

Rite Publishing Presents

May 2015 * issue 49

PATHWAYS



BOOK OF
HEROIC RACES
advanced changelings



D&D
PATHFINDER
ROLEPLAYING GAME COMPATIBLE

**JON BRAZER
ENTERPRISES**

Table of Contents

Daikaiju Template	7
Put Godzilla into your game with the Daikaiju template!	
<i>By Steve Russell</i>	
The Exalted Taskforce	14
An idea put forth that allows you to play Sentai teams in the realms of Fantasy.	
<i>By Steve Russell</i>	

DEPARTMENTS

EDITORIAL	6
INTERVIEWS	19
REVIEWS	26
PATHS LESS TRAVELED	30
OGL	31

PATHWAYS #39

PUBLISHER
Steven D. Russell

EDITOR
Dave Paul

LAYOUTS
Elton Robb

COVER ARTIST
Manuel Castanon

PROOFREADER
Jaren Rencher



Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, inc. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, inc. does not guarantee compatibility, and does not endorse this product.

Pathways #49 © 2015 Steven D. Russell, Open Gaming License Copyright © 2007 Wizards of the Coast. All rights reserved, Pathfinder is a registered trademark of Paizo Publishing, inc. and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, inc. and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Additional: Some art work is also used in accordance with the [Creative Commons Attribution-Share Alike 4.0 License](https://creativecommons.org/licenses/by-sa/4.0/) and the [Creative Commons Attribution no Derivative Works 4.0 License](https://creativecommons.org/licenses/by-nd/4.0/).

Rite Publishing Presents

In the Company of Dragons Kickstarter



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

You know you want to Play a Dragon!



Coming May 20th

Editorial

by Dave Paul

Perhaps two decades ago, my wife was searching for something to watch on television one afternoon while my 5-year-old son (or thereabouts) was in the room, occasionally stealing glances at the television. On that fateful day, she happened to tarry on a station that was, at that very moment, showing the flashy brilliance of the Power Rangers even as its engrossing music was enticing him to join in paroxysms of over-the-top martial artistry.

Over the course of the next couple of years, our house was populated by all manner of 'zords. I even had the great honor of taking them both, and one of my son's friends, to see the Power Rangers live. What a celebration! At roughly the same time, we enjoyed a nice variety of early 'mech video games and, from time to time, I got utterly wiped out playing BattleTech variants.

Thanks to recent amendments, we have all sorts of interesting ways to explore such things in Pathfinder. As Steve points out in the article herein, with the right collection of supplements, we can play Pacific Rim if we'd like.

There's something compelling about pretending to be a hundred feet tall and able to crush bridges and buildings, to be able to shoot rays of fire or lightning out of one's eyes, and to swat things like airplanes (or dragons) out of

the sky. I think it was a comedian who pointed out that little kids like dinosaurs so much because dinosaurs are big enough to eat their parents. I can't argue with that kind of twisted logic.

What you'll find in this issue of Pathways includes opportunities for the equivalent of 'zords vs. dinosaurs. Frankly, I'm looking forward to it. I can't say I'm so happy about it that I'm going to watch old episodes of Mighty Morphin' Power Rangers for inspiration. But, stranger things have happened.

~~

Also in this issue you'll find Endzeitgeist's Top Ten of 2014. Sure it's May, but things happen. Hey, at least it's here. All of the products in his review, like usual, make me wish I had more money and free time so that I could play more than I do. I'm really looking forward to getting some of these products, even if I have to give them to someone else to GM if I can't find the time.

This is issue 49, which means we really ought to put together something for the upcoming 50th issue. We'll see what we can do.

Happy gaming.

Rite Publishing Presents

Kaiju Codex



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



by Justin Sluder & Elaine Betts

Daikaiju Creature Template

By Steven D. Russell; Illustrations by Manuel Castanon

Giant strange creatures that often seem to assault cities, island explorers, and sometimes each other are called Daikaiju, or often just Kaiju. They come from the dark tapestry of the heavens, the deep places of the earth, or from uncharted exotic islands unknown to the outer world. They are nearly unstoppable engines of destruction; some only exist to battle other daikaiju while still others are walking disasters, akin to a living hurricane or walking super-volcanos and no more evil than the tornado that destroys your home and rips your loved ones from your arms. They are nigh-on unbelievable creatures of myth and legend that are sometimes the subject of worship as avatars or heralds of one deity or another. Their physical forms vary as widely as they do, but often in some way or another they resemble some mortal creature with bizarre mutations. They are daikaiju.

Creating a Daikaiju Creature

"Daikaiju" is an acquired template that can be added to any non-humanoid, non-monstrous humanoid living creature, though it is most often applied to animals, magical beasts, and vermin.

A daikaiju creature uses all the base creature's statistics and special abilities except as noted here.

CR: +20

Alignment: Becomes true neutral

Size: The base creature's size becomes Colossal. A bipedal daikaiju typically stands between 100 and 200 feet in height; quadrupedal daikaiju are half as tall. It gains a -8 size penalty to attacks and Fly skill checks, a +8 size penalty to CMB/CMD, and a -18 size penalty to Stealth skill checks. Do not adjust ability scores or natural armor for size.

Creature Types: Animals and vermin become magical beasts (adjust their HD, BAB, Saves, traits, and skill points). All daikaiju gain the kaiju subtype.

- A kaiju's natural attacks count as epic and magic for the purpose of overcoming damage reduction.
- Damage Reduction 20/epic.
- Darkvision 600 feet.
- Fast healing 30.
- **Ferocity (Ex)** All kaiju possess the ferocity universal monster ability.
- **Hurl Foe (Ex)** When a kaiju damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the kaiju's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the kaiju's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

- Immunity to ability damage, ability drain, death effects, disease, energy drain, and fear.
- **Massive (Ex)** Because kaiju are so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a kaiju's movement, though areas of forest or settlements are considered difficult terrain to a kaiju. A Huge or smaller creature can move through any square occupied by a kaiju, or vice-versa. A kaiju can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A kaiju gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a kaiju—this generally requires a successful DC 30 check, and unlike the normal rules about kaiju and attacks of opportunity, a Small or larger creature that climbs on a kaiju's body provokes an attack of opportunity from the monster.
- **Recovery (Ex)** Whenever a kaiju fails a saving throw against any mind-affecting, paralysis, petrification, polymorph, or immobilizing effect (including binding and temporal stasis but not including imprisonment), it can attempt a new saving throw at the end of its turn to remove the effect. Doing so takes no action. A kaiju can attempt a new save to end the effect as often as it wishes, but can attempt to remove only one such effect per round. Once per year, if a kaiju takes an amount of damage that would normally kill it by reducing its hit points to a negative amount equal to its Constitution score, the damage instead heals the kaiju of twice the amount of damage—but this healing leaves the kaiju disoriented and demoralized. At this point, the creature becomes nauseated and seeks only to return to its lair. Any amount of damage dealt to it by an external source before it reaches its lair, though, immediately negates the nauseated effect and allows the kaiju to end its retreat and attack.
- Resistance 30 against acid, cold, electricity, fire, negative energy, and sonic.



Armor Class: A daikaiju's natural armor becomes +36, and it gains a -8 size modifier to AC.

Hit Dice: A daikaiju's racial HD equals 32. Adjust its Hit points, Base Attack Bonus, Base Save Bonuses, CMB, CMD, supernatural and extraordinary ability saving throw DCs, number of feats, and skill points accordingly.

Speed: Multiply each of the base creature's speeds by the number of size categories the base creature increased +1.

Damage: Scale up the base creature's base damage once for each size category of difference between the base creature and the daikaiju's new Colossal size +1. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6, 16d6, 20d6, +5d6 per increase. Ability score damage, drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase.

Space and Reach: A daikaiju gains a space and reach of no less than 50 feet. If the base creature has an attack that exceeds its normal reach, that attack exceeds this 50 ft. reach by an equal amount.

Special Abilities: A daikaiju creature retains all the special abilities of the base creature, and gains the augmented special abilities plus 3 special abilities as described below.

Augmented Special Abilities (Ex): Increase the area, range, duration, and damage of the base creature's special abilities. Increase the area, duration, and range by multiplying the base value by the number of size categories gained +1. If the special attack deals hit point damage, its base damage increases as described above under damage.

Blood Fury (Ex): Once per day if the daikaiju ever suffers 90 or more points from a single attack or is reduced to less than one quarter (25%) of its hit points, it enters a destructive rage. This blood fury grants it a +20 bonus to Str and Con but it loses its Dex bonus to AC. This fury lasts for a number of rounds equal to the daikaiju's Cha bonus (minimum +1).

Burn Out (Su): As a full-round action, a daikaiju can create a permanent zone of dead magic, an area where no magic can be cast, just as if the area had been affected by an *antimagic field*. Divination spells cannot detect subjects within dead-magic areas, nor can a spellcaster use teleport or another spell to move into or out of the zone. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

Zones created by this spell can be repaired, but only by a *heightened limited wish* (8th level or higher), *miracle*, or *wish* spell.

Capsize (Ex): A daikaiju can attempt to capsize a boat or a ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher.

Crush (Ex): A daikaiju can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents smaller than Gargantuan. A crush attack affects as many creatures as fit in the daikaiju's space. Creatures in the affected area must succeed on a Reflex save (DC 10 +1/2 the daikaiju's HD + its Con modifier) or be pinned, automatically taking bludgeoning damage during the next round unless the kaiju moves off them. If the daikaiju chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals 6d6 plus 1-1/2 times the daikaiju's Strength bonus.

Corrosive Blood (Ex): Daikaiju blood is a powerful dissolving agent. This does not cause the daikaiju any harm, but if a slashing or piercing weapon deals damage to it, a small amount of this potent acidic blood sprays forth, dealing 1d6 +10 points of acid damage to the weapon in question. If a slashing or piercing natural weapon injures the kaiju, the acid affects the creature directly. Either way, the weapon or the creature may reduce the damage by half with a successful Reflex save (DC 10 +1/2 the daikaiju's HD + its Con modifier).

Deflect Attack (Su): When the daikaiju would normally be subject to an attack, and that attack misses or the daikaiju makes its save against that attack, it can redirect that attack to a new target as an immediate action. The attack's maximum range or reach must be long enough to go from the original attacker, to the daikaiju, to the target it redirects it toward or the attack fails to reach the new target. All effects are determined by the abilities of the original attacker; the daikaiju suffers no secondary effects from a successful save.

Destroy Physical Barrier (Ex): Once per day as a full-round action the daikaiju uses its primary melee attack to deal 3,000 hp of damage to a non-living physical barrier such as a wall, building, or mountain, instead of its normal damage. Animate objects, such as constructs, are not affected. This attack negates a *wall of force* as if it had been subject to a *disintegrate* spell. If a particular object has enough hit points to not be destroyed by this attack then the effect radiates away from the point where the daikaiju struck the object, destroying the matter of the physical barrier until all the damage has been inflicted (exact results subject to GM adjudication).

Earthquake (Ex): As a standard action a daikaiju can generate an *earthquake*, as a 30th level caster.

Energetic Furor (Ex): Select one damage type from those listed below, the daikaiju's natural attacks deal additional damage based on the type chosen. Non-lethal (merciful) deals 4d6. Acid, cold, electricity, fire and sonic deal 3d6 damage, while divine, force, negative energy, and precision deal 2d6.

Energy Attack (Ex): Once every 4 rounds, a daikaiju can choose to use this attack as a standard action, it can choose to focus it as a breath weapon or energy beam from a particular point on its body (like a tail beam or eye rays) into a single 1,200-foot-long line, or it can shorten the range and turn while attacking, effectively affecting a 600-foot-long cone. All creatures caught in this area

of effect take 30d6 damage and suffers the effects of a debilitating condition from the devastating energy based on the chart below (Reflex DC 10 +1/2 its HD + its Con modifier halves the damage and prevents the debilitating condition). A creature slain by this effect leaves no remains (effectively disintegrated), whether the saving throw was successful or not. This attack is particularly effective at blasting through cover—cover does not grant any bonuses on Reflex saves against a daikaiju's breath weapon. The save DC is Constitution-based. Choose one of the damage types below for the creature's breath weapon, once chosen this cannot be changed.

Damage Type	Effect
Acid	Blinded, treat the subject's items as if the bearer had rolled a natural 1
Bludgeoning (reduce each d6 by DR value)	Knocked prone, pinned (CMD equal to Save DC).
Cold	Fatigued, <i>encase in ice</i> (CL equal to HD, see below)
Divine	Panicked (for 1d6 rounds)
Electricity	Knocked prone, stunned for 1d6 rounds
Fire	Fatigued, nauseated (for 1d6 rounds)
Force	Pushed to end of range, knocked prone,
Negative Energy	Shaken (for 1d6 rounds)
Nonlethal (merciful)	Paralyzed
Piercing (reduce each d6 by DR value)	Entangled (anchored, CMD equal to Save DC)
Sonic	Deafened, staggered (for 1d6 rounds)
Slashing	(Reduce each d6 by DR value) bleed 1d6 Con

Fortification (Ex): The daikaiju has a 50% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *moderate fortification armor*.

Freeze (Ex): With the help of its natural camouflage the daikaiju can hold itself so still it appears to be an inanimate object of the appropriate shape (an island, a mountain, and so on). The daikaiju can take 20 on its Stealth check to hide in plain sight as this kind of inanimate object.

Hurricane Gusts (Ex) A flying winged daikaiju can, once every 4 rounds, create a hurricane blast of air (approximately 125 mph) that originates from the daikaiju, and lasts for 1d4+1 rounds, affecting all creatures in a 50-ft. wide path for 240 ft. Within the area all flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Perception checks based on sound are impossible: all characters can hear is the roaring of the wind. Hurri-

cane-force winds often fell trees.

- ☐ All flying creatures in this area take a -12 penalty on Fly skill checks. Medium or smaller flying creatures must make a DC 25 Fly skill check or be blown back 2d6 x 10 feet and take 2d6 points of damage. Large or smaller flying creatures must make a DC 20 Fly skill check to move against the force of the wind.
- ☐ A Small or smaller creature on the ground is knocked down and rolled 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet.
- ☐ Medium creatures are knocked prone by the force of the wind.
- ☐ Large or smaller creatures are unable to move forward against the force of the wind unless they succeed at a DC 15 Strength check.
- ☐ Huge or larger creatures may move normally within this effect.

This effect can't move a creature beyond the limit of its range.

Improved Critical (Ex): A daikaiju can gain this ability as a bonus feat.

Multi-Armed (Ex): The daikaiju gains an additional set of limbs, and gains an additional set of slam or claw attacks each time you select this ability.

Multi-Headed (Ex): The daikaiju gains an additional head each time you select this ability, each head can act independently of each other. When it makes a full attack, each head can make melee attacks or use a standard action special attack such as its energy attack, in any combination (one bite and one energy attack, three bites and no energy attack, and so on).

Multi-Tailed (Ex): The daikaiju gains an additional tail, if its tail has an attack form or a special attack form it gains that additional attack each time you select this ability.

Poisoned Flesh (Ex): The daikaiju creature's flesh exudes a contact poison. Each time a daikaiju creature makes physical contact with another creature, it delivers its poison (Fortitude DC 10 + 1/2 the daikaiju creature's HD + its Con modifier, *damage* 1d2 points of Dexterity damage for six rounds; *cure* is two consecutive saves). Such contact includes unarmed strikes, grappling, or successful touch or natural attacks by either the poisonous creature or its foe, unless a glove or gauntlet prevents flesh-to-flesh contact. This contact poison loses its effectiveness when removed from the poisonous creature, so it is not effective when placed upon objects. In addition, any creature that eats a poisonous creature's flesh or swallows it whole is affected by the poison as if it had touched the poisonous creature.

Prismatic Strike (Su): This daikaiju cannot possess the energy attack ability, instead, once every 4 rounds, it can issue forth a beam of scintillating light, which then refracts into an area *prismatic spray* that can strike secondary targets. The daikaiju must first hit the primary target with a ray attack as a ranged touch attack. If it hits, the target is subjected to all seven colored effects of a *prismatic spray* spell, with a separate saving throw required for each effect (DC 10 +1/2 its HD + its Cha modifier). The entire attack fails if the initial ray attack

misses. After striking the primary target, the beam splits into a rainbow of beams spreading in a 120 ft. radius from the initial target. Creatures within this area are struck by one or more beams of light with the power of a *prismatic spray* (consult the *prismatic spray* spell). Creatures with 8 HD or less struck by either primary or secondary beams are automatically blinded for 2d4 rounds.

Ranged Attack (Ex): This daikaiju has a unique inherent ranged attack, it could shoot massive spines, hurl boulders, or kick castles at its opponents. It gains a +4 racial bonus on attack rolls with this attack. This attack has a 240 ft. range (with the standard five range increments). Damage from this attack is twice the creature's primary natural attack plus 1-1/2 times its Strength bonus. If you choose this ability a second time, the daikaiju can perform this attack as a swift action 3/day.

Spore Bloom (Ex): Once per day with a successful attack, a plant type Kaiju can, as part of a successful melee or ranged attack, and deal an additional 25d6 points of magical piercing damage and 1d4 points of Constitution drain as spores burrow into the body of the target. A creature that has DR 5 or greater that is not overcome by magical piercing damage is immune to the effects of this attack.

Sweep the Field (Ex): The daikaiju can use its primary attack to attack every creature within its reach, and use its hurl foe ability at the same time. It makes one attack roll and combat maneuver check and applies it to all targets within reach.

Swallow Whole (Ex): If a daikaiju begins its turn with an opponent grappled, it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to Gargantuan. Being swallowed causes a creature to take 3d6 bludgeoning damage and 3d6 acid damage each round. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the daikaiju cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again. If you choose this ability a second time, the daikaiju can use its swallow whole ability as a free action at any time during its turn.

Trample (Ex): As a full-round action, a daikaiju can attempt to overrun any creature that is Gargantuan or smaller. This works just like the overrun combat maneuver, but the daikaiju does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's primary attack damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of

opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the daikaiju and receive a Reflex save to take half damage. The save DC against a daikaiju's trample attack is 10 + 1/2 the creature's HD + the creature's Str modifier. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

Tsunami (Ex): As a standard action a daikaiju can generate a *tsunami* (see the *Pathfinder Roleplaying Game: Advanced Player's Guide*), as a 30th level caster.

Ability Scores: Str becomes 44, Dex becomes 20, Con becomes 40, Int becomes 3, Wis +10, Cha +10

Organization solitary (unique)

Treasure incidental

Encase in Ice

School: Evocation [Cold]; **Level:** Sorcerer/Wizard 8

Casting Time: 1 standard action

Components: V, S, M (a handful of ice shavings)

Range: Medium (100 ft. + 10 ft./level)

Target: One creature of Large size or smaller

Duration: Instantaneous

Saving Throw: None; **Spell Resistance:** Yes

You form a large block of ice around the target creature, trapping the creature inside. The ice is one inch thick per caster level (maximum 25 inches) extending outward from the target. While trapped inside the ice, the victim is helpless (though luckily for her it is difficult to perform a coup de grace); she cannot move or speak but is aware of her surroundings and can engage in purely mental activities.

Each round that the creature stays within the block of ice, she takes 1d6 points of cold damage; however, the real danger comes from suffocation. The target can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the target must make a Constitution check (DC 10) every round in order to continue holding her breath. Each round, the DC increases by 1. If the target fails her Constitution check, she begins to suffocate. In the first round, she falls unconscious (0 hp).

Due to the frigid nature of the spell, the target's body functions slow down and prevent a quick death. Once the victim is unconscious, she takes 1 point of cold damage every round until she is freed or she is dead.

The only easy way to get a creature out of the ice block is to destroy the ice. Ice has a hardness of zero and has three hit points per inch of thickness. Ice takes double damage from fire based attacks. Attacks against the ice risk harming the creature caught inside. Any damage beyond what is needed to break the ice is transferred to the trapped creature.

Rather than hacking at the ice, a character can try to break it in one blow. The ice block has a break DC of 10 + 1 per inch of thickness. This method is also dangerous to

the trapped creature and deals 1d6 points of damage plus the attacker's Strength modifier to the trapped character.

The target encased in the ice can attempt a Strength check to break the ice from the inside, but suffers a -10 circumstance penalty due to being immobilized. If she breaks through the ice herself, she does not suffer any additional damage.

At room temperature the block of ice will melt at a rate of one inch per hour. A shatter or similar spell deals double damage

Klattern

XP 4,915,200

Daikaiju Destrachan

N Colossal aberration (kaiju)

Init +9; **Senses** blindsight 400 ft.; Perception +50

CR 28

Defense

AC 44, touch 8, flat-footed 38 (+5 Dex, +1 dodge, +36 natural, -8 size)

hp 585 (30d8+450) fast healing 30

Fort +17, **Ref** +17, **Will** +28

Defensive Abilities ferocity, protection from sonics, recovery; **DR** 20/epic; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** acid, cold, electricity, fire, negative energy, and sonic 30

Offense

Speed 120 ft.

Melee bite +39 (8d6+17 plus 3d6 sonic/19-20), 2 claws +39 (6d6+17 plus 3d6 sonic/19-20)

Space 50 ft.; **Reach** 50 ft.

Special Attacks energetic furor (sonic), energy attack (breath weapon), destroy physical barrier, destructive harmonics, hurl foe

Statistics

Str 44, **Dex** 20, **Con** 40, **Int** 3, **Wis** 28, **Cha** 23

Base Atk +22; **CMB** +39; **CMD** 44

Feats Dodge, Combat Reflexes, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Critical (claw), Improved Great Fortitude, Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Mobility, Power Attack, Staggering Critical, Vital Strike

Skills Perception +50, **Racial Modifiers** +8 Perception (hearing only)

Languages Common (cannot speak)

SQ augmented special abilities, massive

Special Abilities

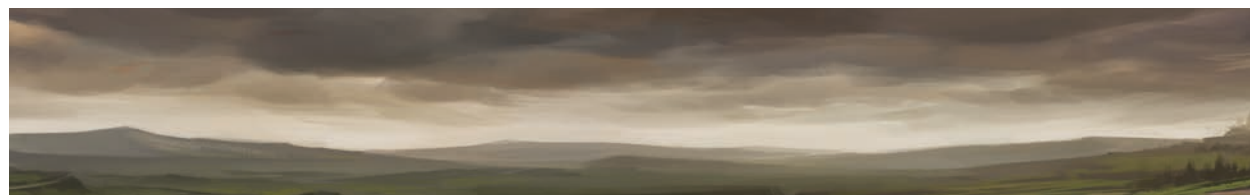
Breath Weapon (Su) Once every 4 rounds, Klattern can breathe out a beam of sonic energy. When klattern uses this attack, he can choose to focus the breath weapon into a single 1,200-foot-long line, or he can shorten the range and turn his head and body while breathing, effectively affecting a 600-foot-long cone. All creatures caught in this area of effect take 30d6 points of sonic damage, are permanently deafened, and are staggered for 1d6 rounds from the devastating energy (Reflex DC 40 halves the damage and prevents the deafened and staggered effect). A creature slain by this effect is disintegrated, whether the saving throw was successful or not. This breath weapon is particularly effective at blasting through cover—cover does not grant any bonuses on Reflex saves against klattern's breath weapon. The save DC is Constitution-based.

Destructive Harmonics (Su) A destrachan can project a blast of sonic energy in a cone up to 320 feet long or in a 120-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

Destruction: All creatures within the area of effect of the destructive harmonics take 25d6 points of sonic damage—a DC 40 Reflex save halves this damage. If the destrachan wishes, this damage can instead deal non-lethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 320 feet with this attack—that object takes 25d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 40 Reflex save to halve the damage.

Pain: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 40 Fortitude save to avoid being stunned for 4 rounds and deafened for 4d6 rounds.

Protection from Sonics (Ex) A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.



Rite Publishing Presents

In The Company of Angels



Coming Soon!



The Exalted Taskforce

By Steven D. Russell

Illustrations by Leksa Lexa and Trung Ta Ha

As someone pointed out to me, *Kaiju Codex* and *The Secrets of the Iron Titans* allows you to play Pacific Rim in the Pathfinder Roleplaying Game, but the evil Jacob Blackmon, the man behind our webcomic, keeps asking me for more. So, last time I gave folks more Iron Titan construction builds and this time out I am meeting his desire for a giant combining mecha and a wild idea that came from Owen K.C. Stephens' Facebook posts about Super Sentai/Power Rangers and the Pathfinder Roleplaying Game. For me this is all about Voltron/GoLion, you will, however, need to own *The Secrets of the Iron Titan* to make use of some of this, though you could replace the iron titan with a different class. I hope you enjoy the five Circlets of the Exalted Taskforce and Yuush, Guardian of the Protectorate. – Steven D. Russell

Circlets of the Exalted Taskforce

(Minor Artifacts)

Aura strong transmutation; **CL** 20th

Slot chest; **Weight** –

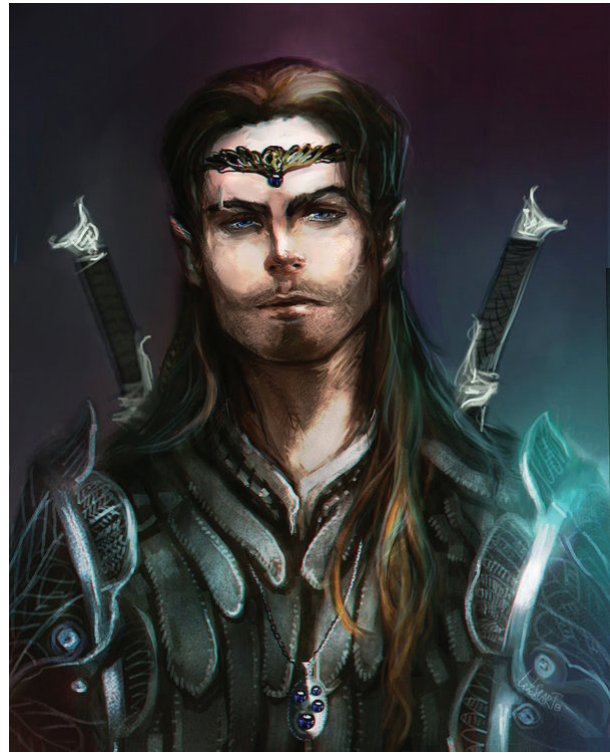
Physical Description

These circlets of gold mold themselves to the appearance their wearer desires though they always hold a gem; they also resize themselves to fit the bearer when touched. There are five known circlets that hold a black opal, ruby, sapphire, emerald, or a tiger's eye gemstone.

Omen:

These items have a heritage and only certain individuals favored by fate, bloodlines, or simple good fortune (individuals chosen by the GM) can gain their benefits. These individuals cause an effect known as an anointing showing the item and the creature share a bond. If the proper creature (determined by the GM) attends this item, it is anointed; the owner feels a sense of "rightness," hears a lion's roar echoing in its ears, and notes the smell of a freshly oiled sword.

A sign of Ill-Omen is always a feeling of "wrongness" and bestows one permanent negative level on any creature attempting to attend the item; those attempting to wield it gain two negative levels. The negative levels remain as long as the creature attends the item and disappear when it is no longer attended. These negative levels cannot be overcome in any way (including by restoration magic) while the item is attended. Unlike normal negative levels,



if a creature's negative levels bestowed by a legacy item's omen equal or exceed its total Hit Dice, it does not die.

lore:

Knowledge (arcana, history, or local) DC 15:

The ancient dwarves of Mithral Deep and the stonewarden gargoyles refer to these as the Allig "The Forge Garrison," the dark fey of the World Below call them Nath'aonar "Doom's Guardian," the elder draconic writings name it Tiajalan "The Five Treasures," but its wyrd epithet. Circlets of the Exalted Taskforce is by far its most well-known appellation. The circlets were forged in the pre-history of Questhaven and the Protectorate, long before the rise of the Immortal Emperor Cynamrk the Dread Lich, and according to his research they were forged of a primordial pact between the King of Mithral Deep, the Elder Queen of The True Dark, and The Herald of *Our Lady of the Rainbow Scales*. Their followers forged the circlet to fight the giant, strange creatures marauding through their kingdoms, at the request of a fellowship of five champions, a dwarf, a human, a dark elf, gnome, and a halfling whose names have been lost to history. This exalted task force, as the wyrd name them, fought the Kaiju known as Worldshaker. They defeated

it, but were assumed to have been destroyed in the battle. From time to time one of the circlets shows up, before being lost again, and no one has reunited them all.

Knowledge (arcana, history, or local) DC 25:

There are legends of a 6th circlet and another collection called the Helms of the Wild Taskforce, but the myths hold the first five must appear before the others will surface.

Abilities:

Iron Titan Avatar (Su): The anointed bearer can transform himself from his normal shape into an iron titan (see *The Secrets of the Iron Titan* by Rite Publishing, Author: Steven D. Russell). Taking avatar form is a standard action, and is always a spectacular affair; the anointed appears to be struck by lightning, or engulfed in flames, or glow with otherworldly energy. The display is sufficient to immediately ruin any attempt at Stealth, and grants a +10 circumstance bonus to the Perception checks of anyone who simply hasn't noticed the anointer's presence. The anointed bearer can remain in this avatar from until he dismisses it (a standard action). If the anointed wearer is rendered unconscious or asleep the iron titan avatar form is immediately banished. Transforming to or from avatar form requires a verbal component, so a gag or a *silence* effect can prevent it from occurring.

The avatar is essentially an iron titan that has fused with the mortal host. The iron titan's physical appearance is up to the player character and the GM, but it always appears as some sort of creature composed mostly of metal, with a dominant coloring associated with the gemstone the ring bears. The avatar is different enough from the vessel's normal countenance that it counts as a magical disguise, even granting a +10 circumstance bonus to the Disguise skill check if someone might recognize him. The avatar form also bears a glowing rune on its forehead. While this rune can be hidden through mundane means, it cannot be concealed through magic that changes appearance, such as *alter self* or *polymorph* (although *invisibility* does conceal it as long as the spell lasts).

The iron titan avatar is almost like a separate character, with its own ability scores, base attack bonus, hit points, feats, and skills. The iron titan avatar, however, is governed by the bearer's will. The anointed bearer perceives and experiences everything the avatar form does through the avatar form's senses and vice versa.

The anointed bearer essentially creates a second character sheet for the iron titan avatar. Its avatar's ability scores are based on those of the anointed bearer, although the scores may be rearranged as desired for the avatar. Apply the ability score adjustments for the bearer's race after rearranging them (If a point buy was used for character generations, the point build can be rearranged.) The avatar may then increase his physical ability scores (Str, Dex, and/or Con) as if having gained the levels instead of how they are currently distributed for level advancement. For example, consider a human anointed bearer with Str 7, Dex 12, Con 12, Int 16, Wis 10, Cha 18

(+2 from being human). When in iron titan avatar form he chooses to have Str 16, Dex 14, Con 14 (+2 for being human), Int 10, Wis 7, Cha 16. He must now adjust his character sheet for his new stats (including skill points for the change in Intelligence). In addition, when in avatar form, replace HD, BAB, Base Save Bonuses, class abilities, and skill points with those of an iron titan whose class level is equal to the character level of the anointed bearer.

The anointed bearer can also choose different feats for its avatar form (only the avatar form has to meet these prerequisites); these feats may be feats he has in his normal form or they may be any feat he qualifies for by virtue of the iron titan avatar form.

The iron titan avatar cannot access any class abilities from any class other than iron titan, such as spellcasting, fighter bonus feats, smite evil, channel energy, or *wild shape*. Familiars, animal companions, and paladin mounts continue to serve the iron titan avatar as they would the anointed bearer, as do cohorts and followers gained from the Leadership feat. The anointed bearer cannot use any of his normal form's feats or skills when in avatar form (unless he retained that feat or skill in his avatar form.) All equipment carried by the bearer changes appearance slightly to match the avatar's overall image (and new size, if the avatar form is larger, though the avatar form must be at least the same size as the anointed bearer.) but is otherwise unaffected.

Neither the anointed bearer nor his iron titan avatar can be targeted separately, as they are fused into one creature. The anointed bearer and iron titan avatar cannot take separate actions. The avatar form is treated as an iron titan with its own pool of hit points, modified by the avatar form's Constitution. Damage the anointed bearer takes when in avatar form comes from this set of hit points, rather than the anointed bearer's normal hit points. Likewise, damage suffered while in normal form does not affect the avatar form's hit point total. The hit point total for each form "freezes" when the anointed bearer switches forms, so that if the avatar is wounded, it will still be wounded the next time the anointed bearer calls on it. This often leaves the avatar's form unchanged from the last time it was dismissed or banished if it is not healed (see below).

The anointed bearer and his iron titan avatar must each be healed separately, but the anointed bearer can choose to mentally direct any healing spell or effect to which he is subject to heal his avatar rather than his normal self. The iron titan eidolon avatar does not heal naturally, though natural healing of the anointed bearer can be redirected to it. Also, if either form is subject to a healing effect that would heal more hit points than that form has suffered in damage, the leftover healing may be transferred to the other form.

If the iron titan avatar form's hit points reaches 0, the iron titan is killed and disappears, the anointed bearer immediately reverts to normal form (with his anointed bearer's current hit point total). If the iron titan avatar is killed it cannot be summoned again for 24 hours, and when summoned again it returns with half its normal hit

points.

The iron titan avatar and the anointed bearer are considered to be separate creatures in relation to ability drain, ability damage, disease, energy drain, or poison; any of these effects that have taken hold on either don't affect it while in its opposite form. Any other spell or effect affecting one affects both. For example *bestow curse* would affect both forms, as would the confused condition. An anti-magic field suppresses the iron titan avatar form as long as the anointed bearer remains within, but the avatar form returns if the divine vessel leaves the area.

Yuush (Ex): Once per day the five anointed bearers of the circlets can touch the bearer of the black onyx circlet and combine to form a massive iron titan known as Yuush (see below) as a free action (if they are in reach of each other). They can maintain this form for a number of rounds equal to 4 + twice the number of HD the lowest level bearer possess + the engineer's Con bonus (minimum +1). So if the lowest level bearer is 2nd level, and the engineer has a Con of 12, they could maintain the form for 9 rounds.

Destruction

Circlets of the Exalted Taskforce can be broken, but they cannot be ruined unless a dwarf, a human, an elf, a gnome, and a halfling each strike it in order, with a mithral hammer, on the solstice, upon the altar of the temple of *Our Lady of the Rainbow Scales* in the True Dark of The World Below.

Yuush, Guardian of the Protectorate

Unique Iron Titan

Colossal humanoid (ironborn, vehicle)

Init equal driver's Dex bonus; **Senses** by crew, sense kaiju; Perception by crew (commander gains the +16 racial bonus)

Defense

AC 38, touch 2, flat-footed 38 (+driver's Dex bonus, +36 natural, -8 size)

hp 145+ (30d8+engineer's Con Bonus) fast healing 1

Fort +10 (+engineer's Con bonus)

Ref +10 (+driver's Dex bonus)

Will +16 (+ commander's Wis bonus)

Defensive Abilities adamantine composition, focus plate, indestructible; **Immune** ability damage, ability drain, bleed, disease fatigue, exhaustion, energy drain, paralysis, poison, nonlethal damage, sleep, stunning

Offense

Speed 150 ft.

Melee maximum 6 attacks, varies based on construction build +39 primary (DMG +17 Str)

Ranged varies based on construction build (+30 BAB,

+Gunner's Dex bonus, -8 size)

Space 50 ft.; **Reach** 50 ft.

Special Attacks varies based on construction build

Statistics

Str 44, **Dex** -, **Con** -, **Int** -, **Wis** -, **Cha** 1

Base Atk +30; **CMB** +47; **CMD** 47 + driver's Dex bonus

Feats as Crew plus Multiattack^B

Skills as Crew, **Racial Modifiers** +16 Perception (granted to commander)

Languages Common (cannot speak)

SQ Iron Titan, massive, overdrive 4/day, renewable energy

Propulsion magic (5 artifact circlets)

Driving Check none/special

Forward Facing one side of the square vehicle space

Driving Device see below

Driving Space five 5-ft.-by-5-ft. squares that contains the levers, pedals, and magical links that serve as the iron giant's driving device; these consoles are located in the head of the vehicle

Crew 5; **Passengers** none; **Weapons** Special see below

Special Abilities:

Augmented Iron Titan (Ex): Yuush possess all the class abilities of a 20th level iron titan including its construction pool points (28 total), construction builds, and construction flaws. Increase the area, range, duration, and damage of iron titan's special abilities. Increase the area, duration, and range by multiplying the base value by 6. Scale up the base damage each construction build deals 6 times. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6, 16d6, 20d6, +5d6 per increase. Ability score damage, drain and energy damage also scale up in the same manner, but negative levels bestowed via attacks do not increase. A crew member can reallocate construction pool points adding and removing construction flaws as a standard action.

Sense Kaiju (Su) Yuush's commander can sense the location of the nearest active kaiju, as if using *discern location*, as a standard action.

Piloting: Half vehicle and half construct, Yuush is designed to be piloted by the five anointed bears of the *circlets of the exalted taskforce*. However, it primarily acts like a creature with 5 heads, being able to perform multiple actions in a given round. It could for example move (driver), full attack (gunner and commander working together), make a ranged attack (support), and activate overdrive (commander). See below for further details.

Commander: Adds his Wis modifier to Will Saves, always has line of effect, the commander can cast spells without needing to spend an action to open a porthole, and he gains the +16 racial bonus to Perception skill checks. Can perform any action that requires only a stan-

standard action (see driver), swift, or immediate action. With the assistance of one other pilot the commander can perform a full-round action.

Gunner: May add his Dex as appropriate to ranged weapon attacks such as the cannon construction build. Can perform anything that requires a standard action (see driver) and can perform a full-attack action with the assistance of any other pilot. The gunner can add any applicable combat feats or class abilities that would apply to on-foot combat, such as rage or spellstrike.

Driver: Adds his Dex to AC, initiative checks, Reflex saves, CMD, and determines initiative, and can share evasion abilities; the only station capable of using Acrobatics, Climb, Fly, Ride, Swim skills and performing any other complicated maneuvers. Yuush can step over obstacles half its height without a check. The driver can perform a move action with no piloting check, with the assistance of one other crew member he can perform a double move or withdraw action, in order to run he needs the cooperation of all pilots. The driver and one other pilot must work together to perform a charge action. To perform a pounce (charge followed by a full-attack) the gunner and driver and one other pilot must work together.

Engineer: Adds his Con modifier multiplied by 30 to the Yuush's hit points. He also adds his Con modifier to Fort saves. Can perform any action that requires only a standard action (see driver), swift, or immediate action.

Support: Can assume the role of any of the others as a move action, it takes another move action to move back to the support role. Can perform any action that requires only a standard action (see driver), swift, or immediate action.

Defense/Healing: Yuush is treated as a creature for beneficial spells (though size-dependent spells, like *teleport*, consider it the equivalent of 25 Medium creatures; others like *haste*, consider it a single creature) and any

of the five anointed can cast spells with range touch or personal on Yuush instead. Characters are considered to have total cover unless they open a porthole. Spells that require Will saves affect all the pilots, with single target effects affecting the commander. If the driver has evasion, uncanny dodge, or similar abilities, he may apply to them to Yuush. Channeled energy can repair Yuush if used by any pilot.

Combat and Actions:

Falling Prone causes 4d6 damage to the pilots.

Move (multiple): Any pilot can cause Yuush to move up to its speed as a standard action. If you are not the driver this requires a piloting check (DC equal to 10 + the driver's HD + his Dex modifier), all pilots treat this as a class skill with bonus ranks equal to their HD, and it is modified by their Dex. Failure results in the movement not being performed.

Aid Another (multiple): As in regular combat, you can help another pilot with their attack, skill check, or Yuush's AC as a standard action.

Cast a spell (multiple): Characters other than the commander must take a move action to open a porthole to gain a line of effect outside Yuush. Like riding a mount, casting while Yuush is moving is considered vigorous motion and requires a DC 10 + spell level Concentration check.

Yuush's Blazing Sword (Su) This is a unique construction build that can only be constructed once per day by using Yuush's overdrive ability. This use creates a *+6 Colossal adamantine vorpal great sword* that lasts for 1 round (additional uses extend this duration by 1 round for each use). Further uses of overdrive may be needed to grant Yuush the weapon training construction build if the gunner is not proficient with a great sword, or if Yuush does not already possess the weapon training construction build.



The next epic adventure in The Lost Lands for Pathfinder and Swords & Wizardry from the publishers of The Lost City of Barakus is coming!

The Lost Lands: Cults of the Sundered Kingdoms



Join the adventure now on
KICKSTARTER



Frog God Games: Adventures Worth Winning!

www.kickstarter.com/projects/froggodgames/the-lost-lands-cults-of-the-sundered-kingdoms

Twenty Questions with Greg A. Vaughan

by Steven D. Russell



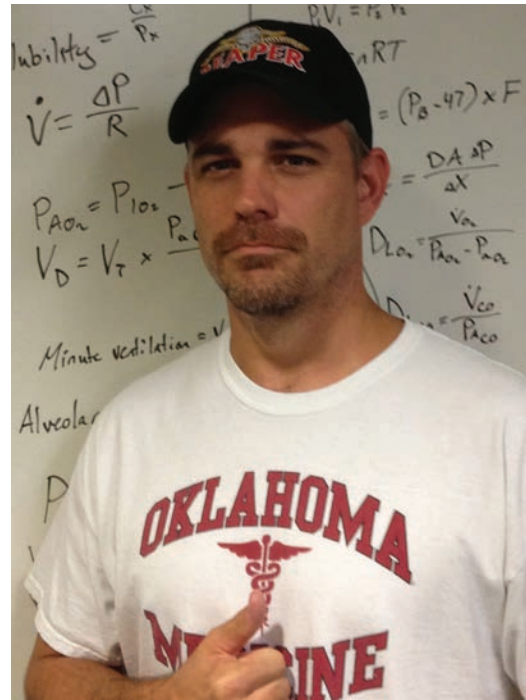
1. Could you tell us a little about yourself?

Hi, I'm Greg Vaughan. I go by Greg A. Vaughan in my writing credits because there's an actor/underwear model named Greg Vaughan, and I don't want anyone to get us confused. Seriously, you can Google him. Anyway, I guess that's his bio. Mine is game writer for 3.5e, Pathfinder, and even a little 4e (at its inception) for primarily Frog God Games and Paizo with a smattering of Legendary Games, Wizards of the Coast, Green Ronin, and Kobold Press thrown in here and there. I am co-founder of Frog God Games, a contributor to every Paizo Adventure Path to date (though since Wrath of the Righteous it's only been side articles rather than adventures due to time constraints), a killer GM (I've got the TPK placard to prove it), and have embarked on a mid-life course alteration as a medical student. I live in Oklahoma City. Oh, and I'm a Taurus... I guess that may be important.

2. What is your home game like?

Unfortunately between family, school, and writing I don't get a whole lot of time to actually game anymore (a guy can dream). My regular group is a continuation of a group that has run continuously since 1994 when we had a 2e campaign (though I am the only member of that original group still remaining). We get together about one weekend a month and game pretty much all day. We have one guy Skype in from New Jersey and at points in the past had others do so from Liverpool, CA and Toronto—so we've kind of gotten scattered over the years. Anyway, we've had a lot of fun, and I'm pretty happy with the group we've built. The game I run is actually still 3.5e because we all got so heavily invested in it in the early 2000s and I didn't want to force everyone to have to buy all new books to convert to Pathfinder since our games were so infrequent anyway. Most of them have actually gotten into Pathfinder on their own in the meantime and love the Paizo APs, so I expect we'll be switching over before too much longer.

I've had a little bit of a lull in my school schedule



this semester, so I was actually able to start a second gaming group that I'm taking through the Carrion Crown adventure path with all the Legendary Games bells and whistles from their Gothic Campaigns Compendium thrown in plus all my crib notes from when I was working on that AP. I am running this group as a Pathfinder game, which is interesting because most of these guys haven't played any since 1e. We're meeting about once every 6 weeks, and it's been a lot of fun so far too.

3. What is your favorite Paizo product?

The Pathfinder Reference Document and Compatibility License. The fact that Paizo gives everyone access to their rules for free is brilliant and one of the things that makes the Pathfinder game so valuable in my opinion. Taking what Ryan Dancey did with the OGL and expanding on it the way they have with Pathfinder makes everything we do as third-party publishers possible and is what creates this awesome gaming community we enjoy with Pathfinder.

In founding Frog God Games, one of the philosophies we worked from was to create fans of the company first based on how we treat the customers rather than just fans of the product. I think Paizo pioneered that concept and the PRD exemplifies that in a really great way that trickles

down to every level of Pathfinder fandom through the crazy multiplicity of product styles and types available. I saw that there was a Kickstarter going on for a steampunk Wild West Pathfinder game, and I thought that was awesome. To be so varied and creative with what can be done with the game system by so many different people all owes its roots back to the PRD and Compatibility License. I know, that's a terribly boring "industry" answer, but if you think about it just about every rules-based product Paizo publishes ends up on the PRD anyway, so I've covered all those bases as well. ☺

4. You are currently Pathfinder Creative Director for Frog God Games, how did that start and how would you characterize the company today?

The story of that all goes back to The Slumbering Tsar Saga, which I won't belabor everyone with at this point, but basically it was the giant book I wrote for Necromancer Games right before they shuttered their production. I then tried to sell the manuscript to just about everyone who all said (rightfully so, I might add) that it was just too big of a book to be feasible. Then Bill Webb of Necromancer Games contacted me and proposed we start a company with the sole purpose of producing that single book through pre-orders. We did it, and the response was so positive that we produced a few more books that had been left in limbo when Necromancer closed up shop. Eventually Frog God Games grew enough in its own right to launch a second game system line of products and buy out Necromancer Games.

Now Frog God Games exists as a company that produces primarily adventure books (though with some rules material and monster books such as The Tome of Horrors Complete and Tome of Horrors 4) for both the Pathfinder and the Swords & Wizardry Complete (a oe retroclone) systems. We also do a limited production of 5e titles under the Necromancer Games imprint. I think we're known for the deadliness of our adventures and our "old-school" take on the modern rules (much like Necromancer before us) and in particular for our giant mega-adventure books that strain any collector's bookshelf. Going from memory, Slumbering Tsar came in at something like 950 pages, Tome of Horrors Complete around 800 I think, Rappan Athuk was something like 600 pages. We've got The Northlands Saga Complete and Richard Pett's The Blight coming out later this year, which will both be in the Slumbering Tsar page range (The Blight will actually be a bit longer). Our printer is a producer of college textbooks, so I think we're also known for the fact that our book bindings are of high caliber

quality and do not fall apart. We took a bat to Tome of Horrors Complete when it came out and gave it a beating without the binding failing. When you invest in one of these behemoths, you can plan on your bookshelf hating you forever, because that book isn't going anywhere any time soon. (They also always come with a free PDF so you don't have to destroy your back just to carry them to a game, though.)

5. What is your favorite Pathfinder Roleplaying Game compatible product you worked on and could you tell us a little about it?

I don't know if I can say I have a favorite. The one I'm the most excited about at the moment, though, is the one I've been developing and that we are currently Kickstarting. It is called The Lost Lands: Cults of the Sundered Kingdoms, and is our first release that includes gazetteer info about our forthcoming Lost Lands campaign setting. One of our goals in buying Necromancer Games was to be able to take all of their awesome disparate adventures and combine them into one coherent game world called The Lost Lands. This allows us to not only update and rerelease old fan-favorite, long-out-of-print titles to a new generation of fans but also combine them together in a way that it honors and preserves their original intent while greatly expanding upon the world where they were set. The Lost Lands: Cults of the Sundered Kingdoms takes the first regional map we produced and released with our Lost City of Barakus Kickstarter and creates a gazetteer for a big chunk of it (the eponymous Sundered Kingdoms) based in large part on three classic but otherwise unconnected Necromancer Games adventures called Morricks Mansion, Aberrations, and Crystal Skull.

6. What was your best moment working on that product?

I love delving through the old Necromancer Games adventures and mining them for all their nuggets to find common themes and threads. Very few of them were written as anything other than stand-alone products, yet if you look closely you can find commonalities that make great connection points. From these you can build a history and storyline much bigger than the original but with all the richness and feeling of authentic history that comes from the prior products. Our campaign setting incorporates the entirety of the Necromancer Games catalogue. All of my old Necro books are marked up with margin notes and highlighter where I've referenced and cross-referenced them to build the world. I kind of

geek out on that sort of thing, and *Cults of the Sundered Kingdoms* was the first time I've been able to incorporate that into a finished product.

7. What do you feel was the most ingenious part of that product?

In rereading the three adventures I selected to rerelease and expand upon in this book, I discovered a potential plot thread that could tie them all together and practically wrote a lot of the gazetteer and its history dating back more than 3,000 years. The authors did so many good things, but each was constrained to contain his ideas in a single book. The adventures they wrote, however, seemed to be speaking of much larger things. So that was what I was able to do; I created the "much larger" thing that I feel tied the spirit of the three together and made them both bigger as individual chapters but created a whole that was also larger than the sum of its parts. Writing the bridging adventures and gazetteer around it became easy and really tied it all together with a bang, I think.

8. What was the most challenging aspect of working on it?

Though I enjoy working with the original Necromancer Games products, I want to do more than just retread the old material. I want to make something that folks who already own the three classic modules will find worthwhile as well. I want to keep the previous books that often had extremely limited print runs alive but also make a product that wasn't just a nostalgic reprint or "Return to" type thing. It had to both preserve the original intent and presentation of the original yet provide something new and worthwhile at the same time. And I'm not rewriting the original adventures, just updating them, so that they're still true to the original.

Those parameters make the project a challenge. It's a lot more than just slapping three oldies together and filling in the grooves a bit. There has to be a thread of commonality that makes them fit together not only thematically for plot purposes but also geographically. We wanted the book to explore a specific area of *The Lost Lands*, so all three had to be a natural fit for the area as well. Fortunately, Necromancer Games had so many great titles that it helps with that process some, but it is a challenge.

At the end of the day, I don't want the fans of the book to look back and think that the reprint of *Morrick Mansion*, *Aberrations*, and *Crystal Skull* was a really good book. I want them to think *Cults of the Sundered Kingdoms* was a really good book. Maintaining that balancing act of both

reproducing awesome older material while introducing awesome new material that really feels like it belongs and only makes the older stuff better is a tough thing. I think we hit it with *Cults of the Sundered Kingdoms*, though.

9. Did you learn anything while working on it?

Converting older adventures to Pathfinder is really tough. The games are so similar it seems like it should be easy, but there are some very big fundamental changes that make a huge difference. Necromancer Games liked to use a million stat blocks in their products, and we wanted to faithfully update and reproduce all of them. I learned that a good converter who can take those old stats and accurately change them into Pathfinder while adhering to a very specific styles guide is worth his/her weight in gold.

10. Other than your own work and Frog God Games products, what is the best Pathfinder Roleplaying Game compatible product out there?

That is a really tough question, because there are so many out there. I guess I'd have to go with *Legendary Games' Gothic Campaign Compendium* since I'm using it heavily in my *Carrion Crown* campaign right now. I did write a couple small parts of the book, but I think the true genius of the product lies in all the rest of it. You take a bunch of really talented, wildly imaginative Pathfinder writers and tell them to make creepy gothic horror, and they do not disappoint. The crew that *Legendary* put together for that book really knocked it out of the park. I felt like a boy among titans on the project. I barely even look at the sections I wrote I spend so much time in the rest of it.

11. What in your opinion makes a good Pathfinder Roleplaying Game compatible product?

I like to see a product that not only has a great idea at its root but also goes on to really introduce and explore that idea. I think the 3PP guys out there are really good about this these days, but I remember back in the days shortly after the introduction of 3e and the OGL that a ton of product was put out. A lot of it had really neat concepts but really terrible execution. I don't think it has been anywhere near the same problem with Pathfinder. Whether it be an adventure or new rules idea, I really want to see it put effectively into practice and explored. If the product is doing that, then I think you can't ask much else of it. Beyond that it's all about introducing the

flavor that the designer is shooting for, and that's going to purely be a matter of taste to the audience reading it.

12. Who is your favorite designer of Pathfinder Roleplaying Game compatible products?

Since you're asking about PF RPG compatible products, I assume you mean not actual staffers from Paizo. Otherwise, I'd have to give this shout-out to James Jacobs, who is my absolute favorite and Erik Mona who is my very close second favorite. Don't get me wrong, I think all of the Paizo staffers write great stuff; those two have just always really hit the target in my mind.

I'll slip in another shout-out for a writer who I'm not sure has written any PF stuff, so I'm not sure if he counts for this question but that is Bruce Cordell. He has long been a favorite of mine going back to 2e when I first became aware of him. I'm not sure he ever wrote anything that I didn't think was great.

So that leaves me with the PF freelancer pool, which is really quite large and diverse. It is also filled with a HUGE amount of quality as far as writing goes. I feel like these writers freelancing all this great Pathfinder stuff must be something like the early days of pulp fiction when the Howards, Lovecrafts, CA Smiths, and the rest were hitting their stride in the early magazines while the giants like Burroughs and Haggard were still around as well. This may just be my bias, and true fiction aficionados may call me a Philistine (in my mind I imagine that's what they'd call me anyway, in a sort of harrumphing British accent—hey, these are my imaginary critics, I can imagine them how I want!)

Anyway, it's tough to select any single one out of this group of talent, but my own personal bias (like many I'm sure) would gravitate towards Richard Pett and Nicolas Logue. I might give a slight edge towards Rich, just because I think his off-key humor really hits a note with me, but honestly I just think they produce some of the best game writing out there.

So how's that for you? You ask me to pick one favorite, and I held it to only five.

13. What advice would you give to would-be-freelancers?

Keep at it; writing is as much a discipline as a talent. I'm convinced just about any gamer out there has the creativity to come up with a neat RPG product, whether it be an adventure or a rules idea. Where the rubber really meets the road, though, is sitting down and writing it out, self-editing, rewriting, refining, rewriting, etc. You can get wholeheartedly sick of your own great idea as you go through the process, and I think this is where most

people don't become writers...it can be really unfun at times and requires you to grind through it. Paizo's RPG Superstar gives people great practice for this. With the advent of the OGL I don't think becoming a freelancer is as much about being lucky enough to be "discovered" anymore as it is about putting in the effort and staying with it. There are enough 3PPs looking for freelancers (not to mention Paizo itself) that I think anyone who is willing to buckle down and refine their craft as much as necessary can make it as a freelancer.

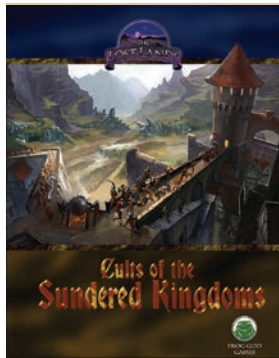
14. Who is your favorite tabletop RPG Illustrator that you have worked with?

I have not worked directly with a lot of illustrators. Chuck Wright is our art director and handles most of that. So instead I'm going to give a shout out to our main cartographer (because cartography is definitely about illustrating). We principally use a guy in Austria named Robert Altbauer. He started with us for the maps of Slumbering Tsar, and he is fantastic to work with. He uses a clean-line style that really meshes with our "old school feel" philosophy, though he can fancy it up when we need him to. His maps are great, he's fast, he's easy to get ahold of to make corrections, he'll ask questions when he needs to. His English is great, but I know there has to be something of a language barrier when he gets the chicken scratches we sometimes send with notes or emails that are barely in English themselves. Nevertheless he does his best to interpret whatever insanity we're trying to convey and will make corrections on the fly at a moment's notice. Strangely, he's usually able to accurately interpret our insanity the first time, anyway, which is pretty remarkable itself. I can't say enough good things about Robert and the work he does for. You can see his stuff at <http://www.fantasy-map.net> for yourself if you'd like to check it out.

15. What has been your most memorable fan response to your work?

Robert Trifts wrote an incredibly detailed review of The Slumbering Tsar Saga for EN World shortly after it came out. Not only was it full of glowing praise as a game book (which I fully appreciated), but he said something else that I had only heard once before. He was comparing it to Ptolus and The World's Largest Dungeon as a mega-adventure, and he gave it favorable marks in comparison because he said it was not only a good game book but was fun to read as well. He said to open to any page at random and just read 5 pages of it and see if you are not entertained above and beyond simply as a GM planning

a game. I love game books and I love game writing, but I don't write non-game materials or books. To be told by a reviewer that it was even a great read just as a book blew my mind. Once many years ago very early in my career as a writer, a poster on the Paizo boards mentioned one of my adventures in Dungeon Magazine and just wrote a single line where said he enjoyed my work because he read it as fiction rather than game material. Robert's review was huge validation of that and multiplied it by a thousand in my mind. I have no illusions that I am a novelist or any great genius as a writer. I really just write the kind of adventures that I think I would want to play in. But for something I wrote to have made that sort of impression on someone was really big to me and has still stuck with me years later. So a big thank you again to Robert! I still appreciate it; the check's still in the mail! I promise this time... ☺



16. Could you give us an exclusive hint or teaser about an upcoming product you are working on?

The next big product I'm working on for release after Cults of the Sundered Kingdoms is The Lost Lands:

The Northlands Saga Complete. Back in the early days of Frog God Games in 2010 we released four small, softcover adventures that we called our Northlands Saga. Written by archaeologist and game designer Kenneth Spencer, these four adventures were extremely cool but had very limited print runs and never sold very well. I think it was mainly because nobody really even knew about them; Frog God Games was brand new at the time and launching some major flagship products like The Slumbering Tsar Saga and The Tome of Horrors Complete, and I think the Northlands Saga adventures just got swallowed up in the background noise. Despite the lack of sales overall, the reviews that were done of those products were stellar. The response was overwhelmingly positive. You can still look them up on the products page for Paizo and see those reviews.

Well, Kenneth eventually got busy with other things and the Frog God schedule moved more and more to the big releases with Rappan Athuk and others. The result was that even though Kenneth had written a lot more and had mapped out a dozen or so adventures, the Northlands line just sort of tapered off and disappeared. However, as Frog God has grown and been able to bring in more folks to help out with the development and production of our books, it lifted a lot of work off of my plate and let

me go back and blow the dust off of those old Northlands files that have been laying around in my hard drive for the last 5 years. So for the last year and more I've been developing what Kenneth had previously written, filled in some gaps with other writers, and now we're about to launch a Kickstarter in July for The Northlands Saga Complete. The book includes a massive campaign guide of the entire Northlands setting that we introduced back in those old adventures as well as an 11-adventure adventure path to take PCs from 1st to 20th level. The original four adventures (now hard to find) have been updated, expanded and included in the adventure path so people who played in them years ago can pick up where they left off or start anew with a brand-new party based on the backgrounds, archetypes, and new rules introduced in the campaign guide. The book is going to be massive, probably somewhere around 850-900 pages and include a full-color poster map of the Northlands setting. And just to make it that much better, the Northlands have been seamlessly incorporated into our Lost Lands campaign setting so it'll tie in with all of our other products. This book is going to be pretty cool, so I hope people will look for it in July and jump on board to support its Kickstarter and let us finally release Kenneth's Northlands setting in the style and magnitude it deserves.

17. Do you have any goals for Frog God Games that you have yet to obtain or overcome?

I mentioned earlier creating a campaign setting to incorporate all of the Necromancer Games and Frog God Games products into a single, cohesive whole. We're getting there and actually hoping to release this monster some time in 2016, but getting there has not been easy. It has involved me rereading every single Necromancer Games and Frog God Games title with a fine-toothed comb to pull out every little bit of campaign-specific material, be it gods, or races, names of cities and kingdoms to types of plants, particular naming conventions, and different ethnic traits. It's fun, but it is extremely time consuming and involves me creating my own encyclopedic compendium of campaign data. I've got the world mapped out and most everything labelled, but there are still a lot of little bits and pieces that I have to get filed away and organized before I can start assigning the writing projects in earnest for this thing. So that's a big overarching goal that has been in my mind from the beginning, though I think we're actually getting pretty close to achieving it. The downside is that all of my physical copies of the FGG and NG books are now marked up with notes and highlighter, so any thoughts of getting rich off of eBay in my retirement by selling pristine first printings of all these old books it pretty much shot.

18. Can you tell us a little about The Lost Lands: Cults of the Sundered Kingdoms?

The Lost Lands: Cults of the Sundered Kingdoms is our first gazetteer of our Lost Lands campaign setting. Every module put out by Necromancer Games and Frog God Games has given a little thumbnail sketch of a piece of the Lost Lands. When we released our update of Lost City of Barakus last year, we finally released a poster map showing a good chunk of the Lost Lands in the region that lies around Barakus. We released another regional poster map with Sword of Air this year. But other than the locations described in those adventures and the identifiable locations from other previous adventures, we had not produced any definitive descriptions of the Lost Lands themselves. Now with Cults of the Sundered Kingdoms, we take that Barakus regional map and focus on a big portion in the middle of it called the Sundered Kingdoms complete with a gazetteer to detail its regions, cities, and notable features, complete history and information on races, ethnicities, and languages in the area, and an adventure path to play within the Sundered Kingdoms. We also introduce and detail the 13 evil cults that have plagued the region for the last 3,000 years and have contributed to the region's reputation as sundered kingdoms for all this time.

19. You say Cults of the Sundered Kingdoms has a full adventure path in it as well as all its gazetteer info. Can you tell us more about the AP?

For the adventure path we started with three classic long out-of-print, fan-favorite Necromancer Games adventures: Morrick Mansion, Aberrations, and Crystal Skull and have updated them to Pathfinder, included some original, never-before-released material for them, and incorporated them into the Sundered Kingdoms. We then built an overarching background plot from their individual story lines and set it into the Sundered Kingdoms along with three new adventures: Beasts Among Us, Shades of Yellow, and Vengeance in the Hollow Hills to form a complete adventure path for levels 3-15+. It starts in/near the city of Endhome, so it's a perfect continuation for those who have played through The Lost City of Barakus and are looking for the next

chapter in their campaign.

Now old fans of Necromancer can relive the fun of those classic adventures but this time in the larger context of an adventure path and the campaign setting while new fans can still enjoy what made those older adventures classics along with the new material and setting material as we continue to reveal the secrets of the Lost Lands. The Kickstarter is going well, but we want to introduce as many people as we can to our Lost Lands setting and all the cool new things it has to offer along with the classic fun of the Necromancer Games adventures from the early days of 3e and 3.5. If you liked Necromancer Games back in the day or Frog God Games now, you're not going to want to miss this one.

20. Is there anything else that folks should know about you and/or your work?

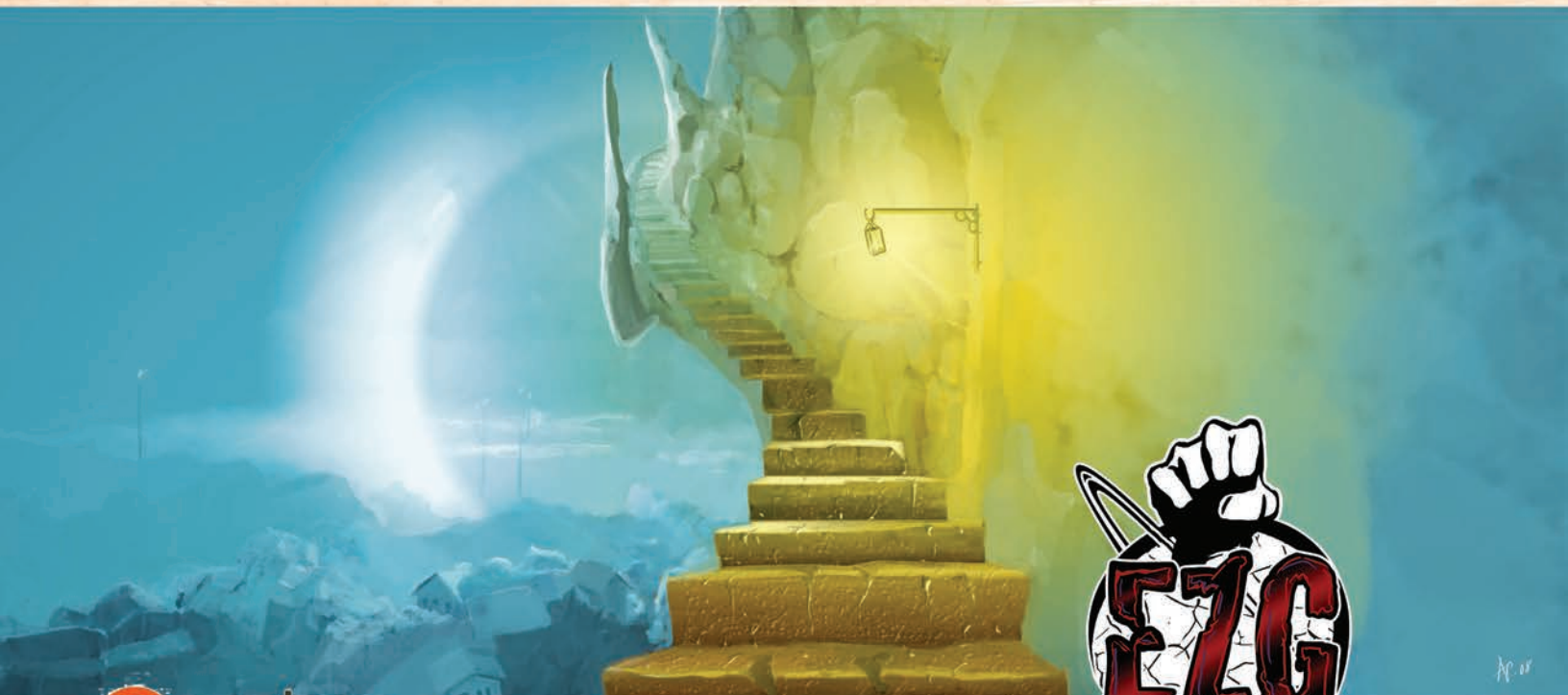
If you're not familiar with Frog God Games and what we do, we strive to bring back the old-school feel of classic Dungeons & Dragons to the modern iterations of the game. Starting with Necromancer Games and their old motto of "Third Edition Rules, First Edition Feel," we have continued in that philosophy with "Adventures Worth Winning." If you liked the classical feel of the early days of the game but enjoy the more developed rules provided by Pathfinder, then check out Frog God Games to see those two concepts melded into adventures that challenge your characters, ignite your imagination, and give your players something to brag about if they manage to survive. From The Tome of Horrors Complete, Slumbering Tsar, and Rappan Athuk to Cyclopean Deeps, Sword of Air, and Cults of the Sundered Kingdoms, we're dedicated to bringing you BIG gaming experiences both in terms of the size of the adventures we offer and the intensity of the games themselves. Frog God Games adventures are not for the faint of heart, but they are made by a bunch of guys that love the game and have played it for the last three decades. Come on by and check us out at froggodgames.com or look us up in the Paizo web store and see if there's anything there you like. We can't promise that your player characters will live through it, but your players will certainly never forget it.

Support Endzeitgeist

Endzeitgeist, the most prolific reviewer of Pathfinder Roleplaying Game compatible material has written more than 1,900 in depth reviews, one of which you likely have read since you read the Pathways e-zine. His reviews are fair, insightful, and critical. He also updates reviews based on updates to products, which encourages authors and publishers to correct and improve their creations, leading to a higher quality of product over all.

In my not so humble opinion he is the best reviewer out there and our industry needs him that is why I, Steven D. Russell, head of Rite Publishing am a supporter of his Paetron project, and why I am asking you to support this project as well. If you cannot support it financially, I fully understand and simply ask that you support it by help spreading the word through your social media.

Thank you for your time.



Endzeitgeist's Top Ten of 2014

Thilo Graf

Endzeitgeist's Top Ten of 2014

Only 3 months late. Yay! Kidding aside, the last year was interesting and could be summed up in the truism of „quality over quantity“ – in no year so far, we have seen this many inspired 3pp-products, so much excellence. So, here are my Top Ten products of 2014. Due to me being in hospital as I type these lines, I'm aware that some particular reviews have not yet been published – these will hit my site soon.

As every year, the following selection is very much a reflection of my personal tastes, less one of objective quality (how can one compare a crunch-book to a module, a 40-page module vs. a 300+ page mega-adventure?), though only superb products can be found on this list. One more thing – this year saw some glorious KS-books released, but also quite a few that were funded sans KS. The biggest surprise to me were the “small” new publishers. Both Mór Games and SagaRPG came out of the blue to deliver some truly glorious modules. I'm very much excited where these will go! Finally, I only recently received the Thunderscape books by Kyoudai games, missing the cut-off date – these will not fall through, but rather become eligible for inclusion in my Top Ten of 2015. The same holds true for the Liber Influxus Communis by Amora Game and Sword of Air by Frog God Games.

First, let me provide my honorable mentions:

Ultimate Ethermagic, Maestro, Libram of the First Language by Interjection Games: These 3 candidates have since their release been updated and expanded into the upcoming Strange Magic compilation. That is the only reason they're not on this list. Suffice to say, Strange Magic will be a hot contender for my no 1 of 2015!



Laying Waste: The Guide to Critical Combat by JPK Games

I always preferred more complex critical systems over the bland bonus damage that is the default. The hit/fumble-decks by Paizo were not enough for me, so this

immediately saw fervent use at my table and continues to be beloved for the grittiness it provides. However, at the same time, it does not cover magical/alchemical crits, which are schedules to be covered in a sequel-book. Since said as of yet unreleased sequel could ruin the whole system, unlikely though that may be, this beloved book only receives an honorable mention.

Rise of the Drow by AAW Games:



This glorious, massive campaign is the best drow-centric campaign I've ever run. It is evocative, brilliant and in any other year, it would have made the list. I urge all fans of drow to check it out...but for me, in spite of its brilliance, it was a tad bit more conservative than the modules that have made the list.

Dunes of Desolation by Frog God Games:

I got ready to loathe this book immediately – how dare it quote one of my favorite boxed sets of all time? I was utterly wrong. This environmental book is not only a superb sourcebook, it is also a collection of stellar adventures. The only reason this absolutely awesome book isn't on the list is the player-centric crunch, which, while not bad, isn't 100% up to the awesomeness of the rest of the book. Still, an absolute must-have!

Without further ado:

Number 10: Ultimate War by Legendary Games

In the air, above and below the waves and on land, this book by Legendary Games makes warfare and mass combat work infinitely more fluid, more complex and ultimately, fun. Pun intended.

Number 9: Obsidian Apocalypse by LP Jr Design



This campaign template to bring various apocalyptic endgames to one's campaign resonates with me on a very fundamental level – if my nickname wasn't ample clue, I enjoy the truly dark scenarios and this provides a Dm with a

huge toolbox to scavenge from, allowing you to ignore the few not so great pieces herein – which remain the only reason this isn't higher on the list. An awesome box of delightfully nasty options!



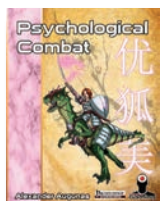
Number 8: Age of Electrotech by Radiance House Publishing

I love myself some super-science in my game – from technology to steampunk to stormpunk and whatever floats your boat, this campaign template/sourcebook allows you to insert one of the best classes currently available and iconic concepts/items galore into your game – whether you're playing Iron Gods, Rhûne, Pure Steam or anything else.



Number 7: Twin Crossing by AAW Games:

Didn't expect to see that one here, hmm? Well, a module that does SO MANY innovative things in one book, that dares to be radically different in so many ways, from the lack of a BBEG, to partying and a focus on commerce just deserves the accolades. This constitutes a prime example of AAW Games' quality over quantity-premise that so positively reflected on so many of their latest releases.



Number 6: Psychological Combat by Everyman Gaming:

"I try to draw its ire!" "All right, roll... what again?" This humble pdf fixes one of the most glaring holes in PFRPG's rules. It's concise and is used in literally every PFRPG-game I play. A must-have for a ridiculously low price.

Number 5: Cyclopean Deeps Vol. 1 by Frog God Games:



There are two underdarkers for me – and both have received the best incarnations in modules I've ever read this year – modules that truly GET what the underdark ought to be about. While AAW Games' Rise of the Drow has covered the underdark's more civilized upper regions, where relatively humanoid-centric civilizations rule, Cyclopean Deeps goes further below – to the place where uncanny valley,

sword & sorcery and spelunking mix, to the depths where no mortal returns from. Steeped in a blend of science and lovecraftiana, suffused with old-school style and obviously ample reading of the classic 2nd edition dungeoneer's guide, this book is the only one I could mention that manages to evoke a form of indirect storytelling akin to the Demon/Dark Souls games in such a degree of mastery.



Number 4: The Secrets of the Masquerade Reveler by Rite Publishing:

What more can I say that I haven't said in my review? This is the balanced tier 1 martial. The fluff-rich god-archetype. The imho best archetype currently available for PFRPG. A masterpiece in design and execution, a perfect example of all that is awesome about Mark Seifter's design and Rite Publishing's mastery of high-concept books. Oh, and it reads better than quite a few novels I've read.

Number 3: Journey to Cathreay, The Key to Marina and Dance Macabre by 4 Dollar Dungeons:

Richard Develyn is currently my favorite adventure author. With an unbroken string of 5 modules that made this list (with last year's modules making No. 1!), his record is bound to last quite a while – and there's a reason for that. Each of Richard's modules is ART. Yes, capital letters art. They read well, they play even better. And then there's this one thing that sets him apart. Most authors have a distinct style and excel in it

– take Richard Pett or Nicholas Logue – masters of horror. Greg A Vaughan – next to no one can make fantastic vistas come to life this well. Wolfgang Baur – a master of evoking the mythological, the fantastical and evoking true magic. Richard does something different – like a chameleon, he alters his style with every module he writes. If I didn't know better, I'd assume them to be from different authors. Each module is vastly different in style and execution, but all have in common that they are utterly SUPERB, still retain an unifying voice and demonstrate an almost effortless-seeming level of mastery in their respective fields. My players constantly bug me for new modules. They ask to replay them.



(!!!) And sometimes, I quite frankly oblige. Add to that the fact that they're just 4 bucks each and you should realize how good this year's offerings were to move these to the bronze-position.

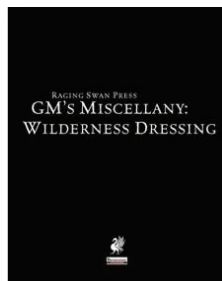
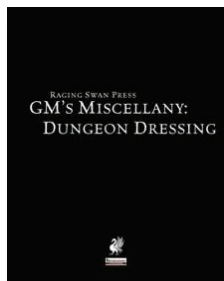


Number 2: Zeitgeist Act One: The investigation Begins by EN Publishing

Speaking of record holders – where Richard Develyn's 4-Dollar-Dungeons hold the record regarding unbroken series of nominations by one author, the Zeitgeist AP holds the record for unbroken 5 star+ seal of approval ratings in one series. The one reason this massive tome managed to score higher would be its boundless ambition and complexity. This AP is dauntingly, triumphantly even, a return to the assumption that RPG-fans have an above-average intelligence, that we can retain and process complex and layered narratives and that we can, more than that, enjoy ROLEplaying as well as rollplaying. It is a valiant appeal to our brains to dive into one of the most exciting narratives I've ever read in any supplement – and it plays that great as well! The Zeitgeist AP is a monument and I am still baffled it exists – the analogue would be Hollywood making a movie like Primer with a triple A budget. Even on its own, this first third of this massive saga is a monument, a campaign that surpasses most APs in its constant changing of gears that inevitably grind on toward the climax – only to move on to further heights. The only reason this has not made number 1 would be the awfully reductive, cringeworthy naval combat system employed – do yourself a favor and replace it with Frog God Games' Fire as She Bears.

Number 1: GM's Miscellany Dungeon Dressing & Wilderness Dressing by Raging Swan Press:

This is MY list. But it is, ultimately, also my player's list. Our beloved hobby is cooperative and fun for only



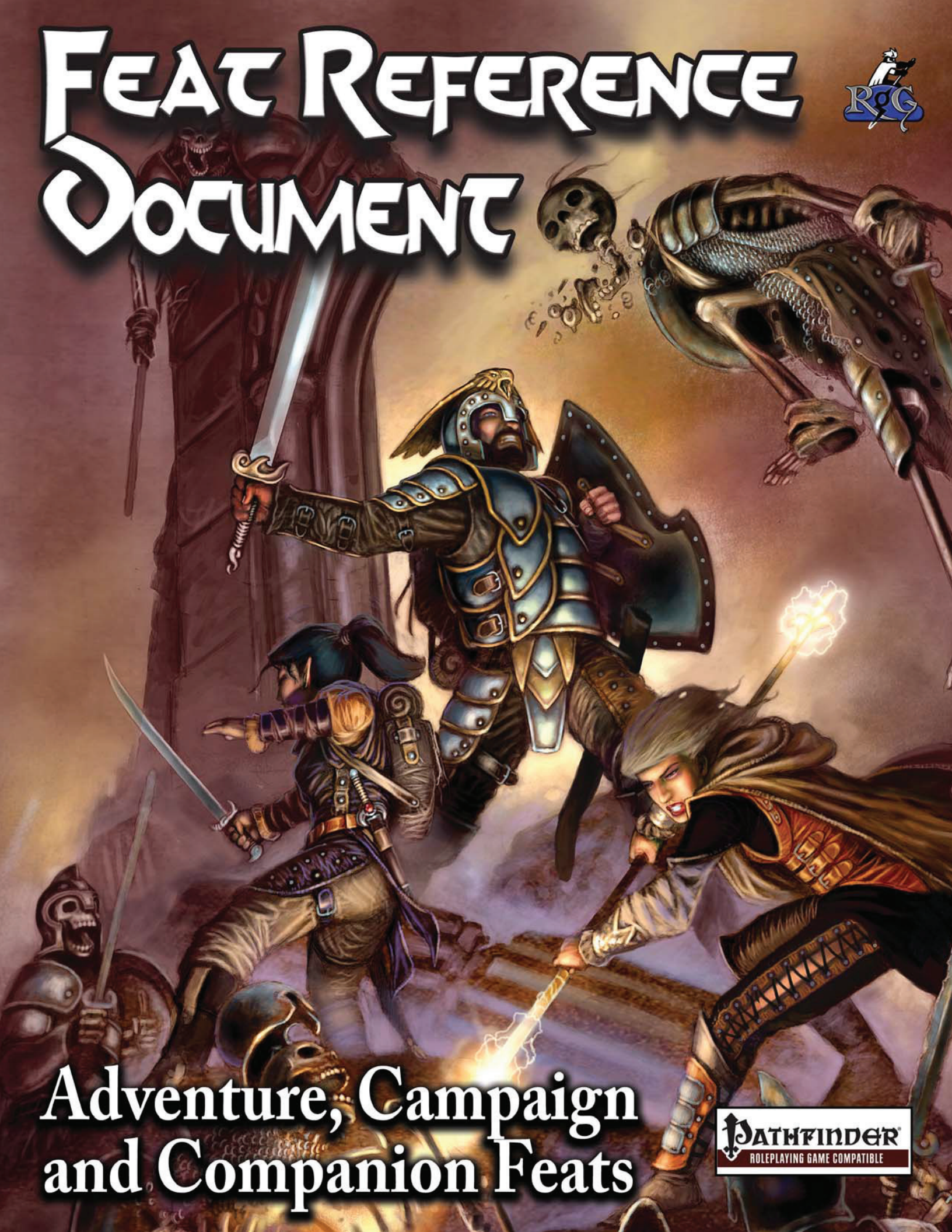
one side of it just does not feel right. So let me state this load and clear: These books have improved my game in ways I couldn't ever have fathomed. The level of detail and believability and compelling world-building has soared with the introduction of these two books. I use them in every game I DM – PFRPG, DCC, 13th Age – no matter. Much like some old classics like the dungeoneer's guide in 2nd edition, these books will be used for decades to come. That is not all, though – it is the almost uncanny perfection in organization of the content that renders these books so far beyond, they're almost a class of their own. These books have earned each cent of their asking price ten-fold. And now remember – I run my games in German. I translate these on the fly and though I'm pretty adept at this task, the use of these books, mainly due to their superb organization, works so flawlessly that they enhance EVERY single adventure I run. To the point where my players no longer can distinguish from side-treks/random encounters to those that are plot-relevant. These books belong into every DM's library, regardless of system. They were also, hands down, my easiest choice for a number 1 spot ever. If you or your DM don't own these, do your game a favor and buy them ASAP – I guarantee that your game will be vastly enhanced by them.

Final Thoughts:

2015 is bound to be terribly exciting after such an awesome array of books – numerous classics (The Blight, Northlands Saga, Questhaven...) loom on the horizon, huge books await and we are seeing more talented designers, both for modules and crunch, than EVER before. Similarly, the amount of books I had to rate low has been relatively low and I hope, this trend endures. The average level of quality is staggering – to the point where I'm using less Paizo-material (apart from modules/APs/monster/setting-books) than 3pp-material. With crunch-masters like Alexander Augunas, Bradley Crouch, Owen K.C. Stephens and Steven D. Russell, we are bound to see much more coolness, especially with e.g. Morgan Boehringer, Michael Allen, Michael Sayre and many, many more adding their talents to PFRPG.

Here's to the future!
EZG out.

FEAT REFERENCE DOCUMENT



Adventure, Campaign
and Companion Feats

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

PATHWAYS MAGAZINE

THE PATH LESS TRAVELED #15: Gratuitous Fan Service By Jacob E. Blackmon



PATHWAYS MAGAZINE

Open Game License 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your

Contributions are Your original creation and/ or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

All proper names, Logos, Company Names, Images, Graphics, editorials, interviews, fiction, and reviews are product identity all other content including translated common names are open gaming content.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.
System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.
Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.
Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.
Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.
Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Pathfinder Roleplaying Game Bestiary 2, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
The Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.
Pathfinder Roleplaying Game Bestiary 3, © 2011, Paizo Publishing, LLC; Authors Jesse Benner, Jason Bulmahn, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.
Book of Templates: Deluxe Edition, © 2003, Silverthorne Games; Authors: Ian Johnston and Chris S. Sims.
Red Jester from the Tome of Horrors Complete, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene
Pathways #49 Copyright 2015 Steven D. Russell

A FLY IN THE OINTMENT

BY ROBERT N. EMERSON




RITE
PUBLISHING