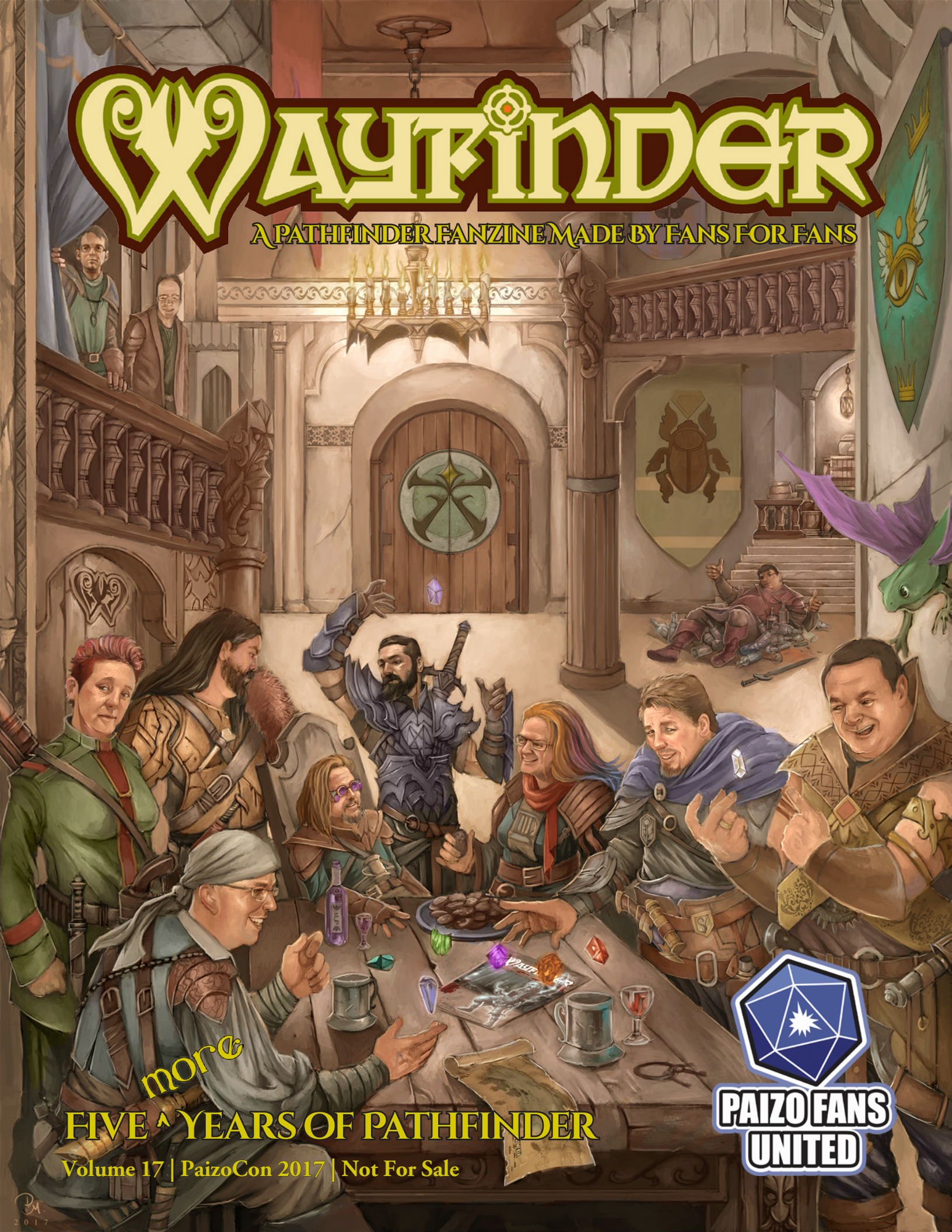


WATFINDER

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FOREWORD

Issue Number Seventeen. SEVENTEEN.

That number still boggles my mind, honestly. If you would have told me back in 2008 that in 10 years I'd be publishing an award-winning Pathfinder fanzine, I would have told that you must be confusing me for someone else, since I had zero experience in publishing *anything*. Yet, here we are: 10 years of Pathfinder, 10 PaizoCons, and 17 issues of Wayfinder! Madness! Madness, I tell you!

Honestly, what started out as "a love letter to Paizo" has become much more—it is now a valid and recommended avenue for getting your foot in the door for the gaming industry. People who had never been published before are getting published in Wayfinder; and Paizo and many Third-Party Publishers have taken note of them: authors, artists, and editors alike. To fully appreciate how we got here, I think you have to know how it all started out.

One fine Tuesday evening back in 2008, I was contacted in the chatroom by "Butterfrog" who was very excited about attending PaizoCon 2, and wanted to produce a special program guide for the next PaizoCon. However, Paizo had privately approached me to let me know that they wanted to run the next PaizoCon themselves, but they wanted to keep it a secret until they could make a big announcement. So, there I was, still the public face of PaizoCon, making vague statements about "big plans happening," and an "announcement in the works as soon as everything comes together." I was pretty sure that they already had the program guide thing handled, though. Despite all this, the more I talked with Butterfrog, the more clear it became that what he was proposing was a kind of fanzine, 100 copies with 24-pages of articles and artwork by fans, to show their appreciation for Paizo and Pathfinder. Knowing that Liz Courts, my co-dictator of PaizoCon, had experience with producing fanzines, I put Butterfrog (aka, Hugo Solis from Mexico) in touch with her. I do remember giving them a suggestion that the fanzine should be like field reports from members of the Pathfinder Society, but left it up to Liz and Hugo to "do their thing."

So, in 2009, and Hugo brought 350 copies of a 72-page fanzine titled "Wayfinder" to hand out—for FREE—at PaizoCon. That was triple the scope of what was originally planned, and it was one of the most professional looking layouts I had ever seen for a fan-made magazine. It was incredible. Hugo and Liz asked me to supply a personal note to readers on the back cover, with a challenge to keep it going with a second issue. I was extremely honored and very proud to do so. For

me, Wayfinder was the embodiment of the Paizo Fan Community, an extension of the spirit upon which PaizoCon was founded.

Needless to say, Wayfinder #2 came out in late 2009, complete with a "winter" theme of Irrisen, and Wayfinder #3 followed for PaizoCon 2010. Things were looking good for Wayfinder, it seemed, until early 2011. Liz had just finished Wayfinder #4, and was presented with a dilemma: she was hired by Paizo, so she could no longer run Wayfinder. Faced with either discontinuing the fanzine or finding an unsuspecting victim, volunteer, to take over, she contacted me. We met for lunch, and she told me the situation and asked if I'd be willing to take over Editor-in-Chief duties for Wayfinder #5, due out for PaizoCon 2011, a few short months away. I remember saying I'd think about it, which must have meant "yes" because a few days later I was suddenly Editor-in-Chief....that Liz, so sneaky.

One thing is very, very obvious: I could not have done this alone. During my time over the last 13 issues of Wayfinder, I've learned

the ropes from Liz Courts and Hugo Solis, and worked alongside with Dain Nielsen, Garrett Guillotte, Paris Crenshaw, Kalyna Conrad, and Eric Hindley. Add to that a full pool of talented editors, artists, and authors, along with sponsors like Kobold Press, Green Frog Games, Louis Porter Jr., Jon Brazer Enterprises, Steve Geddes, and many others, and we have managed to not only keep this fanzine afloat, but have steadily improved it along the way, winning a Gold ENnie for Best Free Product, as well.

As I look over this issue, I find the words I wrote for the first issue's epilogue are just as applicable today:

"So, as our **tenth** year of PaizoCon comes to a close, I have seen everything I had hoped the event could become, and so much more. I can only

begin to guess what you, the incredibly talented and inspired Paizo community, can come up with for the **next** Wayfinder.

"There...the gauntlet has been thrown **once again**. Show us what you've got!"



Tim Nightengale

Tim "Timitius" Nightengale

MAKING GOLARION YOUR OWN: CONNECTING ADVENTURE PATHS

BY JOHN LAFFAN
ART BY LIZ COURTS

Adventure Paths can be a wonderful introduction to the world of Golarion. Some groups finish them in months, others in years, but what do we play afterwards? This article intends to help newer gamemasters tie their games together so that they and their players can grow a unique Golarion shaped by their own actions.

Note: Spoilers ahead!

It can be daunting to prepare a single Adventure Path, let alone more than one. However, if you dream of building a connected world, it's never too early to start planting seeds for the future. The first step is to pick two Adventure Paths that you want to run as a linked story. You may pick more than two if you wish, but focusing on just the two Adventure Paths can help you to stay focused and avoid burnout while still gaining experience.

Once you have chosen your APs, identify themes and NPCs that can link the stories. For example, if you're linking *Reign of Winter* (dark fantasy) to *Strange Aeons* (horror), locate creepy moments in *Reign of Winter* where you can foreshadow events or NPCs from *Strange Aeons*. The eerie encounter with the phantom of Thora Petska in Part 1 of *Reign of Winter* is an ideal scene for PCs to have visions of the Tatterman from Part 1 of *Strange Aeons*. It might not make sense to the players at first glance, but it helps foreshadow events to come.

The next thing to consider is timing. Do your games take place one right after the other? How immediate are the consequences of your last campaign? Are your players going to play followers of their last characters, children, or someone unrelated? Deciding this before running your game is important because you will need to adjust your NPCs accordingly. This allows opportunities to show

characters before they were villains, or offer glimpses of their background. Perhaps show Irabeth from *Wrath of the Righteous* as a bitter mercenary before she found love or Kroop from *Skull and Shackles* when he was friendlier and still eating competitively.

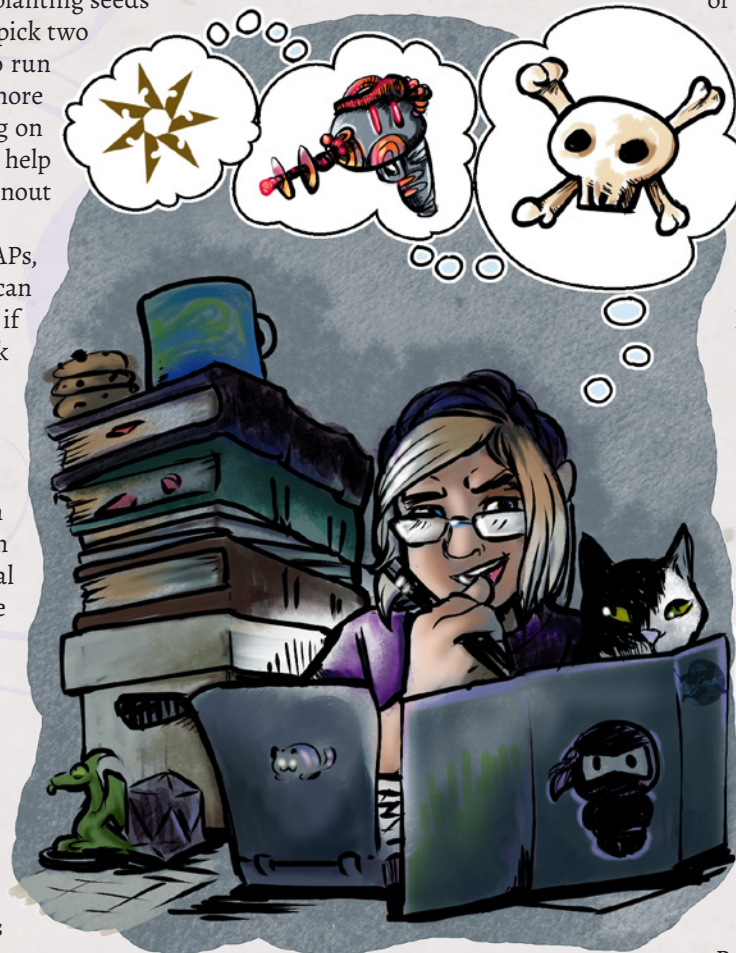
Now it's time to populate the world with familiar faces. Most Adventure Paths are separate and unconnected, though some share NPCs. If you have chosen linked APs, use those NPCs, but if not, then adding recurring original characters will help unite your campaigns. Conveniently, great choices for NPCs have already been printed at the back of each AP. The NPCs you choose shouldn't be antagonistic in your first game, even if they are in the second, for two major reasons: first, you don't want to lose a major NPC for the future, and second, you also don't want the players trying to solve the second AP when they are working on the first. It's advisable to have the NPC helping the PCs in some way, even if it's quid pro quo. For example, if you're running *Shattered Star* followed by *Iron Gods*, perhaps clerics of Hellion offer aid to the players in exchange for being able to study some of the Shards of Sin. While those characters will be antagonistic later on, at the moment, their goals are aligned with those of the adventurers.

Lastly, remember the consequences of the first game. Each AP has a "continuing the campaign" section you can use as inspiration, but what makes the last game stand out is for players to witness their influence on the world. Obviously your players' first PCs cannot be reprised for the second adventure, but offer them nods. Did the players start a thieves' guild? Have some gang members appear,

or have the group hear embellished stories of their pirate ship being told at the inn. The biggest consequence is the former PCs themselves. Are they rulers of a nation now, or are they still adventuring? If still a factor in the world, provide a reason they are too busy to deal with this new crisis. Most Adventure Paths also have world-changing events in them to consider. After *Hell's Rebels* or *Hell's Vengeance*, Taldor and Andoran may undergo a resurgence while Cheliax is in turmoil, perhaps even leading to a war with each other.

What if you can't get to that next Adventure Path? That's okay; your work need not be wasted. You can use a module instead, applying the same techniques on a smaller scale. Consider mentioning the starvation across the land due to the unnatural snows after a *Reign of Winter* game, or adding a demonic random encounter to every game after the narrow victory in *Wrath of the Righteous*.

By keeping things consistent, you can show players that their actions aren't just following the Adventure Path — they are shaping their very own personalized Golarion. 🍷





PUBLIC OUTRAGE: THE CENSOR A BARD ARCHETYPE

BY GABRIEL ALMER

ART BY JESSE MOHN

Verseers of civil order and public morality, censors firmly uphold a society's traditional values against the provocations of rebellious avant-gardists. They ruthlessly defame, denounce, and discipline those who would dare to publicly undermine the rightful government's authority with their depraved behavior.

Alignment: A censor must be of lawful alignment.

Bardic Performance: A censor gains the following types of bardic performance.

Interdiction (Sp): At 1st level, a censor can use his performance to forbid one or more creatures a single course of action, which they avoid to the best of their abilities as if affected by *forbid action*^{UM}. Each creature to be affected must be within 90 feet and capable of paying attention to him. The censor must also be able to see the creatures affected. For every three levels the censor has attained beyond 1st, he can target one additional creature with this ability (the forbidden action must be the same for each creature).

Targeted creatures can attempt a Will save (DC 10 + 1/2 the censor's level + the censor's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the censor cannot attempt to affect that creature again for 24 hours. If its saving throw fails, the creature cannot take the forbidden action. The effect remains for as long as the censor continues to maintain this performance, but each subsequent round after the first, on its turn, the creature may attempt a new saving throw to end the effect. Interdiction is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible and visual components.

This performance replaces fascinate.

Chastise (Su): At 6th level, a censor can use his performance once per round to chastise a creature within 30 feet that has violated his interdiction. Using this ability does not disrupt the interdiction effect, but it does require a standard action to activate (in addition to the free action to continue the interdiction effect). If a creature takes an action explicitly forbidden by the censor's interdiction (regardless of whether it succeeded on its initial saving throw or a subsequent one against the interdiction), the censor can cause that creature to suffer excruciating pain as it takes 1d8 points of nonlethal damage per two bard levels and becomes sickened for a number of minutes equal to the censor's level.

Using chastise does not count against a censor's daily use of bardic performance. A successful Will save (DC 10 + 1/2 the censor's level + the bard's Cha modifier) halves the damage and negates the sickened condition. A chastised creature that grovels at the censor's feet begging for forgiveness

(a full-round action that provokes attacks of opportunity) is freed of the sickened condition and cannot be chastised again unless it commits another violation against the censor's interdiction. Chastise is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible and visual components.

This performance replaces suggestion.

Rectify (Su): At 12th level, a censor can use his performance to rectify the deviant behavior of those who defy order and discipline. This effect functions as *geas*, using the bard's level as the caster level. To be affected, the target must have violated the censor's interdiction during the last 24 hours. Using this ability requires 4 rounds of continuous performance, and the target must be able to see and hear the bard throughout the performance. Rectify is an enchantment (compulsion), mind-affecting, language-dependent ability and relies on audible and visual components.

This performance replaces soothing performance.

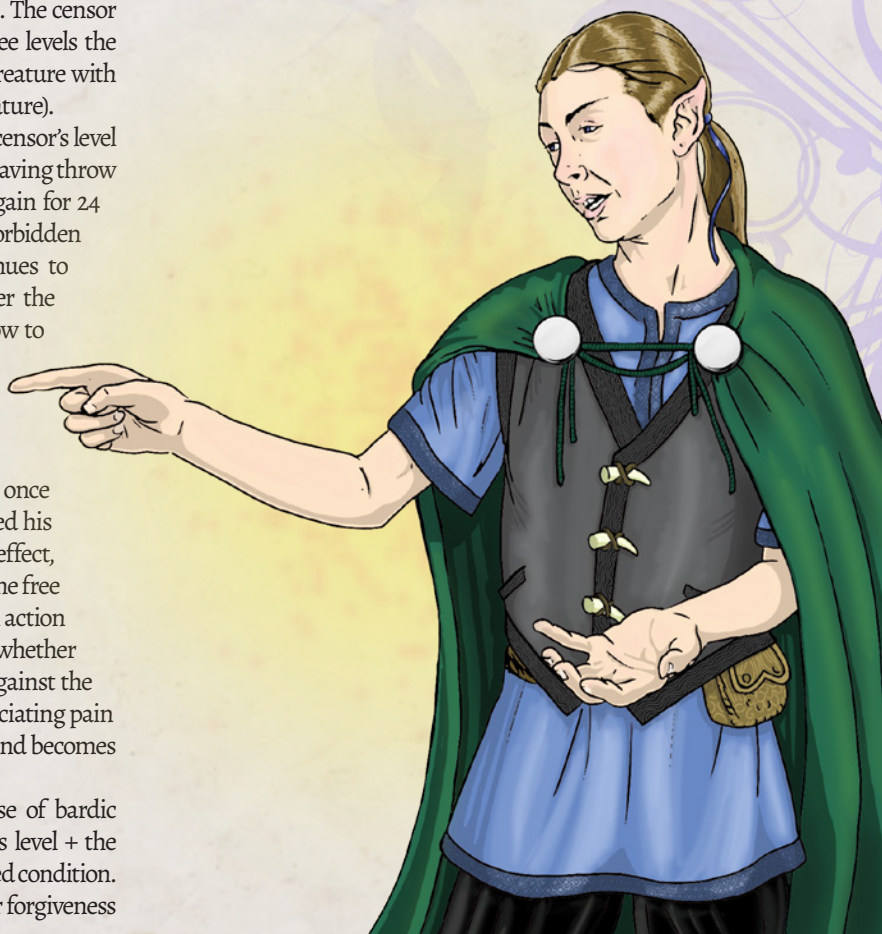
Mass Chastise (Su): This ability functions as chastise, but allows a censor of 18th level or higher to chastise any number of creatures that have violated his interdiction simultaneously.

This performance replaces mass suggestion.

Lawful Magic (Su): At 10th level, a censor increases the DCs of spells with the lawful descriptor and all spells cast against creatures of chaotic alignment by +1. This bonus also applies against creatures that violated the censor's interdiction within the last minute. This bonus increases by +1 at 16th level and again at 19th level. This ability replaces jack of all trades.

Castigating Spells: At 2nd level and every four levels thereafter, a censor can add one spell from the inquisitor spell list to his spells known. He may not select a spell that is harmless or has a range of personal. The spell must be of a level the censor can cast. This ability replaces versatile performance.

Ex-Censors: A censor who ceases to be lawful cannot gain more levels as a censor, though he retains all his bard abilities. ☉





THE SCIENCES BEHIND ALABASTER WALLS

BY MATT 'HELIO' ROTH
ART BY SNOW CONRAD

The great Alabaster Academy may have lost some of its prestige thanks to one now-notorious professor and steadily increasing Chelish influences, but it remains an impressive monument to Kintargo's history. Even with its classrooms emptier than ever before, the Alabaster Academy continues to be at the forefront of botanical and zoological research across the Inner Sea. The scholars at the Academy have cataloged the specialty herbs of Ravounel, created several alchemical and magical aids, and even developed new spells suitable for their studies.

Alabaster Alchemicals

The following items may be constructed with Craft (alchemy).

MANGVHUNE'S LEGACY

Cost 50 gp; **Weight** 1 lb.

Craft DC 20; **Type** alchemical remedy

Despite the bloody legacy of Doctor Aladner Mangvhune, he was a gifted anatomist. A dose of Mangvhune's Legacy accelerates the natural healing process. The imbiber recovers 1 point of nonlethal damage every 10 minutes, 1 hit point every hour, and gains a +4 alchemical bonus on saving throws against pain effects. As a side effect, the subject's rapidly pulsing blood increases all bleed damage by 1. A dose of Mangvhune's Legacy lasts for 8 hours and leaves the imbiber sickened for 8 hours afterward. A creature cannot benefit from it more than once every 24 hours (though they still suffer its side effects).

OCULAR OINTMENT

Cost 80 gp; **Weight** —

Craft DC 15; **Type** alchemical remedy

This small dropper holds a viscous, stinging fluid that helps alleviate temporary blindness caused by overexposure to light or darkness. When applied to the eyes as a standard action, a dose of ocular ointment reduces the effect of any nonmagical blinding effect (such as that caused by a dirty trick or light blindness) to blurry vision. Opponents are still considered to have total concealment, but the creature suffers

no other penalties for being blind. A vial of ocular ointment holds 5 doses. Ocular ointment has no effect on natural or magical blindness.

PHYSICIAN'S KIT

Cost 150 gp; **Weight** 3 lbs.

Craft DC 15; **Type** alchemical remedy

This set of curatives and specially treated bandages functions as an improved healer's kit, granting a +4 alchemical bonus on Heal checks. A physician's kit used to treat deadly wounds restores 2 hit points per level of the injured creature. Additionally, when used to provide first aid, it can render the creature conscious (though they are still staggered if below maximum hit points). A physician's kit can be used 5 times and cannot be used in conjunction with a standard healer's kit.

RESONANCE STONE

Cost 150 gp; **Weight** 3 lbs.

Craft DC 25; **Type** alchemical tool

These crystalline, translucent spheres are used to amplify sound. A resonance stone grows increasingly opaque as it amplifies sound around it. When struck against a surface as a standard action, the harmonic catalyst within the stone doubles the range of any audible effect (such as bardic performance). Any spell with the sonic descriptor cast while holding a resonance stone is cast at +2 caster levels for the purpose of determining range. Once activated, a resonance stone lasts for 4 hours or 4 spell levels before turning fully opaque and cracking into inert pieces. If a resonance stone does not have enough spell levels remaining to harmonize with a sonic spell, it instantly shatters.

WARDING ROD

Cost 75 gp; **Weight** 4 lbs.

Craft DC 15; **Type** alchemical tool

Brave zoologists use these warding rods to drive beasts without causing any direct harm. The hollow staves are topped with a spherical burner and loaded with an oily fuse. When the fuse is lit, the chemicals in the burner spew a foul-smelling smoke. Animals and vermin within 10 feet of a burning warding rod must make a DC 12 Fortitude saving throw or become sickened while within the smoke. Most such creatures will actively avoid approaching a burning warding rod unless otherwise provoked. A warding rod burns for 1 hour and sheds light as a candle.

Medicinal Herbs of Ravounel

The following plants are cultivated within the Alabaster Academy, but can be found across Ravounel with a successful Knowledge (nature) or Profession (herbalist) check.

BLACKFEATHER BLOOM

Cost 60 gp; **Weight** — lbs.

The feathery petals of these flowers are named for the strix that cultivate them across the Ravounel Forest. Smoking a pipe filled with blackfeather blooms grants the user near-euphoric visions of air currents, granting a +4 alchemical bonus to Fly checks for creatures with fly speeds (or means of magical flight), but imposing a -2 penalty on all Perception checks. For most of the people of Ravounel, blackfeather bloom is nothing more than a pleasure drug.

MENADOR NETTLELEAF

Cost 150 gp; **Weight** — lbs.

These prickly leaves grow on shrubs most commonly found in the Menador Foothills and are often gathered by the kobold tribes of the



region for their muscle-bolstering properties. When distilled into a tea, it grants DR 1/– against lethal damage and twice that against nonlethal damage. The effects of Menador nettleleaf last for 10 minutes or until it negates 10 points of damage, whichever comes first.

SHADOWROOT

Cost 75 gp; **Weight** –

This strange tuber grows in muted colors and is believed to be a result of Nidal's shadow-magic seeping into Ravounel's North Plains region. Though it has a sour taste and stains the user's teeth black, chewing a length of shadowroot improves nightvision significantly. Chewers of shadowroot gain darkvision out to 10 ft. for 1 hour after chewing the root, but also gain light blindness for 1d4 hours.

Scientific Magic Items

Though arcane magic has entered the curriculum at the Alabaster Academy, the school's greatest focus remains on the natural sciences of Golarion.

ANATOMIST'S LENSES

Aura moderate divination; **CL** 7th

Slot eyes; **Price** 8,800 gp; **Weight** 1 lb.

DESCRIPTION

These narrow lenses fit snugly over the eyes, enabling the wearer to notice fine anatomical detail while making precise cuts. The wearer's attacks with bladed weapons deal an additional 1

point of precision damage. Three times per day as an immediate action after damaging a creature with this bonus damage, the wearer of the *anatomist's lenses* can make a Knowledge check as though trained in the appropriate skill to identify the creature with a +7 circumstance bonus. If the Knowledge check is successful, the bonus precision damage against that creature increases to 1d4 plus 1 point of bleed damage for 24 hours or until the target dies.

CONSTRUCTION

Requirements Craft Wondrous Item, *bleed*, *blood biography*^{APC}; **Cost** 4,400 gp

BEADED BIOME

Aura moderate transmutation; **CL** 11th

Slot neck; **Price** 3,600 gp; **Weight** – lbs.

DESCRIPTION

Five spherical beads hang from a simple silver chain, each engraved with pastoral images of the wilderness. Each bead is associated with a different type of landscape. When detached and thrown, the bead balloons into a 10-foot cube of natural foliage and landscaping as suitable for the landscape's terrain. This terrain persists for 1 hour, is treated as difficult terrain, and may do anything else that a small patch of incongruous terrain may do (such as create a small pool of water or a patch of uncharacteristic warmth). Often used by professors to illustrate the different natural landscapes of Ravounel, most *beaded biomes* created at the Alabaster Academy have two plains beads, a swamp bead, a mountain bead, and a forest bead.

A *beaded biome* cannot be associated with urban terrain or any planes other than the Material Plane. Once all the beads have been used, the necklace becomes nonmagical.

CONSTRUCTION

Requirements Craft Wondrous Item, *plant growth*, *stone shape*; **Cost** 1,800 gp

NETTLE WADERS

Aura weak transmutation; **CL** 5th

Slot feet; **Price** 4,200 gp; **Weight** 1 lb.

DESCRIPTION

These high leather boots stride capably through both Ravounel's briny marshes and nettled hillsides. The wearer ignores nonmagical difficult terrain created by muddy ground or shallow water. Additionally, the wearer gains a +2 bonus to AC, saving throws, and CMD against natural hazards (such as poisonous nettles).

CONSTRUCTION

Requirements Craft Wondrous Item, *feather step*, *water walk*; **Cost** 2,100 gp

SPECIMEN TETHER

Aura strong enchantment; **CL** 14th

Slot –; **Price** 86,800 gp; **Weight** 5 lbs.

DESCRIPTION

A mithral-reinforced thread is laced through the thick 15-foot leather strap attached to this steel collar. The collar magically resizes when placed around the neck of an animal, making it more amicable. Collared creatures must make a successful DC 18 Will saving throw or become calm and non-aggressive. A creature that fails its saving throw is treated as Friendly towards the handler of the tether and Indifferent to all other creatures. Three times per day, the handler may issue simple commands (such as sit or stay) and compel the leashed animal to obey (DC 18 Will negates). Collared creatures may attempt a saving throw once per day to negate the calming effect. This is an emotion, mind-affecting effect.

The *specimen tether* may be used on any animal or magical beast with an Intelligence score of 3 or lower. A *specimen tether* has no effect on other creature types. Any aggressive action or injury to the affected creature immediately ends its enchantment.

CONSTRUCTION

Requirements Craft Wondrous Item, *calm emotions*, *charm animal*; **Cost** 43,400 gp



NOT EXACTLY WHAT YOU'D CALL A SEA SHANTY

BY 'PIRATEY STEVE' SMITH

ART BY KRISTIINA SEPPÄ

"I spy...with my twinkling green eye...something that begins with the letter...P!"

The scrawny female gnome trotting erratically in front of her male human buddy—perhaps doggedly trying to remain in the cool of his trim shadow—gazed up long enough to waggle her elongated brown eyebrows at him.

"Hmm...pirates, perhaps?" the young man drawled as the unlikely pair passed through the bustling streets of Merchant Marina in mainland Port Peril. His companion's eyes widened.

"Robb — that's uncanny! However did you guess? And you used two P-words in your answer — nice use of alliteration! I'm always appreciative of alliteration...."

"We're here," Robb interrupted, trying to grab the hand of his friend as a parent might do to a chronically wayward child. His agile acquaintance, as usual, slipped away to admire the sign of the establishment they were visiting. The grinning anthropomorphic mascot depicted outside the Squid and Fiddles tavern used its myriad tentacles to stand upright, wave, play a pair of fiddles, and hook around the waists of two laughing serving girls. The gnome enthusiastically waved back at the squid sign.

"He looks like the friendly type!" she gushed, before her brow knit in a passing fit of consternation. "A bit gropey though. But I guess that can be said about most squids, come to think of it...."

"Trinx! Listen to me! Try to behave once we're inside, and let me do the talking. Sam's a friend of mine and owes me a few favors. She'll probably be able to get the potions we need at a discounted rate, or at least know where we can buy them. And *please* don't stare at her leg!"

"Sam's a *she*?" the gnome asked, likely having ignored everything else Robb had said in light of that revelation. "Only Sam I know is Scurvy Sam, and he's not even a real person so far as I know — just a made-up pirate from an old jump..."

This time Robb's grab succeeded and he dragged his little friend inside the tavern. A long bar lounged at the rear of the common room. A small raised stage claimed a nook to the north. Simple and serviceable table-and-chair sets encircled a small swath of brightly polished wood flooring.

"Oh, oh...OOH! I know what *this* is!" Trinx squealed, scrambling onto the glossy wood. "Where are the heavy balls

and those wooden 'pin' thingies?" she asked the room. No reply was offered by the handful of late-morning patrons present, but a repetitive *knock-thump* sounded from the direction of the bar.

"Actually, that be a dance floor, little miss," a husky, amused voice called out as a lanky woman limped from the shadows. Trinx's trained eye took in the approaching woman: tall for a female human, black hair streaked with gray, wearing a white blouse and black trousers, etc., etc., etc., boring, boring, boring. What drew Trinx's eyes, however, was the glossy mahogany leg the lady used to hobble around. It appeared stout and featured artistic carvings of jungle vines intertwined with skulls, daggers, and cutlasses.

The woman seemed to take no offense at Trinx's stare and turned her eyes toward Robb as a warm smile lifted the corners of her thin lips. "So good to see you again, Master Robbison!" she purred, offering a hand, which Robb took and — to the previously distracted gnome's surprise — delicately kissed.

"It's always a pleasure to see you, Sam," Robb said, flashing a charming smile of his own. "My friend and I have a small bit of business we'd like to discuss...." He waved Trinx over, but the curious gnome's attention had already pinballed from Sam's wooden leg to the small stage and she was busy clambering onto it.

"Would it be all right to sing a quick song while you two talk?" Trinx inquired. "I promise to *behave*," she added, rolling her eyes as she recited the last word.

"Be my guest," One-Gam Sam said with a theatrical half-bow and flourish toward the stage, unaware or uncaring that it had been Robb's permission the gnome had been asking.

"Something short!" Robb barked with a glare at his pal. "No '*From Earthfall to Next Oathday*' epic ballad crap!"

Trinx nodded, pondered a moment, and began to rummage through her backpack for some prop to aid in her performance. Sam led Robb to a corner table.

"My friend needs a couple of *water breathing* potions," Robb began once the pair was seated, but Sam shushed him.

"My, you seem to be all business today! No time for a bit o' friendly banter?"

The young man flashed an apologetic smile before glancing nervously over his shoulder at Trinx, who'd removed a length of silk rope from her pack and was now executing some weird gnomish stretching technique wherein she'd hooked the rope under the arch of her right foot and was using it to lift her leg skyward, all the while furrowing her brow and sticking out her tongue. "Sorry — I just worry about leaving my friend unchecked for any length of time. She's a bit...rambunctious."

"Relax," Sam countered, laying a warm hand over Robb's. "What sort o' mischief do you think she could get into o'er the course o' a few minutes at eleven in the mornin'?"

As if on cue, Trinx loudly cleared her throat and called out to the sparse audience from the stage: "Here's a little ditty I used to jump rope to back in Port Looba when I was a child...." The rope started whirling over the gnome's head as she skipped it merrily and began to sing.

*"Two surly pirates drinkin' in a bar
Exchangin' glares and threats and Arrr!-s.
Scurvy Sam said to Squinty Pete:
'At jumpin' rope I can't be beat!'"*



Robb slid back his chair, intending to stand and forcibly remove Trinx from the stage, but Sam's smile widened to an infectious grin. "Leave her be! Your friend be a breath o' fresh air!"

Robb smirked as he replied, "I've called Trinx a great many things in the days I've known her, but 'breath of fresh air' ain't one of them. Now, about those potions...."

While the humans discussed the details of their pending deal, Trinx got to the part wherein a certain young gnome lass got the better of the rowdy pirate jump-ropers.

*"Whilst the pirates cursed and brawled
Trinx to yonder rope did crawl.
I took that rope and jumped with speed
Ne'er seen south o' the Inner Sea!"*

Trinx followed up that stanza with an impressive display of blazing-fast jumps, skips, and twirling rope tricks that left the audience speechless and amazed...or they *would* have been amazed, if pirate tavern-goers actually gave a wharf rat's arse about jump-roping. They were speechless, however; one-out-of-two ain't bad.

Robb and Sam's bantering barter ended at the same time as Trinx's jump-roping opus. There was initially no clapping to the performance's conclusion, but then Sam put her hands together and the others present joined her in a brief round of applause. Trinx's eyes darted suspiciously to the tavern keeper and then to her audience. Not convinced their applause was wholly genuine, the gnome opted to wow them with a joke. Comedy, after all, was her forte.

"Here's a good one! How many pirates does it take to plug a hole in their ship? I don't know either, but if they've been without shore leave long enough, they'll all volunteer!"

A powerful silence filled the room, a silence born of utter bewilderment tinged with an element of still-gestating resentment. Robb threw his arms over his head, burying it on the spill-stained tabletop.

"Time to go!" he announced, abruptly standing up from the table and hustling toward the stage.

Trinx flashed a winning smile at her audience and took several deep bows, scooping up her backpack and stowing her rope in the process. She wordlessly accompanied Robb to the exit, but One-Gam Sam staggered forward to intercept the pair. Again, the gnome's eyes widened, fixating on the wooden leg.

"I'll have your potions here 'bout an hour before sundown," Sam informed them in a husky whisper. To Trinx (who, with great effort, managed to shift her eyes upward to meet Sam's), the lady smiled and added, "Perhaps you could perform '*From Earthfall to Next Oathday*' for us — I'd love to hear it!" Turning her attention back to Robb, Sam whispered, "That should give us plenty o' time to chat in more depth."

Robb accepted the invitation graciously before leading Trinx out the front doors of the dimly-lit tavern, back into the glare and humidity of the tropical mid-summer day.

"I told you I could behave," Trinx scolded as she scurried alongside her long-striding friend. Then her eyes narrowed; she gritted her teeth and delivered a hard punch to Robb's thigh. "That's for telling me not to stare at Sam's leg!" She snarled. "You should have warned me not to stare at her *prosthesis*!" 🍷

PEARLS AMONGST DIVES: TWO TAVERNS OF PORT PERIL

BY 'PIRATEY STEVE' SMITH
ART BY TODD WESTCOT

“Yar, Port Peril be a hard-workin’ an’ hard-shirkin’ town, iff’n ye catch me drift. Sailors an’ pirates alike lookin’ fer a change from the nasty swill what be ship’s grog can find many a waterin’ hole amongst her docks, streets, an’ back alleys. Here be two what’re closest to me black heart....”

— Wally “the Whale” Chumlett, Shackles Pirate

Thundermugs Tavern

Located in the Scrimshaw district of Port Peril in the Shackles, this hole-in-the-wall tavern is set hard against the stony bluff upon which are built the manses of (relatively) ritzy High Eastwind. Its owner and proprietor is **Balthor “Boomer” Kettlebeard**, a semi-retired alchemist (N male middle-aged dwarf alchemist 5). Thundermugs has two claims to fame. First, it features the pirate port’s widest selection of ales and beers, imported (i.e., plundered) from all over the Inner, Arcadian, and Fever Seas. When a pirate ship arrives in port bearing such imbibeable booty, Boomer or an associate inevitably arrives at the docks in a timely fashion to bargain for the brew.

Thundermugs gets its name, however, from the unusual, alchemically-treated drinking vessels used within. These ceramic mugs are generously sized to hold a pint-and-a-quarter of liquid gold, but that praiseworthy capacity is not their finest feature. Boomer treats the bottom of these mugs with a quick-drying mortar-like substance that, when pounded on a table or countertop, produces a loud bang in the manner of a thunderstone (though not as loud and without a mechanical effect). Patrons use these potent pops to summon servers, emphasize points during heated discussions, and even attempt to cover up loud belches or passing gas (often called “a foul aft wind” in the patron’s

popular vernacular).

Rumors and Secrets: While the concussive quality of his mugs proves that Balthor is an accomplished alchemist, it’s whispered he is also a poison maker of some skill and deals his manufactured toxins out of his tavern. Rumor claims the dwarf’s workshop is located in a cavern beneath High Eastwind and that Boomer has access to several secret tunnels running underneath that swanky neighborhood, allowing him to make unseen transactions with Port Peril’s elite.

The Squid and Fiddles

Want an atmosphere more upbeat and musical than the dark and noisy setting of Thundermugs? We’ve got you covered! The Squid and Fiddles, located but a drunken swagger from the docks of Merchant Marina, features some of the finest buccaneer balladeers and mutinous musicians the pirate port has to offer. Hanging from a post not far from its main entrance, the establishment’s colorfully painted sign features a grinning anthropomorphic squid (Does a squid even have teeth? *This one does!*) standing upright on its two tentacles. Four arms hold and exaggeratedly saw a pair of fiddles, a couple wave enthusiastically in the air, while the last two drape around the waists of a buxom pair of singing and dancing serving wenches.

Ridiculous visuals of the sign aside, the Squid and Fiddles features its own band of retired pirate players most evenings: the Hempen Jiggers. These talented musicians have (rather surprisingly) all their limbs intact, though they’re collectively missing two eyes, a pinky finger, and dozens of teeth from their past plying of the sweet trade. On other nights, prominent local or visiting bards and vocalists try their luck at earning praise and coin from the tavern’s patrons.

The Squid and Fiddles is unique amongst Port Peril taverns in that it boasts a small dance floor where the sure- and light-footed can traipse almost carefree betwixt occasional pools of vomit. Conveniently, the dance floor can also second as a staging area for brawls and bar-fights.

The tavernmistress of the Squid and Fiddles is called **One-Gam Sam** (CN female middle-aged human bard 3), a pretty peg-legged ex-pirate approaching forty summers. Though her best dancing days are now behind her, this tall salt-and-pepper-haired lady still carries a tune admirably, though it’s a rare treat to hear her sing at her own establishment.

Rumors and Secrets: Although One-Gam Sam runs the Squid and Fiddles, those allegedly in the know claim the tavern is actually owned by Zeru Faizel, one of Port Peril’s powers-that-be and leader of the mercantile Viridian Cartel^{AP 57}. Back-room Cartel deals are often birthed over food, drink, and friendly conversation at one of the joint’s corner tables.

A darker rumor hints that Sam is complicit in the press-ganging of new-to-town bards by pirate captains in need of arcane crew members or healers. 🍀



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SHATTERED STAR

STRENGTH THROUGH SIN: WEAPONRY OF THASSILON

BY ISABELLE 'KALINDLARA' LEE
AND JACOB W. 'MOTTEDITOR'

MICHAELS
ART BY CARLOS
TORREBLANCA

Ancient Thassilon created many magical weapons of fabulous power, from the polearms that served as the runelords' symbols of rule to the seven intelligent swords wielded by the runelords' favored champions. Many of Thassilon's lesser wizards reached for these lofty heights as well, and while they never managed to equal the artifacts of their rulers, their creations still bear a sin-fueled potency worthy of legend.

Rules for the skymetals horacalcum, inubrix, and noqual are found in *Pathfinder Adventure Path #61: Shards of Sin* and the *Pathfinder Campaign Setting: Technology Guide*.

HAND OF KALADURNAE

Aura moderate abjuration, necromancy, and transmutation; **CL** 10th

Slot none; **Price** 13,000 gp; **Weight** 3 lbs.

DESCRIPTION

Named after the first Runelord of Greed, this adamantine rod has more potential than its unassuming form would suggest. Under normal circumstances, the *hand of Kaladurnae* is a +0 *transformative^{UE} adamantine club*. Unlike other *transformative* weapons, it can become any melee weapon, regardless of shape or handedness; it can become a dagger as easily as a glaive. Its true power, however, is unlocked by the possession of wealth.

If the wielder possesses 2,000 gp or more, the *hand* becomes a +1 *weapon*. This bonus increases again at the thresholds given on Table 15-8 of the *Pathfinder Roleplaying Game Core Rulebook*, to a maximum of +5 for

50,000 gp. At the following thresholds, the weapon gains an additional weapon special ability: 72,000 gp (*defending*); 98,000 gp (*guardian^{UE}*); 128,000 gp (*heartseeker^{UE}*); 162,000 gp (*allying^{UE}*); 200,000 gp (*vicious*). These abilities are cumulative.

For the *hand's* purposes, "wealth" refers to any coinage, jewelry, gems, art objects, or other items of value on the wielder's person, so long as those items' only benefit is their value. Magic items and mundane equipment do not count, although an item with value beyond its benefits does (such as a plain dagger with a jeweled pommel or a mundane gauntlet decorated with gold filigree).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fabricate*, *greater magic weapon*, 10 ranks in Appraise; **Cost** 8,000 gp

INDOLENCE SAP

Aura strong conjuration and enchantment; **CL** 15th

Slot none; **Price** 80,301 gp; **Weight** 2 lbs.

DESCRIPTION

This cudgel looks half-finished, its rough wood haphazardly wrapped in leather at one end. This +1 *called^{UE} dancing sap* inspires sluggishness in its wielder's foes. Enemies within 30 feet suffer a -4 penalty on initiative checks, provided the *indolence sap* is drawn and in hand when the initiative check is made. In addition, when the sap successfully confirms a critical hit while dancing, the target must succeed at a DC 19 Will save or be staggered for 1 round. These are mind-affecting compulsion effects.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate objects*, *teleport*, *unprepared combatant^{UM}*; **Cost** 40,301 gp

INSATIABLE SCYTHE

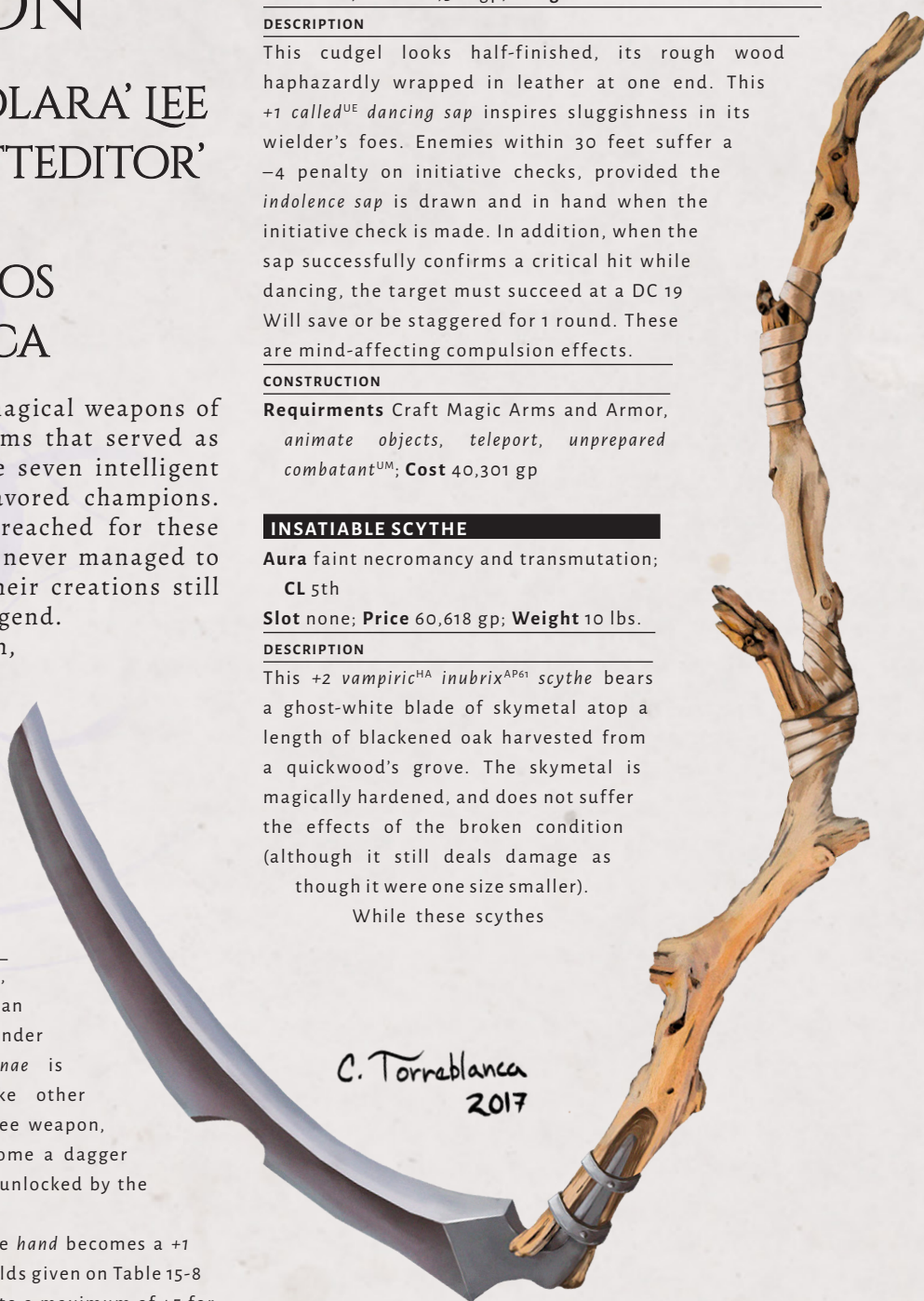
Aura faint necromancy and transmutation; **CL** 5th

Slot none; **Price** 60,618 gp; **Weight** 10 lbs.

DESCRIPTION

This +2 *vampiric^{HA} inubrix^{AP61} scythe* bears a ghost-white blade of skymetal atop a length of blackened oak harvested from a quickwood's grove. The skymetal is magically hardened, and does not suffer the effects of the broken condition (although it still deals damage as though it were one size smaller).

While these scythes



were originally created by the crafters of Gastash, the Whispering Tyrant unearthed several during his conquest of Belkzen, and they can still be found among the Whispering Way today.

Unlike other vampiric weapons, there is no limit to the number of hit points the wielder can regain from an *insatiable scythe* each day. Three times per day, when the wielder kills a creature with a critical hit or a coup de grace, she can choose to gain the benefits of *death knell*. Using this ability damages the victim's soul permanently. For the purposes of *raise dead* and similar effects, treat the victim as if they were killed by a death effect.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *death knell*, *vampiric touch*; **Cost** 33,818 gp

INVIDIAN LASH

Aura strong abjuration and transmutation; **CL** 13th

Slot none; **Price** 65,501 gp; **Weight** 3 lbs.

DESCRIPTION

This +2 *dispelling burst*^{UE} *noqual*^{AP61} whip is made of tightly braided wires of skymetal. Unlike normal whips, it deals lethal damage and can damage targets regardless of their armor or natural armor bonuses. Once per round, the wielder of an *invidian lash* can use the weapon to attempt a disarm or steal combat maneuver in place of a melee attack. This combat maneuver does not provoke an attack of opportunity. If the wielder has a free hand, the wielder can catch a stolen or disarmed item; otherwise, the item lands in the wielder's square. Not all *invidian lashes* are of ancient make. After the Devil's Island incident, Riddleport's high priestess of Calistria commissioned the Cyphermages to create one based on ancient designs, and others have since done the same.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *greater dispel magic*, *telekinesis*, creator must be at least 12th level; **Cost** 35,501 gp

PRIDEFUL FOIL

Aura moderate enchantment and illusion; **CL** 10th

Slot none; **Price** 23,010 gp; **Weight** 2 lbs.

DESCRIPTION

A gold-plated hilt in the shape of a dragon adorns this +2 *horacalcum*^{AP61} rapier. When wielded in combat, a *prideful foil* suffuses its wielder with utter self-confidence in his abilities, urging him to act alone. For every enemy threatened only by the wielder, he gains a +1 morale bonus to attack and damage rolls with the foil, to a maximum of +5 (enemies comprised of multiple creatures, such as swarms, count only as a single foe). In addition, three times per day on command the wielder can gain the benefits of *mirror image*. The number of images generated by the spell is always equal to the number of enemies threatened only by the wielder (to a maximum of five images).

Due to the weapon's influence, the wielder of a *prideful foil* finds it difficult to work cooperatively with

allies. While the foil is in hand, he cannot benefit from or grant the benefits of teamwork feats, cannot take or benefit from the aid another action, and gains none of the benefits from flanking, including sneak attack (although others can still flank with him).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mirror image*, *moment of greatness*^{UC}; **Cost** 14,510 gp

QUIVER OF EROS

Aura moderate enchantment; **CL** 7th

Slot none; **Price** 48,000 gp; **Weight** 2 lbs.

DESCRIPTION

This rosewood quiver is always warm to the touch, and the wearer feels

a faint sensation of pleasure whenever she reaches inside.

The first piece of ammunition (including shurikens) drawn from the *quiver of eros* each round is imbued with potent lust magic.

This effect lasts until the ammunition strikes a target or the end of the turn in which the ammunition is drawn. Anyone struck by ammunition affected by the quiver must succeed at a DC 16 Will save or suffer the effects of a 4th level *unnatural lust* spell. The target selects the person present to whom he feels (or could feel) the most lust. If the target is not aware of any creatures, this effect applies to objects instead.

This effect lasts for 7 rounds. Affected creatures may attempt a new saving throw to end the effect each round at the end of their turn.

The *quiver of eros* is capricious. If the user ever rolls a natural 1 on an attack roll with affected ammunition, she must immediately make a Will save as if struck by the ammunition herself. The target of her lust is always the creature she intended to attack. At the end of the effect's duration, she must make a second save at the same DC or be charmed (as *charm monster*) by the target of her lust. This charm effect lasts for 7 days. More than one would-be assassin ended up as the plaything of her intended victim before this drawback was discovered.

CONSTRUCTION

Requirements Craft Wondrous Item, Heighten Spell, *unnatural lust*; **Cost** 24,000 gp

WRATHFUL EDGE

Aura strong evocation and transmutation; **CL** 12th

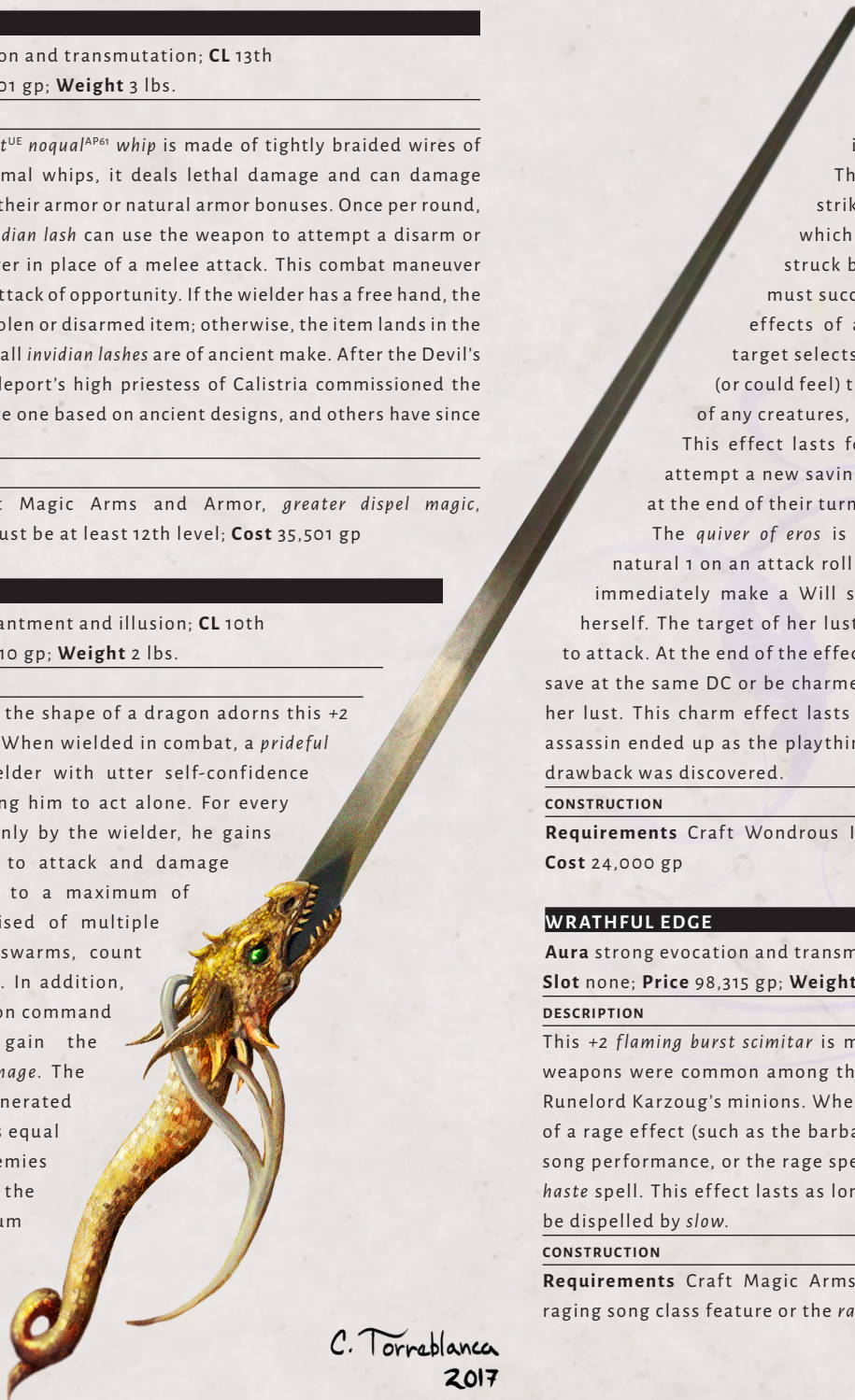
Slot none; **Price** 98,315 gp; **Weight** 4 lbs.

DESCRIPTION

This +2 *flaming burst scimitar* is made of a blood-red iron alloy; these weapons were common among the Bakrakhani champions that fought Runelord Karzoug's minions. Whenever the wielder is under the effects of a rage effect (such as the barbarian's rage ability, the skald's raging song performance, or the rage spell), she also gains the benefits of the *haste* spell. This effect lasts as long as the rage effect does and cannot be dispelled by *slow*.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *fireball*, *haste*, rage or raging song class feature or the *rage* spell; **Cost** 49,315 gp



C. Torreblanca
2017



WEAL OR WOE: THE LAST HEROES OF OLD SARKORIS

BY KERNEY WILLIAMS
ART BY ALEX GREENWOOD

“**T**he signs say we must trust in the gods,” the clan witch said, her eyes darting from the godcaller to the creature next to him, “and only the gods.” Her gaze fell on the godcaller. Tears in his eyes, Mikel of Windrunner Clan looked to his dearest friend and held him one last time, then turned to the witch. He put on a brave face for the rest of the clan, huddled behind the walls of doomed Storasta. They were starving and clean water was running low, but worst of all, the demons were coming. “Do it quickly.”

Weal: Tortek Clanelder of the Windrunner clan

Tortek is a god to a clan of Sarkorian refugees. But to outsiders, he is an unfettered eidolon. Almost seventy years ago, in the final days of the Second Crusade, the Windrunner Clan witch left him with a large, visible, still painful scar when she severed the link to his caller. His appearance is so disturbing that an Iomadean inquisitor gifted him with a placard to prove to naïve crusaders that he was not a demon.

He has not seen his godcaller since that fateful day, but he has followed his godcaller’s last prayer to “take care of the children” and continues following it to this day. It is the only thing keeping him sane.

Tortek led the few surviving children of the Windrunner Clan across the plains, slinking and starving all the way to Kenabres. Ten survivors under age eleven were all that remained of a clan that had once numbered in the hundreds. In Kenabres, Tortek found them apprenticeships and homes. He taught those children the stories and songs of

their parents. He showed those with magical potential the first steps along their path from his remembered lore, except for the summoners. His anguish over his own severed link prevents him from leading others along that course. Over time he began adopting other orphans to swell the ranks of the diminished clan.

Many years since settling in Kenabres, he still cares for the clan’s children, who are now the grandchildren and great-grandchildren of the those he saved.

The Windrunner Clan are no longer nomads, but craftsmen, crusaders, druids, shopkeepers, skalds, and witches in and around Kenabres, sharing a proud history and sense of community. The clan that shrunk to ten now numbers well over a hundred. For this, Tortek is honored and respected not only by his clan, but by the Kellid population of Mendev, and, to a lesser extent, the crusaders themselves.

Role in Wrath of the Righteous

He can be introduced as he is defending fleeing children during *The Worldwound Incursion*. From there he can assist as a supplier of clan resources, a wealth of knowledge, and a good judge of NPCs, identifying children he raised or helpful officials. His clan can also provide supplies during *Demon’s Heresy*. Make it clear that he views the closing of the Worldwound as the only long term way to “take care of the children” and will do whatever is needed to help the PCs.

Boon

If Tortek publicly supports the party, costs for non-magical equipment and spellcasting are 20% lower at Sarkorian providers.

Also, he grants a +2 reputation modifier when attracting a Sakorian cohort using the Leadership feat.



TORTEK CLANELDER

CR 5

XP 1,600

Male unique quadruped unfettered eidolon

NG Medium outsider (extraplanar)

Init +7; **Senses** darkvision 60 ft., Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 39 (6d10+6)

Fort +6, **Ref** +8, **Will** +4

Defensive Abilities evasion

OFFENSE

Speed 40 ft.

Melee bite +9 (1d6+3), 2 claws +9 1d4+3

TACTICS

Before combat Tortek attempts to avoid combat by counting on stealth.

During Combat Tortek will fight defensively, trying to let comrades escape first, then using his speed to rejoin any allies.

Morale He will fight until all allies have either died or escaped. If alone and cornered, he will try to negotiate, and if that proves impossible, he will fight to the death.

STATISTICS

Str 16, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +6; **CMB** +9; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Iron Will, Stealth Synergy^{UC}

Skills Diplomacy +15, Knowledge (history) +6, Perform (oratory) +12, Profession (teacher) +6, Perception +13, Sense Motive +15, Stealth +15

Languages Common, Hallit

SQ evolution points (ability increase [Intelligence], bite, limbs [legs] [2], claws, skilled [Diplomacy, Perception, Perform [oratory], Sense Motive, Stealth] [3], tail), severed link

SPECIAL ABILITIES

Severed Link Due to the particular ritual used to sever Tortek's link, he retains all of the evolutions he had prior to becoming unfettered.

Woe: Mikel Windrunner

The clan witch cut the bond as Mikel whispered his final prayer and joined in the hopeless defense of Storasta. Whatever else they may say of him, the Song of Sarkoris' last verses would tell of his great heroism.

Unfortunately, he did not die. Even worse, he was captured and ended up in the hands of Areelu Vorlesh, who used him as an experimental subject.

Areelu spent decades taking him apart and rebuilding him, exacerbating the psychic pain of his severed bond with his eidolon, and filling him with hate and helplessness. After molding him into the man he is today, she freed him and told him how to

end his pain: destroy anyone and anything that tied him to his past. Of course, once he did so Mikel would be no more and a demon would stand in his place, but the pain would be over.

Since everyone and everything he knew in Storasta was already wiped away, he only needs to kill the last of his original kin—and Tortek. Unfortunately, his eidolon and kin are safely ensconced in crusader territory.

Role in Wrath of the Righteous

Include him in the forces attacking Kenabres during *The Worldwound Incurion*, possibly behind an attack on Tortek. He should be a recurring villain pursuing his own goal, while essentially enslaved to Areelu. When his back story is revealed, either by Tortek or by himself, it should be a testament of demonic corruption inflicted on a once noble individual. He also makes a good contrast to Arushalae, as someone who has been corrupted to the point that he will destroy all he once held dear.

Bane

Mikel is magically connected to Areelu. She has a stash of his original body parts that

she later replaced. As long as she is alive she can resurrect him using those parts, at the same time bringing him back to her. If slain, he will report the tactics and abilities of his killers in order get another chance to kill his kin. Future foes associated with Areelu will alter their tactics specifically to counter whatever abilities the PCs displayed while fighting him.



MIKEL WINDRUNNER		CR 6
XP 2,400		
Male human summoner 7		
CE Medium humanoid (human)		
Init +5; Senses Perception +7		
DEFENSE		
AC 15, touch 11, flat footed 14 (+4 armor, +1 Dex)		
hp 52 (7d8+21)		
Fort +4, Ref +3, Will +5		
OFFENSE		
Speed 30 ft.		
Melee dagger +4 (1d4-1)		
Ranged dagger +6 (1d4-1)		
Summoner Spell-Like Abilities (CL 7th; Concentration +11)		
7/day— <i>summon monster</i> IV		
Summoner Spells Known (CL 7th; Concentration+11)		
3rd (2/day)— <i>assume appearance</i> ^{HA} , <i>dimension door</i>		
2nd (4/day)— <i>create pit</i> ^{APC} (DC 17), <i>glitterdust</i> (DC 17), <i>invisibility</i> , <i>resist energy</i>		
1st (5/day)— <i>alarm</i> , <i>enlarge person</i> , <i>feather fall</i> , <i>grease</i> (DC16), <i>mage armor</i>		
0 (at will)— <i>detect magic</i> , <i>guidance</i> , <i>light</i> , <i>mage hand</i> , <i>message</i> , <i>read magic</i>		
TACTICS		
Before Combat Mikel attempts to remain out of sight, using <i>invisibility</i> if possible.		
During Combat Mikel tries to avoid detection, summoning creatures in waves to overwhelm his opponents. If members of the Windrunner Clan are present, he concentrates on them rather than the PCs and will not cease his attacks until those foes are dead.		
Morale Mikel is not afraid of death, as he knows Areelu will bring him back to life. If he knows he is about to die and he sees a chance to kill a member of the Windrunner Clan while doing so, he will gladly take the advantage.		
STATISTICS		
Str 8, Dex 12, Con 14, Int 13, Wis 10, Cha 18		
Base Atk +5; CMB +4; CMD 15		
Feats Augment Summoning, Improved Initiative, Spell Focus (conjuration), Superior Summoning, Toughness		
Skills Handle Animal +9, Knowledge (nature) +5, Knowledge (arcana) +8, Knowledge (planes) +8, Linguistics +5, Ride +6, Spellcraft +8, Use Magic Device +11		
Languages Common, Hallit, Abyssal		
SQ severed bond		
Combat Gear acid flask (4), <i>potion of cure moderate wounds</i> , <i>scroll of shield</i> , <i>scroll of slow</i> , <i>wand of dispel magic</i> (CL 7th, 4 charges), <i>wand of hold person</i> (CL 3rd, 6 charges), <i>wand of web</i> (CL 5th, 7 charges); Other Gear bandoleer, bedroll, dagger (2), +1 studded leather, heavy warhorse (combat trained), military saddle, rations (3), scroll case, spell component pouch, waterskin, 65 gp		
SPECIAL ABILITIES		
Severed Bond Mikel does not have access to the eidolon class feature or any eidolon related class features. Ⓢ		

FRIENDS LIKE THESE

ARCHETYPES THAT REDEFINE RELATIONSHIPS IN FOUR ADVENTURE PATHS

BY KERNEY WILLIAMS
ART BY ANDREW DEFELICE

Familiars, eidolons, spirits, and animal companions define many characters. The archetypes below alter these relationships in the context of four different adventure paths.

Reign of Winter

Winter-Bound (Spiritualist Archetype):

Winter-bound spiritualists are deliberate creations of the winter witches of Irrisen, much like soul bound dolls. Paired with a spirit who is either a victim or loyal servant of the winter witches, most winter-bound are broken during their creation and act as slaves of the witches, often serving as living examples what it means to cross a winter witch. Those few who survive their conditioning seldom live long enough to regret it.

Enslaved: A winter-bound is assumed to be in the service of a winter witch. The winter-bound gains +2 on all Bluff, Diplomacy, and Intimidate checks against the inhabitants of Irrisen.

Phantom: When creating a winter-bound spiritualist, winter witches will pair the spiritualist with a phantom of opposing ideologies. The phantom may be of any alignment other than that of the winter-bound but still must obey her. This ability alters the phantom.

Arcane Spellcasting: A winter-bound's spellcasting ability comes from arcane rather than psychic power. As an arcane caster, the winter-bound's spells use verbal components instead of thought components, and somatic components instead of emotional components. If the spell has a material component, they use that as well. This ability alters spellcasting.

Winter-bound (Ex): Bound together by the winter witches' magic, the winter-bound gain a similar protection from the cold. At 1st level, the winter-bound gains endure elements as a constant spell-like ability, but only against cold temperatures. At 4th level, they gain cold resistance 5. At 9th level, this cold resistance increases to 10. At 14th level, it becomes immunity to cold. This ability replaces spiritual interference and greater spiritual interference.

Iron Gods

Infested (Animal Companion Archetype):

Some animals become infested with the nanites roaming Numeria and are irrevocably changed from the experience. Caught between the natural and unnatural, these animals often seek out masters similarly caught between nature and technology, feeling an innate kinship.

Special: The animal companion's master must have the Technologist feat before he can gain a companion with this archetype.

Constructed: For the purposes of effects targeting creatures by type, an infested animal companion counts both as an animal and a construct. The animal companion gains a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects. The companion is not subject to fatigue or exhaustion and is immune to disease and sleep effects.

Upon acquiring this animal companion, the master must choose whether it is healed like a living creature (such as with *cure* spells) or like a construct (such as with the spell *make whole*). Once this choice is made, it cannot be changed unless the companion is killed or replaced.

This ability replaces share spells and evasion.

Emotionless: At 6th level, the infested animal companion never gains morale bonuses and is immune to fear effects and all emotion-based effects. This ability replaces devotion.

Nanite Enhancement: At 9th level, on command as an immediate action, the infested can cause its nanites to concentrate, granting a bonus equal to the companion's HD on any one d20 roll. This ability must be activated before the roll is made. When an infested animal uses this power, its circuitry-tattoos glow with light equivalent to that of a torch for 1 round. This ability replaces multiattack.

Nanite Surge: At 15th level, The infested concentrates all its nanites for one great effort. This functions as the nanite enhancement ability but the bonus is 3 + the constructed animal's HD. This can only be used once per day for every five HD it possesses. Once exhausted, the infested animal cannot use its nanite enhancement or nanite surge abilities again until it rests for 8 hours. This ability replaces improved evasion.

Robotics Subdomain

Associated Domain: Artifice

Replacement Power: The following granted power replaces the dancing weapon power of the Artifice domain.

Robotic Companion (Ex): At 4th level, you gain the service of an animal companion with the infested archetype. Your effective druid level for this animal companion is equal to your cleric level -3. You do not need to meet the special requirement of the archetype to gain this animal companion.

Replacement Domain Spells: 1st - *technomancy*, 5th - *destroy robot*, 7th - *infuse robot*

Hell's Rebels

Muse-Touched (Summoner Archetype):

A muse serves much the same role as an eidolon to any other summoner—inspiring them and protecting them in all their endeavors. Attracted by the summoner's most passionate

interests, they make up in intellectual curiosity and force of personality what they lack in physical might.

Though numbering only a handful, muse-touched summoners tend to be either those inspired by the hope of a free and independent Kintargo or passionately and personally devoted to House Thruene's retention of the city.

Skills: A muse-touched summoner adds three skills of his choice to his list of class skills. He must share at least three skills with his eidolon. He removes all knowledge skills other than Knowledge (planes) and Knowledge (arcana) from his class skill list.

Eidolon: A muse-touched summoner's eidolon starts with a -2 penalty to both its starting Str and Dex. The eidolon starts with Int 11, Wis 10, and Cha 13. It chooses either Str or Dex and one mental (Int, Wis, or Cha) ability score. These increase by +1 at 2nd, 5th, 7th, 10th, 12th, 15th, 17th, and 20th level. These are chosen at 2nd level and may not be changed. This ability modifies the eidolon's initial statistics and replaces the normal Str/Dex increases of the standard eidolon.

Protective (Su): Whenever the muse-touched summoner takes enough damage to render him unconscious, his eidolon can sacrifice any number of hit points to him. Each hit point sacrificed in this way prevents 1 point of damage done to the summoner. This alters life link.

Inspiring (Su): At 4th level, whenever a muse-touched summoner is within his eidolon's reach, he gains a +2 morale bonus to his attack rolls and a +2 circumstance bonus on his skill checks. This bonus does not apply if the eidolon is grappled, helpless, paralyzed, stunned, or unconscious. These bonuses increase to +4 at 12th level. This ability replaces shield ally and greater shield ally.

New 3 Point Evolution

Additional Feat (Ex): The eidolon gains one additional feat, but must meet all prerequisites for that feat. This evolution can be selected once plus 1 additional time for every 6 levels the summoner possesses.

Strange Aeons

Broken One (Witch Archetype):

The gulf between a witch and a would-be patron can be difficult to contemplate, much less cross. Those touched by such an alien mind do not always survive the encounter intact, but that does not always matter to a patron. As long as there is a body to guide the hand and speak the words, what does it matter if the intelligence isn't in the same body? Some patrons might prefer an easily discounted idiot or madman to accomplish their goals. Even benevolent patrons might still find a simple mind an ideal disguise and the simple-minded often need protectors to direct them. Familiars make ideal and unexpected vessels for

such a directing intelligence. A broken one is a witch who has had her mind destroyed or is naturally feeble-minded, and is now being directed by an intelligence residing within her familiar.

Class Skills: A broken one adds Bluff, Stealth, and Survival to her class skills and removes Knowledge (arcana), Knowledge (planes), and Spellcraft. This ability modifies the witch's class skills.

Familiar (Ex): Upon acquiring this archetype, switch the final intelligence score of the familiar with that of the broken one, including racial adjustments. Add Knowledge (arcana), Knowledge (planes), and Spellcraft to the familiar's list of class skills. Any intelligence


increases the character would normally gain, such as the character advancement ability score increases at 4th, 8th, 12th, 16th, and 20th levels or those

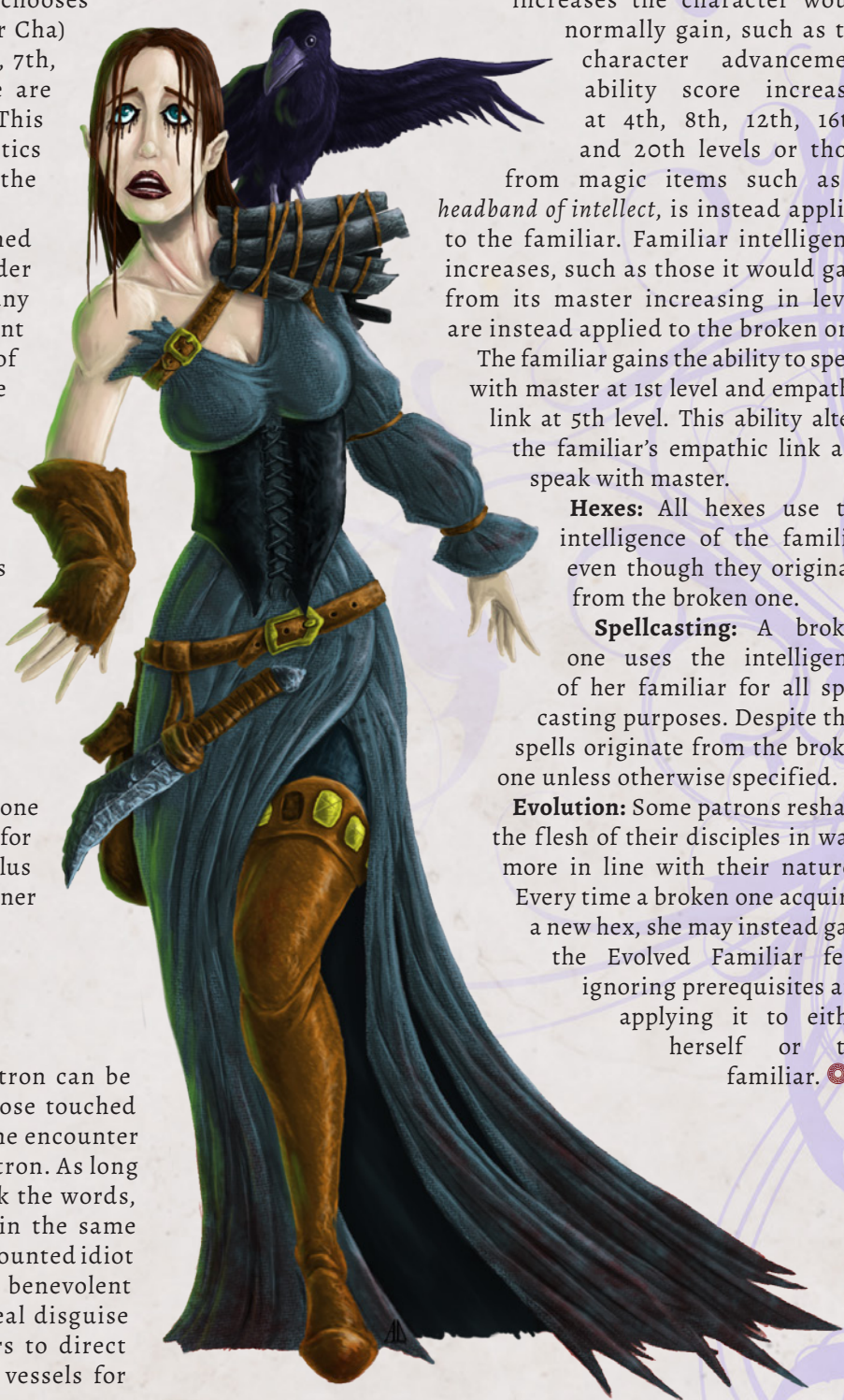
from magic items such as a *headband of intellect*, is instead applied to the familiar. Familiar intelligence increases, such as those it would gain from its master increasing in level, are instead applied to the broken one.

The familiar gains the ability to speak with master at 1st level and empathic link at 5th level. This ability alters the familiar's empathic link and speak with master.

Hexes: All hexes use the intelligence of the familiar even though they originate from the broken one.

Spellcasting: A broken one uses the intelligence of her familiar for all spell casting purposes. Despite this, spells originate from the broken one unless otherwise specified.

Evolution: Some patrons reshape the flesh of their disciples in ways more in line with their natures. Every time a broken one acquires a new hex, she may instead gain the Evolved Familiar feat, ignoring prerequisites and applying it to either herself or the familiar. 





LIVING DREAMS: PROVIS A NEW PLAYABLE RACE

BY JACOB 'MILO V3'
MCKIERNAN

ART BY ADAM MUNGER

The *Strange Aeons Adventure Path* involves travel into the unexplored realm of dreamscapes. The Dimension of Dreams is an odd and erratic realm, housing various eldritch outsiders and esoteric dragons, but there are also people who walk these ever-shifting lands. Most mortals are not aware that provis even exist, assuming all the people in the background of their dreams are simple thought-constructs (a misconception further enforced by the provis' habit of pretending to be part of mortal dreams as a means of survival). The erratic dreamscape prevents easy communication between groups of provis, leaving the record of their racial history inconsistent at best.

Physical Description: Provis are a tall and lanky race, standing about a foot taller than most humans, with lithe limbs that lead others to underestimate their physical strength. When it comes to hair and eye color, provis are unnaturally diverse. One might have green eyes and orange hair while another might have blonde hair and red eyes with no regard to the traits held by their parents. The skin color of a provis can be that of any human ethnicity, though it often appears to have a slightly gray tint.

Because of their connection to the Dimension of Dreams, their physical forms can easily become warped by the taint of the Great Old Ones that have seeped into the dreams of mortals. If a provis is in the dreamscape touched by a Great Old One or in a region that has cultists of such beings, his natural form alters slightly. For example: Bokrug's influence causes a provis' hair to warp into tentacles, Cthulhu's causes his skin to take on a rubbery texture, and Hastur's causes his body to be yellow all over.

Society: The ever-changing nature of the Dimension of Dreams means that provis culture is very isolated, in fact, each small group has its own culture. In general, they are tribalistic with a large focus on acting and deception. They see these as crucial tools to avoid unwanted attention when slipping into the dreams of mortals.

Relations: Because of the isolated nature of the provis, most cultures on Golarion have not even thought about the possibility that some of the "people" in their dreams are real beings. Provis do have relations with monsters of the Dimension of Dreams, though. Moonbeasts are feared by nearly all provis because of their tendency to take provis as slaves and nightmare creatures are treated as living natural disasters. Strangely many provis tribes have

formed unique bonds with nearby zoog tribes, in spite of the provis'

tendency to dislike the nasty creatures' depravity. The two societies often rely on each other for resources in the treacherous landscape. These partnerships usually only last as long as the provis tribe can keep its numbers well above those of the partnered zoog tribe.

Provis who do come in contact with mortals who have supernaturally entered the Dimension of Dreams tend to act between two extremes. Some provis try to please mortals so they can better convince such travelers to rescue them from their insane native realm, while provis who worship the abominations of Leng or the Great Old Ones may attempt to sacrifice or torture the visiting mortals in the name of their lords.

Alignment and Religion: Provis can be of any alignment and tend to worship Great Old Ones, like Bokrug and Hastur, or powerful beings from the realm of Leng. Leng-worshipping provis often perform dark rituals in attempts to prevent being kidnapped by Denizens of Leng, though there is no sign of such practices actually providing any protection. Worship of dream and nightmare dragons has become more popular in recent years.

Adventurers: Provis who escape from the Dimension of Dreams do not know how to lead an ordinary life and generally become nomadic adventurers. Fortunately with their shapeshifting abilities, provis do not find it difficult to deceive an adventuring group into accepting them. A provis does tell the party of his shapechanging nature eventually, but he will nearly always use oneiromancy to discover if his companions can be trusted not to react too severely to the revelation.

Racial Traits

+2 Strength, +2 Charisma, -2 Wisdom: Originating from a realm where strength of presence translates to physical strength and where anything could be true — and deadly — leads provis to be strong in body and personality, but prone to accept everything as true until proven to not be a threat.

Native Outsider: Provis are outsiders with the native subtype.

Medium: Provis are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Provis have a base land speed of 30 feet.

Dream Attuned: Provis gain a +2 racial bonus on saves against dream-related abilities and spells, such as *nightmare*. In addition, a provis gains a +4 racial bonus on Charisma checks to determine his initial condition when his lucid body enters a dream.

Change Shape (Su): A provis can assume the appearance of a specific, single Medium humanoid and always takes this specific form when using this ability. The provis gains a +10 racial bonus on Disguise checks to appear as that type of humanoid. This ability otherwise functions as *alter self*, except the provis does not adjust his ability scores. A provis can select a new humanoid form by spending 1 week preparing himself for the change, but can then no longer assume his previous humanoid form.

Interpret Dreams: Provis may use the prognostication skill unlock in the form of oneiromancy without needing to be capable of casting psychic spells. While in the Dimension of Dreams, provis do not need to be asleep to use the skill unlock. Provis can use prognostication on any individuals present in the dreamscape, as well as on the primary dreamer whose slumbering soul summons the dreamscape. If the provis has levels in a psychic casting class or has the Psychic Sensitivity feat, he gains a racial bonus on the prognostication check equal to half his level (minimum +1).

Minor Impossibility (Su): Once per day as a standard action, a provis on a plane other than the Dimension of Dreams can make an impossible action as if he was dreaming. This functions as trying to perform an

impossible feat (see Dimension of Dreams in *Pathfinder Roleplaying Game Occult Adventures*), except he can only attempt impossible feats with a DC of 10. For every four levels he has, the potential DC that can be attempted increases by one. Items created through this remain for a number of hours equal to his Charisma modifier.

No Face: A provis gains a +2 racial bonus on all Bluff and Perform (act) checks.

Languages: Provis begin play speaking Common and Aklo. Provis with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

STARTING AGES

Young	Adulthood	Intuitive	Self-Taught	Trained
6 years	12 years	+1d4	+1d6	+2d6

AGING

Middle Age	Old	Venerable	Maximum Age
20 years	30 years	40 years	+1d20 years

HEIGHT AND WEIGHT

Gender	Base Height	Base Weight	Modifier	Weight Modifier
Male	5 ft. 10 in.	120 lbs.	2d10	x4 lbs.
Female	4ft 5 in.	85 lbs.	2d10	x4 lbs.

Favored Class Bonuses

Fighter: Gain a +1 bonus on CMB when making a Dirty Trick or Steal combat maneuver.

Kineticist: Add 1/3 point of damage to aether element blasts that deal damage.

Medium: Gain a +1/2 bonus on Bluff and Disguise skill checks to pretend to be the type of individual associated with your current legendary spirit (such as pretending to be a member of a cult while channeling a Hierophant).

Mesmerist: When casting mesmerist illusion spells, add 1/2 to the effective caster level of the spell, but only to determine the spell's duration.

Occultist: Increase the occultist's total number of points of mental focus by 1/2 point.

Psychic: When casting spells from the bonus spells list of the Dream Discipline or a spell with the word "dream" in its name, add 1/3 to the caster level of the spell.

Ranger: Increase the bonus from having the Dimension of Dreams as a favored terrain by +1/5.

Rogue: Gain a +1 bonus on Stealth skill checks to hide while gaining concealment from being in a crowd.

Spiritualist: Your phantom gains a +1/2 bonus on Bluff and Disguise skill checks.

Summoner: Add +1/4 to the eidolon's evolution pool.

Lucid Casting (Feat)

Provis mages have to learn how to carefully control their casting or risk the plane twisting it into something wild.

Prerequisite: Lucid Dreamer or Provis.

Benefits: You gain a +4 bonus on caster level checks against the wild magic planar trait.

Normal: Casting spells or spell-like abilities on planes with the

wild magic planar trait (such as the Dimension of Dreams) requires a caster level check or something strange happens instead of the desired effect. ⚠





WHAT COULD POSSIBLY GO WRONG?

BY TODD STEWART

ART BY TANYAPORN SANGSNIT
AND ADAM MUNGER

2 days before the Fall of Kenabres

"Well, here we are!" called the happy-go-lucky voice of Il'setsya Wyrmtouched, self-proclaimed 'Fool of Ssila'meshnik, arcanist, honorary Riftwarden, and itinerant drunkard.'

"Finally!" exclaimed Enzo Salazar, aasimar, wizard, and actual Riftwarden. "We've been wandering aimlessly all day!"

While the aasimar wizard was a play in understatement in pale blue robes, with a shock of golden, perpetually windblown hair, and eyes to match his attire, his companion was quite the opposite. A protean-blooded ganzi, the orange eyed, purple-and-blue haired arcanist's legs were goatlike below the knee and ended in cloven hooves. She wore a vaguely 'wizardy' outfit of mismatched styles and colors and her exposed flesh bore sporadic patches of green and purple scales. A pair of slender, dragon-like horns sprouted from her skull and a halo of nonsensical protean runes drifted in erratic, horizontal orbit above them. Her look was topped off by her tail — all twelve prehensile, multicolored, scaled, and feathered feet of it.

"Aimless is what I'm all about," Il'setsya smirked and glanced up at the tower standing before them in an otherwise unremarkable portion of the city's Gate District. "But we're here now. This is why Beltran Ravenken requested I come; to root out that agent of the Templars of the Ivory Labyrinth."

"And they're in there?" Enzo looked up at the tower and the heavy, iron-banded door in front of them.

"Right in plain sight," the arcanist smiled, cracked her knuckles, and shook her tail, nearly knocking over a passing messenger. "Now watch and be impressed."

Since teleporting into the Riftwarden's office with an exclaimed, "Ta Da!" the arcanist had led her ostensible ally — more her handler — on a random trek across the city with little explanation. All morning he'd watched fear and worry play through the expressions of nearly every citizen that stumbled across their path.

"What the hell is that thing doing here?"

"Gods above, we don't need another Red Morning Massacre..."

"Inheritor forbid, they're letting tieflings into the city now?"

Thankfully the reactions had only been words and stares. Passing citizens had gawked at Il'setsya with distrust and alarm, but the fact that a Riftwarden stood alongside her had prevented any physical violence. Now though, for all her nonsensical actions up to this point, they stood on the verge of confronting an agent of the Abyss.

The mercurial arcanist paused. "Oh, hold on one moment. One last thing I need to do."

"Whatever you say, I suppose," Enzo said.

Reaching down, Il'setsya fished her fingers through the dirt and picked up a rock. Squinting one eye closed, she took aim and hurled it into a nearby tree. A startled raven burst from the canopy, but nothing else of note occurred.

"Aaaaaand... we should be good."

"I have no idea what you're talking about," Enzo heaved a frustrated sigh, "Everything you've done seems to have accomplished nothing at all. You walked around the temple of Abadar for an hour, making faces at every statue of the God of the First Vault."

"Yeah, and...?"

"The only reason you haven't been swarmed by paladins yet is because I'm here with you. And I might have blatantly lied to city authorities about escorting a half-lilland. There's precious little more you could do to make us more conspicuous."

"Well, I intended to do the same at the temple of Iomedae..."

"Inheritor preserve!" The aasimar's eyes widened.

"And I have every intention of getting royally smashed once we're finished here."

"You're here to help me hunt down a demon! Not tavern crawl!"

"Apparently I'm quite a hoot when I'm dancing on a table and..."

The aasimar shook his head. "Please. Mara Yrtrellian promised that she'd be sending, and I quote, 'A profoundly accomplished spellcaster. A veritable archmage'."

Il'setsya tried and failed to suppress a snicker. "She didn't lie! I'm an accomplished spellcaster by any measure, but she left out some details."

"Oh?"

"Imagine said veritable archmage. Now remove all sense of responsibility and morality, then add a pesh habit and an utter inability to say no to another drink."

"That's... rather frightening." Enzo suddenly wondered if he'd only made Kenabres' troubles worse.

"So all this stuff?" Il'setsya gestured to the tree where the raven had been. "Wait for it. Trust me."

"That's what you said about... you know..."

"You wanted help in fighting the Abyss and you got me, so don't expect any adherence to obvious cause and effect. Sometimes you can just disintegrate someone, but other times it's more fun to take the scenic route; play the escalation game with the cosmos at large, with a little nudge here and a tap there, all building up to something great. A slap, a push, a drunken haymaker as necessary, and then... well..." A slow, guilty grin rose to the ganzi's face. "Then you find yourself on a rooftop, whistling as you..."

"I remember that moment distinctly." Enzo waved his hands. "Please don't go into detail."

Ignoring him, the arcanist braced herself, laughed, raised up one hoof and kicked the door. It rattled slightly, but held firm.

"Oh for the love of Ssila'meshnik!" Il'setsya gave the door a dirty look as her tail jerked through the somatic components of a spell. A split second later she and Enzo vanished, reappearing in a room in the tower high above.

Sunlight streaming in through a single arched window fought against the red, sickly glow of the embers that filled a broad, bronze basin before a golden altar of Baphomet. A dark-skinned woman lay prostrate before the altar in pristine white religious attire. Pronounced bat-like wings protruded from her back and a long tail, tipped in a golden, bejeweled spade curled from beneath her robes: a succubus.

"Oh come on! This isn't fair," Il'setsya whined in Protean. "They never said that you'd be hot."

Snarling in surprise, the succubus turned and surveyed her unexpected guests, claws extended, fangs bared, and her tail weaving side to side like a serpent ready to strike. Rolling her eyes at the asasimar, she cast an appraising look at the ganzi.

"Greetings, child of Chaos." The demon's words were syrupy with Abyssal enticement.

Il'setsya rolled her eyes. "Speakers of the Depths, you're predictable."

"You come here at the beck and call of an organization laden with rules, laws, and hierarchy," the woman said as she glanced at Enzo. "You act as their chained dog, thinking yourself free to run about a yard without realizing that they have you fenced in. I expected better of you."

"Blah blah blah..." The ganzi glanced out the nearby window, apparently waiting for something. After a moment she turned her

focus back to the succubus.

"Wouldn't it be more your speed to slaughter him here and now? Wouldn't that be a spark of the delicious chaos that your kind revel in?" The succubus perked an eyebrow even as she struck an enticing pose for the arcanist's benefit. "The Abyss would reward you handsomely and make no demands except that you do as you see fit. I'd certainly be oh, so inclined to reward you myself as well."

"Yeah sorry, but no." Il'setsya stuck out her forked tongue. "I indulged in a drunken bender with a succubus for a solid week once. In hindsight, it was a mistake, albeit one with few regrets, and now that's out of my system. So, while your offer is tempting, I'm going to stick with no thank you, I've had better."

"A shame," the succubus snarled and reached for a wand at her hip, "then you both die!"

With an utterly unconcerned shrug, Il'setsya glanced left and out the closest window a second time, murmuring to herself. "Three... two..."

Twenty minutes earlier, Habrius Dolminian, paladin of Iomedae, stood at the edge of Clydwell Plaza, in the middle of escorting a demonic artifact into safe custody, when it began raining. Blinking, he looked up at a cloudless, sunny sky. He could hear someone



whistling on the rooftop high above, and realized it wasn't rain at all. Scowling and cursing she stormed off with the artifact in tow.

A dozen city blocks later a startled raven burst across the city square, colliding with the angry, distracted paladin, who promptly dropped the box he was carrying.

A passing thief by the name of Corin Felderek snatched up the box and went running. He'd been hovering in the square on a tip received as a magical whisper in his ear two hours earlier as he'd passed by the temple of Abadar.

The thief didn't make it a block before colliding with a stumbling mercenary who knocked the box from his hands. The shuffling sellsword, one Elaria Shieldsong, had sprained her ankle earlier that day when a multicolored tail of something she never fully saw lashed out and hooked her foot.

The box sprang open as the thief tried to catch it and released a golden, gem-studded rod. Falling swiftly to the flagstones below, the spirits entrapped within the smoldering, glowing gemstone at its tip reacted furiously, unleashing a ragged bolt of coruscating energy. Hurling in malice and without direction, it rocketed overhead, lanced between two buildings, and finally approached the first one in its direct line of fire.

"One..."

Il'setsya pointed behind the succubus, planted her hooves, and kicked herself backwards into the air. Weaving her hands with practiced alacrity, she hurled the magic of a dimensional anchor at the demon before her as her tail coiled into a unique but distinct attempt at a *bras d'honneur*.

Suddenly illuminated by the burning, incoming light, the succubus screamed through her last moments of existence as her teleportation failed once, then twice. Finally, the all-consuming bolt of energy detonated against the side of the tower.

Giggling and shouting in triumphant — if incoherent — Protean, the arcanist tumbled backwards into her aasimar companion, propelling them both towards the stairwell. Her not-exactly-articulate backflip would have resulted in a knot on her skull and a concussion at any other time, but with the added help of the blast wave that washed through the chamber, she and Enzo flew down the stairs as the tower's highest reaches imploded above them.

She'd promised Mara Ytrellian of the Riftwardens of Galisemni that she'd help their colleagues on the Material plane, and she'd made similar vaguely worded promises of aid to Beltran Ravenken here in Kenabres.

She'd given none of them promises on how she would help, nor on if there would be any collateral damage.

Sometime later, as she and Enzo both regained consciousness, Il'setsya stood up from the ruins of the tower's stairwell blinking and shaking herself free of soot with an exaggerated flailing of her tail and an unconscious adjustment of the halo of runes swirling in ragged, disjointed orbit about her head. Surveying the destruction, she smiled. Nothing of the top level remained, including its resident succubus.

"See!?" she beamed, even as down below people screamed and rushed towards the destruction. "You were promised help and I helped!"

"In a manner of speaking, I suppose," Enzo smirked, though he had to admit, she'd found and eliminated a demonic scourge his people had been searching for over a year without success, just as promised. "So what will you do now? Stay and help with the crusade?"

"Nope!" She erupted with laughter before giving a polite cough and some measured words between half-suppressed chuckles. "I mean I have more important duties to attend elsewhere."

"Duties, hmm?" The aasimar raised an eyebrow. "You're going tavern hopping, aren't you?"

"Yeah, most likely." She gave an uncaring shrug. "But who knows? I don't. I never do. There's plenty of room for mayhem or not. It just depends on what whimsy strikes me. I might

overindulge and punch a paladin. I might paint my name on half the wardstones on the western border. I might go drop in on a good friend of mine who's in Cheliaz pulling her own brand of Chaos. I dunno."

"I'd invite you to Armasse in two days, but perhaps not..." Enzo bit his tongue a moment too late as he watched a smile wash over the ganzi's face and tiny pictograms of happily drinking cartoon versions of herself emerge out of the runes in transit above her horns. He'd made the invite and he'd have to deal with it — and her — for at least another two days.

"Perfect!" Il'setsya smiled, threw an arm over his shoulder, and coiled her tail about his waist. "It isn't Galisemni, but we're in a great city with its own charm. Plus, you've got me to ensure that nothing is ever boring... and there's going to be a festival in two days!"

"Iomedae preserve..." Enzo forced a smile as the arcanist produced a transparent flask of multicolored spirits in a toast to the moment.

"I mean really," Il'setsya took a swig, "what else could possibly go wrong?"



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SKULL & SHACKLES

SAILING ON TREACHEROUS WATERS:

A HARD MODE FOR THE SKULL AND SHACKLES ACG

BY JEN 'IAMMARS' MCTEAGUE

Sometimes veteran pirates just need a greater challenge. Each of the scenarios from the Skull & Shackles Adventure Card Game is listed below, with more challenging rules text suggested. Greater challenges deserve greater rewards, and there are new adventure rewards to be added to the existing adventure rewards. Enjoy this treacherous new trip through familiar waters! You may only use one power that comes from removing a die from your character card per check.

Plunder and Peril

Dangerous Waters – When you play a card with the Swashbuckling trait against a Buccaneer, you must first recharge a card.

Island Hopping – When you encounter the Adaro Barbarian, before you act, a random character at your location summons and encounters a Hammerhead Shark.

Rum Punch – The difficulty to acquire allies is increased by the number of allies in the ally pile.

Sunken Treasure – When you would banish a henchman due to the scenario's power, shuffle a barrier into that location deck.

The Black Flag – When you encounter another ship, before you act, your ship is dealt 1 Structural damage.

Adventure Reward – At the start of each scenario, put a d4 on your character card. You may remove a d4 from your character card to roll it and add the result to any check you attempt.

The Wormwood Mutiny

Cat and Mouse – When you encounter the ship *Man's Promise*, after you act, attempt a Wisdom or Survival 7 check. If you fail, your ship takes 2 Structural damage.

Plugg's Ugliers – After building location decks, randomly distribute Nefti Unwasha and a number of allies equal to the number of location decks minus one to each of the location decks. To win, all three villains must be next to this card.

Press Ganged! – Each character's hand size cannot be greater than half the number of cards in the bane pile, rounded up.

The Grindylow and the Whale – In addition to making an ally pile, create an item pile the same way. When you defeat a henchman, add the top card of the ally pile and the item pile to your hand.

The Wreck of the Infernus – All non-villain monsters gain the following power: *Before you act, succeed at a Constitution or Fortitude 5 check or the difficulty of checks to defeat is increased by 3.*

Adventure Reward – At the start of each scenario, put a d6 on your character card. You may remove a d6 from your character card to reduce damage you would take by 1.

Raiders of the Fever Sea

Attack on Rickety's Squibs – When you would acquire an ally from defeating a monster with the Merfolk trait, gain the ally only if you beat all the checks to defeat the monster by 8 or less.

Give the Devil His Due – When a plunder card is banished from the Sea Chanty, your ship is dealt 1 Structural damage.

The Lady's Favor – The number of plunder cards required to win

must exceed the number of locations plus the number of players. Enemy Ship henchmen are placed on the bottom of a random open location deck when defeated. If there is only one location open, that location may not be closed.

The Secret of Mancatcher Cove – Add "1 – Docks" to the beginning of the location list.

The Toll of the Bell – Shuffle 1 Pirate Shade Haunt per player into Scar Bay and 1 barrier per character into Fog Bank. Whenever a character acquires a boon, they may banish that boon to banish a Pirate Shade Haunt next to any character card.

Adventure Reward – At the start of each scenario, put a d8 on your character card. You may remove a d8 from your character card to roll it and add the result to any check you attempt to acquire a boon.

Tempest Rising

Bizarre Love Triangle – The difficulty to defeat a villain is increased by 2. Ignore this power when making a Knowledge, Survival, or Diplomacy check.

Shore Leave at Port Peril – If you fail to defeat a barrier, banish a plunder card. If you can't, your ship takes 1 Structural damage.

Spies Among Us – While the Harbor is open, at the start of each character's turn, that character takes 1 Poison damage.

The Brine Banshee's Grave – After you build the location decks, shuffle a Ruffian into each location deck. Defeating a Ruffian doesn't allow you to close the location. If you defeat a Ruffian, put it on top of the blessings discard pile instead of banishing it.


SKULL & SHACKLES

SHIP B

SHACKLES PIRATE SHIP

CLASS 0



CHECK TO DEFEAT

DEXTERITY
DISABLE

8

OR

WISDOM
SURVIVAL

6

WHEN ENCOUNTERING THIS SHIP

If your check to defeat has the Swashbuckling trait, add 1 to it.

WHEN COMMANDING THIS SHIP

If your check to defeat a ship has the Swashbuckling trait, you may discard a card from the blessings deck to add 1d12 to that check.

Illustration by Kevin Yan

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The Free Captain's Regatta – Hurricane Winds gains the Trigger trait and the following power: *When you examine this card, encounter it.*

Adventure Reward – At the start of each scenario, put a d10 on your character card. You may remove a d10 from your character card to draw a card. You may not use this power during an encounter.

Island of Empty Eyes

Breaking the Dreamstone – At the start of the scenario, if a character has replaced his role card with the Bikendi Otongu role card, he displays the henchmen Breath of Dagon and Eye of Dagon next to his character. Whenever a character defeats an Animate Dream, the character with the Bikendi Otongu role card can banish a henchman in front of him.

Home Sweet Home – Ghol-Clan Obelisks can't be defeated.

Red Rum – You cannot win the scenario until there are a number of cards under the scenario card equal to twice the number of characters.

The Feast of Spoils – When building the blessings deck, instead make it with 14 blessings, 8 Shipwreck henchmen, and 8 Enemy Ship henchmen. After you advance the blessings deck, if the top card of its discard pile is an Enemy Ship, summon and encounter it.

The Land of the Blind – Whenever you have to advance the blessings deck, discard 2 cards from the top of the blessings deck. If either of these are a Gholdako, put the Gholdako(s) on top of a random open location deck.

The Ruins of Sumitha – Whenever you encounter a non-Giant monster, succeed at a Wisdom or Perception 8 check or examine the top 2 cards of your deck, then recharge 1 and discard 1.

Adventure Reward – At the start of each scenario, put a second d6 on your character card.

The Price of Infamy

An Unforgivable Act – The difficulty to defeat Isawyn the Diva is increased by the number of cards in the henchman pile.

Best Served Cold – When building location decks, replace items with barriers.

Isle of the Black Tower – Shuffle a number of Pirate Shade Haunt henchmen equal to the number of players into the Tower. Pirate Shade Haunts have the Curse trait for the

SKULL & SHACKLES

SHIP 8

MERCHANTMAN

CLASS 0

CHECK TO DEFEAT
WISDOM
SURVIVAL
5
OR
PERCEPTION
7

WHEN ENCOUNTERING THIS SHIP
If defeated, when you stash a plunder card, roll on the Plunder Table twice and choose 1 of the results.

WHEN COMMANDING THIS SHIP
When you would roll for plunder, you may discard a card from the blessings deck to choose the type of plunder card instead.

Illustration by Jeff Carlisle © 2014 Paizo Inc.

deck, you lose the scenario. If Kelizar is discarded immediately after Brinebones or vice versa, do not reshuffle until the blessing deck is advanced from the second dragon, then shuffle them both into the blessings deck.

purpose of interacting with the henchman Witch Doctor.

Islands of the Damned – The difficulty to defeat non-henchman, non-villain monsters is increased by 4.

The Battle of Empty Eyes – If you examine a bane using the scenario power, each character at that location takes 2 Ranged Combat damage.

Adventure Reward – At the start of each scenario, put a second d4 on your character card.

From Hell's Heart

Danse Magaav – Whenever a character encounters a Magaav Assassin henchman, each other character at an open location summons and encounters a Magaav Assassin. This replaces the scenario power.

Inside Lucrehold – Shuffle the villain Kelizar the Brine Dragon into the blessings deck. When you discard Kelizar from the blessings deck, a random character summons and encounters it; then advance the blessings deck and shuffle Kelizar into the blessings deck. If there are no blessings in the blessings

Last Stand of the Hurricane King – After building location decks, shuffle a Buccaneer and a Ruffian into each location. Whenever you encounter a Buccaneer or a Ruffian, each other player summons and encounters one. Defeating a Buccaneer or Ruffian does not let you close your location.

Storming Fort Hazard – Whenever you encounter a monster with the Lycanthrope trait, summon and display a blessing from the box next to the blessing discard pile. Both blessings are used to determine if the difficulty of its check to defeat the monster is increased or not. The check to defeat may be increased twice. Banish the summoned blessing at the end of the encounter.

The Armada – Your fleet must consist of the four ships that have been checked off of your fleet card with the lowest class. Whenever you banish a ship from your fleet stack, your ship takes 3 Structural damage.

Adventure Reward – At the start of each scenario, put a second d8 on your character card. ●

SKULL & SHACKLES

HENCHMAN 5

BREATH OF DAGON

**CURSE
TRAP
MAGIC**

TYPE
BARRIER
CHECK TO DEFEAT
DISABLE
CONSTITUTION
FORTITUDE
16

POWERS
If undefeated, display this card next to your character card. While displayed, your Dexterity, Intelligence, and Charisma dice are each d4.

Illustration by Allen Geneta © 2014 Paizo Inc.

INNER SEA SACRED IMPLEMENTS

BY JOHN LAFFAN
ART BY JEREMY CORFF

There are many sacred relics throughout the Inner Sea. While relics of major gods are relatively common, other divine beings have their own relics. Here are some of the lesser known relics that can fit easily into the Adventure Paths that featured these deities. The implements here follow the rules for sacred implements presented in *Pathfinder Player Companion: Occult Origins*.

Skull & Shackles

SIREN'S FIFE (BESMARA)

Implement School enchantment; **Implement** musical instrument; **Opposition School** divination

Lure of the Sea (Su) As a standard action, you can expend 1 point of mental focus to target a single creature within 30 feet with *unnatural lust*^{UM}. You must be the object of their desire.

Shattered Star

SHALE SIHEDRON (LISSALA)

Implement School universal; **Implement** medallion; **Opposition School** special

Concentrated Arcana (Su) When you select this implement, choose one school of magic. You can spend 1 point of mental focus to increase the save DC of the next spell you cast from that school by 2. The *Shale Sihedron* counts as an implement of that school. Treat all other schools of magic as this implement's opposition school.

Reign of Winter

ROSE SWITCH (MILANI)

Implement School evocation; **Implement** rod; **Opposition School** illusion

Hope's Renewal (Su) As an immediate action, you may spend 3 points of mental focus to turn all energy type damage in a 30 foot radius around you into holy damage. Holy damage deals no damage to good creatures, half damage to neutral creatures, and double damage to evil creatures.

Wrath of the Righteous

BLOOD-STAINED CARAPACE (DESKARI)

Implement School conjuration; **Implement** figurine; **Opposition School** abjuration
Homing Beacon (Su) As a standard action, you can expend 1 point of mental focus to

summon a locust swarm. This ability functions as *summon swarm*, but you can only use it to summon locusts (treat as a bat swarm). You can direct the swarm as if it were a summoned creature you shared a language with. This effect lasts for 1 minute. At 5th level and every 4 levels thereafter, you can summon an additional swarm. You can't have more than one Homing Beacon in effect at a time. At any time, you can expend 1 point of mental focus as a free action to extend the duration of a swarm by 1 minute.

Mummy's Mask

JACKAL'S SHROUD (ANUBIS)

Implement School necromancy; **Implement** robe; **Opposition School** conjuration

Feather's Balance (Su) As a standard action, you can expend 3 points of mental focus to create a 30-foot-radius ward centered on you for 1 round per occultist level. Living allies in this area gain a +4 sacred bonus to saves against all death effects, energy drain, and effects that cause negative levels. This ward does not remove negative levels that a creature has already gained, but the negative levels have no effect while the creature is inside the warded area.

Iron Gods

ANALYSIS VISOR (UNITY)

Implement School divination; **Implement** goggles; **Opposition School** necromancy

Particle Scan (Su) As a standard action, you can expend 1 point of mental focus to perform an area scan, this functions as *detect radiation*^{TC} and *technomancy*^{TC}, but covers a 60 ft. cone-shaped area and lasts for 1 minute per occultist level.

Giantslayer

MAKER'S HAMMER (MINDERHAL)

Implement School transmutation; **Implement** weapon (hammer); **Opposition School** enchantment
Strike of the Creation (Su)

As a standard action, you can expend 3 points of mental focus to create an object. This functions as *minor creation*. You can have no more than one *minor creation* active at a time. When using Strike of the Deep as part of a Craft check to make a complex item, you may add your Strength modifier to the skill check instead of your Intelligence modifier.

Hell's Rebels & Hell's Vengeance

INHERITOR'S VAMBRACE (IOMEDAE)


Implement School abjuration; **Implement** bracers; **Opposition School** evocation

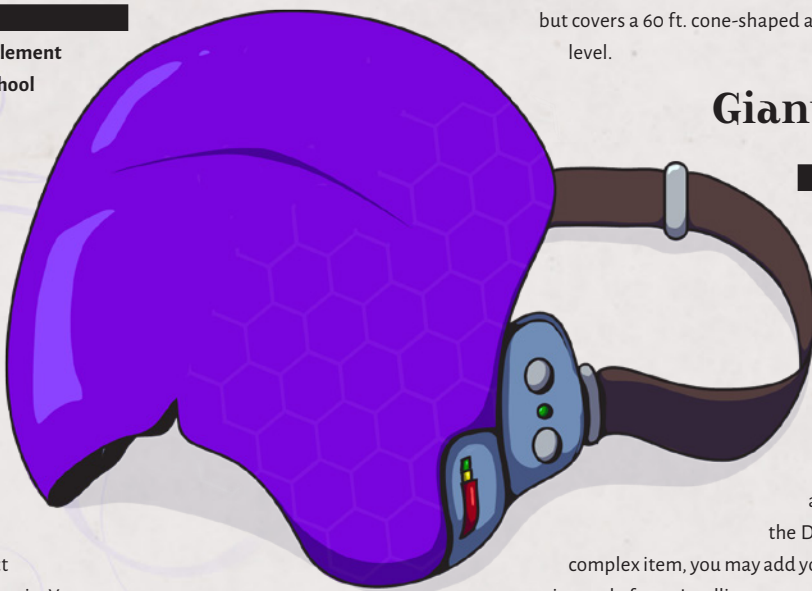
Hymn of Honorable Combat (Su) As a standard action, you can expend 3 points of mental focus to gain improved uncanny dodge for 1 round per occultist level. Use your occultist level to determine if an opponent can sneak attack you. While the Hymn of Honorable Combat is in effect you also gain a +10 sacred bonus to your CMD against dirty trick combat maneuvers.

Strange Eons

PRISM OF THE YELLOW STAR (HASTUR)

Implement School illusion; **Implement** prism; **Opposition School** transmutation

Glimpse Behind the Robes (Su) As a standard action, you can expend 3 points of mental focus to target a single creature within 30 feet using *greater oneiric horror*^{DA}. 



ADVENTURE PATH ANTHEMS

CURSE OF THE MATRYOSHKA

BY BETH BREITMAIER

ART BY CLAY LEWIS

Layer upon layer, in these painted shells I wait
Past prison walls of cold stone and fey-warped fields
Where rotten flesh smolders and metal thorns slice,
And power abominable a false prophet wields.

It is his army that lurks, rising from mud and ash;
Twisted creatures tarring ancient snow.
The mad one laughs as bullets shred the fabric of worlds,
As the Thrice-Tenth Kingdom claws and foul winds blow.

He, the ice-eyed enthraller of noble and rabble,
This treacherous spawn depraved and profane,
A mere mortal succumbed to silvery whispers,
Tales of a winter merciless and an endless reign.

Such are the lies of a witch equally damned,
That familial conniver unraveled by pride,
So greedily oblivious to the ghastly ends
Of others who lusted for matricide.

A cackle for both mystic and queen
Who know not how magic's bonds might sever
Or of the secrets that dance on bony legs,
Too nimble for those who thought themselves clever.

Had they still their tongues, speak could these usurpers
To a king felled, the Giant of the Abyss.
Had they still their ears, hear might these traitors
The raspy lament—the crones' vicious hiss.

But have them they will not.
Not even in Abbadon can they pray their parts to find
After meat, most tender, is slowly flayed;
After marrow is snapped from bone in kind.

For it is a mother's whim alone to crown,
With a capricious flick of her gnarled hand,
And should other defilers rise, they will rise in shadow,
Beneath the mighty Artrosa that shall always stand.

For soon this doll will crack
To free the Maiden, the Mother, the Crone,
And unleash a witch's vengeful rage
Upon all who would covet Irrisen's throne

PAX CHELIAX: THE CHELISH NATIONAL ANTHEM

BY ELLIOT SMITH

"Hark!" the lawful proclaim,
"Glory to the Chelish, chaos' bane."
Ravaged by war, our lands once cried
Until our lords, the Thrunes, arrived.
Never forget the lawful salvation,
the Thrunes bestow'd 'pon Chelish nation.
Serve our just land of security
Enemy of all anarchy.
Charging ever onward
Until the demons are no more.

THE PLEDGE OF TRUNAU

BY ELLIOT SMITH

We are the last,
Yet Trunau stands fast.
We'll defend our hallowed ground
'Gainst the orcs all around
In hopes our grandchildren might see
A Trunau strong and free. 🍷



HELL'S REBELS

HELL'S VENGEANCE

WEAL OR WOE: SHATTERED TIES

BY JOHN LAFFAN AND
CRYSTAL MALARSKY
ART BY PFENIX ARTWORK

Richard and Jaede can be incorporated into either the *Hell's Rebels* or *Hell's Vengeance* Adventure Paths. In *Hell's Rebels*, Richard acts as a “weal” and Jade acts as a “woe.” Their roles reverse if used in *Hell's Vengeance*.

Weal/Woe: Richard Chillarth

As a son of House Chillarth, Richard was raised to be a loyal supporter of House Salisfer like the rest of his family. In secret, however, he and his parents followed the teachings of Iomedae and sought to undermine the corrupt aristocracy. Lord Lucien Salisfer eventually discovered their treason and came calling with his infernal minions. Richard escaped the attack with three of his most prized possessions—his grandmother’s holy symbol of

Iomedae, his mother’s necklace bearing a symbol of Aroden, and his father’s divination ring. He then sought sanctuary with his parents’ friends—fellow followers of Iomedae and disillusioned citizens of Cheliaz.

Through the years, Richard has devoted his life to preventing rare artifacts and powerful talismans from falling into the wrong hands by collecting them himself. The deaths of his parents left a deep scar in the young man, and he has vowed to bring down the Chelaxian nobility. Though House Salisfer is on the top of his list, he hopes to help his childhood friend, Lady Jaede Salisfer, find redemption before it’s too late to save her soul.

Adventure Hooks

- Richard approaches the PCs, asking them to accompany him to a tower outside of Egorian. He explains he must convince his former childhood friend, Jaede Salisfer, to let him take the relics she inherited into safe-keeping for her own safety.
- Several Chelaxian nobles claim to be missing valuable occult items from their homes. Included in these items is a small silver box encrusted with bird skulls, said to be of considerable arcane significance. The PCs are hired to investigate and apprehend the culprit.

Drawback

Richard has a number of useful relics at his disposal. If the PCs seek Richard out in an attempt to turn him over to the authorities of Cheliaz, the occultist tries to plant evidence against the PCs to make them appear to be a part of the Glorious Reclamation.

Boon

Raised under Iomedae’s teachings, Richard always looks out for others and helps share his wisdom. PCs who assist him receive a +2 to their next five Knowledge (Arcana, Engineering, History, Planes, or Religion) checks. He also might allow the PCs to borrow an implement to aid in one of their tasks.

RICHARD CHILLARTH

CR 6

Male human (Chelaxian) occultist^{OA} (reliquarian^{OC}) 7

LG Medium humanoid (human)

Init +0; **Senses** aura sight, Perception +10

DEFENSE

AC 17, touch 11, flat-footed 17 (+5 armor, +1 deflection, +1 shield)

hp 52 (7d8+14)

Fort +6, **Ref** +2, **Will** +9

OFFENSE

Speed 30 ft.

Melee +1 longsword +7 (1d8+2/19-20)

Domain Spell-Like Abilities (CL 7th; concentration +11)

5/day—*touch of good* (+3)

Implement Schools (2 generic focus)

Abjuration (Holy Symbol, 3 points) *Resonant*—warding talisman; *Focus*—mind barrier

Divination (Ring, 3 points) *Resonant*—third eye; *Focus*—sudden insight

Mournful Eye (Aroden) (Necklace, 3 points) *Forgotten*—*modify memory*

Occultist (Reliquarian) Spells Known (CL 7th; concentration +11)

3rd (2/day)—*hold monster* (DC 17), *magic circle against evil*, *resist energy*, *scrying* (DC 17)

2nd (4/day)—*align weapon* (good only), *clairaudience/clairvoyance*, *fire trap* (DC 17), *heroism*

1st (5/day)—*augury*, *bless*, *protection from evil*, *shield*

0 (at will)—*daze* (DC 14), *detect magic*, *resistance*

Domain Good

TACTICS

Before Combat Richard is paranoid and cautious after his years of living in secret in Cheliaz. He casts *augury* if he knows he will be meeting a group, and puts on *shield* and *align weapon* if he suspects trouble.

During Combat Richard worries about alerting any authorities and tries to keep battles short. He

uses *daze* or *hold person* and attempts to escape. If he has an opportunity, he uses *modify memory* on held opponents to make a clean getaway.

Morale Richard avoids combat and tries to flee at the earliest opportunity, only staying to protect friends or family.

STATISTICS

Str 12, **Dex** 10, **Con** 13, **Int** 18, **Wis** 14, **Cha** 8

Base Atk +5; **CMB** +6; **CMD** 17

Feats Extend Resonant Power^{OA}, Extra Mental Focus^{OA}, Implement Focus^{OA}, Iron Will, Spell Focus (abjuration)

Skills Appraise +14, Diplomacy +9, Knowledge (arcana) +12, Knowledge (engineering) +12, Knowledge (history) +12, Knowledge (planes) +12, Knowledge (religion) +14, Perception +10, Sense Motive +10, Spellcraft +12, Use Magic Device +12

Languages Celestial, Common, Draconic, Infernal, Skald

SQ domain (good), forgotten, implements 4, magic item skill, mental focus (11/day), object reading, sacred implements, shift focus

Combat Gear oil of bless weapon, potion of cure light wounds, potion of cure moderate wounds; **Other Gear** +1 chain shirt, light steel shield, +1 longsword, ring of protection +1, 26 gp

Woe/Weal: Jaede Salisfer

Jaede Salisfer had the unfortunate fate to be born to a Chelaxian noble named Lord Lucien Salisfer and his Jadwiga wife, Lady Katrina. Her youth was spent in arcane studies under her parents' wicked tutelage, where she endured unspeakable abuses whenever she displeased them; punishments that haunted her sleep through horrific nightmares. Overwhelmed by anger and fear, she eventually burnt down her home with her parents inside it. She feigned innocence to the rest of House Salisfer and retreated to her father's tower on the outskirts of Egorian.

Upon arriving in her new home, Jaede discovered a mirror that whispered secrets to her. It encouraged her to learn from it, promising her power and insight. Unbeknownst to her, however, the entity trapped within the mirror is none other than Lord Lucien himself. His soul survived death and continues to manipulate his daughter, occasionally frightening her with dark omens to ensure she does his bidding.

Though Jaede's flawless porcelain skin and perfectly groomed black ringlets give her an almost doll-like appearance, her wide eyes are haunted. The memories of her past weigh on her fragile mind, and she finds herself torn between either surrendering to her parents' legacy, or renouncing it completely, something her childhood friend Richard Chillarth is eager to help her with.

Adventure Hooks

- The PCs are invited to a ball by a suspicious member of House Salisfer. The noble hires them to gather information from one of the ball's attendees, Lady Jaede, regarding the recent deaths of her parents.
- A village is plagued by relentless nightmares for over a week, leaving its people exhausted and frightened. Rumors speak of a curse cast by a sinister young witch living in a nearby tower. The villagers ask the PCs to speak with her on their behalf and beg for mercy.

Drawback

Lord Lucien dislikes interference. The PCs find themselves wracked by terrible nightmares if they persist in intruding upon Jaede's solitude. Treat this as *nightmare* (DC 17).

Boon

As a daughter of House Salisfer, Lady Jaede wields considerable influence throughout Cheliah. PCs who win her favor earn +2 to Diplomacy checks when dealing with Chelaxian nobility.

JAEDESALISFER

CR 6

Human (Chelaxian) witch (mirror witch^{VC}) 7

NE Medium humanoid (human)

Init +1; **Senses** Perception +11

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex)

hp 32 (7d6+2)

Fort +2, **Ref** +3, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 alchemical silver dagger +3 (1d4–1/19–20)

Special Attacks hexes (cackle, evil eye, flight, slumber)

Witch Spells Prepared (CL 7th; concentration +1)

4th—*mirror transport*^{ACC}, *phantasmal killer* (DC 18)

3rd—*dispel magic*, *iriseni mirror sight*, *oneiric horror*^{OA} (DC 17)

2nd—*detect thoughts* (DC 16), *mirror hideaway*^{ACC}, *scare* (DC 16), *sense fear*

1st—*beguiling gift*^{APC} (DC 15), *chill touch* (DC 15), *mage armor*, *ray of enfeeblement* (DC 15), *sleep* (DC 15)

0 (at will)—*daze* (DC 14), *message*, *read magic*, *touch of fatigue* (DC 14)

Patron Nightmares

TACTICS

Before Combat Jaede casts *mage armor* if she suspects trouble.

During Combat Jaede doesn't shy away from a fight and opens combat by casting *phantasmal killer* on whoever poses the greatest threat. If she has the advantage, she uses *beguiling gift* to give her *bottled misfortune* to an opponent.

Morale Jaede values her own survival above all else. If reduced below 10 hit points, she attempts to flee by casting *mirror transport* if a mirror is within range. If not, she flees by any means necessary.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 18, **Wis** 14, **Cha** 13

Base Atk +3; **CMB** +2; **CMD** 14

Feats Accursed Hex^{MM}, Alertness, Greater Spell Penetration, Silent Spell, Spell Penetration

Skills Diplomacy +3, Fly +5, Heal +6, Intimidate +11, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (planes) +14, Perception +11, Sense Motive +11, Spellcraft +14, Swim +3, Use Magic Device +7

Languages Ancient Osiriani, Azlanti, Common, Draconic, Infernal

SQ patron mirror

Combat Gear pearl of power (1st level), potion of cure light wounds (2); **Other Gear** +1 silver dagger, bottled misfortune^{ME}, ring of protection +1, 78 gp



IRON GODS

BLOOD FOR BRAINS

SWAPPING BETWEEN KINGMAKER AND IRON GODS

BY GARRETT GUILLOTTE
ART BY BASIL ARNOULD PRICE

The fourth parts of the Kingmaker and Iron Gods adventure paths both diverge from the common themes of their respective series. *Pathfinder Adventure Path #34: Blood for Blood* puts aside most of Kingmaker's kingdom-building and fey themes to drop the PCs in the middle of an ancient tribal conflict, while *Pathfinder Adventure Path #88: Valley of the Brain Collectors* pauses the PCs' technology-inflected race against an AI in order to send the party into an enclosed, pulpy Lovecraftian sandbox.

Note: Spoilers ahead!

While the changes in pace, scenery, and foes can be welcome, their modular nature also makes it easy to run one adventure in place of the other. As part of Iron Gods, *Blood for Blood* draws the legendary Tiger Lords tribe into the PCs' conflict with Unity and the Technic League, giving Cassandalee a magical touch of her own. As part of Kingmaker, *Valley of the Brain Collectors* places a sinister otherworldly threat — and coveted lost technology — into the Stolen Lands.

Blood for Blood in Iron Gods

At the end of *The Choking Tower*, Cassandalee reveals that she secretly concealed the neurocam containing her memories in the Sellen Hills's Tomb of Armag instead of in the Scar of the Spider. In the years since, her neurocam was discovered and concealed by the cult of Gyronna known as the Black Sisters, who were raising an abandoned child to become the Tiger Lords tribe's chieftain, Armag the Twice-Born, and claim the legendary soulbound sword *Ovinrbaane*.

Eventually sensing Cassandalee's residual oracular power within the device, the Black Sisters discovered her neurocam and waited for an opportunity to capture a Technic League officer — in their case, League lieutenant Therace Holiyard (*Valley of the Brain Collectors*) while he scouted the area for new sites to exploit. After the Black Sisters plied him for months with torture, Therace revealed that Cassandalee could be transferred into, and kept captive in, a compact AI core and provide invaluable information

as long as it was powered.

The Black Sisters eventually track such a device to the village of Tatzlford, dispatching a band of Tiger Lords to lay siege to the village while calling for reinforcements from Fort Drelev. Instead of petitioning the PCs directly for help, the villagers reach out to relatives in Torch, who then notify the PCs. This leads to the Battle of Tatzlford that opens *Blood for Blood*.

In the chaos, the Black Sisters grab the compact AI core and power supplies from a mysterious villager (Hyrsek Caio, the Technic League mercenary in *Valley of the Brain Collectors*, who is still searching for Therace under a cover identity and could opt to help, impede, or betray the PCs) and transfer Cassandalee into it.

The PCs continue through *Blood for Blood* as written, their technology likely giving them enough of an advantage to overcome the relative lack of resources the adventure expects them to have as part of the Kingmaker AP. By the PCs' final confrontation with Armag the Twice-Born and the Sisters, the witches are trying to bind Cassandalee's core to *Ovinrbaane* after learning the AI herself evaded death through technology, much as Armag did through Gorum. They suspect the artifact can also power her indefinitely, granting them access to her knowledge and computational abilities for prognostication.

Cassandalee's core can be detached from the cursed sword once Armag the Twice-Born is defeated, but this magical spark influences Cassandalee going forward — she keeps a piece of Armag with her always, as much a part of her now as her dozens of past android lives. It's up to the PCs whether they decide to employ and nurture his destabilizing, warring impulses in combat, or temper them into re-establishing focus and meaning to her fractured existence.

Should the PCs defeat Armag the Twice-Born without killing him, he and the Tiger Lords can become tremendous allies against Kevoth-Kul and the Technic League during *Palace of Fallen Stars*, perhaps vying for the title of Black Sovereign in order to return Numeria to its past glory. Even if Armag the Twice-Born dies, Cassandalee's newfound connection to the original Armag gives the PCs enough influence over them to request their aid.

Valley of the Brain Collectors in Kingmaker

In the aftermath of *The Varnhold Vanishing*, the PCs learn that the lich lord Vordakai is a mere puppet of deeper, more distant evils ensconced in the region. His death triggers a violent, if localized, earthquake in Hooktongue Slough, draining parts of Lake Hooktongue and carving its floor into a mist-enshrouded valley — the Scar of the Spider. (The Scar, as mapped in *Valley of the Brain Collectors*, is about 6 miles by 4 miles in area and takes up the lake hex between Fort Drelev and the Chuul lair.) Nearby Fort Drelev is also destroyed by the quake, killing Baron Drelev and causing his allies to lose what wealth and influence they held. Many of the fort's surviving residents evacuate to either Tatzlford or the desperate refugee camp southwest of the Slough.

Lost memories of the Varnhold survivors subsequently resurface. Many recall the more prominent townsfolk that Vordakai captured being experimented upon by indescribable horrors, creatures even Vordakai deferred to when they were present. They speak of hearing about the Dominion of the Black, of brain harvesters and mechanical monstrosities, and of a site deep beneath the now-drained part of Lake Hooktongue known mysteriously as a "dropship." They also remember a single name unaffiliated with

either Varnhold or the Dominion: Cassandalee.

Between the PCs' responsibilities after the disaster and Varnhold's survivors presenting a new threat to their nascent kingdom, the PCs should head into the Slough, explore the Scar, and seek out this Cassandalee. (The remaining locations on the map remain intact for PCs to explore, though GMs should make the Dominion an aggressively expanding threat, perhaps starting with red mold corrupting the M'botuu boggards, escalating to migo occupying the ruins of Fort Drelev and harvesting the bodies of the dead.)

The Scar long existed in a pocket of artificial environment surrounding the dropship, complete with a tiny false sun. The Dominion constructed this environment after their dropship secretly descended from the stars and burrowed deep beneath the lake's floor seven years prior. The earthquake the PCs experienced was a result of that pocket bursting open when Vordakai's death triggered a complex sequence of events within the ship's Dominion

Dealing with Technology

Iron Gods PCs carry potent technological items into Blood for Blood, and Kingmaker PCs encounter many during *Valley of the Brain Collectors*. For both, the *Pathfinder Campaign Setting: Technology Guide* is necessary, and technology can threaten to imbalance encounters. GMs can make heavy use of timeworn glitches in both scenarios and make energy sources scarce in order to rein in the effectiveness of reusable technological items and weapons.

Conversely, after Blood for Blood, Iron Gods PCs might find Armag's Tomb laden with pristine forgotten technological items as a reward going into the tech-heavy end of the campaign. Incorporating technology into the kingdom-building rules of Kingmaker is a more complex problem. For guidance, Fat Goblin Games' *Call to Arms: Fantastic Technology* includes rules and methods for adding sudden technological discoveries into kingdom advancement.

cell in fear of their discovery. Whether in their search for the earthquake's cause or Cassandalee's identity, the PCs start *Valley of the Brain Collectors* once they decide to descend into the Scar.

Neither Unity nor the Technic League pursues Cassandalee yet. However, Technic League lieutenant Therace Holiyard still followed leads about the Dominion to Fort Drelev and disappeared before the earthquake. The PCs also encounter Hyrsek Caio searching for Therace in either the Slough, Tatzlford, the refugee camp, or the ruins of Fort Drelev.

After defeating the Dominion of the

Black cell and liberating Cassandalee's core, the PCs gain a powerful technological advisor, particularly if they grant her the title of Magister within their kingdom. Annexing Tatzlford and the remains of Fort Drelev should also be straightforward once the PCs succeed in quelling the Dominion. The PCs must deal with the refugee crisis, however, which increases their kingdom's Unrest by +2 until the nearly 800 Fort Drelev refugees are resettled elsewhere (instead increasing Unrest by +1 for every two settlements that receive refugees, with no city taking a number of refugees greater than 20% of its current population) or by rebuilding Fort Drelev at a cost of 50 BP.

Likewise, the Scar becomes a target for both Lord Irovetti and the Technic League, which might fund and equip Irovetti's vendetta against the PCs — or even push Kevoth-Kel into declaring war on the PCs' nation — to capture the Scar's technological riches for themselves. Should the PCs openly exploit the technology for their kingdom, some of their allies might also turn on them out of fear. 🌀





BLOOD OF THE FATHER

CONJURING YOUR INNER ANGELS AND DEMONS

BY BEN CHASON-SOKOL
ART BY DAVE MALLON

Fiendblood Conjurer (Tiefling Racial Spiritualist Archetype)

Some tieflings find their fiendish blood so overpowering that it gains a separate sentence. Such tieflings learn to draw this consciousness out of themselves, granting it a spectral form akin to a spiritualist's phantom. These spirits mirror the tiefling's pleasures and desires, though often in more dark and twisted forms.

Fiend Spirit: Rather than bonding to the phantom of a once living creature, a fiendblood conjurer animates a phantom powered by her own profane blood. This phantom gains the ability score and spell-like ability racial traits of the tiefling's heritage. A tiefling who selects this archetype at 1st level may select a variant heritage without taking the Fiendish Heritage feat. This heritage is chosen at 1st level and cannot be changed.

This ability replaces the fiendblood conjurer's phantom's emotional focus abilities gained a 1st level and alters the phantom.

Carrot and Stick (Su): The fiendblood conjurer can allow her fiendish spirit to interject in conversations, taking over her voice and person for brief moments. While the fiendblood conjurer's phantom is confined to her consciousness, she gains a +3 bonus on Bluff, Diplomacy, and Intimidate skill checks made during interrogations. At 10th level, this bonus increases to +6, and applies to all Bluff, Diplomacy, and Intimidate skill checks made while her phantom is confined to her consciousness.

This ability replaces shared

consciousness and fused consciousness.

Fiendish Form (Su): At 3rd level, the fiendblood conjurer's phantom gains increasingly fiendish traits. It gains the 1st-level base evolution available to an unchained summoner's eidolon of the fiendblood conjurer's fiendish parentage. It gains the next evolution at 8th level and every 5 levels thereafter (to a maximum of 4 evolutions at 18th level). If one of these evolutions would increase the fiendblood conjurer's phantom's evolution pool by 1, the spiritualist chooses a 1-point evolution to apply to her phantom. This evolution cannot be changed.

This ability replaces bonded manifestation.

Fiend's Ascension (Su): At 17th level, the fiendblood conjurer chooses a 1-, 2-, and 3-point evolution available to an unchained summoner's eidolon of the fiendblood conjurer's fiendish parentage and applies them to her phantom. These evolutions cannot be changed.

This replaces dual bond.

Holyblood Conjurer (Aasimar Racial Spiritualist Archetype)

Some aasimar find their celestial blood so powerful that it gains a separate sentence, a holy voice guiding them towards greatness. Such aasimar learn to draw this consciousness out of themselves, granting it a spectral form similar to a spiritualist's phantom. These phantoms manifest as powerful divine figures, driven to protect the spiritualist and the world from the forces of evil.

Celestial Spirit: Rather than bonding to the phantom of a once living creature, a holyblood conjurer animates a phantom powered by her own blessed blood. This phantom gains the ability score and spell-like ability racial traits of the aasimar's heritage.

This ability replaces the holyblood conjurer's phantom's emotional focus abilities gained a 1st level and alters phantom.

Celestial Display (Su): The holyblood conjurer can allow her celestial spirit to flare briefly into existence, proving her connection to the forces of good. While the holyblood conjurer's phantom is confined to her consciousness, she may spend a move action to show the outline of her phantom to those around him. She gains a +3 bonus on Bluff, Diplomacy, and Intimidate skill checks made during conversations with those who have seen this celestial display but have not seen her fully manifested phantom. At 10th level, this bonus increases to +6, and applies to all Bluff, Diplomacy, and Intimidate checks she makes against foes who have seen this celestial display.

This ability replaces shared consciousness and fused consciousness.

Celestial Form (Su): At 3rd level, the holyblood conjurer's phantom gains increasingly celestial traits. It gains the 1st-level base evolution available to an unchained summoner's eidolon of the holyblood conjurer's celestial parentage. It gains the next evolution at 8th level and every 5 levels thereafter (to a maximum of 4 evolutions at 18th level). If one of these evolutions would increase the holyblood conjurer's phantom's evolution pool by 1, the spiritualist chooses a 1-point evolution to apply to her phantom. This evolution cannot be changed.

This ability replaces bonded manifestation.

Celestial Ascension: At 17th level, the holyblood conjurer chooses a 1-, 2-, and 3-point evolution available to an unchained summoner's eidolon of the holyblood conjurer's celestial parentage and applies those evolutions to her phantom. These evolutions cannot be changed.

This ability replaces dual bond.



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WIELDING THE FEATHERED-SPIRIT

REVELATIONS OF THE THERASSIC ORDER

BY JEREMY 'HE'SDEADJIM'

CLEMENTS

ART BY KATEY NEVE

Little is known of the Therassic Order and the enigmatic god-like entity known as the Peacock Spirit. Those who look for evidence of these wizard-monks and their history are awed by the strange temples, hidden archives, and monasteries discovered to date. Recently, during an archeological search of the ancient monastery of Sech Nevali, located in the mountains of southern Belkzen, a magically hidden and preserved scroll was found. Revealing information about the sect's various training requirements, it appears to be an unexpected mix of martial arts and Thassilonian magic unknown to current generations. The scroll, translated from Ancient Thassilonian, is titled: *Wielding the Feathered-Spirit Techniques, Volume 1*.

Peacock Spirit Style (Combat, Style)

Like the peacock, you overwhelm your opponent's senses with your attack.

Prerequisites: Int 15, Improved Unarmed Strike, Stunning Fist, Knowledge (Arcana) 3 ranks. Must gain access to (and read) the scroll *Wielding the Feathered-Spirit Techniques, Volume 1* located in Belkzen, or receive direct training from someone who has read the document and learned the style.

Benefit: Gain one additional use of Stunning Fist per day. While using this style, you also gain training in confounding and outthinking your enemies, often by using distracting feints or sensory attacks. Gain a +2 insight bonus on initiative and all Acrobatics, Bluff, and Sense Motive checks with this style. In addition, when performing a successful Stunning Fist attack, the user can choose to dazzle and deafen the afflicted opponent for 1 minute instead of stunning the target. Of course, the target must have vision or hearing of some sort for this special attack to be effective.

Normal: You are limited to stunning only with a Stunning

Fist attack.

Spirit Feather Touch (Combat)

Pulling your punch gains you ki and insight.

Prerequisites: Int 15, Improved Unarmed Strike, Stunning Fist, Knowledge (Arcana) 5 ranks, Peacock Spirit Style.

Benefit: When performing an unarmed charge attack while using Peacock Spirit Style you can perform a feint with a swift action as part of the charge. Whether the feint is successful or not, if you successfully hit the target, you inflict the minimum possible damage allowed for your attack, and cannot roll for any critical confirmation. However, you may add any additional available ki, magical, or precision based damage normally applied in this situation to the resulting unarmed attack without limitation. Additionally, the user's bonus to initiative, Acrobatics, Bluff, and Sense Motive checks doubles to +4 with the style active and now retains the original +2 bonus even when the style is not active.

Normal: A feint requires a standard action to perform.

Spirit Eye (Combat)

Viewing the world as the Peacock Spirit does, you gain insights against enemies and strangers, and better knowledge of friends as you wander the world. This exposure to the raw elements of life, along with the exposure to its sins and virtues, could cause many mystics to pause or even forego this training altogether in favor of less self-damaging techniques.

Prerequisites: Int 15, Improved Unarmed Strike, Stunning Fist, Knowledge (Arcana) 8 ranks, Perception 5 ranks, Peacock Spirit Style, and Spirit Feather Touch; user must obtain a 100 gp tattoo of the Peacock Spirit 'eye' symbol, or alternatively, the Thassilonian Sihedron symbol upon her forehead. This symbol takes up the user's 'headband slot' and must be visible for the user to enjoy the effects of this feat. If covered for any reason, the user gains no bonuses, but retains all penalties.

Benefit: The user can see and affect ethereal creatures normally. This benefit requires a swift action each round to maintain and is a supernatural ability. In addition, each day after resting, the user must select a Thassilonian Virtue/Sin to view the world through. This selection cannot be changed in a standard 24-hour period short of a *miracle* or *wish*. Each Virtue/Sin has its own choice-based bonuses and penalties. All spell-like abilities associated with this feat function at an arcane caster level equal to the total number of Hit Dice the user possesses and is Intelligence-based.

Any penalty not resolved within the 24-hour period of each sin/virtue selection causes loss of all benefits of this feat (keeping all penalties) until each individual penalty is resolved.

Normal: You cannot normally see or affect ethereal creatures.

Thassilonian Virtues/Sins

Righteous Anger/Wrath

Bonuses: While using Peacock Spirit Style the user gains a +2 insight bonus to all saves versus spells, special attacks, or supernatural abilities that come from a creature considered to be a mindless killing machine (possible examples: controlled

golems and other combat constructs, mindless undead, barbarians/bloodragers while raging, etc.). Once per day, the user of this style can cast *blood crow strike*^{UM} as a spell-like ability. These attacks almost always resemble green-black feather-like missiles or black/white spinning Sihedrons.

Penalty: The user can never take the fighting defensively or total defense combat option, nor use nonlethal attacks of any sort during this 24-hour period. She simply cannot allow herself to do so by any ability, spell, or feat. Nor can she be forced to do so by any means short of a god-like power.

Wealth/Greed

Bonuses: The user gains knowledge of any non-living object touched as a free action, instantly knowing the name of the object's current owner (or the lack of one) and its exact gold piece value. Once per day, the user of this style can cast *telekinetic maneuver*^{OA} as a spell-like ability, but it is limited to only the disarm and steal combat maneuvers.

Penalty: The user must always attempt to haggle a lower price for any purchase made, with no exceptions. She can only stop haggling if the purchase is abandoned by the seller, or the user manages to save gold equal to double her Intelligence bonus from the initial purchase price.

Fertility/Lust

Bonuses: The user gains immunity to any charm, compulsion, or physical control abilities from any magical source. Additionally, once per day, the user of this feat can cast *unnatural lust*^{UM} as a spell-like ability.

Penalty: The user must always accept, or perform, any offer of sexual gratification if the user would normally be interested in such situations. If a date/time is set for the future, then the user must meet that agreement or completely lose the use of this feat until the situation is resolved.

Honest Pride/Pride

Bonuses: The user gains a +2 morale bonus to any actively opposed skill check she makes (Stealth vs. Perception, Bluff vs. Sense Motive, etc...). Once per day, the user of this style can cast *delusional pride*^{UM} as a spell-like ability, but the spell's effective duration is always doubled.

Penalty: The user cannot

perform the Aid Another action, nor can she accept any bonus from aid actions, spells, or class abilities she does not produce herself. Additionally, if the user tries to use any skill untrained, and the rolled result is a natural "1" then this attempt suddenly becomes a critical failure. Effects of this critical failure are completely up to the GM, but they should almost always result in some sort of actual game penalty.

Abundance/Gluttony

Bonuses: The user gains the ability to heal from both positive and negative energy effects. In addition, when healed in any way by magical means, any overage is gained as temporary hit points. The limit on these extra hit points is equal to double the user's Intelligence bonus. These additional points last until they are used, or the user rests for the day. Additionally, the user can cast *feast of ashes*^{APG} as a spell-like ability once per day.

Penalty: The user must eat 5 complete meals each day. For each meal missed, she takes 1 Con damage when she stops to rest for the day. This damage cannot be healed unless the user completes their extra meal quota for each missing point. Magically created or summoned meals never count towards this total. What constitutes a 'complete meal' is up to the individual GM.

Eager Striving/Envy

Bonuses: The user automatically gains a copy of any 'harmless' spell cast within 30 feet upon herself whether the user wants it or not. However, only one spell can be gained at a time, and the total duration of the spell is halved for both the original caster and the copy. Finally, once per day, the user of this style, can cast *steal size*^{GHH} as a spell-like ability.

Penalty: The user must always try to be the first person into any situation or area, and will always do so without hesitation. Once engaged in combat, the user must always attack the same opponent until that opponent is defeated or flees; they may not make attacks of opportunity provoked by any other opponents.

Rest/Sloth

Bonuses: The user gains immunity to the fatigued, exhausted, slowed, and shaken conditions. Once per day, the user of this style can cast *ray of exhaustion* as a spell-like ability.

Penalty: The user cannot perform the 'run' action and must sleep at least 12 hours in a given 24-hour period. No spells, magical devices, or abilities can bypass this need. The 12 hours may be broken up into smaller lots as long as they are performed within a 24-hour period. Ⓢ



REIGN OF WINTER

THE CHILLBLIGHT ROYAL BALLET COMPANY

BY CRYSTAL MALARSKY
ART BY BEATRICE PELAGATTI

Located in the icy heart of Feyfrost's capital city, the Chillblight Royal Ballet Company boasts an impressive, if unsavory, reputation far and wide. The company operates out of a large complex comprised of a school, residence hall, and theater in the center of the Childthief Island district of Chillblight.

The company is owned and managed by its three founders — a depraved fossegrim named **Lassek Wintersong**, an obsessive rusalka named **Kiprilla**, and a fallen swan maiden named **Dinara Elovik**. Together this sinister trio is always on the hunt for new performers. Their main source of talent is the bustling local slave trade, but they occasionally send scouts throughout Irrisen.

The stars of the company rarely join of their own volition — most come as stolen orphans or artists kidnapped from other regions. Upon arrival, each dancer is given a pair of slippers carved from ice which they are required to wear day and night. It doesn't take long for the frostbite to set in and the slippers to fuse to their feet. As creations of the fey, the slippers grow as the dancers age but are never quite large enough to be comfortable. In time, shoes and dancer become one while the performer's spirits become as numb as their limbs.

Bitterwhite Theater

This majestic crystalline structure is the company's pride and joy. The theater presents numerous ballets year-round with its repertoire containing traditional and original works alike. Among its notable features is the Hall of Silver Swans — a wide corridor displaying the frozen remains of the company's most prestigious dancers. Jadwiga elites travel from all across Irrisen to delight in the misery and grace of the captive performers, both the living onstage and the dead in the Hall.

Icebite Hall

This building houses both staff and performers, though to the latter it is more prison than home. It is heavily guarded by a pack of savage winter wolves and their bloodthirsty cold rider captain, **Venousmir Dolezal**. The freezing apartments have only one fireplace, kept off limits to all but those who have earned its warmth through obedience and superior performance. All others must try to soothe their aching muscles by the heat of the single candle in their room. It is said that the only sounds heard in Icebite Hall are the listless sighs of the resigned captives and their chattering teeth. Tears, they say, have long been frozen by the cold.

The Rink

Though the company's academy has no formal name, it's commonly referred to as "The Rink." The school is broken up into beginner, intermediate, and advanced classes which are overseen by a host of cruel instructors. Rumors say the bodies of

disappointing students are trapped under the surface of the icy floors that give the academy its chilling moniker.

The Red Shoes

One of the worst punishments to be visited on a dancer of the company is that of the Red Shoes. The offending dancer's ice slippers are broken off their feet (a painful process in itself) and a pair of red silk slippers is strapped in their place. The Red Shoes force the host to dance with each step conjuring a burning sensation. The agonizing pain starts in the feet and spreads through the entire body. If forced to dance for too long, the ballerina combusts into flames with only ash remaining as a warning. Reserved only for the worst offenders, threat of the Red Shoes is usually enough to keep even the most stubborn in line.

The Silver Swans

When it comes to the fey, their punishments and rewards are often equally feared. Upon reaching the height of his career, a particularly gifted dancer may rise to the rank of a Silver Swan. These are the rare elites who consistently inspire awe and command their audience's rapt attention performance after performance. When such a talent emerges from the herd, the company's founders grant the title of Silver Swan upon the dancer. This, unfortunately, is also his death sentence.

Shortly after the appointment, he gives one final performance before being frozen in ice. The founders do it to preserve the Swan's beauty forever and claim it as the highest honor for any performer.

Plot Hooks

- The PCs encounter a ballerina, recently escaped from the company's touring group, who asks them to smuggle her out of the region.
- The company takes note of a PC with ranks in Perform (Dance) and tries to "recruit" them.
- Villagers hire the PCs to rescue children recently captured by the company's talent scouts. 🕯



TREASURES FROM THE FARTHEST REACHES

BY WOJCIECH 'DREJK' GRUCHAŁA
ART BY CARLOS TORREBLANCA

Items made for specific purposes can be found across Golarion and beyond. Many of them outlived their original usefulness only to resurface later in the hands of adventurers.

GIANTBASHER

Aura strong transmutation; **CL** 12th

Slot none; **Price** 28,710 gp; **Weight** 8 lbs.

DESCRIPTION

This +3 *greatclub* allows its wielder to attempt combat maneuver checks regardless of the target's size. Additionally, the wielder does not provoke attacks of opportunity while moving within the reach of creatures sized Large or larger as long as he does not leave the creature's threatened area.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, Nimble Step, *bull's strength*; **Cost** 14,305 gp

MASK OF SANITY

Aura moderate enchantment; **CL** 8th

Slot head; **Price** 10,000 gp; **Weight** 1 lb.

DESCRIPTION

This plain mask adheres to a creature's face (or the location where a face would be for inhuman beings). Any creature wearing this mask does not inspire terror, madness, or revulsion, regardless of its form and species. Onlookers might be surprised by the presence of an inhuman being but they will not react with the fear or aggression that a creature of its type might ordinarily provoke from them (such as the reaction a townsfolk might have to an orc in a town plagued by orc raids). This does not prevent those around the wearer from reacting with reasonable wariness toward creatures they rationally know to be dangerous nor does it prevent them from defending themselves from actual threats.

The mask of sanity suspends



C. Torreblanca
2017

gaze attacks and similar abilities that rely on subjects looking at the wearer. It can be touched and worn by incorporeal beings.

CONSTRUCTION

Requirements Craft Wondrous Item, *plane shift* and either *calm emotions* or *charm monster*; **Cost** 5,000 gp

RING OF THE VENGEFUL BOND

Aura strong divination; **CL** 12th;

Slot ring; **Price** 10,000 gp; **Weight** —

DESCRIPTION

This heavy, cold, wrought iron ring is set with a ruby eye and holds the power of retribution. Whenever the wearer of the ring is subject to smite evil, studied combat, or a similar ability that marks a specific target to grant combat bonuses, she becomes immediately aware of the opponent and gains the same bonuses against the user of the ability until the opponent dies, the effect ends, or another such effect is placed on the wearer of the ring.

As long as the effect lasts, the wearer of the ring can concentrate to detect the position of the bond opponent as if using the *status* spell.

CONSTRUCTION

Requirements Forge Ring, *locate creature* or *status*; **Cost** 5,000 gp

SONG OF DEMONBANE

Aura strong abjuration and enchantment; **CL** 12th

Slot none; **Price** 26,620 gp; **Weight** 2 lbs.

DESCRIPTION

This +1 *singing evil outsider* *bane short sword* was forged to serve Mendevian crusaders in their fight against the forces of the Worldwound. The sigils carved on the blade glow with silvery light when a demon is within 60 ft., unless the creature is *polymorphed* or masked with an effect that would hide its evil aura. Anyone examining

the glowing sigils can interpret them with a Knowledge (planes) check to determine the exact kind of demon and its weaknesses as if seeing the demon itself. When the wielder uses a bardic performance or raging song, all affected allies treat their weapons as good aligned.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *align weapon*, *detect evil*, *good hope*, *summon monster I*; **Cost** 13,310 gp

STORMCHASER HAT

Aura moderate conjuration; **CL** 10th

Slot head; **Price** 20,000 gp; **Weight** 1 lb.

DESCRIPTION

This splendid hat, worthy of any dashing sea captain, is adorned with a thunderbird feather. The hat is never tarnished by sea salt and weather, and is never blown away by wind. While at sea, its wearer is aware of incoming storms within 1 day or 40 miles and can sense when anyone casts *control weather* or a similar spell to invoke a storm within that range. This gives the general direction and the approximate time when the storm will hit the wearer's position but does not give the exact location of the caster.

A ship captain wearing the *stormchaser hat* can summon a sea devil (Wayfinder #8 Bestiary, 72) once per day to serve for 1 minute as if using *summon monster V*.

CONSTRUCTION

Requirements Craft Wondrous Item, *control weather*, *summon monster V*; **Cost** 10,000 gp



WORLDWOUND OUTRIDERS

TWO OPPOSING ARMIES

BY NICHOLAS WASKO
ART BY LIZ COURTS

Worldwound Outriders

Though demons now rule Sarkoris with an iron fist, some tenacious Kellids still endure the churning chaos of the Worldwound. These mortals eke out a brutal existence, embracing any otherworldly entity who offers deliverance from demonic predations. The two armies presented here turned to different forces for salvation, making them potential allies or adversaries for crusaders braving the corrupted lands. These units use the mass combat rules from *Ultimate Campaign*, and are designed for use in *Pathfinder Adventure Path #74: Sword of Valor*.

The Maevash Pilgrims

A proud family sworn to the Windstep Clanliege, the Maevash name once represented the swiftest and most eloquent couriers in all of Sarkoris. Maevash disciples were renowned for their ability to unify warring clans by guiding leaders on both spiritual and physical pilgrimages that helped bridge divides between the Kellid peoples. When the Worldwound opened, the family used these same skills to evacuate refugees, returning to the blighted land again and again to rescue those left behind.

Over the years the heirs of the Maevash name turned from evacuation to revenge. Maevash scions rallied their kin and marched into the Worldwound, determined to reclaim their people's sacred lands and relics or die trying. Known as the Maevash Pilgrims, these hot-blooded warriors conduct regular forays into demonic territory, relying on their ancestral pendant for travel to guide their path.

The Pilgrims currently follow Vitira Maevash-Windstep, the family's last god caller. Months of costly victories and salted-earth warfare have hardened Vitira's heart, leaving her wary of travelers and pragmatic to a fault. Her eidolon, a lillend named Eurmeyen, tries to act as a moral compass, but the weary azata worries nothing short of a display of legendary heroism could restore Vitira's benevolent spirit.

MAEVASH PILGRIMS

ACR 3

XP 800

CN Medium army of humans (barbarian 4)

hp 19

DV 13; OM +4, ranged

Tactics embrace chaos, standard, withdraw

Resources improved weapons (mwk cold iron), ranged weapons (longbows)

Special rage

Speed 2; Morale +4; Consumption 3

Commander Vitira Maevash-Windstep (summoner 7; Cha +4; merciless)

Embrace Chaos: Your army's own reckless abandon synergizes well with your enemy's.

As long as you are using an aggressive or reckless strategy, any army attacking you loses all bonus damage granted by its own strategy.

Those who make Vitira friendly earn supplies from her forces, acquiring either 2d6 Goods (*Ultimate Campaign*), 2d4 units of food for a Medium humanoid army, or healing 1d6 points of damage to one humanoid army. Those who make Vitira helpful can forge an alliance, gaining 20 units of food and control of the Maevash Pilgrims.

VITIRA MAEVASH-WINDSTEP

CR 6

XP 2,400

Human unchained summoner 7 (*Pathfinder Unchained*)

CN Medium humanoid (human)

Init +6; Senses Perception +0

DEFENSE

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 natural)

hp 52 (7d8+14)

Fort +5, Ref +4, Will +5

Defensive Abilities shield ally

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee quarterstaff +4 (1d6–1)

Ranged mwk light crossbow +8 (1d8/19–20)

Special Attacks maker's call 1/day

Summoner (Unchained) Spell-Like Abilities (CL 7th; concentration +11)

8/day—*summon monster IV*

Summoner (Unchained) Spells Known (CL 7th; concentration +11)

3rd (2/day)—*dispel magic*, *magic circle against evil*

2nd (4/day)—*eagle's splendor*, *glitterdust* (DC 16), *levitate*, *resist energy*

1st (5/day)—*daze monster* (DC 15), *enlarge person* (DC 15), *grease*, *mage armor*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *light*, *mending*, *message*, *read magic*



TACTICS
Before Combat Vitira casts <i>mage armor</i> if she suspects trouble.
During Combat Vitira keeps her distance, casting <i>shield</i> , <i>levitate</i> , and <i>magic circle against evil</i> . She uses <i>glitterdust</i> and <i>grease</i> to keep foes at arm's length so Eurmeyen can use its bow and she can use her crossbow.
STATISTICS
Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 18
Base Atk +5; CMB +4; CMD 16
Feats Extend Spell, Extra Summons ^{UM} , Great Fortitude, Improved Great Fortitude, Improved Initiative
Skills Handle Animal +10, Knowledge (planes) +11, Ride +3, Spellcraft +11, Use Magic Device +14
Languages Common, Hallit
SQ bond senses (7 rounds/day), eidolon (unchained), life link
Combat Gear cold iron crossbow bolts (50), <i>oil of shillelagh</i> , <i>potion of cure moderate wounds</i> (2), <i>potion of darkvision</i> , antitoxin (2); Other Gear masterwork light crossbow, quarterstaff, <i>amulet of natural armor</i> +1

EURMEYEN
Serpentine eidolon
CG Medium outsider (azata)
Init +5; Senses darkvision 60 ft.; Perception +9
DEFENSE
AC 26, touch 16, flat-footed 20 (+5 Dex, +1 dodge, +10 natural)
hp 46 (6d10+6)
Fort +3, Ref +10, Will +5 (+4 morale bonus vs. enchantment spells and effects)
Defensive Abilities evasion; Resist cold 10, electricity 10, fire 10
OFFENSE
Speed 20 ft., climb 20 ft., fly 20 ft. (good)
Melee tail slap +8 (1d6+3)
Ranged +1 <i>composite longbow</i> +12/+7 (1d8+3/x3)
STATISTICS
Str 15, Dex 21, Con 13, Int 7, Wis 10, Cha 12
Base Atk +6; CMB +8; CMD 24 (can't be tripped)
Feats Dodge, Point-Blank Shot, Precise Shot
Skills Acrobatics +14 (+16 to balance, +10 to jump), Climb +10, Escape Artist +11, Fly +15, Perception +9, Sense Motive +9
Languages Common
SQ devotion
Combat Gear cold iron arrows (50); Other Gear +1 <i>composite longbow</i> (+2 Str)

The Silent March

Demons rarely kill their prisoners quickly, preferring to prolong their prey's suffering. Those who know the depths of a demon's cruelty often consider a quick death to be a blessing in comparison. After witnessing the depravity of demons first-hand, the Sarkorian sorcerer Lurvac threw his lot in with the Horseman of War, considering an efficient massacre at daemonic hands kinder than the fate of those taken captive by Deskari's minions.

Lurvac sacrificed several fellow refugees in Szuriel's name and managed to reroute one of the Worldwound's smaller planar rifts from the Abyss to Abaddon. The unstable portal allowed the sorcerer to call forth nearly four dozen genthrodaemons, enough to brave demon-infested territory, but not enough to significantly impact the war effort. Lurvac believes that by sacrificing more refugees he can kill two birds with one stone, driving off the demon hordes while putting hapless souls out of their misery.

Lurvac's genthrodaemon battalion, the Silent March, hunts demons and crusaders alike in pursuit of more planar rifts and mortal sacrifices with which to reroute them. Lurvac's tampering with abyssal rifts has granted him a small measure of mythic power, which he uses to maintain his spellcasting when under attack.

SILENT MARCH ACR 3

XP 800
NE Small army of genthrodaemons (Pathfinder Adventure Path #71: Rasputin Must Die!)
hp 16
DV 29; OM +10, ranged
Tactics sniper support, standard, withdraw
Special barbed defense, bleed, darkvision, flight, significant defense, spellcasting, trample
Speed 2; Morale +; Consumption 1
Commander Lurvac (sorcerer 7; Cha +4; hit and run)
Barbed Defense: The army deals +1 point of damage in melee phases.
Significant Defense: Because most soldiers braving the Worldwound arm themselves with cold iron weapons, this army's damage reduction often catches enemies off-guard. Reduce this army's DV by 10 when facing enemies with good-aligned weapons, silver weapons, or the smite evil ability.

If the PCs interfere with the Silent March's search for mortal sacrifices, Lurvac commands his genthrodaemons to hamper the party's progress with their move earth ability. All armies controlled by the PCs reduce their overland speed by 50%, and armies the PCs fight gets +2 DV due to advantageous terrain that seems to appear out of nowhere.

LURVAC CR 6

XP 2,400
Male human sorcerer 7
NE Medium humanoid (human)
Init +6; Senses Perception –1
DEFENSE
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 51 (7d6+21)
Fort +5, Ref +4, Will +6
Immune fire (84 points); Resist electricity 5
OFFENSE
Speed 30 ft.
Melee mwk cold iron shortspear +5 (1d6+1)
Special Attacks claws (2, 1d6, treated as magic weapons, 7 rounds/day)
Sorcerer Spells Known (CL 7th; concentration +11)
3rd (5/day)— <i>protection from energy</i> , <i>rage</i> , <i>summon monster III</i>
2nd (7/day)— <i>bull's strength</i> , <i>mirror image</i> , <i>pyrotechnics</i> (DC 16), <i>sonic scream</i> ^{ACC} (DC 16)
1st (7/day)— <i>cause fear</i> (DC 15), <i>mage armor</i> , <i>magic missile</i> , <i>mount</i> , <i>ray of enfeeblement</i> (DC 15), <i>vanish</i> ^{APG} (DC 15)
0 (at will)— <i>flare</i> (DC 14), <i>ghost sound</i> (DC 14), <i>light</i> , <i>mending</i> , <i>message</i> , <i>ray of frost</i> , <i>read magic</i>
Bloodline Abyssal
TACTICS
Before Combat Lurvac casts <i>mage armor</i> and <i>protection from energy</i> (fire).
During Combat Lurvac uses his wand to create a ball of flame, which he targets with <i>pyrotechnics</i> . If engaged in melee, he casts <i>vanish</i> before disengaging to summon a monster and drink a healing potion. If necessary, he uses his surge to help cast defensively.
Base Statistics Without <i>mage armor</i> and <i>protection from energy</i> , Lurvac's statistics are AC 12, touch 11, flat-footed 10; Immune none
STATISTICS
Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 18
Base Atk +3; CMB +4; CMD 16
Feats Combat Casting, Eschew Materials, Great Fortitude, Improved Initiative, Iron Will, Marked For Glory ^{MA} , Toughness
Skills Bluff +14, Intimidate +14, Spellcraft +10
Languages Common
SQ bloodline arcana (summoned creatures gain DR 3/good)
Combat Gear <i>potion of cure moderate wounds</i> (2), <i>scroll of magic circle against chaos</i> , <i>wand of flaming sphere</i> (27 charges), antitoxin (2), tanglefoot bag (2); Other Gear masterwork cold iron shortspear, <i>amulet of natural armor</i> +1, 93 gp

DIAMONDS

BY EMILY PARKS

ART BY JEREMY CORFF

“Cheers, you great bitch,” Roomi said as she went to drain the last bit of rum from her flask, only to find that the last bit of rum had, in fact, been drained yesterday. She cursed, wishing there was enough moisture in her mouth to spit. Her lips were cracked and bleeding. She’d eaten nothing in two days. She sat on the beach, waves licking at her ankles, watching the third boat she’d seen since the shipwreck vanish beyond the horizon. And even now, Besmara took no notice of her, stranded on an island seemingly made of nothing but vertical slabs of rock.

And it had been a sea monster, too. The *Dreamcatcher* had been torn in half by a great beast — a shark-like creature with three heads and a mass of tentacles, tentacles that looked just like the ones tattooed down her arms in honor of her loving goddess. The inked tentacles emanated from just below her collarbone, wrapping around an image of a skull and crossbones.

She’d done everything right. She’d said the prayers, thrown the gold into the sea for her goddess. Yet only hours later, the air itself had started to crackle. Low thunderclouds rolled in, contrary to Roomi’s weather auguries. Minutes later, a thing from barroom horror tales had risen from the water and crushed the ship like kindling.

Roomi had survived by clinging to a barrel of exotic spices — a barrel she had the misfortune of sharing with Tak, a supposedly lucky tengu, if lucky meant that the two of them got to wither away slowly on a tiny island rather than drown.

Pressing her hands against either side of her flask, she tried the prayer she’d attempted many times before. Days ago, the act would have resulted in a flask full of fresh water, but ever since the wreck, the words tasted wrong in her mouth and amounted to nothing. She groaned.

“Roomi, did you notice?” Tak said as he walked around the cliff side.

“Notice what, the ship that just sailed away from us?” She responded, eyes closed.

“No, no. Look, look,” he said. Her head pounded like the worst hangover of her life as she clumsily pushed herself up to look at the tengu. His cupped hands were full of sand. He waved them enthusiastically in her face.

“What am I supposed to be looking at?” She demanded.

“Diamonds, silly human, diamonds! The whole island is made of diamonds, we’re the richest people in the Shackles!” Tak squawked. He clutched the sand to his chest and jumped excitedly, like a child.

Roomi laid her head back down on the sand. Not only was she shipwrecked on a deserted island, but she was shipwrecked on a deserted island with a crazy person. She

wondered if it had only taken two days to break Tak, or if he’d always secretly been mad. Admittedly, she was a bit scared of the tengu. Onboard, he’d always carried a variety of bladed weapons — no two the same — and she got the impression he knew how to use every single one. During her first and only battle onboard that ship, she’d seen him cut a swathe through the enemy sailors in less time than it took the rest of the boarders to kill one.

“How are we going to get all the diamonds back to port, Tak?” She asked.

“We’ll use them to buy a ship.” The condescension in his voice made her laugh out loud. “I’ll gather more, just wait. Wait.” Tak dropped the handful of sand next to her and disappeared behind the jutting rocks.

Roomi’s arms shook as she laughed, causing the ink tentacles to spasm. The tattoos had seemed like such a good idea back home, before she’d ever sailed out of sight of Motaku Isle. It was easy to pray at home, or onboard a ship, surrounded by sailors who thought her tattoos — purchased with the profits from salvage jobs — linked her to a goddess. It was easy to pray when she thought her goddess was really on her side. But Roomi could no longer find the energy. It seemed useless. The island had nothing. There was only a small stretch of beach; everything else was sharp, unforgiving rock. There were a few stray patches of brown beach grass, but they were the only sign of life in this barren place.

She thought Besmara might have taken mercy on her when some wreckage from the ship found its way to the shore, but it was nothing but broken planks and shreds of canvas. Thanks, Bes. The one intact item was a tricorne she remembered the navigator wearing. Poor bastard. It was a nice hat, though it was a little big for her head. At least she would die looking like a damn fine captain.

She’d signed on with the *Dreamcatcher*, a small ship with a captain who thought he was running a Chelish galleon. They couldn’t afford to pay any of the real Besmaran priests, or maybe the real priests just knew how to get better gigs. The captain didn’t know he’d hired a priestess who would freeze at the first sight of the real fury of the seas — who could only stand by and watch as a monster destroyed his precious ship and scattered it across the Shackles.

She was dozing off to the hypnotic feel of the water washing over her toes, when her descent into oblivion was interrupted by Tak’s cackling from around a rocky bend.

“Did you find more diamonds?” She called out.

“No. Rubies, emeralds, sapphires!” He responded. He came fluttering around the bend, his talons full of slate-gray rocks this time. Roomi sat up and plucked a stone from Tak’s hands. She held it up to catch the glaring sunlight. There were tiny glints of something embedded in the stone, but it was still nothing but a worthless rock. She felt a little disappointed, as if she’d secretly hoped that beyond all reason the island was made of gems.

But as she turned it in the light, it changed. A deep green spread across the rock’s surface, until the thing in her hands looked exactly like a fully-cut, flawless emerald the size of her palm. Startled, she turned and looked at Tak and the rest of the island. This time, Tak’s talons were indeed full of gems glittering in the light. The sand, actually tiny

diamonds, gave off a blinding radiance, and the sheer rock face towering above them appeared to be solid diamond as well. High above, she could now see green vegetation flowing over the clifftop, dotted with colorful fruit. It was the most beautiful thing she'd ever seen.

For a moment, she wondered how she could have missed such a beautiful and priceless sight when she first arrived on the island. She'd always had a keen eye. How had Tak seen it first? Was it still Besmara's disfavor? Had she been blocked from seeing the treasure for what it was?

Roomi turned the emerald in her hands again, and its reflective surface caught the skull and crossbones above her breast. For a moment, it shone, and overlapped the reflection of her face. She looked back at the island, and knew with a sinking feeling it was too good to be true. Her grandfather had told her tales of fey creatures who made mortals see the world according to their capricious whims.

"Tak. It's not real," she said. *It's not real.*

She watched as the vision melted away, revealing bare rock once more — the stone in her hands once again simply a stone. Something in Tak's eyes changed as he looked at the worthless rocks in his talons, and he dropped them in disgust.

Roomi caught sight of a bright streak of color high on the cliff, and the sound of otherworldly laughter drifted down to them.

"Not that I'm not grateful, but I'd almost rather die thinking I was rich," Tak muttered.

Roomi pressed her hand to her chest. It could have just been a coincidence that shocked her out of the illusion. It could have also been a coincidence, though a rather large one, that landed them on the island in the first place.

She hefted the stone that had once been an emerald and threw it into the ocean as far as she could. It was the only thing she had to offer.

She pushed the oversized tricorne hat up from her eyes and looked back to the empty rum flask in her hands. She said the prayer, but what she felt wasn't faith, exactly. It was a promise, or perhaps a business proposition — one she could only fulfill by getting off this rock.

Roomi smiled as her flask filled with clear water, sparkling like diamonds. They could wait for another ship.



SKULL & SHACKLES

OF CHANCE AND SKILL: POINTS

BY JOHN PAUL STODDARD

ART BY JEREMY CORFF

Klien looked around the Drunk Dragon Tavern and found an empty table near the fireplace to sit down. In the glow of the fire several of the patrons watched as the dwarf pulled out a leather pouch and began stacking coins in neat piles. Finally he reached into his pouch and pulled out some dice. As the three well-worn dice rolled across the table he asked, "anyone care to play a round of Points?" The barmaid smiled knowing she would earn a few extra coins tonight. She quickly filled a tankard with a dark stout and headed to the table to see who would challenge Klien and give up her first easy coin for the evening. She laughed as several young farmhands quickly grabbed their ales and fumbled for coin pouches as they approached the table.

What is Points?

Points is a simple game of chance played using three six-sided dice. The dice are controlled by the "shooter" who decides the ante for the round and is the first player to roll. Everyone who wishes to play that round antes up. The shooter starts the round by rolling the dice. The dice are then passed clockwise around the table. Points are scored by rolling a pair of numbers with the third die determining the points. The player scoring the highest points in the round wins the pot and becomes the shooter. Rolling a 1,2,3 combination eliminates a player for that round. A player rolling a 4,5,6 combination automatically wins and becomes the shooter. A new round then begins immediately. Any

remaining players are eliminated and don't get a roll of the dice that round. If no one scores a point, then anyone not eliminated by a 1,2,3 combination may decide to stay in or forfeit. To stay in the round the player must again pay the original ante. If multiple players score the same points for the round, players must match the pot to stay in and continue to play the round. Shooting always begins with the current shooter. If a player cannot match the pot they are eliminated from the round. The last player who matches the pot and wins becomes the shooter. New or eliminated players cannot join a game until a round has been concluded. Pots for a round can grow fast.

Scoring the Dice

- 1 Point (1.1.1)(2.2.1)(3.3.1)(4.4.1)(5.5.1)(6.6.1)
- 2 Points (1.1.2)(2.2.2)(3.3.2)(4.4.2)(5.5.2)(6.6.2)
- 3 Points (1.1.3)(2.2.3)(3.3.3)(4.4.3)(5.5.3)(6.6.3)
- 4 Points (1.1.4)(2.2.4)(3.3.4)(4.4.4)(5.5.4)(6.6.4)
- 5 Points (1.1.5)(2.2.5)(3.3.5)(4.4.5)(5.5.5)(6.6.5)
- 6 Points (1.1.6)(2.2.6)(3.3.6)(4.4.6)(5.5.6)(6.6.6)

Elimination (1.2.3)

Automatic Win (4.5.6)

Example of Play

Shooter antes 1 cp, and five players each ante 1 cp, so the pot is 6 cp. Shooter starts the round and rolls 1,5,6 and passes the dice clockwise. Player two rolls 2,3,4. Player three rolls 1,4,5. Player four rolls 4,3,1. Player five rolls 1,3,6.

Since no player scored a point everyone decides to stay in the round and each antes 1 cp. The pot is now 12 cp and shooting commences, starting with the original shooter. Shooter rolls 2,2,3 setting the point as 3 for the round. Player two rolls 1,2,3 and is eliminated from the round. Player three rolls 3,3,3. Player four rolls 4,2,1 and is eliminated since they did not score a point. Player five rolls 6,6,3.

The shooter decides to stay in and matches the pot by paying 12 cp. Player three decides to stay in and also matches 12 cp. Player five stays in and matches 12 cp. The pot is now 48 cp.

Shooter rolls 2,2,6 setting the new point at 6. Player three rolls 6,6,6. Player five rolls 3,3,3 and is eliminated from the round.

The shooter matches the pot with 48 cp and player three also matches the pot with 48 cp. Pot is now 144 cp.

Round continues starting with shooter who rolls 3,3,2 setting point of 2. Player three rolls 4,4,3, winning the pot and becoming the new shooter.

Game Variation Rule: Raise and Challenge

This rule is a simple change and adds money to the pot. Once a point is set the shooter can decide to up the ante amount for that round. Players who want to stay in must agree to the new ante and add coins to the pot or forfeit their roll. A player can also challenge the shooter by raising the ante. If the shooter wishes to stay in the game they must accept the challenge and add the coins to the pot. Each player is allowed one challenge per round. Until a point is set no raise or challenge is allowed. 🎲





FAMILIARITY WITH MYTH NEW MYTHIC FEATS FOR FAMILIARS

BY MARGHERITA TRAMONTANO
ART BY LYNNETTE FETTERS

Gimcrak was (luckily) something never seen before at that time; a witch's familiar who was also a powerful monster and assassin in his own right. Since then, though, other archmages have begun to research more powerful and skilled assistants, both for good and evil...

—From *The Closing of The Worldwound* by Pearl Buttercup, wizard, researcher, and Pathfinder Chronicler

Angelic Companion (Mythic)

Your companion creature is one of the heavenly hosts.

Prerequisites: A familiar, animal companion, or bonded mount with the celestial template.

Benefit: Benefits: Your companion drops its celestial template and acquires the half-celestial template (see *Pathfinder Roleplaying Game Bestiary*). In addition, you treat your druid level as 1 lower than normal for the purpose of your companion's abilities.

Familiar Cohort (Mythic)

Your familiar is more than a simple pet, they are your most precious ally.

Prerequisite: Improved Familiar, Leadership.

Benefit: Your familiar becomes your cohort. Choose one class from a class role appropriate to your familiar. The creature's Hit Dice, hit points, BAB, saving throws, feats and skill ranks are still calculated as normal for a familiar, but it gains class abilities from the chosen class, treating its effective Hit Dice as class levels (up to the maximum cohort level allowed by your leadership score or your level –1, whichever is lower). This includes any relevant ability score modifiers, ability score advancements, and favored class bonuses. If you have, or later take, the Boon Companion^{AA} feat, this affects only the creature's familiar abilities, and not its class abilities. A familiar cohort can never gain a

cohort, animal companion, or familiar of its own from class abilities or feats. Should your familiar cohort die, you immediately lose 10 uses of mythic power for that day and gain 2 negative levels, in addition to suffering the usual effects for a familiar's death. These negative levels can be recovered as normal.

Special: You can never have more than one cohort, including your familiar.

Class Roles

Combat: Barbarian, Bloodrager, Brawler, Cavalier, Fighter, Gunslinger, Ranger, Samurai, Swashbuckler

Spell: Alchemist, Arcanist, Cleric, Druid, Mesmerist, Oracle, Psychic, Shaman, Sorcerer, Spiritualist, Summoner, Witch, Wizard

Skill: Bard, Hunter, Inquisitor, Investigator, Ninja, Occultist, Rogue, Skald

Special: Kineticist, Magus, Medium, Monk, Paladin/Antipaladin, Slayer, Vigilante, Warpriest

* This class is only key if its spellcasting levels stack with those possessed by the creature.

Familiar Masque (Familiar, Mythic)

You can take the form of another, similar creature.

Prerequisites: Shapechange monster ability, familiar.

Benefit: You replace one of your alternate forms with the form of any one creature of your same type and size, although different subtypes are possible. Detect chaos/evil/good/law will detect the disguised form's alignment, but more powerful divinations reveal your true alignment. You don't receive any of the disguised form's abilities. You appear as the same individual each time you take this form.

Special: Feats meant for familiars can be switched out for a familiar's default feats (as listed in the familiar's statistics) if the familiar meets the prerequisites. Such feat replacements must be made when the PC first acquires a new familiar, and — like all new feats from supplemental sources — the new feats should be approved by the GM before being integrated into play.

Greater Familiar (Mythic)

You can choose a more powerful creature as your familiar.

Prerequisites: Ability to acquire a new familiar, Improved Familiar feat, compatible alignment, caster level 12th.

Benefit: Any creature with a CR equal to 1/3 your spellcaster level or less can become your familiar, up to a maximum of CR 6 (so a 18th-level wizard could have a vulpinal^{B2} agathion, a bralani azata, or even a very young copper dragon as her familiar). All the rules for normal and improved familiars apply to greater familiars.

Mythic Familiar (Mythic)

You share a tiny bit of your mythic nature with your familiar.

Prerequisites: Must have a familiar or spirit animal, 2nd mythic tier.

Benefit: Your familiar is considered a 1st-tier mythic creature. It can gain monster mythic abilities suitable for a creature of its type, or abilities from its master's mythic path (at the GM's discretion). You can take this feat more than once; each time you select it, your familiar gains an additional mythic tier, up to a maximum of 1/2 of your own current mythic tier.





REBEL SONGS

BY ROBERT 'SNORTER' FEATHER

ART BY IIZ COURTS

If you're running the *Hell's Rebels* or *Hell's Vengeance* Adventure Paths, the inclusion of songs, poetry, and similar details can add to your players' immersion, especially if they've played through some of the events described. Songs are a traditional and affordable means of secretly mocking the ruling elite. Adding such detail from the beginning of your campaign can be a useful tool to explain past and current events in an accessible format.

If running *Hell's Rebels*, introducing a song can be valuable for giving your player characters some respite. Overhearing a satirical, anti-establishment performance could encourage rebellious PCs to relax and consider themselves among friends and allies who trust them to keep their secret. A safe house eases the introduction of replacement PCs, cohorts, followers, and NPC service providers, without stalling the game through justifiable paranoia, but still allowing the GM control over the numbers and nature of such allies. And, of course, the opposite applies: if running *Hell's Vengeance*, you can offer these as examples of the civil disobedience the PCs are called to crack down on in their early careers.

INFERNAL POWER

to the tune of 'Atomic Power', by Fred Kirby (1946)

Oh, there was a town called Westcrown
Once nestled in this bay.
But all those who remember it
Wouldn't reck'nise it today.
Take care, all those who stare down
Into its steaming hole
And don't you go endanger
Your poor immortal soul

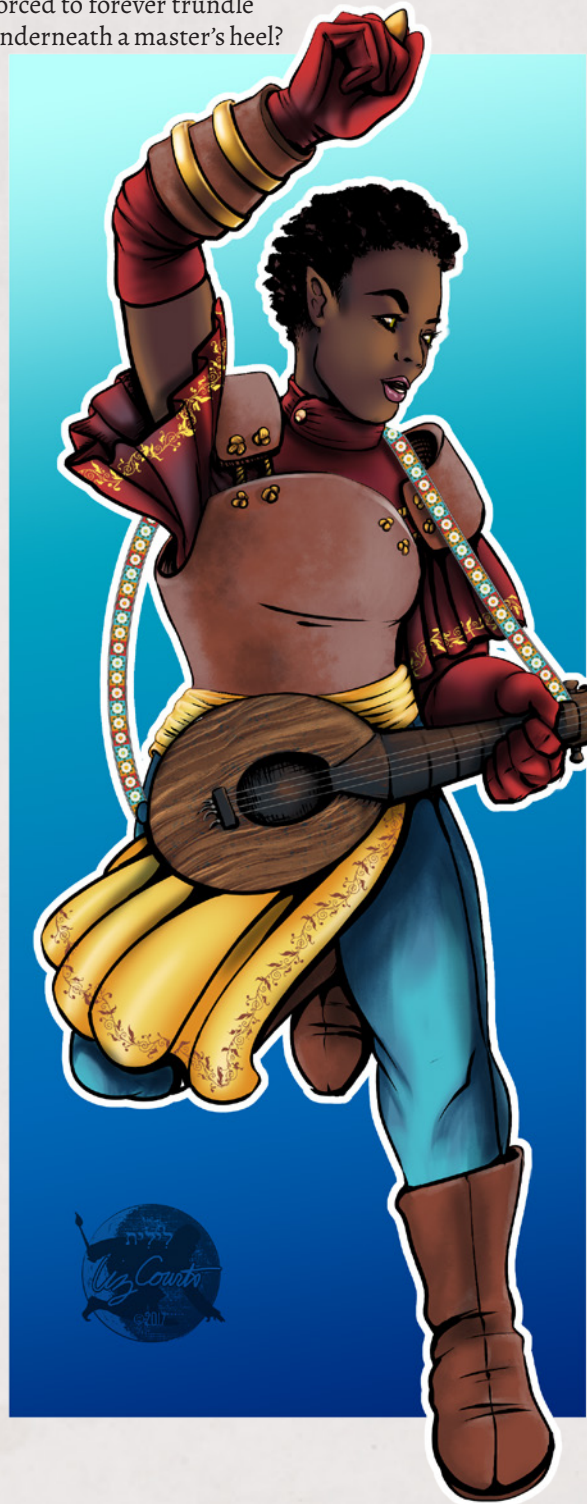
Infernal power, infernal power
A blasphemy to every man and god
Infernal power, infernal power
I must confess, I find it rather odd

They tried once to explain it
And they told me I was slow,
When I just kept on askin' them
When was it gonna blow?
But guess who had the last laugh
As it blew its top that day?

And they heard it blow, in Andoran,
Eight hundred miles away

Infernal power, infernal power
A bane to every woman, child, and man
Infernal power, infernal power
Us simple folk will never understand

So take more care, when shackling
The infernal powers of Hell
For hubris of that magnitude
May not turn out so well.
Those devils are not humble
So consider how they'll feel
Forced to forever trundle
Underneath a master's heel?



Infernal power, infernal power
It goes against the laws of man and beast
Infernal power, infernal power
A mighty dumb idea, to say the least!
(repeat)

'BELLFLOWER ROAD'

to the tune of 'The Ghost of Tom Joad', by Bruce Springsteen (1995)

Men bein' whipped along a beaten track
Road map carved in the scars on their backs
Foreman and his thugs watchin' from the ridge
Cold gruel for a banquet under the bridge
New meat brought from over the border
"Welcome to the Hellknight Order"
Families missin' their kin, from east to west
For them, there is no peace, no rest

The highway is alive tonight
With tales and songs from the ones we're taking home.
I'm writin' this song by the wayfinder light
Ridin' on the Bellflower Road

Garik tells me he came from Avistan
"I did honest work with these two hands.

I built the alms houses for the old folk in need.
The Thrunes made me build temples to their greed."
"I was a nurse to their squalling brat.
Wiped their arses when they were too fat."
"I cooked for a man of unnatural lust,
I left him a eunuch in the dust."

The highway is alive tonight
With people returnin' to the places they need to go.
I'm sittin' here in my covered hide,
Guardin' along the Bellflower Road

Now, before you call anyone 'slip,' Mister, you best think.
Could I have 'slipped' a little somethin' in your drink?
When you're shaved, could a razor 'slip' from ear to ear?
Before you beat a child, better check if I'm near.
You can spend your life in fear, lookin' over your back,
Chained to your sins on your own rack,
Or you can accept people's right to be free,
Do the right thing... before you see me.

The horizon is a welcome sight
As we wave our new-found friends to their lands and homes.
I watch them a while in the pale moonlight,
Then set off back down Bellflower Road. 🍷

KOBOLD GUIDE TO GAMEMASTERING

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EDITED BY SEAN K REYNOLDS

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CLEAR THE DECK: THE DECKFIGHTER A BRAWLER ARCHETYPE

BY REP PICKARD
ART BY JOHN BUNGER

Savvy pirates excel at catching ship crews unaware, boarding vessels before their targets can begin to mount a proper defense. A deckfighter specializes in repelling sneaky boarders, using whatever is at hand to drive away sea raiders with brutal effectiveness. A deckfighter's ingenuity also helps her survive capture or being marooned, but she is at her best when protecting her ship and crew.

Skills: A deckfighter has Knowledge (nature) and Knowledge (engineering) as class skills. This replaces Knowledge (dungeoneering) and Knowledge (local).

Weapon Proficiency: A deckfighter is proficient with all simple weapons, plus the boarding axe^{POTIS}, boarding pike^{POTIS}, cutlass^{POTIS}, grappling hook^{POTIS}, handaxe, harpoon^{POTIS}, net, shortsword, and trident. This changes the brawler's weapon proficiencies.

Improvised Weapon Master: At 1st level, a deckfighter protects her vessel with anything at hand. She receives Catch Off-Guard as a bonus feat.

At 4th level, as a swift action, she may choose to change an improvised weapon's damage type to her choice of bludgeoning, piercing, or slashing for 1 round.

At 8th level, she receives Improved Weapon Mastery as a bonus feat.

At 16th level, the deckfighter treats an improvised weapon's as one size larger for damage purposes, to a maximum of 2d6.

At 20th level, she treats an improvised weapon's as one size larger for damage purposes, to a maximum of 2d8, and her improvised weapons' critical threat range improves to 18–20.

This ability replaces the brawler's unarmed strike ability.

Defender's Flurry (Ex): At 2nd level, the deckfighter can perform a defender's flurry. This ability works like

brawler's flurry except that a deckfighter can use defender's flurry only with any combination of one-handed improvised melee weapons or one-handed light melee weapons with which she is proficient. She can also use a cutlass in one hand along with the other allowable weapons. A deckfighter can substitute any attack during a flurry with a dirty trick or disarm maneuver. This ability changes brawler's flurry.

Watchstander's Vigilance: At 2nd level, the deckfighter gains a +2 circumstance bonus to Perception checks to notice another ship's attempt to pursue or board. She also gains a +2 circumstance bonus to initiative when an enemy crew boards the deckfighter's ship. This ability replaces the bonus combat feat gained at 2nd level.

Into the Drink (Ex): At 4th level, a deckfighter gains a +2 circumstance bonus on bull rush combat maneuvers when aboard a ship. If she does not have the Improved Bull Rush feat, her bull rush attempts still provoke attacks of opportunity.

If a foe is adjacent to the edge of a ship, the deckfighter does not consider a ship's rail or any solid object up to four feet high as a wall or obstacle when determining whether she can perform a bull rush against that foe. Deckfighters often use this ability to push boarders into the sea.

Her bonus to bull rush maneuvers increases to +4 at 10th level and +6 at 16th level. This ability replaces knockout.

Improvised Strike (Ex): At 5th level, the deckfighter's familiarity with improvised weapons allows her to use them against supernatural defenses. This ability works like, and otherwise replaces, brawler's strike, except it applies to improvised weapons rather than unarmed strikes.

Lucky Tankard (Ex): At 5th level, the deckfighter chooses a favorite improvised weapon. This must be a single, specific item she owns. This item can be temporarily enhanced with alchemical items or spell effects like weapon blanch or *magic weapon* as if it were an actual weapon. It can't be permanently made into a magic weapon.

While this only works for the deckfighter who owns the item (it acts like an ordinary object for anyone else), the effect's duration continues normally even if the deckfighter drops or stows the item. However, if she uses her improvised weapon master ability to change her item's damage type to qualify for a spell like keen edge, the effect is dismissed as soon as she stops spending swift actions to change the damage type.

If she loses her lucky item permanently, she can choose a new one 24 hours later.

This ability replaces close weapon mastery.

Deck the Swabs (Ex): At 16th level, the deckfighter gains the brawler's awesome blow ability, except it applies only when she is wielding an improvised weapon or boarding pike. Her bonus from her into the drink ability also applies to her awesome blow combat maneuvers. At 20th level, she can use awesome blow against a creature of any size, but she may not attempt to confirm critical hits. This ability modifies awesome blow and improved awesome blow. ☉





MAKING MORE OF MUMINOFRAH, AGENT OF THE RUBY PRINCE

BY BEN MARTIN
ART BY ERIN FRYE

A common complaint about the Shifting Sands adventure is the role of Muminofrah; some felt her character was too cliché and based on an unfortunate stereotype. However, small additions to the interactions of the adventure can provide some, hidden motivations for Muminofrah that change her relationship to the PCs. This will hopefully mitigate the problems some groups have with her.

Note: Spoilers ahead!

With these additions, Muminofrah is no simple hedonist; that is merely her disguise. In reality, she is a trusted and competent agent of the Ruby Prince. Muminofrah has come to Tephu to investigate Dekka An-Keret and ensure the haty-a is faithfully managing Tephu.

Muminofrah wishes to use the PCs as a distraction and as informants. As long as the PCs cooperate, Muminofrah will aid them in their research. However, if they fail to assist her, or to provide reports on their findings, she will oppose them until they do so. Muminofrah pretends to be capricious, but, in reality, she desires compliance from the PCs and to obscure her own actions and motivations from Dekka. She will still be annoyed if the PCs fail to act sufficiently deferential to her desires when she is playing the part of a foolish noble, but does so out of the need to keep up appearances.

Muminofrah is interested in evidence of disloyalty or graft in Dekka. The haty-a's connection to the Sacrosanct Order, if revealed, will be of little interest to her, as it is not evidence for or against either crime.

All the events in the adventure take place as written with the following additions.

Event 1

When the PCs first return to their accommodations after having met Muminofrah, a young woman dressed as a servant approaches them. "Her Excellency apologizes for her demeanor earlier," she says. "It does not suit her true mission to appear too serious. I come bearing her message and will carry your response to her."

The courier hands the PCs a sealed letter. A DC 25 Knowledge (nobility) check will verify the seal is that of Muminofrah; a DC 20 check will indicate the seal belongs to someone of her rank.

The letter reads as follows:

"You will understand the need for my behavior earlier. While my manner may seem repulsive, it obscures my true role from duplicitous asps like Dekka An-Keret. In reality, I am here to check on the state of Tephu under her governance.

"I do not know why you desire access to the Library's Inner Sanctum, but what Dekka prefers to hide, I would expose. Therefore, I will continue to grant you access to the Inner Sanctum as long as you report on what you find — especially anything that might explain Dekka's reluctance to grant you access. Be aware there may be other tasks for which your assistance is required and I will expect your cooperation.

"You will understand the need for absolute discretion in this matter. Discuss this with none except me or one of my designated couriers."

The courier will carry back any response from the party after retrieving Muminofrah's letter from the PCs.

Event 2

Soon after the race, the courier brings the PCs the following note from Muminofrah:

"You have served well. I required a distraction for Dekka, and you provided a perfect one.

"I must admit I did not anticipate others' interest in your activities. While the city guard was not able to find any of your attackers, some of my personal assistants had better success and cornered two of them. Unfortunately, they incinerated themselves before they were captured. I advise you to be cautious, as I may have more need of you. Continue to report your progress."

Event 3

Event 3 occurs as written, but Dekka is also a guest who is not allowed to leave until dusk. Dekka will protest but Muminofrah will insist that the haty-a stay and will resort to pleading, pouting, and pulling rank, if necessary.

Muminofrah will offer no explanations. PCs should be able to conclude, rightly, that Muminofrah needed to further distract Dekka.

Event 5

Shortly after hearing of Muminofrah's impending departure, Muminofrah's courier will approach them with this letter:

"You have proved yourselves most useful. However, I must depart on urgent business. In reward for your service, I secured another week of access to the Inner Sanctum; after that, Dekka will have free reign. Good luck; may you find what you seek."

If the PCs should happen to see Muminofrah depart, she will give them a knowing look and a wave. 🌀





DEATH AND REBIRTH

EVANGELIST OPTIONS FOR OSIRION'S GODS

BY MATT DUVAL

ART BY BECKY BARNES

Anubis, Guardian of the Tomb

LN god of burial, the dead, funeral rites, mummification, and tombs

Obedience Perform or assist in funeral and burial rites for the dead or guard the tombs of the dead, performing either task for at least one hour. If neither is possible, spend at least one hour studying or practicing the arts of embalming and mummification. Gain a +4 sacred or profane bonus to Profession (embalmer) checks and a +2 sacred or profane bonus on saving throws against death effects and negative levels. The type of bonus depends on your alignment; if you're neither good nor evil, you must choose either sacred or profane the first time you perform your obedience, and this choice can't be changed.

Typical Evangelists: bards, inquisitors, paladins, rangers

Evangelist Boons

1: Hunt the Dead (Sp) *detect undead* 3/day, *consecrate* 2/day, or *searing light* 1/day

2: The Tomb Holds No Mysteries (Ex) Your study and preparation of the deceased guides you when facing the undead. After successfully identifying an undead creature with Knowledge (religion), your next attack against that creature that would deal damage ignores any special defenses or immunities. After you make the attack, that undead is immune to your use of this ability for 24 hours, regardless of whether the attack hits or misses.

3: Return to the Grave (Sp) Once per day, while standing in a tomb or grave site, you may cast *discern location* to locate a creature or object that was buried in that location that has since left or been removed. You can only locate creatures or objects this way if they were in the location no more than one day for every Hit Die you possess ago.

Exalted Boons

1: Burial Rites (Sp) *sanctify corpse*^{UM} 3/day, *gentle repose* 2/day, or *speak with dead* 1/day

2: Embalmer (Sp) Three times per day you may cast

rest eternal^{APG}. Increase the DC of the caster level check to affect the corpse by one for every hour you spend ritually preparing the body for burial, spending 50 gp per hour on rare herbs and oils, to a maximum increase of 5. Followers of Anubis may ignore the curse when casting spells on corpses prepared this way.

3: Mass Burial (Sp) Once per day you may cast *undeath to death*, but destroying undead with total Hit Dice equal to 1d6 per caster level (max 20d6) and affecting no creature with Hit Dice greater than your own (instead of 1d4 per caster level and not affecting creatures of 9 hit dice or greater). This ability also affects any living creature currently controlling undead in the area of effect as *circle of death*, with the same adjustments as above.

Sentinel Boons

1: Crypt Warden (Sp) *keep watch*^{KIS} 3/day, *arcane lock* 2/day, or *glyph of warding* 1/day

2: Graven Ally (Sp) Once per day, as a standard action, you can summon two jackal-headed graven guardians of Anubis^{B3} and gain telepathic control over them to a range of 100 feet. The graven guardians have the Earth and Protection guardian domains and follow your commands for 1 minute for every Hit Die you possess before vanishing back to their home in Anubis' realm. The graven guardians do not follow commands that would cause them to aid in the desecration of a tomb. Such commands not only cause their empty black eyes to turn on you, but could cause the graven guardians to attack you if the command is particularly egregious.

3: The Grave is Shut (Ex) You gain Combat Patrol^{APG} and Stand Still as bonus feats while wielding a flail. When attacking undead or while in a tomb or other burial site, you add 10 feet to your threatened area and movement when taking the combat patrol action.

Isis, Queen of Miracles

NG goddess of fertility, magic, motherhood, and rebirth

Obedience Search for a family in need and offer to spend an hour helping to watch over children or aiding a pregnant family member. Particularly seek out mothers and children who have lost family members to violence. Pray for Isis' blessing upon the people you aided and welcome them to join you in your prayers. If there is no one willing to accept your aid nearby, instead take a cutting or seed, preferably from a dying plant, and nurture it. Draw a tyet, the knot of Isis, around it and pray for its life to be reborn. Gain a +4 sacred bonus on Heal checks and on concentration checks when casting conjuration (healing) spells.

Typical Evangelists: druids, sorcerers, witches, wizards

Evangelist Boons

1: Mystic (Sp) *magic aura* 3/day, *greater detect magic*^{UI} 2/day, or *dispel magic* 1/day

2: Secret Rites (Su) Through Isis's teaching you gain access to secret magic, unknown to your peers. Choose any one spell from one of Isis's domains and add it to your spell list, using the highest level version from the classes that spell is available to. Treat that spell as one of

your spells known for spontaneous casters or as a spell you can memorize for non-spontaneous casters. You may spend an hour in prayer and secret study to choose a different spell once per week, gaining access to the new spell and losing access to the previous one. If you are not a spellcaster, instead double the daily uses of your Mystic spell-like ability.

3: Winged Ally (Sp) Once per day, as a standard action, you can summon an avoral agathion^{B2}. The avoral follows your commands for 1 minute for every Hit Die you possess before vanishing back to its home in Nirvana. The avoral does not follow commands that would cause it to act in evil ways. Such commands not only earn an angry screech of refusal, but could cause the avoral to attack you if the command is particularly egregious.

Exalted Boons

1: Call to Life (Sp) *cure light wounds 3/day, lesser restoration 2/day, or plant growth 1/day*

2: Flourishing Presence (Su) You nourish all life around you, protecting it from harm and decay. You and all living creatures within 60 feet gain a +2 sacred bonus to saves against disease, death effects, and negative levels and are immune to the sickened and nauseated conditions. You also purify any food and water within 60 feet as *purify food and water*. This ability functions as an aura around you. You may suppress or resume this ability as a standard action.

3: Miracle Worker (Sp or Su) You have been initiated into the deepest secrets of the faith and the power to

return the dead to life flows through you. You may expend three uses of your channel energy ability to create a burst of healing that ripples across the borders of life and death. Roll as normal for channel energy, but apply the healing to creatures in the burst that have been dead for no more than 1 round, in addition to the living. This healing may restore those dead creatures to life as the spell *breath of life*. If you do not have the channel energy class feature, you may instead cast *breath of life* once per day as a spell-like ability.

Sentinel Boons

1: Family Guardian (Sp) *shield of faith 3/day, shield other 2/day, or magic circle against evil 1/day*

2: Spell Knot (Su) The knot of Isis appears on you and wards you from magical harm, channeling the energy into new life. You gain a +2 sacred bonus to saving throws against spells. When you successfully save against a spell, you or an ally within 30 feet regain hit points equal to the level of the spell.

3: Reborn Warrior (Su) The power of Isis returns you to life until your work is complete. You gain one less negative level or take one less Constitution drain when a spell raises you from the dead. Isis restores you to life as the spell *temporary resurrection*^{UM} if you should die, with the ability triggering two rounds after you die. Once you have been raised this way, the ability cannot trigger again for 14 days. ●



REIGN OF WINTER

WEAL OR WOE: BLOOD IN THE SNOW

BY NEIL SPICER

ART BY TANYAPORN SANGSNIT

The power of magic can alter lives in myriad ways, spinning a whole new existence to create an unlikely ally or stranding a lost soldier reborn between worlds.

Weal: Thorben

The polar bear Thorben began life as a young cub stolen from his mother's den and raised among a clan of frost giants allied with the White Witches of Irrisen. Eventually, a druid named Norrik Hightree freed him during an attack on the giant enclave by the Heralds of Summer's Return—part of their ongoing rebellion against the rule of the *jadwiga* and their servants. Thorben traveled with Norrik for nearly a year thereafter, but the aging druid eventually realized his own mortality and cast *awaken* on Thorben shortly before passing away. Roused to full awareness of the depredations of the frost giants and the White Witches, Thorben followed in Norrik's footsteps by also dedicating himself to the rebel cause. Since that time, he's acted as their agent, roaming the countryside to report on the movements of the witches and their followers while safeguarding friendly travelers and rebel supplies across the plains of Irrisen.

Adventure Hooks

- Thorben is best encountered by the PCs as Nadya Petska guides them to Whitethrone during Part One of *The Shackled Hut*. He might appear during Event 3 as the PCs help Nadya look for her lost son, or even aid them against Nazhena's hunters during Event 4. If so, the GM should adjust the difficulty for these encounters to reflect Thorben's support in combat.

- Alternatively, Thorben could appear as a captive of the winter wolves in the Howlings when the PCs enter Whitethrone during Part Two of *The Shackled Hut*, presenting an opportunity for them to rescue him and gain his trust. He could then assist the Iron Guard in their uprising against Elvanna's Winter Guard, buying time for the PCs to reach Baba Yaga's hut.
- Lastly, Thorben could make an appearance in *Maiden, Mother, Crone* as the PCs explore Iobaria and come into conflict with the frost giants and centaurs of the region.

Boon

If made Friendly, Thorben could serve as a mount to more easily carry one of the PCs through deeper snowdrifts. He's also an excellent hunter, capable of providing fish or other prey to sustain his allies on overland marches. With his connections to the Heralds of Summer's Return, he could also put the PCs in touch with those rebelling against the winter witches of Irrisen and vouch for them. Lastly, Thorben has a cohort level of 10th should a PC with the Leadership feat wish to attract him as a follower.

THORBEN

CR 6

XP 3,200

Male awakened polar bear

NG Large magical beast (augmented animal)

Init +3; Senses low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 12, flat-footed 17 (+3 Dex, +8 natural, —1 size)

hp 73 (7d8+42)

Fort +11, Ref +8, Will +5

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +11 (1d8+7), 2 claws +11 (1d6+7 plus grab)

Space 10 ft.; Reach 5 ft.

TACTICS

During Combat Against singular opponents, Thorben first looks to grapple and pin with his grab ability, hoping to subdue a captive for interrogation. If faced with a tougher foe or multiple enemies, he uses Power Attack to wear them down.

Morale When reduced to fewer than 20 hit points, Thorben withdraws, relying on his superior land speed in snowy terrain to escape.

Thereafter, he uses his scent ability and Survival skill to track enemies from a safer distance, always alert for an opportunity to ambush and drag someone away.

STATISTICS

Str 25, Dex 17, Con 23, Int 10, Wis 16, Cha 12

Base Atk +5; CMB +13 (+17 grapple); CMD 26 (30 vs. trip)

Feats Endurance, Power Attack, Run, Skill Focus (Survival)

Skills Climb +11, Knowledge (local) +2, Perception +8, Stealth +5, Survival +10, Swim +20

Languages Common



SQ awakened, combat training

SPECIAL ABILITIES

Awakened (Ex) A kindly druid with the Heralds of Summer's Return rescued Thorben from a clan of frost giants which sought to keep him as a pet. Before setting him free from his life as a companion, the druid cast awaken on him, increasing Thorben's Intelligence to 10, his Charisma by 2, and his Hit Dice by 2. Thorben also learned to speak Common.

Combat Training (Ex) Thorben's frost giant masters used Handle Animal to train him during captivity, granting him the ability to bear a rider in battle when fitted with an exotic saddle.

Woe: Gavril Vaschenko

Gavril Vaschenko hails from Earth during the Great War of Russia in the year 1918. After Gavril unknowingly aided Baba Yaga in one of her many guises while she was visiting her estranged son, Rasputin, the soldier confided his fear of dying in the growing conflict. The witch offered him a simple boon to repay him, weaving her magic to both bless and curse Gavril with the means of avoiding an untimely demise in the trenches. When a bullet claimed his life, it invoked Baba Yaga's magic, reincarnating Gavril and transporting him to Golarion and the wintry realm of Irrisen where he now struggles to understand his fate and find his way home again.

Adventure Hooks

- Gavril is best encountered in Waldsby during *The Snows of Summer* after the PCs cross into Irrisen. Lost in the wintry countryside and still believing he's at war, he likely fires on the PCs or seeks to capture and interrogate them.
- Alternatively, Gavril could represent an erstwhile ally of Radosek in the Pale Tower, having come under Nazhena's "protection" with a promise that she'll return him home after consulting with Elvanna in Whitethrone.

Drawback

The White Witches of Irrisen develop a keen interest in Gavril because of his connection to Earth and Baba Yaga. As a result, his interactions with the PCs (whether violent or non-violent) attract their attention, bringing them into swift conflict. If slain by the PCs, Gavril could return as Baba Yaga's magic activates again to reincarnate him within her hut or on another world like Triaxus in *The Frozen Stars*.

GAVRIL VASCHENKO CR 3

XP 800

Male human gunslinger (mysterious stranger^{UC}) 4
N Medium humanoid (human)

Init +6; Senses Perception +5

DEFENSE

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)

hp 34 (4d10+8)

Fort +5, Ref +8, Will +2; +2 vs. fear and death effects

Defensive Abilities lucky +1

OFFENSE

Speed 30 ft.

Melee socket bayonet +6 (1d6+3) or dagger +6 (1d4+2/19–20)

Ranged Moison-Nagant M1891 rifle +8 (1d10/x4) or Nagant M1895 revolver +8 (1d8/x4)

Special Attacks grit (4)

TACTICS

During Combat A consummate soldier, Gavril is equally at ease pistol-whipping opponents during melee combat, stabbing them with his bayonet, or shooting them point-blank with his deadeye deed. If able to ambush enemies from afar, he spends a point of grit for focused aim to increase his firearm damage, relying on Precise Shot to fire into melee.

Morale A stranger in a strange land, Gavril has few options for retreat. If he believes his enemies might offer quarter, he reluctantly surrenders when reduced to fewer than 10 hit points. Otherwise, he fights until he can flee or becomes incapacitated.

STATISTICS

Str 14, Dex 18, Con 13, Int 8, Wis 10, Cha 14

Base Atk +4; CMB +6; CMD 20

Feats Extra Grit^{UC}, Point-Blank Shot, Precise Shot

Skills Climb +6, Intimidate +6, Knowledge (engineering) +3, Perception +5, Profession (soldier) +4, Ride +8, Stealth +6, Survival +5, Swim +6

Languages Russian

SQ deeds (deadeye, focused aim, gunslinger initiative, gunslinger's dodge, pistol-whip, utility shot), dual talent^{ARG}, grit, reincarnated^{UCM}, stranger's fortune 2/day


Combat Gear Moison-Nagant M1891 rifle with 60 bullets^{AP71}, Nagant M1895 revolver with 30 bullets^{AP71}, dagger, socket bayonet^{AP71}; **Other Gear** *amulet of natural armor* +1, bandolier, bedroll, belt pouch, bottle of vodka, canteen, compass, flint and steel, fortune teller's deck, gunsmith's kit, hooded lantern with 2 flasks of oil, masterwork backpack, masterwork folding shovel, mess kit, metal cartridges (30), shaving kit, soldier's uniform

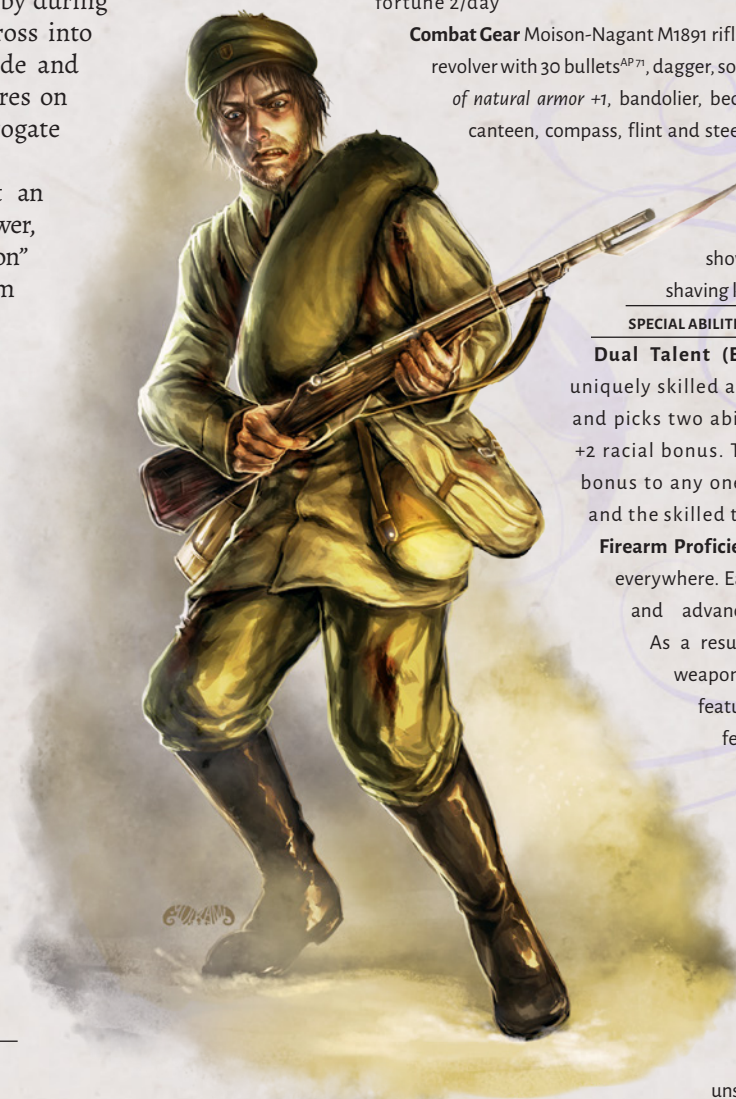
SPECIAL ABILITIES

Dual Talent (Ex) Gavril has always proven uniquely skilled at maximizing his natural gifts, and picks two ability scores in which he gains a +2 racial bonus. This racial trait replaces the +2 bonus to any one ability score, the bonus feat, and the skilled trait for humans.

Firearm Proficiency (Ex) In Gavril's era, guns are everywhere. Early firearms are seen as antiques, and advanced firearms are widespread. As a result, he considers firearms simple weapons, and he loses the gunsmith class feature, gaining the gun training class feature at 1st level instead (which is replaced with stranger's fortune as a result of his mysterious stranger archetype).

Reincarnated (Su) Prior to meeting Baba Yaga, Gavril lived on Earth as a Russian soldier. After dying during the war, the Old Crone's magic caused him to reincarnate on Golarion, awakening in Irrisen unscathed with all his gear. For him, life

and death have become a cycle, and he has no fear of death. As a result, he gains a +2 trait bonus on saving throws against fear and death effects. 





HELLKNIGHT PRODIGY

THE ENFORCERS OF LAW

BY ISABELLE 'KALINDLARA' LEE

ART BY SERGEJ FELSINGER

Hellknight Prodigy (Alternate Class)

Most Hellknights find their calling later in life after seeing the horrors wrought upon the world by anarchy and lawlessness, usually training for years to assume the mantle. A rare few are born to it, effortlessly wielding the powers of absolute law in devotion to Hellknight ideals. Nearly every prodigy was raised among the Hellknights, whether born to a Hellknight parent or adopted early in life by their order.

Role: Hellknight prodigies are the epitome of law. They enforce the

rule of law, bringing law to the lawless, and eradicating chaos. Their companions must be wary of their actions, lest they bring the wrath of the Hellknight prodigy upon themselves.

As an alternate paladin class, the Hellknight prodigy uses Table: Hellknight Prodigy to determine its base attack bonus, saving throw bonuses, and special abilities.

Alignment: Any lawful.

Hit Die: d10.

Class Skills

The Hellknight prodigy's class skills are Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

The following are class features of the Hellknight prodigy.

Weapon and Armor Proficiency: Hellknight prodigies are proficient with all simple and martial weapons, plus the whip. They are proficient with all types of armor (heavy, medium, and light), and with shields (except tower shields).

Aura of Law (Ex): The power of a Hellknight prodigy's aura of law (see the *detect law* spell) is equal to his class level.

Detect Chaos (Sp): This ability functions like a paladin's detect evil ability, save that it detects chaos.

Order: At 1st level, a Hellknight prodigy must choose a Hellknight order to join (see *Pathfinder Campaign Setting: Path of the Hellknight* for details on the various orders). The choice of order affects several Hellknight prodigy class features.

Smite Chaos (Su): This ability functions as the paladin's smite evil

TABLE: HELLKNIGHT PRODIGY

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+2	Aura of law, detect chaos, order, smite chaos 1/day
2	+2	+3	+0	+3	Divine grace, seal wounds
3	+3	+3	+1	+3	Force of will, hellknight armor 1, hellknight obedience
4	+4	+4	+1	+4	Smite chaos 2/day
5	+5	+4	+1	+4	Forge of hellfire, Hellknight obedience (first boon)
6	+6/+1	+5	+2	+5	Discern lies
7	+7/+2	+5	+2	+5	Hellknight armor 2, Smite chaos 3/day
8	+8/+3	+6	+2	+6	Discipline
9	+9/+4	+6	+3	+6	Lawbringer
10	+10/+5	+7	+3	+7	Discipline, smite chaos 4/day
11	+11/+6/+1	+7	+3	+7	Hellknight armor 3, hellknight obedience (second boon)
12	+12/+7/+2	+8	+4	+8	Discipline
13	+13/+8/+3	+8	+4	+8	Implacable, smite chaos 5/day
14	+14/+9/+4	+9	+4	+9	Discipline, hellknight obedience (third boon)
15	+15/+10/+5	+9	+5	+9	
16	+16/+11/+6/+1	+10	+5	+10	Discipline, smite chaos 6/day
17	+17/+12/+7/+2	+10	+5	+10	Hellknight armor 4, Infernal armor
18	+18/+13/+8/+3	+11	+6	+11	Discipline
19	+19/+14/+9/+4	+11	+6	+11	Smite chaos 7/day
20	+20/+15/+10/+5	+12	+6	+12	Hell's truest knight

ability, but against chaotic-aligned creatures. The bonus to damage on the first successful attack is doubled against outsiders with the chaotic subtype, aberrations, and fey.

Seal Wounds (Su): This acts as the paladin's lay on hands ability, except that the Hellknight prodigy can't use this ability to damage undead or to heal others—only to heal himself. This ability is not based on positive energy, and an undead Hellknight prodigy can gain its benefits. The Hellknight prodigy does not need a free hand to use this ability, and doing so is a purely mental action. The Hellknight prodigy does not gain mercies or the ability to channel energy.

Divine Grace (Su): This functions exactly like the paladin ability of the same name.

Force of Will (Ex): At 3rd level, a Hellknight prodigy gains a +2 bonus on Will saves against spells with one of the following descriptors: charm, compulsion, curse^{UM}, emotion^{UM} (does not include fear effects), glamor, fear, figment, pain^{UM}, pattern, or phantasm. At 6th level and every three levels thereafter, a Hellknight prodigy chooses another descriptor to gain a +2 bonus on his Will save against, and the bonus provided by each previous selection increases by +2 (to a maximum of +12 at 18th level).

Hellknight Armor (Ex): At 3rd level, a Hellknight prodigy earns the right to wear Hellknight armor^{ISWG}. He gains the benefits of armor training as a fighter of his class level, but its effects only apply to armors with Hellknight in their name.

Hellknight Obedience (Ex): At 3rd level, the Hellknight prodigy gains Hellknight Obedience (*Pathfinder Campaign Setting: Path of the Hellknight*) as a bonus feat. In addition, he gains access to his order's boons at an accelerated rate. At 5th level, he gains access to the first boon granted by his order's obedience. At 11th level, he gains access to the second boon. At 14th level, he gains access to the third boon. The Hellknight prodigy must still perform his daily obedience to gain these boons.

Force of Hellfire (Ex): At 5th level, the Hellknight prodigy gains Master Craftsman as a bonus feat, applying the benefit of Master Craftsman to both Craft (weapons) and Craft (armor). He gains a bonus equal to his Charisma modifier to his ranks in both skills when determining his caster level for creating magic items (max caster level equal to his Hellknight prodigy class level). He can only use these feats to create or improve his order's favored weapons, armors with Hellknight in the name, and shields emblazoned with his order's heraldry. When crafting items this way, the Hellknight prodigy can ignore any one spell listed in an item's construction requirements.



Discern Lies (Sp): At 6th level, a Hellknight prodigy can use *discern lies* as a spell-like ability, with a caster level equal to his class level. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

Disciplines: As a Hellknight prodigy advances in power, he begins to unlock the secret techniques of the orders. At 8th level, he gains the discipline appropriate to his order. At 10th level and 12th level, he gains an additional discipline, chosen from those listed as available to "any order". At 14th, 16th, and 18th level, he gains an additional discipline from those available to any order (including those belonging to other orders), with the exception of Pentamic Faith. The Hellknight prodigy can use each of his disciplines a number of times per day equal to the total number of disciplines he possesses; so at 8th level he may use his discipline once per day, at 10th level, he may use both disciplines twice per day each, and so on (to a maximum of six times per day each at 18th level). When applicable, the save DC to resist a discipline's effect is equal to DC 10 + 1/2 his class level + his Charisma modifier.

The disciplines available to a Hellknight prodigy, and the benefits they offer, are listed in the Hellknight^{ISWG} prestige class; additional disciplines available to any order can be found in *Pathfinder Campaign Setting: Path of the Hellknight*.


Lawbringer (Ex): At 9th level, a Hellknight prodigy's attacks are treated as lawful for overcoming damage reduction.

Implacable (Ex): At 13th level, when the Hellknight prodigy succeeds at a saving throw against an attack that has a reduced effect on a successful save, he instead avoids the effect entirely. This ability can only be used if the Hellknight prodigy is wearing Hellknight armor.

Infernal Armor (Su): At 17th level, a Hellknight prodigy gains a +4 bonus on all Charisma-related checks made while interacting with nongood lawful creatures. In addition, he gains the ability to see perfectly in darkness of any kind, immunity to fire, and resistance to acid 10 and cold 10. Finally, he gains spell resistance equal to 11 + his class level. These benefits only apply when the Hellknight prodigy is wearing Hellknight armor.

Hell's Truest Knight (Su): At 20th level, a Hellknight prodigy grants any weapon(s) he wields the *axiomatic* or *flaming burst* weapon quality, chosen when he begins wielding the weapon. The Hellknight prodigy gains DR 10/chaos and becomes immune to any subschool or descriptor chosen with his force of will ability. Whenever the Hellknight prodigy uses seal wounds, he heals the maximum possible amount.

Ex-Hellknight Prodigies

A Hellknight prodigy must be of lawful alignment; a prodigy who becomes non-lawful or who fails to follow the rules and edicts of his order loses access to all class features (but not weapon, armor, or shield proficiencies). He may not progress any further in levels as a Hellknight prodigy. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell), as appropriate. 

CAST IN STONE

GARGOYLES OF GOLARION

BY GABRIEL ALMER

ART BY DARRAN

CALDEMEYER

Gargoyles are known as nocturnal predators that lurk among the stony roofs and pinnacles of cities, posing as inanimate statues until they swoop down on unsuspecting victims. Their ability to adapt slowly to their surroundings not only allows gargoyles to blend in, but also makes them possibly one of the most versatile monstrous races, as the following selection of variant gargoyles demonstrates.

Alabaster Knights

When gargoyles infest a holy site of Soralyon, the Empyrean Lord's subtle influence begins to manifest in these monstrous predators. Over the course of generations, they slowly change from cruel, savage predators to noble guardians called alabaster knights. Reformed in body and mind, these fair, solemn-looking statues with finely-chiseled features resent their evil kin and dedicate their lives to the preservation of ancient sites. They protect endangered monuments from pillagers or iconoclasts and drive away violent monsters that roam the area. Reclusive by nature, alabaster knights only show themselves to those who demonstrate great patience, scholarly interest, and deep respect for the monuments of old. They share their extensive knowledge of history and architecture with good-aligned creatures who help defend their entrusted sites against outside threats. Alabaster knights are most likely to be found in the ruins of Sarkoris and Thassilon.

Alabaster knights are neutral good half-celestial gargoyles with 8 HD. An alabaster knight has the Combat Reflexes and Stand Still feats and gains the following spell-like abilities: constant—*calcific touch*^{APG}; 3/day—*stone shape*; 1/day—*stone tell*. Alabaster knights are CR 7.

Glacial Sculptors

Native to the cold northern wastes of Irrisen and the Lands of the Linnorm Kings, glacial sculptors appear as semitransparent ice statues with mocking grins. They live in freezing caverns atop snow-covered mountains, in respectful proximity to the lairs of ice linnorms, which they seem to regard with religious reverence. Glacial sculptors encase the corpses of their victims in thin sheets of ice to preserve the terrified expressions of their violent deaths (this prevents decay like a *gentle repose* spell). Taking pride in their artistic work, glacial sculptors lure intelligent prey into their studios, where they gleefully watch their visitors' growing sense of dread upon discovering the gargoyles' macabre gallery of victims.

Glacial sculptors are gargoyles with 6 HD and the cold subtype. A glacial sculptor gains immunity to cold and vulnerability to fire. Once per round, a glacial sculptor can create an ice shard as a free

action. Treat this as a +1 *frost javelin* that shatters into pieces at the end of the gargoyle's turn. A glacial sculptor gains the following spell-like abilities: 1/day—*chill metal*, *grease*. A glacial sculptor has the ice shape ability of a white dragon and gains a +6 racial bonus on Stealth checks in snowy environs. A glacial sculptor's freeze ability allows it to appear as an ice statue. Glacial sculptors are CR 5.

Sea Cliff Raiders

From their lairs atop steep precipices and abandoned lighthouses along the coastlines of the Inner Sea, these weathered, craggy, tan-skinned gargoyles attempt daring attacks against small fishing villages and merchant ships in distress. Sea cliff raiders take great joy in snatching victims from the ground and dropping them from great heights onto sharp rocks or into the churning sea below. They sometimes share their territory with kapoacincts, who they bully into gathering the sunken treasures from the people and ships that they cast into the sea. Motivated by greed as much as by cruelty, sea cliff raiders sometimes form loose alliances with pirates and unscrupulous merchants that will pay handsomely to ensure the disappearance of a rival's ship.

Sea cliff raiders are gargoyles with 8 HD. A sea cliff raider has mistsight and electricity resistance 10. A sea cliff raider can use grab with its claws and has a breath weapon (30-ft. line, 4d6 electricity damage, Reflex half, usable every 1d4 rounds). A sea cliff raider gains the following spell-like ability: 1/day—*fog cloud*. Five or more sea cliff raiders can work together to use *control weather* as a spell-like ability once per week. Sea cliff raiders are CR 6.

Volcanic Demolishers

Hewn from towering monoliths of basalt, these primordial horrors spread ruin in the name of their demonic patron, Xoveron. Volcanic demolishers make it their mission to tear down the pillars of civilization, laying waste to the splendid cities built by mortal races and impaling the mangled bodies of their victims on the smoldering ruins of the inhabitants' former homes. Where other gargoyles gather trophies and trinkets, volcanic demolishers collect the names of the settlements they razed, to be spoken aloud only in boasts of their destructive prowess. Volcanic demolishers are most common in areas with strong demonic influence, first and foremost the Worldwound.

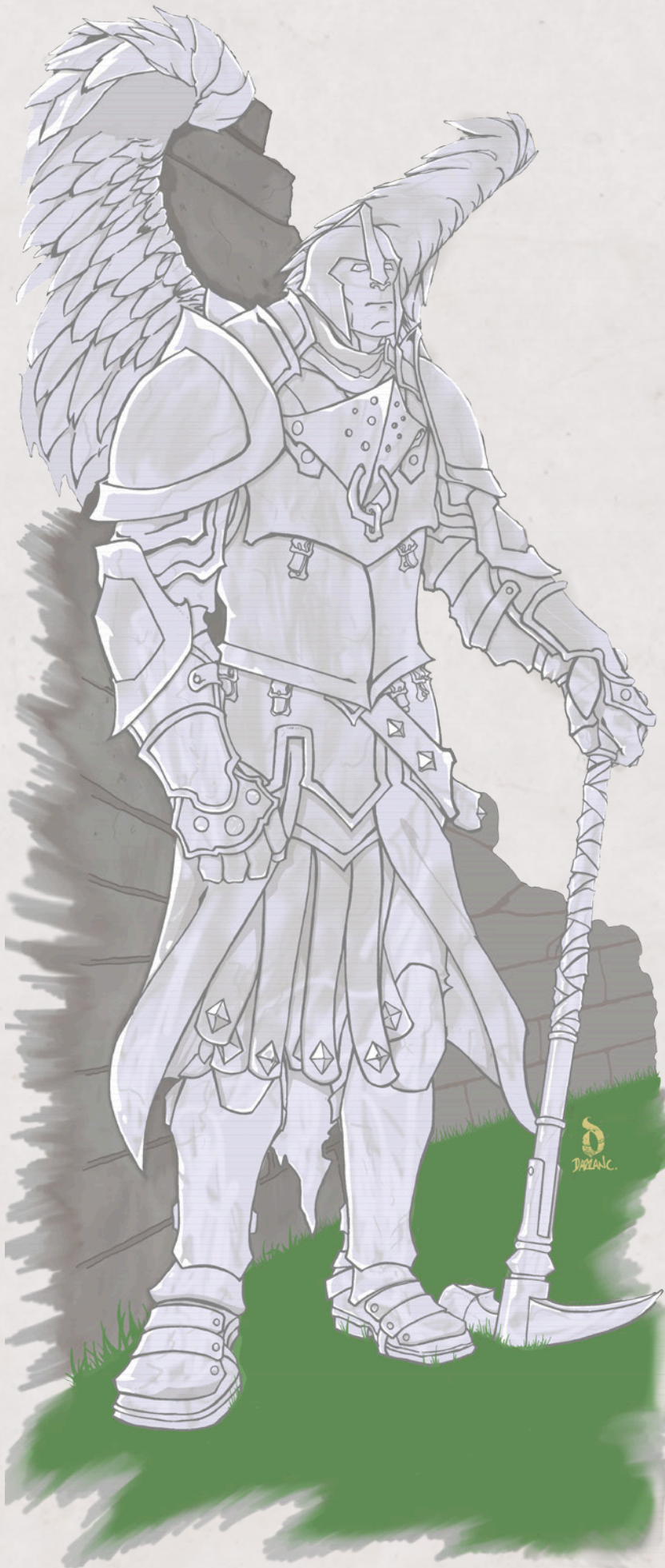
Volcanic demolishers are giant half-fiend gargoyles with 9 HD. A volcanic demolisher's natural attacks are treated as adamantine for the purpose of overcoming damage reduction and ignore hardness less than 20. A volcanic demolisher has the death-stealing gaze ability of a nabasu demon (*Pathfinder Roleplaying Game Bestiary*). A humanoid slain by the volcanic demolisher's death-stealing gaze transforms into a gargoyle under the volcanic demolisher's control. A volcanic demolisher has the Power Attack, Greater Sunder, and Improved Sunder feats and gains the following spell-like abilities: 1/day—*earthquake*, *volcanic storm*^{UM}. Volcanic demolishers are CR 8.

Gargoyle (Sorcerer Bloodline)

The crystalline blood of gargoyles flows through your veins, infusing you with the strength of stone. You share your ancestors' patience and cruelty, and you display signs of obsessive-compulsive behavior.

Class Skill: Stealth.

Bonus Spells: *jump* (3rd), *darkvision* (5th), *meld into stone* (7th), *stoneskin* (9th), *spike stones* (11th), *flesh to stone* (13th), *statue* (15th),



reverse gravity (17th), *imprisonment* (19th).

Bonus Feats: Arcane Strike, Improved Grapple, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Still Spell, Skill Focus (Stealth).

Bloodline Arcana: You may use Stealth to snipe with your sorcerer spells. If you've already successfully used a Stealth check to hide at least 10 feet from the target of your spell, you can cast the spell and then immediately make another Stealth check to hide. A spell whose casting time is more than 1 standard action cannot be used to snipe. In addition, when you are sniping, you reduce the penalty on Stealth checks to maintain your obscured location by 1/2 your sorcerer level (minimum 1).


Bloodline Powers: As you draw upon the power of your monstrous ancestors, you slowly turn into a living statue.

Granite Claws (Su): Starting at 1st level, you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d4 points of damage (1d3 if you are Small) plus your Strength modifier. At 5th level, your claws ignore the hardness of any object with a hardness less than 8. At 7th level, the claws are considered adamantine weapons for the purpose of overcoming DR. At 11th level, your claws also deal 1d2 points of Dexterity damage and slow the target for 1 round. A successful Fortitude save (DC 10 + 1/2 your sorcerer level + your Charisma modifier) negates the slow effect but not the ability damage. A target reduced to 0 Dexterity is petrified permanently. *Break enchantment*, *restoration*, or *stone to flesh* can reverse this effect. You can use your claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Living Statue (Su): At 3rd level, you can hold yourself so still that you appear to be a statue. You can take 20 on your Stealth check to hide in plain sight as a stone statue. In addition, you gain a +1 natural armor bonus. At 9th level, this bonus increases to +2. At 15th level, this bonus increases to +4.

Gargoyle Form (Su): At 9th level, you may assume the form of a gargoyle for a number of minutes per day equal to your sorcerer level as if using *monstrous physique II*^{UM}. This duration does not need to be consecutive, but it must be spent in 1-minute increments.

Possess Statue (Su): At 15th level, as a standard action, you can possess and animate a Medium stone statue within 100 feet, as if using *possess object*^{UM}. The possessed statue has the statistics of a gargoyle and lasts as long as the statue is in range and you concentrate. When using this ability, your actual body is immobile (as if using the living statue ability) and helpless. You can stop using this ability as a move action. If the statue is destroyed, your life force returns to your own body.

Stone Roots (Ex): At 20th level, your monstrous heritage fully manifests. You are immune to bleed and petrification. As long as you stand on the ground, you are also immune to any effect that would move you from your current position or would knock you prone. In addition, you gain damage reduction 10/adamantine. 



THE SWAN AND THE SONGBIRD

BY BENJAMIN 'ALAYERN' FIELDS
ART BY BASIL ARNOULD PRICE

There's no other way!" I yell. Almelo's light is already dimming. If it goes out, we're done. We stand back to back, peering desperately into the unnatural gloom around us. His staff glows, and I hold a burning torch, but the inky blackness closes in nonetheless.

"You don't know what that will do to you!" Almelo shouts back at me. My deep blue shirt and leggings and his many-colored robe are both soaked in the blood of our friends. Our squad had been ambushed in the night. The thing hunting us, born into this world from the nightmarish Abyss, used its foul magic to paralyze us as it sucked the life from us with its terrible gaze.

I watched, helpless, as my friends — my brother and sister demon-slayers — died one by one and decayed into ghoulish mockeries of their former selves. Almelo and I fled and barricaded ourselves in a nearby ruin. The ghouls couldn't get in, but the demon was lying in wait. It dispelled Almelo's attempt to teleport us out, leaving us stranded and hunted.

"That's a risk I'm willing to take. Otherwise, you'll never recover enough magic to get us out of here." I wave my torch into the magical shadows around us. Its light disappears entirely as it passes the darkness' edge. I feel a tug and pull it back to see the burning end gone; severed by one of the fiend's claws. "I'll do everything I can to keep my promise. To keep us *both* alive." I drop the stick and reach behind me to clutch his empty hand in mine. We tremble and shake together.

"Alright, you foolish man. I'm counting on you," he tells me. Taldan bravado at its finest.

"Deal." I swallow nervously, close my eyes, and reach into the river of my mind. I wade through its swiftly running water amid many pure white lilies. I find the one I need and pluck it. Coming back to the room, I clutch that lily in my mind.

"Come, gluttonous fiend. You who feeds on the souls of mortals. You've already slain most of us. What am I to all of them? Strike me, and let this be done." I squeeze Almelo's hand.

I feel his tighten too, but it is not the reassuring answer of a lover. It is the desperate clasping of one unready to face death. I pull Almelo

away and whirl myself over his back, hurling the lily with magical might; straight into the onrushing maw of the demon.

My body collapses into Almelo's embrace, but my psychic form stands defiant. The flower swells to cover the fiend's face, the air shimmering like rippling water. Reality bends and warps around us, the demon recoiling and ripping at the flower. The fiend is tall and thin, with bat-like wings, like a gargoyle given dark pink flesh. A soul-eating demon. A nabasu.

The psychic landscape settles into my preferred battleground. A great weeping eye looms closed in the sky above us, its enormous tears feeding a rushing river speckled with pure white lilies below. We stand on an invisible floor an ogre's height above the flow. Light is everywhere but with no visible source. The "sky" around us oscillates between bright and dark blues. Far behind me is a simple wooden door standing without support. Almelo and I will be slaughtered if the demon reaches it. Here though, within my mind, we might stand a chance.

"Tricky human," it chatters at me in the caustic language of the Abyss, "you think yourself so clever." Its toothy grin is confident and sadistic. "I am no less powerful here than in the real world, and you will die in both realms."

"Perhaps," I answer in its native speech. Some of the river's water diverts vertically, ignoring the floor and forming a domed barrier around me. "But threatening the lover of a Naderite was the worst, and last, mistake you'll ever make." *I will keep you safe Songbird. No matter what.*

"Naïve mortal. Your goddess can't save you from me." The demon is drooling now, and it mimics my barrier, but with blood instead of water.

I raise my hand high and quickly sweep it down. "She won't have to." The weeping eye above us sheds another tear. It forms into a jagged dagger, which plummets toward the nabasu with incredible force, crashing against the blood-barrier, cleaving through it and smashing into the demon. The dagger dissolves after the impact, falling through our illusory footing and rejoining the river.

The fiend roars at me, its patience wearing thin. A massive phantom jaw filled with knifelike teeth crunches down on me, collapsing my barrier and

piercing my shoulders, back, and stomach.

The nabasu's barrier fades, but the monster immediately replaces it. "I will tear you both apart!" the thing snarls at me with feral fury. Its arm extends unnaturally far, and cuts into my shoulder before fading away.

I sneer at it as I send another dagger its way. "You don't get it, do you? We followers of the Lost Maiden are *obsessed* with romantic tragedies. You've set the stage for my climactic finale." My sneer turns into a cold stare. "Cultists murdered my parents, and you've slain my friends. I don't wish to die, but you *won't* take Almelo."

The nabasu dodges the dagger and sends a clawed hand toward me, but my desperation grants me speed. I lean out of the way and channel the river into an uppercut that hooks around and smashes the despicable thing back into the floor.

As it rises, the fiend turns the water to blood and sends it back at

*The unopen eye above
cries crimson tears.
The river below runs red.
Broken, terrified, and
fighting a relentless foe,
I do all I can. I pray.*

me. The torrent is too big to dodge, too fast to stop. The force of it hurls me bodily backward against the door. My barrier falters. The door, an inanimate construct of my mind, is unforgiving and I feel myself shatter against it. Once the blood falls away I try to breathe past broken ribs.

The unopened eye above cries crimson tears. The river below runs red.

Broken, terrified, and fighting a relentless foe, I do all I can. I pray.

"Thank you Naderi." I weep and look up at the bleeding eye. "Thank you for giving me strength when no one else would. Thank you for Almelos, he's been wonderful to me. Thank you for the life I've lived. Defending him to the last is my best possible end. Please, deny this demon its foul whims. If Almelos is to join us, all I ask is that it be without suffering."

My prayers receive no obvious reply.

A moment's pause and the demon unleashes a sadistic chuckle at my crumpled form.

"I told you, your goddess won't help you." Folding its wings it stalks toward the door. Toward me. Toward Almelos.

Fury and adrenaline tint the world red. "Then forget her. I will do it myself. I won't let you past this door."

"Then I will *take* my leave." The abomination marches toward me.

Past the mindscape, my ears register a voice. I feel gentle hands on my face and shoulders. "You can do it, Garsalt. Love is the greatest of all things, we'll triumph over this, like everything."

You're right Songbird.

I'm sorry.

I lurch to my feet and break my promise.

I open the eye.

I widen the river below as a steady torrent of bloody tears rushes down and floods over the widened banks. The water clears itself of the stain and flows clean once more. The eye, surging with energy and every color known to the multiverse, focuses on the demon.

"Be gone from my mind and this world, fiend. Our stories end here." I push my palms together in front of my face and open them forward. Light shines from the eye and burns into the shrieking demon's flesh. From the eye descend innumerable swans and songbirds, a solid form of the eye's radiance. The birds punch straight through the nabasu, swiftly reducing it to grimy soot.

Knowing what's about to come, I put my forehead against the door, now forever sealed, and whisper to Almelos. "You cast aside the dirges within my heart and filled it with serenades. You delighted me with illusions and awed me with evocations. Thank you for everything Songbird. You're safe now." I feel Almelos crush me into a hug against his chest, and his sobs are hard enough to shake us both.



Within the mindscape, the river rises above me and I do not float. The lilies drift away downstream. My body begins to seize. My heart beats wildly, stops entirely, then resumes a desperate staccato. Beyond the mindscape, I feel Almelos lock his arms around me, and hear every curse he's ever known leveled at my betrayal. His warm tears fall on my face.

The eye shatters like glass, the "sky" fading to unbroken blackness. I hear his faint farewell. Five words I have long dreamed would be those last said to me.

"I love you Swan. Goodbye." 🍷



SHATTERED STAR

LEGACY OF THASSILON: THE IOUN BLOODLINE

BY MATT DUVAL
ART BY PETER FAIRFAX

Ancient Thassilonian wizards used the power of Azlanti ioun stones to bolster themselves and some of their greatest magical creations. Binding the power of the ioun stones to their flesh intermixed the magic with their own life force and that power has been passed down to their offspring through the centuries. You are drawn to the spinning gems and find new powers awakening in you with each new stone you collect. The magic of the ancients calls to you, often splitting your mind between the present and the lost wonders of the past.

Class Skill: Knowledge (history).

Bonus Spells: *identify* (3rd), *telekinetic volley*^{RTT} (5th), *explosive runes* (7th), *questing stone*^{SOS} (9th), *runic overload*^{GHH} (11th), *true seeing* (13th), *vision* (15th), *spellscar*^{ISM} (17th), *refuge* (19th).

Bonus Feats: Acrobatic, Craft Wondrous Item, Magical Aptitude, Quick Draw, Point-Blank Shot, Precise Shot, Skill Focus (Knowledge [history]), Throw Anything.

Bloodline Arcana: Whenever you have an *ioun stone* orbiting you or implanted, you bond with that stone. You may telekinetically recall one bonded stone within 20 feet per sorcerer level, causing it to orbit your head as a swift action. You may use *ioun stones* as thrown weapons that function as darts and deal bludgeoning damage, and you are considered proficient with them. The stones count as magic for the purpose of overcoming damage reduction. You lose your bond with any stone out of your possession after 24 hours.

Bloodline Powers: Your Thassilonian heritage links you to the ancient magic embodied in the *ioun stones*.

Disruptive Strike (Sp): At 1st level, you can make a melee touch attack as a standard action that inflicts 1d3 points of force damage + 1 for every two sorcerer levels you possess. In addition, the target adds the damage dealt to the DC of any concentration checks he or she makes for one round. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Empowered Stones (Su): At 3rd level, you may imbue bonded *ioun stones* with spells or abilities with a range of touch, causing the effect to discharge if you make a successful ranged touch attack with the stone. At 9th level, you add force damage equal to half your sorcerer level whenever you make a successful attack with a bonded *ioun stone*, and you may expend an unused spell slot to give

an *ioun stone* an enhancement bonus to attacks and damage equal to 1/3 your sorcerer level (max +5) for a number of rounds equal to the level of the slot expended.

One with the Stones (Su): At 9th level, you can implant or remove bonded *ioun stones* in your body (*Seekers of Secrets*) as a standard action without needing to make any Charisma or Heal checks. In addition, your body functions as a *wayfinder* for one implanted *ioun stone* of your choice, granting you the resonant bonus for that stone (*Seekers of Secrets*). At 13th level, and then again at 17th level, you may gain the resonant bonus for one additional implanted stone. You still gain the resonant bonus from an *ioun stone* contained in a *wayfinder*.

Telekinetic Stones (Sp): At 15th level, you may use bonded *ioun stones* as telekinetic foci. You may select up to one bonded stone per three caster levels orbiting around your head and hurl those stones at a target as the spell *telekinesis*, with each stone dealing damage as if thrown using your bloodline arcana. You can use this ability a number of times per day equal to 3 + your Charisma modifier. By expending three uses of this ability, the *ioun stones* selected whirl around you for one round, striking any adjacent creature attempting a melee attack against you. A struck creature takes damage as if targeted by a hurled stone.

Master of the Stones (Su): At 20th level, you have gained full understanding of the magic of the stones. You may gain the resonant power of any stone implanted in you. When making an attack with a stone, it automatically returns to you as if it had the *returning* special ability. If an opponent within 30 feet has an *ioun stone* orbiting them, you may make a caster level check as a standard action to steal the stone and cause it to orbit you. The DC of this check is 11+ the caster level of the opponent or the *ioun stone*, whichever is higher. ☉



REIGN OF WINTER

THE NAALI A NORTHERN KITSUNE SUBRACE

BY ANDRÉ ROY

ART BY SILVIA GONZALEZ

The arctic fox-kin, naali are a rarely seen kitsune subrace that lives in the northern part of Golarion. They can be found in the Crown of the World, as well as the northern areas of Arcadia, Avistan, Casmaron, and Tian Xia. Hongal, Iobaria, and Irrisen are common areas for naali to be found.

Despite the land's evil reputation, they thrive in Irrisen where the yearly cold climate and presence of their fox-kin (arctic foxes), which are favored as familiars, suits them quite well. They avoid most settlements in favor of vast, wild expanses of open land. They are frequently seen in the provinces of Bleakmarch, Feyfrost, and Hoarwood. Young naali often engage in skirmishes within the Verge, an informal rite of passage amongst the Irriseni naali.

Naali have a similar build and lifespan to kitsune. Like the arctic fox, their coats are greyish-brown in the summer and white in the winter, with some sporting the rarer "blue" coat (a steely bluish-gray in the winter and a paler bluish-gray in summer). They favor Neutral alignments and nature or spirit inclined classes such as hunter, druid, occultist, or shaman.

Naali Racial Traits

Like all kitsune, naali are considered humanoid with the kitsune and shapechanger subtypes. They are Medium sized, have a speed of 30 feet, and the low-light vision (Ex) and natural weapon (Ex) racial traits.

They differ from kitsune in the following ways:

+2 Dexterity, +2 Wisdom, -2 Strength: Naali are agile and wise, but tend to be physically weak.

Fox Shape (Su): They have lost their ability to assume human form in favor of their fox form, which is better adapted for survival in harsher northern environments. This trait functions exactly like the kitsune feat Fox Shape^{DEP} with the exception that naali take the form of the arctic fox^{RoW}.

Camouflage: Naali gain a +4 racial bonus on Stealth checks while in cold terrain (ice, glaciers, snow, and tundra).

Jumper (Ex): Naali are skilled jumpers. This ability gives them two distinct advantages. The first is that they are always considered

to have a running start when making Acrobatics checks to jump. The second is that naali receive a +2 racial bonus on Acrobatics checks to jump.

Acute Senses (Ex): Naali receive +4 on checks to locate noises within 30 feet. Additionally, they can hear ultrasonic sounds normally only audible to canines, such as dog whistles.

Cold Acclimation (Ex): Naali suffer no harm from being in a cold environment. They can exist comfortably in conditions as cold as -60 degrees Fahrenheit without having to make Fortitude saves, but suffer from hot environments above 80 degrees Fahrenheit.

Languages: Naali begin play speaking Common and Foxspeech. Naali with high Intelligence scores can choose from the following: Aquan, Draconic, Dwarven, Elven, Giant, and any local human languages.

Alternate Racial Traits

Naali Magic (Ex/Sp): Naali add +1 to the DC of any saving throws against *pattern* spells that they cast. Naali with a Charisma score of 11 or higher gain the following spell-like ability: 3/day—*aurora borealis* (strange, shifting curtains of colored light, akin to an aurora borealis, manifest in the sky but are visible only to those in an area equal to 15 feet in radius from the focal point of the spell. Every creature within 5 feet of the focal point is affected as if they were under the effect of a *faerie fire* spell. The colors persist for 1 round per CL. This spell is an evocation [light] effect). This trait replaces Cold Acclimation.

Fast Shifter (Su): As per the *Pathfinder Roleplaying Game Advanced Race Guide*. This racial trait replaces jumper.

Favored Class Options

Druid: Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.

Hunter: Increase the natural armor bonus of the hunter's animal companion by +1/4. If the hunter replaces her animal companion, the new companion gains this natural armor increase.


Ranger: Add a +1/2 bonus on Perception and Survival checks made in cold terrain type.

Shaman: The shaman gains 1/6 of a new shaman hex. This hex must be one granted by the shaman's spirit rather than one from a wandering spirit.

Oracle: Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Witch: Add +5 feet to the range of one hex with a range other than "touch."

New Racial Rules

Naali have access to only two of the kitsune racial feats: Swift Kitsune Shapechanger (Kitsune)^{DEP} and Vulpine Pounce (Combat, Kitsune)^{DEP}. 





WEAL OR WOE: AGENTS OF THE WORLDWOUND

BY CHARLIE BROOKS

ART BY BEATRICE PELAGATTI

Weal: Arakopos

(aka the Saboteur)

Arakopos, a slender, pink-haired man with vampire-like fangs and small horns jutting from his forehead, spent several years selling arms both to the crusaders of Kenabres and the creatures of the Worldwound. He cared very little for the plight of the crusaders, worrying only about profit and his own survival.

For many years, Arakopos had assumed the crisis in the Worldwound would forever be at a stalemate, with the crusaders' *wardstones* keeping them safe and him being able to make a tidy profit from both sides. His contacts among the demonic forces, however, indicated something major would soon tilt the balance in favor of Deskari's forces. Claiming to play the side of the inevitable winner, Arakopos defected to the demons.

In truth, Arakopos now serves as a double agent for the crusaders. While he presents himself as a merchant providing arms to Worldwound forces, his alter ego is known to the demons merely as the Saboteur. As the Saboteur, he damages defenses, steals armaments, and passes along information about troop movements to the crusaders. Arakopos' stated reason for aiding the crusades is that a clear victory by the demons would be more damaging to his business than the current standoff. What he doesn't admit to himself is that he has some sympathy for the crusaders, and his role as a good-aligned vigilante is now closer to his true identity.

Adventure Hooks

- Arakopos can serve as an informant and double agent in the *Wrath of the Righteous* adventure path. Present during the attack on Kenabres, he changes identities during the battle and provides what information he can to the crusaders.
- In order to gain access to carefully guarded battle plans, the Saboteur needs somebody

capable of providing a frontal assault. While the PCs flex their muscles against demonic forces, the Saboteur seeks out his information, possibly with the aid of a PC rogue or investigator.

- Arakopos has learned the location of an important ally of the crusade who has been captured. Although a rescue requires more power than the Saboteur can offer, he can provide the PCs with the prisoner's location and help to facilitate a rescue.

Boon

PCs who gain Arakopos' favor may purchase items from him at a 10% discount. Those who earn the favor of the Saboteur gain information about one specific area of the Worldwound. While using that information, the PCs gain a +2 insight bonus on Initiative and Perception checks.

ARAKOPOS/THE SABOTEUR

CR 6

XP 2,400

Male tiefling vigilante 7 (*Bestiary* 264, *Ultimate Intrigue* 9)

CN/CG Medium outsider (native)

Init +7; Senses darkvision 60 ft., Perception +11

DEFENSE

AC 20, touch 14, flat-footed 16 (+5 armor, +3 Dex, +1 dodge, +1 shield)

hp 42 (7d8+7)

Fort +2, Ref +8, Will +6

Defensive Abilities uncanny dodge, unshakable (+7); **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 20 ft.

Melee mwk rapier +9 (1d6+1/18–20) or dagger +8 (1d4+1/19–20)

Special Attacks hidden strike +4d8/+4d4, startling appearance

Spell-Like Abilities (CL 7th; concentration +9)

1/day—darkness

TACTICS

Before Combat Arakopos does his best to avoid combat, using smokesticks to escape if needed. The Saboteur finds a place where he can strike from the shadows before combat begins.

During Combat The Saboteur uses his hidden strike ability to deal as much precision damage as possible. He establishes flanks with an ally or, if fighting alone, uses hit and run tactics.

Morale Arakopos immediately attempts to flee from battle, using his quick change ability to become the Saboteur when he gets a chance. The Saboteur fights until reduced below 10 hp, at which point he flees to fight another day.

STATISTICS

Str 13, Dex 16, Con 10, Int 12, Wis 12, Cha 14

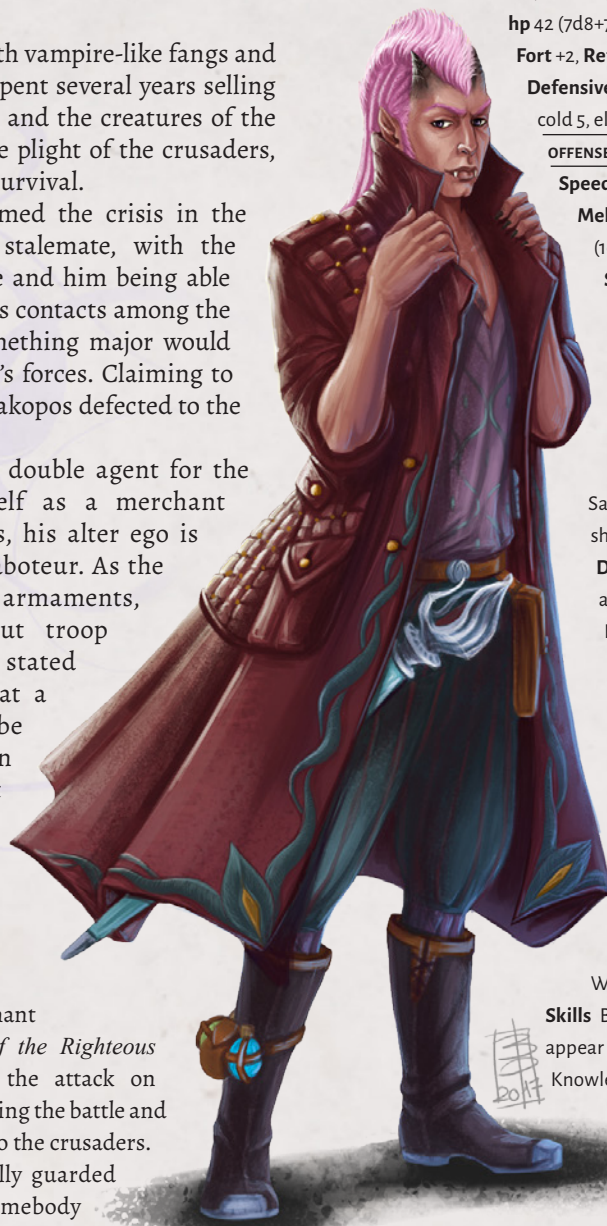
Base Atk +5; CMB +6; CMD 20

Feats Dodge, Improved Initiative, Toughness, Weapon Finesse

Skills Bluff +14, Disable Device +14, Disguise +12 (+32 to appear as part of polite society while in social identity), Knowledge (planes) +8, Perception +11, Profession (merchant) +11, Sense Motive +11, Stealth +14

Languages Abyssal, Common, Infernal

SQ dual identity, social talents (case the joint, gossip collector, mockingbird,



quick change), vigilante specialization (stalker), vigilante talents (blind spot, expose weakness, stalker sense)

Combat Gear *potion of cure light wounds* (2), 2 smokesticks; **Other Gear** +1 armored coat^{APC}, darkwood buckler, 5 daggers, mwk rapier, *belt of mighty constitution* +2, belt pouch, 10 tindertwigs, masterwork thieves' tools, 16 gp

Woe: Vandra Gnorryn

Vandra Gnorryn, a plain-looking woman with stringy black hair, bat-like wings, and orange eyes, was born to a Varisian mother who unknowingly had an affair with a shapechanged fiend. The revelation of the child's heritage tore her parents' marriage apart. Unwilling to kill an infant, her caregivers passed her from one relative to the next until she was old enough to fend for herself.

Despite a difficult childhood, Vandra believes her heritage is a sign she carries an important destiny. She traveled to the Worldwound to seek training from those who would tolerate her and share lore only found on other planes. As a member of Deskari's forces, Vandra uses her powers to scry upon the enemy. When she has some time to herself, however, she seeks out hints as to the truth behind the special destiny she is certain has been laid upon her.

Vandra has recently turned her attention toward finding out the identity of the Saboteur. Unknown to her, the merchant Arakopos, whom she relies upon to procure many of her spell components, has used their relationship to stay one step ahead of her and remain hidden in plain sight.

Adventure Hooks

- In the *Wrath of the Righteous* adventure path, Vandra uses her divinations to help with the initial strike on Kenabres and lingers in the city to seek out lore from the city's ruins. She can serve as an optional enemy just prior to or shortly after the PCs' mythic ascendance.
- If the PCs make a name for themselves in the Worldwound, Vandra scries upon them from afar and sends numerous enemies to deal with them. A defeated foe can provide information on the half-fiend who sent them.
- Vandra has finally learned Arakopos and the Saboteur are one and the same. The vigilante seeks out the PCs for protection and to destroy the evidence of his dual identity, which is held by Vandra herself.

Drawback

If the PCs draw Vandra's ire, she uses her divinations to track their movements and engineer their downfall. Unless the PCs have

a means of disrupting her scrying, any enemies ambushing them gain a +4 circumstance bonus to Stealth checks to gain surprise.



VANDRA GNORRYN

CR 8

XP 4,800

Half-fiend human diviner 7 (*Bestiary* 171)

CE Medium outsider (native)

Init +8; **Senses** darkvision 60 ft., Perception +11

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 armor, +1 Dex, +2 natural)

hp 62 (7d6+35)

Fort +5, **Ref** +5, **Will** +9

DR 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10;

SR 19

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +3 (1d6), 2 claws +3 (1d4)

Special Attacks smite good

Spell-Like Abilities (CL 7th; concentration +10)

3/day—darkness, poison

1/day—desecrate, unholy blight

Arcane School Spell-Like Abilities (CL 7th; concentration +12)

8/day—diviner's fortune (+3)

Diviner Spells Prepared (CL 7th; concentration +12)

4th—*silent deep slumber* (DC 18), *detect scrying*, *scrying* (DC 20)

3rd—*blood biography*^{APC} (DC 19), *clairaudience/clairvoyance*, *deep slumber* (DC 18), *seek thoughts*^{APC} (DC 19)

2nd—*detect thoughts* (DC 18), *mirror image*, *scorching ray*, *see invisibility*

1st—*cause fear* (DC 16), *mage armor*, *magic missile*, *obscuring mist*, *shield*, *shocking grasp*, *true strike*

0 (at will)—*acid splash*, *bleed* (DC 15), *daze* (DC 15), *detect magic*

Opposition Schools Illusion, Transmutation

TACTICS

Before Combat If Vandra has time, she casts *mage armor*, *mirror image*, and *shield*. She then positions herself so she can hit as many enemies as possible with her wand of lightning bolt.

During Combat Vandra leads with her wand of lightning bolt. She then casts *deep slumber*, unless most of her foes are elves.

Morale If reduced to fewer than 20 hp, Vandra drinks her *potion of invisibility* and retreats to safety. She then uses *clairaudience/clairvoyance* to keep tabs on her enemies, sending monsters their way.

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 20, **Wis** 18, **Cha** 17

Base Atk +3; **CMB** +3; **CMD** 14

Feats Arcane Strike, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (divination), Toughness

Skills Bluff +10, Fly +5, Intimidate +10, Knowledge (arcana) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +11, Sense Motive +11, Spellcraft +15

Languages Abyssal, Aklo, Common, Draconic, Infernal, Undercommon

SQ arcane bond (*amulet of natural armor* +1), forewarned

Combat Gear *potion of invisibility*, *wand of lightning bolt* (16 charges); **Other Gear** *amulet of natural armor* +1, *bracers of armor* +1, spellbook, belt pouch, 9pp, 49 gp

IRON GODS

THE CLOCKWORK HEART

A GUIDE TO NUMERIAN CLOCKWORK PROSTHESES

BY BEN CHASON-SOKOL
ART BY STEPHEN MCANDREWS

Clockwork Prostheses

The prosthesis merchants of Numeria are masters of engineering, known for producing mechanisms whispered into their minds by the slumbering Iron Gods. These merchants create mechanical marvels, empowered by the rare and powerful materials at their disposal. The following clockwork prostheses can be found anywhere master Numerian craftsmen dwell.

Unlike common prosthesis merchants, these masters can upgrade existing clockwork prostheses into masterwork or superior forms. Such forms require additional gold and higher saving throws. Additionally, failure indicates a specific complication. Each complication and its cure is listed below the prosthetic's entry. Upgrading a prosthesis requires the previous level of prosthesis to be installed and functioning correctly. The costs listed below are cumulative with the 6,400 gp cost of the mundane prosthetic.

The items below expand upon the current the prosthetic limbs listed in *Pathfinder Player Companion: Magical Marketplace*. While those limbs are found all over Golarion, only the prosthesis merchants of Numeria offer these new types of prostheses. When adding prosthesis merchants to your Iron Gods campaign, consider adding them in tiers. For example, Alyssa Regatli, a prosthesis merchant able to craft mundane clockwork prosthetics, can be placed in Torch at the beginning of the Iron Gods Adventure Path. The capital city of Starfall can also play host to a prosthesis merchant by the name of Alrund Frye, who is able to craft masterwork prosthetics. In the heroes' conflict with the Technic League, the PCs can uncover ancient blueprints for superior prosthetics, which can then be crafted by Alrund.

Clockwork Wings

Mundane: You are implanted with sleek mechanical wings. These wings do not provide you with the lift needed to fly, but do prevent you from taking falling damage. You can make a DC 15 Fly check to fall safely from any height without taking falling damage, as if using *feather fall*. When falling safely you may make an additional DC 15 Fly check to glide, moving 5 feet laterally for every 5 feet you fall. Unlike other prosthetics, these wings can be attached to a creature lacking natural wings.

Masterwork: Masterwork clockwork wings are crafted with well-placed grooves and protrusions which help to stabilize all forms of flight. While outfitted with masterwork clockwork wings, you automatically succeed at all Fly checks with a DC of 20 or less. You also gain a fly speed of 30 feet (average) if you did not already have a fly speed. **Fortitude DC:** 23, **Cost to Upgrade:** +19,000 gp

Superior: Superior clockwork wings are outfitted with jets, propellers, or anti-gravity spells. These mechanisms allow you to launch yourself up to 60 feet in any direction as a move action, and also allow you to hover as a free action. **Fortitude DC:** 28, **Cost to Upgrade:** +20,000 gp

Complications: Should a prosthesis merchant fail to upgrade masterwork or superior clockwork wings, the patient's shoulder blades splinter causing swelling and extreme pain. The patient takes a -6 penalty on checks or rolls for activities using their arms, and is permanently sickened. A *regeneration* spell reverses this complication.

Clockwork Eyes

Mundane: You replace a single mundane eye with an enhanced clockwork eye. This clockwork eye functions as a normal eye and grants you darkvision to a range of 60 feet. If you already have darkvision, this darkvision extends to a range of 60 feet + 1/2 the range of your current darkvision. If all of your eyes are replaced by clockwork eyes, you instead gain darkvision to a range of 120 feet. You may activate your clockwork eye's enhanced senses as a standard action in order to double the range of your darkvision for 5 hours per day. These hours need not be consecutive, but must be spent in 1 hour increments. While the range of your darkvision is doubled, you gain the light sensitivity universal monster ability.

Masterwork: Masterwork clockwork eyes include small scopes that can filter bright light and provide optical zoom. While outfitted with a masterwork clockwork eye, you automatically gain a +5 bonus on sight-based Perception checks. Additionally, the distance penalty for viewing distant objects is divided by 5 while your clockwork eye's enhanced senses are active. **Fortitude DC:** 23, **Cost to Upgrade:** +10,500 gp

Superior: Superior clockwork eyes include sensors designed to detect nonstandard signatures such as vibrations, magic, or thoughts. You gain *detect magic* as a constant spell-like ability. While your clockwork eye's enhanced senses are active, you gain either lifesense, thoughtsense, or tremorsense to a range of 60 feet. This sense is chosen when the eye is installed and cannot be changed. **Fortitude DC:** 28, **Cost to Upgrade:** 57,000 gp

Complications: Should a prosthesis merchant fail to upgrade a masterwork or superior clockwork eye, the patient's eye socket becomes so infected it affects all his senses. The character cannot gain the benefits of abilities that enhance or provide senses, such as lowlight vision, scent, darkvision or lifesense. A *regeneration* spell reverses this complication.

Clockwork Heart

Mundane: You replace your heart with a clockwork heart. This heart functions as normal to sustain you. Additionally, you automatically stabilize when brought below 0 hit points. While below 0 hit points, you gain fast healing 1.

Masterwork: Masterwork clockwork hearts include mechanisms to target the distribution of blood throughout the body, allowing for limited actions while in grave danger. While outfitted with

a masterwork clockwork heart, you gain the ferocity universal monster ability.

Fortitude DC: 23, **Cost to Upgrade:** +6,000 gp

Superior: Superior clockwork hearts include units which allow for the distribution of adrenaline in dire situations. You ignore the effects of the staggered condition for the first 5 rounds after the condition is applied. The clockwork heart can produce and store a limited amount of adrenaline. As such, this ability can only be activated once per minute. **Fortitude DC:** 28, **Cost to Upgrade:** +6,000 gp

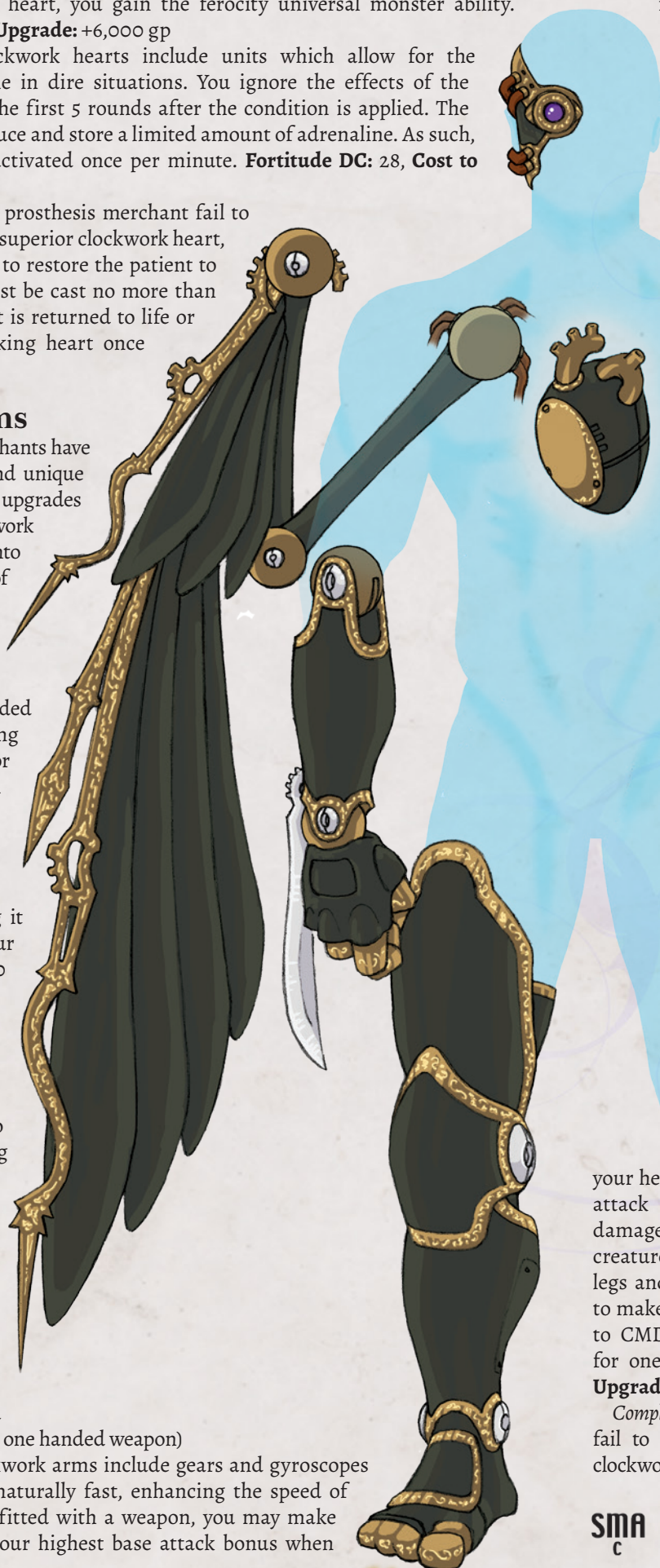
Complications: Should a prosthesis merchant fail to upgrade a masterwork or superior clockwork heart, the patient dies. In order to restore the patient to life, a *restoration* spell must be cast no more than 1 minute after the patient is returned to life or else their lack of a working heart once again kills them.

Clockwork Arms

Numerian prosthesis merchants have used their expert skills and unique materials to develop upgrades to the common clockwork arm, turning them into devastating weapons of magic and steel.

Masterwork: Masterwork clockwork arms are outfitted with a single light or one handed weapon, a magic focusing array of gemstones, or both. If outfitted with a light or one handed weapon, you can draw or sheathe your weapon as a free action, even if it is not your turn, by storing it in a compartment in your forearm. You gain a +10 bonus on Sleight of Hand checks made to conceal a weapon stored in your forearm. If outfitted with magic focusing gems, you are always considered to have a free hand for casting spells. A single clockwork arm may be outfitted with both of these upgrades, but each must be paid for separately. **Fortitude DC:** 23, **Cost to Upgrade:** +10,300 gp (this cost includes the cost of the gems required for the magic focusing array or a single masterwork light or one handed weapon)

Superior: Superior clockwork arms include gears and gyroscopes which make them supernaturally fast, enhancing the speed of casting or attacks. If outfitted with a weapon, you may make an additional attack at your highest base attack bonus when



making a full attack with that weapon. This additional attack does not stack with *speed*, *haste*, or similar effects. If outfitted with a magic focusing array, you may quicken a spell of 3rd level or lower 3 times per day, as though using the Quicken Spell feat. **Fortitude DC:** 28, **Cost to Upgrade:** +35,000 gp

Complications: Should a prosthesis merchant fail to upgrade a masterwork or superior clockwork arm the existing clockwork becomes damaged, making the arm unusable until repaired with a *make whole* spell.

Clockwork Legs

Numerian prosthesis merchants have used their expertise to improve and weaponize the conventional clockwork leg.

Masterwork: Masterwork clockwork legs are outfitted with a set of stabilizers and heel spikes. The bonus provided by a masterwork clockwork leg to CMD against bull rush and trip attempts is increased to +10. Additionally, you may spend a swift action to deploy your heel spike. While deployed, this spike grants you immunity to trip and bull rush combat maneuvers. Moving ends this immunity. Your spike can be retracted as a free action, and only functions while you are standing on solid ground. **Fortitude DC:** 23, **Cost to Upgrade:** +3,600 gp

Superior: The heel spikes of superior clockwork legs are hardened for use as weapons.

You gain a natural attack with your heel spike. This is a secondary natural attack that deals 1d8 points of piercing damage if you are medium size (1d6 for small creatures). If you possess two clockwork legs and both of your heel spikes are used to make natural attacks, you lose the bonus to CMD provided by your clockwork legs for one round. **Fortitude DC:** 28, **Cost to Upgrade:** +35,000

Complications: Should a prosthesis merchant fail to upgrade a masterwork or superior clockwork leg, the existing clockwork becomes damaged, making the leg unusable until repaired with a *make whole* spell.

SIDE TREK SEEDS

ART BY LYNNETTE FETTERS

The Musicians from Tian Xia (Hell's Rebels, In Hell's Bright Shadow)

BY DIXON COHEE

Plot Hook

A group of exotic performers from Tian Xia have arrived in Kintargo on the night of the riot. This band, led by Yumi, a stunningly beautiful kitsune in human guise, consists of ten other Tian wearing clothing made of silks dyed in deep reds and purples. They were hoping to perform at the renowned opera house. Instead, the performers witnessed the PCs' actions during the protest and decide to seek them out a few days later (just prior to the PCs beginning the Prisoners of Salt mission) requesting assistance. Their youngest member, Ikki, was arrested during the riot when he tried to stop a member of the Chelish Citizens Group from attacking a protester and is being held in the Salix Salt Works. Yumi explains that they have already tried to extract Ikki from the salt works but were beaten back by a burly dwarf and his band of mercenaries. She goes on to say that their skills lie in information gathering and performance, and that they lack the combat skills to make another attempt. They offer to help with the rebellion if the PCs agree to rescue their missing member.

Backstory

Yumi and her band of performers are members of the Lantern Lodge, a Tian group of adventurers similar to the Pathfinder Society that have started to explore the Inner Sea just as the Pathfinders have been exploring Tian Xia. The Lantern Lodge are in the Inner Sea region to gather information and find leads for their organization to follow up on. Yumi is a bard and Kosal, another member of her band, is a cleric of Desna as well as a skilled performer.

Potential Resolutions

If the PCs succeed in saving Ikki from the Salix Salt Works, Yumi and her band will join the rebellion as a specialized team that does not take up a slot but grants the Earn Gold, Gather Information, and Restore Character rebellion actions.

Severed Ankh (Mummy's Mask)

BY JOE 'YASUMOTO' SMITH

Plot Hook

Brave adventurers flocked to Wati after Pharaoh Khemet III decreed its necropolis open for exploration. Despite their best preparations, some groups lost members to the traps and creatures within. When the local Pharasmin priests attempted customary funeral rites on the deceased, they were surprised to find the souls could not be laid to rest. Sebti the Crocodile, the high priestess of the Grand Mausoleum, determined that there is a source within the Necropolis blocking their journey to Pharasma's Graveyard.



Backstory

Four hundred years ago, the burial ceremony of the Osirian noblewoman Ankhhi Pourem was interrupted. A bitterly jealous rival sought the Pourem family heirloom, a powerful obsidian ankh which was placed around Ankhhi's neck to ensure safe travel into the afterlife. After the priests had departed, Utnas Damy crept into the tomb to steal the sacred amulet. He reached Ankhhi's shrouded body, ripped the ankh from her neck, and hurried away. During his rushed escape, he slipped off a causeway and plunged to his death. Without the protection from the sacred family ankh, Ankhhi's soul has been prevented from reaching the afterlife.

Yesterday, adventurers exploring the necropolis inadvertently triggered a trap. A cascade of shifting sands and stones across the necropolis

Forceful Stomp

Many years ago, an Osirian noblewoman named Ankhhi Pourem was buried with her family's heirloom, a gleaming obsidian ankh. Unfortunately, a vengeful rival stole the heirloom, preventing her soul's journey to Pharasma's graveyard.

FORCEFUL STOMP

CR 1

XP 400

N Haunt (5-ft. radius)

Caster Level 1

Notice Perception DC 20 (to hear the sound of stone blocks falling from above)

HP 2; Trigger proximity; **Reset** 1 day

Effect A forceful ripple of power emanates from the ankh, knocking the nearest living creature to the ground as with *thunderstomp*^{ACC} (CMB +3). The trip attempt is made at a +2 bonus (included in the CMB).

Destruction Burying the ankh with the noble's corpse and completing the sacred Pharasmin burial rites will permanently destroy the forceful stomp haunt.

opened the tomb of Ankhhi. The energy of the ankh has mixed with her spirit, amplifying for the past 400 years. A powerful aura emanates from her tomb now, blocking the way to the afterlife for any souls in the city.

Potential Resolutions

Sebti has requested adventuring groups investigate the tomb, though she admits it is unlikely to contain much treasure. Most of the parties are uninterested in diverting from their current vaults and the rest are not healthy enough to venture in the tomb. Inside, Ankhhi's spirit manifests in the form of several haunts, many of which project suffocation and live burial. If the PCs successfully put Ankhhi's soul to rest and remove the effect from Wati, Sebti offers to cast *lesser restoration* as a token of appreciation.

Spire of the Black Pharaoh

(Mummy's Mask)

BY SCOTT YOUNG

Plot Hook

The Half-Dead City of Wati holds many forgotten sites. One such location is the Leaning Spire, an oddly-angled tower which protrudes from a small mastaba like an impaling spike. The PCs may be sent to explore this site during the auction in *The Half-Dead City*, or be forced to take shelter here during the undead uprising in *Empty Graves*.

Backstory

The Leaning Spire predates most of the city of Wati and once served as a place of sacrifice for the cult of the Black Pharaoh (now known to be one of the many guises taken by the outer god, Nyarlathotep). It was most recently occupied by Arefiti al-Gahz, a well-to-do merchant and a secret follower of the Black Pharaoh. Al-Gahz had been preparing a plague of his own, beseeching the outer god for power. The would-be destroyer of Wati managed to call and bind an alien life form before the Plague of Madness outpaced his machinations.

The base of the Spire is filled with the mass graves of plague victims; it is likely that an occasional ghoul stops by for a snack. In the sealed-off upper floor, a staircase leads to the apex of the tower, where a bricked-up archway carved with sigils appears to provide a method of egress. In the keystone of the archway, a colour out of space is imprisoned using the *minimus containment* version of the *binding* spell. Unsealing the archway or defacing the sigils will trigger the release conditions of the spell.

Potential Resolutions

This encounter is meant to demonstrate the consequences of tampering with forbidden powers, not to provide a fair fight for the PCs. Freeing the colour out of space brings yet another plague upon Wati as the creature feeds upon the populace. Short of destroying the monster, the only other way to stop the plagues involves a ritual to re-imprison it, which can be found in the moldering books in the secret library under the spire.

The Flower Bloomed Early

(Hell's Rebels)

BY ANDREW P. STURTEVANT

Plot Hook

Barzillai Thrune has placed Kintargo under martial law, and Laria Longroad has closed her portion of the Bellflower Network. However,



an over-eager member of the Bellflower Network never received word of Kintargo's status and has arrived with a dozen halfflings from around Ostenso on their way to Andoran.

Backstory

An intrepid agent of the Bellflower Network, half-elf Verus Gato did not receive Laria's message that her portion of the Network was unable to move escaped slaves. In fact, because Verus is using the sewer tunnels to transport the escapees, he has not gotten word yet that Kintargo is under martial law. Verus arrives in The Wasp Nest, expecting to hand off these dozen halfflings to Laria and get back to his home, but with Kintargo locked down, these twelve ex-slaves could prove to be either an asset or a liability.

Possible Resolutions

The easiest way to resolve this situation is to get the ex-slaves on a ship and out of Kintargo. If the players have already made contact with Captain Cassius Sargaeta, they already have at least one avenue to explore. However, if the players do not know about Captain Sargaeta, they might contact another ship's captain and see if that captain is sympathetic to the Bellflower Network.

Another possible resolution would see the players try and smuggle the ex-slaves out the gates of Kintargo into Ravounel. Ideally, if they do this they also come up with an overland route to get the ex-slaves to their final destination.

If the players decide to help the ex-slaves, some of them could stay behind to help the rebellion as a team. The rest could discreetly spread the word that although Kintargo is under martial law, it is still helping the Bellflower Network.

If the players decide *not* to help the ex-slaves, Verus tries to go overland with the halfflings, but gets caught. Under extreme duress, Verus gives up the location of the Silver Ravens. Word also spreads that the Silver Ravens turned away some ex-slaves, turning public Kintargan support against them. ●



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BREITMAIER, JEFF LEE, SCOTT
YOUNG, CRYSTAL MALARSKY,
RUSS BROWN, AND GABRIEL
ALMER

ART BY TYLER CLARK, ADAM
MUNGER, DIONISIS MILONAS,
CARLOS TORREBLANCA,
BECKY BARNES, DAVE
MALLON, SNOW CONRAD,
CLAY LEWIS, ALEX MOORE,
MICHAEL JAECKS, AND MIKE
LOWE

Cuttlefish, Giant Motley

Eight rubbery arms covered with suckers dangle below the bulging eyes of this enormous cuttlefish. Its strange skin matches the colors and textures of its surroundings almost perfectly.

GIANT MOTLEY CUTTLEFISH

CR 7

XP 3,200

N Large magical beast (aquatic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 20, touch 13, flat-footed 16 (+3 Dex, +1 dodge, +7 natural, –1 size)

hp 76 (9d10+27)

Fort +9, **Ref** +9, **Will** +7

Defensive Abilities ink cloud (20-ft.-radius sphere)

OFFENSE

Speed swim 40 ft., jet 160 ft.

Melee arms +13 (1d8+5 plus grab), bite +13 (2d6+5 plus poison), feeding tentacles +14 touch (pull)

Space 10 ft.; **Reach** 10 ft. (20 ft. with feeding tentacles)

Special Attacks feeding tentacles, mesmerizing strobe, poison, pull (feeding tentacles, 10 ft.)

STATISTICS

Str 20, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 3

Base Atk +9; **CMB** +15 (+19 grapple and pull); **CMD** 28 (can't be tripped)

Feats Combat Reflexes, Dodge, Improved Initiative, Iron Will, Weapon Focus (feeding



tentacles)

Skills Escape Artist +14, Perception +10, Stealth +17 (+27 when still), Swim +17; **Racial Modifiers** +10 Escape Artist, +12 Stealth (+22 when still)

ECOLOGY

Environment warm or temperate oceans

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Feeding Tentacles (Ex) A giant motley cuttlefish's feeding tentacles are a primary touch attack with a reach equal to double the cuttlefish's normal reach (20 feet for a Large giant motley cuttlefish). Tipped with soft suckers, these tentacles deal no damage, but allow the giant motley cuttlefish to pull a creature within reach of its other attacks (10 feet for a Large giant motley cuttlefish). This functions as the pull universal monster ability, except the giant motley cuttlefish can only pull creatures smaller than itself. When not attacking, these tentacles remain hidden within the cuttlefish's body.

Ink Cloud (Ex) A giant motley cuttlefish can emit a 20-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

Mesmerizing Strobe (Su) As a move action, a giant motley cuttlefish can create a mesmerizing display by causing its skin to strobe and pulse with hypnotic patterns. Creatures within 30 feet that see the display must succeed on a DC 18 Will save or become fascinated for 1 round. A creature that saves cannot be affected again by the same giant motley cuttlefish's mesmerizing strobe for 24 hours. The approach of the cuttlefish does not count as an obvious threat to victims of this particular fascination effect, although the cuttlefish's attack does count as an obvious threat and ends the fascination immediately. This is a mind-affecting effect. The save DC is Constitution-based.

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 2 rounds, *effect* paralysis

for 1d4 rounds plus 1d3 Str damage (the duration of the paralysis is cumulative with each failed save), *cure 1* save.

Pull (Ex) A giant motley cuttlefish gains a +4 racial bonus to its Combat Maneuver Bonus when using its pull special attack.

Giant motley cuttlefish are cunning ambush predators found in shallow coastal waters, where they lurk among coral reefs and shipwrecks and hunt for prey. Their incredible skin changes to match the appearance of their surroundings, making them difficult to see, especially while motionless. Once a giant motley cuttlefish is close enough to its prey, it lashes out with a pair of specialized feeding tentacles to seize and pull the unfortunate creature within reach of its arms and poisonous beak. If that fails, it puts on a mesmerizing display to lull its target into a trance before moving in for the kill.

Some giant motley cuttlefish acquire a taste for humanoids and lurk around wharves and docks, waiting for hapless sailors or dockhands to fall into the water. The boldest of these man-eaters even extend their feeding tentacles out of the water to snatch a meal. A giant motley cuttlefish weighs between 800 and 1,000 pounds, and its body is 12 to 16 feet long.

Devil, Pretender

With eyes of deep azure and sun-colored wings that glint in the fiery glow of its longbow, this humanoid creature emanates celestial radiance. The creature's shimmering skin reflects light from the constant halo surrounding it, softening the small, jagged scar that mars its otherwise angelic features.

DEVIL, PRETENDER (DISSIMULARE) CR 4

XP 1,200

LE Medium outsider (devil, evil, extraplanar, lawful)

Init +6; **Senses** darkvision 60 ft.; Perception +9

Aura emotion (30 ft., DC 16)

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 42 (5d10+15)

Fort +7, **Ref** +6, **Will** +2

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

OFFENSE

Speed 30 ft., climb 10 ft., fly 30 ft. (average)

Melee 2 claws +6 (1d4+1), 2 wings +1 (1d4)

Ranged +1 flaming composite longbow +8 (1d8+2/x3 plus 1d6 fire)

Special Attacks countersong

Spell-Like Abilities (CL 5th; concentration +9)

Constant—*light*

2/day—*detect good*, *infernal healing*^{SWC}, *misdirection*

1/day—*magic circle against good*

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 16, **Wis** 12, **Cha** 19

Base Atk +5; **CMB** +6; **CMD** 18

Feats Improved Initiative, Point-Blank Shot, Precise Shot

Skills Bluff +12, Climb +9, Diplomacy +12, Disguise +12, Fly +10, Intimidate +9, Knowledge (local) +8,

Knowledge (nobility) +5, Knowledge (planes) +8, Knowledge (religion) +8, Perception +9, Sense Motive +9, Stealth +7

Languages Celestial, Common, Draconic, Infernal

SQ infernal mark

ECOLOGY

Environment any (Hell)

Organization solitary or pair

Treasure double (+1 flaming composite longbow, other gear)

SPECIAL ABILITIES

Countersong (Su) A pretender devil can counter magic effects that depend on sound.

This ability functions as the bard ability of the same name, except that the pretender devil makes a Bluff check instead of a Perform check each round.

Infernal Mark (Su) Despite the pretender devil's celestial appearance, its true devilish background manifests in a single infernal mark. This could be a razor-sharp fang, a red-tinted iris, or any other physical feature that might hint at its sinister origins. Though its angelic appearance is not an illusion and does not obscure the infernal trait, if *true seeing* is cast upon the pretender devil, the aberrant feature glows a deep red. A pretender devil must succeed at a Disguise check for its evil mark to remain undetected.

Smoke Arrow (Su) A pretender devil's bow needs no ammunition and automatically creates an arrow that acts as a smoke arrow when drawn.

In the northern Chelish city of Kintargo, it is rumored that the most cunning devils appear in the form of angels. While foolhardy insurrectionists dismiss these tales as hyperbole, other rebels have seen such evil at its most deceptively brilliant and pure. Pretender devils (also known as dissimulares) are an all too real threat.

A physical and metaphorical beacon of light, this devil appears to members of rebel cults as a fellow liberator seeking to overthrow the devil-worshipping Chelaxian government and dismantle the church of Asmodeus.

Most insurgents are unaware of the pretender devil's allegiance with their oppressive enemies until they are shackled and carted off to dank dungeons to await their grim fate. Intrepid rebels who perceive the devil's infernal mark and attempt to thwart the creature face a foe hell-bent on upholding the order of evil and rule of the Thrice-Damned House of Thrune.

A pretender devil is patient and employs elaborate schemes to cultivate trust, even committing beneficent deeds it secretly abhors. It especially revels in manipulating weak-minded individuals with wavering convictions, inspiring them to zealous purpose only to callously reveal its treachery in the end. Some say the heavenly radiance of these false angels is actually the light of hope leached from the eyes of those they betrayed.



Etheric Jelly

A nearly transparent blob of protoplasm, pulsating and undulating with horrid life, materializes from thin air.

ETHERIC JELLY CR 5

XP 2,400

N Small ooze (extraplanar, incorporeal)

Init +5; **Senses** blindsight 60 ft., thoughtsense^{DA} 60 ft.; Perception -5

DEFENSE

AC 14, touch 14, flat-footed 13 (+2 deflection, +1 Dexterity, +1 size)

hp 45 (6d8+18); fast healing 5

Fort +4, **Ref** +3, **Will** -3

Defensive Abilities incorporeal, split (slashing, 10 hp); **Immune** ooze traits; **Resist** cold 5, electricity 5

OFFENSE

Speed fly 30 ft. (good)

Melee slam +5 incorporeal touch (0 plus evaporating touch)

Special Attacks evaporating touch

STATISTICS

Str —, **Dex** 12, **Con** 14, **Int** 5, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +3; **CMD** 14 (cannot be grappled or tripped)

Feats Ability Focus (evaporating touch), Improved Initiative, Toughness

Skills Fly +13, Perception -5, Stealth +13;

Racial Modifiers +8 Stealth

SQ absorb, reactive jaunt, transparent

ECOLOGY

Environment any (ethereal plane or material plane)

Organization solitary, group (3-6), or clot (4-16)

Treasure none

SPECIAL ABILITIES

Absorb (Ex) An etheric jelly feeds by absorbing other etheric jellies. The etheric jelly makes a melee touch attack against the target jelly. If successful, the target jelly is consumed, and the attacking jelly gains the advanced and giant creature simple templates. This ability works on other etheric jellies only.

Evaporating Touch (Su) An etheric jelly's otherworldly touch dissolves living matter, leaving festering wounds and causing 4d6 points of damage plus 1 Charisma damage. A DC 17 Fortitude save negates the Charisma damage and halves the damage. Any creature slain by this ability evaporates completely, as if affected by *disintegrate*. Undead, constructs, and other non-living materials such as clothing or other normal gear are immune to this ability. The save DC is Constitution-based.

Reactive Jaunt (Ex) When an etheric jelly on the Ethereal Plane is detected by a creature on the Material Plane (for example, by a creature using *see invisibility*), the etheric jelly immediately shifts to the Material Plane. Nonmagical abilities such as blindsight and abilities which cannot detect ethereal creatures do not trigger this ability. The etheric jelly remains on the Material Plane permanently, barring *dismissal* or similar magic. This ability is otherwise identical to *ethereal jaunt* (CL 12th).

Split (Ex) Magical slashing weapons deal no damage to an etheric jelly. Instead, the

creature splits into two identical etheric jellies, each with half of the original creature's current hit point total, rounded down. An etheric jelly with 10 or fewer hit points cannot be further split and dies if reduced to 0 hit points.

Transparent (Ex) Due to its lack of coloration, an etheric jelly is difficult to discern from its surroundings. A DC 15 Perception check is required to notice the etheric jelly. Any creature that fails to notice an etheric jelly and walks into it automatically suffers damage as if struck by the jelly's slam attack.

Originating from a strange dimension which at least partially overlaps with the Ethereal Plane, etheric jellies fill much of the so-called "empty" spaces between the stars. When exposed to the magical emanations of certain divination spells (often by being within range of a spellcaster's *see invisibility* spell), an etheric jelly can become trapped on the Material Plane, suddenly appearing within the range of the detection effect. This reaction to detection seems to show a preternatural sensory ability, despite their apparent lack of intelligence.

In most locations on the Material Plane, there is a base 5% chance of an etheric jelly appearing within range of a given *see invisibility* spell. Such jellies approach the emanating effect, attacking the source creature. Whether they attack out of hostility or as an unrecognizably alien attempt at communication is unknown. An etheric jelly appears as a semitransparent, undulating ball of protoplasm about two feet in diameter. They are cannibalistic in nature, consuming others of their kind by absorption with no real maximum size. Larger specimens have been recorded, and much larger variants have been postulated but not confirmed by any survivors of such an encounter. In theory, the only limit to the growth of a single etheric jelly is time and the availability of other jellies as food.

Grasshopper Mouse, Dire

A massive, tawny-furred mouse releases a chilling howl as it springs at its prey.

GRASSHOPPER MOUSE, DIRE

CR 1

XP 135

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +6

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 12 (2d8+3)

Fort +3, **Ref** +6, **Will** +2; +4 bonus vs. poison

Defensive Abilities +4 to saves vs. poison

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +2 (1d6), 2 claws +2 (1d2)

Special Attacks pounce, surprising howl

STATISTICS

Str 10, **Dex** 17, **Con** 10, **Int** 2, **Wis** 14, **Cha** 6

Base Atk +1; **CMB** +0; **CMD** 13 (17 vs. trip)

Feats Toughness

Skills Acrobatics +3 (+7 to jump), Climb +8, Perception +6, Stealth +7, Survival +3

ECOLOGY

Environment warm or temperate deserts or plains (Numeria)

Organization solitary or pack (2-10)

Treasure none

SPECIAL ABILITIES

Surprising Howl (Ex) Once per day, a dire grasshopper mouse lets out a bloodcurdling

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howl that startles and confuses its enemies. All enemies within 10 feet must succeed at a DC 9 Will save or be shaken for 1 round. Whether or not the saving throw is successful, an enemy cannot be affected again by this ability for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

Vermín Hunter (Ex) A dire grasshopper mouse gains a +2 racial bonus on Survival checks and attack and damage rolls against vermin.

With beady black eyes the size of a human fist, the dire grasshopper mouse appears to be an enlarged version of a field mouse. It even seems equally docile—until it is hungry, that is. Though named after their smaller cousins who have more mundane tastes for insects and grasshoppers, these aggressive predators attack more formidable vermin infesting the plains of Numeria. Dire grasshopper mice are fearless and eagerly pounce upon large centipedes, scorpions, and other toxic creatures that other animals will not attack.

These mice are thought to have gradually mutated into a much larger size than their smaller cousins due to the volatile radiation in the Felldales.

At about two feet in length and weighing 20 pounds, the grasshopper mouse's freakish size intimidates most humanoids. Members of the Kellid tribes unfortunate enough to have wandered the hazardous wasteland often return with horrific tales about the savage attacks by these mice on other creatures.

To the bewilderment of their communities, some members of these tribes—especially those who have suffered from bizarre mutations themselves—are willing to interact with and even tame these beasts. Hunters in areas being invaded by the dire grasshopper mice sometimes consider them to be invaluable companions.

Such hunters have developed a strange, secret training ritual to harness the often aloof and temperamental rodents. Similarly, some farmers on the Numerian Plains lucky enough to capture these strange animals often keep them on their farms to deter poisonous vermin.



Dire Grasshopper Mouse Companions

Starting Statistics: **Size** Small; **Speed** 40 ft., climb 20 ft.; **Attack** bite (1d6), 2 claws (1d2); **Ability Scores:** Str 10, Dex 17, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, scent; **Bonus Feat** Toughness.

4th-Level Advancement: **Ability Scores** Str +2, Con +2; **Special Attacks** pounce, surprising howl (Cha-based DC); **Special Qualities** vermin hunter, +4 to saves vs. poison.

Iron Wight

This giant humanoid form is a jumble of mismatched limbs, metal shards, glass, and wires. A single red crystal orb glares angrily from the skull embedded in its metallic head.

IRON WIGHT		CR 10
XP 9,600		
CE Large undead		
Init +5; Senses darkvision 60 ft., low-light vision; Perception +19		
DEFENSE		
AC 24, touch 10, flat-footed 23 (+1 Dex, +24 natural, –1 size)		
hp 127 (15d8+60)		
Fort +11, Ref +8, Will +10		
Defensive Abilities channel resistance +2; DR 5/adamantine; Immune undead traits		
Weaknesses vulnerability to electricity		
OFFENSE		
Speed 30 ft.		
Melee 2 slams +18 (2d8+7 plus 2d6 energy [see special abilities])		
Space 10 ft.; Reach 10 ft.		
Special Attacks cold fury, energized fists		
STATISTICS		
Str 25, Dex 12, Con —, Int 8, Wis 13, Cha 18		
Base Atk +11; CMB +19; CMD 30		
Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Great Fortitude, Lightning Reflexes, Power Attack, Weapon Focus (slam)		
Skills Perception +19, Stealth +15, Survival +16		
Languages Common, Hallit (cannot speak)		
SQ rebuild		
ECOLOGY		
Environment cold to temperate plains (Numeria)		
Organization solitary, pair, or band (3–5)		
Treasure none		
SPECIAL ABILITIES		

Cold Fury (Ex) An iron wight gains a +2 profane bonus on attack and damage rolls against humanoids and robots.

Energized Fists (Ex) An iron wight incorporates parts from the robots it destroys, granting the wight integrated weapon systems that add 2d6 energy damage to its slam attacks. Choose one of the following energy types: acid, cold, electricity, fire, plasma (half electricity, half fire), or sonic.

Rebuild (Su) An iron wight can reform its body from destroyed robots. As a standard action, an iron wight touching the remains of a destroyed robot heals 5d6 points of damage. An iron wight can only use this ability once on the same robot. When using this ability, the iron wight can change the type of energy damage inflicted by its energized fists as it incorporates new parts.

When a raging barbarian dies destroying a robot, sometimes the anger of the barbarian's spirit is so great that it lives on in undeath as an iron wight, forming a new body from the remains of its foe. An iron wight is typically 10 feet in height and weighs 2,000 pounds. Their individual forms vary greatly, but all are generally humanoid in shape, and often incorporate pieces of the dead barbarian's remains, most often the skull, in the new mechanical body.



Iron wights roam the Numerian wastes, tracking and destroying their former kin and robots alike until defeated a second time. Their incomplete understanding of robots means the spirits never fully integrate or understand their host bodies. Iron wights move in a jerky, frenzied fashion. They cannot speak, but incorporated voice modules often allow them to produce electronic howls, keening, and roars when they attack. On rare occasions, an iron wight might utter a single word or phrase without context, their words sometimes cryptic and eerie.

Mora Creature

This gray-colored humanoid is a twisted mockery of the fey. One of its arms ends in a savage claw, and its wings swirl with constellations never meant to be seen.

THYRLIEN, MORA

CR 6

XP 2,400

CE Small outsider (azata, chaotic, extraplanar, evil, shapechanger) (*Pathfinder Campaign Setting: Inner Sea Gods*)

Init +6; **Senses** darkvision 60 ft., detect evil, detect magic, low-light vision; Perception +14

Aura nightmare visage 30 ft. (DC 16)

DEFENSE

AC 25, touch 15, flat-footed 20 (+5 Dex, +9 natural, +1 size)

hp 45 (6d10+12); fast healing 1 (see below)

Fort +3, **Ref** +10, **Will** +10; +4 vs. poison

DR 10/magic and cold iron, 5/evil; **Immune** electricity, fear, petrification; **Resist** cold 10, fire 10; **SR** 15

OFFENSE

Speed 20 ft., fly 40 ft. (good)

Melee bite +9 (1d3+1 plus poison), 2 wings +4 (1d4+1), claw +4 (1d6+1 plus fear strike)

Special Attacks favored enemy (evil outsiders +2, vermin +2), fear strike, moth discorporate, nightmare cocoon, poison, starlight blast

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect evil*, *detect magic*

3/day—*cure light wounds*, *locate creature*, *magic missile*, *message*

1/day—*blindness/deafness* (DC 19), *neutralize poison*, *nightmare* (DC 19, mounting dread), *true strike*

STATISTICS

Str 9, **Dex** 21, **Con** 12, **Int** 12, **Wis** 21, **Cha** 22

Base Atk +6; **CMB** +4; **CMD** 16

Feats Flyby Attack, Improved Initiative, Lucid Dreamer[®], Persuasive[®], Toughness[®], Weapon Finesse

Skills Acrobatics +14, Fly +11, Intimidate +14, Knowledge (planes) +10, Knowledge (religion) +10, Perception +14, Perform (any one) +15, Sense Motive +13, Stealth +26, Survival +14; **Racial Modifiers** +8 Intimidate, +8 Sense Motive, +8 Stealth

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (giant moth [use giant wasp stats]; *vermin shape II*), dreamwalker

ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or squad (3-5)

Treasure standard

SPECIAL ABILITIES

Fast Healing (Ex) A thyrlien has fast healing 1 only when outdoors under a night sky (whether the sky is cloudy or clear).

Poison (Ex) Bite—*injury*; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves.

Starlight Blast (Su) As a standard action, once every 1d4 rounds, a thyrlien can unleash a blast of unholy twilight in a 5-foot burst. All creatures in this area take 2d4 points of unholy damage, plus 1 point for each step their alignment deviates from chaotic evil (Reflex DC 14 negates). For example, a chaotic neutral or neutral evil creature would take 2d4+1 points of damage, a neutral creature would take 2d4+2 points of damage, and a lawful good creature would take 2d4+4 points of damage. Chaotic evil creatures are unaffected by this ability. The save DC is Constitution-based.

It's said that when some of Desna's thyrlien servants went into the darkness, they came out changed—twisted and cursed by unknown terrors of the infinite night. These dark reflections of the thyrians became known as mora.

Mora delight in spreading fear, especially among the good and the meek. They are driven by the urge to bring a world of nightmares to reality. They attempt to transform their victims into mora to help accomplish this goal.

A mora resembles the thyrian from which it was created, though darkly twisted. One of its arms ends in a vicious claw whose merest scratch causes the victim to see horrifying visions of its greatest fears. Mora revel in taking the shape of moths and swirling around victims. These moths shimmer with constellations and visions of the night sky, though each is slightly off, slowly making victims trapped within questioning their own sanity, as well as their reality.

Creating a Mora

"Mora" is an acquired template that can be added to any humanoid creature or outsider (azata) of 5 Hit Dice or more, referred to hereafter as the base creature. Creatures immune to sleep effects cannot become mora.

Challenge Rating: Same as the base creature + 2.

Alignment: The creature's alignment changes to evil. If it possesses any alignment-based abilities or attacks, these change

to evil. Likewise, any attacks that deal holy damage now deal unholy damage.

Type: The creature's type changes to outsider (evil), retains all of the base creature's statistics and special abilities, except as listed below. Do not recalculate its base attack bonus, saves, or skill ranks.

Senses: A mora gains darkvision 60 feet.

Aura: A mora gains the following aura:

Nightmare Visage (Su): A mora looks different to each viewer, appearing as what they fear most. All creatures within a 30-foot radius that see a mora must succeed at a Will saving throw or be affected as per *phantasmal killer*. Whether or not the saving throw is successful, that creature cannot be affected again by the same mora's nightmare visage aura ability for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Armor Class: A mora's natural armor bonus increases by +6.

Hit Dice: Change all of the creature's racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged.

Defensive Abilities: A mora gains DR 10/magic and cold iron, cold resistance +10, and immunity to fear.

Melee: A mora gains a claw attack if the base creature didn't have one. Damage for the claw depends on the mora's size, with Medium creatures starting at 1d6. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A mora gains the following special attacks. Save DCs are equal to 10 + 1/2 mora's HD + mora's Cha modifier unless otherwise noted.

Fear Strike (Su): A mora's claw attack causes fear. A creature that a mora hits with its claw attack must succeed at a Will save or become shaken.

Mounting Dread (Su): Once per day, a mora can cast *nightmare*. If its target has been affected by the mora's fear strike, it treats the subject as secondhand (if shaken), firsthand (if frightened), or familiar (if panicked).

Moth Discorporate (Su): A mora can burst into a shapeless swarm of moths as a free action. All held, worn, and carried items fall and its Strength score drops to 1. The mora functions as a true swarm while discorporated, with a reach of 0 feet (its space remains unchanged). While discorporated, the mora loses all of its defensive abilities and gains all of the standard swarm traits. It loses its claw attacks, all special abilities, and special attacks, but can make a

swarm attack that deals 1d6 Wisdom damage. A mora can reform into its true shape (including equipping all gear in reach) as a full-round action as long as it has at least 1 hit point.

Nightmare Cocoon (Su): As a full-round action, a mora can wrap a helpless creature in a cocoon. For each day within the cocoon, the creature takes 1 point of Wisdom damage. If the host survives one week within the cocoon, it emerges with the mora template if applicable or dies. As a standard action, the cocooned creature can attempt to break free with a successful DC 20 Strength check or DC 16 Escape Artist check. The webbing has 8 hit points.

Special Qualities: A mora gains the following special ability:

Dreamwalker (Su): A mora can travel between the Material Plane (or Elysium, if formerly an azata) and the Dimension of Dreams at will, as per *dream travel*. It cannot enter any other planes or take other creatures with it into the Dimension of Dreams.

Skills: A mora gains a +8 racial bonus on Intimidate, Sense Motive, and Stealth checks. It always treats Bluff, Diplomacy, Craft, Intimidate, Heal, Knowledge (planes), Perception, Sense Motive, Spellcraft, and Stealth as class skills. Otherwise, its skills are the same as those of the base creature.

Feats: A mora gains Lucid Dreamer, Persuasive, and Toughness as bonus feats.

Golden Scarab Swarm

A heap of golden coins shifts and moves before suddenly skittering forward on thousands of tiny legs.

SCARAB SWARM, GOLDEN

CR 6

XP 2,400

N Diminutive vermin (swarm)

Init +3; Senses darkvision 60 ft.; Perception +4

Aura dread (30 ft., DC 12, staggered for 1 round)

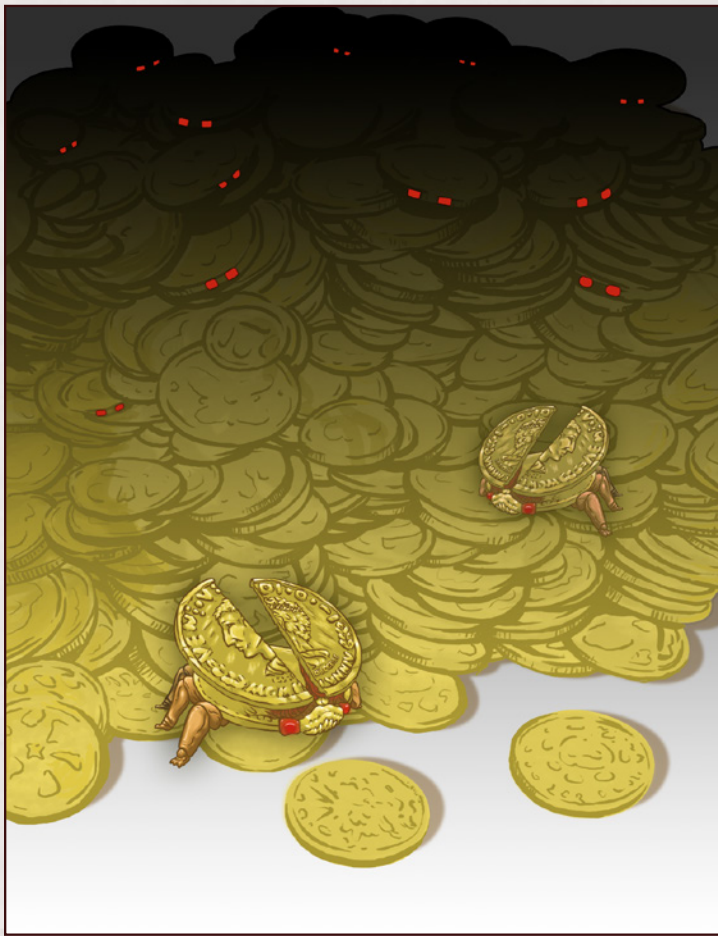
DEFENSE

AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

hp 67 (9d8+27)

Fort +9, Ref +6, Will +3

Defensive Abilities swarm traits; Immune mind-affecting effects, weapon damage



When a golden scarab swarm begins its turn in the same space as any living creature, that creature takes 1d3 Str drain as the swarm consumes its flesh.

Tomb Rot (Ex) Disease—injury; *save* Fort DC 17; *onset* 1 hour; *frequency* 1/day; *effect* 1d4 Con damage and 1d4 Cha damage; *cure* 3 saves. Tomb rot resists magical healing; anyone casting a conjuration (healing) spell on the afflicted creature must succeed at a DC 20 caster level check, or the spell is wasted and the healing has no effect. The save DC is Constitution-based.

Golden scarab beetles inhabit the dry desert regions of northern Garund, especially Osirion. Massive swarms of the creatures shelter in caves, ancient underground crypts, and tombs that dot the Osirian landscape. Golden scarab swarms hunt any living creatures they can find and can scour their prey down to bare skeletons in a matter of minutes. Feeding on the mummified corpses found in the many hidden desert burial sites has also made these vermin carriers of tomb rot, a lesser but still deadly version of the infamous mummy rot disease.

Sand Scorpion

This massive scorpion's body appears to be made completely of sand.

SAND SCORPION

CR 11

XP 12,800

N Large magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +14

DEFENSE

AC 24, touch 12, flat-footed 21 (+2 Dex, +1 dodge, +12 natural, –1 size)

hp 147 (14d10+70); fast healing 5 (in sandy environments)

Fort +14, **Ref** +11, **Will** +8

Defensive Abilities amorphous; **DR** 5/magic and bludgeoning; **Resist** fire 10; **SR** 22

Weaknesses glazing

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +19 (1d8+6), sting +19 (1d6+6/19–20 plus desiccation)

Space 10 ft.; **Reach** 10 ft. (15 ft. with sting)

Special Attacks desiccation, rend (2 claws, 1d8+9)

STATISTICS

Str 22, **Dex** 15, **Con** 20, **Int** 10, **Wis** 13, **Cha** 15

Base Atk +14; **CMB** +21; **CMD** 33 (41 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (sting), Improved Initiative, Improved Vital Strike, Iron Will, Vital Strike

Skills Climb +25, Perception +14, Stealth +11 (+19 in sandy environments); **Racial**

Modifiers +8 Climb, +8 Stealth in sandy environments.

Languages Common, Sphinx (can't speak)

SQ living sand

ECOLOGY

Environment warm deserts

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Desiccation (Su) A sand scorpion's sting carries a desiccation effect, turning bodily fluids near the wound to dust. Any creature struck by the sand scorpion's stinger must succeed at a DC 22 Fortitude save or suffer 3d6 points of nonlethal damage and become fatigued. Creatures that are already

OFFENSE

Speed 30 ft., climb 10 ft., fly 20 ft. (poor)

Melee swarm (2d6 plus distraction and tomb rot)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 17)

STATISTICS

Str 3, **Dex** 16, **Con** 16, **Int** —, **Wis** 10, **Cha** 7

Base Atk +6; **CMB** —; **CMD** —

Skills Climb +4, Fly +5, Perception +4, Stealth +15; **Racial**

Modifiers +4 Perception

SQ freeze

ECOLOGY

Environment warm deserts

Organization solitary, pair, or infestation (3–6)

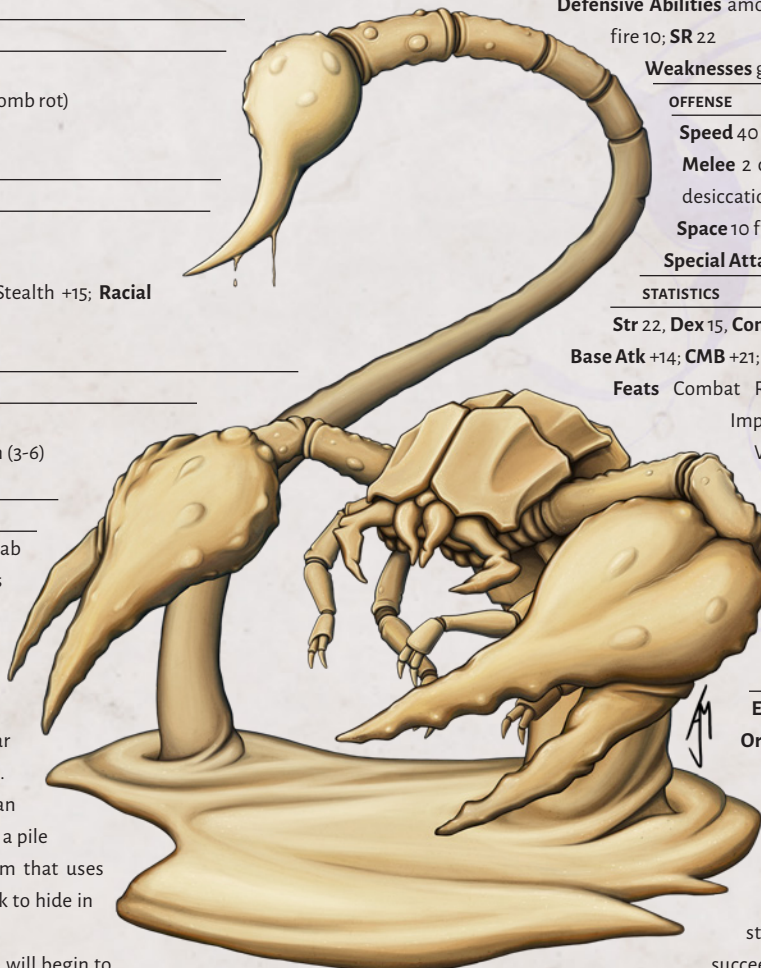
Treasure none

SPECIAL ABILITIES

Aura of Dread (Su) When a golden scarab swarm takes flight, the buzzing hiss of their wings creates a sense of dread in all creatures within 30 feet. Creatures in the aura must succeed at a DC 12 Will save or be staggered for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

Freeze (Ex) A golden scarab swarm can hold itself so still that it appears to be a pile of gold coins. A golden scarab swarm that uses freeze can take 20 on its Stealth check to hide in plain sight as a pile of gold coins.

Scour Flesh (Ex) A golden scarab swarm will begin to devour any creature that remains in its space for too long.



fatigued become exhausted. A successful save reduces the nonlethal damage to 1d6 and negates the fatigue effect. The save DC is Constitution-based.

Glazing (Ex) Large amounts of flame or heat can transform part of a sand scorpion's surface to solid glass. When a sand scorpion takes fire damage in excess of its fire resistance, it must succeed at a Reflex save with DC equal to 10 + actual fire damage taken or become staggered for 1d4 rounds.

Living Sand (Su) The sand scorpion's body is comprised of living sand and can heal itself by drawing sand from its surroundings. When in sandy environments such as a desert or sand dunes, a sand scorpion gains fast healing 5. The sand scorpion also gains a +8 racial bonus on Stealth checks in sandy environments.

The legendary sand scorpions are magical creatures inhabiting the deep deserts of Osirion and Katapesh. Sand scorpions resemble other types of giant scorpions, but their bodies are comprised of magically animated sand. While in sandy environments, their natural color and texture allow them to easily blend into their surroundings and surprise their prey. Instead of poison, the sting of a sand scorpion desiccates its victim, drying out fluids near the wound and turning the flesh dry and leathery.

Exposure to flame and extreme heat can cause part of a sand scorpion's sandy body to turn into glass, which temporarily slows the beast until it can shed the solidified glass. Sand scorpions are rumored to act as guardians for some ancient sites, but the method of binding them in such a manner has been lost to time.

Sphinxes have occasionally commanded the creatures in their native tongue, so perhaps the sphinxes are still privy to the secrets of controlling sand scorpions.

A typical sand scorpion is 9 feet long and weighs 2,800 pounds.

Voltleech

This horrifying fusion of necrotic flesh and technological devices appears to be of humanoid origin, its eyes burning with malignant intelligence. The four twitching power cables emerging from its torso crackle with black lightning.

VOLTLEECH

CR 15

XP 51,200

NE Medium undead (augmented humanoid [android])

Init +11; **Senses** darkvision 60 ft.; Perception +28

Aura shocking aura (5 ft., DC 26)

DEFENSE

AC 28, touch 17, flat-footed 21 (+7 Dex, +11 natural)

hp 210 (20d8+120), fast healing 10

Fort +12, **Ref** +13, **Will** +17

DR 10/adamantine and magic; **Immune** electricity, undead traits; **Resist** cold 10, fire 10; **SR** 26

Weaknesses voltleech weaknesses

OFFENSE

Speed 40 ft., climb 30 ft.

Melee *null blade*^{TC} +22/+17/+12 (1d10+10/17-20), 4 tentacles +19 (1d4+3/19-20 plus attach)

Space 5 ft.; **Reach** 5 ft. (15 ft. with tentacles)

Special Attacks energy drain (2 levels, DC 26)

Spell-Like Abilities (CL 20th; concentration +26)

At will—*animate dead*, *chain lightning* (DC 22), *control construct*^{UM} (DC 23), *lightning bolt* (DC 19)

3/day—empowered *chain lightning* (DC 22), quickened *lightning bolt* (DC 19)

STATISTICS

Str 22, **Dex** 24, **Con** —, **Int** 18, **Wis** 20, **Cha** 23

Base Atk +15; **CMB** +21 (+29 grapple when attached); **CMD** 38

Feats Combat Casting, Critical Focus, Empower Spell-Like Ability (*chain lightning*), Improved Critical (bastard sword, tentacle), Improved Initiative, Multiattack, Quicken Spell-Like Ability (*lightning bolt*), Staggering Critical, Technologist^{TC}

Skills Climb +37, Craft (mechanical) +24, Disguise +29, Intimidate +29, Knowledge (engineering) +24, Perception +28, Sense Motive +28, Stealth +30

Languages Common

SQ death throes, internal batteries

ECOLOGY

Environment any (Numeria)

Organization solitary or network (1 voltleech plus 2–12 fast zombies and 1–2 robots)

Treasure triple

SPECIAL ABILITIES

Death Throes (Ex) When a voltleech is destroyed, it explodes in a blinding flash of lightning that deals 1 point of electricity damage for every charge remaining in its internal batteries to anything within 50 feet (Reflex DC 26 half). Any creature that takes electricity damage must succeed at a DC 26 Fortitude save or become blinded. The save DC is Charisma-based.

Energy Drain (Ex) At the start of its turn, if a voltleech has at least two tentacles attached to a creature, it can use its energy drain ability as a free action. In addition to gaining two negative levels, the target is affected by *discharge*^{TC} (Fort DC 26 negates). At the same time, the voltleech adds a number of charges to its internal battery equal to the number of levels drained. If the target is a robot, the batteries gain 1 charge for every 2 HD the robot possesses. The save DC is Charisma-based.

Internal Batteries

(Ex) A voltleech's internal batteries have a capacity of 75 charges that can be used to power technological items. When using a spell-like ability, a voltleech must expend a number of charges from its internal batteries equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a voltleech generally has 2d10+25 charges available.

Shocking Aura (Ex) All creatures within 5 feet of the voltleech take 2d6 points of electricity damage at the beginning of the voltleech's turn and must succeed at a DC 26 Fort save or become staggered for 1 round. A creature that succeeds at its saving throw becomes immune to the staggering effect for 24 hours. The save DC is Charisma-based.



Voltleech Weaknesses (Ex) A voltleech is affected by spells and abilities as if its creature type were construct (robot), including effects like *bane* and the favored enemy class feature. In addition to its normal effects, *discharge*^{TC} depletes a voltleech's internal batteries by a number of charges equal to the spell's caster level.

On rare occasions, when a powerful android (*Pathfinder RPG Bestiary* 5) succumbs to an undead energy-draining attack, rather than rising as a spawn under the control of its sire, the deceased android turns into a voltleech—a powerful independent undead that feeds on technological power sources and the bioelectrical energy of living creatures. Once a voltleech has secured a steady supply of energy to satiate its voracious hunger, it then plans its creator's destruction to the smallest detail with cold logical precision. Voltleeches often lair in technological laboratories guarded by undead and robotic minions, where they conduct horrifying experiments on both the living and undead to explore the possibilities of necro-cybernetics, the better to understand their own dreadful state.

Yothga

This massive tangle of vines is covered in thin, pointed leaves. Several vines end in lush, many-petaled blossoms of an unnatural crimson hue.

YOTHGA

CR 8

XP 4,800

NE Large plant

Init +6; Senses darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 21, touch 15, flat-footed 15 (+6 Dex, +6 natural, -1 size)

hp 102 (12d8+48)

Fort +12, Ref +10, Will +7

DR 5/slashing; Immune plant traits

OFFENSE

Speed 10 ft.

Melee 4 slams +14 (1d6+5 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks mind drain

STATISTICS

Str 20, Dex 22, Con 18, Int 5, Wis 17, Cha 14

Base Atk +9; CMB +15 (+19 grapple); CMD 32 (can't be tripped)

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lunge, Stand Still, Weapon Focus (slam)

Skills Perception +12, Stealth +2

Languages Aklo (cannot speak)

ECOLOGY

Environment any forest or underground

Organization solitary or patch (2-8)

Treasure incidental

SPECIAL ABILITIES

Mind Drain (Ex) As a swift action, the yothga can use one of its blossoms to feed on the intellect and personality of a grappled or helpless creature. The creature must succeed at a DC 18 Will save or take 1 point each of Intelligence, Wisdom, and Charisma damage and be dazed for 1 round. On a successful save, the target takes no ability damage and is instead staggered for 1 round. The yothga gains 10 temporary hit points and its blossoms shed light equal to a torch each time it successfully inflicts ability damage. These effects last for a maximum of 1 hour. This ability does not function on creatures without an Intelligence score. The save DC is Charisma-based.

The yothga, also known as the devil flower, is not of this world. They originate on a distant planet known as Yag, and their seeds



are borne aloft on the winds until they escape the atmosphere. They drift across the black reaches of space and instinctively seek planets with intelligent life upon which to root and grow. Yothga feed upon their prey's body and mind, draining its intellect first, then allowing the bodies to decompose and fertilize the soil in which they root.

A typical yothga is a cluster of woody, tendril-like vines some 10 to 12 feet long, covered in thin, blade-like leaves of dark green. The vines sprout from a central root cluster, which branches into deep-delving roots that anchor the yothga in place but can be withdrawn quickly should it wish to move. The vines sport three to six blossoms, each about the size of a human head and formed of layers of petals surrounding three whip-like pistils. Each flower is a bright crimson, becoming brighter when the yothga feeds to the point where they gain a phosphorescent glow.

The sap of a yothga is edible and highly nutritious, and can be harvested with a successful DC 20 Survival check. There is enough sap in a full-grown yothga to provide up to three days' worth of rations for a Medium-sized humanoid.

Yothga have a dim, malicious sentience and delight in slowly draining their victims. They keep particularly savory victims alive for weeks by draining them to helplessness, sustaining them with their nutritious sap long enough to heal some ability damage, and draining them repeatedly. They are sometimes nurtured by evil spellcasters capable of communicating with the yothga, who use them as guardians or prison wardens in exchange for providing intelligent creatures as fodder. 🍷

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