



Bleeding Hearts and Chocolates

Fat Goblin Games

 **PATHFINDER**
ROLEPLAYING GAME COMPATIBLE

Bleeding Hearts



Credits



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Love Hurts

Campaign Traits for Lovers

ALLURING

You have the art of turning a passing glance into love.

You receive a +2 trait bonus on Diplomacy checks with those who find you attractive. You can use daze once per day as a spell-like ability, with a caster Level equal to your character level.

CHILDHOOD CRUSH

You've never had the guts to act on it, but for as long as you can remember, you've had a crush on one of the NPCs. Someday, maybe you'll be able to earn the NPC's love, but for now, you're content to spend time in the NPC's proximity, or even to do things for the NPC that might earn you a word of thanks or a smile.

You gain a +1 trait bonus on all attack rolls against foes that threaten your crush. Once per day, you may attempt to earn a kind word or a smile from the NPC whom you have a crush on by making a DC 15 Charisma check. If you're successful, the elation and joy at the attention gives you a +1 trait bonus on all saving throws for the remainder of the day. If you're ever lucky enough to win the NPC's love, this +1 trait bonus on saving throws applies at all times, as long as your relationship remains active.

LOVE LOST

Someone you loved was knifed to death in a dark alley one night. You were called to the scene by the guard to identify the body, and as rough as that was

for you, you also noticed a ring was missing from the body. Whoever murdered your loved one stole that ring—you're convinced of it. You've done some investigation on your own and recently found the ring for sale at a local merchant. Although, to your great frustration, you can't afford yet to buy it back, the merchant did tell you from whom he purchased the ring. It seems likely this criminal is the one who killed your loved one, or at the very least knows who did. The only problem is finding him.

Widowed: The murder victim was a lover. With your lover's death, a part of you died as well, leaving you haunted, grim, and prone to dark musings. You gain a +2 bonus on Intimidate checks.

UNSWAYING LOVE

Your resolute devotion to your significant other protects you from those who would manipulate you.

You gain a +2 trait bonus on saving throws against charm or compulsion effects.



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Put a Spell on You

KISS OF UNREQUITED LOVE

School enchantment (compulsion) [mind-affecting]; Level red mantis assassin 4, bard 4 sorcerer/wizard 5

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 round/level, plus see text

Saving Throw Will negates; Spell Resistance yes

The verbal and somatic components of a kiss of unrequited love spell are designed to be indistinguishable from amorous advances towards the target of the spell. A successful Spellcraft check (DC 19) can still identify the spell for what it is, although the observer must first oppose your Bluff check with a Sense Motive check. If the target fails to resist this spell, he becomes tragically enamored with you, but at the same time becomes convinced that through some terrible shortcoming of his own he is never be able to win your love. On his next action, the despair of this unrequited love forces the victim of the spell to attempt suicide. He immediately attempts a coup de grace against himself, using the most powerful melee weapon at his disposal to take the action. He automatically hits himself and scores a critical hit. If he survives, he must still make a Fortitude save (DC 10 + damage dealt) or die. If the victim has the sneak attack ability, he applies his sneak attack damage to this self-inflicted wound. A victim with a natural attack or the ability to deal lethal damage with an unarmed attack can use this attack in place of a melee weapon.

If the victim cannot secure a melee weapon, he dedicates all of his activity towards securing the closest available melee weapon in as efficient a

method as possible, resorting to disarm attempts or even magic if necessary. A victim restrained from performing the coup de grace or securing a melee weapon instead devotes all of his efforts towards escaping so he can fulfill his compulsion. This compulsion persists for one round per caster level. The compulsion also ends as soon as the victim makes the coup de grace attack on himself, providing he survives the suicide attempt. Once the compulsion is started, the range at which it continues is unlimited as long as the caster and the subject are on the same plane.

MANTLE OF LOVE

School abjuration; Level cleric/oracle 2, paladin 2

Casting Time 1 standard action

Components V, S, F (a heart-shaped ruby worth 50 gp)

Range touch

Target one living creature

Duration 1 min./level

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

You imbue the target creature with the protective love of your deity, protecting him from harm by granting him a +4 morale bonus on all saving throws. The spell ends if you and the target move out of sight of one another.

MEMORY OF LOVE

School enchantment (compulsion) [mind-affecting]; Level bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 min.

Saving Throw Will negates; **Spell Resistance** yes

A memory of a loved one (mother, spouse, etc.) overwhelms the target every time he looks at you, preventing him from physically harming you. His feelings are directed only toward you – not your

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companions. The spell's effect is broken if you attack the target. The target receives a new Will save every round to shake off the spell's effects.

LIFEBOND

School divination; Level cleric/oracle 3

Casting Time 1 standard action

Components V, S

Range touch

Target one creature

Duration permanent

Saving Throw Will negates (harmless);

Spell Resistance yes (harmless)

The target creature permanently knows the relative position and condition of his true love, and is able to monitor her as if by a status spell. Lifebond only works if the target of the spell and the creature he designates as his true love are actually both in love with each other; if the love is not true and mutual, the spell fails. Lifebond is most often cast on both lovers so they can monitor each other.

HEARTACHE

School enchantment (compulsion) [mind-affecting]; Level bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a silk string tied around your finger)

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 1 min.

Saving Throw Will negates; **Spell Resistance** yes

You trigger in the target a memory of love lost or rejection. This overwhelming memory leaves the target shaken for one minute, though she will receive a new save on each round to shake off the effects of the spell. If the target makes her initial Will save, she will only be shaken for one round.



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I am so lonely I can hardly bear it. As one needs happiness so have I needed love; that is the deepest need of the human spirit. And as I love you utterly, so have you now become the whole world of my spirit. It is beside and beyond anything that you can ever do for me; it lies in what you are, dear love — to me so infinitely lovely that to be near you, to see you, hear you, is now the only happiness, the only life, I know. How long these hours are alone!

Yet is good for me to know the measure of my love and need, that I may at least be brought to so govern myself as never to lose the love and trust that you have given me.

Dear, let us make and keep our love more beautiful than any love has ever been before.

Forever, dearest one.

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The Date Night from Hell

A Valentine's Day Side Adventure

Introduction

Love is in the air and your PCs no doubt want a part of it. If you're looking for a fun little night out, look no further! Below is a quick little Valentine's Day-themed adventure.

This is an encounter-based adventure geared towards a party of 4 4th-level PCs. It follows the story of a priestess (or priest) of *He That Feeds In Darkness*—an ancient god of lust who feeds on the energies of those killed by the ones they desire—in her (his) quest to provide her (his) god with his annual Valentine's day sacrifice.

The Invitation

The PCs are enjoying a well-deserved ale in a local tavern on Valentine's Day after a tiring day of adventuring when they are approached by a man or woman, depending on which one would better suit your party, but using the same stats and name as below. (Note that for simplicity sake, this document will refer to the female version of Ashly). Ashly is incredibly beautiful, with flowing blond hair and mysterious sea-green eyes. She carries herself with the confidence of one who knows she is desired but is still humble enough to be appealing.

ASHLY DENARIAN

CR 5

XP 1,600

Human cleric (**priest(ess)** of He That Feeds In Darkness 6

LE Medium humanoid (human)

Init +6; **Senses** Perception +6

DEFENSE

AC 13, **touch** 13, **flat-footed** 10 (+2 Dex, +1 dodge)

hp 36 (6d8+6)

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

OFFENSE

Speed 30 ft.

Melee +2 *mithral dagger* +6 (1d4+2/19-20)

Special Attacks channel negative energy 7/day (DC 17, 3d6)

Domain Spell-Like Abilities (CL 6th; concentration +7)

4/day—*dazing touch*, *touch of darkness* (3 rounds)

Cleric Spells Prepared (CL 6th; concentration +7)

2nd—*blindness/deafness* (blindness only)[D] (DC 13), *darkness*, *hold person* (DC 13), *undetectable alignment* (DC 13)

1st—*bane* (DC 12), *charm person*[D] (DC 12), *obscuring mist*, *shield of faith*, *summon monster I*

0 (at will)—*bleed* (DC 11), *create water*, *detect magic*, *light*

D Domain spell; Domains Charm, Darkness

STATISTICS

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

Base Atk +4; **CMB** +4; **CMD** 17

Feats Alertness, Blind-fight, Dodge, Improved Initiative, Iron Will

Skills Acrobatics +1 (-3 to jump), Bluff +5, Diplomacy +8, Disguise +5, Escape Artist +0, Linguistics +6, Perception +6, Sense Motive +8, Spellcraft +3, Stealth +1

Languages Common, Dwarven, Elven, Gnome, Halfling

Other Gear +2 *mithral dagger*, mwk manacles, silver holy symbol of He That Feeds In Darkness, wand of *cure light wounds* (35 charges)

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Ashly casts *undetectable alignment* on herself and singles out whichever member of the party looks most ready to succumb to her wiles. She cozies up to the PC of her choice and begins seducing them. She will start by casting *charm person*, shower them with compliments, and follow up by using her diplomacy to sweeten the pot if necessary. Once she is certain that the chosen victim is ready, she slips a vial of oil of taggit (save DC15 or unconscious) and a potion of *elixir of love* (DC 14 Will save)—just to be sure—and gives a signal to two burly men in black and red robes across the room.

The two men rush the table and grab the unconscious victim, dragging them out the door with Ashly close on their heels. They focus on escaping with their selected victim, so they will run unless cornered, in which case they'll fight just enough to get away.

ACOLYTE OF HE THAT FEEDS IN DARKNESS CR 3

XP 800

Male human cleric of He That Feeds In Darkness
1/fighter 3

LE Medium humanoid (human)

Init +5; Senses Perception +3

DEFENSE

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

hp 37 (4 HD; 1d8+3d10+12)

Fort +7, Ref +2, Will +3 (+1 vs. fear)

OFFENSE

Speed 30 ft.

Melee mwk dagger +7 (1d4+2/19-20)

Special Attacks *channel negative energy* 5/day
(DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +1)

3/day—*dazing touch*, *touch of darkness* (1 round)

Cleric Spells Prepared (CL 1st; concentration +1)

0 (at will)—*create water*, *detect magic*, *light*
D Domain spell; Domains Charm, Darkness

STATISTICS

Str 15, Dex 12, Con 15, Int 8, Wis 10, Cha 15

Base Atk +3; CMB +5; CMD 16

Feats Alertness, Blind-fight, Improved Initiative, Toughness, Weapon Finesse, Weapon Focus (dagger)

Skills Acrobatics +2, Climb +6, Escape Artist +2, Intimidate +8, Linguistics +3, Perception +3, Sense Motive +6, Stealth +2, Swim +6

Languages Common, Elven

SQ armor training 1

Combat Gear potion of *cure moderate wounds*;

Other Gear chain shirt, mwk dagger



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The Chase

The PCs chase the kidnappers out into the night, following them through darkened streets and down alleys until they turn down a lane marked Seductress' Alley. The party rounds the corner just in time to see the kidnappers duck into a doorway at the far end of the dead-end road, but they have bigger problems.

As they round the corner into the narrow cobblestone alley, framed on both sides by tall, dark walls, five scantily-clad women in various states of decay lurch from the shadows, blocking the party's way. The zombie prostitutes snarl and extend their claw-like hands towards the PCs.

ZOMBIE PROSTITUTE (5) (CR ½ EACH)

(see "Zombie" in the *Pathfinder Roleplaying Game Bestiary*)

XP 200

hp 12

The Ritual

Once the prostitutes have been dispatched, the party manages to get to the door the kidnappers went through. The door is locked (DC 12) and trapped.

THE ACOLYTE'S DOOR (CR 1)

XP 400

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger trying to turn the door handle; **Reset** manual

Effect Atk +10 ranged (1d3 plus Black Adder Venom)

Once they are through the door they stumble into a dark hallway that smells heavily of incense with a faint, metallic undertone of blood. Chanting can be heard coming from the far end of the hall. The opening glows with the firelight of the room beyond.

As the party reaches the mouth of the hallway the room beyond comes into view. It is a large, hexagonal room. The ceiling looms twelve feet overhead and is covered in a complex painting depicting a man wooing a woman who holds a shining dagger behind her back as a dark, shadowy shape with glowing red eyes looms over them. The walls are painted black and the only light in the room comes from three small braziers, one centered on every second wall. The center of the room is dominated by an altar crafted out of a solid block of glossy obsidian. It is fashioned to resemble a bed with pillows.

The captured party member lies on the altar, their clothes and armor piled in a heap at the foot of the bed. They are covered with a black silk sheet. They are just starting to regain their senses as their friends enter, but they are still entranced by Ashly and won't do anything to help their friends.

Ashly stands on the opposite side of the altar, arms raised, wearing a flowing black silk robe. A large silver disc hangs around her neck, bearing an image that looks like the shadow creature on the ceiling. It has two deep red garnets for eyes

If they escaped, the two men who were at the tavern stand on either end of the altar (at the head and foot of the bed) and an additional two acolytes dressed the same way stand facing Ashly.

As soon as the party is in the doorway, Ashly will stop her incantation and point at the party with a cry of "Kill the unfaithful who have sullied this holy place!"

The four acolytes attack the party as Ashly tries to finish her incantation.

ACOLYTE OF HE THAT FEEDS IN DARKNESS CR 3

XP 800 each

Male human cleric of He That Feeds In Darkness
1/fighter 3 (See previous listing for full stats)

hp 37 each

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ASHLY DENARIAN

CR 5

XP 1600

Human cleric of He That Feeds In Darkness 6 (See previous listing for full stats)

hp 36 each

Once Ashly and the cultists have been defeated, the party will be able to free their friend. The altar room will yield the obsidian altar (worth 5,000 GP, weighs 500lbs), one silver holy symbol of He That Feeds In Darkness with red garnet eyes (worth 125gp), four wooden holy symbols of He That Feeds In Darkness, Five black silk robes (each worth 30gp), one black silk sheet, and one ceremonial golden dagger inlaid with five fire opals (worth 400gp).



Harlot Sweets

These amber-colored lozenges instill within the user a slightly increased agility and enhance both physical beauty and speech. So named for the fact that prostitutes often abuse the drug, harlot sweets are gaining popularity among certain circles in the aristocracy as well.

Type drug (ingested); **Addiction** moderate, **Fortitude** DC 18

Effects 1 hour; +1d4 Cha and +1 Dex

Damage 1d2 Int damage

Price 60 gp



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Madam Estella

Purveyor of Love Potions and Charms

While her father left her substantial wealth, Estella's long life as a tiefling and dark tutelage under her "mother," the erodaemon Aurelia, have lead to the self-styled "Madam Estella" to turn toward a life of becoming a world-renown provider of powerful love potions and charms that can ensnare the hearts of any. Until recently, she has always tried to walk the careful line of only providing items to those of lower station in life, only "helping" the elite out either secretly or when the kinds of arrangements she is disrupting can be done safely.

In a world where it is well-know direct manipulations of emotions are possible via magic, Madam Estella has always been careful to rarely employ straight "love potions" or simple compulsion magics when it wasn't necessary. Most of the desperate people that come to her don't seek a specific person, but just anyone, and simple charms that enhance the wearer's confidence with themselves, or give them glibness to speak well can be more effective than a *charm person* spell.

As often as not, Madam Estella charges exorbitant prices for little more than sugar-water and meaningless nick-knacks. Those she realizes she can actually swindle for great wealth, she'll brew proper *elixirs of love* or even the occasional *philter of love*, but these are for either those truly desperate creatures that are destined to have their hearts broken, or for those able to afford her increases prices. Though simple greed would be an evil enough rationale for her lifestyle, she hides a much deeper and darker goal overall related to her mother's natural abilities.

Items Commonly Sold by Madam Estella

Prices listed below are "standard" market prices. Madam Estella frequently researches her potential clients and tries to swindle them for as much as she possibly could. Few market in such trade, as most would see the maker of a magic item that entranced someone as guilty as the one employing it. At least double the listed price for any of these items sold by Estella, and otherwise increase the asking price to be fitting the station of the person requesting it (a king's ransom for a king, for instance).

Most of the following items Estella has at least one or more "on hand." The *eyes of charming* is one that she knows she could construct (and possibly has before) but it is so costly to even make, she would only "make to order" with the money upfront. Many of the mundane or alchemical items she has she sells as if they were magical in nature, when they are in fact mostly to help a customer get over their fear of rejection or to bolster their confidence (though some have more nefarious uses).

MADAM ESTELLA'S INVENTORY

Item	Marketprice
Alchemist's Kindness ^{UE}	1 gp
Cordial of love	1,500 gp
Elixir of love	150 gp
Eyes of charming ^{UE}	56,000 gp
Fortifying brew ^{ACG}	20 gp
Lozenge of the songbird ^{ACG}	50 gp
Philter of love ^{APG}	3,000 gp
False token	Special

^{APG} *Pathfinder Roleplaying Game: Advanced Player's Guide*

^{ACG} *Pathfinder Roleplaying Game: Advanced Class Guide*

^{UE} *Pathfinder Roleplaying Game: Ultimate Equipment*

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ALCHEMIST'S KINDNESS

Price 1 gp; **Weight** —

Favored by young rakes and other well-to-do inebriates, this crystalline powder resembles salt. Mixed with water, it makes a fizzing cocktail that eliminates the effects of a hangover within 10 minutes of drinking it.

For many of Estella's clients, this cheap (offered as a "free" remedy) item is their first taste of her "power" as a master alchemist. If the clients don't show up drunk and broken hearted on her doorstep, she's always willing to get them that way, then "cure" them of their hangover while she milks information out of them and wins their trust.

CORDIAL OF LOVE

Price 1,500 gp; **Slot** none; **Aura** moderate enchantment; **CL** 9th; **Weight** —

The strong but sweet alcohol-tainted liquid causes the character drinking it to become enraptured with the first creature he or she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 16 negates). The drinker's attitude toward that creature becomes helpful. If a romantic attraction is possible toward the first person viewed, the drinker falls in love with that person. Otherwise, the drinker's love is a platonic adoration. The effects of the cordial are permanent unless removed by a *break enchantment*, *dispel magic*, *limited wish*, *miracle*, *remove curse*, or *wish*.

This item represents the pinnacle of "love potions" that Estella could create without the aid of her mother. Even then, it still requires the use of one of her precious *scrolls of permanency* or her mother.

CONSTRUCTION REQUIREMENTS

Cost 750 gp

Craft Wondrous Item, Heightened Spell, *charm monster*, *permanency*

ELIXIR OF LOVE

Price 150 gp; **Slot** none; **Aura** faint enchantment; **CL** 4th; **Weight** —

This sweet-tasting liquid causes the character drinking it to become enraptured with the first creature he or she sees after consuming the draft (as *charm person*—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The charm effect wears off in 1d3 hours.

As only a temporary effect, Estella is likely only to employ this option for her clients that she feels actually could have the person fall in love OR when her intention completely is to let them have their heartbreak as they experience a few hours of bliss followed by bitter rejection.

CONSTRUCTION REQUIREMENTS

Cost 75 gp

Craft Wondrous Item, *charm person*



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EYES OF CHARMING

Price 56,000 gp; **Slot** eyes; **Aura** moderate enchantment; **CL** 7th; **Weight** --

These two crystal lenses fit over the user's eyes. The wearer is able to use *charm person* (one target per round) merely by meeting a target's gaze. Those targets failing a DC 16 Will save are charmed as per the spell. Both lenses must be worn for the magic item to take effect.

CONSTRUCTION REQUIREMENTS

Cost 28,000 gp

Craft Wondrous Item, Heighten Spell, *charm person*

FORTIFYING BREW

Price 20 gp; **Weight** 1 lb.

This liquid causes a pleasant warming sensation when consumed. For the next hour, you gain a +2 morale bonus on saving throws against fear. Using more than 1 dose within 24 hours causes you to become nauseated for 1 hour.

Estella markets this as a magical *potion of confidence*, which she sells as a means for people to get over their fear of rejection and to so much as speak to the person they are interested in.

LOZENGE OF THE SONGBIRD

Price 50 gp; **Weight** --

This honey-coated candy is made of soothing reagents. If eaten, it takes 1 round to begin working, then grants a +2 alchemical bonus on all Perform (sing) checks for 1 hour.

Estella is always careful to grant this item only to those with natural singing ability, she has convinced many a hopeful that music is the way to a lover's heart.

PHILTER OF LOVE

Price 3,000 gp; **Slot** none; **Aura** strong enchantment; **CL** 15th; **Weight** --

This potent preparation causes a creature

who drinks it to fall madly in love with the first creature he or she perceives after consuming it. The drinker's attitude toward that creature becomes helpful. If a romantic attraction is possible toward the first person viewed, the drinker falls in love with that person. Otherwise, the drinker's love is a platonic adoration. The effects of the philter are permanent unless removed by a *break enchantment*, *dispel magic*, *limited wish*, *miracle*, *remove curse*, or *wish*.

As this is a potentially permanent solution to forcing someone to love you, Estella rarely even admits she knows how to brew it, but for the right price (at least 9,000 gp), she's willing to "share this secret recipe" which she claims was taught to her by the Gods of Love themselves. The power of these philters is slightly beyond her normal reach, but Estella has been able to produce them with her mother's direct help and a stack of *scrolls of permanency* her father left behind.

CONSTRUCTION REQUIREMENTS

Cost 1,500 gp

Craft Wondrous Item, *charm monster*, *permanency*

FALSE TOKEN

Price Special; **Weight** --

Often, all Estella's clientele need is the confidence to try to talk to the one they love. When Estella feels this is the case, she'll employ a number of almost nonsensical options for how to "inspire" confidence in the potential client. This may take the form of giving them a "magical" token to wear like a scarf or pin, having them pass their chosen one a simple gift like a "special" flower or pastry, or it could be a draught of little more than rosehips and sugar-water. Regardless of the form of his item, it has no actual magical power -- instead the person employing the placebo token gains a +2 morale bonus on any one check related to talking to the object of their desire. This may be a +2 against a fear effect to get over their shyness, a +2 to Bluff or Diplomacy to speak eloquently, or any other check as the gamemaster sees fit. Creatures wearing a

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token or other semi-permanent item gain an on-going +1 morale bonus as long as they think that the token or placebo is still in effect.

These types of trinkets, tokens, and fake potions are Estella's bread and butter. She excels at talking someone up, making them believe her, and then her selling them some overpriced junk she claims will have some mystical benefit. She often sees this as her favorite trick as well because even if its unsuccessful, she can always make up a million excuses for how the person failed to employ the token correctly, rather than it being her fault --- which only compounds the self-loathing of the broken-hearted.

Adventure Hooks

Any of the following scenarios gives the players a reason to investigate Madam Estella, and anyone that looks even a little behind the scenes of what the Madam is selling will quickly discover much more is going on than simple hedge magic. These situations are always exacerbated as Estella's mother, Aurelia, longs to be free of her daughter and will often allow things to run amok if she can.

Assumed Sorcery!: Despite how careful Madame Estella is in her dealings, some recent sudden change of heart between important people in a neighboring country (be it princes, nobles, senators, or what have you) is assumed to be the work of "dark magic" and the players are asked to investigate Madame Estella, whom has a reputation for such things.

Mother's Meddling: Growing weary of her long practical enslavement to her daughter, Aurelia has let it slip that her daughter is meddling in ways that are unbecoming. She may hint at demonic rituals or the use of pact magic to ensnare and charm people, but one way or another the players are alerted that Madame Estella is having Infernal dealings.

Desperate for Love: One of the players has become hopelessly, desperately in love with someone that they don't even think knows they exist. They hear of Madame Estella and her wonder-working and approach her for help.

Misplaced Love: Someone got a hold of a powerful *philter of love*, and used it incorrectly! The players are asked to help either the person that got the wrong target, or someone whom accidentally used one of Madam Estella's items and is now head-over-heels for the wrong person.

Missing Loved One: A loved one has gone missing, and for some reason Madame Estella is believed to be the culprit. This may even turn out to be true, as Madame Estella has taken prisoners before when confronted by people so that she can have her pet Pip soul lock them.

Scaling Encounters

The following statistic blocks are presented to allow a gamemaster to build their own scenario using Madam Estella and her menagerie of potential helpers. These helpers include a powerful erodaemon (CR 11), which is capable of summoning ceustodaemons (CR 6, each) and her personal familiar, a cacodaemon. As a CR 7 threat by herself (or with her familiar) Estella can put up a decent fight for lower level characters by turning them on one another. That said, for higher level characters, letting her mother Aurelia in on the fight can be a solid combat for a mid to high level party. The fact that three or more ceustodaemons could be summoned by Mommy Dearest also could act as great hack-n-slash bait for players just looking for something to kill, while characters that like to talk their way into and out of trouble could have great fun with matching wits and spells with Madam Estella and her mother.

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The Mother & Daughter Heartbreakers

After losing his wife in a tragic experiment with his magic, a powerful but unwise wizard attempted a dark summoning he only barely understood from a defeated cultist's texts that promised to bring to you "the person whom you desire most." While he thought he had received his wife again, the erodaemon Aurelia had in fact taken on the wife's form and was merely playing the part, bound by the magic of his spell to serve the wizard as his faithful wife. Initially this conflicted with the erodaemon's nature, as a personification of death by heartbreak, but Aurelia soon realized that her new "husband" had great troves of magical knowledge and that she could feed on the wizard's slow realization that not only was this "thing" not truly his wife, but that he had violated all trust with his former wife – an ultimate betrayal.

The wizard denied anything was wrong for decades, dragging on his self-imposed suffering when Aurelia produced a daughter for him. Clearly twisted at birth, Estella was born with a sallow skin and a single black ram's horn protruding from her head. It was with his "daughter's" birth that the wizard's heart finally not only broke but shattered. Thinking she were free with the wizard's death, Aurelia turned to leave her misbegotten spawn to starve with her father's corpse when she realized the dark ritual of the wizard now bound her to serve Estella.

Still trapped by the dark ritual's magic, Aurelia became a begrudging mother and protector of Estella, and though she's been trying to groom her daughter to emulate her mother's dark ambitions, she has never cared for the child that has grown to a twisted woman. Hiding her nature as a tiefling and relying on the wealth and magic left to her

by a father she never knew, Estella believes she is "preparing" herself to become an erodaemon like her mother, unaware that Aurelia would be just as pleased to have her devoted daughter die of a broken heart, finding out she was raised solely for this purpose.

ESTELLA, A TIEFLING MANIPULATOR ENCHANTRESS

XP 3,200

Tiefling manipulator^{APG} (enchanter variant) 8

NE Medium outsider (native)

Init +3; **Senses** darkvision; **Perception** +7

DEFENSE

AC 19, touch 14, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 natural)

hp 40 (8d6+10)

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

Resist cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee quarterstaff +4 (1d6)

Ranged dagger +7 (1d4/19–20)

Special Attacks shape emotions (8 rounds/day)

Arcane School Spell-Like Abilities (CL 8th; concentration +12)

7/day—beguiling touch (Will DC 18)

Enchanter Spells Prepared (CL 8th; concentration +12)

4th—*confusion* (DC 19), *crushing despair* (DC 19), *greater invisibility*, *phantasmal killer* (DC 18)

3rd—*deep slumber* (DC 18), *dispel magic*, *hold person* (DC 18), *suggestion* (2, DC 18)

2nd—*daze monster* (DC 17), *hideous laughter* (DC 17), *invisibility*, *touch of idiocy* (DC 17), *unnatural lust*^{UM}

1st—*charm person* (2, DC 16), *color spray* (DC 15), *delusional pride*^{UM} (DC 16), *mage armor*, *shield*

0 (at will)—*daze* (DC 15), *mage hand*, *prestidigitation*, *touch of fatigue* (DC 14)

Opposition Schools divination, necromancy

^{UM} *Pathfinder Roleplaying Game: Ultimate Magic*

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TACTICS

Before Combat Estella typically tries not to engage in combat unless absolutely pressed to it, in which case she tries to get her mother's attention and casts *mage armor*.

During Combat Estella uses *charm person*, *confusion*, and *suggestion* to turn opponents against each other. By casting *greater invisibility* on herself, she can remain hidden while she manipulates her targets. She uses her *staff of charming* as well as *hold person* as needed. She willingly puts her familiar in harm's way to save herself if needed.

Base Statistics Without *mage armor*, Estella's statistics are AC 15, touch 14, flat-footed 12.

STATISTICS

Str 10, **Dex** 16, **Con** 12, **Int** 18, **Wis** 8, **Cha** 12

Base Atk +4; **CMB** +4; **CMD** 18

Feats Craft Wondrous Item, Heighten Spell, Improved Familiar (cacodaemon), Iron Will, Scribe Scroll, Spell Focus (enchantment)

Skills Bluff +9 (beguiling liar, +4 racial bonus to convince an opponent what they are saying is true when they tell a lie), Diplomacy +7, Knowledge (arcana) +15, Knowledge (local, nobility) +11, Knowledge (planes) +7, Perception +7, Sense Motive +12, Spellcraft +15

Languages Common, Abyssal, Draconic, Elven, Gnome, Infernal

SQ arcane bond (cacodaemon), *darkness* (CL 8) 1/day, prehensile tail alternate racial trait, enchanting smile

Combat Gear *potion of cure moderate wounds*, *potion of invisibility*, *scrolls of permanency* (10), *scroll of suggestion*, *staff of charming*; **Other Gear** dagger, *amulet of natural armor* +1, *cloak of resistance* +1, *ring of protection* +1, spellbook, a dozen or more soul gems (see Pip for more information) 303 gp

SPECIAL ABILITIES

Beguiling Touch (Sp) Seven times per day, Estella can charm a living creature by touching it. Creatures with more Hit Dice than her wizard level (8) are unaffected, as are creatures in combat and those with an attitude of hostile



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toward her. Creatures receive a Will saving throw (DC 18) to negate the effect. Creatures that fail their save are affected by *charm monster* for 8 rounds. This is a mind-affecting effect.

Shape Emotions (Su) Estella can emit a 30-foot aura to either ward off or welcome emotional influence for 8 rounds per day. If Estella chooses to ward, she and her allies within this aura receive a +4 morale bonus on saves against mind-affecting spells and effects, and any fear effects targeting her or her allies are reduced by one step (shaken has no effect, frightened becomes shaken, and panicked becomes frightened). If she chooses to enhance emotional influence, enemies within the aura receive a –2 penalty on saves against mind-affecting spells and effects. These rounds do not need to be consecutive.

^{APG} *Pathfinder Roleplaying Game: Advanced Player's Guide*

PIP, ESTELLA'S CACODAEMON^{B2} FAMILIAR CR 2

XP 600 (normally, but is a familiar)

NE Tiny outsider (daemon, evil, extraplanar) familiar

Init +4; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +7

^{B2} *Pathfinder Roleplaying Game: Bestiary 2*

DEFENSE

AC 20, touch 12, flat-footed 20 (+8 natural, +2 size)

hp 20 (counts as 8HD familiar); fast healing 2

Fort +3, **Ref** +5 (improved evasion near master), **Will** +7

DR 5/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 5 ft., fly 50 ft. (perfect)

Melee bite +7 (1d4+1 plus disease)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks soul lock

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

3/day—*lesser confusion* (DC 12)

1/week—*commune* (CL 12th, six questions)

TACTICS

Before Combat Pip can normally be found invisible and in the form of a lizard or snake, hiding within Estella's clothes. He most often begins combat aware of what has been going on, but invisible and waits for a chance to strike out.

During Combat Pip fights people whom attack his master without abandon, using his *confusion* spell-like ability occasionally even before revealing himself (or before combat if he can), and then sticks himself on the clearest threat to Estella so she can escape or help put him down. Left to his own devices, he will always choose to soul lock a recently dead enemy, though he often waits for permission from Estella before doing so, in case a certain creature is preferred over another. Estella collects his soul gems thinking from false information from her mother that she can "cash them in" with daemons to gain powers, and they pair have been known to dispose of more than one body down his vacuous gullet, even going so far as to take someone prisoner to kill and soul lock the next day.

STATISTICS

Str 12, **Dex** 11, **Con** 13, **Int** 9, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +2; **CMD** 13

Feats Improved Initiative, Lightning Reflexes

Skills Bluff +9, Fly +18, Knowledge (planes) +5, Perception +7, Stealth +14

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SQ change shape (lizard or venomous snake, *polymorph*), improved evasion, shared spells, empathic link (Estella), deliver touch spells

SPECIAL ABILITIES

Disease (Su) Cacodaemonia: Bite—injury; *save* Fortitude DC 12; *onset* 1 day; *frequency* 1/day; *effect* 1d2 Wisdom damage, *cure* 2 consecutive saves.

In addition to the normal effects of the disease, as long as a victim is infected, Pip can telepathically communicate with the creature over any distance (as long as they remain on the same plane).

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Soul Lock (Su) Once per day as a full-round action, Pip can ingest the spirit of any sentient creature that has died within the last minute. This causes a soul gem to grow inside of his gut, which he can regurgitate as a standard action. A soul gem is a fine-sized object with 1 hit point and hardness 2. Destroying a soul gem frees the soul within, though it does not return the deceased creature to life. This is a death effect. Any attempt to resurrect a body whose soul is trapped in a soul gem requires a DC 12 caster level check. Failure results in the spell having no effect, while success shatters the victim's soul gem and returns the creature to life as normal. If the soul gem rests in an unholy location, such as that created by the spell *unhallow*, the DC of this caster level check increases by +2. The caster level check DC is Charisma-based.

Any evil outsider can, as a standard action, ingest a soul gem. Doing so frees the soul within, but condemns it to one of the lower planes (though the soul can be returned to life as normal). The outsider gains fast healing 2 for a number of rounds equal to its Hit Dice.

About Cacodaemons

The least of daemonkind, cacodaemons spawn from eddies of angry, violent, and demented souls amid the mists of Abaddon. Dim-witted but utterly evil, they endlessly seek to cause pain and indulge their hunger for mortal souls. Many more powerful fiends keep cacodaemons as pets, if only to be able to harvest the tiny creatures' soul gems.

AURELIA, ERODAEMON OF ABADDON CR 11

XP 12,800

NE Medium outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *detect good*, *detect thoughts*; Perception +20

DEFENSE

AC 25, touch 16, flat-footed 19 (+5 Dex, +1 dodge, +9 natural)

hp 147 (14d10+70)

Fort +9, **Ref** +14, **Will** +12

DR 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee bite +19 (1d6+4 plus 1d4 Charisma drain), 2 claws +19 (1d6+4)

Special Attacks object of desire, wilting kiss

Spell-Like Abilities (CL 14th; concentration +20)

Constant—*detect good*, *detect thoughts*, *tongues*

At will—*death knell* (DC 18), *greater teleport* (self plus 50 lbs. of objects only), *unnatural lust*^{UM} (DC 18)

3/day—*desecrate*, *quicken crushing despair* (DC 20), *enervation*, *suggestion* (DC 19)

1/day—*modify memory* (DC 20), *summon* (level 4, 1d3 ceustodaemons 35%), *utter contempt*^{UM} (DC 20)

^{UM} *Pathfinder Roleplaying Game: Ultimate Magic*

TACTICS

Before Combat Aurelia typically tries not to engage in combat unless absolutely pressed to it, in which case she tries to get her daughter's attention and summons ceustodaemons.

During Combat Aurelia uses her spell-like abilities often first before moving into melee combat. Once she has joined combat at that level, she is vicious and enjoys in particular tearing out creatures hearts. Aurelia is bound by magic to not allow her daughter to come to harm, but how involved she needs to be in combat is a slippery slope. She may focus all of her attention on a single creature in lieu of defending her daughter from getting stabbed in the back by a rogue, as this would free her potentially from being bound. If she does not believe the attackers can best her daughter for any reason, she does not hesitate to give it her all and appear to caring and protective mother figure that Estella wants her to be.

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STATISTICS

Str 18, **Dex** 21, **Con** 21, **Int** 19, **Wis** 16, **Cha** 22

Base Atk +14; **CMB** +19; **CMD** 34

Feats Agile Maneuvers, Deceitful, Dodge, Improved Initiative, Quicken Spell-Like Ability (*crushing despair*), Skill Focus (Bluff), Weapon Finesse

Skills Bluff +33, Diplomacy +23, Disguise +24, Intimidate +23, Knowledge (local) +21, Knowledge (planes) +21, Perception +20, Sense Motive +20, Sleight of Hand +22, Stealth +22

Languages Abyssal, Draconic, Infernal; telepathy 100 ft., *tongues*

SPECIAL ABILITIES

Object of Desire (Su) While using her detect thoughts ability, Aurelia can see into the mind of a humanoid and identify the person the target most desires, whether it be a lost loved one or an object of lust. As a full-round action, Aurelia can change into the form of this desired person as long as the target is a Small, Medium, or Large humanoid. She gains a +20 bonus on its Disguise and Bluff checks to impersonate that person and avoid being detected as a fraud, but spells like true seeing negate this effect as normal. This effect ends if Aurelia attacks any creature. Actions that could reveal her as a fraud (such as performing an action that the imitated person would obviously not do, like cast a spell or speak Infernal) require Aurelia to make an immediate Bluff check to continue the impersonation, with her losing some or all of its bonus depending on the severity of the breach (GM's discretion).

Wilting Kiss (Su) An erodaemon can draw a mortal into a state of obsession with its kiss. An unwilling victim must be grappled before the erodaemon can use this ability. A creature affected by this kiss must make a DC 23 Will save or become obsessed with the erodaemon, an obsession the erodaemon feeds on. Each round the target is more than 30 feet away from the erodaemon, it must make an additional DC 23 Will save. Failing the save means that the sheer pain of her absence deals 1 point of Charisma drain to the subject that round. Succeeding

at the Will save two consecutive times ends the effects of this ability. Spells such as dispel magic and break enchantment end this effect.

The save DC is Charisma-based.

Aurelia appears to be a particularly tall (almost 6 feet) but slender (roughly 100 lbs.) half-elven woman in her middle ages. This appearance however is a guise based on the form of the wizard's wife and her daughter's view of her "mother." In her true form as an erodaemon, she retains the slim half-elf body with long, dark hair, but adds first a pair of pitch black ram's horns to the crown of her head. Her skin alters from healthy tan to a subtle blue-white, with elaborate scarified tattoos, and a serpentine tail sprouts from her spine with its own fanged maw. Her hands and feet are withered and blackened talons as if the flesh had been scorched from them by Infernal flames. Finally, and often most disturbing, a third, unblinking red eye dots her forehead which she uses to peer into the souls of mortals.

While the dark ritual of the wizard actually bound her to his will (as per a *planar binding* spell), its transference to her daughter diminished its effects. Aurelia is under no compulsion to listen to the commands of Estella, but she is bound by certain rules left as final commands by the wizard before her death. Aurelia must be "a loving mother to Estella", and "raise her to be a proper woman, like Aurelia" in addition to a few other specifics which all lead to Aurelia being essentially unable to allow Estella to come to harm thru neglect (including by taking another lover of her own, meaning Aurelia has been unable to ply her trade), she has no compulsion to defend or come to the aid of her daughter if for instance a party of adventurers were to attack. In fact, Aurelia longs for such a moment to occur, where she can turn on her daughter at that moment, and shatter her heart like she did her fathers. Whether this would free her on the mortal plane, send her back to Abaddon with her cache of soul gems, or even end her own life is uncertain to Aurelia, but even death at this point might be preferable than another lifetime as a mother.

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About Erodaemons

Erodaemons personify death by heartbreak. These fiends pose as mortals, insert themselves into the lives of their victims, and slowly destroy them. They break apart marriages, kill children or cause them to leave their families, destroy reputations, extinguish faith, curdle family ties, and bit by bit savor the slow disintegration of their victims' emotional well-being and consequent physical deterioration. Every tear shed, every sobbing woman, and every grieving man brings a rapturous smile to an erodaemon's face, because when a mortal dies of heartbreak and grief, the erodaemon feasts upon the tortured soul.

In lieu of having Aurelia (a CR 11 creature) join any particular fight, a gamemaster can have her send in one or more of the following ceustodaemons as cannon fodder that she summoned to aid her daughter.

CEUSTODAEMONS^{B2}, CANNON-FODDER-A-PLENTY

XP 2,400 (normally, but are typically summoned creatures)

NE Large outsider (daemon, evil, extraplanar)

Init +1; **Senses** darkvision 60 ft., *detect good*, *detect magic*, *see invisibility*; Perception +15

^{B2} *Pathfinder Roleplaying Game: Bestiary 2*

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +3, **Will** +8

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

OFFENSE

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Special Attacks breath weapon (30-ft. cone; 6d6 fire damage; Reflex DC 17 for half; usable once

every 1d4 rounds)

Spell-Like Abilities (CL 8th; concentration +10)

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*dimension door*

3/day—*dispel magic*, *fly*

1/day—*hold monster* (DC 17), *slow* (DC 15)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 15

Base Atk +8; **CMB** +13; **CMD** 24

Feats Alertness, Blind-Fight, Power Attack, Step Up

Skills Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +8, Survival +9

Languages Abyssal, Infernal; telepathy 100 ft.

SQ drawn to service

SPECIAL ABILITIES

Drawn to Service (Su) When brought to another plane with a planar binding or planar ally spell (or any similar calling effect), ceustodaemons take a -5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a -5 penalty on saves against binding, planar binding, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

About Ceustodaemons

Some claim the Four Horsemen created these creatures to serve as summoning fodder. Others believe that they form from neutral evil souls who commit suicide. Wherever the truth lies, ceustodaemons find themselves on the Material Plane more often than any other daemon, as they are easily pressured into service—many call these creatures “guardian daemons” as a result. Yet in the back of their wicked minds, ceustodaemons always think about escaping their bonds and ripping to shreds the ones who summoned them.

Bleeding Hearts

Coralin Lightbreeze the Seductive Spectre

CORALIN LIGHTBREEZE

CR 7

XP 3,200

Elf ghost aristocrat 7 (Pathfinder RPG Bestiary)

NE Medium undead (humanoid, elf, incorporeal)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 deflection, +3 Dex, +1 dodge)

hp 59 (7d8+28)

Fort +5, Ref +5, Will +5; +2 vs. enchantments

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch (7d6, Fort DC 16 half)

Special Attacks corrupting touch, malevolence (DC 18)

STATISTICS

Str —, Dex 16, Con —, Int 13, Wis 10, Cha 16

Base Atk +5; CMB +8; CMD 22

Feats Ability Focus (malevolence), Dodge, Persuasive, Toughness

Skills Bluff +13, Diplomacy +15, Fly +11, Intimidate +5, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (nobility) +11, Perception +10, Spellcraft +11 (+13 to identify magic item properties), Stealth +11; Racial Modifiers +10 Perception, +8 Stealth, +2 Spellcraft to identify magic item properties

Languages Common, Draconic, Elven

SQ elven magic

Gear mwk rapier, belt of incredible dexterity +2, noble's outfit, jewellery (worth 250 gp) (note

that this gear is on the remains of Corelin Lightbreeze, and the ghost himself cannot use them)

SPECIAL ABILITIES

Rejuvenation (Su) Ghosts can return after a few days. If the Seductive Spectre is destroyed, he will return to life in 2d4 days. There are two ways to lay him to rest permanently: the first is to let him possess a man, and then someone must defeat the possessed host in an honorable duel. The second is to have the ghost legitimately fall in love and engage in a romantic relationship. When a truly loving relationship is consummated, Corelin's ghost will fade away to its eternal rest.

In life, Coraline Lightbreeze was a man who was in love with falling in love. He drifted through the elven courts for years, engaging in one scandalous tryst after another. In reality, what Corelin believed was love was nothing more than lust. He would fall deeply, madly in love with a woman and pursue her ardently for months, or sometimes years, before dropping her by the wayside as a new lovely creature caught his eye.

Finally his reckless ways caught up with him. He seduced a daughter of the elven king, a beautiful maiden princess, sullyng her reputation and ruining her potential political marriage to a son from a rival house. He narrowly avoided the gallows—saved only by the pleas of the princess for her lover—and found himself exiled instead.

When his scandalous lifestyle finally saw him ejected from his homeland, he roamed the world, lost, dejected, and alone. He took up drinking and fighting and settled for seducing barmaids and shopkeeper's daughters. That is, until he caught the eye of a noblewoman looking for fun in the slums. Suddenly he found a new aristocracy longing for his passion and latched onto the human courts with renewed gusto. Here he could live life as a race of wild passion—the short lives and shorter memories of these human nobles let Coraline indulge in his lustful ways with unrelenting vigor. He soon found himself engaging in illicit activities with many

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of the court's wives, mothers, and daughters. His skill with his rapier was the only reason he carried on as well as he did. Duels of honor were the in vogue way to render judgement in the court, and none could match his speed and poise. Add to this his tendency to use magic to bolster his skills and sometimes to outright cheat, and his honor was unimpugnable by the laws of the land, even if the truth of his guilt was well-known by all.

Soon enough—too soon for Coralin—noblemen among the court grew tired of the elf's antics. A scheme was hatched. The men bribed a particular lady of the night to feign falling prey to his seductive ways. As they lay together, she slid a dagger into his ribs, grazing his heart. Corelin's

rage was enormous and he spat curses even as he tried to choke the life out of his assassin. The lady barely escaped with her life as the elf slid into death. The noblemen of the court unceremoniously dumped the body into a deep, long-dry well, and his body still rots there today.

Unfortunately for the courts, the story of Corelin does not end here. His lusty, vengeful spirit rose a week later. He prowls the halls of the castle, possessing any nobleman he can find in order to continue his carnal conquests. Though a generation has passed, and the power of his spirit ebbs and flows, tales still ring through the halls of the Seductive Spectre; a ghastly presence that sometimes possesses noblemen at the height of passion, stealing their pleasure for its own.



Bleeding Hearts

demiplane of Cacao

Somewhere in the Astral plane is a small demiplane, no larger than a big island: the demiplane of Cacao. In this fabled place grow thousands of cacao-trees amidst lush jungles. On this plane dwell chocolate giants and the spirits of deceased Cacao-Guardians. This island is home to the Cacao-God.

However beware, because the place is not just a chocolaty paradise, but contains with its own dangers.

Travel to the Demiplane of Cacao

The Demiplane of Cacao can be reached through a pool in the Astral plane, which color is (you guessed it!) chocolate brown. Otherwise, Magic Cacao Beans can create cacao trees which also act as a portal to the Demiplane of Cacao.

Travelers always reach the Demiplane of Cacao the same way, whatever means they use to get there.

That is, they always “emerge” from a seemingly infinite sea of clouds, on the shores of a vast mountainous and tropical island covered with jungles. There is no water around the island, only clouds. If one jumps into that sea, he will fall and eventually find himself in the Astral Plane. If one came climbing a magical cacao tree, going back that way will bring him back to the Material Plane after having gone through the sea of clouds first.

Demiplane of Cacao Inhabitants

The Demiplane of Cacao is home primarily to cloud giants whose skin is deep brown in color, and who exclusively eat cacao-based foods.

Typical wildlife is found through out the jungles, except that predators are not great cats or wild beasts, but giant insects. Few other supernatural monster are native to the Plane. However, an occasional succubus sometime wanders in this place looking for cacao beans.

The main inhabitant of the Demiplane of Cacao is the Cacao God; a deity of lesser status (demi-god

The Demiplane of Cacao has the following traits:

Gravity: Normal gravity. The Demiplane of Cacao has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

Time: Normal time. Time passes here the same as it does on the Material Plane. One hour on the Demiplane of Cacao equals one hour on the Material Plane.

Size: Finite size. The Demiplane of Cacao is a mountainous tropical island about 100 miles long, and 25 miles across.

Elemental Trait: None are dominant though many areas are fire dominant.

Mildly Neutral-Aligned.

Enhanced Magic: All spells that have the Chocolate descriptor are empowered, extended, and maximized. All other spells function normally.

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or similar) who lives in a great chocolate castle on the highest valley of the highest mountain. The castle is guarded by huge golems of chocolate.

Features of the Demiplane of Cacao

The weather always remains the same on this mythical island: a clear blue and sunny sky during the day; a dark blue quiet sky with a very light rain during the night. This island is entirely mountainous, and covered with lush jungles. There is nonetheless eternal snow on the highest peaks.

The jungles contain a rich vegetation, not only cacao-trees. Nonetheless, the caco-trees grow everywhere, but the Xucolotl variety is found only in the highest valleys. It is possible to come to this plane to collect cacao beans, but this has a tendency to attract angry/hungry denizens of the plane (giants insects, chocolate giants, etc.). There is also a problem with the fact that along with the four well known variety of cacao trees that are found on the material plane, a poisonous variant indistinguishable at first sight from the normal ones is found on this Demiplane. There is typically a 25% chance that any cacao bean harvested on the Demiplane of Cacao reveals as poisonous once ingested. Note however, that these varieties cannot grow on the material plane. Natives of the plane are immune to the poisonous effects of these varieties.

All over the island are scattered a few stone castles of enormous size where reside cloud giants.

There is also in a hidden valley a strange cottage which belongs to a hag (green hag of maximum strength). This cottage is in fact entirely made of edible materials, that all contain chocolate one way or another: cakes, candy, etc. The cottage can be eaten, and is thus a favorite of children. Because the cottage is highly magical, insects, pests, rodents, and other animals do not try to eat it. The Hag never eats her cottage but uses it as a bait to attract imprudent travelers (preferably of small size like halflings) whom they eat voraciously. If the hag

is killed and her cottage destroyed, a new hag will appear with a new cottage 2d4 months later.

The main feature of the Demiplane of Cacao however, is the Chocolate Castle. This castle of towers and buildings is entirely made of chocolate rather than stone. This chocolate may be gnawed at (it is very solid), but regenerates continuously so anyone who would feast on it may not deteriorate the construction.

Creatures of the Demiplane of Cacao

CHOCOLATE GOLEM

CR 7

XP 3,200

N Large construct

Init -1; **Senses** darkvision 60 ft., low-light vision;
Perception +0

DEFENSE

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

hp 79 (9d10+30)

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

DR 10/adamantine and bludgeoning; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +13 (2d8+5)

Space 10 ft.; **Reach** 10 ft.

Special Attacks encase

STATISTICS

Str 20, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +9; **CMB** +15; **CMD** 24

Languages none

ECOLOGY

Environment any

Organization solitary or gang

Treasure none

SPECIAL ABILITIES

Encase (Ex) Twice per day, chocolate golems can vomit liquid chocolate on opponents. The liquid can encase creatures of humanoid size or

Bleeding Hearts

smaller and hardens within the round it engulfs its victim. Upon a successful ranged touch attack, the victim must make a DC 14 Reflex save (Constitution-based) or become trapped in the mixture.

Breaking out of the chocolate requires a DC 18 Strength check. If a character fails to break out of the encasement, he may suffocate, as per the rules in the *Pathfinder® Roleplaying Game™ Core Rulebook*.

Immunity to Magic (Ex) A chocolate golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Any magical attack against a chocolate golem that deals fire damage slows a chocolate golem (as the slow spell) for 2d6 rounds (no save).

Any magical attack against a chocolate golem that deals cold damage heals 1 hit point for every 3 damage it would normally inflict. If this healing exceeds the golem's normal hit point total, it gains any excess as temporary hit points.

A chocolate golem gets no saving throw against magical attacks that deal cold damage.

Chocolate golems are generally housed within a structure, such as a tower wall, and are blend in with the structure.

They attack anything coming within 5 feet of them, including small animals that get too close to the creatures' home structure.

CONSTRUCTION

A chocolate golem's body must be baked from 800 pounds of chocolate. The chocolate is treated with magical powders and unguents worth at least 500 gp.

CHOCOLATE DROP SWARM

CR 8

XP 4,800

N Diminutive ooze (swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 17 (+3 Dex, +4 size)

hp 91 (14d8+28)

Fort +4, **Ref** +8, **Will** +5

Immune to weapon damage, swarm traits, ooze traits

OFFENSE

Speed 20 ft.

Melee swarm (2d6 + 2d6 acid + slow)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction

STATISTICS

Str 3, **Dex** 18, **Con** 14, **Int** —, **Wis** 12, **Cha** 2

Base Atk +10; **CMB** —; **CMD** —

Skills —

SPECIAL ABILITIES

Distraction (Ex): Spellcasting while within the area of the chocolate drop swarm requires a concentration check (DC 20 + spell level). Using skills that need patience and concentration requires a Will save (DC 20).

Slow (Ex): At the beginning of its turn, any creature engulfed by the swarm must make a DC 16 Reflex save or be slowed (as per the spell) due to the chocolate drop attaching to its body.

ECOLOGY

Environment: any

Organization: solitary or infestation (2–8)

Treasure: none

Like most oozes, chocolate drop were whimsically named for the dessert they resemble. They look like pale, truncated cones about two inches tall and four to six inches across. Chocolate drop move by hopping, making an adorable “blep! blep!” sound as they do. If they find something potentially edible, they'll nuzzle up against it (also adorable) to give it a taste, then latch on and start digesting it (not so adorable).“ Individual

and Chocolates

chocolate drops are not much of a threat, but they tend to travel in packs of several hundred, and a major infestation can include tens or hundreds of thousands. They scour whatever land they're in, leaving swaths of partially-digested ruin in their wake.

Chocolate drops have no real tactics; they simply move toward food with single-minded determination, and try to avoid harm where possible.



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Bleeding Hearts

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