ADVENTURE PATH PLUG-IN

MAKE YOUR GAME LEGENDARY!

A rules supplement exploring the perilous path of absolute discipline and cruelty. The foundation of tyranny is obedience and unquestioning loyalty, from birth to death and even beyond the doorway to the grave. Herein lie the secrets to drawing forth that obedience through the twin rules of fear and pain, clutching tightly the iron rod of mastery. *To Serve a Prince Undying* is an ideal complement to a Gothic Adventure Path or any game where characters wander across a land where might and right are one and the same, where mercy is unknown, and where there is no greater crime than disloyalty.

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BY CLINTON J. BOOMER AND JASON NELSON WITH THE LEGENDARY GAMES DESIGN TEAM





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About Legendary Games

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo Publishing fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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Welcome to Adventure Lath Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

What You Will Find Inside These Sothic Srimoires

This supplement is a departure from the larger products Legendary Games has produced for our Adventure Path Plug-Ins, a way to capture the creative energies (and logistical realities) of our team and provide you with a steadier stream of content for your Gothic Adventure Path campaigns or any game where horror, madness, or tragedy play a central theme. Each *Gothic Grimoire* is evocative and richly detailed, with history and character that makes them far more than a collection of dusty pages that deliver intriguing possibilities for introducing novel applications of the rules of your favorite role-playing game. These are *Tomes of Ancient Knowledge* and *Meditations of the Imperial Mystics*, dialed up to eleven.

Rather than gathering a number of different magical tomes, often with somewhat dissimilar themes, into a single compilation, the *Gothic Grimoires* product line takes each tome singly, expanding its lore and developing its mechanical and conceptual uniqueness more robustly. We think every one of these tomes is terrific and deserving of this expansive treatment and we hope you'll agree, but even if a given *Gothic Grimoire* is not your cup of tea, we hope you'll be looking forward to the next one! The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



HEY, WHAT'S WITH THE NAMES?

You will see us use phrases such as "Gothic Campaign" instead of the title of <u>a recent Adventure Path</u>. Or you may see us use the names "Raven" for the town or "the temple" instead of the regular proper names of specific locations and characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo Publishing owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy *Gothic Grimoires* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the Pathfinder Reference Document, the official online compendium of game rules (when not present there, we also used the d20PFSRD). If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

To Serve a Prince Undying: Divine/Ki Mythos Tome

This text, ancient even to the oldest of living civilizations, has wound far across the world in the intervening millennia, alternately treasured or banned, and may be discovered inscribed or entombed nearly anywhere upon the planet. Within are contained detailed commentaries on investigation, interrogation, and ideologies of autocratic domination and base servitude judged reprehensible by more modern societies. Champions of freedom in particular find the work unutterably offensive at even the most casual glance, for a central tenet of the piece enshrines a rigid definition of castes, including slaves, workers, warriors, priests, ordained killers, and an infallible god-king as inviolate and unchanging parts of a harmonious whole. Present-day hunters of witches and heretics, however, often find a great deal to admire in these pages, as the tome espouses no primacy of any faith over any other; instead, it paints a simple portrait of a chain of command that is not to be disobeyed, moving from the unknowable beyond to the actions of the righteous without error or delay. As the text states again and again: some rulers are kind, and rule fairly; some rulers are cruel, and rule unjustly; some are violently insane, and rule with abject bloody-minded terror... But no matter the result, they have a divine mandate to rule, and it is not for their merely mortal servants to judge their actions. To quote further from the book:

JASON NELSON GOTHIC GRIMOIRES: BOOK FIVE

"Kings are chosen by the gods, not by men; the rain may bring floods, serpents and drownings, while the sun might bring forth drought, starvation and wildfires. So be it—we shall thank the gods, regardless, and pay them their due tribute in kind; our Princes, more-so even than the skies above, are the heavenly manifestations of a holy and unknowable will upon this mortal earth, and are beyond your rude and fumbling reproach. You are to do the bidding of your master, though it seem for good of for ill, without question; in truth, you know not better than the gods, and what you perceive from your tragically limited view as 'wrong' is but the pathetic prattling of a blind, ignorant child. As your master demands that you hunt down his enemies, real or imagined, and gut them—and their children, alike—in their beds, without trial or warrant, be you thankful that your Prince has given your meaningless life some purpose-however briefly-by allowing you to hear and obey his divine voice."

For this reason, the book is popular amongst many mortal tyrants; given the incredible power of the mystical torments, fighting techniques, and destructive retributions available to a student of the work, as well, it is no surprise that cults of personality and power spring up in its wake. An elite paramilitary police force trained in the lore of this tome would be invaluable to any ruler, be they despot or saint. Rumors persist that a secret ritual can be unlocked from within the text that allows servants to bind themselves to their masters, even in death—or beyond.

READING

The tome requires one week of initial study before any of its benefits can be accessed; the tome is treated as a mythos tome for the purpose of gaining Madness. In addition, learning any of the secrets within requires an additional week of study (learning a new spell requires one day), and each one learned (not including the drug formulae) is treated as a mythos spell for the purpose of gaining Madness. Learning one of the five forms of torture or gaining access to a feat for which you would not otherwise meet the prerequisites is considered a 0-level mythos spell, while learning an inquisitor judgment or monk vow is treated as a 2ndlevel spell.

A creature that becomes insane as a result of reading this tome gains a form of <u>psychosis</u>, but becomes Lawful Evil instead of Chaotic Evil. In addition, once insane any Vow of Obedience you have sworn becomes permanent and unbreakable. Atonement allows you to end your vow, but otherwise you are forever bound to your master as long as they live. In addition, if your deceased master is brought back from the dead or rises as a sentient undead creature, your vow(s) return. If you have since sworn a new Vow of Obedience, your new vow is rendered null and void, replaced by your prior vow.



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Adventure Path Plug-In

Note: All reference in this product to Madness points and the mythos descriptor follows the rules set forth in <u>Tomes of Ancient</u> <u>Knowledge</u>. If you do not own this product, you can ignore these rules or use alternate rules for insanity, including those in the Pathfinder Reference Document. This product can be used with the standard Pathfinder RPG rules for ki or with the expanded rules found in *The Way of Ki*.

BENEFITS

This tome provides a careful study in the ways of using fear, intimidation, threats, pain, and torture to ensure absolute and unquestioning loyalty. Some of these secrets are magical, including the spells described below. However, studying this tome for at least 1 week enables the reader to learn ancient secrets of <u>torture</u>, perverting the normal use of the Heal skill. For each week of study, the reader can learn how to erode willpower, prevent fast healing, prevent recovery, inflict torture, or cause deep hurting.

This tome also contains formulae for the manufacture of a number of drugs that are commonly used for ensuring docility in slaves or enhancing the attributes of a servant for the use of their master. The drug formulae included in *To Serve a Prince Undying* include blood sap, harlot sweets, pesh, scour, slaver's drops, and <u>zerk</u>. The recipes in this tome are refined through long practice for quality and rapid production, granting a +2 bonus to Craft (alchemy) checks to manufacture them and allowing the reader to use the drug's gp value as its sp value when determining your progress.

Studying the tome for 1 week also enables a creature to take levels as an <u>antipaladin</u> while following a Lawful Evil rather than Chaotic Evil alignment, including the <u>lord of darkness</u> <u>archetype</u> if desired. Becoming a Lawful Evil antipaladin requires the character to first take a Vow of Obedience (see below) to a Lawful Evil master. If this vow is broken, the antipaladin loses all class abilities for 1 month or until <u>atonement</u> is performed, and in either case must make a new Vow of Obedience in order to regain her class abilities.

FEATS

This tome explores the ways of pain and teaches servants of the Prince Undying and disciples of his teachings to take the listed feats as part of or in place their normal class features without needing to meet the normal prerequisites for the listed feats (though some function only when used in conjunction with other feats), provided you meet the level requirement listed (if any):

Antipaladin: The following feats may be taken in place of a cruelty: 3rd—Dazzling Display, <u>Enforcer</u>; 6th—<u>Bloody Assault</u>, <u>Cornugon Smash</u>, <u>Gory Finish</u>; 9th—Shatter Defenses; 12th— Dreadful Carnage.

Cavalier: The following feats may be taken as cavalier bonus feats: 6th—<u>Bloody Assault, Cornugon Smash</u>, Dazzling Display, <u>Enforcer, Gory Finish</u>; 12th—Deadly Stroke, <u>Dreadful Carnage</u>, Shatter Defenses.

Inquisitor: The following feats may be taken in place of bonus teamwork feats: 3rd—Dazzling Display, <u>Enforcer</u>; 6th—<u>Bloody</u> <u>Assault, Cornugon Smash</u>, <u>Gory Finish</u>; 9th—Shatter Defenses; 12th—<u>Dreadful Carnage</u>.

Ninja: The following feats can be taken as ninja tricks: <u>Bloody</u> <u>Assault</u> (requires Bleeding Attack), Dazzling Display (requires Weapon Training), <u>Enforcer</u>, <u>Gory Finish</u> (requires Dazzling Display). The following feats can be taken as master tricks: Deadly Stroke (requires Weapon Training), Dreadful Carnage.

Rogue: As ninja, but feats selectable as ninja tricks can be selected as rogue talents; those selectable as master tricks can be chosen as advanced talents.

CLASS FEATURES

An inquisitor studying the tome for 24 hours (which may be performed all in one sitting) can make use of the following judgments:

Bodyguard: This judgment allows you to protect an adjacent creature as the protection, purity, resiliency, or resistance judgments. If you have the second judgment or third judgment class feature, you can use more than one judgment to protect your chosen ward, or you may split judgments between yourself and your ward. At 6th level or above, as long as you maintain a bodyguard judgment, you can use the aid another action to provide your warded creature a bonus to Armor Class equal to half your inquisitor level. At 10th level or above, your warded creature is treated as if it shared any defensive teamwork feats that you possess.

Menace: This judgment makes you a terror to your foes, making you an implacable agent of wrath. You gain the benefits of the <u>Enforcer</u> feat; at 6th level, you gain the benefits of <u>Cornugon</u> <u>Smash</u>; at 10th level, you additionally gain the benefits of <u>Dreadful</u> <u>Carnage</u>. If you are 10th level or above and already possess the <u>Dreadful Carnage</u> feat, you gain the ability to use your Enforcer feat with ranged weapons, or your <u>Cornugon Smash</u> feat with a ranged weapon (using Deadly Aim rather than Power Attack), provided you are within 30 feet of the target and the target can see and hear you.

Murder: This judgment grants you a +1 sacred bonus to Intimidate checks to demoralize opponents. This bonus increases by +1 for every five inquisitor levels you possess, and you gain an additional +2 circumstance bonus to Intimidate checks when wielding your deity's favored weapon. In addition, you can use that weapon to perform a Dazzling Display as if you had that feat and Weapon Focus in your deity's favored weapon. At 6th level, you can use your deity's favored weapon to Shatter Defenses, and at 10th level you can use it to perform a Deadly Stroke.

Pursuit: This judgment grants you unmatched persistence in harrying foes who seek to escape or regroup, making you especially disruptive against enemy spell-casters. You gain the benefits of the Step Up feat; at 6th level, you additionally gain the effects of <u>Following Step</u>; at 10th level, you additionally gain the benefits of Step Up and Strike. If you already have the feat being replicated, you gain the next feat in the chain. If you are 10th level or above and already possess the Step Up and Strike Feat, you may use any type of standard action (rather than only a single melee attack) after using Step Up, including casting a spell or using a *ki* ability. When a creature you pursue using this judgment attempts to cast a spell, you add a bonus equal to your half your inquisitor level (up to a maximum equal to your Wisdom modifier) to the DC of concentration checks made by that creature until the end of its turn.

In addition, this book grants access to the following <u>monk</u> <u>vows</u>. While such vows can be taken by any character as a matter of role-playing, they also provide bonus *ki* to characters with a *ki* pool, including those with sufficient monk or ninja levels to gain a *ki* pool as well as those who have taken the *Ki* Meditation feat

WHAT IF MY WARD WON'T STAY STILL?

Because this specific Vow of Self-Sacrifice, unlike many others, gives another PC or NPC the ability and opportunity to make you—against your own will—violate your vow, great care and caution should be taken both in character and out of character before choosing it. This vow is not going to work for every player or every character, but the in-game drama of a loose-cannon ward and his stoic bodyguard being frustrated with one another is a classic element of fantasy literature. Further, the 10 ft. range restriction may seem harsh, but the vow does not impose much of a penalty without it. This certainly slows down both monks and ninjas considerably, but also gives them powerful mechanical benefits; further, a truly proper bodyguard should have a high enough Initiative that she can default to her ward's action and then move to keep the two of them close.

or have sacrificed class features in exchange for *ki*, as described in *The Way of Ki*.

Vow of Obedience

Restriction: Choose a character to be your master. Your master is typically an NPC, but at the GM's discretion it may be another PC. You are forever considered to have a Vow of Truth in regards to this master; if you posses a Vow of Silence, you may speak freely with your master, and your master only. You automatically fail saving throws against any mind-affecting effect used by your master and you must obey any command addressed to you by your master, immediately and to the best of your ability. This obedience includes violating other vows, performing alignment violations, or the execution of such suicidal actions as willing starvation, dehydration, or voluntarily failing a Fortitude saveusually after performing a coup de grace upon yourself at your master's command. You may never attack your master, nor command or suggest that others attack your master (including creatures you have called or summoned), even if you or your master is under the effects of a charm or compulsion effect. You are always considered flat-footed against your master.

Benefit: A character with this vow increases his ki pool by 1 ki point for every 5 character levels (minimum +1). In addition, whenever you are affected by a charm or compulsion effect used by a creature other than your master while you have line of sight to your master, once per round you can spend 1 point from your ki pool at the beginning of your turn to negate the effect. This does not require an action. Even if the effect remains in place, if you are given a command that directly contradicts your master's orders, you become dazed until the end of your turn.

Vow of Self-Sacrifice

Prerequisite: Vow of Obedience.

Restriction: Choose one character as your protected ward. This character must be either the master to whom you have sworn a vow of obedience or another character specifically named by your master for you to protect—typically a child, spouse, favored servant or trusted confidante of your master. This ward must

be present and adjacent to you in order for you to make this vow. Your master may, as a full-round action, designate a new protected ward at will; otherwise, this ward may not be changed.

You may never willingly disobey your ward, as if you had taken a Vow of Obedience to that character, but the commands of your master supersede those of your ward. In addition, your ward cannot command you to harm or kill yourself, nor to violate another yow or alignment restriction.

You may never leave the side of your ward, remaining within 10 feet at all times, and must deny them any request to violate this rule. If your ward moves away from you, you must move to within 10 feet of your ward by the end of your next turn. You must sample any foods or beverages consumed by your ward, including those which you prepare yourself, and wait one full minute to detect the onset of poison before allowing your ward to eat or drink of it. If your ward is killed, you must attack the creature(s) that caused their death until you or they are killed. In addition, if you cannot restore your ward to life within 1 hour, you must take your own life.

You must remain alert while your ward sleeps, and your ward must remain within 10 feet of you while you rest; if your ward does not allow you at least 6 hours of sleep, you may begin to suffer from <u>sleep deprivation</u>. For every 24 hours of insufficient rest, you must make a DC 15 Fortitude save or become fatigued and take a -1 penalty on all other checks and saving throws against sleep effects the next day. A second night without full sleep requires another DC 15 Fortitude save. A failed save results in the character becoming exhausted and the penalties increasing to -2. A third failed save on the next night increases the penalties to -3.

Benefit: A character with this vow increases his ki pool by 1 ki point for every 5 character levels (minimum +1). Any numeric bonus you grant to your ward with the aid another action or a teamwork feat is increased by 1. In addition, when your ward is attacked while you are adjacent, you can spend 1 point from your ki pool to improve your ward's Armor Class as if you had the <u>Bodyguard</u> feat, or 2 points from your ki pool to intercept the attack as if you had the <u>In Harm's Way</u> feat. If you have the <u>Bodyguard</u> feat, the cost to use <u>In Harm's Way</u> is reduced to 1 ki point.

SPELLS

After study of this text for one week, an inquisitor uncovers new magical revelations in the ways of pain and torment and may one or more of the following spells to her list of spells known, including a number of spells not normally available to inquisitors, treating them as inquisitor spells of the following levels: 1st—*ill* omen, lesser confusion; 2nd—blindness/deafness, extravasation of tears*, ruthless beating*, touch of idiocy; 3rd—bestow curse, crushing despair; 4th—enervation, phantasmal killer; 5th feeblemind, revenancer's rage*, suffocation; 6th-eyebite, flesh to stone. By studying the tome for 1 hour of prayer, meditation, and contemplation, the reader can select a number of these spells (of levels she is able to cast) equal to her Wisdom modifier. For the next 24 hours, these spells can be cast spontaneously using her normal spell slots of the appropriate levels. In addition, if the reader meditates upon the contents of the tome for 8 hours when gaining additional spell slots, she can permanently add one of these spells rather than a standard inquisitor spell to her list of

spells known. This is treated as learning a mythos spell for the purpose of gaining Madness.

If the reader possesses a ki pool, she can choose to learn one or more of these abilities as ki powers rather than treating them as spells known for 24 hours after study; the reader can learn some of the abilities as ki powers and some as spells known, as long as the total number of powers gained does not exceed her Wisdom modifier. These ki powers function as spell-like abilities requiring the expenditure of 1 or more ki points to activate, as follows: <u>lesser confusion</u>, <u>ill omen</u>, or *ruthless beating** (1 ki point, minumum level 4th), <u>blindness/deafness</u>, extravasation of tears*, or <u>touch of idiocy</u> (1 ki point, minimum level 6th); <u>bestow curse</u> or <u>crushing despair</u> (2 ki points, minimum level 10th), <u>enervation</u> or <u>phantasmal killer</u> (3 ki points, minimum level 12th).

Extravasation of Tears

School necromancy [pain]; Level antipaladin 2, inquisitor 2, witch 3 Casting Time 1 standard action Components V, S, M (a vial of tears) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

You cause the target to be wracked with pain so intense that it causes the target to weep bitter tears of despair. The target is affected as *crushing despair*, and in addition the constant flow of tears blurs its vision, causing the target to take a 20% miss chance with all attacks. This does not count as concealment, and the miss chance can be negated until the end of the character's turn by spending a move action each round wiping away the tears. Eyeless creatures are immune to this spell.

Revenancer's Rage

School necromancy [evil]; Level antipaladin 4, cleric 6, inquisitor 5, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S, M (a vial of tears, a vial of unholy water, and an onyx gem worth 25 gp per Hit Die of the undead to be created) Range touch Target one corpse Duration instantaneous

Saving Throw none; Spell Resistance no

You cause a single creature who in life had sworn a Vow of Obedience to rise from the dead to serve their master beyond the grave. If their master is now dead, the corpse rises as a <u>revenant</u> determined to avenge its master. Any special abilities that would normally apply against the <u>revenant's</u> own murderer apply instead to its master's murderer. If the target's master still lives (or has risen as a sentient undead), the target is instead reanimated as a <u>skeletal champion</u>, with its Vow of Obedience to its former master made permanent and unbreakable.

RUTHLESS BEATING

School necromancy [pain]; Level antipaladin 1, inquisitor 2 Casting Time 1 standard action Components V, S, DF (brass knuckles) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes

You cause welts and bruises to form on the target's body without having to physically strike them. Once per round as a move action, you can make a striking gesture at any target within range, dealing 1d6 points of nonlethal damage (Fortitude negates, with a separate save required each round). You gain a cumulative +1 bonus to Intimidate checks against a creature for each failed save against your *ruthless beating*. In addition, if a target fails its saving throw against your *ruthless beating* in consecutive rounds, it becomes fatigued for 1 minute and takes a -2 penalty to saving throws against any fear effect you create (this does not affect or apply to Intimidate checks).

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