### ADVENTURE PATH PLUG-IN

### MAKE YOUR GAME LEGENDARY!

A rules supplement exploring cults of every kind, from secret sects that live in the shadows and prey upon the weak-willed or disillusioned dregs of society to the near-forgotten relic rituals echoing down from ancient times and still practiced by scattered adherents, covens, and rural traditions handed down from the oldest folkways far from the watchful eyes of the younger gods and civilized ideals of modern society. The *Cultic Cryptomancia* is an ideal complement to a Gothic Adventure Path or any game where characters encounter eldritch writings, forbidden rites, and the masked, robed, or empty-eyed cultists who have given themselves body, mind, and soul to powers beyond.

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BY JASON NELSON

WITH THE LEGENDARY GAMES DESIGN TEAM





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# Aultic Arnytomancia

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### Welcome to Adventure Lath Llug-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 Cultic Trydtomancia

This supplement is designed to a evoke the best tropes of strange and mysterious cults from myth, media, and story, a dash of history with a healthy helping of horror. The idea of secret sects with elaborate masks, robes, and rituals has ample precedent in the real world, creating a constant stream of intrigue and speculation about their members and their activities, most of it wildly exaggerated if not simply (or even spectacularly) false. Still, such rumors and gossip begin to substitute for truth when that truth is shrouded in mystery or intentional obfuscation, there are just enough real tragedies associated with "cultic" groups, from predatory priests to mass suicides, to keep the embers of suspicion glowing where any kind of secret society or unorthodox religious group or unusual community is concerned. Heck, roleplaying games themselves were once considered a borderline cultic activity.

The role of this product is not to make statements about real-world religions, cults, or societies, of course, but to illustrate many ways that cults can be richly and robustly incorporated into your Pathfinder game. The cults detailed herein owe a great deal more to the Lovecraftian mythos, conspiracy thrillers, and horror movies, from small-town mystery cults maintaining ancient ritual sacrifices to appease the spirits of the harvest to duplicitous apostates lurking under the surface of established and respected institutions of religion, learning, business, and government. 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 externally with links to the <u>Pathfinder Reference Document</u>, 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.



ysterious cults are a favorite trope of the horror genre, whether ancestral, primitive, alien, demonic, or anything else. Charismatic masked priests commanding the loyalty of sinister minions are virtually a given, as are elaborate and usually heretical rituals and costuming. In some cases, though, cults are simpler and less obtrusive, rather being simply the ingrained rites and sacrifices of xenophobic villagers, from lethal lotteries to ensure a good harvest to murderous children of the corn that only come out when strangers linger too long in the village, and then hunt them with an undying bloodthirst no matter how far they run. A cult concealed is handed down through generations, but a cult revealed is a dangerous enemy, armed with the sympathy of the locals against meddling adventurers and interlopers trying to change the way things have always been, and always will be.

Cults are typically religious sects, after a fashion. That is, they include rituals, holidays, particular styles of dress and codes of conduct, but their theology may veer far from any established religion. For that matter, some cults are simply cults of personality, following a single leader that persuades followers to listen to whatever vague philosophizing or manipulative oratory the cult leader feels necessary to maintain her authority. Followers huddle in their wake, waiting to collect whatever pearls of wisdom drop from their guru's lips, ready to give all to capture just a taste of the transcendent and exclusive patent on wisdom the leader clearly possesses.

Cults can be benign and secret societies are often harmless at worst and potentially voices for society's improvement at their best, sometimes arising in response to persecution or oppression or as a refuge for those who feel alienated or alone. Others promote a feeling of specialness and exclusivity. More infamously, some cults swing towards the most horrific and awful agglomerations of humanity and its sister races known, engaging in murder, kidnapping, ritual sacrifice, hedonistic carnal rites, and even cannibalism. Cultists may fall under the influence of alien powers that corrupt and erode their sanity and morality. Even those fully sane may use the anonymity and ritual of their cult to detach themselves from their essential relationship to other members of society, so that those not part of the cult become seen as less than those within. Separation begets insularity, which in turn begets xenophobia. Violence and violation of outsiders may becomes seen as preemptive necessities, to prevent them from disturbing the ancient and sacred ways of the cult. At the same time, their separation and secrecy breeds curiosity and contempt in equal measure in the society around them, and cultists are not entirely unreasonable in their suspicion that outsiders may despise them and wish them ill, and hysteria and denunciation on both sides provide further justification for each that the other is up to something nefarious and that only they can expose and eradicate their perfidy.

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 <u>insanity</u>.

### **CHARACTER OPTIONS**

Cultists typically feature as adversaries rather than as legitimate options for play, but there is certainly ample room for PCs to engage themselves either with cult members as allies (especially in an "enemy of my enemy is my friend" or "lesser of two evils" situation), or may decide to directly involve themselves in the activities of a known cult. For that matter, an ambitious PC might even seek to found their own cult. Affiliation with a cult or creation of a cult is possible through simple role-play, of course, but those seeking a mechanical connection with their cultic background or delving into the deeper secrets of hidden societies. Some classes like the inquisitor are, obviously, well-suited for carrying out the work of investigation and (if needed), though inquisitors and investigators of all kinds must be careful of falling prey to a dangerous fascination that builds into an obsession with the very thing they sought to unmask and unravel. Some may become a cult's most insidious allies. Clerics with the separatist archetype may subvert the normal teachings of their faith, weaving them with the rites of the cult, as may heretic inquisitors, while infiltrator inquisitors may be the leading edge of those trying to rend asunder the veil of secrecy surrounding a cult and exorcist inquisitors may trail in their wake in order to undo the lingering psychic damage inflicted by the cult upon its disciples.

Cult leaders themselves may not be spellcasters at all, and could have no supernatural talents or may have only what rituals they may have gleaned from a fragmentary mythos tome or blasphemous rite handed down through the secret lore of the cult. The <u>master spy prestige class</u>, for example, can easily be adapted to a cult leader who lives a double life as an upstanding and respectable citizen, perhaps even one outwardly devout in the holy places and traditions of the community. A master spy of course also makes an equally effective infiltrator of cults, able to remain undetected even in the midst of inquisition or bizarre initiations.

What a cult leader must have, however, is great force of personality, enough to convince fellow cultists that they are the chosen speaker for whatever their patron power may be, and to follow their lead even when that leadership leads into paths of once-unthinkable depravity. Some are charlatans through and through, confabulating entirely invented religions and driving others under their aegis through promulgating an apocalyptic message that suggests that only with them and their secrets can safety and surety be found. Some dispense with the theatrics and simply build a cult of personality around themselves, using personal charisma and promises of glory, or subtle and insidious intimidation making their followers fearful and suspicious of others and trusting only in their leader to show them the way through a dark and dangerous world. Demagogue bards make excellent cult leaders of the former kind, often developing radical or hedonistic sects that lap up the demagogue's every utterance as though it were truly inspired wisdom.

Most cult leaders in a fantasy setting, however, pay genuine homage to otherworldly powers that are all too real, whatever their origin, and use their powers of persuasion to add to those gathered under their alien banner. For the latter kind of cult leader, true believers in their hidden patrons devoted to bringing their alien visions to pass, the class best suited to leadership is the oracle. With a heavy focus on Charisma and the revelation of ancient mysteries of all sorts, oracles have both the thematic and mechanical congruence with the idea of a cult leader. Any kind of mystery can serve a cultic purpose if pursued through a secret society or appropriate flavor text that shrouds it in primitivism, xenophobia, misinformation, or idolatrous trappings, but for those seeking a close alliance with alien powers from beyond, we present here the <u>Eldritch mystery</u>. Oracles of this mystery will stop at nothing to facilitate the return of their dread patrons, dragging the world screaming into madness and devastation that makes "hell on earth" seem like a pleasant fantasy and where the only hope is to be among the first to be devoured.

### **CULTIC CLASS OPTIONS**

While the existing class options and archetypes listed above are well-suited to becoming part of a cult or working against the influence of cults in the world, the following class options open up new avenues for really bringing home the unique blend of mystery, corruption, and wrongness that defines a cult. Cultists in their simplest form could be simply unorthodox or the heterodox, but for bringing to life those who take their cultic deviance to a whole new level, these options are for you.

### Apostate (Inquisitor archetype)

While most inquisitors are fanatical zealots of their faith, there are a few that are much more equivocal in their vows, often adopting syncretistic traditions or straying into personal interpretations of their holy writ. Apostates are often <u>heretics</u> in their own right, who may be lone renegades or (more often) members of a secret cult trying to undermine their former faith for its real or perceived failings, while others sympathize with outsider faiths, cultic cells, and participate in the corruption of their faith without wholly abandoning it.

**Apostasy (Ex):** An apostate may choose any domain or <u>inquisition</u> and is not limited to those normally allowed by his or her deity or religion. However, the reaction of other members of their faith that observe them using a spell or domain power from a forbidden domain is automatically shifted negatively by one step; if a creature is already hostile, this results in an immediate attack, which may be to kill or to capture for trial. This ability modifies domain and replaces track.

**Divine Duplicity:** Apostates add the following spells to their inquisitor spell list: 1st-<u>charm person, magic aura, obscure object, undetectable alignment</u> (rather than 2nd level as normal); 2nd-<u>misdirection</u>; 3rd-<u>glibness, secret page</u>; 4th-<u>modify memory, zone</u> <u>of silence</u>; 5th-<u>false vision</u>, inscrutable grimoire\*, <u>mislead</u>, <u>song of</u> <u>discord</u>. An apostate inquisitor cannot cast these spells unless she selects them as spells known.

Schismatic Judgment (Su): An apostate's contrarian heterodoxy makes her a bitter enemy of many she once called friend. Any numeric bonus granted by an apostate's judgment is increased by 1 when that bonus applies against a creature of the apostate's former faith. Likewise, this bonus also applies to any judgments used against her by a non-apostate inquisitor of her former faith. This ability modifies judgment.

**Feigned Faithfulness (Ex):** At 2nd level, apostates are experts in maintaining the appearance of the truly faithful, gaining a bonus equal to half their class level to Bluff and Intimidate checks. This bonus also applies to the DC of Diplomacy checks made to gather information about the apostate. This ability replaces stern gaze.

**Covert Conspiracy:** Apostates work to recruit like-minded thinkers to their cause and to divert suspicion away from themselves.

*Glibness* (*Sp*): At 5th level, an apostate can use <u>glibness</u> as a spelllike ability for a number of rounds per day equal to her level. This ability replaces <u>discern lies</u>.

Anathema (Su) An apostate can use his bane ability (and the Bane Magic feat, if he has it) against members of his former faith. In this case, the bane effect applies against any creature openly displaying the holy symbol of her old faith, as well as any divine spellcaster of that faith (even if not carrying a holy symbol) or any creature under the direct control of such a creature, including animal companions, cohorts, followers, called or summoned creatures, or any creature under a charm or dominate effect used by a member of her former faith. This ability modifies bane.

### Sublime (Bard archetype)

The sublime bard is one consumed with drawing the allegiance of others, not for any greater purpose but for the joy of being worshiped and adored. Sublime bards gravitate toward leadership positions in true cults, manipulating others through secrecy and half-truths, but they are just as likely to establish their own cults of personality, raising themselves up as divinely anointed and appointed to bring wisdom, enlightenment, and happiness to the people. Sublimes often take both this archetype and the demagogue archetype.

**Bardic Performance:** A sublime gains the following types of bardic performance. All effects that allow saving throws use the sublime's bardic performance save DC.

*Xenospeech (Sp):* At 1st level, a sublime can use his performance to circumvent language barriers, as if he shared a common language with a number of creatures equal to his Charisma modifier. All creatures with whom he converses using xenospeech must be within 30 feet. This ability does not allow the sublime to read an unknown language, but it allows normal conversation and allows him to affect creatures with language-dependent effects as if they shared a common language, as long as he is able to create the effect while maintaining the effect of this performance. This replaces countersong.

*Speaker in Dreams (Sp):* At 8th level, a sublime can communicate in dreams by spending 5 rounds performing, creating the equivalent of a <u>dream</u> or <u>nightmare</u> spell. This replaces dirge of doom.

*Bring Tribute (Sp):* At 9th level, a sublime can compel a single creature within 30 feet to bring him an item it holds in its hands, as *demand offering\**; however, if the target is unable to bring the item to the sublime within 1 round, the sublime can continue the effect by continuing the performance. This replaces inspire greatness.

*Vapid Obeisance (Su):* At 14th level, as a swift action a sublime can double the duration of any charm, dominate, or emotion spell or spell-like ability by spending a number of rounds of bardic performance equal to the level of the spell. This increased duration does not stack with the Extend Spell feat.

Awe Power (Sp): At 15th level, a sublime can project an aura of awe-inspiring might, affecting one creature within 30 feet as *overwhelming presence*. A creature that saves is staggered for 1

round but then becomes immune to this ability for 24 hours. This replaces inspire heroics.

**Fanatic Zeal (Ex):** Any creature under a sublime's direct control (including animal companions, cohorts, followers, called or summoned creatures, or creatures acting under a charm or dominate effect) automatically gains the benefit of her inspire courage ability as long as they are adjacent to the sublime, without needing to expend rounds of performance. At 5th level, controlled creatures gain this bonus within 30 feet of the sublime, though all bonuses provided by inspire courage are reduced by 1.

At 9th level, when the sublime is killed, knocked unconscious, or permanently incapacitated, as an immediate action he can spend a number of rounds of bardic performance equal to his Charisma modifier, triggering the effect of inspire greatness (as if he had that ability) on one or more directly controlled creatures with a duration equal to the number of rounds of performance he expended. At 15th level, a sublime can perform a similar feat, but granting an effect equivalent to inspire heroics instead. This replaces versatile performance.

**Ulterior Motive (Ex):** A sublime gains a +4 bonus on saving throws made against divinations and mind-affecting effects. This replaces well versed.

**Manipulate Emotions (Ex):** At 2nd level, a sublime gains a +1 bonus to caster level checks and save DCs when casting spells or using spell-like abilities with the emotion descriptor, and the save DC for such spells is increased by 1. In addition, at 2nd level and every 4 levels thereafter he can add one spell with the emotion descriptor to his list of spells known. The spell must be of a level he can cast. This ability replaces versatile performance.

**Leadership:** At 10th level, a sublime gains Leadership as a bonus feat. This replaces jack of all trades.

### **Eldritch Mystery (Oracle)**

**Class Skills:** An oracle with the eldritch mystery adds Intimidate, Knowledge (history), Perception, and Perform to her list of class skills.

**Bonus Spells:** 2nd-*persuasive goad*, 4th-*blistering invective*, 6th-*angry mob*\*, 8th-*fire charm*\*, 10th-*dream*, 12th-*orgiastic rite*\*, 14th-*vision*, 16th-*sympathy*, 18th-*overwelming presence*.

**Revelations:** An oracle with the eldritch mystery can choose from any of the following revelations.

Alien Form (Su): You gain the ability to polymorph into a Small or Medium aberration, as though using *aberrant form I\**. At 11th level, you can assume the form of a Large or Tiny aberration, as *aberrant form II\**. At 15th level, you can assume the form of a Huge aberration, as *aberrant form III\**. You can use this ability once per day, for a maximum duration of 1 hour per oracle level. You must be at least 7th level to select this revelation.

*Coven (Ex):* This functions as the <u>coven hex</u>, but you can use the aid another action to grant a + 1 bonus to another oracle's caster level (including their effective level for revelations as well as spells) as long as that oracle has this revelation.

*Cultic Chant (Su or Sp)*: You can use the distraction and fascinate bardic performances, which you may use a number of rounds per day equal to your oracle level plus your Charisma modifier. At 7th level, you add the suggestion bardic performance, at 11th dirge of doom, at 15th frightening performance, and at 19th mass suggestion. This ability functions as bardic performance unless otherwise stated above.

CULTIC CRYPTOMANCIA

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*Cultic Cooperation (Ex):* Your cohort and followers, as well as any creature you call or summon, are treated as if they possessed the same teamwork feats as you for the purpose of determining whether you gain a benefit from those feats. Your allies do not gain these benefits unless they actually possess those feats. You must still meet any positioning or action requirements for the feats in question to gain the feat's benefits. At 7th level, you can use *coordinated effort* 1/day as a spell-like ability, plus one additional use per day for every 4 levels after 7th.

*Eye Tyrant (Sp):* You can sprout eyes all over your body once per day, as <u>countless eyes</u>. At 11th level, you can focus of the power of your gaze to curse your enemies, as <u>eyebite</u>; however, each time you use <u>eyebite</u> it reduces the remaining duration of <u>countless eyes</u> by 1 hour. At 15th level, you can detach some of your extraneous eyes to act as remote sensors, as <u>prying eyes</u>. You may not trigger your <u>eyebite</u> power through these <u>prying eyes</u>, but any creature that destroys one of the <u>prying eyes</u> with an attack is affected as <u>eyebite</u> (Fortitude negates). Creatures destroying <u>prying eyes</u> with <u>dispel magic</u> are not affected in this way. You must be at least 7th level to select this revelation.

*Fervent Following (Ex):* You gain Leadership as a bonus feat. Whenever your cohort or followers are within 30 feet of you, they gain a +1 morale bonus to saving throws and deal +1 damage with successful weapon damage rolls. If you are killed or incapacitated, your followers and cohort take a -2 penalty to weapon damage rolls and saving throws. You must be at least 7th level to select this revelation.

*Hex (varies):* You can select one of the following <u>hexes</u>, which function as if you were a witch of a level equal to your class level: charm, disguise, evil eye, fortune, misfortune, tongues. You must be at least 3rd level to select this revelation.

*Major Hex (varies):* You can select one of the following <u>major</u> <u>hexes</u>, which function as if you were a witch of a level equal to your class level: agony, nightmares, vision. You must be at least 11th level to select this revelation.

*Mythos Scholar (Ex):* You add Knowledge (dungeoneering) and Knowledge (planes) as class skills, and you add <u>detect aberration</u> to your list of spells known. In addition, you add your Charisma modifier to Knowledge checks made to identify or determine the characteristics of aberrations or creatures with the mythos descriptor.

*Reasonable Sacrifice (Sp):* You can convince a crowd of people that a certain creature within line of sight of all targets must die, either on the oracle's own authority as cult leader or in order to appease the oracle's divine patron. The oracle may command the creature's death outright, or can command the target to be rendered helpless and brought to him or to a specific location (typically a sacrificial altar or pit). Targets failing their save are compelled to obey, as *mass suggestion*, regarding the death of the target as a necessary service to the cult leader and for the greater good of the cult and community itself. You must be at least 7th level to select this revelation.

Sacrifice Minion (Ex): If a cohort, follower, or summoned or called creature is adjacent to you when an attack hits you, including attacks that normally automatically hit, as an immediate action you can command your follower or cohort to intercept the attack, causing it to affect them instead of you. If the attack allows a saving throw, your follower or cohort takes a -4 penalty to their saving throw unless it is a charm or compulsion effect, in which case they gain a +4 morale bonus. Your cannot intercept area effects with this ability; the attack must target you. You cannot use this ability when you are flat-footed or unaware of an attack. You must have the fervent following revelation to select this revelation.

Secret Society (Ex and Sp): Your cult is secretive in its activities and difficult for others to learn about. You increase the DC of Diplomacy checks to gather information, Knowledge checks, and Sense Motive checks that would reveal information about you or your cult (including your cohort, followers, called or summoned creatures, or other allies within the cult) by an amount equal to half your oracle level (minimum +1). You and your cohort, followers, and called or summoned creatures also gain an identical morale bonus to saving throws against divinations that would reveal evidence or information about the cult.

In addition, you can use <u>memory lapse</u> as a spell-like ability a number of times equal to 3 + your Charisma modifier. At 7th level, you can instead create an aura of forgetfulness, as the <u>Loss</u> <u>subdomain power</u>; each round you use this aura counts as one use of your <u>memory lapse</u> ability.

*Veiled Society (Sp):* As a full-round action, you can use *veil* to disguise one creature per oracle level as any one of the affected creatures, or as faceless beings wearing identical ceremonial garb and hoods, masks, or veils. Veiled creatures are also shrouded by a *misdirection* effect, causing divinations to reveal information based on the chosen creature, rather than the actual creature. If affected creatures are your followers or cohort, they share a mental connection; as long as any of them are aware of an opponent, all of them are, and if any of them are not flanked, none of them are. You must be at least 7th level to select this revelation.

*Wicker Man (Sp):* With 1 minute of chanting and concentration, you can create a wicker man, a special <u>wood golem</u> with the giant <u>creature simple template</u> that exists for 1 hour and then crumbles into dust. If a wicker man hits a Medium or smaller target with both slam attacks, it may use an <u>engulf attack</u> as its wicker strands twine around the target and bind it into a wicker cage within the golem's torso (DC 20, hardness 5, hp 20). If the wicker man takes fire damage, it automatically catches on fire. This deals 1d6 points of damage per round to the wicker man but grants it a burning aura that deals 1d6 points of fire damage to any adjacent creature (2d6 points of fire damage to its slam attacks. You must be at least 11th level to select this revelation. You may create an additional wicker man each day at 15th level and again at 20th level.

**Final Revelation:** At 20th level, you become a master of your hidden cultic cell, commanding absolute loyalty and secrecy from your minions. You, your cohort and followers, and your called or summoned creatures are treated as if they had <u>mind</u> <u>blank</u> in effect at all times, though you may choose to ignore this <u>mind blank</u> effect whenever you create an effect that <u>mind blank</u> would normally block. In addition, you gain immunity to the supernatural abilities of creatures with the mythos descriptor.

### **CULTIC FEATS**

The following feats are commonly known among cultists and (to a lesser extent) among those who make it their life's work to root out and destroy those cults wherever they are found. At the GM's option, these feats may be commonly available, or they may be restricted to those who have been initiated into a cult of some type or who have received special training from someone already familiar with them. These feats may also be discovered within ancient grimoires or tomes, or their secrets could be revealed by extraplanar entities called up by a *planar ally* or *planar binding* spell or similar effect.

### TABLE 1-1: CULTIC FEATS

FEATS	Prerequisites
Bane Spell	Knowledge (see text) 3 ranks
Cultic Opiate	Craft (alchemy) 1 rank
Ecstatic Euphoria	Knowledge (religion) 1 rank
Flagellant Focus	Endurance or Iron Will
Heart Ripper	Improved Critical (unarmed strike), Improved Unarmed Strike
Sacrificial Focus	Spell Focus (conjuration), Knowledge (religion) 3 ranks
Sacrificial Summons	Spell Focus (conjuration), Knowledge (religion) 3 ranks
Triumph of the Will	Persuasive, Intimidate 5 ranks, Cha 13+

### **Bane Spell (Metamagic)**

Your spells have greater power against creatures of a chosen type. **Prerequisite:** Knowledge (see text) 3 ranks.

**Benefit:** Choose one type of creature (and subtype, if a humanoid or outsider). Any spell you cast affects creatures of that type more strongly. Your caster level is increased by 1 for determining the spell's effects and duration against creatures of that type, though the spell's range, area, and number of targets are not affected. In addition, your save DCs are increased by 1 for creatures of that type and spells that deal hit point damage add +1 to each damage die against those creatures. A bane spell has its normal effects against creatures of other types (and subtypes). Against creatures other than the chosen type, the spells effects and duration are treated as if your caster level was 1 lower and the save DC and damage per die are likewise reduced by 1. A bane spell uses up a spell slot one level higher than the spell's normal level.

In order to select this feat, you must have at least 3 ranks in a Knowledge skill that is used to identify creatures of the chosen type and their abilities. Thereafter, you can prepare a bane spell that affects creatures of any type for which you have at least 3 ranks in the appropriate Knowledge skill. You need not take this feat more than once to affect creatures of different types, and you can prepare bane spells of more than one type simultaneously as long as you have at least 3 ranks in each appropriate Knowledge skill. You must specify a type (and subtype, if a humanoid or outsider) for each bane spell you prepare or spontaneously cast.

### **Cultic Opiate**

Your cultic tradition achieves deeper communion with its patrons through the use of mind-altering substances.

Prerequisite: Craft (alchemy) 1 rank.

**Benefit:** Choose one <u>drug</u>. When you use this substance, you attain an almost supernatural openness to your patron. As long as the drug is providing a beneficial effect, you gain a +1 bonus to one of the following categories: attack rolls; caster level checks and

concentration checks; saving throws; or skill checks. If you are good-aligned, this is a sacred bonus; if you are evil, it is a profane bonus. If you are neutral, you must choose which type of bonus to receive; once chosen, it cannot be altered. You take a -2 penalty to saving throws related to addiction against your chosen drug.

### **Ecstatic Euphoria**

The throes of sexual passion bring you to a place of sublime focus and excited connection with your cultic patron.

Prerequisite: Knowledge (religion) 1 rank.

**Benefit:** After spending one hour obtaining sexual release, either by yourself or in concert with others, you gain a +1 morale bonus for a number of hours equal to the ranks you have in Knowledge (religion). You may apply this bonus to one of the following categories: attack rolls; caster level checks and concentration checks; saving throws; or skill checks. You cannot use this feat while you are fatigued or exhausted.

If you engage in your sexual congress with an aberration, fey, or outsider that serves your cultic patron, your morale bonus for using this feat is +2.

**Special:** At the GM's option you may substitute ranks in Knowledge (dungeoneering) if your cultic patron is a mythos entity, Knowledge (planes) if it is a fiendish or celestial being, or Knowledge (nature) if your cult focuses upon the fey realms or spirits of nature or fertility

If your cultic patron is a mythos entity, this is considered a mythos feat.

### Flagellant Focus

Pain gives you focus and suffering brings you strength of mind. **Prerequisite:** Endurance or Iron Will.

**Benefit:** You can spend 1 hour inflicting pain on yourself, dealing at least 2 points of nonlethal damage. In exchange, you gain damage reduction equal to half the amount of nonlethal damage you have, up to a maximum DR equal to your level plus your Wisdom modifier. This damage reduction applies only against nonlethal damage.

As long as you have any amount of nonlethal damage, you gain a +1 morale bonus to saving throws or ability checks to resist effects that would cause you to become exhausted, fatigued, sickened, staggered, or stunned, as well as mind-affecting effects and effects with the pain descriptor. If the amount of nonlethal damage you have is greater than your level plus your Constitution modifier, this bonus is doubled to +2.

If you receive an effect that cures lethal damage, you may choose whether or not that effect also cures your nonlethal damage. You may not choose to have it partially affect your nonlethal damage. If you are unconscious, you cannot choose to ignore healing of your nonlethal damage.

Normal: Effects that cure lethal damage also cure an equal amount of nonlethal damage.

### Heart Ripper (Combat, Mythos)

Your bloodthirsty fighting style builds towards a brutally lethal finish, as you seek to rip the still-beating heart from a defeated enemy's chest. **Prerequisite:** Improved Critical (unarmed strike), Improved Unarmed Strike.

**Benefit:** Your critical threat range is increased to 18-20 when you use an unarmed strike against a humanoid or monstrous humanoid no more than one size category larger than yourself. In addition, when you reduce such a creature to -1 or fewer hit points with an unarmed strike, you can tear the victim's heart out as a free action, instantly killing it. The target is entitled to a Fortitude save (DC 10 + 1/2 your character level + your Wisdom bonus) to negate this effect. If you kill a creature with an unarmed strike, you automatically tear their heart out. A corpse missing its heart cannot be raised, as if killed with a death effect.

You gain a +2 circumstance bonus to Intimidate checks against any creature that witnessed you using this feat to rip out a victim's heart. This bonus lasts for 1 minute, and it stacks if you have ripped out the hearts of multiple creatures.

### **Sacrificial Power (Mythos)**

You can empower your magical energies by drawing forth the life force of other people.

**Prerequisite**: Spell Focus (any one) or Spell Penetration, Knowledge (arcana) 3 ranks, Knowledge (religion) 3 ranks, Spellcraft 3 ranks

**Benefit**: When you perform a successful coup de grace upon a sentient creature, it allows you to enhance the power of any spell you cast by doubling the effect of one or more of the following feats: Greater Spell Focus, Greater Spell Penetration, Spell Focus, or Spell Penetration feats you have. You may double the effect of one of the above feats of your choice (though you must double a normal feat before doubling its Greater version) per Hit Dice of the slain creature; if the sacrifice has 4 or more Hit Dice, you double the effect of all of the above feats. You must cast the spell to be enhanced within a number of rounds after the coup de grace equal to the slain creature's Hit Dice or the power of the sacrifice is lost.

### Sacrificial Summons (Mythos)

The lives of others are nothing but fuel for your appetite for communing with creatures from beyond.

**Prerequisite:** Spell Focus (conjuration), Knowledge (religion) 3 ranks

**Benefit:** When you perform a successful coup de grace upon a sentient creature, it allows you to enhance the power of a calling or summoning spell. You may add the effect of a metamagic feat you know to a calling or summoning spell without altering the spell's level or casting time. The metamagic feat you choose must be one that increases the spell's level by one level.

You must cast the companion spell within a number of rounds after the coup de grace equal to the slain creature's Hit Dice. If time allows, you can combine several sacrifices together in order to enhance the effect of a spell, allowing you to modify your calling or summoning with metamagic feats requiring a multiplelevel increase. If your cohort, followers, or called or summoned creature(s) are adjacent to you, they may also perform a coup de grace on a sentient creature, each additional sacrifice allows you to add one additional level of metamagic increase. You can add more than one metamagic feat to a spell in this fashion, but the spell's total adjusted level cannot exceed 9th. If the spell is not cast by the time the sacrificial energies dissipate, the spell fails completely when cast. All sacrificial energy you have accrued is dissipated when you cast the spell; any leftover sacrificial energy is lost.

You can enhance a calling or summoning spell with a metamagic feat you do not know, but the cost in sacrifices is increased by 1 for each such feat you apply.

### **Triumph of the Will**

Your powerful rhetoric and subtle implications of lurking danger drive others into a panicked yet lasting faith in you as the one they can trust.

Prerequisite: Persuasive, Intimidate 5 ranks, Cha 13+.

**Benefit:** When you use Intimidate to force a single creature to act friendly toward you, the effect lasts for 1d6 hours, plus one hour for every point by which your Intimidate check exceeds the DC. Alternatively, you can attempt to force a number of creatures equal to your Charisma modifier to act friendly toward you for 1d6 minutes plus one minute for every point by which your Intimidate check exceeds the DC. You make a single check against the highest Intimidate DC (10 + Hit Dice + Wisdom modifier) among your targets, increasing the DC by 2 for each creature after the first. All creatures to be affected must be within 30 feet.



### **CULTIC SPELLS**

The following 13 spells are thematically appropriate for use in cults and could be found in their sacred writings or the mad scrivenings of their prophetic leaders or dusty manuscripts treasured for time out of mind. Like the cultic feats described above, these spells could also be revealed to aspiring cultists through bargaining with extraplanar creatures affiliated with their cult.

Antipaladin Spells: 2nd-demand offering; 3rd-foster hatred; 4th-exsanguinate, fearful rapture.

Bard Spells: 2nd-angry mob, demand offering; 3rd-fire charm, foster hatred, torch-wielding mob; 4th-fearful rapture; 5th-orgiastic rite.

Cleric Spells: 2nd-demand offering; 3rd-angry mob; 4th- foster hatred, torch-wielding mob; 5th-fearful rapture, inscrutable grimoire; 6th-orgiastic rite.

Inquisitor Spells: 2nd-angry mob; 3rd-foster hatred, torchwielding mob; 4th-exsanguinate; 6th-avasculate.

Sorcerer/Wizard Spells: 4th-aberrant form I, fire charm; 5thinscrutable grimoire; 6th-aberrant form II; 7th-aberrant form III.

Witch Spells: 2nd-demand offering; 3rd-fire charm; 4th-foster hatred; 5th-exsanguinate; 6th-orgiastic rite; 7th-avasculate.

### Aberrant Form I

School transmutation (polymorph) [mythos]; Level sorcerer/ wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of the creature whose form you wish to assume)

Range personal

CULTIC CRYPTOMANCIA Target you

# of the JASON NELSON

Duration 1 min./level When you cast this spell, you can assume the form of any Small or

Medium creature of the aberration type. If the form you assume has any of the following abilities, you gain the listed ability: allaround vision, climb 30 feet, constrict, darkvision 60 feet, grab, poison, swim 30 feet. If the creature has vulnerability to an element, you gain that vulnerability. Any gear you wear or carry merges into your new form.

Small aberration: If the form you take is that of a Small aberration, you gain a +2 size bonus to your Dexterity and Constitution and a +1 natural armor bonus.

Medium aberration: If the form you take is that of a Medium aberration, you gain a +2 size bonus to your Strength and Constitution and a + 2 natural armor bonus.

#### Aberrant Form II

### School transmutation (polymorph) [mythos]; Level sorcerer/ wizard 6

This spell functions as *aberrant form I*, except that it also allows you to assume the form of a Tiny or Large creature of the aberration type. If the form you assume has any of the following abilities, you gain the listed ability: all-around vision, amorphous, blood drain, climb 60 feet, constrict, darkvision 60 feet, deaf, disease, engulf, fly 30 feet (average maneuverability), grab, hibernation, leap, no breath, poison, rend, sound mimicry, swim 60 feet, web. In addition, if the form has damage reduction 10 or greater, you gain DR 5 of the same type. If the form has energy resistance to acid, cold, electricity, fire, or sonic damage, you gain resistance to the same energy type(s) at half the normal amount; if the creature has immunity, you gain energy resistance 20.

- Tiny aberration: If the form you take is that of a Tiny aberration, you gain a +4 size bonus to your Dexterity, a -2 penalty to your Strength, and a +1 natural armor bonus.
- Large aberration: If the form you take is that of a Large aberration, you gain a +4 size bonus to your Constitution and Strength, a -2 penalty to Dexterity, and a +4 natural armor bonus.

### Aberrant Form III

School transmutation (polymorph) [mythos]; Level sorcerer/ wizard 7

This spell functions as aberrant form I, except that it also allows you to assume the form of a Huge creature of the aberration type. If the form you assume has any of the following abilities, you gain the listed ability: all-around vision, amorphous, blood drain, climb 60 feet, constrict, darkvision 60 feet, deaf, disease, engulf, fly 60 feet (good maneuverability), grab, hibernation, leap, mimic object, mucus cloud, no breath, paralytic tentacles, poison, quickness, rend, slime, sneak attack, sound mimicry, strangle, swallow whole, swim 60 feet, telepathy, web, wisdom drain. You gain a +6 size bonus to your Constitution and Strength, a -4 penalty to Dexterity, and a +6 natural armor bonus. If the creature whose form you assume is immune to mind-affecting effects, you also gain this immunity.

### Angry Mob

School illusion (shadow); Level bard 2, cleric 3, inquisitor 2 Casting Time 1 standard action

**Components** V, S

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

Area one 10-ft. square/level (S)

Duration concentration (maximum 1 round/level) +1 round (D) Saving Throw Will disbelief (if interacted with); see text; Spell Resistance yes; see text

You create a stationary crowd of illusory commoners of any humanoid race desired. You can generally shape their nondescript appearance, but they cannot be made to resemble any specific individual(s). The angry mob threatens and menaces creatures within, shouting and muttering unintelligibly while brandishing fists and cudgels, and anyone in the area is treated as flanked unless it has disbelieved the illusion. In addition, the angry mob has limited substance and impedes vision and movement like an actual crowd, even if a creature has disbelieved the illusion. Unlike a real crowd, and *angry* mob does not provide cover to creatures within it and cannot be forced to move with Diplomacy or Intimidate checks. While you are standing within or adjacent to the angry mob, you gain a bonus to Intimidate checks equal to half your caster level (maximum +5). This bonus does not apply against creatures that have disbelieved the illusion.

### Avasculate

School necromancy [pain]; Level inquisitor 6, witch 7 Casting Time 1 standard action Components V, S, M (a drop of blood) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D); see text

- Saving Throw Fortitude partial; see text; Spell Resistance yes This spell functions as exsanguinate, any bleed or blood drain damage the target takes is tripled rather than doubled as you cause the targets blood vessels to burst forth from her flesh and empty their contents onto the ground. In addition, the tangle of engorged and writhing vessels causes the target to become entangled in their own vascular system. Even if the target's bleed damage is halted, the target remains entangled and fatigued until its blood vessels can be re-implanted in the target's flesh, requiring a regenerate spell or a Heal check with a DC equal to 10 plus the spell's save DC, requiring 8 hours of work. If using <u>The Mad Doctor's Formulary</u>, repairing the target's vasculature can be accomplished with the Surgery procedure.
- These blood vessels entwine and tangle about any creature adjacent to the target, causing them to become entangled as well (Reflex negates). An adjacent creature entangled in this fashion has their own blood vessels drawn forth to the surface and begins taking 2d6 points of bleed damage and 1 point of Constitution bleed at the beginning of each turn they remain entangled. An entangled creature can escape the avasculate target's grasping vasculature with a grapple combat maneuver or Escape Artist check with a DC equal to 10 plus the spell's save DC. If the target is forcibly moved away from adjacent creatures, such as with a bull rush, drag, or reposition maneuver, apply the same combat maneuver check as a drag combat maneuver against the CMD of any entangled creatures, with success indicating that they are dragged along with the target of the avasculate spell when they are moved. This drag maneuver does not provoke attacks of opportunity. If the drag maneuver fails, the connecting vasculature is ripped apart and the entangled creature is freed. Any forcible separation of an entangled creature through any of the methods described above deals 4d6 points of damage and 2 points of Constitution damage to both though both the escaping creature and the avasculated target.

### Demand Offering

School enchantment (compulsion) [emotion, mind-affecting];
Level antipaladin 2, bard 2, cleric 2, witch 2
Casting Time 1 standard action
Components V, S, M (a pinch of gold dust)
Range close (25 ft. + 5 ft./2 levels)
Target one creature

Duration 1 round

Saving Throw Will negates; Spell Resistance yes

You manifest an impulse of greed so overpowering that the target is compelled to offer up whatever it has in its hands to attempt to satisfy you. The creature moves toward you at its best speed, moving to avoid obvious dangers en route to you. Once within reach, the target gives you whatever it holds in its hands (or wears on its hands or wrists) owns, and as an immediate action you can take possession of the item as long as you have a free hand. If you do not take the item by the end of your next turn, the compulsion ends. The target is not prevented from defending itself if attacked. The spell has no effect if the target has no means of moving toward you to deliver its gift, including if it is restrained from moving or faced with an impassable or obviously dangerous barrier, such as a wall of fire.

### Exsanguinate

School necromancy [pain]; Level antipaladin 4, inquisitor 4, witch 5

Casting Time 1 standard action

Components V, S, M (a drop of blood)

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

Target one creature

**Duration** 1 round/level (D); see text

Saving Throw Fortitude partial; see text; Spell Resistance yes You cause a bleeding target's vital fluids to gush out in a sanguine torrent. The target is immediately fatigued, and any bleed or blood drain damage it takes is doubled. This includes both hit point damage and ability score damage or drain. In addition, the target's bleeding is not automatically stopped by the application of healing magic; instead, a creature using a healing effect on the target must succeed at a caster level check (or a level check, if using a supernatural effect such as channeled positive energy) against a DC of 15 plus your caster level in order to stop your bleeding. If this caster level check is failed, the healing effect cures only half the normal amount of damage and does not stop the bleeding. A Heal check to stop your bleeding must succeed against the same DC. This spell has no effect on a target that is not bleeding, and if the target's bleed damage is halted the spell ends.

At the end of each round, the target must attempt an additional Fortitude save. The target becomes exhausted on the first failed save, stunned for 1 round on the second failed save, and on the third failed save drops to -1 hit points and gains the dying condition. A fourth failed save results in death.

### Fearful Rapture

School enchantment (compulsion) [emotion, mind-affecting];

Level antipaladin 4, bard 4, cleric 5 Casting Time 1 standard action Components V, S, DF (holy symbol) Range 30 ft.

Area cone-shaped burst

Duration 1 round/level or 1 round; see text

Saving Throw Will partial; Spell Resistance yes

You unleash a surge of emotion that cows your enemies and simultaneously inspires your allies with your awesome power. Living enemies within the area are affected as fear. Living allies gain a +1 morale bonus to attack rolls and saving throws against emotion and fear effects. In addition, any ally currently affected by an emotion or fear effect gains a new saving throw to break the effect. This has no effect if the original effect did not allow a saving throw.

### Fire Charm

School illusion (pattern) [fire, mind-affecting]; Level bard 3, cleric 4, sorcerer/wizard 4, witch 3

Casting Time 1 round

Components V, S, M (a fire source)

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

Targets any number of creatures; see text

Duration 1 hour or less

Saving Throw Will negates; see text; Spell Resistance yes

You enchant the target fire source, causing it to waver and swim in enchanting patterns that entrance creatures able to see the flames. This affects targets as *enthrall*, but rather than paying 11

- attention to you and your speaking or singing their attention is fixated upon the target fire source. *Fire charm* requires no further action by you after casting to continue fascinating the creatures involved, and you can leave the area of effect without disrupting their attention upon the fire. However, the reactions of enraptured creatures toward you functions as normal for *enthrall* if you do communicate with them. In addition, the rippling patterns of the *fire charm* distract and unravel the willpower of entranced creatures, causing them to take a -4 penalty to Will saves and Wisdom checks (including Wisdombased skill checks).
- If the fire source is extinguished, the spell ends but creatures spend 1d3 rounds recovering from their trance (as *enthrall*). If the fire is not extinguished but their line of sight to it is interrupted, affected creatures will spend 1d3 rounds moving to find a better view of the *fire charm*. If after this time they still have no line of sight to the fire, their trance ends.
- If the target fire source is Small or smaller, it can entrance creatures within 20 feet. For every size category of the target fire larger than Small, this range is increased by 20 feet, up to 120 feet for a Colossal fire.
- A *fire charm* can entrance vermin even though it is a mind-affecting effect.

### Foster Hatred

School enchantment (compulsion) [emotion, mind-affecting]; Level antipaladin 3, bard 3, cleric 4, inquisitor 3, witch 4 Casting Time 1 round

**Components** V, S, M (a fire source)

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

- **Targets** one creature/level, no two of whom may be farther than 30 ft. apart
- Duration 1 day/level

### Saving Throw Will negates; Spell Resistance yes

You poison the minds of the targets, filling them with malice and hatred for members of a certain group. This can include creatures of a specific creature subtype, or of a specific kind within a type that has no subtypes (e.g., red dragons, minotaurs, or treants). The target group may also be a member of a religious, national, or ethnic group, assuming those affiliations are visibly apparent to affected creatures. *Foster hatred* can compel creatures to hate a group of which they are a part, though this grants them a +4 bonus to the saving throw.

Foster hatred shifts the targets' reactions with creatures of their hated group negatively by one step, and they are always treated as enemies rather than allies for creatures of that type. They are not actually compelled to attack their hated creatures, but they will act within their normal resources and ethics to hinder, demean, or abuse those they hate. They cannot provide flanking for a hated creature, and they automatically provide flanking for an enemy that flanks a hated creature with them. They are not considered allies or willing targets for the purpose of spells and similar effects (including nominally harmless effects) or allowing movement through their space. If a member of a hated group ever becomes helpless while adjacent to an affected creature, the hated creature is compelled to perform a coup de grace on the hated creature (Will negates; making this saving throw does not remove the *foster hatred* spell but does prevent acting on the compulsion to perform a coup de grace against that creature).

### Inscrutable Grimoire

School illusion (phantasm) [mind-affecting, mythos]; Level cleric 5, sorcerer/wizard 5

Casting Time 1 minute per page

**Components** V, S, M (lead-based ink worth 50 gp, plus one dose each of flayleaf and pesh (http://www.d20pfsrd.com/gamemastering/afflictions/drugs))

Range touch

- **Targets** one touched object weighing no more than 10 lbs. **Duration** 1 day/level (D)
- Saving Throw Will negates; see text; Spell Resistance yes This spell functions similarly to *illusionary script*, but rather than implanting a suggestion in a creature reading the script, the caster can instead implant one of the following effects: *bestow curse, modify memory, nightmare, reckless infatuation,* or *unadulterated loathing.* The caster must specify the object of the reader's infatuation or loathing for latter two effects; in addition, the caster can stipulate that the book itself becomes the target of their infatuation or loathing, rather than a creature as normally required for those spells. Regardless of the effect placed in the *inscrutable grimoire*, a creature failing a saving throw against its effects gains 1 Madness point.

### ORGIASTIC RITE

School enchantment (compulsion) [emotion, mind-affecting]; Level bard 5, cleric 6, witch 6

Casting Time 1 standard action

- Components V, S, F/DF (a fertility idol)
- Range close (25 ft. + 5 ft./2 levels)
- **Targets** one creature/level, no two of which can be more than 30 ft. apart
- Duration 1 round/level
- Saving Throw Will negates (and Fortitude negates; see text); Spell Resistance yes
- You incite the passions, compelling the targets to engage in a frenzy of carnality. This functions as *unnatural lust*, but affected creatures are attracted to the nearest creature rather than a specific creature designated by the caster. If the nearest creature is also affected by the spell both creatures drop prone.
- Affected creatures immediately drop any held objects, and if wearing any magical or mundane items in the belt, body, chest, or head slots, they remove one random item per round and drop the item on the ground in their square. An affected creature wearing armor spends the first round of the spell's effect removing portions of their armor before doffing any other worn items; thereafter, treat their armor as if donned hastily, worsening their armor bonus and armor check penalty by 1 until they spend 1 minute putting their armor back together.
- All targets of the spell must be of the same type, though they may have different subtypes. Each round after the first round of the spell's effect, affected creatures can attempt a new Will save to break free of the compulsion and end the effect. Once the spell ends, affected creatures are fatigued (Fortitude negates).

### TORCH-WIELDING MOB

**School** illusion (shadow) [fire]; **Level** bard 3, cleric 4, inquisitor 3 This spell functions as *angry mob*, but the mob brandishes flaring torches and its shouts are more fierce and disruptive. Any creature beginning its turn within the area catches on fire (Reflex negates) and is automatically dazzled for 1 round. Unattended objects do not take fire damage from the *torch-wielding mob*. While standing within or adjacent to the *torch-wielding mob*, you gain a bonus to Intimidate checks equal to half your caster level (maximum +10).

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### ADVENTURE PATH PLUG-IN

## Aultic Aryptomancia

### BY JASON NELSON

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