



ISSUE #1 • SPRING 2016

Adventure

CHRONICLE

TABLETOP ROLEPLAYING GAME MAGAZINE



**A Shoggoth
Among the Sheep**
by Wolfgang Baur

**Musings of a Mermaid
Interview with Jen Page**
by Jonathan G. Nelson

Birth of a Freelancer
by Michael Allen

Rites of Spring
by Will Myers



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Adventure Chronicle

Issue #1 • Spring 2016

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Welcome Adventurers!

AAW GAMES • Adventure Chronicle • Issue #1 • Spring 2016

ADVENTUREAWEEK.COM



Publisher's Corner

Greetings fellow tabletop gamers and welcome to the very first issue of *Adventure Chronicle*!

This new magazine marks a pivotal shift for those of us at AAW Games, a rebirth if you will as we take a big step in a new direction thanks to the ongoing efforts of a fantastic team some of whom have been with us since day one. We have come a long way over the past few years; I recall the early days of Adventureaweek.com, which found me tirelessly pounding keys in a hot water heater closet on an old typewriter (or offline sputtering desktop PC) cranking out adventures while the rest of the team worked like madmen in what little free time we all had only to send our final manuscripts over to Joshua Gullion (Rest in Peace my brother) for a 24 hour layout marathon, all this just to get our adventures out to subscribers in time. Yes, we were dedicated, insane but dedicated. What I remember most are the good times and laughs we all had together; the struggles all paved the way for where we are today, standing on a soapbox where we actually have a voice (no matter how small) in this awesome industry of creative minds and diligent dreamers.

What better time to celebrate a rebirth than spring? Speaking of spring, we think you'll like what we have in store for you within these pages: Wolfgang Baur from Kobold Press reveals a new monster from the 5th Edition Tome of Beasts: the Shaggoths, which begin to wake up as the thaw of winter gives way to spring; Stephen Yeardeley unveils a new spring-themed magic item and monster; Jen Page sits down with us at Purple Wine Bar in Bellevue, WA for an in-person interview sharing her latest creative projects; top reviewer Endzeitgeist (straight outta Deutschland) brings us his favorite new gaming book review; Michael Allen reveals some intimate thoughts on what it takes to get your foot in the door in the gaming industry; Jacob Blackmon treats us to the new fan favorite comic, *Tales from the Tabletop*; there are new traps from Rory Toma, mini-dungeons by Stefanos Patelis, and many more useful articles for both players and gamemasters alike. Enjoy Adventure Chronicle #1 and remember to spread the word!

— Jonathan G. Nelson

AAW Games, Owner/Publisher

Next Issue Coming Summer 2016!

A whole issue chock full of seafaring adventure, aquatic monsters, and seaworthy magic! Batten down the hatches and man the sails because we're going for a voyage across mysterious seas!

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A Shoggoth Among the Sheep

A 5th Edition Adventure by Wolfgang Baur

An adventure for characters of 2nd up to 5th level.

It cannot be readily solved by direct assault, so groups optimized for combat alone may find it difficult or impossible to succeed or, indeed, survive. If a direct assault and toe-to-toe combat is the goal, characters of level 17 or better are called for. It's also excellent for ending a campaign.

This adventure previews the shoggoth, a monster from the *Tome of Beasts* collection of more than 400 new monsters, coming this summer from [Kobold Press](#).

Village of Tanesbury

This village in the foothills of a temperate mountain range lies just a few miles from the ruins of Old Ostidium, a once-great imperial city now abandoned and quarried for good stones of marble and pale pink limestone. The villagers abhor the place after dark, as it is said to be haunted, and they earn their keep as shepherds and goat-herds, with a bit of dabbling in beekeeping, spinning wool, and simple alchemy to produce a rich green dye known as Tanesbury Vert.

Four hundred people call Tanesbury home: 325 humans, 60 dwarven artisans and weavers, and 15 centaurs who work as mercenaries and bandits.

Town Center

Villagers gather at the town fountain (where a mountain spring is caught in a stone basin) in the morning, noon, and just before sunset. Most know that something has been devouring sheep in recent weeks, and the best-

informed know that a young shepherdess named **Tarla Spinnerson** has gone missing. The village headman, **Willag Whittson**, asks the party whether they might go out to “the Old Stones” where bones have been found, and investigate what evil lurks out there—probably dire wolves or an ogre. The Stones are a circle of enormous standing stones about 2 miles downhill from the village, toward Old Ostidium.

Purple Piper

The only tavern in Tanesbury is the Purple Piper, with its sign of a wine-colored satyr leering and holding Pan pipes. The place serves a tolerable old-style blond ale, a surprisingly excellent rye bread, a completely unexpectedly good mutton, and Old Peculiar ale.



Gossip and Local Lore Table

Check Information Gained

None	More than 25 sheep are missing; a few here, a few there. Something is on the prowl.
10+	Tarla Spinnerson went out to the Old Stones with her flock and never came back. (Several of her sheep are missing as well.)
13+	The flute at the Temple of Mother Goat is missing. The elder priestess, Olana, is offering a 10 gp reward for its return.
16+	Shaggy Enri says he heard “demonic tootling” and horrible sounds like cracking bones and slurping by the Gentian Creek (½ mile from the Old
19+	A month ago, an apprentice wizard asked a lot of questions about Old Ostidium, and spent a lot of time wooing Salena, the novice, at the temple. Harvo, that was the fellow’s name. Maybe he called up a sheep-eating demon?
21+	The tanner and dyer, Barakus Greenfinger, sometimes visits Old Ostidium and brings back little carved figures. No one is sure how he finds them (and indeed he carves them when he goes to dump his secret dye formula in Ostidium).

Temple of Mother Goat

Two young maidens and an older priestess tend this shrine to a fertility goddess. They know that sheep are disappearing but have little advice to offer—they offer “thoughts and prayers” at every occasion, and have held daily services and invocations to protect the flocks.

If asked about visitors or the like, their youngest priestess, pretty **Salena** (cultist, MM), recently learned that one of their ceremonial instruments had power to protect the village—she loaned it to **Harvo Ellikonon**, a young wizard visiting the town, but he failed to return it. Salena is

quite angry with Harvo, but has nowhere to vent her anger. Her fellow priestess, **Claradi**, is more sensibly angry at Salena for loaning out the flute to a smooth-talking stranger.

The lead priestess, **Mother Olana**, knows that the flute is missing, but not that Salena loaned it to an admirer. She is offering 10 gp for its safe return. She is concerned because each year the flute is used to confine evil spirits in Old Ostidium—and if the ceremony is performed without the flute, something dangerous might be released from the ruins. Mother Olana knows that Tanesbury Vert is a very useful poison against a shoggoth, but has no idea that the creature threatening the town is such a monstrosity.

Grandfather Enri, “Shaggy Enri”

Grandfather has an elder sign and a lot of truly useful information, but he’s also cagey about sharing his information with someone who might be responsible for summoning the shoggoth out of Old Ostidium. He knows the shoggoth is out there because he heard its cacophonous cries, and has found several sets of sheep bones, “stripped to nothing”. He suspects that Mother Olana had something to do with the shoggoth’s arrival (this isn’t true).

Villagers all know that **Shaggy Enri** is a good guide to visitors, and he’s been around enough to know trouble. A DC 10 Charisma (Persuade) check is enough to get him to help as a guide to the area, but a DC 14 check (or the death of a character while fighting the shoggoth) is required for him to reveal that he is the bearer of an Elder Sign, a potent symbol that drives away abominations and otherworldly creatures. If the sign is presented strongly, the shoggoth must make a DC 20 Wisdom saving throw or be frightened and leave the Tanesbury valley for Old Ostidium.

Abbella the Beekeeper

Abbella is a middle-aged female dwarf herbalist and beekeeper; she dips candles as well, and is beloved among the townsfolk for her ability to heal simple ailments. However, she is also a cultist of the dark goddess called the Black Goat of the Woods, and the current keeper of the *Flute of Shoggoth Summoning*. This item can call a shoggoth or a dark satyr (see *Tome of Beasts*) to serve the owner. It can also be used by a priest or priestess to protect or ward territory against evil spirits, as in the temple ceremony, and it can completely negate the hideous piping of a shoggoth.

Mother Abbella is a source of seemingly-friendly advice that can be quite dangerous. She led Harvo to his doom by telling him to play his loaned flute at the Stone Circle. Harvo's bones can be found under one of Abbella's hives.

Barakus the Alchemist

A strong man tending toward fat, **Barakus** wandered the world in his youth, and learned the secret of making the Tanesbury Vert dye using copper, arsenic, antimony, and other mysterious ingredients. The stuff does turn wool a pleasing shade of green. It is also deadly poison so he keeps his clay tubs of the stuff out of the local waters, and pours spent dye into a sinkhole in Old Ostidium. If asked to donate some to use in baiting the shoggoth, he's only too happy to oblige—after all, if there is no wool, there's nothing for him to dye.

Tanesbury Vert: Any creature ingesting Tanesbury Vert poison must make a DC 12 Constitution saving throw or take 1d12 poison damage. This poison also silences those poisoned by its effect (this prevents the shoggoth's hideous piping, and also prevents spellcasting with verbal components). It costs 250 gp per dose when bought in distant cities, but Barakus gladly shares a triple dose with the PCs. If the shoggoth devours the baited carcass, it must make a DC 18 Constitution saving throw or become poisoned.

The Stone Circle

The standing stones are 14 to 15 feet high, and their lintels and topstones add another foot or two to that. They are rough-hewn and can be climbed with a DC 10 Strength (Athletics) check. The shoggoth cannot reach to the top of the stones with its tentacles.

Several piles of sheep bones can be found near the circle with even a cursory search. The shoggoth (TOB) lairs in an old bear den nearby, and preys on sheep for the most part. Its den contains indigestible items such as a stone amulet that belonged to Tarla, and the metallic clasps of Harlo's spellbook.



Shoggoth Problems: Defeating the Shoggoth

The shoggoth eating the sheep is a very young one (half normal hp), but it is still more than the characters can handle—certainly more than a villager can deal with. Make sure that you introduce it slowly and with suitable foreshadowing—knocking over entire trees, devouring a sheep in an instant, and forcing hideous piping saving throws long before melee range arrives. Smart players may decide to flee if they do not have any countermeasures against the thing.

A party of relatively inexperienced characters will be destroyed if they fight the shoggoth head on, but at the same time the shoggoth is too small and inexperienced to climb up to the lintels of the standing stones. This means the party could well take a stand up there and rain arrows and magic and stones down on the shoggoth to defeat it—if the piping weren't driving them mad the whole time. However, using earplugs of any kind grants advantage on saving throws against its hideous piping, and playing the flute negates the piping entirely.

Alternately, the shoggoth can be driven away entirely if confronted by a strongly-presented elder sign (from Shaggy Enri), likely retreating into the depths of Old Ostidium.

Finally, it could be poisoned by a sheep carcass dosed with green arsenic Tanesbury Vert dye gained from Barakus (even if this doesn't kill the shoggoth, it convinces it to find better-tasting prey elsewhere). This prevents the piping (turning it to a curdled hiss), and slows the shoggoth considerably.

Conclusion and Experience

Award 1/10 normal experience (2,200 xp) if the party drives away the shoggoth, and 1/5 normal (4,400 xp) if they kill it through the clever use of poison, flute, beeswax earplugs, and positioning atop the stones.

What happens in a few years, when the shoggoth is full grown? Well, that's a good time for heroic adventurers to explore the ruins of Old Ostidium.

“Formless protoplasm able to mock and reflect all forms and organs and processes - viscous agglutinations of bubbling cells - rubbery fifteen-foot spheroids infinitely plastic and ductile - slaves of suggestion, builders of cities - more and more sullen, more and more intelligent,

more and more amphibious, more and more imitative! Great God! What madness made even those blasphemous Old Ones willing to use and carve such things?"

--H.P. Lovecraft, "At the Mountains of Madness"

Shoggoth

Huge aberration, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 388 (25d12 + 225)

Speed 50 ft., climb 30 ft., swim 30 ft.

STR DEX CON INT WIS CHA

26 (+8) 14 (+2) 28 (+9) 12 (+1) 16 (+3) 13 (+1)

Skills Perception +9

Damage Resistances fire, bludgeoning, piercing

Damage Immunities cold, thunder, slashing

Condition Immunities blinded, deafened, prone, stunned, unconscious

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 19

Languages Void Speech

Challenge 19 (22,000 XP)

Anaerobic. A shoggoth doesn't need oxygen to live. It can exist with equal comfort at the bottom of the ocean or in the vacuum of outer space.

Absorb Flesh. The body of any creature that dies while grappled by a shoggoth is completely absorbed into the shoggoth's mass. No portion of it remains to be used in *raise dead*, *reincarnate*, and comparable spells that require touching the dead person's body.

Amorphous. A shoggoth can move through a space as small as 1 ft. wide. It must spend 1 extra foot of movement for every foot it moves through a space smaller than itself, but it isn't subject to any other penalties for squeezing.

Hideous Piping. The fluting noises made by a shoggoth are otherworldly and mind-shattering. A creature that can hear this cacophony at the start of its turn and is within 120 ft. of a shoggoth must succeed on a DC 15 Wisdom saving throw or be confused (as the spell *confusion*) for 1d4 rounds. Creatures that roll a natural 20 on this saving throw become immune to the Hideous Piping for 24 hours. Otherwise, characters who meet the conditions must repeat the saving throw every round.

Keen Senses. A shoggoth has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Rolling Charge. If the shoggoth moves at least 20 ft.

straight toward a creature and hits it with a slam attack on the same turn, that creature must succeed on a DC 20 Dexterity saving throw or be knocked prone. If the creature is knocked prone, the shoggoth immediately moves into the creature's space as a bonus action and crushes the creature beneath its bulk. The crushed creature can't breathe, is restrained, and takes 11 (2d10) bludgeoning damage at the start of each of the shoggoth's turns. A crushed creature remains in its space and does not move with the shoggoth. A crushed creature can escape by using an action and making a successful DC 19 Strength check. On a success, the creature crawls into an empty space within 5 ft. of the shoggoth.

Actions

Multiattack. The shoggoth makes 1d4 + 1 slam attacks. Reroll the number of attacks at the start of each of the shoggoth's turns.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage, and the target is grappled (escape DC 18) and restrained. The shoggoth can grapple any number of creatures simultaneously, and this has no effect on its number of attacks.

A Young Shoggoth

If you are an especially kind and merciful DM, consider reducing the hideous piping saving throw to DC 12 Wisdom, and reducing the attacks to 2 slams per round for a mere 2d6 + 8 bludgeoning each. Reduce the grapple Escape DC to 14 as well. This is still likely enough to kill the entire party fairly quickly, but offers some shred of hope for survival.

A note of special thanks goes to Steve Winter, who really made the shoggoth stats zing. Cheers, Steve! - SMY



Roll for Review

Tabletop RPG Reviews by Endzeitgeist

Pixies on Parade Playground Adventures Endzeitgeist

This module clocks in at 26 pages, 1 page front cover, 1 page editorial/ToC, 1 page SRD, 1 page back cover, leaving us with 22 pages of content, so let's take a look!

This was moved up on my review-queue as a priority review at the behest of my patrons.

I play-tested this module with my group of kids, which spans the ages 4–11, since this is a kid-friendly module and as such needs to be tested regarding its best age-range - the tabs on my homepage contain the suggested range I'd most recommend this for.

This being an adventure review, the following contains SPOILERS. Potential players should jump to the conclusion – you see, no one likes cheaters and you'll just make the module boring for you if you continue reading...



All right, only GMs here? Great! Every year, the town of Glavnost celebrates a festival most peculiar, dressing up with wings and the like to honor the fully-statted town's pixie protectors that keep even the most unruly children from being lost in the forest...failing only very rarely. Alas, one particularly stubborn child named Edwin, seeking freedom from his parent's commands and wanting a life of eternal blissful parade with the pixies, slipped through the cracks – and the Nightmare King, a boogeyman got him, halting his aging process and grooming him to become the successor, a son...a new boogeyman.

After a brief introduction of the key NPCs of Glavnost, the festivities of the town (which comes with a thoroughly gorgeous map that could come straight out of a children's book) are in full-blown preparation – here, the kids have some time to roam, to mingle with the townsfolk and do some research that may hint at the importance of the pixie parade, the Nightmare King and the disbelief regarding the existence of gremlins, in spite of the little buggers being made responsible for many a mischief. The prevalence of fey magic allows for a unique gift here: Imagination magic.

With the power of imagination, the kids can subtly alter reality, which also represents, e.g., carts coming around in just the right place to catch falling characters and the like – and yes, if the kids are smart, they'll pick up on this and use it to their advantage! Speaking of kid-friendly, a handy little sidebar covers cartoon violence and how to depict it – for while the adults can't see the gremlins sabotaging the town, the kids can – and thus, the first task is basically gremlin extermination, with 3 sample sabotages being provided.

Eventually, the success of the PCs will earn them the attention of fairy godmother Lista, who fills them in on Edwin's fate – which mirrors a playful way to convey stranger danger's importance as well as acknowledging something: that parents don't tell all stories to the children, worrying it might give them bad dreams. This is something that ultimately, instinctively, all children know – and to save Edwin, the fairy bestows 6th level

(previously gained XP) on the players, tasking them to redeem Edwin and freeing him from the Nightmare King's influence.

In order to do that, though, they have to brave Edwin's dark dreams – first, defeating his shade in a game of hide and seek and then, braving toy soldier variant wood golems (the battle featuring a GLORIOUS isometric map!) that are moved around via a giant, shadowy hand. Edwin's hound would be the next task – and here, things become interesting: the poor dog, turned hellhound by Edwin's descent into darkness, just wants to play fetch, but the damn sticks keep burning, resulting in angry fire blasts into the woods...which may cause a forest fire! Here, one can teach about being careful with fire...and the encounter rewards kids thinking and providing a stick that doesn't burn...and reduce the dog back to a regular, non-hellhound pup.

On the once-again, avishly mapped isometric map of the path ahead, fairy circle traps and a tooth fairy await and upon vanquishing the fey, the PCs may get a glitterdust-duplicating Baby Tooth of Edwin. There is another encounter next that offers yet another means to educate and slightly shock: Edwin, thinking he can impress the fey with a present, stole his parent's wedding ring - this item became the symbol of his remorse, transforming into a now-chained golden dragon that needs to be freed. It fills in the PCs on Edwin's crime before turning back into the ring, asking them to present it to Edwin.

...and then, the ground shakes...trees start toppling...and a ravaging, massive stuffed bear of colossal proportions breaks through the trees...and yes, this encounter once again is beautifully rendered in isometric maps of stellar quality...and yes, the massive, powerful Terror Bear is a powerful adversary indeed...but vanquishing him provides a return of the creature to Edwin's teddy-bear of old, which may suppress fear effects.

And then it's time for the final boss fight: Edwin, accompanied by corrupted, color-less pixies, wants to collect all the pixies for his twisted mockery of a parade...but thankfully, the encounters so far have provided all the components the PCs need to save him: each of his erstwhile fragments of innocence recovered frees a pixie and, together, they may free Edwin, exorcising the influence of the Nightmare King, freeing raw nightmare power - which is a thoroughly awesome climax. The Nightmare Avatar has

powerful, unique powers that the kids may know from nightmares, like being slowed. At the same time, though, they can use their imagination magic to counter his dread powers in an excellent showdown that may end with the PCs reuniting Edwin with his overjoyed parents - happy ends don't happen on their own, one needs to fight for them...and one needs to do the right thing. This morale, unobtrusively conveyed throughout these pages, it what really makes this shine above and beyond.

Conclusion

Editing and formatting are top-notch, I noticed no glitches. Layout adheres to a beautiful 2-column full-color standard by Daniel Marshall and the pdf comes fully bookmarked for your convenience. The copious full-color artworks by Jacob Blackmon are neat indeed. A special shout-out to cartographer Jocelyn Sarvida - the maps of this books are downright BEAUTIFUL, featuring gorgeous renditions of the adversaries, which makes them, btw, also suitable handouts. Speaking of which - as the astute reader may have noticed, I did not explicitly state that there'd be 1-page hand-outs of said maps. Well, never fret - as the final piece of awesome, this module does feature a PWYW-map-folio for handouts purposes. Take a look at it if you need any example on how good the maps are...

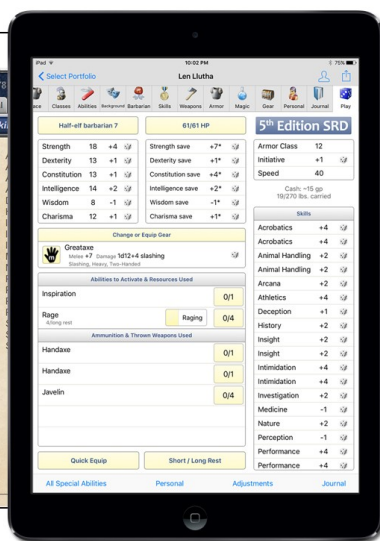
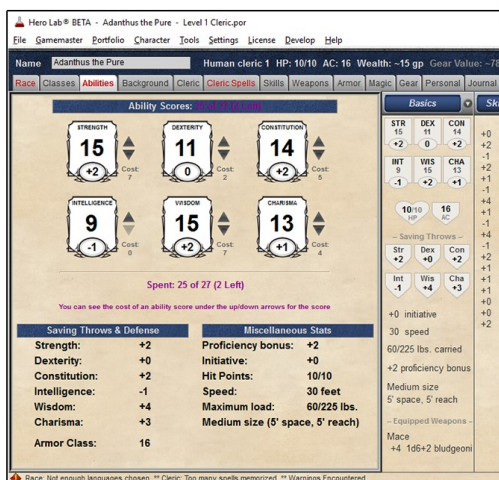
Stephen Rowe's Pixies on Parade is, in one word, inspired: mirroring classic tropes of the power of imagination and fairy tales, it never crams morality down the throats of the players, while still teaching what's right and what's wrong. The idea of imagination magic is brilliant as a tool for GMs. Now, as for the themes of the module and its suitability for kids: it's pretty much perfect, mirroring themes of beloved children's tales and not shirking away from important topics, all presented in a child-friendly manner. I can see some very young kids that are particularly sensitive consider the themes a bit frightening, but in my case, the 4-year old enjoyed the module, surprisingly, more than "A Friend in Need," despite being frightened a bit - that depends on the kid in question, though and requires the discretion of the parents - personally, I would have loved this module as a 4-year old, having always had a penchant for slightly more mature stories, even as a kid...and yes, I learned at a very young age to read some fairy-tales my parents considered inappropriate.

ate...which became my favorites. It is my firm belief that kids can benefit from topics that are not all sunshine and flowers, particularly if they feature a didactic and moral component.

As a reviewer, I think the target age-range for most kids will span the ages of 6+ - and yes, I did not include a limit for a reason. Why? Because this module not only is great for kids. It's just as awesome for adults; seriously, just tweak the fluff a bit and make it darker and you have a GLORIOUS fairy-tale themed introductory module that makes for a great starting point of PC careers as a prologue. Just let the level 6-blessing revert after the module and skip to adulthood - where you can also add elements appropriate for the process of growing up and paint a bleaker picture.

Pixies on Parade is a downright awesome: from the gorgeous maps to the blending of sandboxing in the beginning and a more linear heroes' journey, this book's themes are concise...and there is not a single boring encounter in

this book, not a single uninspired critter or problematic scene, nothing I could complain about. In one sentence: this is a must-have, perfect module for kids, a great module for adults and a book that should be considered simply inspired in all the right ways. My final verdict will clock in at 5 stars + seal of approval..and considering the perfection, the fact that it transcends the intended target demographic and the map-folio, I will also award this the status as a nominee for my top ten of 2015.



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LONE WOLF
DEVELOPMENT



Shattered Heart #1

The Ties That Bind

AAW GAMES

Endzeitgeist

The first installment of the Shattered Heart-saga clocks in at 44 pages, 1-page front cover, 1-page editorial, 1-page ToC, 2 pages of SRD, 1-page back cover - but before we dive in, let me ramble a bit:

Shattered Heart is the AP/Adventure Arc that was spawned from AAW Games' Pathmaster-contest back in the day. Basically, both reviewers (me included) and sales of the top 5 modules decided who would get to write the final AP. While I did like Michael Allen's pitch, I considered it pretty ambitious and ultimately not as awesome as others - it was my dear friend Joshua Gullion (Rest in peace...) who insisted, passionately, that Michael should get the chance - and if the SUPERB Twin Crossing-module is any indicator, he might have been right. This saga's very existence is thus, at least partially, here thanks to Joshua. Call me schmaltzy, but I wanted you to know that.



All right, this being an adventure-review, the following contains SPOILERS. Potential players should jump to the

conclusion.

All right, still here? So, this AP takes place in Piccolo - a realm of halflings unlike any you have ever seen. Adventyr as a setting has seen quite a few cataclysmic events and few races were as abandoned by their allies, as harrowed by the events, as the halflings - marred by the dracoprime and harrowed by the insectoid høyrall, the halflings were on their own, lost the majority of the sacred trees of their goddess...and their society changed radically. As things stands right now, halflings have isolated themselves from big folk that left them to their fate and begun a system of indentured servitude of big folk as pretty much the only interaction with other races - and the module begins with the PCs escorting such indentured servants to the ship "Autumn Leaves" at the behest of a cleric of the Goddess, a female halfling called Carlyetta. Now if that does sound like an issue for anti-slavery paladins et al., it should be noted that Carlyetta does hold somewhat different views regarding the taking of servants and cooperation - Shattered Hearts, ultimately, is an AP not only dealing with the re-establishment of the fallen temples of the haflings, but one that is a battle for the very soul of a people - but that will only slowly dawn on the PCs, so conveying that this series is about the long reformation is smart and makes it possible to play this with any group.

The sea-journey towards Piccolo would be the true first massive section of this module and it sports a truly lavishly-rendered, gorgeous map of the Autumn Leaves - on board, PCs can find their sea legs and test their mettle as sailors in a truly interesting series of skill challenges to gain some respect from the clove-breathed bosun (and yes, there is an enhanced version of these challenges if the PCs refuse...or have fun and you want to challenge them more!) - and here at the very latest, something should dawn upon the PCs. There is a mechanic that you may hide or openly state, though I'd suggest the former: community points. You see, each choice of the PCs, for example, to eat with the crew instead of superior food etc. influences in concise and sensible ways the community point total of the party, while divisive or elitist behavior may cost them such points, confirming the prejudices of the halflings. This mechanic influences the things to come throughout the saga - and yes, there is a shadowy eminence waiting to steer Carlyetta towards heresy and away from a mending of fences...but that will come into play in subsequent installments.

On board of the vessel, the PCs can help the indentured servants against the manifested attic whispers hiding below deck, defeat weird bilge slimes manifesting, find an issue with the food supply and fight back a giant octopus. From combat to skills to investigations, there is a LOT of ROLEplaying going on here...and then, the Nines, a settlement in Piccolo, finally can be seen - and yes, a top-notch, gorgeous full-color map is provided here. Here, interaction with Drigori Crosseyes, broker of indentured servants and other things, may have the PCs treat the servants better and secure an overland trek towards Pembroke...but that's just one component of the material featured for the Nines: the arrival can be easily likened to a massively social sandbox where PCs may meet the idealistic Tryfena Hayweather (married to the more conservative Myghal Weskenver), a paladin...and reap the first rewards of the seeds they have sown - at the Eldermoot, a resolution pertaining the rights of indentured servants and freedmen alike will be decided upon, with the PCs' actions directly influencing whether it passes or not.

After mingling with the peculiar halflings and their customs, the PCs will be en route toward coastal Pembroke (gorgeous overland map provided) - but on a beach (again, lavishly mapped), two days from Pembroke, the caravan happens upon a beached Vikmordere ship alongside some rather lethal crabs - and on the ship, the PCs find a translated missive demanding the "foundling" to be delivered to the cyclopean ruins - and here, the module actually branches. At said ruins, Vikmordere raiders await with halfling hostages - you seen, some time ago, one powerful Vikmordere was reincarnated when slain while raiding Piccolo, thus giving birth to a gnoll...which was lost in the turmoil and storms and subsequently adopted by the halflings of Pembroke to grow up to become the extremely endearing and cute "Meatball" - brokering a sort of agreement between the Vikmordere and halflings should prove to be a rather interesting experience indeed!

Arriving in Pembroke, the village, beyond the threat of Vikmordere holding halflings hostage, will be subject to a dread raid of sea creatures - which, unlike the Vikmordere, aim to kill...and kill they do. In the aftermath, Tryfena is found slain at the hands of the undead rising from the waves. Whether they solve the issue with the Vikmordere by bloodshed or by diplomacy depends obviously on the PCs.

In order to access the temple, the PCs will have to find

magical sargasso - for the temple to be re-sanctified lies beneath the waves of the sea, with coral-cruled steps allowing water-breathing pilgrims to move down...but alas, the weed has since then been turned into a lethal sargasso-fiend that first needs to be dispatched to once again allow for the access of the temple - and below the waves, the PCs have to breach the defenses of the darkness that has claimed the temple, a coven of sea hags and their numerous, lethal servitors, fighting in the sargasso-choked temple beneath the waves for the fate of the first lost temple of the mother goddess - and, again, reaping what they have sown in the aftermath of the module.

Handy community-tracking sheets and player-friendly maps (of Paizo/WotC-quality) complement a module that is absolutely stunning.

Conclusion

Editing and formatting are top-notch, I noticed no issues. Layout adheres to a truly beautiful 2-column full-color standard and the module comes with a lot of gorgeous full-color artworks and cartography that is on the highest level you could ask for. The pdf is fully bookmarked. I actually bought the premium paper print for this, just to have it in my library and I urge you to do the same - this book is gorgeous.

Do not be fooled by the relative brevity of this module: for one, there is not a single boring encounter within these pages. Secondly, this book has A LOT going on - it took my group 6 sessions to complete and they're FAST. Still, I do feel like I somehow failed this module with this review, that I have not properly conveyed how incredibly good this module actually PLAYS: it is exceedingly hard to properly convey how good this book is. Michael Allen has crafted a module that is all about CHOICE - not an a) or b) either-or-scenario, but true choice in each and every choice the PCs make - and still maintains a tight storyline, an interesting cast of characters and soul. I love scenarios that feature a "reap-what-you've-sown"-mentality and this book allows for the decisions of the PCs to TRULY matter - we're looking at a fight for the very soul of a whole people and every small decision MATTERS. It should be noted that, while this module is steeped in Aventyr-lore, due to Piccolo's isolationist stance, this module can easily be run in other settings as well.

Oh, and then there'd be the absolutely superb production

values that very much exemplify how AAW Games has become a publisher of true premium modules. This is ambitious and brilliant and I wholeheartedly encourage you to check this out - my final verdict will clock in at 5 stars + seal of approval and nomination as a candidate for the Top Ten of 2015.

Ultimate Charisma

Everyman Gaming

Endzeitgeist

Ultimate Charisma clocks in at 68 pages, 1 page front cover, 1 page inside of front cover, 1 page editorial, 3 pages of SRD, 1 page back cover, leaving us with 61 pages of content, so let's take a look!

Ähem. GET THIS NOW!!!! No, seriously, get this NOW! ASAP! This book belongs into the library of every Pathfinder group. No exceptions. None.



Okay, you really want to read a gushing diatribe on how this book represents all that is awesome about 3pps? All right! A little history first: Alexander Augunas started Everyman Gaming to release a single, humble little pdf

called "Psychological Combat." The first iteration of this little book was good...and then, he made it better. What does Psychological Combat represent? Basically, the pdf constitutes the one "less than 5 bucks"-crunch book that tops my list whenever someone asks me which little pdf to get.

It is, sans hyperbole, the most used little rules-book in my game. What does it do? Beyond brilliant archetypes that allow you to use performance combat in regular battles, psychological combat takes one of the most jarring rules-components and makes it significantly more elegant: Feint, Demoralize and Antagonize - what do they have in common? They behave pretty much like combat maneuvers without actually being combat maneuvers. They also sport different, somewhat inelegant rules. Well, know what? Alexander Augunas has streamlined them into a more maneuver-like system that imho should have been the default way PFRPG utilizes them - his system is, from a rules-aesthetic perspective, simply glorious - a thing of true beauty and the codification of antagonize as a generally available maneuver renders this book absolutely SUPERB. There is a reason this made my top ten list of 2014 - it fixes one of the most glaring rules-holes in PFRPG in an inspired way.

Now this alone would make this book downright superb - but how do you improve such a truly legendary little supplement? Well, you add in a book that is no less stellar: The Leadership Handbook. We all know Leadership, arguably the best feat in the game - and, as design-legend Ben McFarland has observed, Leadership constitutes a present for the GM: it denotes a thorough willingness to immerse your character deeper in the world of a given campaign...but it's also EXTREMELY strong...to the point where my previous campaign had ALL PCs take Leadership. Alexander Augunas did something at once radical and visionary: he made Leadership, the best feat in the game, free for everyone. This sounds crazy, OP - let's face it, downright insane.

Know what? In the hands of a lesser designer, it would have been just that. However, we're talking about one of the best crunch-designers currently operating in the 3pp-circuit. The Leadership Handbook's codification of leadership as a universally available feature turned out to be downright brilliant, particularly so since the book also provided perfect synergy with the kingdom building rules.

Basically, you choose perks to modify the type of leadership and reputation you have - you can utilize these perks for improving your kingdom-building prowess, make your own organizations, improve your reputation...and more. "But what if I don't want a cohort or leadership?" There are loner perks, which allow for easy stabilization...or being a friggin' one-man army that can, in mass combat, actually destroy hostile armies. Come on, can you envision ANYTHING more awesome than a lone high-level dud walking calmly towards an incoming army...and then crushing it? Yes, these rules actually supplemented the material to do just that.

So that would be a basic amount of info regarding the absolutely superb basic frame this book was built on - but know what? It does NOT end here! This book sports ~ 1/3 of all new content: For one, there are significantly more perks to choose from, for both famous or infamous characters...and the concept of relationships is also explored, presented in a thoroughly concise and easy way that is ridiculously easy to grasp - we even get rules for dysfunctional relationships versus healthy relationships and the thus gained diversity is simply beautiful to behold...especially since all of this ties in perfectly with the aforementioned perk-system - a level of integration of holistic design that even extends to the traits covered in this book!

Speaking of holistic design; know how sometimes new systems feel tacked on, how books like this tend to just complicate matters? Ultimate Charisma is pretty much the antithesis of such design; this book is so incredibly concise, so well-crafted, so inspired, it actually makes vanilla Pathfinder feel less refined in comparison - and I'm talking about all components, from Leadership to psychological combat to kingdom building...and yes, this plays imho perfectly with Legendary Games' kingdom-building expansions. I could go on and list the respective components point by point, but ultimately, this would not make this review better - in fact, it would artificially disjoin what must be considered one of the most concise, holistic experiences I've EVER read for any iteration of a d20-based system.

Conclusion

Editing and formatting are stellar, I noticed no glitches. Layout adheres to a BEAUTIFUL two-column full-color standard that sports copious amounts of Jacob Blackmon's gorgeous artwork, including ample new ones, big ones - this is a beautiful book indeed. The pdf comes fully book-

marked for your convenience. I bought the print as soon as it went online and its matte paper is nice - no complaints here, apart from the fact that I would have loved the spine to actually feature "Ultimate Charisma." (Hej, it's me - I *had* to complain about something, right? ;P)

Okay, in case this is not exceedingly clear by now: I consider this book to be a huge MILESTONE in design. To me, Alexander Augunas' Ultimate Charisma represents all that is perfect and awesome about 3pp-material. There is literally no 3pp book apart from Raging Swan press Wilderness and Dungeon Dressing books that even comes close to seeing this much use at my table. There is no single session that goes by in which I do not whip out this book in one form or another. Ultimate Charisma is, no hyperbole, one of the most used books at my table - and it's incredibly simple presentation that makes each and every rules herein simple and easy to grasp and does show the effortless-seeming design-mastery of Alexander Augunas.

Ultimate Charisma is a perfect representation of why I do this whole review thing: this book belongs into the library of every GM, no exceptions. It's a brilliant expansion of rules; it streamlines some of the most jarring components of PFRPG into a significantly improved version that plays perfectly with established components. There is literally NOTHING I do not absolutely adore about this superb book - to the point where I actually changed my format away from the point-by-point analysis because it simply would not do this wonderful book justice.

The literal only reason this is not a prime candidate for my Top Ten of 2015's number one spot is that 2/3rds of this book already received their accolades last year...but even if you do already own these, rest assured that Ultimate Charisma is worth every cent of the asking price. There are quite frankly almost no books that can compete with this stellar tome. Ultimate Charisma receives easy 5 stars + seal of approval and is to be henceforth considered an EZG-Essential, a book that each and every group should take a look at. This is one of the books that will be a benchmark for years to come for me - and designers; If you're frustrated about complaints that something does not feel concise, holistic - take a look here. This is literally how it's done. To the point where I really hope Paizo will take a look at the antagonize-etc.-rules here and consider them for future editions/unchained-type supplements. This component really ought to be core-canon.

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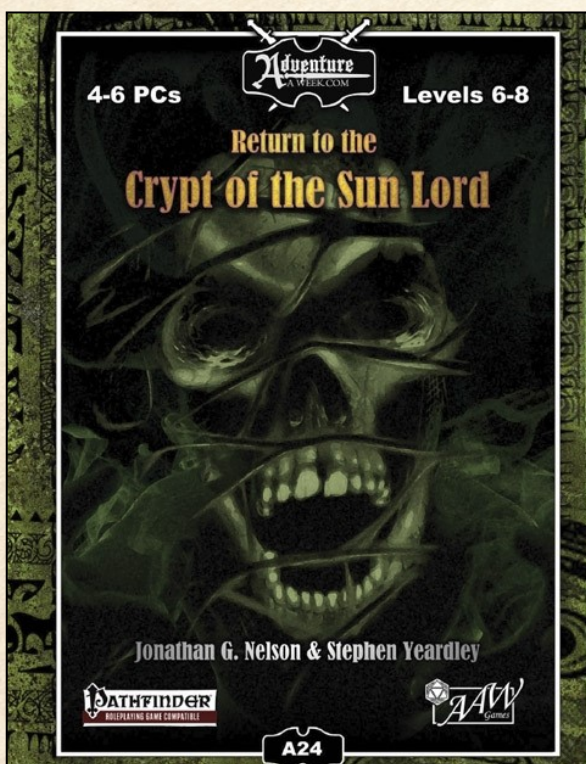
Return to Crypt of the Sun Lord

AAW GAMES

Endzeitgeist

This module clocks in at 41 pages, 1 page front cover, 1 page editorial/ToC, 1 page SRD, 1 page back cover, leaving us with 37 pages of content, so let's take a look!

It feels like yesterday when I first reviewed a module that was flawed, but had promise: A1: Crypt of the Sun Lord. The short level 1-dungeon crawl introduced to PCs to a nice little complex and provided some pretty easy challenges...but it also introduced us to the fascinating frontier village of Rybalka, saw some improvement, and, more than that, it already exhibited what I consider the most crucial strength of AAW Games' modules: a mix of action and brain-teasers and, more importantly, an admirable ability to depict cultures that feel "real" - yes, they feel alien and fantastic, but a sense of realism and detail suffuses the best of AAW Games' works that can't help but draw one into the diverse world of Aventyr....though, back then, the world had no official name yet. ;)



Since then, the company has grown by leaps and bounds, so let's revisit the crypt of the sun lord and see what now

can be found in the place where the PCs first hands on the mystical blade of the sun lord. It should, btw, be noted that the blade of the sun lord, even when you have not played A01, will be found and gets full stats. This being an adventure-review, the following contains SPOILERS. Potential players should jump to the conclusion.

All right, still here? Great! The previously explored upper floor (with a graphically enhanced map) has seen better days - beyond bandits, a sense of dilapidation haunts these halls and thus, the PCs venture forth - and may find that a stair is not what it is supposed to be: The wards that keep a mimic in stair-form suspended in time are about to fall, thus adding a level of danger and eureka-effect to the exploration of groups that have braved A01 back in the day. In Ka'Teek's final resting place, the PCs can now unearth a secret door that leads from the muck-filled, crumbling tomb to the halls below - and here, you'll be blown away. No, really. The lower level not only sports one glorious full-color map, it also has a lavishly-detailed isometric version of the already beautiful map. And yes, the isometric map is full color and drop-dead-gorgeous. I'm talking about as detailed as back in Ravenloft, only in color! A keyless version of this one is provided as well, though I'd only hand out the respective rooms after the PCs have explored them - e.g. traps and the like can still be found on the isometric version's keyless one. Still, this map is gorgeous and greatly enhances the sense of immersion - not that the module required that, mind you.

What do I mean by this? Well, first of all, the exploration of the temple of the sun, hidden here in these depths, does sport bulettes that have dug into the temple...but the temple also has an ingenious intrusion-countermeasure: the very doors of the complex. You see, the exploration itself is an interesting puzzle, with doors preventing the opening of others while open: Some doors can only be opened while others are open and some can only be opened when others are closed. While the puzzle can potentially be brute-forced by capable PCs willing to spend time and resources, exploration with it intact proved to be much more rewarding. I mentioned, in the beginning, the strength, as a company, to create a blending of the fantastic and realistic and indeed: from paralytic flees to spikes of searing light, this oscillation is well-represented in the hazards of this complex. On a cultural note, a fountain of balance that provides boons, but also dishes out pain to those dishonest - and yes, there is a clear and interesting

logic to this test of a creature's honesty, one that can be gleaned from experience and one that constitutes a great example of unobtrusive storytelling.

The temple also houses iron-pyrite clad guardian warriors and indeed, the interest of PCs and players and the understanding of the dynamics of the temple may prove to be helpful - for the challenges faced inside are nothing to scoff at: the respective combat encounters are interesting and dangerous with not a single boring one among them. PCs will thus be motivated to actually unearth the methodology of the temple's beliefs - if they understand it, they are rewarded.

Things become, at least in my opinion, even more interesting once the PCs manage to bypass the crysmals and breach the sanctuary - for here, the runes of the ancient people are provided as inscriptions that the players can decipher. I really liked this section, particularly since I can fluently read runes and since we have a pretty simple letter-substitution, so no, your players won't be flustered for a long time, even if they have no idea regarding the meaning of runes. Within the depths of the complex, a secret altar awaits, providing not only a glimpse into ages long past, but also offering perhaps one of the coolest boss fights I've read in a while: the blade of the sun lord can be used to conjure forth the spirit of Ka'Teek - when have you last fought an honorable LG spirit of an ancient priest-king with a blinding aura that also may yield you a better blade? Oh, and this is NOT the end - you see, the temple also hides Ka'Teek's suit, which is the only way to handle the true treasure herein: The Sliver of the Sun. Unprotected exposure to this artifact can lead to many very dangerous effects - and the table of these effects also constitutes a great scavenging ground for more lethal exposure to radiation and the like.

What does the sliver do? Well, it friggin' CHANGES THE CLIMATE. This may break a particularly nasty winter or make a summer truly devastating...and its weaponized use can carry whole campaigns on its own - the potential outcomes presented certainly suggest different ones and can be used by any GM worth his craft to make plentiful follow-up modules. In fact, this could easily be the story for a whole campaign, should you wish to go that route... and yes, if you don't want such a game-changer in your campaign, you can easily destroy the item in a cataclysmic blast...which coincidentally, with minor

modification, would make for a compelling adventure in the plane of shadows...

Conclusion

Editing and formatting are top-notch, I noticed no problematic segments. Layout adheres to a beautiful two-column full-color standard and the pdf comes fully bookmarked with nested bookmarks for your convenience. The book offers a significant amount of gorgeous artwork and the cartography by Tommi Salama and Justin Andrew Mason deserve special mention: the maps are GORGEOUS. The inclusion of an isometric map (including a keyless version of it) render the map-material of this book, at least in my opinion, absolute top-tier; not only regarding 3pps, mind you.

But, know what? All of that wouldn't be enough, were it not for the crucial part - the writing. Jonathan G. Nelson & Stephen Yeardley have surpassed themselves here: the core-authors of AAW Games deliver a perfect culmination of the development of the company in this module. With formal quality turned up to eleven, the duo has retained the unique feeling or realism blended with the fantastic, the fascination for these cultures that makes the module feel like exciting, fantastic and strange archeology. The inclusion of material to occupy one's mind via several unobtrusive puzzles also improves the module's feeling of diversity beyond the varied encounters and hazards. However, the true accomplishment here is, much like in Stephen Yeardley's superb C07: The Sussurus Tomb, the fact that the players are rewarded for engaging in the indirect storytelling the complex offers.

If the above was not ample clue: I *LOVE* this module! It feels like a great culmination, at least up until now, of the development process of AAW Games as a company and the authors: while retaining the key-strengths of the captivating cultures depicted, the diverse challenges herein are much more streamlined than in previous modules. Better yet, the rewarding of players engaging the indirect storytelling as well as the inspiring end of the module render this one exceedingly well-rounded dungeon, perhaps one of the best in this size out there. My final verdict with clock in at 5 stars + seal of approval and a nomination as a candidate for my Top Ten of 2015 - a wonderful tribute to Cliff "CJ" Jones, to whom this module is dedicated.

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MUSINGS OF A MERMAID

AN INTERVIEW WITH JEN PAGE

Jonathan G. Nelson



I was lucky enough to have the opportunity to meet Jen Page, our very first interviewee, in person at Purple; an upscale wine bar in Bellevue, WA (a Seattle suburb transformed into a mega-ritzy city by Microsoft, Bungie, and other tech companies).

We opted for a couple warm and fulfilling appetizers on a cold winter day prefaced by a mini snow storm and short work day (I.e. we both snuck out early).

Red wine and Indian pale ale, finally liberated from their oppressive confines and destined for our gullets, flowed generously into glasses and goblets as we bantered in preparation of the interview.

After some sips of intoxicating libations our tongues flowed as freely as the liberated spirits which soon began to reveal some of the deepest, darkest secrets of the popular actress and gamer personality known only as THE Jen Page; within these pages you shall learn of these secrets.

Where did you grow up?

That's a tough answer, I was a Navy brat so we lived a lot of places. If I had to choose a hometown that would be Chicago but I moved to Seattle with 3 suitcases and \$300 in 1997. I love Seattle. We have the ocean, the woods and the city. What more is there to have. Maybe a little less rain would be nice but Nature knows what it's doing.

What are some of your favorite childhood memories?

In 6th grade we lived in Connecticut way out in the woods down a dirt road, we had an RFD mailbox and lived next to a lake. This was a very formative time in my life, when I wasn't at school I was out in the woods building forts

and playing in the wilderness. It really changed my life, up until then I was playing in my finished basement in the Chicago suburbs. Does that sound sad? Yeah it does. It wasn't sad. I developed a great imagination to keep me entertained! Where would I be without that? Connecticut was the first major relocation for me. It taught me you really do have a choice and can settle where ever you want. I vowed I'd always live in or near the woods. And wear white dresses. Okay, I have since modified the white dress rule. It's not very practical.

In 7th grade I discovered books by authors like Piers Anthony and Stephen King. Soon I was watching fantasy movies like David Bowie's Labyrinth and the Dark Crystal. You wouldn't not believe how thrilled I was when I discovered that people actually created fantasy works like this. I thought the fairies were only in my head!

Tell me how you got into Piers Anthony and how that changed your life.

My best friend's mom gave me my first Piers Anthony Xanth novel and I loved it. I loved the fantasy world, the adventures, the puns... It made me realize that you could seek out fantasy in the real world (through novels, games and movies) and it really broadened my horizons.

Were you interested in fantasy or medieval history at an early age? What do you remember being your first inspiration when it comes to fantasy?

The Zanth novels by Piers Anthony, the Dark Crystal, and Labyrinth; have I mentioned I have a screenplay I'm writing for Labyrinth II? Seriously, if anyone is interested in releasing a sequel they need to talk with me. :)

How did you get into gaming? How old were you?

Not until my late 20's because prior to this I had a difficult time finding a gaming group. I knew people who knew how to play but not enough to form our own group.

What are some of your favorite tabletop games? Do you still play them today?

I still love 1st Edition D&D. But I also love Call of Cthulhu, Paranoia, Alternity and other editions of D&D. I'm always open to learn a new system. It's the game group that is really important to me. If we can have fun, the game will probably be fun too. Plus, we can always switch it up and try something else.

Tell us about your creative projects and how we can learn more about them. Are you currently running a Patreon?

I am! I'm working on a lot of mermaid projects as well as other fantasy photography. I love writing as well. I'm always bouncing around from interest to interest. I update my page before anything else so my supporters can see my work and chat about behind the process with me.

www.patreon.com/thejenpage

What kind of rewards can your upper tier Patreon supporters enjoy?

- Google Hangouts Chats
- Props and mementos of my work
- Sneak peeks before anyone else

- I'm always open to new suggestions. Sometimes fans come up with some great ideas!

Where else can I purchase custom Jen Page treasures?

<http://Etsy.com/shop/damselfin>

You can buy photo prints, bird skull masks, mermaid tails, or have your fortune told. I always have something different going on in my shop.

What was it like being a woman interested in gaming during a time when the hobby was so heavily male dominated?

The only time I gamed it was with friends so this was never an issue. I've been going to Gen Con for 12 years now and I've never had a problem. You can encounter negativity no matter where you are or what you are doing. I get harassed more driving my car or going to the grocery store more than I ever have in a gaming environment. The trick is to not let harassment affect your original intent. Keep going. If anything, negativity makes me a nicer person and more open to the next one I meet. I treat people the way I want to be treated. And I save my energy for the people who welcome and appreciate it.



What are your favorite TV Shows?

I really loved Quantum Leap growing up, it was amazing, I loved the reboot of Dark Shadows, it was only 13 episodes but was really good, there was this Fox show called Werewolf which was so fun because I'm a big nerd. Currently I love Game of Thrones, Orphan Black, just finished Man in the High Castle which was alright. The first season of True Detective was amazing... that makes it sound like I watch a lot of TV. Oh! Dr. Who, I've got to add Dr. Who, of course.

#1 Quote of the Interview:

"The only thing preventing you from doing something is you not asking."

-Jen Page

How Jen got into gaming:

"I was interested in D&D but couldn't find a gaming group and then my friend introduced me to a group playing 1st edition AD&D with 2nd edition modifiers (no combat matrices!)"

-Jen Page

WotC saw Photoshop on Jen's resume and hired her in 1999:

"Everyone uses Photoshop now but back in the day we didn't have layers. There is no undo in real life."

-Jen Page

Any last words for your fans?

I need to make an Elf Slayer movie. I'm sorry I haven't done that yet.

Also, thank you SO much for all your support. You guys keep me going and give me purpose. I love creating and sharing it with you.

You can check Jen out at:

<http://facebook.com/thejenpage>

<http://patreon.thejenpage>

Location Interviewed:

Purple Wine Bar

<http://www.purplecafe.com/>

Jen's Favorites

Game: Call of Cthulu (right now)

Which edition (game)? 6th edition, excited to try 7th

Dice set: light teal & blue, looks like the ocean

Which is your favorite die? d20

Food: Steak

Drink: Pinot Noir

Activity: Mermaiding (most people would be concerned)

Game Developer (person): Monte Cook

Game Publisher (company): How can you possibly choose one?

Artist: Todd Lockwood

Author: Patricia Mckillip - Check out "Book of Atrix Wolf"

Movie: Moulin Rouge

TV Show(s): Quantum Leap, Dark Shadows, Werewolf

Sport: None! Lifting weights!

Hobby: Sculpting

Band: Bat for Lashes, Daughter

Animal: Cats or Wolves

Profession: Designer, Artist, Actress, Model, Gamer Personality "is that really a profession?" Jen jokingly says while throws a baited hook into the conversation. "Felicia Day made it one," says Jonathan as he's coyly caught upon the hook and reeled in by his captor; "she and I should totally do a mermaid photoshoot together," Jen concludes while mentally mermaiding at the table and getting fish everywhere.

Felicia Day, if you're reading this Jen is totally serious. Mermaid photoshoot, Pacific NW, I'll buy the oysters and pay for the camera person. -Jonathan



JEN PAGE'S

S.A.G.E. ADVICE FOR ENJOYING YOUR GAME

- A great imagination keeps you entertained
- Seeking out fantasy in the real world really broadens your horizons
- Make sure you've discovered books by authors like Piers Anthony and Stephen King and fantasy movies like David Bowie's Labyrinth and the Dark Crystal
- Game with people who know how to play as a group, not just as individuals who know a bit about the system you're going to use
- It's the game group that is really important. If people have fun, the game will probably be fun too
- Be open to learn new systems, but don't forget what thrilled you about gaming at the start
- Whatever system you play, make sure you love it!
- Treat people in the group the way you want to be treated. Save energy for the people who welcome and appreciate what you're doing, as the GM or a fellow player
- Always be open to new suggestions about the game from those you play with
- Always allow yourself to be thrilled!

GAME NIGHT GRUB

COOKING FOR THE GAME TABLE

The Ultimate Chili Queso Conquest



RECIPE

1 Tbsp canola oil
1 large onion, chopped
1 clove garlic, minced
1 Tbsp rice flour
1 10 oz diced tomatoes
1 250 g cream cheese
2 jalapenos, chopped
1 red chili pepper, chopped
1 cup shredded cheddar
1 tsp chili powder
1/4 cup whipping cream

INSTRUCTIONS

- Heat oil in pan and add chopped onions and garlic.
- Cook on low to soften onions.
- Add diced tomatoes and stir.
- Add chili powder and stir.
- Add cream cheese and stir until melted.
- Add shredded cheddar and whipping cream.
- Stir until cheese is melted.
- Serve with tortilla chips.

Note: Add an extra clove to the recipe if you are a garlic fan!

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TALES FROM THE TABLETOP



BY JACOB BLACKMON



The above dialog was submitted by Micah Edohi, Eduardo Zacca Oliva, Orion Della Silva, and Joshua McAbee.

A New *Tales from the Tabletop* comic is available every week on [Facebook.com/dndmemes](https://www.facebook.com/dndmemes)
Submit your witty dialog suggestions in the comments on uncaptioned comics for a chance to win prizes!

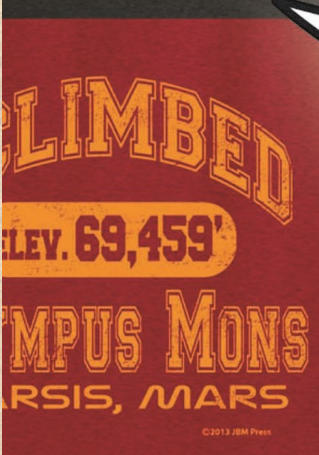
ve enough dice."

- No One Ever

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To Do List:
1. Buy a sword
2. Name it Kindness
3. Kill people with Kindness.



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PYEW PYEW! PYEW! PYEW! PYEW PYEW

Holding in this sarcasm physically hurts

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CHARACTER: Bernie "Burn" Sanders
 RACE: Human SEX: Male LEVEL: 35
 ALIGNMENT: Neutral Good
 CLASS: Paladin/Bard/Expert
 EYES: Brn HAIR: Wht AGE: 74

STR 6 DEX 11 CON 8 INT 16 WIS 17 CHA 14

Skills: Empathy, History, Insight, Persuasion, Stealth, Speech

THACO -4
 Comeliness: 4
 Preferred Enemy: Billionaires

+4 +6 +9
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Rites of Spring

Will Myers

Whether it's flying great distances at the speed of the wind, traveling far and wide over rugged landscapes, or delving in the cramped depths of the underworld, exploration is exhilarating as you find out what's over the next hill or through the next cavern. But if it is another settlement, one that looks rather like the one you left a few days ago, what makes this town or village different from the last, and therefore worth investing a little time into?

Festivals, celebrations, and seasonal rituals are a great way to differentiate one place from another. A town under the auspices of one god would probably have holidays or observances that are different from nearby villages that worship either alternative deities, or variations of the original god.

Regardless of deity, communities will often revere the coming of spring. As the land comes alive again after a long winter, finding a way to guarantee a healthy bounty is of the utmost importance.

Here is a list of ten spring rituals you may see during your travels

- In areas of heavy snow, stone cairns are erected around containers of food prepared to survive the cold, making sure there is at least something to eat once the cairns have been uncovered. The cairns also serve as landmarks that are unlikely to be covered by the snow, and can be used as a navigational point. Each member of the community brings a stone to the site of the cairns.

- Using dyes made from berries and flowers, the faces of those who have taken part in winter's rites of adulthood are painted with a sun on the forehead and a flower with brightly colored petals surrounding the navel.
- Soil from the farming fields is mixed with water and manure to ensure fertile land. A ritualistic dagger is plunged into the resulting mud and left to stand during the winter. On what is traditionally the day where daytime and nighttime are the same lengths, the dagger is removed and the soil is broken up and returned to the field.
- Eggs, painted vivid colors, are placed at four corners of the village to promote fertile soils and healthy births by drawing life from the land itself. The eggs are then collected when spring arrives and are made into a meal to be shared by the entire community.



- The first fruit from the trees is cut in two, with one half being buried in the field to venerate the earth, while the other is boiled in water and the steam let drift into the air to venerate the sky. Those who drink the water after it has cooled are said to receive the blessings of the gods.

- Spring is a season of promise, as life blooms yet again, and people make promises over a cauldron of boiling water, letting those promises reach up to the ears of the gods. Once the gods have heard the words, the promise maker is much more likely to keep to what was said.
- On the equinox, houses are painted in bright, cheerful colors to bring life to the otherwise drab affairs of winter. Each is painted differently, one for every color of the rainbow. Draft animals, needed to plow the fields for planting, are daubed along their forehead and spine with the each of the seven different colors.
- The females of the tribe who have reached womanhood, in hopes to promote pregnancy and healthy childbirth, each eat one petal of the first flower found after the snow.
- A set of two ritual meals is eaten on an equinox. Both meals comprise energy-rich nuts, dried fruit, and bear

meat. The autumn meal sees cooked bear meat on the menu, symbolizing the bear settling down to hibernate. The spring meal has dried bear meat, showing that the bear has survived its long winter sleep and is ready to wake.

- A series of ritual combats between two people take place. The first, representing Autumn, is dressed and painted in yellows, browns, and oranges, while the second representing Spring, dressed and painted in greens, reds, and blues. At the autumn feast, Spring's colors fade and she is slain and wrapped in a white blanket. During spring, Spring is reborn from the white blanket, slicing her way through the blanket, colors bright.

This brief list of spring observances can be used as is or it can serve as a stepping stone to create unique holidays and rituals for your own game world.

To make your own, seek out real life examples and give them a twist that would make them a great fit for your world.

IMPORTANT DATES IN GAMING HISTORY

1971 • Gary Gygax and Jeff Perren create the medieval miniature wargame, *Chainmail*.

1972 • Dave Arneson publishes first content from *Blackmoor* in *Domesday Book* #13.

1973 • Gary Gygax and Don Kaye found Tactical Studies Rules (TSR).

1974 • Gary Gygax and Dave Arneson create the tabletop role-playing game, *Dungeons & Dragons*.

1975 • TSR begins publishing *The Strategic Review* wargaming magazine.

1976 • TSR begins publishing *Dragon Magazine*.

1977 • *Advanced Dungeons & Dragons* is Published by TSR.

1978 • James M. Ward and Gary Jaquet create *Gamma World*. The game is published by TSR.

1979 • *The World of Greyhawk* is created by TSR.

1980 • *Rolemaster* role-playing game is published by Iron Crown Enterprises (I.C.E.).

1981 • *Call of Cthulhu* role-playing game is published by Chaosium.

1982 • *Dragonlance* campaign setting for *Advanced Dungeons & Dragons* is created by TSR.

1983 • BASIC *Dungeons & Dragons* "BECMI" box set series is published by TSR.

1984 • *Middle-earth Role Playing* is published by Iron Crown Enterprises (I.C.E.)

1985 • *Conan Role-Playing Game* is published by TSR.

1986 • TSR begins publishing *Dungeon Magazine*.

1987 • Ed Greenwood's *Forgotten Realms* campaign setting is officially first published by TSR with the release of *The Bloodstone Wars*.

1989 • *Advanced Dungeons & Dragons 2nd Edition* is Published by TSR.

1990 • *Ravenloft* campaign setting for *Advanced Dungeons & Dragons 2nd Edition* is published by TSR.

1991 • *Dark Sun* campaign setting for *Advanced Dungeons & Dragons 2nd Edition* is published by TSR.

1992 • *Al-Qadim* campaign setting for *Advanced Dungeons & Dragons 2nd Edition* is published by TSR.

1993 • *Earthdawn* fantasy role-playing game is published by FASA.

1994 • *Planescape* campaign setting for *Dungeons & Dragons 2nd Edition* is published by TSR.

1997 • Wizards of the Coast acquires TSR..

1998 • *Star Trek: The Next Generation Role-playing Game* is published by Last Unicorn Games.

2000 • *Dungeons & Dragons 3rd Edition* is published by Wizards of the Coast.

2001 • *HackMaster* fantasy role-playing game is published by Kenzer & Company.

2002 • Lisa Stevens founds Paizo Publishing..

2003 • *Savage Worlds* role-playing game published by Pinnacle Entertainment Group.

2004 • Keith Baker's *Eberron* campaign setting for *Dungeons & Dragons* is published by Wizards of the Coast.

2006 • *Old School Reference and Index Compilation (OSRIC)* retro-clone fantasy role-playing is released.

2007 • *Warhammer 40,000 Roleplay* game system is published by Black Industries and Fantasy Flight Games.

2008 • *Dungeons & Dragons 4th Edition* is published by Wizards of the Coast.

2009 • *Pathfinder Roleplaying Game* is published by Paizo Publishing.

2010 • *Dragon Age* role-playing game is published by Green Ronin Publishing.

2012 • *Dungeon Crawl Classics* role-playing game is published by Goodman Games.

2013 • *Numenera* science fantasy role-playing game is published by Monte Cook Games.

2015 • *Dungeons & Dragons 5th Edition* is published by Wizards of the Coast to coincide with the 40th anniversary of the game.



BIRTH OF A FREELANCER

Michael Allen

I submitted my first pitch for an RPG product in 1985 to Iron Crown Enterprises (I.C.E.) - an adventure module for the house setting for the Rolemaster RPG. At that time I.C.E. held the Middle-Earth license, but as a rising senior in high school, I admit the thought of delving into that I.P. (if I even knew what I.P. was) freaked me out, and even to my seventeen-year-old self, a two-week internship didn't seem like quite enough background to take on such a challenge. My one-page pitch was quickly returned, marked up with red pencil, uncannily similar to my history term papers. It occurred to me at the time, there might be more to writing RPGs than I thought.

Fast forward twenty-five years and an adventure submission to a Paizo open call is rejected. Fewer grammar marks litter the page; this time the feedback critiques story-arc and encounter balancing in the pitch. I am about to leave NYC after 15 years of designing scenery for theatre, television, and animatronic store windows, and once again looking to tell stories through gaming.

I am now no stranger to the pitch, a critical skill for a freelance set designer, but this second rejection kills the high of wrapping up a five-year home campaign that I am positive has prepared me to break into RPG writing. It will be a couple more years before I try again.

I read once that it takes overcoming three rejections to get traction in a new endeavor. It marks the difference between a casual desire and an earnest one - pushing through roadblocks and banishing inertia. If you want to write for the RPG industry, do not follow my example and leave decades in between each attempt. I promise you can get those rejections out of the way much more quickly than I did.



Almost thirty years after that first pitch for I.C.E., I close my ears to "no" and get to it. It is August 2012, and in twelve months my first article and my first full-length adventure will be published, a second will be in turnover, adventures three and four have been commissioned, and I will be developing the *The Shattered Heart* Adventure Path: my prize for claiming the top spot in AAW's 2013 Pathmaster contest. The project in turnover, *Legacy of the Fishermage* for Rite Publishing's Adventure Quarterly 5, will lead to a request from Jon Brazer Enterprises to create the adventure that becomes *To Claw the Surface*, which will be released in the summer of 2015.

The goals I set for myself in the fall of 2012 kept me focused. They included long-term goals, such as one full-length adventure published within a year, as well as short term and ongoing goals, such as completing two 400-word adventure pitches every week, or familiarizing myself with a new 3PP company. From the Pathfinder Compatible section of the Paizo boards I absorbed as much information as I could about who was accepting submissions.

A little bit of detective work, and I found enough places to send those pitches, and by February I was moving forward with *Legacy* for AQ5, and had delivered a 1,500-word article to Kobold Press. I also joined one of the Kobold Press/Open Design projects as a patron, to see the inner workings of projects in development. Online discussion groups, game-writing seminars at conventions (well worth giving up a gaming slot), and a master's class on monster and magic item design with Sean K. Reynolds have all paid great dividends, even after I had my first half-dozen projects underway. I continue to look back at those early goals, most specifically continuing to introduce

myself to new (to me) publishers, always expanding the pool of opportunity.

Do not underestimate the contest in your pitching strategies; treat them as high-profile open call opportunities. Do not get discouraged by them either. I have yet to write a top 32 item for Paizo's RPG Superstar contest, but the discipline required to keep plugging away is no different than that required to fire up another pitch after a rejection.

I had some early luck with AAW's Pathmaster contest, but it was my goal-oriented process that paid off. Instead of waiting for the contest results, I pitched two new ideas to AAW and one of them, *Twin Crossings*, ended up on *Endzeitgeist's* Top Ten List for 2014.

Reviews are great; a bad review gives you clues about where you need to change or tighten up your writing, a good one lets you know you are on the right track. But more than anything else, a review lets you know someone is playing your game, and that's what that seventeen-year-old kid was seeking thirty years ago when he tried to break the I.C.E..

ADDING MUSIC TO YOUR GAME

Themed ambient music and environmental sound effects can be a fantastic audio backdrop to help with emersion while playing tabletop role-playing games. There are several great services that can help you get started creating your imaginative auditory canvas.

Radio Rivendell (radiatorivendell.com)

Free high-quality streaming fantasy ambient music that can be played in your web browser.

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How to fall in love and live happily ever after

Ah, spring, when a young person's fancy turns to thoughts of romance. But the course of true love is never smooth or straightforward. What with elixirs, spells, curses, and assorted overly-charming fey, dragons, and those from best-mentioned outside places, affairs of the heart follow a tricky path fraught with emotional pitfalls. Anyone can *say* they are in love, but how can one truly know? Can the mind be trusted when passion is rising; is that feeling true love, or simply a passing wave of emotion?

Sages have pondered over this for thousands of years, bards have attempted to bring understanding through song and verse, deep dwarves have...well, maybe we'll steer clear of the thoughts of deep dwarves for a moment. For when true love approaches, head and heart both need to play their part to find that sweet spot that lasts forever.

When it comes to true love, it is as easy to go too far as it is to not go far enough. The beloved has to be sure that their suitor's head and heart are both in this together, or at least that where one leads, the other follows close behind. Therefore expressing true love is a combination of charismatic passion coupled with wise sincerity and honesty. Those who are mindful and caring with their words may be nervous when declaring true love, while those who can physically express strength of ardour may not be able to do so in more intimate and lasting ways. Of course, being too demonstrative with either aspect can put someone off as quickly as being too reserved; the path between smothering someone with affection and displaying seeming indifference isn't easy to follow at the best of times.

In game terms, true love can be expressed through the balance between two rolls. A Charisma check expresses what the heart feels, while a Wisdom check does the same for the head. However, proving to be too charismatic can be overwhelming or come across as insincere, and demonstrating too much practical wisdom can be uninspiring or just plain dull. Two checks are made for each lover on Table FL-1 and the results compared. A total of 21 or more uses the "20" reading, while a total of zero or less uses the "1" figure.

The rating for each person is cross-referenced on Table



Rules for Falling In Love

Stephen Yeardley

Table FL-1: Falling in Love: Charisma and Wisdom Rating to Match with Your True Love

		Charisma Check																			
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Wisdom Check	1	1	2	2	3	3	4	4	5	5	6	6	5	5	4	4	3	3	2	2	1
	2	2	2	3	3	4	4	5	5	6	6	6	6	5	5	4	4	3	3	2	2
	3	2	3	3	4	4	5	5	6	6	7	7	6	6	5	5	4	4	3	3	2
	4	3	3	4	4	5	5	6	6	7	7	7	7	6	6	5	5	4	4	3	3
	5	3	4	4	5	5	6	6	7	7	8	8	7	7	6	6	5	5	4	4	3
	6	4	4	5	5	6	6	7	7	8	8	8	8	7	7	6	6	5	5	4	4
	7	4	5	5	6	6	7	7	8	8	9	9	8	8	7	7	6	6	5	5	4
	8	5	5	6	6	7	7	8	8	9	9	9	9	8	8	7	7	6	6	5	5
	9	5	6	6	7	7	8	8	9	9	10	10	9	9	8	8	7	7	6	6	5
	10	6	6	7	7	8	8	9	9	10	10	10	10	9	9	8	8	7	7	6	6
	11	6	6	7	7	8	8	9	9	10	10	10	10	9	9	8	8	7	7	6	6
	12	5	6	6	7	7	8	8	9	9	10	10	9	9	8	8	7	7	6	6	5
	13	5	5	6	6	7	7	8	8	9	9	9	9	8	8	7	7	6	6	5	5
	14	4	5	5	6	6	7	7	8	8	9	9	8	8	7	7	6	6	5	5	4
	15	4	4	5	5	6	6	7	7	8	8	8	8	7	7	6	6	5	5	4	4
	16	3	4	4	5	5	6	6	7	7	8	8	7	7	6	6	5	5	4	4	3
	17	3	3	4	4	5	5	6	6	7	7	7	7	6	6	5	5	4	4	3	3
	18	2	3	3	4	4	5	5	6	6	7	7	6	6	5	5	4	4	3	3	2
	19	2	2	3	3	4	4	5	5	6	6	6	6	5	5	4	4	3	3	2	2
	20	1	2	2	3	3	4	4	5	5	6	6	5	5	4	4	3	3	2	2	1

Table FL-2
Falling in Love: Percentage Chance of Love Being True

FL-2, which gives the percentage chance that the couple fall in true love.

Next, if your game is long-term and you'd like a rough indication of how long a relationship might last, refer to Table FL-3 for a suggested length of time that love could be true, then multiply this time-span by the longevity factor from Table FL-4.

		Rating for Lover 1									
		10	9	8	7	6	5	4	3	2	1
Rating for Lover 2	10	95	90	85	80	75	70	65	60	55	50
	9	90	85	80	75	70	65	60	55	50	45
	8	85	80	75	70	65	60	55	50	45	40
	7	80	75	70	65	60	55	50	45	40	35
	6	75	70	65	60	55	50	45	40	35	30
	5	70	65	60	55	50	45	40	35	30	25
	4	65	60	55	50	45	40	35	30	25	20
	3	60	55	50	45	40	35	30	25	20	15
	2	55	50	45	40	35	30	25	20	15	10
	1	50	45	40	35	30	25	20	15	10	5

Table FL-3: Falling in Love: How Long will Love be True in Years

		Rating for Lover 1									
		10	9	8	7	6	5	4	3	2	1
Rating for Lover 2	10	3d8+16	2d12+15	2d10+14	1d20+13	3d6+11	2d8+10	2d6+9	1d12+8	1d10+7	2d4+6
	9	2d12+15	2d10+14	1d20+13	3d6+11	2d8+10	2d6+9	1d12+8	1d10+7	2d4+6	1d8+5
	8	2d10+14	1d20+13	3d6+11	2d8+10	2d6+9	1d12+8	1d10+7	2d4+6	1d8+5	2d3+4
	7	1d20+13	3d6+11	2d8+10	2d6+9	1d12+8	1d10+7	2d4+6	1d8+5	2d3+4	1d6+4
	6	3d6+11	2d8+10	2d6+9	1d12+8	1d10+7	2d4+6	1d8+5	2d3+4	1d6+4	2d2+3
	5	2d8+10	2d6+9	1d12+8	1d10+7	2d4+6	1d8+5	2d3+4	1d6+4	2d2+3	1d4+3
	4	2d6+9	1d12+8	1d10+7	2d4+6	1d8+5	2d3+4	1d6+4	2d2+3	1d4+3	1d3+2
	3	1d12+8	1d10+7	2d4+6	1d8+5	2d3+4	1d6+4	2d2+3	1d4+3	1d3+2	2d2+2
	2	1d10+7	2d4+6	1d8+5	2d3+4	1d6+4	2d2+3	1d4+3	1d3+2	2d2+2	1d2+2
	1	2d4+6	1d8+5	2d3+4	1d6+4	2d2+3	1d4+3	1d3+2	2d2+2	1d2+2	1d2

The longevity factor table can also help when lovers are from races that have widely varying life spans and may view time differently, as it suggests why long-lived elves stay in love with short-lived human, for example.

It could be that although players want to be lucky in love, they aren't fortunate with the dice and the relationship either finishes before the participants want it to *or* it goes on for longer than they would like it to. In addition, you may want to revisit the state of the relationship after major events, as they can help or hinder the bond between paramours. If so, refer to Table FL-5 for some example broad-based actions and events that can improve or sour both the chance of love occurring and of it lasting.

The timescales on the Rechecking if Love is True table are also multiplied by the longevity factor on Table FL-4. In this instance, it can be used to explain why short-lived humans appear to grow impatient with long-lived elves, as the former perhaps wants to change the dynamics of a relationship while the latter is perfectly happy to keep things as they are.

Table FL-4: Longevity Factor

Race	Dwarf	Elf	Gnome	Half-elf	Half-orc	Halfling	Human	Orc
Factor	x 5	x 7	x 4	x 2.5	x 1.2	x 2	x 1.4	x 1

Creatures making the Charisma and Wisdom checks can gain a +1 circumstance bonus or -1 penalty for every 12 months x their longevity factor they have known each other if they wish. The creature can decide whether they want a bonus or penalty for each period, either to dampen the effect of being too wise or charismatic or to help overcome being not charismatic or wise enough, or not take the option at all. Taking 10 or 20 isn't possible, as the moment of truth is a tense one and hearts are beating fast!

But with all of this, we're not suggesting that players should give up roleplaying a love affair if they want to do so, and neither should you as GM stop acting as and for any NPCs. These guidelines are simply to help along groups looking for an additional level of depth in the experience as a game, or even for those who don't wish to play out all the nuances of finding one's sweetheart.

Whatever you choose to do, will the PCs' romances prove to be Perfect 10s when it comes to true love?

Table FL-5: Rechecking if Love is True

Attitude	Example Actions	Time Before Recheck	Effect on Table FL-2
Total loathing	Sacrifices your life, leaves you to die, demands you face great dangers	6 weeks	-30%
Undermining	Takes risk to hurt you, attacks you, interferes, berates you, deserts you	3 months	-20%
Uncaring	Wishes you ill, misleads you, gossips about you, avoids you, insults you	6 months	-10%
Noncommittal	Doesn't much care one way or the other, usually does just enough	1 year	-5%
Caring	Wishes you well, checks on you, often advises or helps you, acts for you	2 years	+5%
Supportive	Takes risks for you, protects you, backs you up, heals you, aids you	1 year	+15%
Total love	Gives own life, fights to death, throws self in front of great dangers to you	6 months	+25%

Sonnet CXVI

Let me not to the marriage of true minds
 Admit impediments. Love is not love
 Which alters when it alteration finds,
 Or bends with the remover to remove.
 O no! it is an ever-fixed mark
 That looks on tempests and is never shaken;
 It is the star to every wand'ring bark,
 Whose worth's unknown, although his height be
 taken.
 Love's not Time's fool, though rosy lips and cheeks
 Within his bending sickle's compass come;
 Love alters not with his brief hours and weeks,
 But bears it out even to the edge of doom.
 If this be error and upon me prov'd,
 I never writ, nor no man ever lov'd.

— William Shakespeare

TABLETOP GAMING WORDSEARCH



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| paladin | warrior | tavern | summon |
| kobold | dungeon | explore | dice |

The Menagerie

MONSTERS FOR YOUR ADVENTURES

Reliquum Michael Smith

Throughout the ages the coming of spring after the death of winter has been celebrated by many, with the growth of new crops signaling hope and a triumph of life over death. Reliquum are quite literally the embodiment of that very concept, sprouting in the spring season in those parts of the world where death has become too prevalent. They can be found in graveyards and fields of battle where death and decay are commonplace, and the touch of undeath permeates the ground.

Just as the negative energy plane seems drawn to these hal- lows of death to reanimate once living beings into abomi- nations of nature, so too does the positive energy plane makes its presence known by sowing reliquum. Once reliquum have grown, they are drawn to the taint of the undead like a positively charged magnet to a negative one.

A small grove of glowing plants teeming with life grow just ahead, seemingly out of place in the ancient battleground that reeks of death. As you watch, an occasional plant seems to walk to a preferred spot, then bury itself deep in the blood-soaked soil.



Reliquum

CR 1/2

XP 200

N Diminutive plant

Init -3; **Senses** deathsense, low-light vision;

Perception +5

DEFENSE

AC 11, touch 11, flat-footed 11 (-3 Dex, +4 size)

hp 10 (2d8+1)

Fort +2, **Ref** -3, **Will** +0

Immune plant traits; **Resist** negative energy 5

OFFENSE

Speed 10 ft., burrow 5 ft.

Melee vine +3 (1d4-2 plus 1d4 positive energy damage)

Space 1 ft.; **Reach** 0 ft.

Special Attacks positive energy charged attacks

STATISTICS

Str 6, **Dex** 5, **Con** 8, **Int** 5, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** -6; **CMD** 2

Skills Acrobatics -3 (-11 to jump), **Perception** +5

SPECIAL ABILITIES

Deathsense (60 feet) (Ex) Reliquum have the ability to sense undead things and creatures without seeing them as if they had the blindsight ability.

Energy Resistance, Negative Energy (5) Due to reliquum being spawned by energy from the positive energy plane, they have an inherent resistance to negative energy.

Improved Trip Each reliquum has a single tendril curled within its main root that is 5-ft. long. If a reliquum is firmly buried, it can shoot this tendril in front of undead at extremely high speed before keeping it rigid for 1d3+1 rounds. If the trip attempt is successful, other reliquum quickly send their standard tendrils to grab and "bleed"

the undead of its negative energy. Once used, a tendril takes 1d12 days to wither and fall away, then 1d4+1 weeks to regrow.

Low-Light Vision Reliquum can see twice as far as a human in dim light, distinguishing color and detail.

Positive Energy Charged Attacks (DC 10) (Su) Reliquum deal 1d4 points of positive energy damage in addition to the normal damage from their vine attacks.

ECOLOGY

Environment any land

Organization cluster (4-40)

Treasure none

Reliquum look like small green bamboo shoots with a bright yellow glow. They have small vines that sprout from their tops, some of which have rudimentary visual organs at their tips that grant low-light vision, and root systems that seem to originate from their lower sections and extend into the ground. Their roots and vines are actually tactile, and allow them some level of mobility, as well as the ability to reach out and grab any undead in their proximity. Reliquum also have the ability to burrow when necessary in order to hide just below the soil's surface and attack any undead unfortunate enough to walk above them.

A Knowledge (nature) DC 15 check, or any druid, will reveal that bamboo-like plants generally thrive with a diet including blood, which may go some way to explain reliquum from a botanical viewpoint. However they are not vampiric, although a failed check may suggest this.

Many sages and wizards over the years have hypothesized that reliquum are the multiverses way of bringing balance to the material plane when the touch of the negative energy plane becomes too strong through the spawning of undead. Others hypothesize that it is the work of some long forgotten god of neutrality seeking to maintain balance. Either way, reliquum always grow at the beginning of spring when the world of nature is rampant with new life and hope.

These intelligent, carnivorous plants are a scourge to the ranks of the undead. Skeletons and zombies often suc-

cumb to newly grown groves of reliquum, as the plant creatures seek out such undead when they sprout. Wiser undead steer clear of these groves, and seek to annihilate the plants at the first sign of growth.

Froojarr Midgekind

Stephen Yeardley

These cloudlike, fine, flying fey yearn for and thrive on the energy of hibernating creatures that during winter. To this end, as spring appears, they swarm around anything that begins to wake up and attempt to draw off the renewed energy, maintaining the creature's torpor. If they encounter a creature that doesn't hibernate, they become over-stimulated and attack in a rage-like state.

They inflict cold damage sufficient to induce dizziness, irritability, headaches, and sometimes aching joints and a lack of drive, as well as a general weariness and possibly greater loss of energy. In extreme cases, the target falls asleep and becomes a source of energy for the froojarr midgekind.

GM's note: the results of a froojarr midgekind attack are in line with the symptoms of spring fever, spring tiredness or the German *Frühjahrs müdigkeit*, and can be extended to cover further effects if desired. As a variation, the swarm could induce an alternative version of spring fever, where madness takes over, or excess energy is imbued in the victim. In these cases, you may want the additional damage to be something like the spells *touch of idiocy*, *hideous laughter*, or even a form of *irresistible dance* that allows a saving throw and only lasts a round or two if it is failed!



Froojarr Midgekind

CR 3

XP 800

NE Fine fey (cold, swarm)

Init +3; **Senses** darkvision 120 ft., low-light vision, scent; **Perception** +5

DEFENCE

AC 28, touch 25, flat-footed 25 (+3 Dex, +3 natural, +12 size)

hp 16 (3d6+6)

Fort +1, **Ref** +6, **Will** +3

DR 1/cold iron or fire

Defensive Abilities swarm traits

Immune cold, weapon damage

Weaknesses vulnerability to fire

OFFENSE

Speed 5 ft., fly 20 ft. (perfect)

Melee swarm (1d6 plus 1d6 cold, and distraction)

Special Attacks cold touch (DC 14), distraction (DC 14), rage

STATISTICS

Str 8, **Dex** 16, **Con** 16, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** —; **CMD** —

Skills Bluff +5, Escape Artist +9, Fly +25, Knowledge (nature) +5, Perception +6, Sense Motive +6, Stealth +25;

Languages Common, Auran, Sylvan

ECOLOGY

Environment cold forests

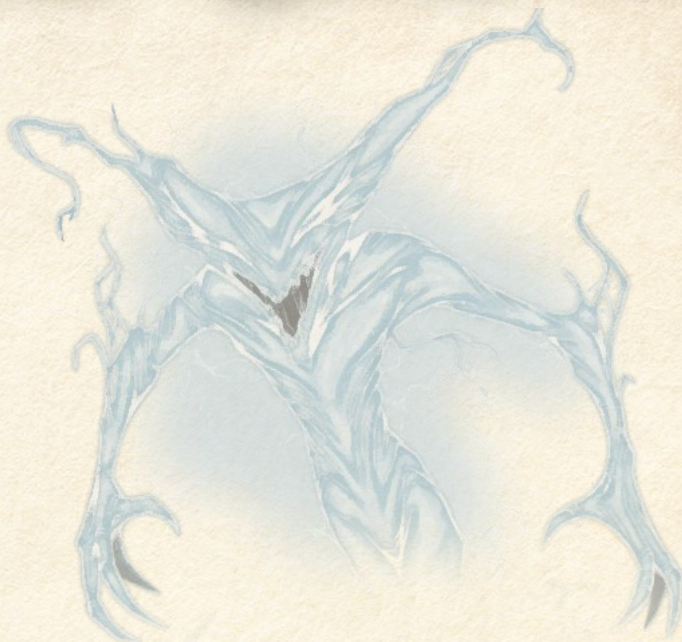
Organization solitary, or pair

Treasure none

SPECIAL ABILITIES

Cold Touch (Ex) A bone-chilling touch that deals 1d6 cold damage. The cold also causes living creatures to become dizzy on the first successful strike, then fatigued on the second, then fall asleep as per the spell *sleep* on the third strike. These effects each last 3 rounds unless a more serious attack affects the victim. If a victim isn't struck again after an attack, he returns to his usual state at the end of 3 rounds whatever his condition is (dizzy, fatigued, or asleep) A Reflex save DC 14 halves the damage and negates the other effects.

Rage (Ex) A froojarr swarm can call upon inner reserves of indignation and ferocity towards fire, granting it



additional combat prowess. Froojarr can rage for a number of rounds per day equal to 1 + its Constitution modifier. Each Hit Dice it gains after 3 allows it to rage for 1 additional round. Temporary increases to Constitution, such as those gained from rage and spells like *bear's endurance*, do not increase the total number of rounds that a froojarr swarm can rage per day. Froojarr can enter rage as a free action. The total number of rounds of rage per day is renewed each day at midnight.

While in rage, a froojarr swarm gains a +2 morale bonus to its Strength and a +4 morale bonus to Constitution, as well as a +2 morale bonus on Will saves. In addition, it takes a –2 penalty to Armor Class. The increase to Constitution grants the swarm 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a froojarr swarm cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, and Fly) or any ability that requires patience or concentration.

At the start of their rage, the froojarr shout out as they swarm towards their quarry. A Perception DC 15 by a listener reveals that the rage has started.

A froojarr swarm can end its rage as a free action and is fatigued after rage for a number of rounds equal to twice the number of rounds spent in the rage. Froojarr cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat.

The Arcanarium

MAGIC ITEMS FOR YOUR ADVENTURES

Copper Disc of Spring Feed Stephen Yeardley

Aura faint transmutation; **CL** 5
Slot –; **Price** 26,150 gp; **Weight** 11lb

DESCRIPTION

This thin, shallow copper bowl is 20 inches in diameter and heavily engraved on its inner surface with symbols of growth, warmth, regeneration, and nature. 3 times per day, if placed on frozen ground and filled with boiling water, it thaws the area for a radius of 60 feet and allows enough spring grass to grow to feed one camel or horse, or two llamas, ponies, asses, donkeys, or mules for one day. The copper bowl must be masterwork quality [Craft (metalworking) DC 20] and worth at least 150 gp, while the inner decoration requires a Craft (engraving) DC 15 check.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft (engraving) DC 15, *heat metal*, *plant growth*; **Cost** 13,150 gp

Halter of Training Stephen Yeardley

Aura faint transmutation; **CL** 3
Slot head; **Price** 1,001 gp; **Weight** ½ lb

DESCRIPTION

This simple rope halter gives an equine or cameline mount the capacity to learn three more tricks than usual. An animal with an Intelligence score of 1 can learn up to six tricks or be trained for any purpose, while those with an Intelligence score of 2 can learn up to nine tricks and may be trained for two purposes that comprise no more than nine tricks in total. A halter of any given size can be

adjusted to fit a creature one size smaller or one size bigger. A halter has to be made from a masterwork rope [Craft (ropemaking) DC 20] that costs at least 1 gp.

CONSTRUCTION

Requirements Craft Wondrous Item, *fox's cunning*; **Cost** 501 gp

Herbalist's Terrarium Justin Andrew Mason

Aura moderate transmutation; **CL** 10th
Slot –; **Price** 37,500 gp; **Weight** 3 lbs.

DESCRIPTION

The clear glass sphere is about half-a-foot in diameter and bears a cork-sealed hexagonal opening at the top. The base has been flattened to allow it to be set upright. The container is quarter-filled with rich earthen soil from which an assortment of flora grows, including many verdant leaves, various colorful flowers, and an array of plump berries.

An herbalist's terrarium houses a magically sustained ecosystem that grows useful medicinal plants. There are



twelve different plants that can be grown (detailed below by the medicinal plant table). Each day at sunrise three new plants instantaneously grow anew as plants remaining from the previous day shrivel

and vanish. Although extremely rare, it is said that terrariums designed to grow other items such as mushrooms, cacti, coffee and even trees do exist. If so, the instructions to make such terrarium is currently lost.

The user of an *herbalist's terrarium* can select which three medicinal plants will grow on the following day any time before sunrise. If the user does not select any specific plants to be grown, three random plants grow inside instead, as determined by three rolls of 1d12 using the medicinal plant table below.

To have any effects on a creature a medicinal plant must be utilized as indicated by the delivery method for each.

If the user of an *herbalist's terrarium* has druid levels, then the terrarium can be coaxed by that person to grow one additional plant each day. However, if the druid does not choose four specific plants before sunrise, then the terrarium instead grows only the usual three plants for that day.

Medicinal Plants Grown in the *Herbalist's Terrarium* –

Ashwagandha

Delivery Root, steep into tea and ingest *
Effect *Calms nerves*; +1 to Will saves, +2 to Concentration checks for 4 hours

Belladonna

Delivery berry, crush for eye drops *
Effect *Dilates pupils*; 4 hours of Low-Light Vision, Light Sensitivity for duration

Ephedra

Delivery Leaf, ingest
Effect *Stimulant*; Negate the need for sleep for 24-hours, 1d4 Con damage for each consecutive day used

Ginseng

Delivery Root, steep into tea and ingest *
Effect *Refreshing*; Heals 1d4 Con damage, heals

1d6 nonlethal damage

Hibiscus

Delivery Flower, steep into tea and ingest *
Effect *Curative*; cures any disease with a saving throw of 15 or lower

Lady's Mantle

Delivery Leaf; ingest
Effect *Satiating*; heals 1d4 damage, provides nourishment as a normal meal for a medium creature

Poppy

Delivery Pod/fruit; ingest or burn and inhale (smoke)
Effect *Opiate*; immune to pain for 4 hours, -5 penalty on saving throws vs. mind-altering effects for duration

Rose Hips

Delivery Leaf, ingest
Effect *Fortifying*; +3 on saving throws vs. diseases

Spearmint

Delivery Leaf, bruise and inhale (aroma)
Effect *Clears Sinuses*; +2 on scent-based perception checks for 4 hours

Sweet Basil

Delivery Leaf, ingest
Effect *Antitoxin*; +3 on saving throws vs. poison or venom for 4 hours

Valerian

Delivery Root, steep into tea and ingest *
Effect *Relaxing*; benefits of a full 8 hours of uninterrupted sleep in only 4 hours

Yarrow

Delivery Leaf, rub on wound
Effect *Coagulant*; successfully stops the bleeding condition

* *Use of this plant's medicinal delivery method requires the Brew Potion item creation feat.*

CONSTRUCTION

Requirements Craft Wondrous Item, seeds from each of the 12 different plants grown in the terrarium, *plant growth*; **Cost** 18,750 gp

Snow White



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The Spirit Bottle

Stephen Yeardley

Pathfinder Adventure for 3-4 Characters Level 4-5

Background

Sielu Kaitsija, a **night hag**, lost a bet with a **glabrezu** and now guards his “extremely valuable bottles” as forfeit. She must also curb her natural instinct for slaughter—a harder task—but that doesn’t mean her dingy bar is a safe place to visit.

Hooks

1. Some rowdy out-of-towners insulted the owner of “The Spirit Bottle” and started a fight. They were arrested, and you been asked to deliver the half-orc proprietress’s due compensation
2. A renowned dwarven bon viveur claims his drinks were spiked by the half-orc owner of “The Spirit Bottle” so he would lose a bet. He wants you to check the place for skull-duggery

3. It’s said the drinks at “The Spirit Bottle” cause staggering hang-overs that stop you sleeping properly for days after the event. The authorities ask the PCs to conduct a “health and safety visit” to check the quality of the alcohol on sale

Introduction

The Spirit Bottle is about the last place anyone visits for hospitality in Morsain. Dirty, dark, cramped, and with a dubious reputation with regard to its drinks, the PCs nonetheless find themselves tasked with visiting Sielu Kaitsija, the half-orc proprietress.

Ground Floor

The gloomy tavern is small, roughly 10-ft.-square. The entrance is in the SE corner, the bar in the NW, and only two tables and four chairs are present. When the PCs arrive, three regular clients are present: a **barghest** in goblin form and a **doppelganger** in deep dwarf form at the bar, plus a **derro** sitting at one of the tables. Kaitsija, as a powerful half-orc, is behind the bar, feeding a rat something that looks like a humanoid finger. The place is very dark thanks to the derro’s at-will *darkness* ability, which all the creatures appreciate in their current forms and is a deliberate ploy.

If the PCs attempt strong-arm tactics such as intimidating or commenting on the drinkers, demands free drinks to test their suitability, or tries to increase the light levels, each patron starts to **grapple** a PC, leading to two creatures in each 5-ft. space.

Kaitsija won't break the terms of her agreement with low level PCs, but will break a bottle over the nearest PC's head and melts into etherealness, retreating below the bar. The floor behind the bar has an 8-inch round holes in three corners. There are six bottles under the counter, and about 30 glasses of various size and condition.

Storeroom

If the party makes it here, it finds six more bottles of assorted spirits. A relevant check **DC 15** means it discovers a shape in the general dust of the place that is roughly 1-ft.-by-2-ft. Kaitsija took her cashbox from here. A spying **quasit** clings to the ceiling, permanently in small monstrous centipede form, as part of the deal with the glabrezu. There is an 8-inch round holes in three corners of the ceiling and floor.

Sielu's Room

This 20-ft.by-20-ft. room is utilitarian and sparsely furnished. A large threadbare rug covers the entire floor. A double bed, 2 sizable chests (holding clothes of assorted sizes and racial styles), a bathtub for washing, and a table with three chairs are all that are in here visibly. One masterwork chest has a false bottom (relevant check **DC 27** finds) that contains coded details of the lost bet and 20 packs of rose petals. There's an invisible trapped silver fine-wired cage (200 gp) containing a dozen live crickets on the table (relevant check **DC 8** to hear).

Sleep Trap CR 2; magic device; touch trigger; automatic reset; spell effect (sleep, 8 minutes, **DC 12** Will save negates); relevant checks **DC 26** finds, **DC 26** disables.

There is a locked trapdoor under the carpet (relevant check **DC 18** to open). Inside is a lead-lined shaft and a metal shelf with a pair of boots on it (NE-aligned *boots of levitation*). At the bottom of the shaft is another locked secret door (relevant checks **DC 18** finds, **DC 22** opens) beyond which is a 10-ft.-sided cube containing 8 bottles. See the table below for more details.

The **fire elemental** and **chaos beast** fight if released, crawling up the walls and clinging to the ceiling. If the other bottles are taken, Sielu haunts the "owners" until they return them or die of exhaustion and fear.



Bottle	What	Contents	Reaction
1	<i>Phylactery of undead bolstering</i>	Gold-flake covered bones	Will DC19 or <i>unholy blight</i> (CL 14 th)
2	Phylactery of negative channeling (NE)	Pieces of corrupted mummy lord wrap	Fort DC17 or mummy rot
3	Phylactery of negative channeling (CE)	Teeth from an ancient black dragon cleric	<i>Insect plague</i> (CL 11 th)
4	<i>Phylactery of Turmella</i> (demi-lich)	Strips of solar angel skin	Ref DC 27 or <i>sepia snake sigil</i> (CL 21 st)
5	Iron flask	Large NE fire elemental	Attacks unless commanded to serve
6	Iron flask	Chaos beast	Attacks unless commanded to serve
7	Iron flask	Empty	Same aroma as Sielu – her bolt-hole
8	Flask of curses	High quality wine	Will DC17 or as per cursed item



Fitcher's

Stephen Yeardley

Pathfinder Adventure for 3-4 Characters Level 3-4

Background

“Fitcher” Lintu (NE human necromancer 7) practices undead-focussed magic, avant-garde taxidermy, and is one of the most intelligent, successful, and evil people in Mor-sain. Outwardly helpful about undead, he’s a psychotic serial killer happily “sourcing raw materials” himself.

Hooks

1. A rash of attacks by skeletons that bite off ringed fingers and escape with their “treasure” leads the authorities to “Fitcher” Lintu for help. The PCs are to assist as required. *Lintu’s skeletons gathered items for his tableaux – the rings are incidental by-products.*

2. A week later, two Merchant District guards – one female, one male – are found dead, each with a leg and an arm ripped off by jagged teeth. The PCs are to help Lintu

examine the bodies. *Lintu watched a lacedon kill the guards, scared it off once it had mutilated the man, then took the woman’s limbs.*

3. Later the same week, Lintu stages an exotic taxidermy show. An arson attack ends it and several people, including a famous actor are killed, the charred bodies barely recognizable. The PCs are asked to check on Lintu by the gallery owner. *Lintu set the fire and switched the bodies – the actor’s feet were his target.*

Introduction

Lintu has almost finished his masterpiece secret tableau: two idealized humanoids as aerial lovers. But he’s an insane man, can’t resist adding “perfect” body parts, and goes to bizarre lengths to get them. Every hook has happened recently; the PCs effectively follow up all three.

Additionally, Lintu wants part of a charismatic PC. Without caution, they walk into a trap. His raven familiar secretly watches for approaching humanoids from a hidden perch, informs Lintu of arrivals via a talk-tube before they enter, then chats to people while he prepares. It’s a no-holds-barred show-down with a powerful caster – PCs best take care!

Action

When the PCs first arrive at Lintu's windowless shop, it's locked, barred (relevant checks **DC 30** unlocks, **DC 26** removes bars) and the door trapped. Neighbors reveal he's dealing with a lacedon.

Phantasmal Killer Trap CR 5; magic device; proximity trigger (alarm covering entire shop); automatic reset; spell effect (phantasmal killer, 7th-level wizard, **DC 16** Will save disbelieves, **DC 16** Fort save for partial effect); relevant checks **DC 29** finds; **DC 29** removes

On the PCs' second visit, the shop is open. Lintu is discussing protection against Haunted Forest undead with senior council members. He apologizes, suggesting the PCs return in an hour or so.

On the third visit, the shop is open and a trapdoor behind the counter is raised. Lintu's raven alerts him, and he sets off his plan. The PCs are invading his shop; he's "allowed to take action."

Once inside, the PCs can hear whispered chanting as Lintu *closes* the door and a *mage hand* locks it (relevant checks, **DC 18** hears, **DC 28** hears clearly enough so **DC 15** identifies *open/close* then *mage hand*, **DC 30** unlocks)

Ground Floor

This 20-ft.-square room has a curved 8-ft.-long counter opposite the door, an angled mirror above. Two sofas are to the right of the door, a table with a full decanter and three chairs to the left. The wine is blood-red with a rich, fiery aroma. Each sofa has a clothes-and-skin-covered

skeleton on it, looking like sleeping humans. One has a significant overbite. A fur-clad wolf skeleton "rests" under the table.

Wine, Fort DC 12 or -2 Dex for 1 hour.

Medium Human Skeletons (no shield, clothes-and-skin as leather armor; same AC); Wolf Skeleton

The open trapdoor, held in place by a well-oiled bolt, leads to Lintu's workshop. Once the party touches the counter, the wolf and one human skeleton charge from behind at the rearmost PCs. Once the PCs beat them and descend, the other closes the trapdoor, jamming the table between it and the counter. (Strength check **DC 22** removes)

Workshop

This 20-ft.-square space has floor-to-ceiling mirrors along the south wall, 5 cupboards around the walls full of taxidermy and necromancy materials, and 4 operating tables towards the middle of the room, each with a skeleton upon it that attacks when anyone touches the mirrors.

Medium Human Skeletons (no shield, AC 15, T 11, FF 12)

The mirror at the eastern end is a secret door leading to a 2-1/2-ft. wide corridor where Lintu hides. They are see-through from his side. Trapped stairs lead down to another secret door. (Both doors, relevant checks **DC 18** finds, **DC 15** opens).

Poison Dart Trap CR 1; mechanical; location trigger;

Arrival	spell/action	Time	spell/action	Time	spell/action
Lintu a.m.	<i>false life</i> (+14hp to 38hp)	Rd 1	<i>haste</i>	9	<i>chill touch</i> /skels attack
Approach	<i>protection from good</i>	2	<i>Enervation</i> /bolster war. skel	10	<i>ray of enfeeblement</i>
"	<i>protection from law</i>	3	<i>Fear</i> /2 skels attack	11	<i>touch of fatigue</i>
"	<i>protection from chaos</i>	4	<i>vampire touch</i>	12	<i>daze</i> /skels down/L. retreats
PCs enter	<i>spectral hand</i> (-4hp to 34hp)	5	<i>vampire touch</i>	13	L. hides in gallery/ <i>cause fear</i>
PCs inside	<i>close</i> /raven chats ongoing	6	<i>vampire touch</i>	14	<i>wand color spray</i> /zoms attack
"	<i>mage hand</i> /locks door, takes key to L.	7	<i>ghoul touch</i> /L. retreats/ gtr invis ends	15	<i>wand color spray</i> /zoms attack
"	<i>greater invisibility</i> / L. at trapdoor	8	L. behind mirror/ <i>haste</i> ends/ <i>ghoul touch</i> as PCs appear	16	Zoms attack/L. flees in the confusion, drops bait rings

manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); relevant checks **DC 20** finds; **DC 18** disables.

Gallery

This 25-ft.-square space is white marble, contains 8 display plinths (7 outer, 1 central), and is pristine. Each outer plinth has a taxidermied exemplar humanoid on it (e.g. elf, gnome, etc), while the central stage has 2 “perfect composite humanoids.” They all animate as staggeringly beautiful zombies when living creatures pass but can’t leave the platforms. 3 are small, 6 are medium.

Use **3 x Kobold Zombies**, **6 x Medium Human Zombies**; (slam attacks, stationary)

Lintu retreats to the secret space behind the elf on the eastern wall, spies on the PCs, and fights until all is lost! (All doors, relevant checks **DC18** finds, **DC15** opens)

Lintu (hp 24; AC 17, T 15, FF 13 (+2 Dex, +3 robes of protection); F +3, R +4, W +5; save DC 14 + level, necromancy DC 15 + level; Concentration +14; Skill Focus (concentration); Spell Focus (necromancy); **to hit**, +4 dagger +1, +5 ranged); *evil ring of mind-shielding* (acts as a *medallion of thought projection* if worn by good characters), *wand of color spray* (12)

Lintu casts a second *spectral hand* (4 hp) as required. This moves other spells on by 1 round. Actions remain the same.

Once in the gallery, Lintu casts *cause fear* when the PCs appear. On fleeing, Lintu drops 6 rings worth 5d10 + 50 gp each.

On inspecting the zombies, the PCs find the body parts from the hooks.



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THE GAUNTLET

TRAPS & HAZARDS FOR YOUR ADVENTURES

Rory Toma

For many parties, traveling and exploring is nothing more than a few dice rolls for Survival checks, perhaps a random encounter or two, and some light hand waving for flavor. Instead of just making basic checks, elements can be added to add in a little role-playing. The following four traps are examples of simple mechanical and magical elements that can enhance what is often a quick and dry experience.

Two of these traps are natural phenomenon, and are examples of myriad of hazards that can be encountered, or with care, avoided. The other two are magical traps, and are perfect for use if the party has a foe that it subtly trying to lead the players astray.

Map Trap

CR 2

Type magic; **Perception** DC 26; **Disable Device** DC 26

Trigger proximity (alarm); **Reset** none

Effect non-magical maps are subtly changed to be wrong. This increases the Survival DC of getting lost by 10. Magical maps are not modified unless the trap makes a DC 15 CL check, with CL 1.

There are those that like to live alone, away from everyone. Then there are those that take a few extra steps to ensure it.

Structurally Unsound Door Trap

CR 4

Type mechanical; **Perception** DC 19; **Disable Device** DC 27

Trigger touch; **Reset** none

Effect Doorway and hall collapses (DC 18 Reflex Save or take 3d6 damage, be knocked prone and gain the pinned condition, requiring a full round action and a DC 18 Strength, CMD or Escape Artist check to free the target); multiple targets (all targets within 30' of doorway)

Not all underground locales are safe and it's not just from the denizens. Shoddy workmanship can cause tunnels to collapse. In this case, several doors are locked and stuck. Using force to open these causes the hallways to collapse.

Navigation Trap

CR 10

Type magic; **Perception** DC 30; **Disable Device** DC 30

Trigger location; **Reset** none

Effect An area equal to 13 10' cubes above the ship subtly changes the constellations, increasing the Survival DC of getting lost on the ocean by 10. This is a permanent effect. The CL of the effect is CL 9 for the purposes of dispelling.

Certain captains and crew that have displeased their land-based hosts will be trapped on the way out of the harbor. The stars that are relied upon for navigation are changed. Many of these ships get lost at sea, never to be heard from again.

Very rarely, ghost-ships that have suffered this fate are encountered, their undead captains convinced they are in a very different place to where they are met and that they will reach shore "in just an hour or so," only to sail off into the distance.

Thin Ice Trap

CR 6

Type mechanical; **Perception** DC 22; **Disable Device** DC 26

Trigger location; **Reset** repair

Effect The ice collapses (DC 22 Reflex save or fall into lake, taking 1d6 cold damage per round. It requires a DC 22 Climb check to escape, and a DC 20 Swim check to stay afloat each round); multiple targets (all targets within 10')

The ice only collapses if the combined weight in any 10' square area is 300 lbs or more. Once the ice collapses, it needs to be repaired, although if the weather is extremely cold, it may naturally freeze over again.

These are just a few simple examples of what can be done to make exploration a little more exciting. For more ideas and examples, check out the rest of this month and also visit <http://www.trapaday.com>.

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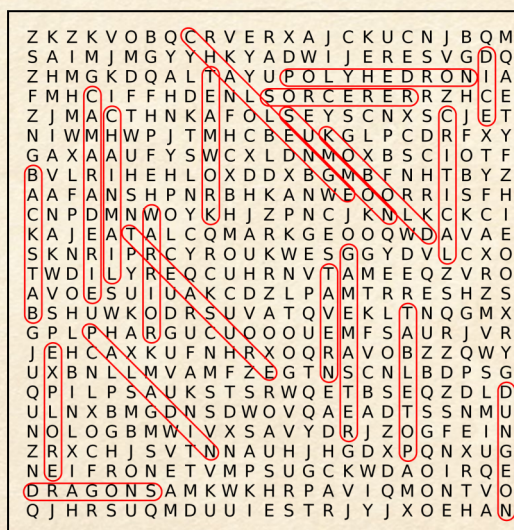
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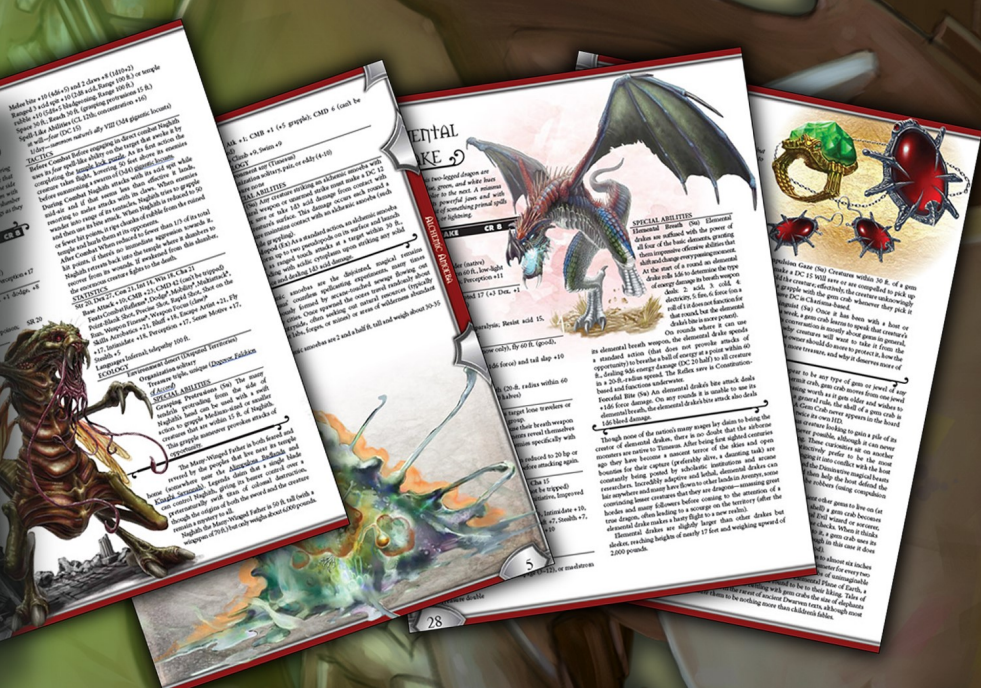
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