject to a *banishment*, using her paladin level as the caster level (her weapon and holy symbol automatically count as objects that the subject hates). After the banishment effect and the damage from the attack is resolved, the smite immediately ends. In addition, she is able to cast *foresight* once per day. This ability modifies holy champion.



Osh-Tisch
(1854 - 1929 CE)

"Yes, a Crow woman fought with Three-Stars on the Rosebud, two of them did, for that matter; but one of them was neither a man nor a woman. She looked like a man, and yet she wore woman's clothing; and she had the heart of a woman. Besides, she did a woman's work. Her name was Finds-Them-And-Kills-Them. She was not a man, and yet not a woman."

Pretty Shield, observer of the Battle of Little Bighorn, about Osh-Tisch (also known as Finds-Them-And-Kills-Them)

Osh-Tisch (translated to Finds-Them-And-Kills-Them) was a Crow nation badé, warrior and spiritual leader who, along with her friend and compatriot The-Other-Magpie, became renowned for her bravery and valor in 1876 during the Battle of The Rosebud against the joined forces of the Cheyenne and Lakota under the command of Crazy-Horse. Osh-Tisch was also renowned for her mastery of many crafts, including dress-making, leatherwork and medicine. Her craft was so respected she personally built the buffalo skin lodge of Crow Chief Iron-Bull.

During the summer of 1876, Osh-Tisch traveled with a group of Crow scouts and warriors acting with the other women present as support for the war-party lead by the Crow chief and war-leader, Plenty-Coups, to meet the U.S. Army detachment under the command of General George Crook.

The two groups met in early June of 1876 at the Tongue River, where under the direction of General Crook, Plenty-Coups lead his group of 130 warriors, known as wolves, up Rosebud Creek to act as scouts for the larger American detachment. Among this group of Crow warriors were two women, Osh-tisch and The-Other-Magpie. While among the Crow tribe it was uncommon for women to join battle, it was not unheard of, particularly if there was good cause. During the battle of the Rosebud, a contingent of American cavalry became cut off from the main force, and would have been lost were it not for the exceptional bravery of the Crow and their Shosone allies, who broke off from their engagement with the Lakota near the main command and charged down the Kollmar to rescue their American allies. It was during this charge that Osh-tisch would earn her name, which translates as "Finds Them and Kills Them".

One of the veteran Crow wolves, Bull-Snake, was wounded by Lakota gun fire and fell from his horse. Seeing an opportunity for great glory, the nearby Lakota charged the wounded Crow. Osh-Tisch immediately dismounted and guarded her downed clansman, firing her Winchester rifle without pause upon the charging Lakota. Meanwhile her fellow woman in battle, The-Other-Magpie, armed only with her coup stick, a small ornamental club, fearlessly charged the approaching Lakota.

The two women not only survived the battle and saved Bull-Snake, they accounted for a full tenth of the scalps collected by the Crow during the battle. When the battle was finished, the Crow returned home, valorous hero(ines).

Sadly, the valor of the Crow was soon forgotten by the Americans, whom after pushing the Lakota Sioux and Cheyenne onto reservations also forced the Crow off their ancestral lands and into reservations. Like so many other tribes, the Crow soon found their traditions, cultures, and people undermined by the Bureau of Indian Affairs. Crow children were taken from their parents, forced into boarding schools far from their clan and families, sometimes never to be heard from again.

Despite repeated attempts to change both her and her people by the white authorities, Osh-Tisch would continue to live as a source of inspiration and spiritual power for her community until her death in 1929.

Báde

A badé was a member of the Crow nation that, though born biologically male, lived as a woman. The badé were held in esteem by the Crow but considered misguided and sinful by many Americans of European descent in the United States. The Bureau of Indian Affairs administrator for the Crow, seeking to “fix” her and other badé, forced them to cut their hair, to wear typical western male attire, to do hard manual labor, and to affect “male” mannerisms. But the Crow would not stand for this. The sitting chief, Pretty-Eagle marched to the Crow agency and ran the administrator off the reservation. Sadly, this did not stop further disastrous attempts by the United States government to “civilize” the Crow and other native nations.

Order of the Crow (Cavalier Order)

A cavalier of the order of the crow devotes herself above all to protecting the honor of her group, cause, clan, or tribe. She is relentless in her pursuit of justice. Her fury is swift and vengeance is her spear.

Edicts The cavalier must seek to further and protect the glory and honor of her tribe. She may never abandon a tribesman, nor fail to provide aid to members of her tribe, clan, or group.

Challenge Whenever an order of the crow cavalier issues a challenge, the target of her challenge takes a -1 penalty to attack rolls and saves versus fear effects. This penalty increases by +1 for every four levels the cavalier possesses. This is a mind-affecting ability.

Skill An order of the crow cavalier adds Heal and Survival to her list of class skills. In addition, an order of the crow cavalier gains a bonus to Intimidate checks equal to ½ her cavalier level against enemies who have wronged her tribe.

Order Abilities A cavalier who belongs to the order of the crow gains the following abilities as she increases in level.

Swift Vengeance At 2nd level, whenever an allied tribesman is struck in combat, an order of the crow cavalier can issue a challenge against her attacker as an immediate action. If the attack that triggers this ability also reduces her allied tribesmen to 0 or fewer hit points, this challenge can be issued as a free action and does not count against her daily limit of challenges.

Fearsome Charge At 8th level, after a successful charge, an order of the crow cavalier can attempt an Intimidate check against her target as a free action with a circumstance bonus equal to her charging bonus. The order of the crow cavalier also gains the Intimidate skill unlocks.

Spirit of Vengeance At 15th level an order of the crow cavalier may draw upon the spirits of her tribe to punish those who have wronged them. Once per day, she can use *spiritual ally* as a spell-like ability with a caster level equal to her cavalier level, using her Charisma modifier in place of her Wisdom modifier. This ally can be ordered as usual, though it will attack the current target of the cavalier's challenge if given no other instructions. An order of the crow cavalier may also choose to sacrifice this spirit to aid a fallen tribesman, acting as *breath of life* with a caster level equal to her cavalier level. It takes one week for the spirit to regenerate. Until it does, the spirit cannot be sacrificed again.

Coup of Great Medicine

Aura Moderate Enchantment; **CL** 5th
Slot none; **Price** 28,000 gp; **Weight** –

DESCRIPTION

This ornate +2 *allying club*, wrapped with colorful thread and crowned with three large feathers, instills hesitation in those it strikes. Any creature struck by the *coup of great medicine* must succeed a DC 15 Will save or be dazed for one round. If the target is currently dazed, shaken, frightened, or panicked, they must succeed a DC 15 Will save or be stunned for one round instead.

CONSTRUCTION

Requirements Craft Magical Arms and Armor, *cause fear, magic weapon*; **Cost** 14,000 gp



New Teamwork Feats

Covering Charge

Your charges are heralded by a rain of shot and fire from your allies.

Prerequisites Point Blank Shot or Power Attack, Combat Reflexes

Benefit You do not suffer the -2 penalty to Armor Class from using the charge action so long as you end your charge within 30 ft. of an ally with this feat who is currently wielding a ranged weapon. Furthermore, when using a ranged weapon, you may use the aid-another action to add to the Armor Class of any ally with this feat within 30 feet.

Improved Covering Charge

The fury of your charges opens opportunities for yourself and your allies.

Prerequisites Point Blank Shot or Power Attack, Combat Reflexes, Covering Charge

Benefit When using the charge action you also grant your charging bonus to attack rolls against the target of your charge to any ally with this feat using a ranged weapon within 30 feet.

Opportunistic Charge

Your reckless charges often leave your opponents vulnerable to your allies' blows.

Prerequisites Point Blank Shot or Power Attack, Combat Reflexes, Covering Charge, Improved Covering Charge

Benefit Whenever an enemy provokes an attack of opportunity from you, your allies may also take attacks of opportunity as if that enemy had provoked from them. These attacks may be made with ranged weapons so long as both you and the provoking enemy are within 30 ft. of your allies.



Mary Shelley
(1797 - 1851 CE)

"My dreams were all my own; I accounted for them to nobody; they were my refuge when annoyed – my dearest pleasure when free." **Mary Shelley**

Mary Shelley is often considered the mother of modern science fiction. As a writer, she was steeped in the literary community of the time. Her father, William Godwin, was a writer and philosopher while her mother, Mary Wollstonecraft, was a feminist thinker and wrote *The Vindication of the Rights of Woman*.

Mary Shelley's husband was poet Percy Bysshe Shelley, whom she met when he was still married to his first wife, and she ran away to Europe with him. They were finally married in 1816. Through Shelley she was pulled into the circle of Lord Byron, a creative circle of authors and poets who worked together and aided each other in developing ideas. While in Switzerland, Byron challenged the circle to write a horror story as a cure for rainy day doldrums.

What Shelley started that day became *Frankenstein*, also known as the *Modern Prometheus*. She was only 19 years old. It was published anonymously two years later, and often attributed to her husband at the time. Her name was added when a second edition was published in 1823, after the book had already become very popular. She later wrote a second science fiction novel, *The Last Man*.

Mary Shelley died at the age of fifty-three. It has taken over a century to fully appreciate the true extent of her literary genius, which includes seven novels, two travel narratives, three works of children's literature, six biographies, and many journals, letters, poems, and articles.

Frankenstein's Monster CR 11 Unique Flesh Golem

XP 12,800

Male flesh golem

N large construct

Init -1; **Senses** darkvision 60 ft., low-light vision;

Perception +0

DEFENSE

AC 20, touch 8, flat-footed 20; (-1 Dex, +12 natural, -1 size)

hp 79 (9d10+30)

Fort +3, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft

Melee 2 slams +13 (2d8+5)

Space 10 ft; **Reach** 10 ft.

Special Attacks berserk

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** 15, **Wis** 11, **Cha** 6

Base Atk +9; **CMB** +15; **CMD** 24

Skills Climb +5, Intimidate +12, Knowledge (nature) +5, Survival +7

Languages Common

SPECIAL ABILITIES

Berserk (Ex) When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Immunity to Magic (Ex) A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals cold or fire damage slow a flesh golem (as the slow spell) for 2d6 rounds (no

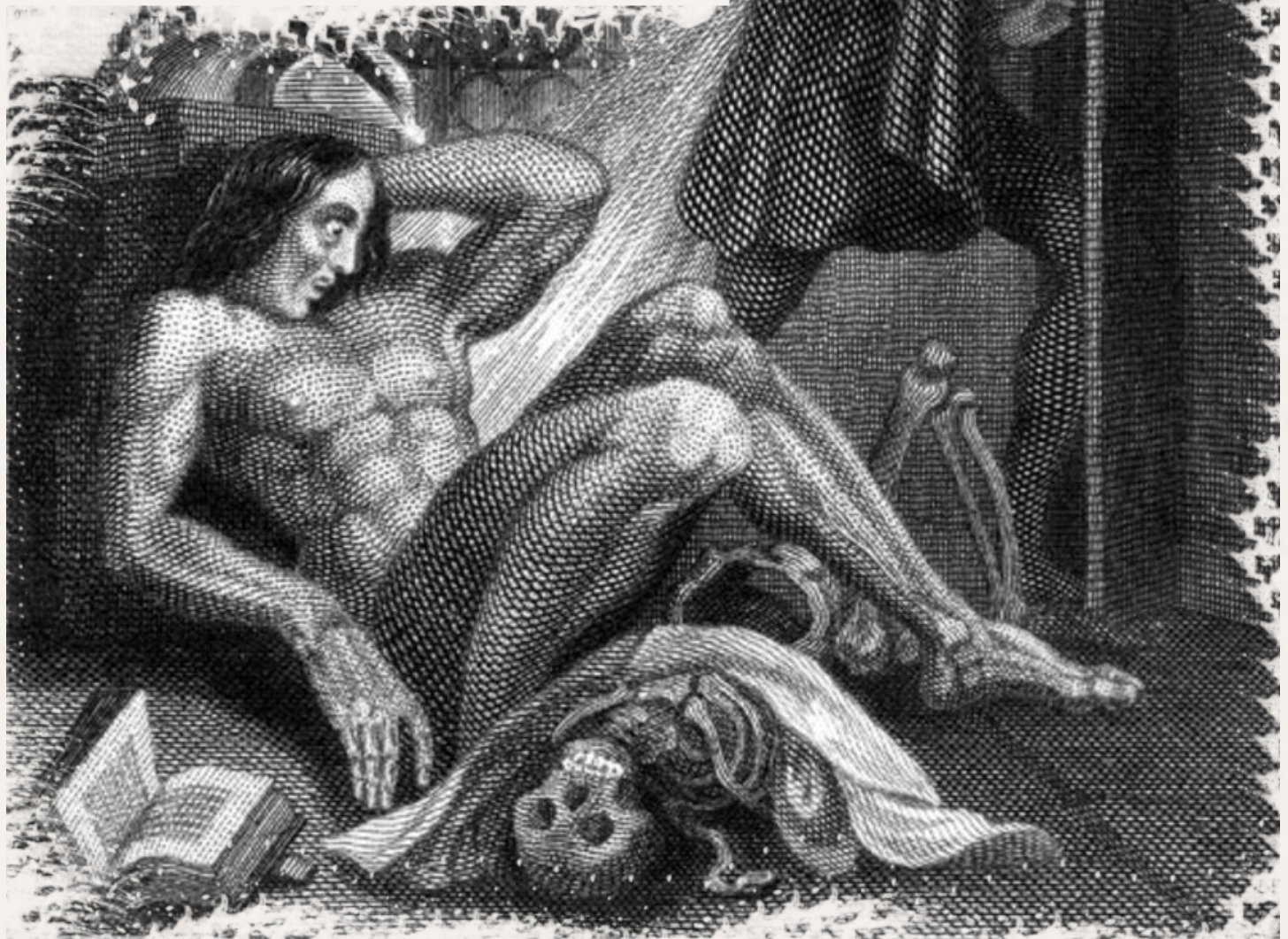
save).

- A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A flesh golem gets no saving throw against attacks that deal electricity damage.

Frankenstein's monster was created for good, not evil, but was rejected by its creator and driven into the wilderness, where it survives and wanders. Intelligent but poorly educated, it only desires some degree of acceptance. The monster may be convinced to assist anyone who will treat it as a person - even if they are otherwise of the vilest evil. If they promise it a mate, they will gain its full loyalty unless it is betrayed, in which case it will enter a rage.

Given its hideous appearance and berserker tendencies, it is often mistaken for a mindless beast. The monster will attempt to flee or even surrender if outmatched. It speaks Common, albeit with a rather rough, mumbling quality, but can generally make itself understood.

If ignored, the monster will generally ignore others, and will only fight if attacked or cornered. It may, if treated well, provide information about the area in which it is found.



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