Chapter 1 : Theorems & Thaumaturgy Revised Edition - Necrotic Gnome | calendrierdelascience.com

Theorems & Thaumaturgy Revised Edition - Advanced Arcana for the Discerning Magic-User Unleash the powers of three new arcane classes on your campaign! The E.

What better place than to discuss some of the projects that we have in the works. The second book in the series is completely written and laid out and is currently being illustrated by a set of talented individuals. The final draft text is online here. Cleric and Magic-User Spells: This is currently about two-thirds finished: The current draft text is online here. Any feedback anyone has at this stage would be most welcome! If things continue apace, I guess this should be out around next summer. The above books are being published as separate, staple-bound, softcover booklets. Personally, I love to have sets of little booklets and find having the rules split up like that more useful in running games. I know that some people prefer an all-in-one tome, though, so plan to provide both options. The all-in-one compilation will be published in soft and hardcover options, probably some time next summer. Check it out here. Work is also underway on the following things: The Book of Monsters: The first in the planned line of Dolmenwood hardcover books will be the monster manual. Low-level adventure number 1: A short adventure, suitable for beginning characters, based around a fairy banquet, ball, and market. The draft is about only half written, so this is still a way off from completion. Low-level adventure number 2: Another short adventure suitable for low-level characters, this time exploring a deathly pocket dimension that can be accessed via special portals in Dolmenwood. Written by an as-yet unannounced guest writer. Low-level adventure number 3: This one features copious amounts of fungi and is being written by another mystery guest writer. Just sticking to things that are seriously in the works. The Submerged Spire of Sarpedon the Shaper: The plan is to publish it as a standalone book i. More to come on this soon.

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In January, I briefly mentioned that I've been working on a revised edition of Theorems & calendrierdelascience.com's been a stop and start effort, in between working on Wormskin / Dolmenwood stuff, other writing projects (e.g. the B/X Warrior), and real life.

Introductory Guidelines Well, the "maybe" I postulated a few weeks back has become a "definitely". In fact, an almost-finished-draft "definitely". My main goals with this revised edition are firstly to reformat the book as A5 my preferred format nowadays and secondly to improve the thematic consistency and usability of the content. If anyone has any feedback, please feel free to comment! The formatting below is a bit odd Below are some guidelines for each of those situations. If you want to integrate this material in an existing campaign, the two most obvious approaches are: These wizards may be directly encountered by the player characters as friendly, neutral, or antagonistic NPCs or may be spoken of in rumours or adventure hooks. Once the new classes are known to exist in the setting, they become available as an option for any future player characters that are created. An alternative way to use this book is simply as a resource for new spells. If you want to follow this approach, simply ignore the classes and their spell lists and make all of the new spells available for use by standard magic-users or druids, clerics, illusionists â€" as you wish. New spells can easily be introduced by putting scrolls or spell books in the hands of player characters: For Labyrinth Lords who are starting a new campaign, two further options are available: The new classes in this book may simply be added to the roster of choices available to players when creating their characters at the start of the campaign. When preparing for a campaign, it is also worth considering that an excellent way of imparting a specific and novel flavour to the milieu is to alter or restrict the classes of adventurer which exist and thus the classes from which the players may choose when creating their characters. A very interesting potential, then, is to imagine a world where standard spell-casting classes do not exist, being replaced by one or more of the classes from this book. A world where vivimancers are the only type of arcane practitioner, for example, takes on a very different tone and has very different possibilities than a world dominated by the standard fireball-slinging mage. Or, perhaps, the wizards of a certain kingdom may all be known to be necromancers, while the neighbouring land only allows the practice of imperially sanctioned elemental magic. This kind of approach can really breathe new life into the game. The Elementalist, Necromancer, and Vivimancer Classes Each of these three new classes is presented in its own section. However, no mechanical details e. It is assumed that these classes perform and advance in exactly the same manner as the standard magic-user class, with the one albeit major difference being the replaced spell list. A Note on Spell References In the spell lists for the new classes, the symbols C , D , I , and MU are used to denote spells drawn from the standard cleric, druid, illusionist, and magic-user lists, respectively. Specialist Wizards in the Campaign The basic Labyrinth Lord rules describe a single type of arcane magic, usable by magic-users and elves. The Advanced Edition Companion and other books, such as this, add further, more specialised wizardly classes: In campaigns with multiple different types of arcane spell-caster i. This section discusses some issues around the latter point; the society of your campaign world is in your hands alone! Casting Spells From Other Spell Lists It is important that the Labyrinth Lord consider to what degree characters of the different wizardly classes are able to use spells from the other spell lists. Characters of each of the classes presented in this book are designed to be competent adventurers in their own right, with a different balance of strengths and weaknesses when compared to classical magic-users. They are able to stand on their own and do not require access the standard magic-user spell list. If this is allowed, it will clearly increase the power of each class to a significant degree, as they will gain access to a broader selection of spells and types of magic. Some possible approaches in this direction, listed in ascending order of permissiveness, are described below. Whatever is decided, this should always be a two-way decision â€" standard magic-users must be treated in the same manner as all other types of wizard. All types of wizard may cast scrolls of spells from other spells lists for example, a magic-user may cast an illusionist scroll. Failure indicates that the scroll is wasted or if the Labyrinth Lord wishes causes some kind of backfire. In this way, low-level spells may be cast fairly reliably but high-level spells will remain the sole province of the

appropriate specialist. Off-list scrolls may be cast without risk of failure. This allows the boundaries between the different types of specialist wizard to be blurred slightly, but only in the presumably somewhat special situation when magical scrolls are acquired as treasure. In addition to allowing foreign spells to be cast from scrolls either with or without a risk of failure , another possibility is to allow wizards to also learn a smattering of them â€" one per level of spells which can be cast. For example, a 7th level wizard may cast spells of up to 4th level. Using these rules, she could thus learn four spells from specialist areas not covered by her standard spell list. This system allows wizards to diversify their spell repertoire and have a few tricks up their sleeve, while maintaining the clear separation between the different types of specialist. Reduced chance to learn: Wizards may cast foreign spells from scrolls as above, with or without a risk of failure and may also attempt to learn an unlimited number of off-list spells, but with a reduced chance of success. The Labyrinth Lord may also stipulate the additional requirement of a period of research one week per spell level, perhaps at a cost of gp per week. Under this system, it is likely that wizards will end up having a significant number of off-list spells in their spell books, as their careers progress. This is the most flexible system before the boundaries between different wizardly classes are collapsed completely. Placing Spells in Treasure Hoards It is assumed that all classes of wizard acquire new spells in the same means as the standard magic-user: Ideally, then, the number of spells discovered which can be cast by each type of wizard should be roughly balanced. When it is determined that a treasure hoard contains scrolls of magic-user spells, it is desirable that spells usable by specialist wizards also be at least some of the time present. One way of handling this is to multiply the number of spells present in the hoard as indicated by the treasure tables by the total number of wizardly classes in the campaign, then to give each spell an equal random chance of being taken from the list of each class. For example, in a campaign with magic-users, elementalists, and illusionists, the number of spells found in a hoard would be multiplied by three and each spell would have a 1 in 3 chance of being taken from the standard magic-user list, a 1 in 3 chance of coming from the illusionist list, and a 1 in 3 chance of being from the elementalist list. The Labyrinth Lord ensures, in this way, that the balance of spells available to characters of different spell-using classes remains fair and consistent. Note that, as some spells are shared between the different classes, these guidelines will, in fact, slightly increase the number of spells available. It is also worth bearing in mind that, even if an adventuring party discover scrolls of spells that they cannot cast themselves, such scrolls still have value and may be sold to or bartered with NPCs who can put them to use. Spell Acquisition This section contains optional guidelines for Labyrinth Lords on the subject of how wizardly characters may gain access to and learn new spells. For games in the vein of the traditional Basic rules, the following guidelines may be used: The number of spells a wizard can know i. For example, a 5th level magic-user can memorize two 1st level, two 2nd level, and one 3rd level spell. Such a character could have at most four 1st level, four 2nd level, and two 3rd level spells in his spell book. Upon gaining an experience level, if the wizard does not already have spells available to learn e. Personally, while I find this system charming in its simplicity, I feel it is too restrictive and use the system described above in my own games. Other groups may, however, prefer to stick with the original rules. Advanced era games are more generous with the number of spells known and may use the following guidelines:

Chapter 3 : Ten Foot Polemic: The Necromancer

Theorems and Thaumaturgy Revised Edition This no-art version of the book is a free download. If you enjoy what you read, please consider supporting the artists.

I grew up in Iowa and started getting into tabletop gaming when I was maybe 10 years old. What was your first rpg? I bought it at a church lot sale for a quarter when I was real young. It was a new concept to me. Until then I had only seen rpg ads in the comic books. First was marvel super heroes, which was honestly a little beyond my ability to grasp that early. That was a little later on in life, maybe age Vampire Spawn Warrior Me: I like to be inclusive and think all versions have their merits, but where do you fall in the great edition wars? Earlier editions intrigue me, but 3e is what I have the most excellent gaming memories of. Well first I tried entering a couple OSR-related contests. That was pretty fun. The version will be available at Gen Con. There is an adventure in there that I wrote that I am kind of proud of. So do you have any projects of your own in the works? My major hurdle is organizing my notes and drawings into something cohesive that other gamers can use at their own table. Would this be the Dungeon Crawl Classics piece I created the bat creatures for? Those bat critters are an example of some of the mutated weirdos created by the elder god seepage. Byproducts of the alien presence causes a lot of evolutionary stutters and wrinkles. The maps and sketches you showed me look awesome. Do have a favourite OSR game? I have two favorites. For mechanics and character creation and adventures I prefer Dungeon Crawl Classics. It twists all the right knobs for me. My character is basically Jackie Chan but with cybernetic implants. That all sounds like a lot of fun. Do you find a certain style or medium that dominates your work? More often than not I find myself experimenting with different mediums and surfaces. Are your Theorems and Thaumaturgy illustrations done with illustration pen? By the way, Russ Nicholson is totally going to have an illustration in there. Roughly how many sketches have you contributed? Who are some of your favorite artists? A lot of people remember adventures by their cover. I actually remember really terrible covers much better than the good ones. Pretty much all the DCC adventure covers are great. Dwarfbuster Coat of Arms Me: Ok, worst adventure based on cover. Role Aids released some adventure modules that had really cheesy covers, there was one called Crystal Barrier. Classic beefcake barbarian buttcheek shot. It looks like Boris Vallejo did it, and maybe he did, I dunno. The adventure itself is really insane. Just looked it up His distinctive beefcake mode. That game is serious fun. You mentioned it before on your blog I think. You got to play the game with the writer correct? Jim Wampler is awesome. He rolled the first nat 20 and won a leather DCC dicebag. Thanks for doing this.

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Theorems & Thaumaturgy Revised Edition (OSR) This massive supplement clocks in at pages, 1 page front cover, 1 page blank inside of front cover, 2 pages of editorial/ToC, 2 pages of SRD, 1 page back cover, leaving us with pages of content, so let's take a look!

This review is mainly based on the softcover, though I do also have the pdf. Both were provided by one of my patreons for the purpose of a review at my leisure. The default rules-set assumed by this supplement would be Labyrinth Lord, and the material, over new spells codified for three magic-user specialists, is not just simply lobbed at the reader: Instead, we begin this book with a series of considerations for the referee or labyrinth lord to add these to the game: The book provides exemplary guidance in that regard, talking about consequences of introducing this material. Similarly, there is an assortment of options to tweak the game using these spells: From fallible scroll-us to limited or reduced chances to learn, the different options are presented in a concise and crisp, exemplary manner, providing perfectly concise rules for both Basic and Advanced era games. The notion of spells as treasure is also explained in a rather detailed manner â€" it has been a while since I felt that a book offered guidelines this concise. The book, generally, sports 3 different sections: The Elementalist chapter would be first, and the design notes continue the theme of guidance and explanation, providing an insightful expansion to the subject matter at hand. The elementalist, just fyi, does not simply focus on one element, but is a master of the classic 4 â€" and while elemental summoning is very much a potent aspect of the class, the spells do not just run the gamut of the classics, including the high-powered option to conjure the deadly and hard to control brimstone monolith, or with power word: What about a bubble of atmosphere? The power to lift land into the air to generate floating castles and the like? Yes, this is an evocative section. We also receive a great selection of items â€" amalgams of contradictory elements, the ashes of leng that blow away with visionsâ€¦some cool items here. OSR-gamers who have been clamoring for a crisp and precise representation of the necromancer can similarly find that within this book: From binding spirits to choking targets, pronouncing rotting curses or taking on the visage of a corpse, the spells cover the classics, beyond the standard undead control tricks and death magic. Exterminating vermin, preserving bodiesâ€¦and of course, zones of weakening, death magic and the like can all be found for these guys here. Once again, we do get a selection of magic items, including the blood jewels of Orcus, magic shrouds, rules for skeleton keys literal ones and variant shrunken heads are cool â€" and yes, there are teeth that you can plant to grow skeletonsâ€¦yeah, the material does quote classic tropes, and does so well. Spell presentation is by level first, alphabetic second. The final and imho by FAR best chapter of the book details the vivimancer â€" though unfortunately not all of it: It has more material that that contained within this book. Editing and formatting are top-notch on a formal and rules-language level. The content is crisp, concise and well-balanced. The pdf has no bookmarks, which constitutes a serious comfort detriment for the electronic version. The book is crisp and its precise rules-language is, for the most part, really well-made and professional. This also extends to presentation and layout â€" the vivimancer book just looks better to me, with its crisp layout. So, how to rate this? Should you get this? All right, thenâ€¦how to rate this? To me, at least, this is a good book â€" but a third of it can be found in the vivimancer book, in a greatly expanded manner. For a FREE book, this is phenomenal â€" that version most assuredly deserves 5 stars, in spite of the lack of bookmarks. The commercial version is cool, but not necessarily a must-own in my book. My final verdict for the regular version will hence clock in at 4 stars. You can get the full version, art and all, of this cool supplement here on OBS!

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Chapter 5 : The 5 Best DnD Spell Books You've Never Heard Of

Theorems & Thaumaturgy Revised Edition (No Art) - This is a free, no-art version of this book. If you enjoy what you read, please consider supporting the artists and.

Tuesday, July 25, New in Print: Mail-call Edition When I get games or game books together; either via a con, or an auction, 2nd hand sale, or whatever I tend to think of them as "linked" products whether they are or not. This is doubly true when I get a bunch books at the same time in the mail. Like I did over the last couple of days. Here is what the UPS man left on my door in three different boxes. His PDF is also on sale. This time for characters level 4 to 7 it involves investigating a Dwarven mine. But you know that is not all. Mark just has better production values. Crazy mines, insane monsters, goblins with chain saws. Makes me want to pull out my Basic and Expert books and do that! Inside we have three new classes, The Elementalist specialist in the volatile energies of nature , The Necromancer master of death and restless spirits , and The Vivimancer expert of cloning, vat-growth, and bio-sorcery. All for you Labyrinth Lord or Basic-era game. And of course, I will have to include a Witch in the mix. These are witches that protect the wood. Are they protecting it from humankind, or are they protecting humankind from it? Like my other witch books, this presents a new witch Tradition which includes new Occult Powers and Spells. Obviously, the Experience tables are the same they are all witches and some spells are shared by all witches Bestow Curse is a good example. I try to make each one worth your while and moeny to buy. And right now it is on sale. In fact nearly everything for the witch is on sale now.

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Chapter 6 : Halls of the Nephilim: Inked with Blood From Beyond: An Interview with David Coppoletti

Would you like an exclusive preview of Theorems & Thaumaturgy Revised Edition? We both know the answer is yes.

This review is mainly based on the softcover, though I do also have the pdf. Both were provided by one of my patreons for the purpose of a review at my leisure. The default rules-set assumed by this supplement would be Labyrinth Lord, and the material, over new spells codified for three magic-user specialists, is not just simply lobbed at the reader: Instead, we begin this book with a series of considerations for the referee or labyrinth lord to add these to the game: The book provides exemplary guidance in that regard, talking about consequences of introducing this material. Similarly, there is an assortment of options to tweak the game using these spells: From fallible scroll-us to limited or reduced chances to learn, the different options are presented in a concise and crisp, exemplary manner, providing perfectly concise rules for both Basic and Advanced era games. The notion of spells as treasure is also explained in a rather detailed manner - it has been a while since I felt that a book offered guidelines this concise. The book, generally, sports 3 different sections: The Elementalist chapter would be first, and the design notes continue the theme of guidance and explanation, providing an insightful expansion to the subject matter at hand. The elementalist, just fyi, does not simply focus on one element, but is a master of the classic 4 - and while elemental summoning is very much a potent aspect of the class, the spells do not just run the gamut of the classics, including the high-powered option to conjure the deadly and hard to control brimstone monolith, or with power word: What about a bubble of atmosphere? The power to lift land into the air to generate floating castles and the like? Yes, this is an evocative section. We also receive a great selection of items - amalgams of contradictory elements, the ashes of leng that blow away with visions OSR-gamers who have been clamoring for a crisp and precise representation of the necromancer can similarly find that within this book: From binding spirits to choking targets, pronouncing rotting curses or taking on the visage of a corpse, the spells cover the classics, beyond the standard undead control tricks and death magic. Exterminating vermin, preserving bodies Once again, we do get a selection of magic items, including the blood jewels of Orcus, magic shrouds, rules for skeleton keys literal ones and variant shrunken heads are cool - and yes, there are teeth that you can plant to grow skeletons Spell presentation is by level first, alphabetic second. The final and imho by FAR best chapter of the book details the vivimancer - though unfortunately not all of it: It has more material that that contained within this book. Editing and formatting are top-notch on a formal and rules-language level. The content is crisp, concise and well-balanced. The pdf has no bookmarks, which constitutes a serious comfort detriment for the electronic version. The book is crisp and its precise rules-language is, for the most part, really well-made and professional. However, the best part of the book, at least to me, is the vivimancer This also extends to presentation and layout - the vivimancer book just looks better to me, with its crisp layout. So, how to rate this? Should you get this? To me, at least, this is a good book - but a third of it can be found in the vivimancer book, in a greatly expanded manner. For a FREE book, this is phenomenal - that version most assuredly deserves 5 stars, in spite of the lack of bookmarks. The commercial version is cool, but not necessarily a must-own in my book. My final verdict for the regular version will hence clock in at 4 stars.

Chapter 7 : Halls of the Nephilim: Theorems & Thaumaturgy Revised Edition: Exclusive Preview

Hi Brian, sorry to hear you're disappointed with the book! Regarding PDF bookmarks, honestly, this was the first book I produced using InDesign and, at the time, I had no idea how to export a PDF with bookmarks.

Following the same format as my recent class tweakings - The Necromancer. HD, saves and exp track of the Magic user. The Necromancer uses a unique spell list and draws his power from the souls of the Dead. The necromancer has no limitations on doubling up on spells. However necromancy requires ritual components and offerings to attract, bind and satisfy the souls of the wayward dead. Individual components will be tracked with an Ammo die based on amount harvested, carried, and used per spell. Any spells which raise or control the dead require the dying gasp of a sapient creature. The caster must breathe it in as he casts the spell in order to speak with the voice of the dead. Each Last Breath lasts ten minutes. If the necromancer is interrupted while casting they lose the spell and components used as if it was cast. Plants and small animals in the radius wilt and die. Undead creatures in range are healed by the same amount instead. In return they will be rewarded with necromantic equivalents. This is Bad News for the original owner of the spellbook. Alternatively they may research spells at the normal rates. Ritual Caster is due to the book listing components for all the spells. With these spell components you can get them from one place - dead people. Forcing Necromancers to ferret through graves for fingerbones and desecrate the recently dead for pints of blood? The central conceit is that the Dead will only heed one who speaks with their voice. A single dose of Last Breath lasts for ten minutes, during which time you can order your minions around and cast spells and all that good stuff. Interrupting a Necromancer unleashes a burst of pure death which wilts plants, kills small animals and sucks the life from larger creatures nearby. One of the issues with adding another spellbook-based spellcaster is Getting more spells. The classic solution was to make, say, Illusionists and Magic Users have different ways of writing spells in their spellbooks. Of course spell research is fine and works as normal, this just gives Necromancers a way to turn looted spells into something they can use.

The lay out of Theorems & Thaumaturgy Revised is easy to read & use at the table; the text is clear & so is the column spacing. Everything works very well for the reader. All of the material focuses and is concentrated on the three main class this includes the magic items, spells, and background material.

That family must choose a member to take on the profession for three years. A scrivener generally copies the same book many times before moving on to another one, leading some Scriveners to acquire incidental knowledge of spellcraft or other Outsider arts. Scriveners are usually well educated, though they hide this fact from everyone they can, afraid of city-stigma. Some manage to learn very little, which sometimes enables them to not slip further in social status than they already have. Villagers resent the sense of superiority they generally assume scriveners have. The stereotype tends to hold true. Scriveners know more than anyone else and readily sense the ignorance of all around them. A scrivener can only cast spells from a single school of magic, chosen at random when the character is generated. These books each contain wonderful options for spell schools. Scriveners know every detail of certain subjects. They each start with 2 lore and gain one lore per level up to 6 lore. A successful check means that the scrivener knows something about the subject being examined, if they could have reasonably learned about it from a book. Starting at level 3, they may choose a book they own to memorize. This will result in -1 to lore checks low numbers are better on that subject minimum result of 1. Scriveners know one extra language. Scriveners can copy one book in a week. Scriveners can write one spell scroll per day at level 3. This will result in -1 to lore checks related to the subject minimum result of 1. All stats are the same as magic users. Equipment Restrictions are the same as Magic-user. Spells per level are the same as a Cleric. Lore Roll 1d6 to use the Lore skill. If a Scrivener has 2 lore, rolling a 1 or 2 is a successful Lore check. When using lore on an artifact, a successful check will detect whether an artifact contains magic. A second successful lore check on an artifact will allow the player to choose to learn either: Whether the item is cursed. Lore also allows a character to cast spells from scrolls and wands despite lack of magical ability if the character has an intelligence of at least A lore check must be made each time any such item is used. Scrivenery The library was intended as a place in which villagers might read any book for free before it is sold to bookstores in the outside world, but few understand this. Most believe the "rental" of such books to be expensive and do not use the library. Most folk call it the Scrivenery, which is what it has become. The library is maintained by scriveners who copy the most basic books on every subject except the subjects the Village Council has banned. They only copy books that are very likely to sell as an export item outside of the village.

Chapter 9 : Theorems & Thaumaturgy Revised Edition (OSR)

From publisher blurb: 'Advanced Arcana for the Discerning Magic-User Unleash the strange powers of three new arcane classes on your campaign! The Elementalist, specialist in the volatile energies of nature.

This review was moved up in my reviewing-queue as a prioritized review at the request of my patreons. The Kyubi Awakening feat, just fyi, nets you a kyubi trick, though you still have to meet the prerequisites of the trick. Upon taking the PrC, you select one class and treat kyubi paragon levels thereafter as though you had progressed in that class for the purpose of its class features. This cannot let you exceed your character level, though, and does not yield new class features that would have been gained: Basically, scaling abilities are not crippled by taking the class, which is something I enjoy. In case you were wondering, the class nets Magical tail as a bonus feat at 2nd level and every 3 levels thereafter, with alternate choices being covered as well. As a swift action, the kyubi paragon may expend a number of such points to cast a spell-like ability gained from Magical Tails or use a kyubi trick without this counting against the daily limit of that SP. The cost is equal to the spell-level duplicated. The reservoir replenishes after rest. The astute reader may have noted that this allows for some serious action-economy tricks, which is pretty potent from the get-go. Starting at 3rd level, the paragon may spend 1 point from this reservoir as a swift action accompanying the casting of a Magical Tail SP or kyubi trick to add the benefits of Conceal Spell, with 8th level unlocking the option to spend 2 such points to gain the benefits of Improved Conceal Spell. Furthermore, 3rd level and every 3 levels thereafter unlock a Metamagic feat chosen from a list, which can hereafter be applied to the SPs and tricks, but at the cost of a number of points equal to the spell level increase of the feat in question, minimum 1. Now, I have been mentioning kyubi tricks before â€" these basically constitute the talents of the class and the first one is gained at 1st level, with an additional trick every 2 levels thereafter. They are categorized and differentiated further by being grouped in tail-categories: There are tricks that require 2, 5 and 9 tails to learn. The kyubi tricks allow for a variety of different options: From improving upon Realistic Likeness with benefits of vocal alteration and more control over age, height etc. It should be noted that all those examples were from the first category of kyubi tricks, for the talents differentiate between 2-tail, 5-tail and 9-tail tricks. Using tails for simple tasks, gaining Psychic Sensitivity or the ranged legerdemain feature rank among the more intriguing ones and the strong leitmotif of magical trickster is also represented by the potential to gain access to ranged legerdemain. This is relevant, since quite a few kyubi tricks blend the shapechanging and trickster themes, offering e. Similarly, the potent Acrobatic Pounce is well-placed with an additional minimum-level caveat. It should also be noted that the 5 tails-option potentially ties in with the Everyman Mini: Kumiho, allowing you to assume kumiho or pipefox shapes, with all required rules represented herein. Quick change and reservoir-based telekinesis can similarly be found. The highest-level and most potent of tricks, from screen to constant greater age resistance, are obviously the 9-tails options. We get modified age tables for kitsune with more than one tail! See, that is really thinking through the subject matter, going the extra mile. Yes, you can gain an extra kyubi trick via a feat introduced herein. For your convenience, the contagious suggestion and form of the exotic dragon-spells have been btw. The class has more to offer, though: At 2nd level, the kyubi paragon chooses the embodiment he wishes to pursue â€" this choice cannot be changed once made and determines the abilities gained at 2nd, 6th and 10th level. This is thankfully balanced by double costs for doing so, reigning in the ability to strong, but sensible. The capstone here provides the option to employ multiple Metamagic feats in conjunction with his options. The Embodiment of might turns the class into a full BAB one with d10 as HD and also provides either a bonus feat or proficiency with all simple and martial weapons. The capstone lets the paragon take 10 or 20, even when prohibited from doing so, but at the cost of chakra reservoir points. These embodiments are genius, as they actually make the class feasible for pretty much all base classes â€" big kudos there! One final thing to mention: At 4th level, the kyubi paragon gains the racial paragon vigilante talent, using class level plus aligned class level as vigilante level. He gains this talent a second and third time at 7th and 10th level, respectively. What does this talent do? Well, as a move action, the vigilante can gain access to a chosen feat that corresponds to his race for 1 minute, but still must fulfill the

prerequisites. Taking the talent additional times, the character may choose to either get one more racial feat or decrease the action required to activate the ability. This gets duration, interaction of wildcard feat-trees etc. Editing and formatting are top-notch on both a formal and rules-language level. A It is feasible for all types of character. B It represents the iconic trickster style of the kyuubi no kitsune better than any other take on the trope I have seen so far and c , it does so while also providing a distinct and rewarding resource-management mechanic. The balancing is also rather precise, with the limited resources putting hard and sensible, but not crippling caps on the most potent of tricks available.