

UNFETTERED DREAMS



◆ MALEFEX ◆

By Jade Ripley

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UNFETTERED DREAMS

MALEFEX

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Special thanks to the legions of fans who helped playtest the material in this book and offered new and innovative ideas to include. And to Afroakuma, for coming up with the name

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INTRODUCTION

Malefex is a project with a lot of history for me. It started, way back in the day, as a homebrew 'fix' for another class entirely, which became its own idea when someone suggested that curses made more sense on a skillful, rogue-like chassis than a more combative, fighter-like one. That project got some edits and then sat alone for several years until, I had an attack of writer's block on another project and decided that, clearly, the healthy and sane thing to do was dig up my old creation and give it the fixes that I'd promised since before I had children. I'm proud of how the malefex has grown up, and excited to share her finalized form with everyone. I hope you have as much fun playing her as I did writing her.

—Jade Ripley, author

When Jade hit me up about needing some help on a project, I wasn't sure what to expect. I'd never worked with Jade or Dreamscarred Press before in any official capacity, so I was basically walking into this blind. What he ended up showing me was a cursed focus class with a streetwise edge that ended up piquing my interest, asking if I had any ideas how to make it work better which was hard since it was actually pretty cool as was. But I put on my design goggles and did my best to help polish it, and by the end of the process, we came out the other side with a very unique class. The Malefex is one of those classes that just 'feels' cool, but it also plays very well, working the theme into the mechanics in a very organic feeling fashion. It's also a class that's pretty easily dropped into most settings without much issues, allowing it to mesh well in world building. Overall, this class contains a very fun 'dark' feel to it which I'm sure will enrich your games.

—Ehn Jolly, freelancer and contributing author

FOREWORD	2
TABLE OF CONTENTS	2
CHAPTER 1: THE MALEFEX	3
CHAPTER 2: MALEFACTIONS	9
CHAPTER 3: CHARACTER OPTIONS	14
OPEN GAME LICENSE	17

USING THIS BOOK

This book is divided into three chapters. The overview of each chapter is given below.

Chapter 1 (The Malefex): This chapter details a brand-new class, the malefex.

Chapter 2 (Malefactions): This chapter includes all of the malefactions a malefex has access to.

Chapter 3 (Character Options): This chapter includes new feats for the malefex, an archetype, and even new options for rogues, slayers, and vigilantes.

BOOKS NEEDED

The material in this book includes a brand-new class that requires the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game: Occult Adventures* to use to its fullest. In addition, the book includes options for the vigilante and slayer classes from *Pathfinder Roleplaying Game: Ultimate Intrigue* and *Pathfinder Roleplaying Game: Advanced Class Guide*.

CHAPTER 1: THE MALEFEX

MALEFEX

"Curses are the original street justice."

—Velvet Glove, malefex to the High Street Bluebloods

Like most runs of bad luck, being a malefex just happens to people. In alleys, shantytowns, and wildernesses of the world there are people who make their way on the edges. Street gangs band together for mutual protection, tribes form traditions that help ensure their survival, and criminal organizations turn to shards of strange magic for an edge against their rivals. Malefexes are part of these traditions, an unspoken sorority of the downtrodden who master curses remembered in children's songs and grandparents' stories. When wizards turn up their noses at street-level work and sorcerers abandon the slums for a better life granted by their magic, the malefex is there, often trained by little more than life on the streets and traditions remembered from the last time the gang or neighborhood had a malefex. Many go their entire lives thinking their skills are a tradition unique to their own city or tribe, while others travel and discover to their surprise that other malefexes, remarkably like themselves, exist the world over.

Malefexes draw on tradition and communal memory to curse their enemies, and bring a variety of odd skills to the table to support their allies. They thrive best when they can work with a team, setting up their friends and colleagues for lethal blows and easing their way through more esoteric problems. Malefexes fight dirty, and make no apologies for winning.

Role: Malefexes cripple the enemies of their party and then go after soft targets while offering an array of useful skills and out-of-combat abilities. During explorations, malefexes can help handle traps and obstacles without blowing them up, and may supplement the sagacity of a party's wizard or bard for threat identification.

Alignment: Any. A malefex can use her powers to any end she wishes.

Starting Age: Intuitive

Starting Wealth: 4d6 × 10 gp (average 140 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Hit Die: d8

CLASS SKILLS

The malefex's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int),

Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

CLASS FEATURES

The following are the class features of the malefex. Though a malefex is not, strictly, a spellcaster, the psychic ties that fuel her powers allow her to use psychic skill unlocks as if she could cast psychic spells (see *Pathfinder Roleplaying Game: Occult Adventures* for more details).

Weapon and Armor Proficiency: A malefex is proficient with all simple and martial weapons, as well as with light armor.



UNFETTERED DREAMS

Malefactions (Su): Malefexes express their power through curses and jinxes known as malefactions. All malefactions target a single creature or object within medium range (100 feet + 10 feet per malefex level) of the malefex, and require the malefex to clearly verbalize their curse against the target (a malefex with telepathy can substitute telepathic communication directed at the target, if she wishes). Malefactions do not provoke attacks of opportunity, and in order use one, the malefex must have a general idea of where the target is (such as by seeing them, or knowing the space they occupy).

At any given time, a malefex can have a maximum number of malefactions active equal to $3 + \frac{1}{2}$ her Wisdom bonus. She may only have one instance of a given malefaction active at once; if she wishes to use a malefaction she already has active, she must dismiss it (a free action) or wait until it ends.

Though malefactions are not, strictly, limited, they rely on the malefex's presence to keep them from fading. As such, malefactions last indefinitely so long as the malefex can still see, hear, or otherwise perceive the target. However, if the target escapes her awareness for 1 minute, each of her malefactions on them end.

A malefex only knows a limited number of malefactions. She learns two malefactions at 1st level, and she increases in level, she learns additional malefactions as shown on Table 1-1: Malefex. At 1st level, a malefex may only learn least malefactions. Starting at 6th level she can learn lesser malefactions. At 11th level, she may learn greater malefactions, at 16th level, she may learn grim malefactions, and at 20th level, she may select a malediction.

If a malefaction prompts a save, the save DC is equal to $10 + \frac{1}{2}$ the malefex's class level + the malefex's Wisdom modifier. Malefactions that require Fortitude saves can still affect objects and creatures without Constitution scores. Malefactions are curse effects.

School of Hard Knocks: At 1st level and again at 3rd level and every three malefex levels thereafter, a malefex selects a knock from the list on page 6. Knocks are tricks, edges, and tactics that the malefex learns through training or experience. Some knocks have prerequisites; the malefex must meet all prerequisites for a knock she wishes to select. Unless otherwise indicated, a given knock may only be selected once.

Wrack (Su): A malefex can take advantage of the weaknesses she creates, driving her attacks home with

TABLE 1-1: MALEFEX

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Malefactions Known
1st	+0	+0	+2	+2	Malefactions (least), school of hard knocks, trapfinding, wrack	2
2nd	+1	+0	+3	+3	Skin of my teeth	3
3rd	+2	+1	+3	+3	School of hard knocks	4
4th	+3	+1	+4	+4	Sucker jinx	4
5th	+3	+1	+4	+4	Back-alley bargains	5
6th	+4	+2	+5	+5	Malefactions (lesser), school of hard knocks	6
7th	+5	+2	+5	+5	Schadenfreude	7
8th	+6/+1	+2	+6	+6	Dual malefaction	7
9th	+6/+1	+3	+6	+6	School of hard knocks	8
10th	+7/+2	+3	+7	+7	Cool under fire	9
11th	+8/+3	+3	+7	+7	Malefactions (greater)	10
12th	+9/+4	+4	+8	+8	School of hard knocks, upon your house	10
13th	+9/+4	+4	+8	+8	Curse breaker, witch walk	11
14th	+10/+5	+4	+9	+9	Sublime schadenfreude	12
15th	+11/+6/+1	+5	+9	+9	School of hard knocks	12
16th	+12/+7/+2	+5	+10	+10	A dark and stormy night, malefactions (grim)	13
17th	+12/+7/+2	+5	+10	+10	Practiced jinxing	14
18th	+13/+8/+3	+6	+11	+11	School of hard knocks	15
19th	+14/+9/+4	+6	+11	+11	Lingering misfortune	16
20th	+15/+10/+5	+6	+12	+12	Malefactions (malediction)	17

MALEFEX

merciless force. She gains a +1 bonus to attack rolls made against cursed creatures, which increases by +1 at 4th level and again every 4 levels thereafter. In addition, her attacks against cursed creatures deal additional damage equal to her Wisdom modifier.

Trapfinding (Ex): A malefex adds 1/2 her class level (minimum +1) on Disable Device checks and on Perception checks made to locate traps. A malefex can use Disable Device to disarm magic traps like a rogue can.

Skin Of My Teeth (Su): Starting at 2nd level, a malefex gains a bonus equal to her Wisdom modifier (if positive) as a bonus on Fortitude and Reflex saves.

Sucker Jinx (Su): A malefex of 4th level or higher is adept at cursing people when their guards are down. Flanked creatures suffer a -2 penalty on saving throws against her malefactions, even if the malefex herself is not flanking them.

Back-Alley Bargains (Su): A malefex of 5th level or higher can read the connections between community and commerce to turn up merchants and bargains in unlikely places. She gains a +2 insight bonus on Appraise checks. In addition, the malefex may concentrate as a move action on a specific kind of item (such as 'magic weapons', 'potions', or 'wands') and sense the direction and distance from herself to the nearest individual or shop that is selling such items, assuming one exists within 1 mile of the malefex.

Schadenfreude (Su): Starting at 7th level, the malefex gains vitality by leeching the misfortune of her victims. She gains 5 temporary hit points whenever another creature within close range of her (25 feet + 5 feet per two class levels) fails a saving throw against an ability, maneuver, spell, or spell-like ability with the curse descriptor. At 14th level, this increases to temporary hit points equal to her class level. These temporary hit points stack with themselves, up to a total equal to 1/2 the malefex's full maximum hit points, and last for up to 1 minute.

Dual Malefaction (Su): Malefexes of 8th level or higher may use two malefactions with the same swift action, provided each has a different target.

Cool Under Fire (Ex): A malefex of 10th level or higher has become so practiced in certain skills that they are second-nature to her. Upon gaining this ability, she selects a number of skills equal to her Wisdom modifier (minimum 1). When making a skill check with one of these skills, she may take 10 even if stress and distractions would normally prevent her from doing so.

Upon Your House (Su): A malefex of 12th level or higher can affect any or all opponents within close range (25 feet + 5 feet per two malefex levels) of herself with a malefaction she invokes, instead of only one creature. The malefex cannot target objects when invoking a malefaction in this way, and she still cannot invoke that malefaction again until all creatures affected by it are no longer under its effects. Using this ability counts as

The Cursed Condition

The cursed condition, introduced in *Path of War: Expanded*, does not have an effect of its own. Any creature suffering from a spell or ability with the curse descriptor (such as bestow curse or a malefaction) is considered cursed, though other abilities may also apply the cursed condition. Cursed creatures are vulnerable to additional effects from certain abilities, items, maneuvers, or spells, such as a malefex's wrack ability. A creature continues to suffer the cursed condition until all of the curses affecting them end. The successful application of *break enchantment*, *remove curse*, and similar effects removes the cursed condition from the target in addition to their normal effects. This takes precedence over the definition of the cursed condition in *Path of War: Expanded*.

invoking three malefactions for the purposes of how many malefactions the malefex can maintain.

Curse Breaker (Sp): Starting at 13th level, a malefex may use *break enchantment* twice per day as a spell-like ability, with a caster level equal to her malefex level.

Witch Walk (Su): Starting at 13th level, a malefex may teleport a distance equal to her land speed as a move action. She must have line of effect to her destination and a reasonable idea of where it is (such as through sight, tremorsense, or a DC 10 Perception check to locate the square in question).

Sublime Schadenfreude (Su): Starting at 14th level, the temporary hit points gained from the malefex's schadenfreude ability instead last for up to 1 hour per class level. In addition, she may expend up to 4 temporary hit points per class level as a move action; if she does, she heals 1 hit point per 4 temporary hit points expended.

A Dark and Stormy Night (Su): A malefex of 16th level or higher can tap her connection to myth and urban legends to wreath herself in dread. As a standard action, the malefex can project her power into a 30-foot radius around herself, altering it to fit her idea of a dreadful or cursed places. The appearance of stormy nights, billowing fog, or mist-choked graveyards are common, though not required; the images the malefex projects suit her idea of accursed places or dreadful moments. Regardless of their appearance, the malefex's allies gain concealment and a +2 circumstance bonus on Intimidate checks while within this area, and her opponents suffer a -2 penalty to saving throws, which worsens to -4 against fear effects. This ability lasts for as long as the malefex wishes, and she may cease projecting these images as a free action, even if it's not her turn. This is an illusion (shadow) effect.

Practiced Jinxing (Su): A malefex of 17th level or higher drives her curses home with refined expertise. Up to four times per day, as a free action, she may force

UNFETTERED DREAMS

an opponent to reroll its saving throw against one of her malefactions. This reroll must be declared after the opponent's save has been rolled, but before its results have been determined. The opponent must use the results of the second roll, even if they are worse. You may not force an opponent to reroll the same saving throw more than one time with this ability.

Lingering Misfortune (Su): Starting at 19th level, a malefex may teleport to any space adjacent to a creature suffering from one of her malefactions as a move action, regardless of the distance between her and that creature. She does not need line of sight or line of effect to that creature; indeed, she does not even need to know where it is or what plane it is on. She gets a brief glimpse of the area within 10 feet of the creature in question before she teleports, enough to safely select her space or choose not to make the teleportation. If the malefex has the bad penny knock, she may also teleport to a space adjacent to one of her pennies in this fashion.

KNOCKS

A malefex can choose from the following abilities with her school of hard knocks class feature.

Bad Penny (Su): The malefex may bind an object to herself in a special ritual, ensuring that she has it when she needs it. This ritual requires the object in question, which must be small enough for the malefex to lift and carry, as well as 10 minutes and 100 gold pieces' worth of reagents and preparatory materials. Thereafter, the item in question is the malefex's penny. The malefex may summon her penny to herself as a swift action, teleporting it into her possession regardless of any physical distance or planar boundary. If the penny is a weapon, she may have it arrive in her hand. If the penny is armor, she may have it arrive donned and ready (any armor she's currently wearing appears on the ground next to her in a neat pile). Containers that are pennies arrive, with their contents, in the appropriate place on the malefex's body (backpacks on her back, pouches tied to belts or bandoliers, quivers at her belt or slung over her shoulder, etc). A malefex may only have one penny at a time, and divesting an object of this status requires another ritual which takes ten minutes to break the bond between her and it. A destroyed object ceases to be a penny, as do objects that cease to be objects (such as one animated by *animate objects*). A malefex may select this knock a second time; if she does, she may have an additional number of pennies at one time equal to her Wisdom modifier (for a total number equal to 1 + her Wisdom bonus). She may summon any number of her pennies with the same swift action.

Bare-Knuckle Brawler (Ex): The malefex gains Improved Unarmed Strike and Greater Unarmed Strike (see the Reference Materials section on page 16) as bonus feats, and use her Wisdom instead of her Strength for attack rolls (but not damage rolls) with unarmed strikes.

Bitter Experience (Ex): The malefex adds her Wisdom bonus (if any) as an insight bonus on Disable Device

checks and saving throws against traps. In addition, she may make a Will save when she would trigger magical effects that trigger upon being read or seen (such as *explosive runes*) with a DC equal to the effect's save DC or DC 10 + the trap's CR or the spell's level, as appropriate, if the effect does not normally permit a save; success indicates that the effect does not trigger and the malefex may attempt the appropriate checks to identify it. The malefex can interact with the effect in question for one minute per class level without triggering it unless she chooses to do so.

Cheap Shot (Ex): When a creature damages one of the malefex's allies other than herself, she can make an attack of opportunity against them. If she is wielding a ranged weapon, she may use this weapon to make the attack of opportunity against the creature, provided they are within her weapon's first range increment. Otherwise, she must be threatening the creature in question. The malefex can only make one attack through this ability per round against a given creature, regardless of how many times they damage her allies. A malefex must be at least 6th level to select this knock.

Clairvoyant Hunch (Su): The malefex may use her Wisdom modifier instead of her Intelligence modifier when making Knowledge checks.

Combat Feat: The malefex gains a combat feat she qualifies for as a bonus feat. This knock may be selected up to three times.

Curse Training: The malefex gains Ability Focus (malefactions) as a bonus feat.

Evasion (Ex): The malefex can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the malefex is wearing light armor or no armor. A helpless malefex does not gain the benefit of evasion. A malefex must be at least 6th level to select this knock.

Familiar: The malefex gains a familiar as per the arcane bond class feature, using her malefex level as her wizard level. This knock may be selected a second time if the malefex is 9th level or higher; if it is, she gains Improved Familiar as a bonus feat. She uses her class level as her arcane spellcaster level for the purposes of this feat.

Gang Up (Ex): Whenever the malefex and one or more of her allies threaten the same creature, they count as flanking that creature regardless of their actual positioning. A malefex must be at least 6th level to select this knock.

Gobsmack (Ex): The malefex gains Catch Off-Guard and Throw Anything as bonus feats. If the malefex has the bad penny knock, the first time in each encounter that she summons a given penny, she treats opponents she attacks with it as flat-footed until the end of her turn. This knock may be selected a second time if the malefex is 6th level or higher; if it is, she gains Improvised Weapon Mastery as a bonus feat (she does not need to meet the

MALEFEX

prerequisites for this feat) and deals additional damage equal to her class level against flat-footed creatures, as well as creatures she hits with her attacks of opportunity.

Know-It-All (Ex): The malefex selects two Knowledge skills. She is treated as having skill ranks equal to her character level in the chosen Knowledge skills, including for prerequisites. Upon taking this knock, she may immediately retrain any and all skill points she has in those Knowledge skills, without any cost of time or gold.

Make Do (Ex): The malefex treats her armor, tools, and weapons as being masterwork unless their quality is already better (typically by being magical). In addition, the malefex never suffers penalties to skill checks for having no tools or inappropriate tools; she can always make do with the resources at hand. This knock may be selected a second time; if it is, the malefex gains the ability to use *make whole* at-will as a spell-like ability (caster level equal to her class level), and selects a weapon or armor special ability with a value of +1. Her wielded weapons (including improvised weapons, natural weapons, and unarmed strikes) or worn armor (as appropriate) gain that special ability in addition to their other enhancements, even if they are not otherwise magical or masterwork. This additional enhancement fades 1 round after the malefex is no longer in possession of the items in question. This additional enhancement may not cause her weapons or armor to exceed the normal +10 enhancement limit; if it would, the weapons or armor in question do not gain the additional enhancement from this ability. This additional enhancement is a supernatural ability.

Mutt: The malefex gains a heritage feat she qualifies for as a bonus feat (see *Bloodforge* for more details).

Notoriety (Ex): The malefex gains the vigilante's renown social talent (see the Reference Materials section on page 16). Unlike a vigilante, her renown only grants her a single benefit; when she gains this knock, she chooses to have a social identity or a vigilante identity for the purposes of her renown. She may change the choice she made once per month when she gains renown in a community. If she chooses to have a vigilante identity, her renown spreads as long as she spends at least 4 hours socializing and making contacts (as normal), but she does not gain the normal benefits; only the benefits that would normally be gained in a vigilante identity.

At 9th level or higher, the malefex can select this knock again, gaining the great renown social talent. At 12th level or higher, she can select it a third time to gain the incredible renown social talent. These talents work the same way as the malefex's renown talent.

Notorious Identity (Ex): The malefex gains one of the following social talents: celebrity discount, celebrity perks, feign innocence, loyal aid, or triumphant return; the malefex must be at least 6th level to select celebrity perks or feign innocence. A malefex must possess the notoriety knock to select this knock. This knock can be selected multiple times, each time selecting a different social talent from the list of those available.

Personal Touch (Su): The malefex selects a weapon or armor special ability with a value of +1 or +2; once selected, this special ability may not be changed. Her wielded weapons (including improvised weapons, natural weapons, and unarmed strikes) or worn armor (as appropriate) gain that special ability in addition to their other enhancements, even if they are not otherwise magical or masterwork. This additional enhancement fades 1 round after the items are no longer in the malefex's possessions.

This additional enhancement may not cause her weapons or armor to exceed the normal limit on enhancements. Special abilities that have or grant an ability with limited uses per day (such as *lucky*) may only be used that many times per day, no matter how many weapons or suits of armor the malefex bestows them upon. In addition, the malefex treats improvised weapons as unarmed strikes for the purposes of affecting them with an *amulet of mighty fists* or similar items. A malefex must have selected the make do knock twice and be 9th level or higher to select this knock.

Rogue Talent: The malefex gains a single rogue talent (but not an advanced talent). She may not select talents that modify sneak attack.

Size Up (Sp): The malefex can use *psychic reading* as a spell-like ability a number of times per day equal to her Wisdom modifier. A malefex must be at least 6th level to select this knock.

Street Tactics (Ex): Once per day, the malefex can designate one or more creatures her partners, up to a maximum number equal to her Wisdom modifier, by training with them for ten minutes. For the rest of the day, whenever the malefex is within medium range (100 feet + 10 feet per class level) of one or more of her partners she gains the benefits of any teamwork feats those partners possess (including counting as a creature that possesses those feats).

The Boogeyman's Trick (Su): The malefex needs neither time nor tools to gain passage. Whenever she attempts to open a door, window or other entryway, she may make a Disable Device check as a free action, including bonuses from items and tools on her person (even though she's not actively using them). Any lock or trap within 10 feet of the door, window, or entryway in question (including those on the entryway itself) with a DC lower than the malefex's check result is unlocked and disarmed harmlessly. A malefex must be at least 9th level to select this knock.

RACIAL FAVORED CLASS OPTIONS

The malefex's racial favored class options can be found in Chapter 3: Character Options, on page 14.

UNFETTERED DREAMS

WHAT MAKES A MALEFEX?

Though malefexes come from anywhere with long traditions and bad memories, the majority are urban creatures. A malefex's first warning of her burgeoning power usually happens when she dabbles in folkloric curses or tries out an urban legend, only to find out that the person she's trying to curse really does suffer some misfortune. Their power is a heady and uneven mix of psychic potential, street traditions, myths, legends, and bad memories, expressed as curses that visit the common miseries of their life on their enemies. There are more people with the potential to be malefexes than there are people with the potential to be talented ones. Some set the power aside and focus on something else they know they can be good at (often the ones smart enough to do this will seek out a witch or wizard, hoping to parlay their intelligence and talent into an apprenticeship); the others generally find a way to reach beyond their grasp and get cut down for it.

Self-awareness, empathy, caution, and intuition mark most talented malefexes, who often surprise others with their approach to life. A life on the streets has taught them lessons about picking fights they can't win, the importance of the bond between them and their friends, the power of tradition and the usefulness of pragmatism to let them fight another day. Many are the sole magical resource for their friends, family, gang, or tribe; others find themselves competing with robber-sorcerers and down-on-their-luck alchemists on the mean streets. All of this means that your average malefex picks a fight only if she thinks she can win it, and appreciates the value of peace. Magic might heal a stab wound, but it won't erase a grudge.

The roots in their community that help teach a malefex their powers (through old rhymes, poems, and stories that get passed from gang to gang over cold drinks and during colder stakeouts) mean a remarkable number are not adventurers as most people would think of them. Many malefexes never leave home and the people who are relying on them for backup, for wisdom, and for their friendship. However, even the most retiring and cautious malefex is still someone with a deep connection to the common bond of sapient struggle and misery; their killer instincts are strong and sharp. The more mobile ones range from survivors of failed turf wars, children of civil or military strife, or gutter rats trying to better their place in the world and willing to take risks to do it.

My Grandmother Taught Me That Song

Malefexes are shockingly ubiquitous, often to their own surprise. Street gangs and tribes represent a kind of cultural shoal that creates and protects certain traditions outside of mainstream society's gaze, and malefexes are one such tradition. Even if they didn't often come from criminal or marginalized backgrounds, the malefex

learns about their power from rhymes, stories, and myths, and if successful will leave behind more of her own to be enshrined in her culture. A malefex that visits another city may be shocked to meet someone much like herself, having been under the impression that her traditions were unique and local, rather than a current running through society's underbelly.

Coming from strong oral traditions mean many malefexes love or at least respect stories. They may have odd superstitions (many of the best rooted in fact) or display a piousness that surprises their more advantaged friends. In their communities, a malefex is often the capable assistant who helps get things done or the conservative voice double-checking the plan for fatal flaws. They fill a similar role in militaries and adventuring parties, where their insight and perception help keep the malefex and her friends alive long enough to tell others how to avoid whatever foulness they're up against.

When it comes to working with others, malefexes often appreciate competence above other concerns; it's hard to hate a man for being annoying or to love him for being kind when you're a corpse. That in mind, malefexes tend to get along best with people who have subtle or even underhanded skill sets, such as bards, dreads, harbingers, or slayers and often face friction when forced to work in close proximity to more direct approaches. Still, any friends are better than none, especially on a dangerous job.

New Songs: Alternate Malefexes

Sometimes, a malefex may not perfectly fit a campaign, or a player's mental image of a character. When this happens, we at Dreamscarred Press encourage "refluffing" the class, rewriting the part of the description for your own unique take on the malefex. One easy idea is to lean away from the psychic flavor of the malefex and make them more arcane, especially in relation to witches; their skill set makes them handy bodyguards, agents, and factotums, and their emphasis on Wisdom helps compliment a witch's Intelligence. A malefex might instead be someone with a curse of their own that they've managed to wrangle into power they can use through sheer willpower. If your setting is overrun by magic, malefexes may be to those societies what rogues are to other settings: specialists with an underhanded skill set that help make things happen.

It is important to note that simply removing the default fluff is usually not enough; you should install something to take its place, even if the character themselves isn't fully aware of what it might be. Working with your player or GM on the flavor you're looking for out of your particular malefex can be a source of interesting characterization or even plot hooks to work into the campaign, above and beyond the satisfaction of bringing your particular concept to life.

CHAPTER 2: MALEFACTIONS

The weakest malefactions are known as least malefactions. Lesser, greater, and grim malefactions, as well as maledictions (in order of strength) represent stronger, more insidious curses laid down by malefexes and other characters who practice the art of malefactions. All malefactions are curse effects, though they may have other descriptors, such as mind-affecting.

Malefactions are formatted, in order of strength, as follows:

NAME

Type [descriptors]

Target: Typically 1 creature or 1 object

Saving Throw: Typically Fort, Reflex, or Will negates

Descriptive text.

Effect

LEAST MALEFACTIONS

BALEFUL GLARE

Least [curse]

Target: 1 creature or 1 object

Saving Throw: Will negates

You subject your victim to the evil eye.

If your target fails its save, it suffers from a -2 penalty on caster level checks, concentration checks, manifest level checks, saving throws, and skill checks.

FACE STEALER

Least [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You rob your victim of their identity.

If your target fails its save, it suffers a -2 penalty to its Charisma and you gain the benefits of a *disguise self* spell, at a caster level equal to your character level, except that you appear as your target. If your target dies while suffering from this malefaction, its corpse's face becomes permanently, and entirely, featureless, imposing a -10 circumstance penalty to attempts to identify the body.

GLUED BOOTS

Least [curse]

Target: 1 creature

Saving Throw: None

You foul the movements of your victim.

Choose one:

- Your target cannot take 5-foot steps or use the withdraw action
- Your target's movement speeds are halved (rounded down to the nearest multiple of 5 feet). You gain a 15 foot enhancement bonus to your movement speeds.

SANDMAN'S DECEPTION

Least [curse]

Target: 1 creature

Saving Throw: Will negates

You dim the senses of your victim.

If your target fails its save, choose a special sense (such as darkvision, greensight, or scent). Your target loses that sense, if it possesses it. Otherwise, your target suffers a -4 penalty on Perception checks.

SANDS OF TIME

Least [curse]

Target: 1 object

Saving Throw: Fortitude negates

You wither an object, as though it has been neglected for years.

If your target fails its save, it loses 2 points of hardness per character level (minimum 0). If this reduces the object's hardness to 0, it gains the broken condition for the duration of this malefaction.

STEAL COURAGE

Least [curse, fear, mind-affecting]

Target: 1 creature

Saving Throw: Will negates

You rob your victim of their valor.

If the target fails its save, it becomes shaken and you gain a +2 morale bonus on attack rolls against it.

STEAL POSSESSIONS

Least [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You rob your victim of their goods.

If the target fails its save, it takes a penalty to its CMD against steal and disarm combat maneuvers equal to your Wisdom modifier and you gain a luck bonus equal to your Wisdom modifier to your CMB on steal and disarm combat maneuvers as well as not provoking attacks of opportunity from attempting steal or disarm combat maneuvers against those affected by this effect.

STEAL STAMINA

Least [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You rob your victim of their strength.

If the target fails its save, it becomes fatigued and you gain a +2 morale bonus to your Strength and Dexterity scores.

STEAL TALENT

Least [curse]



UNFETTERED DREAMS

Target: 1 creature

Saving Throw: Will negates

You rob your victim of their skill.

If the target fails their saving throw, it takes a penalty on all skill checks equal to your Wisdom modifier and you gain a +2 circumstance bonus on all skill checks.

TONGUE TIE

Least [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You afflict your victim with a stuttering curse.

If your target fails its save, it suffers a -4 penalty on all skill checks with a verbal component (including, but not limited to, Bluff, Diplomacy, and Intimidate), as well as a 20% failure chance on spells with a verbal component. This is in addition to any other failure chances they have (though it is rolled separately).

TRAITOR'S BLADE

Least [curse]

Target: 1 held or wielded weapon

Saving Throw: Will negates

You curse a weapon to betray its master

If the target fails its save, creatures holding it suffer a -1 penalty on attack and damage rolls. This penalty increases by -1 for every four character levels you possess.

LESSER MALEFACTIONS

CENSURE: SUCCOR

Lesser [curse]

Target: 1 creature

Saving Throw: Fortitude partial (see text)

You cut your victim off from aid or healing.

Your target loses any fast healing and regeneration abilities it possesses for the duration of this malefaction (no save). In addition, if they fail their saving throw they ignore the first 10 points of healing (plus 5 points for every 4 levels you possess, to a maximum of 30 points at 20th level) from non-extraordinary healing effects.

CONFISCATE: BLOOD

Lesser [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You rob your victim of their life.

If the target fails its save, it takes bleed damage equal to your Wisdom bonus and you gain temporary hit points equal to twice your Wisdom modifier. These temporary hit points last for the duration of this malefaction. The bleed stops when this malefaction expires, unless it is removed first.

CONFISCATE: THOUGHTS

Lesser [curse, mind-affecting]

Target: 1 creature

Saving Throw: Will negates

You rob your victim of their mind.

If the target fails its save, you may read its thoughts (as if you had concentrated for three rounds on a *detect thoughts* spell). In addition, you gain +2 insight bonus to your armor class against attacks made by your target. At malefex level 11th, this bonus increases to +4.

CONFISCATE: VITALITY

Lesser [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You rob your victim of their toughness.

If the target fails its save, it is exhausted and you gain a temporary hit points equal to your Wisdom modifier, which last for up to one minute per character level.

DECREE: ANTEROS

Lesser [compulsion, curse, mind-affecting]

Target: 1 creature

Saving Throw: Will negates

You inspire hatred and enmity in your victim.

Choose a creature within range other than your target. If your target fails their saving throw, their attitude becomes hostile towards the chosen creature.

EMBARGO: ALACRITY

Lesser [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You dull the reflexes of your victim.

If your target fails their saving throw, their abilities (such as maneuvers, powers, psi-like abilities, supernatural abilities), or spell-like abilities that normally use a swift action instead require a move action to use (this curse does not change the action cost of immediate actions). The target may still only use one such ability per round.

FORBIDDANCE: FLIGHT

Lesser [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You drag your victim to the earth.

If your target fails their saving throw, they are rendered incapable of flying for the duration; they lose any and all fly speeds they possess, are treated as having no ranks in the Fly skill, and cannot hover, leap, or levitate higher than ten feet from the ground. If the target is flying or levitating when they are affected by this malefaction, they fall to the ground slowly and suffer no falling damage.

INTERDICTION: SORCERY

Lesser [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You punish your victim's attempts to use sorcery.

If your target fails their save they take points of damage equal to 1d6 + your Wisdom modifier whenever they attempt to cast a spell, manifest a power, or use a psi-like or spell-like ability. This damage increases by 1d6 at malefex

MALEFEX

level 11th, and again at 16th level. Your target is aware of this effect, and the damage happens after the ability, power, or spell in question.

PROHIBITION: COURAGE

Lesser [curse, fear, mind-affecting]

Target: 1 creature

Saving Throw: Will negates

You erode the courage and valor of your victim.

Creatures immune to fear or mind-affecting abilities are not wholly immune to this malefaction; instead, see the second effect below. If your target fails their save, they suffer a penalty on attack rolls, damage rolls, and saving throws equal to your Wisdom modifier.

If your target is normally immune to fear for any reason (including being immune to mind-affecting abilities), they instead lose that immunity if they fail their save. Creatures immune to other effects remain immune to those effects (for instance, a creature immune to mind-affecting abilities may be affected by fear effects, but not *charm person*).

SANCTION: COWARDICE

Lesser [curse]

Target: 1 creature

Saving Throw: Will negates

You punish your victim for failing to face you in battle.

If your target fails their save, then whenever they use an ability or make an attack that does not include you as one of the targets (or within its area, for an area effect), they become shaken until the end of their next turn. Successive triggers of this ability increase the fear to a greater condition, as normal, and the condition is applied before the effect in question, potentially penalizing or disrupting the action. The target is aware of this effect if they fail their save.

GREATER MALEFACTIONS

CHINK IN THE ARMOR

Greater [curse]

Target: 1 creature or 1 object

Saving Throw: Fortitude negates

You strip your victim of their armoring nature.

If your target fails their save, they lose any and all damage reduction and/or hardness that they possess. In addition, they suffer a -2 penalty to saving throws.

DELUSION

Greater [curse, mind-affecting]

Target: 1 creature

Saving Throw: Will partial (see text)

You wreak havoc on your foe's perceptions.

Your target suffers a -4 penalty on attack rolls and Perception checks (no save). In addition, if your target fails their save their attacks suffer a 40% miss chance.

DISTRACTION

Greater [curse]

Target: 1 creature

Saving Throw: Will negates

You dazzle your victim with an assault of power.

If your target fails their save they are dazed for 1 round, then sickened for the remaining duration of this malefaction.

FAITHLESS SORCERY

Greater [curse]

Target: 1 creature

Saving Throw: Will negates

You strip your victim of their magical wards.

If your target fails their save, choose a power or spell affecting them. The effects of that power or spell are suppressed for the duration of this malefaction, and you may choose to gain those effects until either the power or spell's duration expires, this malefaction's duration expires, or this malefaction is dismissed or removed.

INFIRMITY

Greater [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You wither your victim with a baleful curse.

If your target fails their save, they suffer a -4 penalty to all of their mental or physical ability scores, chosen when you invoke this malediction.

STEEL'S BETRAYAL

Greater [curse]

Target: 1 creature

Saving Throw: Reflex partial

You break an object with your will.

Choose an object worn or held by your target. It gains the broken condition for the duration of this malefaction. If your target fails their save, they suffer 5d6 + your class level points of magical piercing damage as they are sprayed with shards of the object.

SUSPICION

Greater [curse, mind-affecting]

Target: 1 creature

Saving Throw: Will partial (see text)

You ravage your victim with paranoia and suspicion.

Your target does not count as an ally to any creature for the purposes of flanking and targeting abilities, as well as determining the effects of abilities with an area of effect (no save). In addition, if your target fails their save they may not waive their saving throws against other effects (this means, amongst other things, that they always roll a saving throw against harmless effects).

WYRMBANE CURSE

Greater [curse]

Target: 1 creature or 1 object

Saving Throw: Fortitude negates

You introduce an elemental vulnerability to your victim.

Choose an energy type (acid, cold, electricity, fire, negative energy, positive energy, or sonic). If your target fails their save, they become vulnerable (+50% damage) to the chosen

UNFETTERED DREAMS

energy type. In addition, they lose all energy resistance they possess, and their energy immunities (from any source) are downgraded to resistance 30 against that energy type, which is not further reduced by this malefaction.

GRIM MALEFACTIONS

BLOOD FOR BLOOD

Grim [curse]

Target: 1 creature

Saving Throw: Fortitude negates (see text)

You tie your life to that of your victim.

If your target fails its save, it takes half of any damage it deals to you (only actual damage taken is counted; damage negated by immunities, damage reduction, energy resistance, or a similar effect is not reflected back). This damage cannot be reduced or avoided in any way. In addition, if you are reduced to 0 or fewer hit points while your target suffers from this malefaction they must succeed at a Fortitude save or be stunned for 1 round.

CIRCE'S WORD

Grim [curse, polymorph]

Target: 1 creature

Saving Throw: Fortitude negates

You force your victim into a more humble, unassuming form.

If your target fails their save, they are affected as if by *baleful polymorph* (they attempt their Will save against a DC equal to 10 + 1/2 your class level + your Wisdom modifier), except that it only lasts for the duration of the malefaction.

DECREE OF EXILE

Grim [curse, teleportation]

Target: 1 creature or 1 object

Saving Throw: Will negates

You banish your victim from your presence.

Unlike other malefactions, this malefaction lasts for 1 minute per malefex level, or until it is dismissed, whatever comes first, and does not stop if the target leaves the malefex's perceptions. If your target fails their save, they and their attended, carried, held, and/or worn objects are transported to a flat, featureless demiplane with traits identical to the prime material plane (including breathable air). This demiplane is a sphere with a 300-foot radius. If multiple creatures are subject to this malefaction at the same time (such as with the upon your house class feature), they all arrive in random locations in the same demiplane that are on the ground and not within one another's threatened areas.

At the end of this malefaction's duration your target, or their corpse, and their relevant possessions are transported to their previous space. If that space is occupied, they instead arrive in the nearest unoccupied space that is not inherently hazardous (such as by being a pool of lava).

DRAIN VIGOR

Grim [curse]

Target: 1 creature

Saving Throw: Fortitude negates

You rob your victim of their essence.

If the target fails its save, it becomes staggered and you gain the benefits of a *haste* spell, at a caster level equal to your character level.

MYSTIC ISOLATION

Grim [curse]

Target: 1 creature

Saving Throw: Will partial (see text)

You cut your victim off from their allies' power.

Your target gains spell resistance equal to 15 + your class level, but only against abilities, powers, and spells that originate from their allies or are harmless. This spell resistance otherwise functions as normal, including the target having the ability to suppress it as a standard action and only applying to spells and effects that permit spell resistance. If they fail their save, this spell resistance is instead equal to 25 + your class level.

WITCH'S PRISON

Grim [curse]

Target: 1 creature or 1 object

Saving Throw: None

You prevent your victim's escape.

Your target is subject to a *dimensional anchor* effect. Additionally, if your target moves or is moved more than 100 feet from you by any means, they teleport to a space of your choice that is adjacent to you, ignoring the *dimensional anchor* effect, at the end of their movement. Your movement does not trigger this effect; if you yourself move or are moved more than 100 feet away from the target, the malefaction ends.

RECKLESS RAGE

Grim [curse, mind-affecting]

Target: 1 creature

Saving Throw: Will negates

You cloud your victim's mind with roaring fury.

Unlike other malefactions, this malefaction lasts for 1 round per malefex level, or until it is dismissed, whatever comes first, and does not stop if the target leaves the malefex's perceptions. If your target fails their save they rage for the duration of this malefaction, as a 1st-level barbarian, except that they take an additional penalty to their armor class equal to your Wisdom modifier. Targets that have the ability to rage may expend rage rounds to instead benefit from their own rage (and negate the additional penalty to their armor class and CMD), but any round in which they are not raging under their own power they instead suffer the effects of this malefaction.

SILENT SUFFERING

Grim [curse]

Target: 1 creature

Saving Throw: Fortitude partial (see text)

You condemn your victim to silent torment.

MALEFEX

Your target is subject to a silence effect, except it only affects their own space and cannot be dispelled (no save). Additionally, if your target fails their save, they suffer 2 points of Constitution damage whenever they gain a negative level or suffer damage from another of your abilities or attacks.

THE BLACK SPOT

Grim [curse, death]

Target: 1 creature

Saving Throw: Fortitude negates

You mark your victim for death.

If your target fails their save, they manifest as hideous black growth on their hands or other appendages and gain 1 negative level each time you damage them or they fail a save against one of your other abilities while they continue to be affected by this malefaction (no save). For every 2 negative levels inflicted on them, you gain a +1 bonus on attack rolls, damage rolls, and saving throws. If they die while under this effect (including by the negative levels), these bonuses persist for 1 minute before fading. Otherwise, both the negative levels and the granted bonuses expire when this malefaction does.

VALOR UNDONE

Grim [curse, fear, mind-affecting]

Target: 1 creature

Saving Throw: Will negates

You rob your victim of their heroism.

If the target fails its save, it becomes frightened and you gain a +6 morale bonus on attack and damage rolls against it.

MALEDICTIONS

WORD OF DOOM

Malediction [curse]

Target: 1 creature or 1 object

Saving Throw: None

You lay the protections of your victim bare.

Your victim loses any and all energy resistance, damage reduction, fast healing, hardness, immunities, and regeneration they possess. They may not gain energy resistance, damage reduction, fast healing, hardness, immunities, or regeneration while under the effects of this malefaction. Creatures or objects without a value in an ability score (such as undead and Constitution) still cannot suffer damage, drain, or penalties to that ability score.

WORD OF HORROR UNENDING

Malediction [curse]

Target: 1 creature

Saving Throw: Fortitude partial (see text)

You wrack your victim with your raw, unending animosity.

Unlike other malefactions, your target must make a saving throw against word of horror unending each round at the beginning of their turn until its duration ends or you dismiss this malefaction. Your target gains 1 negative level and

suffers 3 points of damage to each ability score whenever they fail their save against this malefaction.

THE WAERLOCH'S WORD

Malediction [curse]

Target: 1 attended, carried, or worn object that is not already intelligent

Saving Throw: Will negates

You cause an item to flare to life, betraying its master.

Unlike other malefactions, the waerloch's word may only be invoked once per week. Its duration is instantaneous. If your target fails its save, it becomes an intelligent item with Intelligence, Wisdom, and Charisma equal to your own. Its alignment is opposite to the creature attending, carrying, or wearing it (determine the opposite of that creature's neutral alignment components randomly). The item possesses empathy and telepathy, as well as 3 randomly determined powers. The item has the special purpose of killing the creature that was attending, carrying, or wearing it at the time it was awakened by this malefaction, as well as defeating any creatures that share an alignment with that creature; it has 1 special purpose power, determined randomly.

Once the creature attending, carrying, or wearing the item awakened by this malefaction is either dead or forced from the plane it was on when the item was awakened, the item awakened by *the waerloch's word* is teleported to a random creature on the same plane of existence that shares an alignment with it.



CHAPTER 3: CHARACTER OPTIONS

RACIAL FAVORED CLASS OPTIONS

Characters can choose from the following alternate favored class options for the malefex:

All: Gain 1/6 of a new malefaction.

Aasimar: Add +1/6 to the DCs of malefactions.

Changeling: Gain 1/6 of a new witch hex, using the malefex's level in place of her witch level, and Wisdom instead of Intelligence to determine its effects and save DC (if any).

Dhampir: Gain +1/2 additional temporary hit points whenever they gain temporary hit points with a malefex class feature.

Dwarf: Gain +1/2 additional temporary hit points whenever they gain temporary hit points with a malefex class feature.

Elf: Gain a +1/3 bonus on saves against curse effects.

Gnome: Gain 1/6 of a new knock.

Halfling: Gain a +1/3 bonus on Perception checks made to locate traps and to Disable Device skill checks.

Half-Elf: Gain a +1/2 bonus on Stealth checks.

Half-Orc: Gain a +1/3 bonus to wrack damage.

Hexbreather: Gain 1/6 of a new witch hex, using the malefex's level in place of her witch level, and Wisdom instead of Intelligence to determine its effects and save DC (if any).

Human: Gain 1/3 of a Grudgebearer feat as a bonus feat.

Kitsune: Gain a +1/2 bonus on Bluff checks.

Merg: When using the step back racial ability, the malefex moves an additional 1 foot. This option has no effect until the malefex has selected it 5 times (or another increment of 5); a move of 14 feet is effectively the same as a move of 10 feet.

Shabti: Gain 1/4 of an additional use per day of the malefex's racial *suggestion* ability.

Tiefling: Gain a +1/3 bonus to wrack damage.

Rustpicker (Malefex Archetype)

Many malefexes come from poor or difficult backgrounds, forced to make do or do without. Rustpickers are scavengers, even compared to their peers, who exist on margins of violence and find the beauty and power in things other people consider trash or scrap. Rustpickers are common in urban areas, and sometimes manifest their powers in response to strong fey or demonic incursions, tapping subconsciously into the power of rust and iron to push back against these ultraterrestrial invaders.

Beloved of Iron (Su): Weapons the rustpicker wields, including thrown weapons and projectiles, count as

being made of cold iron in addition to any other materials they are made of. If the weapons' other materials have a different hardness and hit points, use the better value. This replaces one least malefaction learned at first level.

Scavenger's Knack (Su): The rustpicker gains Brilliant Planner as a bonus feat. She does not need to meet the prerequisites for this feat. She does not need to replenish her brilliant plan fund after procuring 20 or more pounds of objects; she only needs to replenish her fund after using up the gold she has invested in it. The rustpicker can still replenish her brilliant plan fund before then. Objects and services that normally cost less than 1 sp instead cost 1 sp for the purposes of the rustpicker's Brilliant Planner feat.

At 3rd level, the rustpicker becomes more skilled at acquiring and maintaining the odds and ends she uses to enact her brilliant plans; she only needs four hours to replenish her brilliant plan, and may spend up to 100 gp per character level when replenishing her brilliant plan fund.

At 6th level, the rustpicker finds or creates a personalized magical container, known as her rucksack. This may be any container small enough for the rustpicker to lift and carry; backpacks are popular, but boxes, saddlebags, or even belt pouches are equally common. It takes one hour to turn a container into a rucksack. If the rustpicker makes a new rucksack while she already has one, the previous container ceases to be her rucksack. A rustpicker's rucksack has an aura of strong conjuration and a caster level equal to the rustpicker's class level, but no monetary value. It may not be dispelled or disjoined.

While the rustpicker has a rucksack, having a brilliant plan does not increase her carried weight. Additionally, she may replenish her brilliant plan fund by placing objects into her rucksack and spending an hour meditating over it. After this time, the objects within the rucksack vanish, and half of their market value is added to the rustpicker's brilliant plan fund, up to its normal maximum; any excess value is lost. Artifacts and cursed items may not be disposed of in this fashion; they remain in the rucksack, just as if it were a mundane container.

At 9th level, the rustpicker may enact her brilliant plan to withdraw an object (but not procure a service) just as if she was drawing an object on her person, rather than in 10 minutes. In most cases, this means that the rustpicker may do so as a move action, though feats (such as Quick Draw) or other abilities and circumstances might alter this action cost.

At 12th level, the rustpicker's rucksack also functions as a *handy haversack*, regardless of its actual physical dimensions. It still has no monetary value. In addition, she may cast *mage's magnificent mansion* once per day

MALEFEX

as a spell-like ability, with a caster level equal to her class level.

At 15th level, the rustpicker may replenish her brilliant plan from any location, rather than in a settlement; she may procure any object or mundane service that she can afford with her brilliant plan fund, provided that the object or mundane service is available on the same plane of existence as her. She cannot procure priceless objects or services (such as artifacts or services without a listed cost).

This replaces the knocks gained at 1st, 6th, 9th, and 15th level.

Grip of Rust (Su): Starting at 7th level, the victims of the rustpicker's malefactions also suffer additional damage equal to her class level whenever they suffer damage from a source other than this ability. At 14th level, those creatures also suffer a -6 penalty to their Dexterity. This replaces *schadenfreude* and *sublime schadenfreude*.

Iron Exile (Sp): Starting at 13th level, the rustpicker may cast *banishment* twice per day as a spell-like ability, with a caster level equal to her class level. This replaces curse breaker.

NEW FEATS

Though the following feats are intended for malefexes, anyone who meets their prerequisites can take them.

Ability Focus (Malefactions)

You have a knack for potent, complex curses

Benefit: Increase the DC of your malefactions by 2.

Extra Malefaction

You've practiced a wide variety of malefactions

Prerequisites: 2 or more malefactions known.

Benefit: You gain an additional malefaction known, up to the highest level of malefactions you can learn.

Special: You can take this feat up to three times. Each time, you learn a different malefaction.

Grudgebearer

You bear hate or spite for a particular kind of enemy

Prerequisites: Able to invoke malefactions.

Benefit: Choose a creature type (or type and subtype, as appropriate) from amongst those available as favored enemies (see the ranger class feature). Creatures of the chosen type (or type and subtype) suffer a -2 penalty to saving throws against your malefactions.

Special: You can take this feat more than once. Each time, you select a different type (or type and subtype, as appropriate) from amongst those available as favored enemies.

Honed Maliciousness

Your curses can affect even those normally immune to such power

Prerequisites: 7 or more abilities with the curse descriptor known (such as malefactions, maneuvers, or spells).

Benefit: You can curse creatures with immunity to curses as if they did not have that immunity, but such

creatures receive a +6 bonus on their saving throw against curse effects you use. This bonus decreases by 1 at 12th level, then again at 15th and 18th level.

Street Lessons

You learned at the school of hard knocks

Prerequisites: School of hard knocks class feature.

Benefit: You gain an additional knock from the list of those available from school of hard knocks. You must still meet the prerequisites for this knock.

Spreading Misery

You can spread your curses to new victims when the old ones fall.

Prerequisites: 2 or more malefactions known.

Benefit: When a creature or object under the effects of one or more of your malefactions is reduced to 0 or less hit points, you may select another target within medium range (100 feet + 10 feet per character level). Those malefactions transfer to the new target; time spent on their previous target still counts against the duration of those malefactions, when relevant. That target is entitled to any saving throws those malefactions offer to their targets, just as if you had invoked them on that creature.

Talented Jinxer

You can lay more curses than most

Prerequisites: 2 or more malefactions known.

Benefit: You may maintain two additional active malefactions

Wrack and Ruin (Combat)

You leave your cursed victims bleeding and torn

Prerequisites: Wrack class feature.

Benefit: Your attacks against cursed creatures deal additional bleed damage equal to your Wisdom modifier.

NEW ROGUE TALENTS

The following are new talents available to rogues.

Esoteric Technique: The rogue gains a malefex knock. She treats her rogue level as her malefex level. She cannot select the combat feat, evasion, or rogue talent knocks. She uses her Intelligence modifier rather than her Wisdom modifier when determining the effects of her knocks.

Curse Adept (Su): The rogue learns a malefaction; she selects a single least malefaction. She invokes her malefactions as a malefex of her rogue level minus 3, and uses her Intelligence modifier in place of her Wisdom modifier when determining its effects. The rogue may use a number of malefactions per day equal to her Intelligence modifier plus 1/3 her rogue level. A rogue must be 4th level or higher and have the esoteric technique talent to select this talent.

NEW ROGUE ADVANCED TALENT

A rogue who can select advanced talents can gain the following talent:

UNFETTERED DREAMS

Curse Savant (Su): The rogue learns a malefaction; she selects a single least or lesser malefaction. She invokes her malefactions as a malefex of her rogue level, and uses her Intelligence modifier in place of her Wisdom modifier when determining its effects. The rogue may use a number of malefactions per day equal to her Intelligence modifier plus 1/3 her rogue level. A rogue must have the curse adept talent to select this talent.

NEW SLAYER TALENTS

The following are new talents available to slayers.

Esoteric Technique: The slayer gains a malefex knock. She treats her slayer level as her malefex level. She cannot select the combat feat, evasion, or rogue talent knocks. She uses her Intelligence modifier rather than her Wisdom modifier when determining the effects of her knocks.

Curse Adept (Su): The slayer learns a malefaction; she selects a single least malefaction. She invokes her malefactions as a malefex of her slayer level minus 3, and uses her Intelligence modifier in place of her Wisdom modifier when determining its effects. The slayer may use a number of malefactions per day equal to her Intelligence modifier plus 1/3 her slayer level. A slayer must be 4th level or higher and have the esoteric technique talent to select this talent.

NEW SLAYER ADVANCED TALENT

A slayer who can select advanced talents can gain the following talent:

Curse Savant (Su): The slayer learns a malefaction; she selects a single least or lesser malefaction. She invokes her malefactions as a malefex of her slayer level, and uses her Intelligence modifier in place of her Wisdom modifier when determining its effects. The slayer may use a number of malefactions per day equal to her Intelligence modifier plus 1/3 her rogue level. A slayer must have the curse adept talent to select this talent.

NEW VIGILANTE TALENTS

The following are new vigilante talents available to vigilantes.

Esoteric Talent: The vigilante gains a knock from the malefex class, treating themselves as a malefex of their level. The vigilante uses their Charisma modifier in place of their Wisdom when determining its effects. This talent can be selected multiple times, each time selecting a different knock.

Curse Dabbler (Su): The vigilante learns a malefaction; she selects a single least or lesser malefaction (she must be 10th level or higher to select a lesser malefaction). She invokes her malefactions as a malefex of her vigilante level, and uses her Charisma modifier in place of her Wisdom modifier when determining its effects. The vigilante may use a number of malefactions per day equal to her Charisma modifier + 1/2 her level.

REFERENCE MATERIALS

The bare-knuckle brawler and notoriety knocks grant Greater Unarmed Strike feat and the renown vigilante social talent, respectively. We've reprinted them here for ease of reference.

Greater Unarmed Strike (Combat)

Prerequisites: Improved Unarmed Strike, character level 3rd.

Benefit: Your unarmed strikes have their base damage increased to 1d8 (for a Medium-size creature). At character level 10th, this increases to 1d10 base damage. If you are a monk, brawler, or other class that gains increased unarmed damage based on your level, you instead add 4 to your effective class level to determine your unarmed strike damage dice.

Note: This printing of Greater Unarmed Strike includes information from the *Path of War* errata, and as such takes precedence over the feat's original printing.

Renown Vigilante Talent

Renown (Ex): The vigilante becomes known for deeds and abilities regardless of his current identity. This renown grants him favorable treatment in civilized company and lends him an air of menace while facing down his enemies. While he is in his social identity, a vigilante can spend 1 week gaining renown among the locals of any community of no more than about 200 individuals (a village, if using settlement population ranges). This could be the entire community or a smaller neighborhood in a larger settlement. He must spend at least 4 hours each day socializing and making contacts. After spending 1 week doing this, whenever he is in his social identity, all NPCs in the community have a starting attitude toward him that is one category better, as long as each person's initial attitude would have at least been indifferent (see the Diplomacy skill description). While he gains renown in an area using his social identity, he also spreads rumors and tales about his vigilante identity.

Once he has gained renown in a community, he gains a +4 circumstance bonus on Intimidate checks whenever he is in his vigilante identity. This bonus applies only while he is near the community in which he has gained renown; he must be within a number of miles equal to his vigilante level. A vigilante can hold renown in a limited number of communities (normally one, with other social talents allowing two). If he gains renown in a new community, he must decide which one of his previous communities to lose. These effects are subject to GM approval. For example, the GM might rule that an NPC or monster has not heard any tales about the vigilante. Or, a foe may have a starting attitude toward him that's one category worse, rather than one category better.

MALEFEX

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