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Hothic Campaign Compendium

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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.

Special Electronic Features

We've hyperlinked all of our PDF products 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.

Hbouk Legendary Hames

Legendary Games is an all-star team of authors and designers, combining industry veterans with Superstar design contest champions and finalists to form a team whose knowledge of Pathfinder rules and products is unmatched. Founded by Clark Peterson of Necromancer Games, Inc. in 2011, Legendary Games uses a cooperative, team-based approach to bring you, the Paizo 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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DEDICATION

This book was created by the talented creative staff of Legendary Games, but it would not have been possible without the pioneers of the game like Gary Gygax and Dave Arneson, as well as the pioneers of the Open Gaming movement like Ryan Dancey and Clark Peterson. We salute them each and every one.

We also offer up a special thanks to our families for their support and patience during the long hours we spend working on gaming products during our supposed "leisure" time, and we dedicate ourselves to maintaining a healthy work-life balance; in the end, it's just a game. Family comes first.

Saving the best for last, we salute all of our fans, who made it possible for Legendary Games to become as successful as it has today. We offer a special thanks to everyone who participated in our October 2013 Kickstarter, including...

Cliff Gould

Aaron "Itchy" Tranes Aaron Reimer Adam Daigle Adam Whitten Aender AinvarG Alexander Clatworthy Alistair Rigg Allan MacKenzie-Graham Andy Woodhead Åsmund "AAsama" Bell Azazyll B.A. McLean Barthelemy 'Skender' Alezandaru Ben Ferguson **Benjamin Billings Benjamin** Haile Bill "Father Azerun" Jahnel Bob Keller Brett Wilson Brian Berg Bruce Gray **Burt Smith** Chad Newman Charles Power Chris & Cindy Rathunde Chris Mihal Chris Van Horn Chris Volcheck Christopher Caporal Christopher Shepard Claus Larsen Clayton Odel Culwell

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Foreword by Jason Nelson

In the spring of 2011, I got an email from Clark Peterson asking if I'd be interested in working with him on a new project, an all-star team of freelancers to make some fantastic products for the Pathfinder Roleplaying Game. This wasn't the first time Clark and I had talked about doing something together; he and I and Clinton Boomer had talked about writing an adventure path back in 2008, but sometimes a great idea just takes time to percolate and three years later the time was ripe to begin. Adding Neil Spicer and Greg Vaughan to that team, we set out to create an entire line of horror-themed products in support of the adventure path that Paizo Publishing was creating at the time, with authors uniquely situated to fill in the gaps while having instant credibility with the Pathfinder audience and offering the authors themselves great freedom to create whatever their terrible vision imagined. The result: 17 incredible products, each one magically and deliciously horrible in its own way, from monsters to magic, class options to creepy characters, adventures to amazing new rules for almost every trope and genre of horror, now all combined into one. And horror was just the beginning...

Legendary Games has been a new and exciting foray for me, and doubly so once I took over leading the company in the spring of 2012, but I've never had so much fun working as I have with these guys. I was struck during a Google hangout we did together promoting the Kickstarter that funded this compilation what a fine thing it is to work with your friends. These were people I'd love hanging out with even if we weren't partners in this Legendary thing we're doing together. The only shame was that we are spread across the U.S. from west to east, and only get to see each other in person once or twice a year at cons. It is a fine thing indeed to get to work with your friends, and the fact that each one is terrifically talented just makes it all the sweeter to call them brothers-in-arms (or maybe brothers in dice?). Thanks to you, the fans, for supporting Legendary Games and making this company, this book, and an amazing future possible, and thanks to Neil, Boomer, Greg, and Clark for starting it all; to Tim, Colby, Hugo, and Lazz for providing the artistic foundation that made our first products look as good as they read; and to everyone who has joined the Legendary Games family since. On April 1, 2011, we decided this idea was just crazy enough to work, and now here we are. No foolin'.

I have to thank God, who is the head of my life, for creating me and giving me an overactive imagination and a passion to write, and I also have to thank my wife for not killing me in my sleep after I stagger up to bed at 2 in the morning after another writing bender. Just let me finish this paragraph...

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- Jason

Foreword by Alinkon J. Roomer

All of fandom is about the positive feed-back loop: a creation inspires a creation, which inspires further creation.

Those later creations? Well, they might inspire something new and awesome. At the moment, however, it is extremely difficult to jump into some types of fan-creation. It's unlikely that you will become SO filled to the brim with fiery genius by, for example, an episode of Doctor Who or by the videogame Portal that you produce your own episode of the show or build your own puzzle-shooter. You probably won't get to film the next Hobbit or Avengers movie, either. Comics are a better choice, perhaps, being mostly written and drawn by comic fans -- and every single fantasy or sci-fi novelist read a bunch of fantasy & sci-fi novels first. Cosplay, filk and fan-fiction are uniquely wonderful ways that communities are forging brand-new material derived from infinite permutation of existing media, often in new genres and with unique skill-sets. And surrounding it all, the internet is this sort of superpowered hyperdrive that lets ideas collide and spread and permeate into each other faster than ever before.

Which brings us to table-top gaming. It's awesome.

The industry of game-design is (relatively) small, and with a (slightly) lower bar for participation than film and triple-A videogames. It is my strongly-held and deeply-considered opinion that everyone should try their hand at game-design at some point ... and, in a way, every player and GM already does. Crafting robust yet flexible rules and fluff, either alone in your lab or together with a team, is interesting, fun and challenging. There's a chance that someone will read your work and be inspired to implement it, which will inspire someone else to tweak it further, and with a little luck -- and a lot of hard work -- you might find yourself having created something that you're really proud of, that other people use and enjoy, build upon and even dissect for parts.

In the history of the universe, here has never been a better time to create -- and Legendary Games is proof of that.

We're fans, at heart. Some of us are gamers who participated in RPG Superstar, and some of us are established industry folks ... but all of us share a simple love of tinkering with games, bouncing ideas off of each other from all over the world, and sharing our new, strange toys with the world. My experiences with Legendary are what fandom should be, in an ideal universe. The collaborative process of inspiration, adaptation and risk-taking means that all of us get to play, making the feedback loop stronger and stronger. And that's something amazing.

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Thanks for being a part of it!

-Clinton

Foreword by Greg Vaughan

You don't say no to Clark Peterson. As the D.A. in Las Vegas, that guy put away more people than John Candy put away hamburgers. So when Clark came calling for me to join in on a little project called Legendary Games, let's just say it was an offer I couldn't refuse. The fact that it involved a bunch of guys that I was already friends with sure didn't hurt either. And to be perfectly honest, I had worked with Clark before back in his Necromancer Game days when I was writing the first iteration of what became The Slumbering Tsar Saga. In fact, it was with his blessing that Bill Webb and I started up Frog God Games to publish that very adventure and some of the old catalogue of Necromancer Games that had never made it to the light of publication. So it was an easy call when Clark asked me to join in with this new Legendary Games thing. The fact that it dovetailed so nicely with Paizo's Pathfinder Adventure Paths was just icing on the cake considering my involvement with those already; it was a match made in heaven.

So here we are dozens of products in, on the heels of our first Kickstarter project, and breaking into the world of print. Getting to work with a bunch of awesome guys like Jason, Neil, and Booms is a real treat, and it looks like the sky's the limit. Having had the privilege of working closely with Paizo when they broke out on their own with Pathfinder and getting to build Frog God Games from the beginning, I can honestly say that there is nothing quite like getting in on the ground floor of a game publishing company. There's an excitement and optimism there, a free flow of explosive creativity that's hard to match. I feel extremely lucky to have been here with Legendary Games from the beginning and look forward to continuing to work with a great group. Oh, and if I've learned one thing in all this it's that if Clark Peterson comes knocking, you don't say no.

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- Greg

Foreword by Neil Spicer

My participation as a founding member of Legendary Games first began in April of 2011 when Clark Peterson contacted me about starting a new company of talented, recognizable names drawn from the Pathfinder community of established freelancers. Our mission? To design exceptionally cool stuff with the same production values and marketability as Paizo itself. I still remember Clark's passion and optimism as he sought out the best of the best, landing one proven contributor after another. From veteran writers to up-and-coming artists, and rockstar cartographers to cutting-edge layout specialists, he brought us together to focus on a line of products called Adventure Path Plug-Ins. This concept became a core underpinning of how we defined ourselves as a supportive, third-party publisher. With Paizo as our role model, we set out to design compelling expansions and companion material to seamlessly fit with their rules and adventures--and, judging by the frequent 5-star reviews we've received over the past few years, we've become exceptionally good at it. The Gothic-themed Adventure Path Plug-Ins represents our first product line, starting with Treasury of the Macabre and culminating with the recently-released Mutant Manifesto. My contribution to this line-up blazed an entirely new trail--a collection of pregenerated player characters called Gothic Heroes. These PCs are part of the collection you now hold in your hands, and I hope you have as much fun using them as I had creating them.

And therein lies the real reason I enjoy writing for Legendary Games: I have a lot of fun. It's not so much about the money we make or the accolades we receive. Instead, it's the ability to exercise our unrestrained creativity as we fill in the gaps and push the boundaries of what's possible with the Pathfinder rules and adventures. And it's the opportunity to share these visions and ideas with our customers--and hearing their positive feedback and suggestions-which keeps our creative fires burning. In addition, we really enjoy brainstorming and working with one another. We're not your typical third-party publisher of contract freelancers. In many ways, we're more of an invitation-only design guild with most of us having freelanced directly for Paizo. As such, we understand the high bar they've set for the publishing industry--and we constantly hold ourselves to it. We think that goal challenges us to create great products. And we look forward to doing even more of them in the future. Even now, we're looking ahead at new rules supplements, new character concepts, and new stories to tell or expand upon through our adventures. We're excited about all the doors which lie before us, and we're ready to show you what lies on the other side.

- Neil

Foreword by Alark Peterson

In early 2011 I had "the itch," and I had it bad. I found myself needing to create yet having no good outlet. Some of you may know that I founded and ran Necromancer Games for years, but I had been out of the game, so to speak, for some time. There were any number of reasons: 3E and the d20 movement came to an end, Wizards lost its way with 4E and the license to support it was a disaster, Pathinder emerged as the spiritual heir to D&D, and changes in my life conspired to restrict my time. I knew I didn't want to redo what I had already done. I wanted to do something new, something linked directly to the amazing work being done by my good friends at Paizo. And I wanted to do something that stood out from the crowd. That's when I came up with the core concept for Legendary Games – an all-star team of writers and designers to give you the best supplements to your Pathfinder game. Obviously I needed an all-star team, so I made some calls. I was already friends with Jason and Boomer, having gotten to know them through the first year of RPG Superstar. I had worked with Lazz, an amazing talent, and Greg Vaughan. And I came to be incredibly impressed by Neil Spicer. So I pitched all of them an idea of a team where they as designers had creative freedom and control to make what they wanted to make and where everyone has a stake in the success of the product and the creators maintain ownership of the content. As you can see, the idea took off and that original all-star team has grown to include even more names you all recognize.

I've since turned Legendary Games over to Jason and Neil and the guys and it has been a pleasure to watch them grow the idea I had to what it is today. Now here we are, with your help, about to launch print versions of some of our products and I couldn't be more proud. Though the digital age has ushered in a new wave of products, there is still something real and special about a printed product. Just like all of you, I, too, look forward to holding one of these volumes in my hands. Some may view a new and digital company such as Legendary Games as taking a step back to print, but I don't feel that way at all. So as you open this printed volume for the first time, I want my words to be less about the creation of the company and more about its present success – to Jason, Neil, Boomer, Lazz, Greg, and all the all-stars that are part of Legendary Games: Congratulations! And to you, the fans and gamers, who helped make these printed volumes a reality: Thank you, and happy gaming! The future is bright for Legendary Games. Now take this book and go Make Your Game Legendary!

Clark Peterson

Introduction



Welcome to the Gothic Campaign Compendium from Legendary Games! What you hold in your hands represents the work of talented authors and artists across 17 different products large and small. This product is an extensive reference for running any kind of horror-themed campaign within the rules of the Pathfinder Roleplaying Game. While no product can ever be truly encyclopedic, the variety, depth, and richness of what you will find in this book should definitely help Make Your Game Legendary.

Chapter 1: Character Options: This chapter contains a bevy of options for tailoring your character to a Gothic campaign, including class archetypes and dozens of new feats, alchemical discoveries, bardic masterpieces, and other unique alternate class features.

Chapter 2: Spells: This chapter includes over 70 brand new spells that run the gamut of horror themes, from the ruins of the ancient and accursed dead to calling upon star-spanning alien abominations, from cannibal curses to mutations to warp the flesh of friend and foe alike. Rules are also included for incorporating the magic of the alien mythos.

Chapter 3: Grimoires: This chapter details 10 unique magical tomes, resplendent in their awfulness, replete with lore and each with unique magical secrets and a personality all its own.

Chapter 4: Monsters: This chapter details over a dozen new monsters and a half-dozen new templates, as well as rules for mythos creatures and created and uncreated constructs.

Chapter 5: Magic Items: This chapter contains over 30 horror-themed magical items, from minor consumables to powerful artifacts, each themed to suit a particular horror trope.

Chapter 6: Running a Gothic Campaign: This chapter discusses incorporation of a number of horror tropes into the campaign, such as cults, alien incursions from beyond, mutants and mutation, and the arts of chirurgery, where mundane medicine and mad science converge.

Chapter 7: Adventures: This chapter contains three full adventures: *The Murmuring Fountain* by Jason Nelson and Clark Peterson, and *The Fiddler's Lament* and *Feasting at Lanterngeist* by Greg A. Vaughan. These two beginning-level adventures and one for characters approaching 10th level provide great additions to a Gothic Horror adventure path or home campaign.

Chapter 8: Pregenerated Characters: This chapter contains eight fully-developed sample characters ideally suited for inclusion in a horror-themed game. With richly developed and interwoven histories and backgrounds that connect them to both the published horror-themed Paizo Adventure Path (issues 43-48), but without being so tight as to strangle creativity and playability, these characters could be friends or enemies, allies or rivals. With advancement notes through 4th level, these characters make ideal cohorts or even replacements for fallen characters.

Appendices: For ease of reference and play, we have included a gallery of creature illustrations for monsters in Chapter 4, player maps (with essential data removed) for the adventures in Chapter 7, and fold-up paper miniatures for the pregenerated characters in Chapter 8. These pages have been perforated for easy removal, and permission is granted to photocopy these pages for your own use.



L delicious quirk of horror is that the characters in a horror story may be the hunters or the hunted, either the male volent keepers of ancient secrets and practitioners of vile experiments, or the clever and stout-hearted investigators seeking to uncover and eradicate the curses and corruption and lurking terror that threatens to overwhelm an unsuspecting populace. Whether the haunting or alien infestation or mutant plague is a local phenomenon or one that threatens the entire world, characters can be part of the problem or part of the solution. Character options for use in a horror campaign need to account for both sides of the coin, providing sinister surprises for the villains to spring on any that stand in their way, while giving the heroes some innovative and interesting options to counter the unexpected.

The eats represent a special trick or ability a character has acquired through trianing, luck, or a quirk of his or her birth, as normal for the Pathfinder Roleplaying Game. In the *Gothic Campaign Compendium*, however, many of these feats represent ancient, alien, or accursed knowledge, representing study into fields forbidden and shunned by most of civilized society. Knowledge of these feats may be restricted to those that have studied certain blasphemous tomes and heretical texts, such as those in the Grimoires chapter, or handed down within cults, secret societies, or academies devoted to the study of forbidden lore.

Types of Feats

Most feats are general in nature, without special rules governing them. However, some have categories associated with them that involve class abilities or other game effects in specific ways. The category of a feat, if any, is listed after its name. The following types of feats can be found in this chapter.

Combat Feats

Combat feats deal directly with special tricks, maneuvers, and options in combat, and they can be selected by fighters with their bonus feat slots, or by any character with standard feat slots. Combat feats are indicated by a superscript ^C.

Metamagic Feats

Metamagic feats allow spellcasters to alter the effects of their spells, enhancing or modifying them in some way or even adding entirely new effects. Using a metamagic feat usually changes the level of spell slot that must be used to prepare and/or cast the modified spell. The *Pathfinder Roleplaying Game Core Rulebook* contains complete rules on applying metamagic feats to spells.

Mythos Feats

Mythos feats are connected with malign alien entities from the far realms of reality, or even from different realities altogether. They are not necessarily unique to cultists and scholars of the mythos, though they are much more common among their ranks. Mythos feats are indicated by a superscript ^M.

FEAT DESCRIPTIONS

Anatomical Precision

Your study of human and inhuman anatomies allows you to strike with deadly precision.

Prerequisites: Skill Focus (Heal), sneak attack class feature

Benefit: As a move action, you can study the anatomy and movement style of a creature within 30 feet, making a Knowledge skill check appropriate to the creature's type, with a DC of 15 plus the target's CR. If successful, you may add your Intelligence modifier to critical hit confirmation rolls and add +1 to each sneak attack die against that target for 1 minute.

Anesthetist

You are an expert at subduing a target with nonlethal poisons.

Prerequisites: Skill Focus (Heal) or poison use class feature, Craft (alchemy) 3 ranks

Benefit: When you use a poison that causes unconsciousness (e.g., <u>blue whinnis</u>, drow poison), you increase the DC by 1 for every 3 ranks of Craft (alchemy) you possess, and if the unconsciousness caused by that poison has a variable duration that duration is always the maximum amount. When examining a creature rendered unconscious by such a poison, you can make a Heal check against the poison's save DC +5 to determine how much time remains until the target awakens.

You can use the Heal skill to ameliorate pain. As a full-round action, you can infuse or inject a creature with a mixture of pain-deadening compounds. After 1 minute, the target gains a +5 alchemical bonus to saving throws against effects with the pain descriptor or that would cause the target to become sickened or staggered. This bonus lasts 1 hour if you use 5 doses of an antidote kit or healer's kit and 8 hours if you use all 10 doses. Alternatively, you can provide a fast-acting sedative that provides the above benefits 1 round after being injected rather than 1 minute; however, the duration of the effect is reduced to 1 minute if using 5 doses or 1 hour if using 10.

If the target is already affected by a pain effect or is already sickened or staggered, he can instead attempt a new saving throw (with no alchemical bonus) to suppress the effect as long as the anesthesia lasts.

Feats	Prerequisites	Benefits
Anatomical Precision	Skill Focus (Heal), sneak attack	Study target to enhance sneak attack and critical hits
	class feature	
Anesthetist	Skill Focus (Heal) or poison use	Enhance poisons or use them to relieve pain
	class feature, Craft (alchemy) 3 ranks	
Bind the Ancient Dead	Spell Focus (necromancy),	Summon mummified zombie creatures
	Knowledge (history) 3 ranks,	
	Knowledge (nature) 3 ranks,	
	Knowledge (religion) 3 ranks	
Bones of the Earth	Spell Focus (necromancy),	Summon fossil skeleton creatures
	Knowledge (history) 3 ranks,	
	Knowledge (nature) 3 ranks,	
	Knowledge (religion) 3 ranks	
Crawler in Darkness	Knowledge (dungeoneering)	Move slowly to avoid keen senses
	5 ranks, Stealth 5 ranks	
Cultic Opiate ^M	Craft (alchemy) 1 rank	Gain special benefits from cult's favored drug
Eater of the Dead	Knowledge (religion) 3 ranks,	Gain numerous benefits against corporeal undead
	consumption of humanoid flesh	
Ecstatic Euphoria	Knowledge (religion) 1 rank	Gain morale bonus after sexual activity
Flagellant Focus	Endurance or Iron Will	Take nonlethal damage to gain morale bonuses
Funerary Servant	Spell Focus (conjuration), Spell	Summoned elementals can engulf and suffocate
	Focus (necromancy), Knowledge	
	(planes) 5 ranks, Knowledge	
	(religion) 5 ranks	
Grave Elemental	Funerary Servant, Spell Focus	A summoned elemental gains negative energy powers
	(conjuration), Spell Focus (necromancy)	,
	Knowledge (planes) 10 ranks,	
	Knowledge (religion) 10 ranks	
Heart Ripper ^{C, M}	Improved Critical (unarmed strike), Improved Unarmed Strike	Your unarmed strike can rip out a target's heart

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Mutagenic Summons	Spell Focus (conjuration), Spell	You may mutate the monsters you summon
	Focus (transmutation)	
Sacrificial Power ^M	Spell Focus (any one) or Spell	Enhance magical feats by sacrificing a victim
Sacrificial I Ower		Emance magical reals by sacrineing a victim
	Penetration, Knowledge (arcana)	
	3 ranks, Knowledge (religion)	
	3 ranks, Spellcraft 3 ranks	
Sacrificial Summons ^M	Spell Focus (conjuration),	Enhance calling or summoning spells with a sacrifice
	Knowledge (religion) 3 ranks	
Summon Star-Spawn ^M	Spell Focus (conjuration),	You can summon alien creatures to fight for you.
	Knowledge (dungeoneering) 5 ranks	
Tomb Monolith	Funerary Servant, Grave Elemental	Your summoned elemental gains the power of death.
	Spell Focus (conjuration),	
	Spell Focus (necromancy),	
	Knowledge (planes) 15 ranks,	
	Knowledge (religion) 15 ranks	
Triumph of the Will	Persuasive, Intimidate 5 ranks,	Intimidate multiple creatures for longer duration
	Cha 13+	
Xenophilia ^M	-	Bonuses to skills and charm and compulsion against aberrations and mythos creatures.
Xenophobia	-	Gain bonuses to skills and attacks against aberrations and mythos creatures.

Metamagic Feats	Prerequisites	Benefits
Ashen Spell	-	Fire spells blind creatures and coat them with ash
Atomic Spell [™]	-	Fire spells cause wasting sickness
Bane Spell	Knowledge (see text) 3 ranks	Spells are more effective against one creature type
Incinerating Spell [™]	-	Fire spells ignore hardness and reduce targets to ash
Necrophagic Spell [™]	Spell Focus (necromancy),	Creatures killed animate as flesh-eating zombies
	Knowledge (religion) 5 ranks	
Smoking Spell	-	Fire spell produces obscuring or choking smoke
Unseen Spell	-	Spell becomes invisible and harder to evade

Ashen Spell (Metamagic)

Your fire spells leave behind a residue of ash and cinders. **Benefit:** Creatures damaged by fire effects you create are covered with soot and ash for a number of rounds equal to the spell's original level, affecting them as *glitterdust*. If the spell allows a saving throw, a successful save negates the blinding effect but not the outlining of invisible creatures. If the spell does not allow a save, the target can make a Reflex save to negate the blinding effect. An ashen spell uses up a spell slot three levels higher than the spell's actual level.

Atomic Spell (Metamagic, Mythos)

Your flames are infused with radiant cosmic energy that brings wasting disease.

Benefit: Creatures damaged by fire effects you create are afflicted with a wasting sickness identical to bubonic plague (DC 17 Fortitude negates). This feat may be used in two ways.

A lesser atomic spell causes a wasting sickness with the normal onset time for bubonic plague and uses up a spell slot one level higher than the spell's actual level.

A greater atomic spell causes that sickness to take effect immediately, as the *contagion* spell, and uses up a spell slot two levels higher than the spell's actual level.

Spells that do not deal hit point damage do not benefit from this feat.

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.

Bind the Ancient Dead

Your mastery of the most ancient of funerary rites allows you to perform simple mummification both natural and mystical, and to call upon the preserved dead of the ages to kneel before you.

Prerequisite: Spell Focus (necromancy), Knowledge (history) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks

Benefit: When you summon an animal, magical beast, or humanoid using *summon monster* or *summon nature's ally*, you may choose to apply the mummified zombie template (see below) to that creature. When you animate zombies using *animate dead*, you can animate them as mummified zombies. Like creating bloody or burning skeletons, mummified zombies count as twice their normal number of Hit Dice for per casting of *animate dead*; however, once controlled they count normally against the controller's Hit Die limit.

Bones of the Earth

Your studies into the primordial past allow you to call back the remnants of pre-human epochs to serve you ages after death.

Prerequisite: Spell Focus (necromancy), Knowledge (history) 3 ranks, Knowledge (nature) 3 ranks, Knowledge (religion) 3 ranks

Benefit: When you summon an animal, magical beast, or vermin using *summon monster* or *summon nature's ally*, you may choose to apply the fossil skeleton template (see below) to that creature. When you animate skeletons using *animate dead*, you can animate them as fossil skeletons. Like creating bloody or burning skeletons, fossil skeletons count as twice their normal number of Hit Dice for per casting of *animate dead*; however, once controlled they count normally against the controller's Hit Die limit.

Crawler in Darkness

You have learned the powers and limitations of alien senses that operate outside of the normal spectrum, and have learned methods to avoid them by keeping low to the ground.

Prerequisite: Knowledge (dungeoneering) 5 ranks, Stealth 5 ranks

Benefit: As long as you move no faster than half normal speed, you can use Stealth in conditions of dim light or darkness to hide from creatures with darkvision or low-light vision. In addition, when you are prone (including while crawling, either normally or using abilities like Fast Crawl), you can flank creatures with all-around sight and creatures with blindsight, blindsense, and tremorsense cannot automatically pinpoint your location and must make Perception checks to notice you if you are using Stealth. You also gain this benefit while climbing, as long as you move no faster than half your normal speed. This feat has no effect when creatures can see you with normal sight and does not grant you the ability to hide in plain sight if you do not already have this ability.

Normal: Creatures with blindsense, blindsight, and tremorsense do not usually need to make Perception checks to notice creatures within range.

Cultic Opiate (Mythos)

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 goodaligned, 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.

Eater of the Dead (Combat)

You are not bothered by consumption of carrion, and in fact have a great appetite for it.

Prerequisite: Knowledge (religion) 3 ranks, and you must have consumed the flesh of a dead humanoid

Benefit: You gain a +1 bonus on attack and damage rolls with claw or bite attacks made against undead creatures or objects made of dead flesh or bone. You gain a +1 bonus to saving throws against disease, ingested poisons. You are so inured to the presence of the dead that you ignore the unnatural aura and stench ability of certain undead creatures and gain a +1 bonus to saving throws against fear effects created by undead creatures, as well as against any effect that would cause you to become nauseated or sickened.

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.

Funerary Servant

Your elemental servants bear within them the power of death and the grave.

Prerequisite: Spell Focus (conjuration), Spell Focus (necromancy), Knowledge (planes) 5 ranks, Knowledge (religion) 5 ranks

Benefit: When you call or summon a single air, earth, fire, or water elemental, it is infused with the power of the grave. These spiritual energies allow it to apply half of its natural armor bonus to AC against incorporeal touch attacks and to deal normal damage to incorporeal creatures.

In addition, your elemental gains the engulf special attack, dealing damage to an engulfed creature equal to its base slam damage (not including its Strength bonus to damage). When engulfed, the creature within is bound with spectral swaths identical in appearance to the *Sepulchral Swaths of Tanoth-Gha*, functioning as a *dimensional anchor*. The trapped creature also must make a Fortitude save each round against the engulf ability's DC or it begins to suffocate. A creature slain while engulfed, whether by damage or by suffocation, is turned to stone.

Grave Elemental

Your elemental servants are fortified with the power of death.

Prerequisite: Funerary Servant, Spell Focus (conjuration), Spell Focus (necromancy), Knowledge (planes) 10 ranks, Knowledge (religion) 10 ranks

Benefit: When you call or summon a single elemental that has been enhanced with the Funerary Servant feat, it gains energy resistance 10 to negative energy. This functions identically to energy resistance against acid, cold, etc. It also gains a +2 bonus to saving throws against death effects, energy drain, negative energy, and any other necromantic effect.

In addition to the above, your elemental's slam attack(s) affect targets they strike as <u>chill touch</u> spell, with a save DC of 11 + 1/2 the elemental's Hit Dice. If the elemental uses an engulf, vortex, whirlwind, or similar special attack, this <u>chill touch</u> effect applies once to each target that takes damage from its attack. If the elemental uses a bull rush, drag, or grapple combat maneuver, this <u>chill touch</u> effect applies to its target if the combat maneuver succeeds.

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.

Incinerating Spell (Metamagic, Mythos)

Your flames burn objects as easily as creatures.

Benefit: Your fire spells ignore the hardness of objects (including animated objects). Creatures with vulnerability to fire take double damage rather than 150% normal damage. Creatures slain and objects destroyed by an incinerating spell are reduced to ashes, as if disintegrated. An incinerating spell uses up a spell slot one level higher than the spell's actual level.

Mutagenic Summons

When you summon creatures, your magic transforms them into hideous abominations.

Prerequisites: Spell Focus (conjuration), Spell Focus (transmutation)

Benefit: When you cast any conjuration (summoning) spell, you may apply the mana-wasted template to the creature(s) you summon. If the summoned creature(s) would normally have the celestial, entropic, fiendish, or resolute template, this template replaces it.

If you have the mutagen class feature and use your mutagen as the material component of a summoning spell, the mutagen is expended but all creatures you summon with that spell gain the effects of your mutagen, with the same benefits and penalties you gain when you consume your mutagen.



Necrophagic Spell (Metamagic, Mythos)

Your spells infuse the dead with a ghastly hunger for flesh.

Prerequisite: Spell Focus (necromancy), Knowledge (religion) 5 ranks

Benefit: When you cast a necrophagic spell, any humanoid or monstrous humanoid killed by the spell effect is temporarily reanimated as a flesh-eating zombie. The zombies reanimate 1d4 rounds after death, and they remain animated for a number of rounds equal to the adjusted level of the spell, including the level modifier for this feat (or until destroyed). These zombies are uncontrolled and attack the nearest creature, living or undead, though they ignore the caster as well as constructs, oozes, plants, vermin, and any creature that lacks a body made of flesh and/or bone. If targets are equidistant, determine randomly which it chooses.

Zombies created by a necrophagic spell are <u>fast</u> <u>zombies</u>, but they gain a bite attack rather than a slam attack, dealing damage as a creature one size larger. The spell can create a maximum number of Hit Dice of zombies equal to twice your caster level, regardless of how many creatures are slain by it, beginning with creatures with the lowest number of Hit Dice. If insufficient Hit Dice of effect remain to fully animate a creature, it is unaffected. A necrophagic spell uses up a spell slot three levels higher than the spell's actual level.

Sacrificial Power (Mythos)

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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 multiple-level 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.

Smoking Spell (Metamagic)

Your fire spells leave behind a pall of choking smoke.

Benefit: Any fire spell that affects an area leaves behind a pall of noxious, choking smoke for a number of rounds equal to the spell's original level. This feat may be used in two ways:

A lesser smoking spell creates smoke equivalent to *fog cloud* and does not change the spell's level.

A greater smoking spell creates smoke equivalent to *stinking cloud* and uses up a spell slot two levels higher than the spell's actual level.

Summon Star-Spawn

Your summons call upon alien beings from beneath earth and sea and beyond the farthest stars.

Prerequisite: Spell Focus (conjuration), Knowledge (dungeoneering) 5 ranks

Benefit: When you cast a *summon monster* spell or use *summon monster* as a spell-like ability, you can apply the alien template (see below) to any creature to which you could normally apply the celestial or fiendish template. In addition, you add the following creatures to the list of monsters you are able to summon:

- summon monster III: morlock, skum
- summon monster IV: cerebric fungus, embryonic aboleth (see below), faceless stalker, nightgaunt, phantom fungus, voonith
- *summon monster V*: embryonic intellect devourer (see below), embryonic nehthalggu (see below), <u>elder thing, eye of the</u> <u>deep</u>, <u>gibbering mouther</u>, <u>seugathi</u>
- summon monster VI: aboleth, denizen of Leng, embryonic shoggoth (see below), hound of Tindalos, iku-turso, intellect devourer, lunarma, mi-go, moonflower, neh-thalggu, shantak,
- summon monster VII: gug, <u>tentacled</u> horror, yithian
- summon monster VIII: colour out of space, dark young of Shub-Niggurath, gug savant, moon-beast, spawn of Yog-Sothoth
- summon monster IX: <u>bodythief</u>, flying polyp, ghorazagh, <u>Leng spider</u>, <u>veiled</u> master, <u>vemerak</u>

Tomb Monolith

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Your elemental servants are infused with absolute necrotic might.

Prerequisite: Funerary Servant, Grave Elemental, Spell Focus (conjuration), Spell Focus (necromancy), Knowledge (planes) 15 ranks, Knowledge (religion) 15 ranks

Benefit: When you call or summon a single elemental that has been enhanced with the Funerary Servant and Grave Elemental feats, it gains the benefit of <u>death ward</u>. In addition, when it reduces a target below 0 hit points with any attack, it can use <u>death knell</u> (save DC 12 + 1/2 the elemental's Hit Dice) as a swift action. In addition, when it confirms a critical hit the target gains a temporary negative level lasting 24 hours.

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.

Unseen Spell (Metamagic)

You can render your spells invisible.

Benefit: You can modify a spell to hide its visual manifestations, making its effects impossible to see without the aid of magic. The spell effect is rendered invisible, so creatures cannot see the spell, its area, or its point of origin unless able to see invisible objects or creatures. Only the spell effect itself is invisible; its aftereffects are clearly apparent, including wounds, death, transmutations, and damaged or destroyed objects. Any portion of your spell within the area of an *invisibility purge* spell is clearly visible.

Unseen spells are more difficult to dodge. If the spell allows a Reflex save, creatures unable to see the spell take a -2 penalty to their save and cannot use evasion to avoid its effects. Creatures with improved evasion treat that ability as evasion instead. Creatures with uncanny dodge take no penalty to their saving throw and can use evasion and improved evasion normally.

This feat does not affect conjuration (calling), conjuration (summoning), or transmutation spells, nor does it affect conjuration (creation) spells with an instantaneous duration. Spells which rely on visual effects, such as figments, patterns, or *symbol* spells, have no effect on creatures that cannot see them when cast as unseen spells, though non-visual figments function normally. An unseen

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spell provides no concealment and does not alter the level of illumination within its area, making it neither lighter nor darker. Unseen spells with the light descriptor cannot blind or dazzle creatures but otherwise function normally.

An unseen spell uses up a spell slot two levels higher than the spell's actual level.

Special: This feat can be applied to an alchemical extracts, using up an extract slot one level higher than the extract's actual level.

Xenophilia

You have an affection and affinity for the alien and the strange that borders on obsession.

Benefit: You gain a +2 bonus on Bluff, Diplomacy, Knowledge, Linguistics, and Sense Motive skill checks with aberrations or creatures with the mythos subtype, and a +2 bonus on Use Magic Device to activate items of alien manufacture or items that create an effect with the polymorph subschool. You increase the save DC of charm and compulsion effects you create (including those produced by magic items you wield or activate) by 1 when you use them against an aberration or creature with the mythos descriptor; however, you take a -2 penalty to your saves against charm and compulsion effects used by aberrations and creatures with the mythos descriptor.

Xenophobia (Mythos)

You have a hateful aversion to creatures that are strange and unknown.

Benefit: You gain a +2 bonus on Intimidate and Survival skill checks made against aberrations or creatures with the mythos subtype, and you gain a +1 morale bonus on attack rolls and saves against charm and compulsion effects created by such creatures. You increase the DC of fear effects you create (including those produced by magic items you wield or activate) by 1 when you use them against an aberration or creature with the mythos descriptor; however, you take a -2 penalty to saves against fear effects used by aberrations and creatures with the mythos descriptor.

Archetypes

An archetype is a thematic variation on a base or core character class, with a number of alternate class abilities substituting for those normally gained by a character of that class and level. When a character selects a class, he must choose to use the standard class features for the class, as described in the Pathfinder Roleplaying Game, or he may choose to adopt one or more archetypes for that class. A character may take more than one archetype for the same class as long as they meet the requirements; primarily, they must ensure that each archetype does not exchange the same ability or abilities of the base class. When an archetype includes multiple class features, a character must take all of them, often blocking the character from ever gaining some traditional class features but gaining others in their place. You may choose to make these character archetypes generally available, or you may choose to restrict their use to characters that have acquired some special item of knowledge, study, training, or association with those that practice the particular arts of that archetype.

Archetypes were introduced and are described in greater detail in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

ALIENIST (SUMMONER ARCHETYPE)

Where other summoners tap into the boundless power of the planes to draw forth their minions and to form their eidolon, an alienist stretches forth his power through impossible angles into the endless reaches of space and the far, twisted corners of reality.

Eidolon: An alienist's eidolon is an outsider with the mythos subtype, and it always takes the form of an alien creature. The eidolon may be built using aboleth or thing from beyond <u>eidolon models</u>, or its design may be unique, but its appearance is always unnatural, and it must have at least <u>1 tentacle evolution</u>. In addition, the eidolon gains the following special abilities as the summoner gains levels.

Alien Anatomy (Ex): The eidolon's multiple eyes provide it with all-around vision, and its misplaced and mutated organs give it a 25% chance to ignore critical hits and precision-based damage at 2nd level, increasing to 50% at 14th level. This does not stack with fortification armor or similar effects. This replaces evasion and improved evasion.

Extra Tentacles (Ex): At 5th level and every 5 levels thereafter, the eidolon may choose to gain an extra tentacle evolution without having to spend points from its evolution pool in place of an ability score increase. This

modifies ability score increase.

Emotionless (Ex): At 6th level, the eidolon becomes immune to confusion, fear, and insanity and gains a +2 bonus to saving throws against effects with the emotion descriptor. This replaces devotion.

Unnatural Fear (Su): At 9th level, the eidolon gains an <u>unnatural aura</u> in a 30-foot radius. In addition, the summoner can select the frightful presence evolution for his eidolon at 9th level. This replaces multiattack.

Life Link (Su): An alienist's link with his eidolon is tenuous. While the eidolon's hit points decrease as normal when it strays too far from the alienist, the alienist cannot sacrifice his own hit points to heal the eidolon. This modifies the life link ability.

Summon Star-Spawn: An alienist gains this as a bonus feat.

Eldritch Lore (Ex): At 4th level, an alienist becomes an expert in all matters related to the eldritch cosmic mythos, adding 1/2 his level to Knowledge and Spellcraft checks related to creatures, objects, places, and cults devoted to the alien elder gods. He may add his Charisma bonus to Knowledge checks made to identify aberrations and creatures with the mythos descriptor. This ability replaces shield ally.

Alien Explorer (Ex): At 12th level, an alienist adds *freedom of movement* and *life bubble* to his list of spells known as 4th-level arcane spells. Additionally, whenever he arrives at a new location using a teleportation effect, for the next 24 hours he can use *know direction* as a cantrip; however, rather than revealing north the alienist may choose to determine the direction back to his point of arrival by teleportation or his point of origin, from whence he teleported. This replaces greater shield ally.

Terrible Witness (Ex): At 14th level, an alienist has become so inured to bizarre and unimaginable horrors, both mental and physical, that he gains immunity to fear and poison effects created by aberrations and creatures with the mythos descriptor and gains a +2 morale bonus to saving throws against such effects used by other creatures. This replaces life bond.

Star gate (Sp): At 19th level, an alienist can use his *gate* ability to span the distance to another planet within the same plane, rather than a location on another plane. In addition, he can use *gate* to call an aberration or creature with the mythos descriptor to his location to perform a service rather than an outsider. Such creatures could include those summonable with the Summon Star-Spawn feat, as well as powerful creatures like a <u>neothelid</u>, <u>quantum</u>, shoggoth, or star-spawn of Cthulhu. This modifies *gate*.

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-*charm person, magic aura, obscure object, undetectable alignment* (rather than 2nd level as normal); 2nd-*misdirection*; 3rd-*glibness, secret page*; 4th-*modify memory, zone of silence*; 5th-*false vision, inscrutable grimoire*, mislead, song of discord.* 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 likeminded thinkers to their cause and to divert suspicion away from themselves.

Glibness (Sp): At 5th level, an apostate can use

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glibness as a spell-like ability for a number of rounds per day equal to her level. This ability replaces <u>discern</u> <u>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.



BATHYNAUT (ALCHEMIST ARCHETYPE)

While elder things and alien entities often predated the rise of civilization, many were known and even venerated in long-fallen antediluvian civilizations whose cities and nations have long since vanished beneath the waves in legendary cataclysms long past. Bathynauts are scholars and explorers of the abyssal deeps of the world's oceans, probing the oozy rifts of the ocean floor to find the lost relics of ancient cultures touched by visitors from beyond, often becoming tainted themselves by their discoveries of secrets better left buried beneath the waves.

Aquatic Apparatus (Ex): Bathynauts learn how to craft alchemical and technomagical apparatus to help extend her underwater explorations. Crafting an alchemical apparatus takes 1 minute and expends one use of the alchemist's bombs ability. The bathynaut then makes skill checks for Craft (alchemy) and Disable Device against a DC of 12 plus twice the level of the extract being enhanced, which must be a harmless extract with a range of personal or touch. If both checks succeed, the target spell is enhanced by the apparatus. As long as the target of the extract remains in or underwater, the extract's duration elapses at half the normal rate, effectively doubling the effect's duration if she spends the entire duration underwater. In addition, the apparatus makes the effect harder to dispel, increasing the DC of caster level checks to dispel by 4 as long as the target remains in or underwater. A bathynaut can use this ability to extend the duration of his mutagen, with a skill check DC of 10 for an ordinary mutagen or cognatogen, 15 for a greater version, or 20 for a grand version. This replaces Brew Potion.

Slippery Swimmer (Ex): At 2nd level, a bathynaut gains a +2 bonus to saving throws against becoming entangled or engulfed and to his CMD against combat maneuver checks made to drag or grapple. These bonuses are doubled in water or underwater. This replaces poison use and poison resistance +2.

Eldritch Explorer (Ex): At 5th level, a bathynaut can disarm magical traps with Disable Device. In addition, when underwater he functions as if he had the trap spotter rogue talent. This replaces poison resistance +4.

Aquatic Enchantment (Ex): At 6th level, the bathynaut gains the ability to manufacture magical items that improve a creature's ability to breathe, move, and fight underwater, including apparatus of the crab, cloak of the manta ray, feather token (anchor, swan boat), gloves of swimming and climbing, helm of underwater action, horn of the tritons, necklace of adaptation, plate armor of the deep, ring of elemental command (water), ring of freedom of movement, ring of swimming, ring of water walking, trident of fish command, or a trident of warning as though he had the requisite item creation feats, using her alchemist caster level for his extracts as his caster level for the purpose of magic item creation. He must fulfill all other prerequisites to manufacture such items. This replaces swift poisoning.

Submersible Suit (Ex): At 8th level, the bathynaut becomes comfortable adapting heavier armor protection with built-in submersible apparatus and maneuvering surfaces. She gains Medium Armor Proficiency as a bonus feat, and her armor check penalty for armor no longer applies to Swim checks (though penalties apply normally for shields and when carrying a medium or heavy load). At 12th level, he gains Heavy Armor Proficiency as a bonus feat.

In addition, as a swift action an armored bathynaut in the water can discharge one of his bombs while attempting a bull rush, drag, or overrun combat maneuver, increasing his combat maneuver bonus for that maneuver by an amount equal to the number of dice of damage the bomb would normally deal. Alternatively, he can discharge a bomb as a swift action as part of a run action, doubling his swim speed until the end of his turn and allowing him to move that turn without requiring a Swim check and to run even through difficult terrain.

This replaces poison resistance +6 and poison immunity.

Discoveries: The following discoveries complement the bathynaut: aquatic mutagen*, <u>cognatogen</u>, concussion bomb, deep diver*, delayed bomb, <u>demolition charge</u>, depth charge*, homing torpedo*, mine*, <u>tentacle</u>, torpedo*, <u>underwater demolition</u>.

DEVIANT (WIZARD ARCHETYPE)

You have studied deeply the splicing and joining of tissues, whether naturally evolving or never born together, looking for the fingerprints of the elder things and their genetic tampering that caused the races and creatures of this world to be. You have made those secrets your own, creating your own unnatural abominations.

Mutagen (Su): At 1st level, you gain this ability, as the alchemist class feature. Every 4 levels after 1st, you gain a discovery from the following list: aberrant mutagen*, cognatogen, extra tentacles*, feral mutagen, grand cognatogen, grand mutagen, greater aberrant mutagen*, greater cognatogen, mutagen, infuse mutagen, inject mutagen*, mutation bomb*, preserve organs, purification bomb*, tentacle, tumor familiar, vestigial arm. This ability replaces arcane bond and Scribe Scroll.

Deviant Researcher (Ex): At 3rd level, you can permanently sacrifice two spell slots in exchange for gaining Extra Discovery as a bonus feat. At least one of the spell slots must be of the highest level you can cast. The discovery you gain with this feat must be one for which you qualify. If the feat has a level-based requirement, divide that level by two; at least one of the spell slots you sacrifice must be this level or higher. Using this ability does not affect how many spells you can learn, only how many spells you can cast per day. This ability replaces Scribe Scroll.

Mutation Mastery (Su): At 5th level, your spells work more effectively upon creatures whose physiologies are already altered, alien, inherently unstable, or represent hybrids of disparate creature types. The caster level and save DCs for your spells are increased by 1 when affecting aberrations, magical beasts, monstrous humanoids, summoner eidolons, creatures with the mythos descriptor, or any creature using a mutagen or polymorph effect. This ability replaces your 5th level bonus feat.

Mutated Minion (Ex): At 10th level, you gain a familiar, as the arcane bond ability of a wizard of half your level (though you cannot bond with an item). Your familiar has the <u>alien</u> template (as described in Chapter 4: Monsters); this functions as if using the Improved Familiar feat to grant your familiar the celestial or fiendish template and does not stack Improved Familiar in any way. However, you can further mutate your familiar by sacrificing up to one spell slot of each level you are able to cast. For each spell slot you sacrifice, your familiar gains one evolution point, as if it were a summoner's <u>eidolon</u>. It gains only the evolutions you select, modifying its

own abilities, and no other abilities of an eidolon. If your familiar dies or is dismissed from your service, you may apply these evolution points to your new familiar. Each time you gain a level, you may also choose to reassign these evolution points, warping your familiar's flesh to match your new design. This ability replaces your 10th level and 20th-level bonus feats.

Persistent Mutagen (Su): At 15th level, the effects of a mutagen last for 1 hour per level. This ability replaces your 15th level bonus feat.

IRIDIC MAGE (WIZARD ARCHETYPE)

The iconography of eyes is ubiquitous among those studying the farthest alien realms, whether a single great all-seeing orb, or multitudinous eyes rippling over deliquescent and shapeless elder things. Iridic mages seek out hidden residues of alien presences, some seeking to serve and others to slay, but always to know. The eyes of iridic mages are always on the heavens, keeping watch should the space-gods ever return, for good or more likely to the ruin of all.

Bonded Sign (Ex): An iridic mage must form an arcane bond with an object, which must be an amulet or ring inscribed with the elder signs and runes of otherworldly vision, alien portents, and awful mind-rending truths. As long as the bonded sign is worn, it grants a +1 insight bonus on skill checks, ability checks, and caster level checks made when interacting with spells or creatures with the mythos descriptor, or people, objects, or places directly associated with them. This bonus increases by 1 at 5th level and every 5 levels thereafter. This modifies arcane bond and replaces Scribe Scroll.

Ultravision (Ex): An iridic mage can permanently sacrifice one spell slot of each spell level she is capable of casting (not including cantrips) in order to mystically enhance his vision. These enhanced visual abilities are gained in the following order each time a spell slot is sacrificed. These abilities are extraordinary even if they duplicate spells or magical effects.

- permanent low-light vision (if the iridic mage already has low-light vision, he can see out to three times the normal distance in dim light)
- immunity to the dazzled condition.

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 darkvision 60 feet (or increase the range of existing darkvision by 60 feet).

- immunity to the blinded condition.
- gain the ability to see through magical darkness within the range of the iridic mage's darkvision.
- immunity to patterns.
- x-ray vision at will, as if wearing a <u>ring of</u> <u>x-ray vision</u>.
- immunity to gaze effects and similar effects that are triggered by looking at a creature, such as a nymph's blinding beauty.
- permanent *true seeing*.

In addition to the benefits listed above, an iridic mage who has sacrificed at least one spell slot gains a competence bonus to Perception checks based on vision equal to the number of spell slots sacrificed +1.

Light of Revelation (Sp): At 5th level, as a move action an iridic mage can create a pale light, usually violet, blue, green, or amber, emanating in a 30-foot cone-shaped spread from her bonded sign. This functions as <u>detect aberration</u>, though gaining information immediately as if the iridic mage had concentrated for 3 rounds. Creatures with the mythos descriptor are detected as if they were aberrations, and spell effects with the mythos descriptor are likewise detected as if the iridic mage had cast <u>detect magic</u> and concentrated for 3 full rounds. You automatically identify any mindaffecting effects created by aberrations, mythos creatures, mythos spells, or cultists of mythos powers.

At 10th level, this light suppresses invisibility effects (as *invisibility purge*) used by any aberration, mythos creature, or creature using a mythos spell. At 15th level, it suppresses all figments and glamers used by such creatures. An iridic mage can use this ability for a number of rounds per day equal to his class level; these rounds need not be continuous. This ability replaces your 5th and 15th level bonus feats.

Piercing Gaze (Su): At 10th level, whenever the iridic mage activates his light of revelation, the irises of the mage's eyes glow brightly in the same hue, and any aberrations, mythos creatures, or their servants within 30 feet of the mage take 1 point of Charisma damage and become staggered for 1 round if they begin their turn within the light (Will negates; DC 10 + 1/2 your wizard level + your Cha modifier). Creatures within the light take 2 points of Charisma damage and are sickened and staggered for 1 round on a failed save. This is treated as a <u>gaze attack</u>, and creatures can avoid its effects by closing their eyes or averting their gaze. This ability affects willing servants of mythos powers as well as charmed, dominated, called, and summoned creatures forced into their service. This ability replaces your 10th and 20th level bonus feats.

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 <u>demagogue archetype</u>.

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 languagedependent 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. This ability replaces frightening tune.

Awe Power (Sp): At 15th level, a sublime can project an aura of awe-inspiring might, affecting one creature within 30 feet as <u>overwhelming</u> <u>presence</u>. 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 ability replaces bardic knowledge and lore master.

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 spelllike 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 bard spell, sorcerer/wizard spell, or witch 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.

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

XENOCIDIST (RANGER ARCHETYPE)

You are ever wary for the abominations of change, seeking to purge the gene pool of genetic deviants, misshapen mutants, and all manner of corrupted freaks.

Class Skills: A xenocidist adds Diplomacy and Perform to his list of class skills, usually focusing on Perform (oratory).

Favored Enemy (Ex): A xenocidist must select her favored enemies from the following list: aberrations, magical beasts, monstrous humanoids, oozes. or outsiders (chaotic). In addition, she always applies her highest favored enemy bonus against creatures of any type that are currently using a polymorph effect or possesses the ogre-kin template, mana-wasted template, or any template with "half-" in its name. This modifies the favored enemy ability.

Crowd Control (Ex): A xenocidist adds his Wisdom modifier (minimum +0) to Diplomacy or Intimidate checks made to influence the behavior of <u>crowds</u> (as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). This ability replaces wild empathy.

Fear-Monger: At 3rd level, a xenocidist is skilled at inciting panic and fostering hatred in order to get people on her side and turned against the tainted targets of their ire. Xenocidists gain a +1 bonus on Intimidate checks for every 3 levels, and the DC of any fear effect or effect with the emotion descriptor they create is increased by 1. In addition, they gain a limited range of bardic performances, gaining fascinate at 3rd level, gather crowd^{UM} and incite violence^{UM} at 8th level, dirge of doom at 13th level, and frightening tune at 18th level. This ability otherwise functions as the bardic performance ability of a bard 2 levels lower than the xenocidist's ranger level. This ability replaces favored terrain.

Judgment (Su): At 4th level, a xenocidist gains the judgment ability of an inquisitor three levels lower. This ability replaces spellcasting. A xenocidist has no caster level and cannot use spell-trigger or spell-completion items without Use Magic Device or unless allowed through some other means such as multiclassing. In addition to the judgments typically allowed, a xenocidist can choose from the following:

Devolution: Whenever the xenocidist confirms a critical hit against a creature using a polymorph effect, mutagen, or evolution ability, as an immediate action she can attempt to suppress that effect, as if using either <u>devolution</u>^{APG} or <u>mutagenic reversion</u> (internal link to spells section), treating the xenocidist's effective inquisitor level as her caster level. The save DC for each spell is Wisdom-based, and is increased by 2 for each critical multiplier greater than x2 of the weapon that was used to confirm the critical hit.

If the xenocidist is at least 13th level, she can instead duplicate the effect of *genetic purification*, though doing so ends her judgment immediately afterwards.

Taint-sniffer: The xenocidist gains the benefits of the scent special quality, but she is only able to sense her favored enemies (including polymorphed and templated creatures listed under the favored enemy ability above). When attacking a creature she has detected with this scent ability, she reduces any miss chance due to concealment by 10% for every three ranger levels after 3rd.

Genetic Purity (Ex): At 7th level, a xenocidist gains a +2 bonus to saving throws against transmutation effects.



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Alternate Alass Abilities

Alchemist Discoveries

Alchemist discoveries represent incredible secrets of the alchemical arts uncovered, discovered, or invented by an alchemist. Some cannot be selected until specific prerequisites are met, which may include other discoveries or a minimum class level. Unless otherwise noted, a discovery cannot be selected more than once. The DC of any saving throw called for by a discovery is equal to 10 + 1/2 the alchemist's class level + the alchemist's Intelligence modifier.

Alchemist discoveries were introduced and are described in greater detail in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

Aberrant Mutagen (Su): Whenever the alchemist imbibes a mutagen, her form becomes deformed and alien. She grows eyeballs and eyestalks all over her body, granting all-around vision. In addition, her arms transform into prehensile tentacles. Unlike the tentacle gained with the tentacle discovery, these arm-tentacles retain their normal magic item slots. They can also be used to make primary natural attacks dealing 1d6 points of damage (1d4 if the alchemist is Small), and they grant the alchemist a +2 competence bonus on Climb checks and to her combat maneuver bonus to drag or grapple an opponent. If the alchemist also possesses the tentacle discovery, when using the full attack action she can attack with that tentacle as a secondary natural weapon while using the arm-tentacles granted by the aberrant mutagen as primary natural weapons. This is an exception to the normal rules for the tentacle discovery.

Aberrant Mutagen, Greater (Su): An alchemist with this discovery extends the natural reach of tentacles it gains from the aberrant mutagen and tentacle discoveries by 5 feet while using her mutagen. In addition, the alchemist has a 25% chance to ignore critical hits and sneak attack or other precision-based damage; this stacks with the effect of the preserve organs discovery and the unusual anatomy bloodline power of an aberrant sorcerer, but not with fortification armor or other effects that provide a percentage chance to negate such damage. An alchemist must be at least 10th level and possess the aberrant mutagen discovery before selecting this discovery.

Aquatic Mutagen (Su): An alchemist with this discovery gains supple, scaly skin, fins, and fangs when using her mutagen. She gains a primary bite attack as a that deals 1d8 points of damage (1d6 if Small); if she attacks with a weapon, she can use this bite as a secondary natural attack. She also gains the ability to breathe air and water interchangeably and a swim speed equal to her land speed, which also grants a +8 racial bonus to Swim checks and allows her to take 10 on Swim checks even when threatened and to use the run action while swimming. Lastly, the alchemist gains low-light vision underwater and can tolerate cold temperatures as if using <u>endure</u> <u>elements</u>.

Compounding Formulary (Ex): The alchemist can create alchemical items in powdered rather than liquid form if desired, though powdered acid, alchemist's fire, antitoxin, and the like follow the same game rules as alchemical liquids. In addition, she can infuse powders and liquids together into a variety of stable magical compounds, from chemicals to cosmetics, creating magical dusts, elixirs, glues, ointments, pigments, powders, salves, soaps, solvents, unguents, and similar substances (such as *silversheen*) as if she possessed the Craft Wondrous Item feat and a caster level equal to her alchemist level. An alchemist must be at least 4th level before selecting this discovery.

Deep Diver (Ex): An alchemist with this discovery gains darkvision 60 feet. Underwater, the range of her darkvision doubles to 120 feet, and in addition she gains tremorsense 60 feet. The alchemist gains immunity to pressure damage from deep water, and she gains cold resistance 10 and damage reduction 10/-, though this damage reduction applies only against damage from grappling and constriction (or similar crushing or pressure effects at the GM's option). An alchemist must be at least 10th level and possess the aquatic mutagen discovery before selecting this discovery.

Depth Charge (Ex): An alchemist with this discovery can throw bombs effectively underwater, although her range increment is 10 feet. In addition, the splash radius of any bomb she uses underwater is increased to 10 feet, and the surface of a body of water does not provide cover against the alchemist's bombs when she attacks from land. This discovery does not apply to bombs that deal fire damage or create smoke. An alchemist must be at least 6th level and possess the <u>underwater demolition</u> discovery before selecting this discovery.

Effectual Invisibility (Ex): Whenever an alchemist uses an extract, potion, or spell-completion or spell-trigger item to create an *invisibility* effect, she uses her alchemist level as her caster level rather than the actual caster level of the item. An alchemist must be at least 4th level before selecting this discovery. *Extra Tentacles (Ex):* An alchemist with this discovery gains an additional tentacle, as the tentacle discovery. This discovery can be taken more than once, up to a maximum of once per 6 alchemist levels. An alchemist must be at least 6th level and possess the tentacle discovery before selecting this discovery.

Homing Torpedo (Ex): An alchemist with this discovery can ignore miss chance due to concealment when attacking with a bomb into water or underwater, as if using a ranged weapon with the <u>seeking</u> property. In addition, if the homing torpedo misses its target, it does not automatically detonate. If there is a solid object within 10 feet of its target, it has a 50% chance to strike this object and explode. Otherwise, it pursues its target with a swim speed of 5 feet times the alchemist's level, continuing to make attacks each round against the same target for a number of rounds equal to the alchemist's Intelligence modifier before expending its propellant and becoming a dud. An alchemist must be at least 12th level and possess the torpedo discovery before selecting this feature.

Inject Mutagen (Ex): An alchemist may double the cost of an infused mutagen (or cognatogen), allowing him to inject it into a willing or helpless creature as a full-round action that provokes attacks of opportunity. The recipient must save or be nauseated (as normal for a non-alchemist drinking a mutagen), but if the save succeeds it gains the benefits of the mutagen. A fleshwarper must already possess the infuse mutagen discovery before selecting this discovery.

Injectable infusion (Ex): An alchemist with this discovery can inject an infused extract into an unwilling target as a melee touch attack that does not provoke attacks of opportunity. Even if the extract duplicates a spell with range of close, medium, or long, when used by an alchemist it must be injected to be effective. If a target is helpless or willing, you can administer an

infusion as a standard action without the use of this discovery. An alchemist must already possess the infusion discovery before selecting this discovery.

Invisible Bomb (Su): When the alchemist creates a bomb, he can choose to render the bomb and its explosion invisible. The bomb itself remains visible until thrown. Your target is denied its Dexterity bonus to AC against an invisible bomb, though you do not gain the +2 attack bonus that invisible creatures typically gain unless you yourself are also invisible. In addition, creatures struck by an invisible bomb or within its blast radius take a -2 to Reflex saves against the bomb.

Creatures able to see invisible objects or creatures treat an invisible bomb as a normal bomb, as do creatures with uncanny dodge, <u>Greater Blind-Fight</u>, or, if you are within 30 feet, <u>Improved Blind-Fight</u>. An alchemist must be at least 8th level before selecting this discovery.

Mine (Su): An alchemist with this discovery can delay the explosion of a bomb she sets for any time up to a number of hours equal to her level. A mine detonates if a creature other its creator enters the square it occupies, dealing splash damage in its own square and all adjacent squares. The creature triggering the mine takes damage as if from a direct hit if it fails a Reflex save against the alchemist's bomb save DC, or splash damage (rather than half splash damage) on a successful save. A creature triggering multiple mines simultaneously cannot take direct hit damage from more than one mine, regardless of how many saves are failed; he takes splash damage from all others. A mine is considered a trap with a Perception and Disable Device DC equal to it's creator's bomb save DC plus 5. In addition, she can have more than one delayed bomb at a time. An alchemist must be at least 10th level and have the delayed bomb discovery before selecting this discovery.

Mutation Bomb (Su): When the alchemist creates a bomb, he can choose to infuse it with alien energies that cause rapid but temporary physical mutations. Creatures that take a direct hit from a mutation bomb are affected as fleshcurdle for a number of rounds equal to your Intelligence modifier. An alchemist must be at least 6th level before selecting this discovery.

Purification Bomb (Su): When the alchemist creates a bomb, she can imbue it with disruptive natural energies that sear alien tissues. A purification bomb deals +2 points of damage per die to aberrations and creatures with the mythos subtype, and such a direct hit upon such a creature causes it to become sickened for 1d4 rounds (Fortitude negates). An alchemist must be at least 10th level before selecting this discovery.

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Tenacious Invisibility (Su): When the alchemist creates an extract or mutagen that provides invisibility, whenever the invisibility effect would be ended prior to the end of its duration, including being dispelled or being broken by an attack, the invisibility effect lingers for a number of rounds equal to her Intelligence modifier. If a second event occurs during this time that would end the invisibility effect, it is ended immediately. In addition, the DC to dispel an extract that provides invisibility is increased by an amount equal to her Intelligence modifier. An alchemist must be at least 6th level before selecting this discovery.

Torpedo (Ex): An alchemist with this discovery can throw bombs effectively underwater with his normal range increment of 20 feet. In addition, objects take full damage from a torpedo rather than being halved. An alchemist must be at least 8th level and possess the depth charge discovery before selecting this discovery.

Transparency Mutagen (Su): When the alchemist imbibes her mutagen, she becomes invisible. This invisibility lasts for the duration of the mutagen. This invisibility is broken if she attacks, but this does not affect any other effects of the mutagen. In addition, she can resume invisibility by concentrating for 1 full round. An alchemist must be at least 10th level before selecting this discovery.

True Invisibility (Su): When the alchemist creates an extract or mutagen that provides invisibility, the target of that extract or mutagen is also protected against all devices and spells that gather information about the target through divination magic (such as *detect magic*, *locate creature*, *scrying*, and *see invisibility*) for as long as the invisibility effect lasts. An alchemist must be at least 14th level before selecting this discovery.

Underwater Demolition (Ex): The alchemist gains the ability to throw bombs underwater (normally, thrown weapons cannot be used underwater), including throwing from the air into the water. If the bomb travels through water, the range increment is reduced to 5 feet.

Kardic Masterhieces

Bards of great talent can learn or create masterpieces, which are novel applications of magic and music that extend or modify the effects of the bardic performance ability. Acquiring a bardic masterpiece, whether as a newly composed piece or learning it from another, requires special training and carries a cost; a masterpiece can typically be learned in place of a feat or in exchange for one of a bard's spell slots. Bardic masterpieces were introduced and are described in greater detail in Chapter 1 of *Pathfinder Roleplaying Game Ultimate Magic*.

Dance of the Empty Moons (Dance, String)

Your music evokes an elegant waltz of dancing dreamshades.

Prerequisite: Perform (dance) or Perform (string) 11 ranks

Cost: Feat or 6th-level bard spell known

Effect: This arrangement for strings, first entitled *O Lunae Lacunae*, calls out to the lingering memory of dazzling balls and the dreams of fanciful soirees that never were. The shades that inhabit these dreams genuflect and whirl hand in hand, sweeping back and forth in neat lines and intricate patterns, though with a certain frenetic edge and a desperate intensity, under elaborate floating chandeliers and careening

candelabra. The rushing, twirling phantasmagoria of the spectral dancers, lights, and music dazzles all creatures within 30 feet automatically (blinded creatures are immune to this effect).

In addition, the swirling phantoms cling to creatures within the area and try to draw them into their dance. You may select a number of creatures equal to your Charisma bonus to be affected in this way. Each creature you target is slowed for as long as you maintain the performance (Will negates; DC 10 + 1/2your bard level + Charisma modifier). In addition, after maintaining the performance for at least 3 rounds, you can spend 2 additional rounds of bardic performance to draw a creature that has been slowed by the phantom promenade wholly into a tiny pocket of the Dimension of Dreams, affecting the target as maze. Unlike the maze spell, however, a Will save (DC as above) is allowed to resist the effect, and escape from the pocket dimension without plane-traveling magic requires a Wisdom check rather than an Intelligence check. To all observers, a creature trapped in this way becomes transparent and intangible, joining in the dance with the other phantom shades and wholly unresponsive and unreachable until she escapes the pocket dimension. Special: If you have learned this masterpiece, you can use Perform (dance) or Perform (string) for a distraction bardic performance.

Use: 1 round of bardic performance Action: 1 round

Dead Man's Frolic (Comedy, Percussion)

Your capering antics cause the dead to dance in time to your necrotic rhythms.

Prerequisite: Perform (comedy) or Perform (percussion) 5 ranks

Cost: Feat or 2nd-level bard spell known

Effect: This creepily catchy performance is simultaneously madcap and macabre, combining tribal rhythms with cultic masks, eerily luminescent glowing face and body pigments and whirling paint, and all manner of bizarre dangling fetishes and talismans. With this performance, you can use your fascinate, *suggestion*, and *mass suggestion* performances against undead, though undead who were not humanoids in life gain a +4 bonus to saving throws against these performances. In addition, you cannot use these abilities simultaneously against living and undead targets, as these mock rites that fascinate the dead hold no appeal to the living.

In addition to the above, you can induce a frenzy of wild dancing into undead creatures that you have fascinated. Beginning this type of performance requires 1 round of bardic performance per creature you target, all of which must be within 30 feet of you, though maintaining the performance costs only 1 round per round it continues.

Targeted undead that fail a Will save against the same DC as your fascinate performance are effectively nauseated, able to take only a single move action each round. In addition, an affected undead creature that begins or ends its turn adjacent to another creature attempts to dance with it. If the adjacent creature is another undead affected by the dead man's frolic, both undead creatures gain the entangled condition. If an adjacent creature is not an affected undead, this attempt to dance with it should be resolved as a grapple combat maneuver (as a free action) that always provokes an attack of opportunity. This grapple maneuver is not an attack and deals no damage to the creature with whom the affected undead tries to dance. If multiple creatures are adjacent to an affected undead creature, it chooses other affected undead if possible, followed by humanoids, dancing with other creature types only if those of the first two types are unavailable. If multiple creatures of the same category are adjacent, choose randomly.

Special: Generally speaking, the cultic and fetishistic talismans of a dead man's frolic are figments created by the magic of the masterpiece; however, you gain a +2

circumstance bonus to any associated Perform checks and increase the save DC against the performance by +1 if you use at least two different genuine cultic items. These should be treated as masterwork tools, costing 55 gp or more, but fakes are far more common (90% of such items available for purchase) than genuine tribal relics. A DC 20 Appraise or Knowledge (history) check can detect such counterfeits.

Use: 1 round of bardic performance to maintain, 1 round per target to begin performance

Action: 1 round

Masque Macabre (Acting, Comedy)

Your shifting appearance twists through inhuman guises to bring terror and horror in equal measure.

Prerequisite: Perform (acting) or Perform (comedy) 3 ranks

Cost: Feat or 2nd-level bard spell known

Effect: When you create a glamer effect, you may use this masterpiece to twist it into a Masque Macabre, shifting its appearance in subtle and frightening ways as you choose, such as eyes that weep blood or lack pupils, sagging or melting skin and features, vermin crawling on or under the skin, or any kind of rot, tumor, or disfigurement. The effect is entirely illusory but horrifying in the extreme, granting a +2 circumstance bonus to Intimidate checks and a -2 penalty to Bluff and Diplomacy checks as long as the glamer persists. This modifier does not apply if the creature with whom you interact cannot see you. The glamer you create otherwise functions normally for a glamer of its type.

In addition, if you create a fear effect (including using Intimidate to demoralize an opponent) while you are shrouded in a glamer affected by a Masque Macabre, any target you affect becomes sickened with horror and revulsion for a number of rounds equal to the level of the effect (1 round for an Intimidate check to demoralize, regardless of how many rounds you demoralize your foe). If the target rolls a natural 1 on its saving throw against your fear effect, it is nauseated with horror rather than sickened.

Use: 1 round of bardic performance per creature you affect with the accompanying glamer, plus 1 round each time you create a fear effect (including using Intimidate to demoralize).

Action: 1 swift action

Mordant Coda (Keyboard, Wind)

Your eerie melodies can thwart, scourge, or entice the lingering spirits of the damned and bind their suffering to your convenience.

Prerequisite: Perform (keyboard) or Perform (wind) 5 ranks **Cost:** Feat or 3rd-level bard spell known

Effect: When you encounter a haunt, you can attempt to counter its effects using a countersong performance, allowing you and your allies to use the result of your Perform check in place of any applicable saving throws against the haunt and its effects. Alternatively, you can use this performance to damage a single haunt within 30 feet, dealing 1d6 points of damage per two bard levels at the end of each full round of performance.

In addition, if you reduce a haunt to 0 hit points with your performance, you can attempt to capture the haunt and store it away within your instrument. This requires a Charisma check with a bonus equal to your bard level against a DC equal to 10 plus the haunt's CR. If the check succeeds, you must spend a number of rounds of performance equal to half the haunt's CR to capture it.

You may keep the haunt trapped within your instrument as long as you wish. As long as you do so, its haunting is suppressed in its original location. However, every night you must make a Will save (DC 10 + the haunt's CR) or be affected by a nightmare. At any time, you can release the trapped haunt as a full-round action costing 1 round of bardic performance, causing the haunt to manifest immediately manifests at your location, with full hit points and full normal effects. Alternatively, you can spend a number of rounds of performance equal to half the haunt's CR to perform a controlled release of the haunt, causing it to manifest at any point you designate within 10 feet times your bard level. You must have line of sight and line of effect to this location, and you may choose to have the haunt manifest immediately or to lie dormant, awaiting its normal triggering condition (with a delay of up to 1 minute before that triggering becomes active if you wish it).

Each time the haunt manifests in its new location, there is a 10% cumulative chance that it dissipates and returns to its original location.

Special: If you have learned this masterpiece, you can a countersong performance to protect against the effects of a haunt by substituting your Perform (keyboard) or Perform (sin)use Perform (percussion) or Perform (string) for a distraction bardic performance.

Use: 1 round of bardic performance (plus see text) **Action:** 1 round

Music of the Spheres (Percussion, String)

Your haunting and otherworldly melodies conjure visions of far distant planets and the endless wheeling sky.

Prerequisite: Perform (percussion) or Perform (string) 5 ranks

Cost: Feat or 2nd-level bard spell known

Effect: This beyondist music slides from ethereal to eruptive is it evokes falling skies and twirling stars. You may choose to affect a single creature or if the nighttime sky is visible you may affect all creatures within 30 feet. If you choose the latter effect, all creatures within 30 feet are affected as enthrall with a save DC of 10 + your Charisma modifier + 1/2 your bard level. Rather than devoting their attention to you, however, affected creatures are swept up in a rapt contemplation of the heavens, keeping their eyes to the skies. The duration of the effect is not limited to 1 hour, however, but rather lasts as long as the nighttime sky remains visible. If their view is obstructed, enthralled creatures will stand up and move elsewhere in search of a better view, but each round they do not find a view of the night sky they may attempt a new saving throw to end the effect. Note that using this ability requires 1 round of bardic performance to initiate, but you need not spend additional rounds of bardic performance to continue the enthrall effect.

Alternatively, you can affect a single creature within 30 feet with this masterpiece at any time to implant a curse-compulsion within the target's mind. A Will save at the same DC described above to resist the effect. A failed save has no immediate effect if the nighttime sky is not visible, but any time the cursed creature can see the night sky she is constantly distracted with gazing up at the sky. She is automatically dazzled (no save) and additionally becomes enthralled as above. A Will save is allowed the first time he sees the night sky negates the enthralled effect for that night; however, she must save again on subsequent nights. This is a curse effect that is permanent and cannot be dispelled; however, it can be removed with *break enchantment, remove curse,* or any effect that cures insanity.

Special: If you have learned this masterpiece, you can use Perform (percussion) or Perform (string) for a distraction bardic performance.

Use: 1 round of bardic performance Action: 1 round

Opus of the Golden King (Acting, Sing)

You instigate unhinged revels that descend into insatiable debauchery in the midst of erratic mood swings from despair to exultation.

Prerequisite: Perform (percussion) or Perform (string) 5 ranks

Cost: Feat or 3rd-level bard spell known

Effect: Recitations, arias, and scenes from the scandalous and forbidden grand opera of the deranged Golden King, with its intimations of possession from beyond and feasting upon the unloosed emotions of his guests even as they descended into every carnal pleasure, drive your audience beyond the bounds of reason and control. You can target one creature per three bard levels that you have already fascinated. All targets must be within 20 feet of you, and each target is affected as mad hallucination. A Will save (DC 10 + your Charisma modifier + 1/2 your bard level) negates the effect, but those who fail see themselves transported in their mind's eye into the Palace of the Golden King, inflamed by the raw orgiastic fervor of this phantasmal court but also sensing that they are deeply enmeshed in the clandestine intrigues of the court or discovering some awful blasphemous truth about the doom engulfing all under the jaundiced alien eyes of their inhuman overlord.

Creatures that fail their saving throw against the mad hallucination can be driven to further heights of hysteria and depths of depravity by spending one or more additional rounds of bardic performance while maintaining the performance in subsequent rounds. This is a full-round action that forces all creatures within 20 feet that are already affected to make an additional Will save as above or be affected as one of the following listed spells of your choice, depending on how many rounds of performance you wish to spend: 1 round, delusional pride, unnatural lust; 2 rounds, oppressive boredom; 3 rounds, reckless infatuation, unadulterated loathing; 4 rounds, smug narcissism; 5 rounds, envious urge. You can have only one such secondary effect in place at a time; if you begin another, it replaces the previous secondary effect. A successful save against the secondary effect does not end the effect of the mad hallucination. Both the mad hallucination and the secondary effect end when the performance ends, with the exception that a reckless infatuation or unadulterated loathing remains in effect for 24 hours after the performance ends.

Use: 1 round of bardic performance to maintain, 1 round per target to begin performance

Action: 1 round

Pnakotic Fugue (Oratory, Wind)

Your song seems to unmask an alien presence among you, drawing the wrath of the deceived.

Prerequisite: Perform (oratory) or Perform (wind) 9 ranks

Cost: Feat or 5th-level bard spell known

Effect: This ululating drone of otherworldly counter-harmony feels almost as if it tears the veil off inner thoughts of creatures within 30 feet. Those failing saving throws perceive the appearance of a single creature you designate within range to shift and shimmer, suddenly being revealed as an alien creature of a type you choose. This "alien" must be an aberration or outsider (of a type other than the target's own, if already an outsider), or a creature with the mythos subtype. Affected creatures become shaken and affected as song of discord for as long as the performance lasts, but rather than having a 50% chance of attacking the nearest creature each round they have a 50% chance of attacking the designated "alien" creature you have supposedly revealed. This is a fear and compulsion effect.

Use: 1 round of bardic performance Action: 1 standard action

Scare Chord (String, Wind)

A sudden jagged shriek punctuates your performance at the precise moment to inspire maximum terror.

Prerequisite: Perform (string) or Perform (wind) 3 ranks

Cost: Feat or 2nd-level bard spell known

Effect: A terrifying screech of unnerving sound shocks and creatures to the edge of fright and beyond. When you use a scare chord, the save DC of any fear effect you create until the end of your turn is increased by 2. If you use Intimidate to demoralize foes before the end of your turn, you gain a bonus to your skill check equal to half the level in the class which grants the bardic performance ability. In addition, any creature affected by a fear effect you create before the end of your turn takes a -2 penalty to saves vs. fear for the duration of that fear effect. This penalty does not stack if the target is affected by multiple fear effects.

Use: 1 round of bardic performance Action: 1 swift action
Inquisitor Judgments

Inquisitors have the power to channel their divine power into themselves while proclaiming judgment upon her foes in the name of her patron. Inquisitor judgments were introduced and are described in greater detail in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

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 Smash</u>; at 10th level, you additionally gain the benefits of <u>Dreadful Carnage</u>. If you are 10th level or above and already possess the Dreadful Carnage feat, you gain the ability to use your Enforcer feat with ranged weapons, or your Cornugon Smash 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 Following Step; 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.

Monk Yows

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 mindaffecting 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 save—usually 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.

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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 vow 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 sleep deprivation. 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 Bodyguard feat, the cost to use In Harm's Way is reduced to 1 ki point.

Oracle Mysteries

Oracle mysteries are the essential defining core of an oracle's beliefs, the font and source of her divine power that arises from her devotion to and blessings from that ideal, concept, cause, or deity. Oracle mysteries were introduced and are described in greater detail in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

ELDRITCH MYSTERY

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 coven hex, 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 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 *countless eyes*. At 11th level, you can focus of the power of your gaze to curse your enemies, as *eyebite*; however, each time you use *eyebite* it reduces the remaining duration of *countless eyes* by 1 hour. At 15th level, you can detach some of your extraneous eyes to act as remote sensors, as *prying eyes*. You may not trigger your *eyebite* power through these *prying eyes*, but any creature that destroys one of the *prying eyes* with an attack is affected as *eyebite* (Fortitude negates). Creatures destroying *prying eyes* 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 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 subdomain power</u>; each round you use this aura counts as one use of your memory lapse 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 wood golem with the giant creature simple template 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 engulf attack 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 an engulfed creature), as well as adding 1d6 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 blank</u> in effect at all times, though you may choose to ignore this mind blank effect whenever you create an effect that mind blank would normally block. In addition, you gain immunity to the supernatural abilities of creatures with the mythos descriptor.

Witch Patrons

Witch patrons are the mysterious powers that grant them the secrets of magic through her communion with her familiar. Patrons were introduced and are described in greater detail in Chapter 2 of the *Pathfinder Roleplaying Game Advanced Player's Guide*.

ELDRITCH PATRON

2nd-<u>speak with animals</u>, 4th-<u>desecrate</u>, 6th-<u>elemental</u> <u>speech</u>, 8th-<u>lesser powerslave</u>, 10th-<u>wasted years</u>, 12th-<u>powerslave</u>, 14th-<u>primeval interdiction</u>, 16th-<u>accursed</u> <u>monolith</u>, 18th-<u>elemental swarm</u>.





agic is often the source of the horror in a horror campaign. Whatever unimaginable terrors from beyond the stars or awakened from aeons-long slumber, or called back from beyond the threshold of death, have usually been originated or propagated by the (mis) use of magic. N/hile there is ample room for gritty, low-magic horrorand in fact horror in some ways works best when players have few tools with which to combat it --- in a fantasy campaign the reach of magic is long and deep. Yes, traditional fantasy magic can undercut the awfulness of horror by providing avenues to escape from it or ameliorate its aftermath, but the sword cuts both ways, and magical spells in fantasy horror can and should offer new opportunities to unleash unutterable ruin. Spells form a sort of language for the implied cosmology and atmospheric tenor of the game world, and spells in the dialect of horror help to frame exactly what that sinister flavor text really means when translated into the power to bring doom.

The lists below summarize all of the spells presented within this book, providing separate lists for each spellcasting class. A superscript M or F is used to indicate that a spell has a material or focus component not normally included in a spell component pouch, including not only costly or rare components but also spells that require the blood or tissue of a particular creature.

Order of Presentation: Spells appear in each list organized in alphabetical order by name, although spells whose names begin with a word like "mythos," "lesser," "greater," or "mass," are alphabetized by the next word in the spell's name.

Hit Dice and Levels: The term "Hit Dice" or the abbreviation HD should be considered synonymous with "character levels" when adjudicating effects that affect a specific number of levels or Hit Dice of creatures.

Caster Level: The power of a spell is primarily dependent on the level of the caster in whatever class grants the ability to cast the spell in question. Unless otherwise stated, the word "level" in short spell descriptions on the spell lists that follow refers to caster level.

Character and Creature: The words "creature" and "character" are used interchangeably and synonymously in the short descriptions on the spell lists that follow.

ALCHEMIST SPELLS

1st-level Alchemist Spells

Faceless Disguise: This double illusion disguises you as a featureless stone creature, hiding the guise of an eyeless clay abomination beneath.

Unstable Isotope^M: You create a tiny radioactive shard that enhances mutation.

2nd-level Alchemist Spells

Alchemical Opacity^M: You emanate an aura that reveals the shape of invisible things. Emptyheart False Life: As *false life*, but with increased effect when you etch another creature's face with acid.

3rd-level Alchemist Spells

Asynchronous Invisibility: As *invisibility*, but the target's sensory signature also becomes dislocated in time. Faceless Rage: As *rage*, but each target is also shrouded in a *faceless disguise*. **Mutagenic Reversion**^F: Negate or suppress mutation, polymorph, and similar effects.

Not There: Target becomes invisible and can become incorporeal.

Simple Transparency: The target's body (but not gear) becomes transparent and nearly invisible, even if attacking.

4th-level Alchemist Spells

Discharge Eyespore^M: Release floating eye that senses the unseen and explodes with blinding sickness if destroyed.

Elemental Body I, Mythos: As *elemental body I*, but shifting into earth or water elemental form only and gaining greater immunity to criticals.

Fade from Existence: Slip out of reality for 1 round, moving through warped subspace.

Mutation: Inflict a target with multiple harmful temporary mutations or a single permanent random mutation.

Vitrific Visibility: You reveal invisible creatures and can transmute them into glass.

5th-level Alchemist Spells

Elemental Body II, Mythos: As *elemental body II*, but shifting into earth or water elemental form only and gaining greater immunity to criticals, petrification, and polymorph.

Embryonic Implantation^M: Impregnate target with the seed of an alien.

Genetic Purification^M: Purge the target of disease, mutation, and genetic abnormalities and impurities, including many templates.

Mutagenic Mist^M: Create a mist that causes creatures within to become temporarily mutated, while also enhancing other mutation effects

6th-level Alchemist Spells

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Alchemical Inscrutability^M: Target shielded from divination as *mind blank*.

Alchemical Sequestration^{F,M}: Target transmuted to liquid and drawn into a bottle, where it is hidden from detection.

Elemental Body III, Mythos: As *elemental body I*, but shifting into earth or water elemental form only and gaining greater immunity to criticals.

Invisibility Well: Creatures can become invisible repeatedly by accessing the target location. **One of Us^M:** Permanently transform one creature into a grotesque mutant.

ANTIPALADIN SPELLS

1st-level Antipaladin Spells

Ruthless Beating: Deal 1d6 nonlethal damage to targets, who become fatigued and intimidated by repeated blows.

2nd-level Antipaladin Spells

Demand Offering: Compel target to give you what it holds.

Extravasation of Tears: Dazzle or blind target with its own tears.

Hungry Are the Damned: Compel evil creatures into a frenzy of cannibalistic bloodlust.

3rd-level Antipaladin Spells

Dermal Flensing: Strip away target's skin, causing pain, bleeding, ability damage, and reducing natural armor.

Foster Hatred: Incite enmity towards a chosen group.

4th-level Antipaladin Spells

Exanguinate: Magnify bleed damage, making it harder to heal.

Fearful Rapture^F: Frighten enemies while granting a morale bonus to allies.

Powerslave, Lesser^F: You bind a creature as *lesser geas*, granting them power in return.

Revenancer's Rage^M: You raise a sworn servant into undeath to serve its master or avenge his death. **Wasted Years:** You curse the target with despair and

rapid aging.

BARD SPELLS

2nd-level Bard Spells

Angry Mob: You create an illusory crowd of angry commoners that impedes vision and movement. **Demand Offering:** Compel target to give you what it holds.

3rd-level Bard Spells

Fire Charm^M: Fascinate creatures into staring at a fire, unraveling their willpower.

Foster Hatred: Incite enmity towards a chosen group.

Torch-Wielding Mob: As *angry mob*, but creatures within the mob are dazzled and may catch on fire.

4th-level Bard Spells

Fearful Rapture^F: Frighten enemies while granting a morale bonus to allies. **Powerslave, Lesser**^F: You bind a creature as *lesser*

geas, granting them power in return.

5th-level Bard Spells

Orgiastic Rite: You compel a group of people into a frenzy of carnal lust.

CLERIC SPELLS

2nd-level Cleric Spells

Demand Offering: Compel target to give you what it holds.

Hungry Dead: Compel undead creature to bite nearby creatures rather than using its normal attacks.

3rd-level Cleric Spells

Angry Mob: You create an illusory crowd of angry commoners that impedes vision and movement. Bend Space: Bend space around yourself to divert an attack, or bend yourself around space to increase your reach.

Hungry Are the Damned: Compel evil creatures into a frenzy of cannibalistic bloodlust.

Mutagenic Reversion^F: Negate or suppress mutation, polymorph, and similar effects.

Repel Force: Gain spell resistance and bonuses to Armor Class and saves against force effects.

4th-level Cleric Spells

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Dermal Flensing: Strip away target's skin, causing pain, bleeding, ability damage, and reducing natural armor.

Devouring Maw^M: You gain a bite attack that allows you to swallow whole and transmit ghoul fever. **Fire Charm^M:** Fascinate creatures into staring at a fire, unraveling their willpower.

Powerslave, Lesser^F: You bind a creature as *lesser geas*, granting them power in return.

Scrying, Mythos^M: As *scrying*, but you may develop nightmares.

Torch-Wielding Mob: As *angry mob*, but creatures within the mob are dazzled and may catch on fire.

5th-level Cleric Spells

Eldritch Monolith^M: Create a solid illusory duplicate of an ancient building.

Fearful Rapture^F: Frighten enemies while granting a morale bonus to allies.

Inscrutable Grimoire^M: As *illusory script*, but reading the protected script can bring curses, madness, or mental manipulation.

Reality Wrinkle: Emanate an aura of luck that provides cover and concealment by warping reality. **True Seeing, Mythos:** As *true seeing*, but with the potential for Wisdom damage.

Wasted Years: You curse the target with despair and rapid aging.

6th-level Cleric Spells

Devouring Maw, Greater^M: As *devouring maw*, but you swallow and infect creatures quickly and can regurgitate them as ghouls or ghasts.

Genetic Purification^M: Purge the target of disease, mutation, and genetic abnormalities and impurities, including many templates.

Orgiastic Rite: You compel a group of people into a frenzy of carnal lust.

Reality Riptide: As *dimension door*, but creating a shockwave when you arrive and entangling creatures you leave behind.

Revenancer's Rage^M: You raise a sworn servant into undeath to serve its master or avenge his death.

Scrying, Greater Mythos^M: As *mythos scrying*, but you can scry longer without developing nightmares. Summon Destiny's Doom: Summon one of several monsters that are agents of fate, destiny, and doom.

7th-level Cleric Spells

Ghoulish Devolution^M: Inflict the mythos ghoul (thoul) template upon the target.

Powerslave^F: As *lesser powerslave*, but you can grant larger boons in exchange for a *geas/quest*. **Primeval Interdiction**^F: You interfere with the

functioning of divine magic, or strip divine spellcasting ability from one creature.

8th-level Cleric Spells

Accursed Monolith^M: As *eldritch monolith*, but the area becomes cursed.

INQUISITOR SPELLS

2nd-level Inquisitor Spells

Angry Mob: You create an illusory crowd of angry commoners that impedes vision and movement. **Extravasation of Tears:** Dazzle or blind target with its own tears.

Ruthless Beating: Deal 1d6 nonlethal damage to targets, who become fatigued and intimidated by repeated blows.

3rd-level Inquisitor Spells

Dermal Flensing: Strip away target's skin, causing pain, bleeding, ability damage, and reducing natural armor.

Foster Hatred: Incite enmity towards a chosen group.

Mutagenic Reversion^F: Negate or suppress mutation, polymorph, and similar effects.

Torch-Wielding Mob: As *angry mob*, but creatures within the mob are dazzled and may catch on fire.

4th-level Inquisitor Spells

Exanguinate: Magnify bleed damage, making it harder to heal.

5th-level Inquisitor Spells

Genetic Purification^M: Purge the target of disease, mutation, and genetic abnormalities and impurities, including many templates.

Revenancer's Rage^M: You raise a sworn servant into undeath to serve its master or avenge his death.

6th-level Inquisitor Spells

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Avasculate: As *exsanguinate*, but the target's expelled blood vessels entangle it and nearby creatures, draining their blood as well.



SORCERER/WIZARD SPELLS

1st-level Sorcerer/Wizard Spells

Faceless Disguise: This double illusion disguises you as a featureless stone creature, hiding the guise of an eyeless clay abomination beneath.

Unstable Isotope^M: You create a tiny radioactive shard that enhances mutation.

2nd-level Sorcerer/Wizard Spells

Emptyheart False Life: As *false life*, but with increased effect when you etch another creature's face with acid.

Fleshcurdle: Warp the flesh of the target, impairing its attack, defense, or movement.

Hungry Dead: Compel undead creature to bite nearby creatures rather than using its normal attacks.

3rd-level Sorcerer/Wizard Spells

Asynchronous Invisibility: As *invisibility*, but the target's sensory signature also becomes dislocated in time.

Faceless Rage: As *rage*, but each target is also shrouded in a *faceless disguise*.

Hungry Are the Damned: Compel evil creatures into a frenzy of cannibalistic bloodlust.

Mutagenic Reversion^F: Negate or suppress mutation, polymorph, and similar effects.

Not There: Target becomes invisible and can become incorporeal.

Simple Transparency: The target's body (but not gear) becomes transparent and nearly invisible, even if attacking.

4th-level Sorcerer/Wizard Spells

Aberrant Form I^M: Assume the form of a Small or Medium aberration, gaining a small number of abilities. Cosmic Communion: Contact alien entities for advice, but risk madness and retribution.

Discharge Eyespore^M: Release floating eye that senses the unseen and explodes with blinding sickness if destroyed. **Elemental Body I, Mythos:** As *elemental body I*, but shifting into earth or water elemental form only and gaining greater immunity to criticals.

Fade from Existence: Slip out of reality for 1 round, moving through warped subspace.

Fire Charm^M: Fascinate creatures into staring at a fire, unraveling their willpower.

Summon Mutants: Summon one or more grossly mutated humanoids.

5th-level Sorcerer/Wizard Spells

Alien Contact, Lesser: Call alien creature up to 6 HD and compel it to perform a task.

Deform Angularity: Warp reality to redirect attacks from you to nearby creatures.

Eldritch Monolith^M: Create a solid illusory duplicate of an ancient building.

Elemental Body II, Mythos: As *elemental body II*, but shifting into earth or water elemental form only and gaining greater immunity to criticals, petrification, and polymorph.

Inscrutable Grimoire^M: As *illusory script*, but reading the protected script can bring curses, madness, or mental manipulation.

Mutation: Inflict a target with multiple harmful temporary mutations on a single permanent random mutation.

Mutagenic Mist^M: Create a mist that causes creatures within to become temporarily mutated, while also enhancing other mutation effects.

Powerslave, Lesser^F: You bind a creature as *lesser geas,* granting them power in return.

Vitrific Visibility: You reveal invisible creatures and can transmute them into glass.

6th-level Sorcerer/Wizard Spells

Aberrant Form II^M: Assume the form of a Tiny or Large aberration, gaining a broader range of abilities. Alien Contact: As *lesser alien contact*, but up to 12 HD. Elemental Body III, Mythos: As *elemental body I*, but shifting into earth or water elemental form only and gaining greater immunity to criticals.

Embryonic Implantation^M: Impregnate target with the seed of an alien.

Genetic Purification^M: Purge the target of disease, mutation, and genetic abnormalities and impurities, including many templates.

Invisibility Well: Creatures can become invisible repeatedly by accessing the target location.

Revenancer's Rage^M: You raise a sworn servant into undeath to serve its master or avenge his death. **Summon Horde of Flesh:** Summon one or more

mutated fleshy abominations.

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Wasted Years: You curse the target with despair and rapid aging.

7th-level Sorcerer/Wizard Spells

Aberrant Form III^M: Assume the form of a Huge aberration, gaining a wide range of abilities. **Ghoulish Devolution^M:** Inflict the mythos ghoul

(thoul) template upon the target.

One of Us^M: Permanently transform one creature into a grotesque mutant.

Powerslave^F: As *lesser powerslave*, but you can grant larger boons in exchange for a *geas/quest*.

8th-level Sorcerer/Wizard Spells

Accursed Monolith^M: As *eldritch monolith*, but the area becomes cursed.

Alien Contact, Greater: As *lesser alien contact*, but up to 18 HD. Blightcore Meltdown^M: Create a radioactive surge that taints the area with wasting sickness and hastens the onset of mutation.

Mutation, Mass: As *mutation*, but affecting multiple targets.

Shroud of Stars^M: A mantle of starry blackness hides you and shields you from light and darkness.

9th-level Sorcerer/Wizard Spells

Mutant Plague^M: Infect multiple creatures with contagious mutations.

SUMMONER SPELLS

3rd-level Summoner Spells
Cosmic Communion: Contact alien entities for advice, but risk madness and retribution.
Summon Mutants: Summon one or more grossly mutated humanoids.

4th-level Summoner Spells

Alien Contact, Lesser: Call alien creature up to 6 HD and compel it to perform a task.

Deform Angularity: Warp reality to redirect attacks from you to nearby creatures.

Discharge Eyespore^M: Release floating eye that senses the unseen and explodes with blinding sickness if destroyed. Fade from Existence: Slip out of reality for 1 round, moving through warped subspace.

5th-level Summoner Spells

Alien Contact: As *lesser alien contact*, but up to 12 HD. Embryonic Implantation^M: Impregnate target with the seed of an alien.

Summon Horde of Flesh: Summon one or more mutated fleshy abominations.

6th-level Summoner Spells

Alien Contact, Greater: As lesser alien contact, but up to 18 HD.

WITCH SPELLS

2nd-level Witch Spells

Demand Offering: Compel target to give you what it holds.

Dream Serpent: The target is entangled and constricted by a shadowy serpent.

Hungry Dead: Compel undead creature to bite nearby creatures rather than using its normal attacks.

3rd-level Witch Spells

Extravasation of Tears: Dazzle or blind target with its own tears.

Fire Charm^M: Fascinate creatures into staring at a fire, unraveling their willpower.

Hungry Are the Damned: Compel evil creatures into a frenzy of cannibalistic bloodlust.

Scintillating Serpents: A swarm of dream-serpents dazzle and disrupt most illusions while enhancing patterns.

4th-level Witch Spells

Call Cannibals: Summon one or more flesh-hungry minions.

Devouring Maw^M: You gain a bite attack that allows you to swallow whole and transmit ghoul fever. **Foster Hatred:** Incite enmity towards a chosen group.

Powerslave, Lesser^F: You bind a creature as *lesser geas*, granting them power in return.

5th-level Witch Spells

Eldritch Monolith^M: Create a solid illusory duplicate of an ancient building.

Exanguinate: Magnify bleed damage, making it harder to heal.

Wasted Years: You curse the target with despair and rapid aging.

6th-level Witch Spells

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Cannibal compulsion: Compel a target to consume the flesh of its own kind, sickening it with horror. **Devouring Maw, Greater^M:** As *devouring maw*, but you swallow and infect creatures quickly and can regurgitate them as ghouls or ghasts.

Orgiastic Rite: You compel a group of people into a frenzy of carnal lust.



Powerslave^F: As *lesser powerslave*, but you can grant larger boons in exchange for a *geas/quest*. **Revenancer's Rage^M:** You raise a sworn servant into undeath to serve its master or avenge his death. **Serpent's Servant:** Summon one of several serpentine monsters to fight for you.

7th-level Witch Spells

Avasculate: As exsanguinate, but the target's expelled blood vessels entangle it and nearby creatures, draining their blood as well.
Ghoulish Devolution^M: Inflict the mythos ghoul (thoul) template upon the target.
Primeval Interdiction^F: You interfere with the functioning of divine magic, or strip divine spellcasting ability from one creature.

8th-level Witch Spells

Accursed Monolith^M: As *eldritch monolith*, but the area becomes cursed.

Blood Diamonds^M: Create multiple blood-seeking missiles that heal you as they drain the life of their targets.

SPELL DESCRIPTIONS

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 Target you Duration 1 min./level

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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: all-around 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 mindaffecting effects, you also gain this immunity.

ACCURSED MONOLITH

School illusion (curse, shadow) [mythos]; Level cleric 8, sorcerer/wizard 8, witch 8 Saving Throw Will disbelief (if interacted with) and Will negates, see text; Spell Resistance see text

This spell is identical to <u>eldritch monolith</u>, but any creature touching or adjacent to the illusory structure is affected as *bestow curse*, even if it disbelieves. Spell resistance applies against this effect and a Will save negates it.

If learned and cast as a mythos spell, you may choose to inflict a <u>spellblight</u>, a form of <u>insanity</u>, or a variant curse effect such as <u>curse of the ages</u> or <u>unluck</u> rather than the usual effects of <u>bestow curse</u>.

Alchemical Inscrutability

School abjuration; Level alchemist 6 Casting Time 1 minute Components V, S, M (a hollow lead sphere filled with an extract or potion of *nondetection*)

This alchemical formula protects against divinations in a manner equivalent to *mind blank*, though it provides no protection against mind-affecting spells other than divinations.

ALCHEMICAL OPACITY

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School abjuration; Level alchemist 2 Casting Time 1 standard action Components V, S, M (a hollow crystal sphere filled with an extract of *see invisibility*) Range personal Target you Duration 1 minute/level (D) Saving Throw none; Spell Resistance no

You surround yourself with a spherical emanation that interferes with the functioning of *invisibility* effects within 5 feet per caster level. This emanation renders invisible objects or creatures opaque and visible as hazy, colorless versions of themselves, as if they were made from milky, smudged glass. The location of opacified invisible creatures or objects is clearly visible to all. Attacks against an opacified invisible creature have a 20% miss chance, but an opacified creature does not otherwise gain any of the benefits of concealment. The duration of invisibility effects continues to elapse while an invisible creature is affected by *alchemical opacity*. A creature whose *invisibility* effect expires or is dispelled, broken, or otherwise negated is no longer affected by *alchemical opacity* unless it becomes invisible again within the area of effect.

Alchemical Sequestration

School transmutation; Level alchemist 6 Casting Time 1 minute Components V, S, M (an extract or potion of *invisibility*), F (a leaded crystal vial with a stopper of mixed lead and gold—100 gp) Range touch Target one willing creature or object (up to a 2-ft. cube/ level) Duration 1 day/level (D) Saving Throw none or Fortitude negates (object); Spell Resistance no or yes (object)

This alchemical formula causes the target object or creature to gradually become diminish in size and opacity, its substance transmuted into a colorless alchemical solution and drawn like a vapor into a prepared crystal vial, where it condenses into a colorless liquid. In this fluid state the target creature or object is treated as if under a sequester spell. If the vial is broken or the stopper unsealed, the alchemical sequestration is ended as if dispelled. Whenever the spell ends, whether by breakage of the vial or by dispel magic, the creature or object slowly returns to normal size, solidity, and visibility over the following 1d4 rounds. This expansion does not harm the object or nearby objects. If there is insufficient space for the creature or object to re-expand, the fluid flows to the nearest available open space before reforming.

ALIEN CONTACT

School conjuration (calling) [mythos]; Level sorcerer/ wizard 6, summoner 5

Casting Time 10 minutes

Components V, S

Targets up to three aberrations or mythos creatures with Hit Dice totaling no more than 12 HD, no two of which can appear more than 30 feet apart

Except as noted above, this spell functions like *greater planar binding*, but rather than calling elementals or outsiders it calls one or more aberrations or creatures with the mythos subtype.

Alien Contact, Greater

School conjuration (calling) [mythos]; Level sorcerer/wizard 8, summoner 6 Casting Time 10 minutes Components V, S Targets up to three aberrations or mythos creatures

with Hit Dice totaling no more than 18 HD, no two of which can appear more than 30 feet apart

Except as noted above, this spell functions like <u>greater</u> <u>planar binding</u>, but rather than calling elementals or outsiders it calls one or more aberrations or creatures with the mythos subtype.

Alien Contact, Lesser

School conjuration (calling) [mythos]; Level sorcerer/ wizard 5, summoner 4 Casting Time 10 minutes Components V, S Range close (25 ft. + 5 ft./2 levels); see text Target one aberration or mythos creature with 6 HD or less Duration instantaneous Saving Throw Will negates; Spell Resistance no and

Except as noted above, this spell functions like *lesser* planar binding, but rather than calling an elemental or outsider it calls a single aberration or creature with the mythos subtype.

ANGRY MOB

yes; see text

School illusion (shadow); **Level** bard 2, cleric 3, inquisitor 2

Casting Time 1 standard action

Components V, S

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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 <u>actual crowd</u>, 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.

Asynchronous Invisibility

School illusion (glamer); Level alchemist 3, sorcerer/ wizard 3 Casting Time 1 standard action Components V, S, F (silver hourglass filled with crushed topaz-100 gp) Range touch Target one creature Duration 1 minute/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

This spell functions as *invisibility*, but in addition to being hidden from normal sight the target's appearance to all senses becomes diffused in time, flashing ahead or lagging behind her actual movements by a moment. This asynchronous imaging makes it difficult to locate the target precisely, granting the effect of *blur* even against creatures that can see invisible or if *invisibility* is temporarily suppressed by *invisibility purge* or a similar effect. This sensory dissociation affects extraordinary senses including blindsight, but *true seeing* and similar effects that allow a creature to see through illusions or effects that specifically negate concealment from illusions negate this effect.

Asynchronous invisibility is broken when if target attacks, as normal; however, because of the temporal lag in her image she does not become visible until the end of her turn (if the target attacks when it is not her turn, such as an attack of opportunity, she instead becomes visible at the beginning of her next turn).

The temporal dissociation caused by this spell causes minor dizziness and disorientation when the target's image "snaps back" to its proper temporal location, causing the target to become dazzled for 1d4 rounds

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after the spell expires. In addition, each time the caster uses this spell, there is a 1% non-cumulative chance that a <u>hound of Tindalos</u> takes note of the temporal anomaly and begins to hunt the target.

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 <u>exsanguinate</u>, any bleed or blood drain damage the target takes is tripled rather

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 reimplanted 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 *rules from Chapter 6*, 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.

Bend Space

School transmutation [mythos]; Level cleric 3 Casting Time 1 immediate action Components V, S, M (a lodestone) Range personal Target you Duration instantaneous

This spell allows you to bend space around yourself to divert an attack. If the attack affects an area, you suffer only half damage. If it is targeted at you, it has a 50% miss chance (or a 50% chance to simply fail, if it does not require an attack roll), and you gain a +2 deflection bonus to your AC against it; this bonus increases by +1 for every 5 levels after 5th.

You may instead choose to bend yourself around space. Until the end of your turn, your reach is increased by 5 feet, plus an additional 5 feet per 5 levels after 5th.

With either use of the spell, you must make a DC 15 Fortitude save to enable your body to readjust to normal space; if failed, you take 2 points of Strength damage.



Blightcore Meltdown

School conjuration (creation); Level sorcerer/wizard 8 Casting Time 1 standard action Components V, S, M (powdered bloodstone worth 100 gp) Range medium (100 feet + 10 feet/level) Target 60-foot-radius spread Duration 1 round/level Saving Throw Fortitude partial; Spell Resistance no

You create a coruscating mass of blightburn crystal that pulsates with a bright green radiance, casting deadly emanations throughout the area. Each round a creature begins its turn within the blightcore meltdown, it takes 2d6 points of fire damage and must succeed at a Fortitude save or contract blightburn sickness.

Blightburn Sickness: contact; *save* initial save DC is equal to the spell's save DC; subsequent saves are Fortitude DC 22; *frequency* 1/day; *effect* 1d6 Con damage and 1d6 Cha damage; *cure* 2 consecutive saves.

Creatures protected by a force effect take only half damage and gain temporary immunity to blightburn sickness for a number of rounds equal to the spell level of the force effect they are using. After this time, the blightburn radiation penetrates the force effect and creatures within are exposed to full damage and blightburn sickness, though they gain a +4 bonus to their saving throw against contracting the disease. If a creature is using multiple force effects, add the total spell levels of all force effects to determine how long it will take the blightburn radiation to penetrate.

The presence of the blightcore meltdown interferes with teleportation effects of all kinds, including not only actual teleportation but also planar travel and calling and summoning effects. Any such effect cast within--or cast so as to cause creatures to appear within--the area of a blightburn meltdown requires a caster level check against a DC of 15 plus your caster level or the effect fails.

Finally, a blightcore meltdown greatly enhances polymorph effects or effects that alter the size of a living target within the area. The targets of such effects take a -4 penalty on their saving throws, while creatures casting such effects gain a +4 bonus to caster level checks to overcome spell resistance. Such effects are more tenacious and difficult to remove as well, increasing the DC of caster level checks to dispel or remove such effects by 4.

BLOOD DIAMONDS

School necromancy [mythos]; Level witch 8 Casting Time 1 standard action Components V, S, M (the caster's blood) Range close (25 ft. + 5 ft./2 levels) Effect one or more targets, no two of which may be more than 30 feet apart Duration instantaneous and 1 round/level (D) Saving Throw none; Spell Resistance yes

By shedding your own blood, deal 1d6 points of damage to yourself with a slashing or piercing weapon, you transmute drops of your own blood into jagged, diamondhard crystal shards of deepest red. You create one *blood diamond* per caster level and may hurl all at one creature or divide them among several targets. Each *blood diamond* requires a separate ranged touch attack and inflicts 1d6 points of slashing and piercing damage, and against living creatures with blood gain the seeking and wounding weapon qualities.

After striking, *blood diamonds* embed themselves in their targets and create a vampiric resonance with the caster, who gains 1 temporary hit point for every point of bleed damage suffered by the target(s) of the spell, though the caster may never gain more temporary hit points than her normal maximum hit points. Halting this bleed damage requires a Heal check (to stanch the bleeding from one *blood diamond*) or caster level check (to halt bleed damage from one *blood diamond* per level of the healing spell, or for every two dice of channeled positive energy) against a DC of 11 + your caster level. If the check fails, the bleed continues and the intended healing effect is negated. Fast healing or regeneration can offset this bleed damage but do not negate or end it.

CANNIBAL COMPULSION

School enchantment (compulsion) [curse, evil, mythos]; Level witch 6 Casting Time 1 standard action Components V, S, M (a drop of ghoul blood) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

The target of this spell is cursed with unquenchable physical and spiritual hunger for the flesh of its own kind. This compulsion can affect even mindless creatures or undead, though constructs, plants, and amorphous or incorporeal creatures are immune.

On a failed Will save, the target can discern the presence of creatures of its own type as if it had scent and is compelled to attack the nearest such creature with bite attacks, to the exclusion of all other forms of attack. If it lacks a bite attack, its bite is considered an unarmed strike (provoking attacks of opportunity if it does not possess Improved Unarmed Strike) that deals slashing damage. Its bite transmits ghoul fever (*Pathfinder RPG Bestiary*) and allows the target to use the grab special attack against creatures of its type. Its savage gnawing and tearing bites deal 1 point of Constitution bleed on a successful grapple check; this Constitution bleed is increased to 1d4 per round if the target's victim is pinned.

Each time the target kills a creature of its type, it receives a new saving throw to end the *cannibal compulsion*; however, the target is left sickened for 1 hour by the horror of the experience. *Cannibal compulsion* cannot be dispelled, but *remove curse, dispel evil*, or *break enchantment* can end its effects.

CALL CANNIBALS

School conjuration (summoning) [mythos]; Level witch 4 Casting Time 1 round Components V, S, M (a piece of humanoid flesh) Range close (25 ft. + 5 ft./2 levels) Target one or more summoned creatures Duration 1 round/level (D) Saving Throw none; Spell Resistance no

This spell summons one or more necrophagic minions to serve you. You may summon 1d3 fiendish ghouls (including lacedons), 1 fiendish ghast, or 1d3 fiendish cannibals. This spell otherwise functions as *summon monster*.

COSMIC COMMUNION

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School divination [mythos]; Level sorcerer/wizard 4, summoner 3 Casting Time 10 minutes Components V Range personal Target you Duration concentration

This spell casts your mind out across the cosmos, into contact with alien intelligences from far beyond. Except as noted above, this spell functions like <u>contact</u> <u>other plane</u>, but if you fail the Intelligence check to avoid decreasing your Intelligence and Charisma to 8, you also take Wisdom damage equal to the difference between your Intelligence check and the target DC.

In addition, failing this check attracts the attention and interest of the cosmic entity you contacted, with a chance equal to 5% times the difference between your Intelligence check and the target DC that the entity sends one or more alien minions to investigate within 1d10 days. Treat this as a summon monster spell using the Summon Star-Spawn feat (see above), summoning one or more mythos creatures or creatures with the alien template. This functions as summon monster III if using the Elemental Plane line, increasing the level of the summon monster effect by one step for each step by which the caster tries to increase the power of his divination. These summoned creatures focus their attention on the caster of cosmic communion but will happily destroy any other creatures that get in their way or happen to be nearby when they appear. If they appear during a battle, they are equally likely to target the caster's enemies as his allies.

Optional Rule: If using the alternate Madness and Sanity rules from <u>Chapter 6</u>, you gain an equivalent number of Madness points instead of Wisdom damage.

DEFORM ANGULARITY

School conjuration (teleportation) [mythos]; Level sorcerer/wizard 5, summoner 4 Casting Time 1 standard action Components V Range personal Target you Duration 1 round/level (D)

Your body is transpatially distorted into otherworldly geometries too alien to contemplate. You gain a +4 deflection bonus to your Armor Class, and any effect targeting you has a 50% chance to bypass you and instead be redirected toward a random creature within 10 feet (or to simply fail, if no creature is within this range). Effects that you create are not affected, but even effects that do not require attack rolls or normally hit automatically can be affected. A creature using <u>true strike</u> ignores the effect of this spell.

DEMAND OFFERING

School enchantment (compulsion) [emotion, mindaffecting]; 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.

DERMAL FLENSING

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School necromancy [pain]; Level antipaladin 3, cleric 4, inquisitor 3, witch 4 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 instantaneous Saving Throw Fortitude negates; Spell Resistance yes

You shred and peel the target's skin and outer tissues. laying bare the raw and bloody flesh, muscle, and fat layers beneath. This deals 2 points of Dexterity damage, 2 points of Constitution damage, and 2 points of Charisma damage to the target and causes 1d4 points of bleed damage. In addition, until the target's ability damage is healed the target's natural armor bonus to Armor Class is reduced by an amount equal to half your caster level (this bonus cannot be reduced below +0), and critical hit confirmation rolls against the target gain a +2 circumstance bonus. In addition, until this ability damage is healed, any time the target takes hit point damage from any effect, he takes an additional 1d6 points of nonlethal damage from the pain. As long as he has at least 1 point of nonlethal damage, he is sickened by pain.

This spell does not affect constructs, oozes, plants, vermin, or amorphous or incorporeal creatures, nor elementals or other creatures without flesh or skin. *Dermal flensing* can affect undead creatures, but only fleshy undead such as ghouls, vampires, wights, and zombies. Undead do not take bleed damage or become sickened with pain. Skeletal and incorporeal undead are entirely unaffected.

DEVOURING MAW

School necromancy [evil]; Level cleric 4, witch 4 Casting Time 1 standard action Components V, S, M (the fangs of a ghoul or ghast) Range personal Target you Duration 1 minute/level (D)

You cause your mouth to fill with rotting but razor-sharp fangs granting you a bite attack dealing 1d6 points of damage (for a Medium caster; adjust bite damage as appropriate for larger or smaller casters). Your bite is treated as a magical weapon for the purpose of overcoming damage reduction. Your bite also inflicts ghoul fever on a successful attack; a Fortitude save $(DC \ 10 + 1/2 \ your \ caster \ level + the \ ability$ modifier for your primary spellcasting ability score) negates this disease. If the target contracts ghoul fever, additional failed saves do not accelerate the onset of the disease but instead cause the target to become sickened for 1d6 rounds; this duration stacks for multiple failed saves. The devouring maw can be used as a secondary natural weapon in conjunction with weapon attacks or as a primary natural weapon if making no other attacks.

As a full-round action, you can make a single swallowing attack with your *devouring maw*. This attack deals 2d6 points of damage and grants you the grab and swallow whole special attacks. A swallowed creature takes damage equal to your bite damage each round and must make a Fortitude save (DC as above) at the beginning of each round or be nauseated until the beginning of its next turn. If you swallow a creature of your size, your torso distends grotesquely and you are treated as if carrying a heavy load. Swallowing a creature on size smaller than you bloats you less severely but still causes you to be treated as if carrying a medium load. You cannot swallow additional creatures while a creature remains inside your gullet. You can regurgitate a swallowed creature as a move action, depositing them prone in an adjacent square. If you are killed while having swallowed a creature, that creature takes half as much damage as you do from the attack that dealt the killing blow.

Devouring Maw, Greater

School necromancy [evil]; Level cleric 6, witch 6 Casting Time 1 standard action Components V, S, M (the fangs of a ghoul or ghast) Range personal Target you Duration 1 minute/level (D)

This spell functions as devouring maw, dealing 1d8 points of damage for a Medium caster, but the ghoul fever conferred by your bite attack takes effect immediately, as the *contagion* spell. Your swallowing attack deals 2d8 points of damage and you can perform it as a standard action. If you choose to perform your swallowing attack as a full-round action, it deals 4d6 points of damage and you may use the fast swallow special attack at any point prior to the end of your turn. If a humanoid creature dies while swallowed in your greater devouring maw, it is immediately transformed into a ghoul or ghast, as if it had died of ghoul fever. You may regurgitate this creature as a move action. It remains under your control for 1 round per level, after which it becomes uncontrolled, though a ghoul or ghast you create with this spell never attacks you unless you attack it first.

DISCHARGE EYESPORE

School conjuration (creation) [mythos]; Level alchemist 4, sorcerer/wizard 4, summoner 4 Casting Time 1 minute Components V, S, M (an eyeball from the caster) Range personal Target you Duration 1 hour/level or until discharged

You pluck out one of your own eyes, while creating a levitating protoplasmic sac to encase it. The act of removing an eye deals 2 points of Constitution damage to the caster and leaves him dazzled until the eyespore is replaced in his eye socket; if the *eyespore* is destroyed, the dazzled condition becomes permanent, though <u>remove blindness/deafness</u>, <u>regenerate</u>, or <u>heal</u> removes the condition. If you are affected by the <u>countless</u> <u>eyes</u> spell when you cast <u>discharge eyespore</u>, you may choose to discharge the remaining duration of that spell in lieu of taking Constitution damage and becoming dazzled.

The *eyespore* functions similarly to <u>prying eyes</u> but creates only a single floating oculus. However, the *eyespore* gains <u>all-</u> <u>around vision</u> and in addition to normal sight has blindsight in a radius equal to 10 feet per 5 caster levels.

The protoplasmic sac encasing the *eyespore* is filled with unstable gas that allows it to float and propel itself, and if the *eyespore* is damaged it explodes in a 10-foot radius, dealing 6d6 points of damage (DC 16 Reflex half). In addition, creatures within this blast radius are exposed to <u>blinding</u> sickness.

DREAM SERPENT

School illusion (phantasm) [mind-affecting]; Level witch 2 Casting Time 1 standard action Components V, S, F (scale or feather from an extraplanar serpent or serpentine outsider) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will disbelief; Spell Resistance yes

This spell draws a serpentine phantasm from the subconscious of the target. This shadowy serpent of shifting colors twines around the target, causing it to become entangled and deals 1d6 points of damage per round by constriction. A successful Will save reveals the *dream serpent* to be only quasi-real; in this case, the target is not entangled and damage is nonlethal.

ELDRITCH MONOLITH

School illusion (shadow); Level cleric 5, sorcerer/ wizard 5, witch 5 Casting Time 1 round Components V, S, F (a piece of rubble from a building at least 1000 years old) Range medium (100 ft. + 10 ft./level) Area one 10-foot cube/level (S) Duration 1 minute/level (D) Saving Throw Will disbelief (if interacted with); Spell Resistance no

This spell is sometimes used by researchers into the mysteries of the ancients as a means to examine the architecture and artistry of fallen obelisks, statuary, and similar monuments. *Eldritch monolith* creates a solid illusory duplicate of the exterior of the ancient structure used as its focus, resized and proportionately scaled down to fit within the spell's area. This spell shows external openings but not the internal structure of the building; however, spaces open to the exterior are visible. The detail shown by the *eldritch monolith* is not exacting, but it does provide a +2 circumstance bonus to Knowledge checks about the actual structure. The caster can create an eldritch ancient monolith of his own design or from a blend of actual buildings (a DC 20 Knowledge (engineering) or Knowledge (history) check reveals this fabrication).

Elder cultists sometimes replicate ancient buildings, especially blasphemous edifices torn down by the supposedly enlightened faithful of the younger gods. The caster can also create an *eldritch monolith* of his own design, whether conventional or wholly alien, often accounting for madmens' tales of alien vistas and unearthly buildings that vanish without a trace when others try to substantiate their ravings. If a caster attempts to create a counterfeit of an existing building, a DC 20 Knowledge (engineering) or Knowledge (history) check reveals the fabrication.

An *eldritch monolith* is solid and can be climbed (DC 20) or used to provide cover. While it has the appearance of solid stone (Will disbelief), its hardness is 2, and each 5-cubic section has hit points equal to your level. Destruction of one section does not affect other sections.

Elemental Body I, Mythos

School transmutation [mythos]; Level alchemist 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, DF

This spell functions as *elemental body I*, but the recipient may polymorph only into an earth or water elemental. Her form becomes partially amorphous, granting 25% immunity to critical hits, sneak attacks, and similar precision-based damage; this overlaps and does not stack with similar effects, such as fortification armor.

Elemental Body II, Mythos

School transmutation [mythos]; Level alchemist 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, DF

This spell functions as *elemental body II*, with the same alterations noted for *mythos elemental body I*; however, this spell grants 50% immunity to critical hits, sneak attacks, and precision-based damage.

Elemental Body III, Mythos

School transmutation [mythos]; Level alchemist 6, sorcerer/wizard 6 Casting Time 1 standard action Components V, S, DF

This spell functions as *elemental body III*, with the same alterations noted for *mythos elemental body I*. In addition, the recipient is immune to petrification and polymorph effects while using this spell.

Embryonic Implantation

School conjuration (creation) [mythos]; Level alchemist 5, sorcerer/wizard 6, summoner 5 Casting Time 1 minute Components V, S, M (a bit of flesh from a creature with the mythos subtype) Range touch Target creature touched Duration instantaneous and see text Saving Throw Fortitude negates; Spell Resistance yes devours its original Tapping into the genetic material of an alien creature, you impregnate a creature you touched with an aberrant abomination that grows slowly to maturity inside the target's body. If the target saves, the embryo fails to implant and the spell has no effect. If the save fails, you may stipulate the time span of the embryo's maturation, which may be 2d6 hours, 2d6 days, 2d6 months, or 2d6 years. During this time, the alien seed exists as a parasite bonded to the target's vitals. Conjuration (healing) effects treat the embryo as part of the target's body and do not harm the embryo. However, break enchantment can remove it with a successful caster level check. Poison that deals Constitution damage can also kill the embryo, acting like break enchantment but rolling 1d20 and adding the number of points of Constitution damage or drain dealt to the host in place of a caster level check. Make a single check when the embryo matures; any Constitution damage or drain that has been healed does not apply to this check. The embryo also dies if the host does, even if the host is later returned to life.

The implanted embryo is difficult to detect, as most divinations treat it as part of the host. However, <u>detect chaos</u>, <u>detect aberration</u>, and <u>locate</u> <u>creature</u> can detect the presence of the embryo with a successful caster level check against a DC of 20 plus your caster level, as can a Heal check against the same DC.

The maturing embryo saps at the vitality and sanity of the target. Whichever time increment you have selected (hours, days, months, or years), each time that increment passes the target takes 1 point of Wisdom drain. Once Wisdom drain occurs, the target becomes mentally unstable and takes a -2 penalty to saving throws against mindaffecting effects and must always attempt a saving throw to resist normally harmless healing effects.

When the maturation period described above ends, the target becomes violently ill, becoming fatigued and sickened. A DC 30 Perception check (or DC 20 Heal check, if the host is closely examined) reveals something writhing and stretching within the host's body. Every round thereafter, the target takes 1 point of Constitution drain as the implanted embryo begins eating its way out of its host and must make a new Fortitude save against the spell's DC. Each time the save is failed, he gains one of the following conditions (determine randomly):

- 01-25 confused
- 26-50 exhausted
- 51-75 nauseated
- 76-00 panicked

Whenever the target reaches 0 Constitution, or on the third failed save in any case, the target dies at the end of its turn and the embryonic creature bursts forth from its body. The type of embryonic creature that can be implanted depends on your caster level.

Caster level	Implanted creature
up to 14th	Embryonic aboleth
15th-17th	Embryonic intellect devourer
	or neh-thalggu
18th or greater	Embryonic shoggoth

Once mature, the embryonic creature is an independent being and has no allegiance to the caster. It devours the remains of its original host and seeks out further prey to help it grow into its full-sized adult form.

EMPTYHEART FALSE LIFE

School necromancy [mythos]; **Level** alchemist 2, sorcerer/wizard 2

Casting Time 1 standard action or 1 minute (see text) **Components** V, S

This spell functions as *false life*, but you can increase your effective caster level by spending 1 minute etching a pattern of jagged diagrams upon the face of a helpless or willing creature while casting the spell. For each vial of acid you use to etch the victim's face (dealing damage normally), you gain a +2 increase in your caster level for this spell; maximum caster level is twice your actual caster level.

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.

EXTRAVASATION OF TEARS

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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.

FACELESS DISGUISE

School illusion (glamer) [mythos]; Level alchemist 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 10 minutes/level (D)

You make yourself and all your gear appear as a featureless, genderless humanoid statue of pale stone, smooth in appearance yet coarse to the touch, seeming to crumble slightly into drifts of dust when strongly struck. You gain a +5 bonus to Stealth checks in areas of natural stone or rubble and a +10 bonus to Sleight of Hand checks to hide small objects on your person. A creature that interacts with the glamer, including attacking or being attacked by you, gets a Will save to recognize the *faceless disguise* as an illusion.

A faceless disguise, however, is a double illusion. Creatures seeing through the outer illusion instead perceive you as an emaciated, naked, genderless, hairless, eye-less, nose-less, many-toothed, slick, clay-colored humanoid of indeterminate age. The only distinguishing marks which appear upon the illusion at all are a series of shifting, jagged geometric diagrams in lieu of a face. Those perceiving this second illusion are filled with horror and revulsion, taking a -2 penalty to Charisma for 1 hour (Will negates); this penalty is doubled for creatures sharing your type and subtype. This is a mind-affecting effect, and creatures with Intelligence of 2 or less are immune. Those making their second save see through both layers of the illusion and suffer no ill effects from interacting with you.

FADE FROM EXISTENCE

School conjuration (teleportation) [mythos]; Level alchemist 4, sorcerer/wizard 4, summoner 4 Casting Time 1 immediate action Comptonents V Range personal Target you Duration 1 round

You slip loose from the bounds of ordinary reality into the weird hyperspatial dimension of your cultic patrons. While in this extradimensional reality you can perceive the normal world around you and you can move through creatures or solid objects as if you were incorporeal, but creatures within normal reality cannot perceive you or affect you. In fact, when you *fade from existence* creatures within line of sight to you temporarily forget that you ever existed for 1 round (DC 20 Will negates). Creatures that have forgotten your existence cannot ready actions that depend on your actions.

You can target yourself or objects you carry with spells or effects while you *fade from existence* but you cannot affect other creatures or objects. Time passes normally when you *fade from existence*, and you reappear within reality at the end of your next turn. This brief transit through alien unreality causes you to become confused for 1 round (DC 20 Will negates) upon reverting to normal reality.

Optional Rule: You gain 1 Madness point rather than becoming confused at the conclusion of the spell (DC 20 Will negates).



School enchantment (compulsion) [mind-affecting, mythos] Level alchemist 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S This spell functions as *rage*, but each target of the spell is also shrouded in a *faceless disguise*.



FEARFUL RAPTURE

School enchantment (compulsion) [emotion, mindaffecting]; 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 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 Wisdom-based skill checks).

If the fire source is extinguished, the spell

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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.

Fleshcurdle

School transmutation (polymorph); Level sorcerer/ wizard 2 Casting Time 1 standard action Components V, S, M (scrap of pickled flesh) Range close (25 ft. + 5 ft./2 levels) Target one living or undead creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

You warp the target creature's flesh, discoloring it and causing it to become misshapen and impairing its function. When you cast this spell, you must choose one of three types of effects to inflict on the target—movement, attacks, or defense.

Attacks: One of the creature's natural attacks takes a -2 penalty on attack and damage rolls, only scores a critical hit on a natural 20, and only deals $\times 2$ damage on a confirmed critical hit.

Defense: The creature's natural armor bonus decreases by 4, to a minimum bonus of +0.

Movement: One of the creature's movement speeds (chosen by you) is halved.

Most undead are susceptible to fleshcurdle, but amorphous creatures and creatures without flesh are immune (such as elementals, oozes, plants, gaseous or incorporeal creatures, and skeletons).

FOSTER HATRED

School enchantment (compulsion) [emotion, mindaffecting]; 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).

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GENETIC PURIFICATION

School transmutation (polymorph); Level alchemist 4, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (powdered bloodstone worth 50 gp) Range touch Target one living creature Duration instantaneous Saving Throw Fortitude negates; Spell Resistance yes

This spell eradicates genetic impurities, purging the target's cellular essence of taint and mutation. *Genetic purification* eliminates disease from the target without the need for a caster level check; however, supernatural diseases or diseases that are also curses are removed only temporarily and may recur if the curse or supernatural effect that caused the disease is not removed. This spell also negates any polymorph effect currently affecting the target; no caster level check is required, but the target is allowed a Fortitude save to resist the effect if unwilling.

The spell can also be used to permanently purge the genetic material of the target, instantaneously transforming a part-human creature such as an aasimar, half-elf, half-orc, ifrit, oread, sylph, tiefling, or undine into a full-blooded human. In terms of game statistics, the target is affected as a dead creature returned to life as a human by a *reincarnate* spell, including acquiring two permanent negative levels. A half-elf or half-orc can instead be polymorphed into a full-blooded elf or orc (as appropriate). *Genetic purification* does not affect dead creatures.

Alternatively, genetic purification can permanently removes a template that includes the "half-" prefix, including half-celestials, halfdragons, and half-fiends. If the target creature fails its save, the target reverts to a normal creature of its type. Genetic purification does not affect other templates, whether inherited or acquired.

GHOULISH DEVOLUTION

School enchantment (compulsion) [curse, mythos]; **Level** cleric 7, sorcerer/wizard 7, witch 7

Casting Time 8 hours

Components V, S, M (the heart of a humanoid or monstrous humanoid and the heart of a ghoul or ghast)

Range touch

Targets one humanoid or monstrous humanoid Duration instantaneous

Saving Throw Will negates; Spell Resistance yes

You strip sanity and reason from the target's mind, replacing it with a blasphemous awakening to eldritch secrets beyond time and space and unleashing in them an insatiable hunger for the flesh of the living and the dead, granting your target the mythos ghoul (thoul) template.

Hungry Are the Damned

School enchantment (compulsion) [mythos]; Level antipaladin 2, cleric 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M (a jawbone) Range close (25 ft. + 5 ft./2 levels) Targets one evil creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

This spell functions as *hungry dead*, but it affects creatures with the evil subtype, an aura of evil (such as antipaladins or evil clerics), or the mythos subtype.



HUNGRY DEAD

School necromancy; Level cleric 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a jawbone) Range close (25 ft. + 5 ft./2 levels) Targets one undead creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

You compel a single undead creature to abandon its normal modes of attack and savagely try to bite the nearest creature, using its teeth to the exclusion of other attacks. If the target undead does not have a bite attack, this is treated as an unarmed strike dealing piercing damage; this unarmed attack provokes an attack of opportunity unless the undead has the Improved Unarmed Strike feat. If the target undead has a bite attack, its bite attack deals 1 point of bleed damage on each hit; this bleed damage stacks if it hits the same target more than once with its bite.

Inscrutable Grimoire

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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 <u>illusory script</u>, but rather than implanting a suggestion in a creature reading the script, the caster can instead implant one of the following effects: <u>bestow curse</u>, <u>modify memory</u>, <u>nightmare</u>, <u>reckless infatuation</u>, or <u>unadulterated</u> <u>loathing</u>. 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.

INVISIBILITY WELL

School illusion (glamer); Level alchemist 6, sorcerer/
wizard 6
Casting Time 1 standard action
Components V, S, M (an extract or potion of
invisibility),
F (a clear crystal bowl—100 gp)
Range touch
Target one 5-foot square
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); Spell
Resistance yes (harmless)

This spell creates a self-renewing font of invisible energies in a single 5-foot square you designate when casting the spell. Any creature beginning its turn in this space becomes invisible, as *invisibility*. This *invisibility* ends if an affected creature attacks, as normal for the spell, but if the creature returns to the *invisibility well* and begins a turn in the area it becomes invisible again. Creatures larger than Medium that occupy the space of the *invisibility well* with a portion of their body become invisible at the beginning of their turn.

When the *invisibility well* expires or is dispelled, all creatures lose their *invisibility* immediately; otherwise, the *invisibility* that each creature gains from the *invisibility well* functions independently, and one creature can lose its *invisibility* (whether by attacking or being dispelled) without affecting the *invisibility* that other creatures have gained from the *invisibility well*. Creatures using the same *invisibility well* cannot see each other.

If the *invisibility well* is dispelled, the crystal bowl focus shatters. This does not occur if the *invisibility well* is temporarily suppressed by an *antimagic field* or similar effect. You can move the *invisibility well* by taking the focus item to a new location and concentrating for 1 full round.

MUTAGENIC MIST

School conjuration (creation); Level alchemist 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (any two potions or extracts of transmutation spells) Range close (25 ft. + 5 ft./2 levels) Target 20-foot-radius spread, 20 feet high Duration 1 round/level Saving Throw Fortitude negates (see text); Spell Resistance yes

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You create a bank of multihued mist that shifts constantly in color and turgidity, obscuring vision as fog cloud. Creatures within the mist take a -2 on saving throws against spells or effects of the polymorph subschool. In addition, any creature beginning its turn within the *mutagenic mist* is affected as *fleshcurdle*, acquiring a randomly determined deformity (equal chance of offense, defense, or movement, rolling randomly to determine the specific deformity if a creature possesses more than natural weapon or more than one form of movement). A creature failing multiple saves can acquire multiple deformities from the mutagenic mist. These deformities remain for 2d6 rounds after a creature leaves the mutagenic mist.

MUTAGENIC REVERSION

School transmutation (polymorph); Level alchemist 3, cleric 3; sorcerer/wizard 3 Casting Time 1 standard action Components V, S, F (a container that once held an alchemical mutagen) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

This spell causes a creature mutated by magical forces to revert to its normal state, or at least partially back to normal for a severely mutated creature. This spell suppresses one alchemical mutagen or alchemical discovery that modifies a mutagen, plus one additional such effect for every 5 levels of the caster. Likewise, it suppresses the effects of one polymorph effect or effect which changes the target's size (e.g., reduce person, righteous might), plus an additional such effect for every 5 levels of the caster. Alchemical discoveries with the highest minimum alchemist level are lost first, as are spells of the highest level. In the case of a tie, randomly determine which is lost. If a lost discovery causes the target to fail to meet the prerequisites for other discoveries, those discoveries are also lost.

MUTANT PLAGUE

School transmutation (polymorph) [curse]; **Level** sorcerer/wizard 9

Casting Time 1 standard action

Components V, S, M (a vial of blood from two mana-wasted mutants of different creature types)

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

Target 1 creature/level

Duration instantaneous

Saving Throw Fortitude negates (see text); Spell Resistance yes

You instantly infect all creatures that fail their save with mana fever, and they become highly infectious carriers of a deadly mutagenic plague. As long a carrier has at least 1 point of Charisma drain, they remain unaware of their illness. If their Charisma drain is removed without curing their disease, they become aware of their condition. A carrier's disease is difficult to remove, requiring a caster level check against a DC of 11 plus your caster level; this is in addition to the normal caster level check for remove disease and similar spells.

Mana fever (carrier): injury; save Fort DC = spell DC; onset instantaneous; frequency 1/day; effect 1d3 Con damage, 1d3 Cha drain; cure 2 consecutive saves. As long as a carrier is infected, it can spread the mutant plague to any creature it damages with its natural weapons. Each round a target takes damage from a carrier's natural weapons (regardless of how many natural weapons hit), that target must save or become infected with the common version of mana fever, which is less virulent than the original strain imparted by the mutagenic meltdown and can be cured as any other supernatural disease. At the GM's option, creatures that share food or drink or have sexual contact with the carrier must also save or contract mana fever.

Mana fever: injury; save Fort DC = 10 + 1/2 the carrier's Hit Dice + the carrier's Constitution modifier; onset 1d4 minutes; frequency 1/day; effect 1d2 Con damage, 1d2 Cha drain (or 1d3 Con damage, 1d3 Cha drain if the carrier has 8 HD or more); cure 2 consecutive saves.

Mana fever is a supernatural disease and cannot be healed or cured without the aid of magic. Anyone who lives with mana fever for a week straight without dying becomes immune to the disease, but also becomes a Mana-Wasted mutant (see Chapter 4: Monsters).

MUTATION

School transmutation (polymorph); Level alchemist 4, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M (a lump of melted wax infused with blood) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level (D) or permanent (see text) Saving Throw Fortitude negates; Spell Resistance yes

This spell can be used in several ways. You can warp the target's flesh in a manner similar to fleshcurdle, but inflicting one additional effect for every 4 caster levels, up to a maximum of six effects at 20th level. You may choose to impair the target's offense or movement more than once; however, each time you must choose a different natural weapon or a different form of movement. The effects do not stack.

Alternatively, you may bestow a permanent mutation upon the target, determined randomly from the following table. Regardless of which mutation occurs, it is accompanied by a permanent deformity wracks body, mind, and soul, dealing 2 points of Charisma drain to the target. If you are using the Madness rules in Chapter X (internal link), the target also gains 1d3 points of Madness for each mutation it possesses. The type of mutation gained is determined randomly by rolling 1d20; however, the caster can add or subtract 1 from the result for every 5 caster levels. A creature cannot gain the same mutation more than once, regardless of whether it is harmful or beneficial, unless the mutation affects a single appendage, in which case it can be gained once for each appendage, affecting each one separately.

1: Oversized Limb: One of the target's limbs becomes unnaturally large and strong. If the target has a claw, slam, or tentacle attack with that limb, its damage is increased as if the target were one size category larger. In addition, the target The mutant can wield weapons one size category larger than normal without any penalty and gains a +2 bonus to Strength checks made with that limb.

2: Oversized Maw: The target gains a bite attack dealing 1d4 points of damage (if the target is Medium-sized, 1d3 if Small and adjusted as appropriate for targets of other sizes). If the target already has a bite attack, it deals damage as if it were one size category larger.

3: Quick Metabolism: The target gains a +2 racial



bonus on Fortitude saves, increased to +4 vs. poison, (but takes a -4 penalty on Fortitude saves to avoid the effects of starvation and thirst).

4: Thick Skin: The target's natural armor bonus to Armor Class improves by +2.

5: Vestigial Limb: The target gains a vestigial third arm. This arm can hold objects but cannot wield them; however, it grants the target a +4 racial bonus on grapple checks.

6: Vestigial Twin: A malformed twin's head juts out from the target's trunk (usually but not always near the target's existing neck), providing the with the all-around vision special quality.

7: Night Sight: The target gains low-light vision, though he has a 50% chance to acquire light sensitivity 1d4 days later. Casting remove blindness/deafness or an equivalent effect removes both the light sensitivity and low-light vision.

8: Gills: The target sprouts gills that allow him to breathe water, with a 50% chance to gain the amphibious special quality, able to breathe air and water equally well. If the target does not become amphibious, however, his gills interfere with his normal breathing apparatus causing him to become fatigued as long as he remains outside of water.

9: Cave Sight: The target gains darkvision with a range of 60 feet, though he has a 50% chance to acquire light blindness 1d4 days later. Casting remove blindness/ deafness or an equivalent effect removes both the light blindness and darkvision.

10: Tail: The target grows a tail. While not prehensile, the tail grants a +2 bonus on Climb checks and Acrobatics checks made to keep his balance and to his CMD against bull rush, overrun, reposition, and trip combat maneuvers.

11: Deformed Hand: One forelimb becomes crippled, able to hold items but not wield them. The target takes a -2 penalty on Climb and Swim checks and on attack rolls with two-handed weapons, including ranged weapons such as bows and firearms (not including pistols). A shield can still be strapped to the deformed arm, but its shield bonus to Armor Class is reduced by 1. The target has a 20% spell failure chance when

casting spells with somatic components. Any natural attack involving the affected limb is made with a -2 penalty on attack rolls, and damage is reduced as if the attacker were one size category smaller.

12: Glass Jaw: The target takes a -2 penalty to its Armor Class against attack rolls made to confirm a critical hit. It also takes a -2 penalty to saving throws related to critical hits, death from massive damage, ability damage, ability drain, or becoming stunned or staggered. Whenever the target would take nonlethal damage, 50% of that damage becomes lethal damage instead.

13: Light Sensitive: The target gains the light sensitivity special quality.

14: Obese: The target takes a -2 penalty to Dexterity (minimum score of 1) and takes the penalties for carrying a medium load (maximum Dexterity bonus to Armor Class +3, armor check penalty -3) even when carrying a light load based on her carrying capacity.

15: Light Blindness: The target gains the or light blindness special quality.

16: Stunted Legs: The target's base land speed is reduced by 10 feet (minimum base speed of 5 feet), and the target takes a -2 penalty to his CMD against bull rush, drag, overrun, reposition, and trip combat maneuvers.

17: Aural Overgrowth: The target's ears become swollen, drooping, and riddled with tumorous growths, causing it to become deafened.

18: Weak Mind: The target's head becomes misshapen and deformed, and its brain swollen in some places and compressed in others. It takes a -2 penalty on Will saving throws and all Intelligence checks and Intelligence-based skill checks.

19: Ocular Degeneration: The target's eyes wither and shrivel, causing the target to become blinded.

20: Malformed organs: The target's organs are grossly out of place and filled with squamous tumors, greatly impairing its ability to recover from illness or injury. Any critical hits or precision-based damage against the target is 25% likely to be negated. However, the



target takes a -2 penalty on saving throws against becoming nauseated or sickened as well as against effects that cause ability damage or drain (including most diseases and poisons). The target's heals only half the normal amount of hit point and ability damage when healing naturally.

At the GM's option, the caster may research additional mutations to inflict, or the GM may devise additional harmful mutations which could occur when using this spell. Such additional mutations should be similar in scope and effect to those described above. Mutation cannot be dispelled, but break enchantment, genetic purification, limited wish, polymorph any object, regenerate, or any effect that specifically removes polymorph effects can reverse its effects.

MUTATION, MASS

School transmutation (polymorph); Level sorcerer/ wizard 8

Casting Time 1 standard action

Components V, S, M (a lump of melted wax infused with blood)

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

Target one creature/level, no two of which can be more than 30 feet apart

Duration permanent or 1 round/level (D) (see text) **Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell functions as mutation, but affects multiple creatures. Targets need not be of the same type or subtype, nor must they all acquire the same deformities (if using the temporary fleshcurdle-like effect) or mutations (if choosing to cause permanent mutation). However, if all targets are of the same type (and subtype, if applicable) and you choose to make all of the deformities or mutations inflicted by the spell the same for all targets, all targets take a -2 penalty to their saving throw.

NOT THERE

School illusion (shadow); Level alchemist 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S Range touch Target creature touched Duration 1 minute/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The target becomes invisible, and in addition gains a limited ability to flicker almost out of existence, becoming a living invisible illusion by concentrating. At any point during the spell, the target can concentrate as a standard action, becoming incorporeal until the beginning of the target's next turn. Each round she becomes incorporeal in this fashion uses 1 minute of the spell's duration. The spell ends immediately if the target attacks, as *invisibility*.

ONE OF US

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School transmutation (polymorph) [curse]; Level alchemist 6, sorcerer/wizard 7 Casting Time 1 standard action Components V, S, M (the blood of a polymorphed creature) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Fortitude negates (see text); Spell Resistance yes

You forcibly impose the mana-wasted template on the target of this spell, transforming it into a warped and deformed mockery of its true form. In addition, a creature transformed by this spell must succeed at a Will save against the spell's save DC or else be treated as charmed by you. The target can always understand your speech, even if you do not share a language, it treats you as a trusted friend and ally and you can try to command it as normal for a charmed creature. However, a creature transformed by one of us retains a dim memory of your role in its transformation from something else, with a seed of rage against you ready to be ignited if shocked back to its senses. Whenever a critical hit is confirmed against the target, or whenever it succeeds at a saving throw against a mind-affecting effect, it can attempt a DC 20 Will save as a free action

to break free of your charm for 1d12 hours. If it ever rolls a natural 20 on such a Will save, the charm is broken permanently the target is affected as *vengeful outrage* (see Pathfinder Roleplaying Game Ultimate Magic), with its hate directed at you. The charm effect can be dispelled with dispel magic, but it returns after 1d12 hours unless the curse is removed. The physical transformation caused by this spell cannot be dispelled, but can be removed with genetic purification, miracle, or wish.

ORGIASTIC RITE

School enchantment (compulsion) [emotion, mindaffecting]; 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).

Powerslave

School enchantment (compulsion) [languagedependent, mind-affecting, mythos]; Level cleric 7, sorcerer/wizard 7, witch 6 Casting Time 10 minutes

This spell functions as <u>lesser powerslave</u>, but with the effect of <u>geas/quest</u> rather than <u>lesser geas</u> upon the target. In addition, the profane bonus you provide to the enslaved creature is doubed, as is their penalty to saving throws against your mind-affecting spells and their Madness gained.

POWERSLAVE, LESSER

School enchantment (compulsion) [languagedependent, mind-affecting, mythos]; Level antipaladin 4, bard 4, cleric 4, sorcerer/wizard 5, witch 4 Casting Time 1 round Components V, DF/F (a hand-carved idol of Tanoth-Gha or similar elder being) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 day/level or until discharged (D) Saving Throw Will negates; Spell Resistance yes

This spell functions like <u>lesser geas</u>, but it binds the target more closely to you, allowing you to channel a portion of your patron's eldritch powers into the creature you have enslaved. You may choose to grant the target a +2 profane bonus to one ability score, or a +1 profane bonus to attack rolls, saving throws, or skill checks. If the target is a spellcaster or has spell-like abilities, you can instead increase their effective caster level by 1 for determining the effect of their spells or spell-like abilities; this does not increase the number or level of spells available to the target. Being the target of this spell strains the target's mind, causing it to gain 1 Madness point and to take a -2 penalty to saving throws against any mind-affecting effect you use.

You cannot cast *lesser powerslave* on the same creature again unless the previous spell has ended. A creature can, however, be targeted with this spell simultaneously by different casters, but each caster must choose a different benefit as they do not stack. Placing multiple *lesser powerslave* spells in effect simultaneously on the same creature also increases the chance that the target may be unable to simultaneously fulfill each underlying

lesser geas, triggering the usual ill effects.

At the GM's option, this spell can be used by cultists of archdevils, demon lords, and similar evil powers.

PRIMEVAL INTERDICTION

School abjuration (curse) [mythos]; Level cleric 7, witch 7
Casting Time 1 standard action
Components V, S, DF/F (a hand-carved idol of Tanoth-Gha or similar elder being)
Range close (25 ft. + 5 ft./2 levels)
Area one creature or 20-foot-radius spread
Duration 24 hours or 1 round/level (D)
Saving Throw Will partial or none; Spell Resistance no

The cultists of Tanoth-Gha venerate a primordial being whose existence predates the rise of more modern religions, even those of civilizations now thought ancient. To those who worship in his name he therefore is able to grant the power to interrupt the flow of divine energies of beings less ancient than he. This spell can be used in three ways.

Area Interdiction: You can cut off an area from the power of other divinities, creating an emanation that interferes with the ability of creatures to cast divine spells, channel positive and negative energy (or use variant channeling effects), and activate supernatural or spell-like domain powers or other class abilities of divine spellcasting classes. A creature wishing to use such an ability must succeed at a caster level check against a DC equal to 11 plus your caster level. This DC is increased by 1 for every 5 points of your Madness score (as above). If the check fails, the spell or ability is wasted without effect. It has no effect on magic items, except for spell-completion and spelltrigger items that create divine spells, in which case the item must make the caster level check. If this spell is cast on a permanent desecrated or unhallowed shrine or altar of Tanoth-Gha, the area of effect is increased to a 20-foot-radius spread.

Divine Dispelling: You can use primeval interdiction just as you would greater dispel magic, but it affects only divine spells and spell-like abilities. You can add 1 to your caster level checks to dispel for every 5 points of your Madness score.

Targeted Interdiction: You can bar a single creature from casting divine spells for 24 hours by making a caster level check against a DC equal to

15 plus the target's caster level, with a +1 bonus to this check for every 5 points of your Madness score. If you succeed at this caster level check, the target cannot cast divine spells, prepare divine spells or spell slots, channel positive or negative energy (or an equivalent variant channeling ability), or to activate supernatural or spell-like domain abilities. Exceptional domain abilities and supernatural domain abilities that are constant in effect and do not require activation function normally. A successful Will save allows the target to continue to use these abilities, though the target's effective divine class level is reduced by an amount equal to 1/3 your caster level for determining the effects of any divine spells or spell-like or supernatural abilities. It does not eliminate access to any abilities possessed by the target; it simply causes them to operate with reduced effect.

Divine spells with the mythos descriptor are unaffected by *primordial interdiction*.

REALITY RIPTIDE

School conjuration (teleportation) [mythos]; Level cleric 6

Casting Time 1 immediate action

Components V, S, M (a lodestone)

Range personal Target you

Duration instantaneous

This spell momentarily unravels the fibers of reality, creating a tensed rift that then snaps back into congruence with the world around it, catapulting you to a new location. A *reality riptide* acts as a *dimension door*, but your arrival creates a shockwave in a 20-foot burst centered upon you that acts as simultaneous bull rush and trip maneuvers with a CMB equal to your caster level plus your Wisdom modifier. The shockwave affects creatures accompanying you and creatures in the area when you arrive but does not affect you. At the point of your departure, the implosive unraveling creates a 5-foot radius spread of *black tentacles* centered on your former position, as well as a drag maneuver towards it using the same CMB noted above.

Any creature traveling with this spell must make a DC 15 Fortitude save or have their tissues and equipment partially unraveled into ropy strands, causing 2 points of Dexterity damage.

REALITY WRINKLE

School transmutation [mythos]; Level cleric 5 Casting Time 1 standard action Components V, S, DF Range personal Effect 10-ft. radius emanation Duration 1 minute/level

This spell warps and bends reality, deforming perception and probability. You gain a +1 luck bonus to all die rolls within the *reality wrinkle*, while other creatures suffer a -1 penalty. The *reality wrinkle* halves all movement and grants cover and concealment to creatures within it, though your movement, attacks, and perceptions are unimpeded by it. Once the *reality wrinkle* ends (including if it is dispelled), normal reality collapses onto you and you become entangled. You may attempt a DC 20 Reflex save once per round as a move action to escape this collapsed reality. The DC is reduced by 1 for each round after the firs

This spell does not function within a *forbiddance* or *dimensional lock*. It counters and is countered by *dimensional anchor*.

REPEL FORCE

School abjuration [mythos]; Level cleric 3 Casting Time 1 standard action Components V, S, M (a lodestone) Range touch Target creature touched Duration 1 minute/level Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

This spell causes force effects to slide harmlessly off of the recipient by manipulating imperceptible counterharmonic tendrils of anti-force that are momentarily revealed by their collision with the force effect. This provides spell resistance of 12 + your caster level against effects with the force descriptor as well as against *disintegrate, repulsion,* or *telekinesis.* Even if such effects overcome this protection, this spell provides a +2 bonus to saving throws, AC, and CMD against such effects. This bonus increases to +4 at 10th level and +6 at 15th level.

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 revenant's 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

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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).

SCINTILLATING SERPENTS

School illusion (shadow) [mythos]; Level witch 3 Casting Time 1 standard action Components V, S, M (a snake scale) Range close (25 ft. + 5 ft./2 levels) Area 10-ft. radius spread Duration concentration + 1 round Saving Throw none; Spell Resistance yes

You call forth a swarm of iridescent serpents from the Dimension of Dreams that seethe and flit about on membranous insectile wings. Any creature within the area is dazzled for as long as it remains within the area and for 1 round thereafter. The refracted dreamlight of the serpents' wings and scales disrupts and suppresses illusion (figment or glamer) spells of 3rd level or lower as long as they remain within the area and for 1 round thereafter. At the same time, illusion (pattern) spells are enhanced within the area, lasting 1 round longer than normal and increasing their save DC and caster level checks to overcome SR by 2.

Scrying, Mythos

School divination [mythos]; **Level** cleric 4 **Components** V, S, M (the eye of an outsider)

This spell functions as *scrying*, but while using this spell the caster is aware that others within the realm of meta-real consciousness are also watching him and the one he watches. Every minute or fraction thereof spent *scrying*, the caster must make a DC 15 Will save; the DC increases by 1 every minute. If any Will save is failed, the caster is subject to a *nightmare* spell the next time he goes to sleep.

SCRYING, GREATER MYTHOS

School divination [mythos]; **Level** cleric 6 **Components** V, S, M (the eye of an outsider)

This spell functions as *greater scrying*, but it poses the same risk of *nightmare* as *mythos scrying*; it requires a save for each hour or fraction thereof (rather than each minute), with the save DC increasing each hour as well.

SERPENT'S SERVANT

School conjuration (summoning) [mythos]; Level witch 6 Casting Time 1 round Components V, S, M (a snake scale) Range close (25 ft. + 5 ft./2 levels) Area one summoned creature Duration 1 round/level Saving Throw none; Spell Resistance no

This spell summons forth a single serpentine servant of the World Eater to serve you. The caster may choose any one of the following creatures; the spell otherwise functions as summon monster.

Amphisbaena: This two-headed snake is a magical beast with statistics as an advanced fiendish emperor cobra (*Pathfinder RPG Bestiary* 2) with two heads, one at each end of its body. In addition to gaining a pair of bite attacks, the amphisbaena gains all-around vision; effects that cause blindness negate its all-around vision but do not make it blind unless they affect an area large enough to include the amphisbaena's entire a second blindness effect affects it.

Hebina: This variant of the succubus (Pathfinder RPG Bestiary) has long red-scaled serpents for arms granting it 10-foot reach and replacing its claw attacks with bites. Damage does not change, but each bite injects a soporific poison that dulls the target's mind.

(injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Wis; cure 2 consecutive saves). The save DC is Constitution-based.

Medusa: As Pathfinder Roleplaying Game Bestiary

Shroud of Stars

School illusion (glamer and shadow) [mythos]; **Level** sorcerer/wizard 8

Casting Time 1 standard action

Components V, S, F (a black silken and velvet mask studded with crushed black and star sapphires - 1000 gp)

Range personal Target you Duration 1 round/level (D)

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You cloak yourself in a cosmic curtain, your
silhouette filled with inky blackness and swirling celestial bodies. While your outline is unchanged, the details of your appearance cannot be seen while so glamered. Attacks against you have a 20% miss chance, though you do not gain actual concealment. You gain lowlight vision and if outdoors at night you gain fast healing 2.

The shroud of stars renders you immune to effects with the light or darkness descriptor, whether they target you or affect an area, as well as pattern spells, searing light, and prismatic spray. In addition, if a spell of these types includes you in its area of effect, as an immediate action you can make a caster level check against a DC equal to 11 plus the caster level of the effect. With a successful check, the entire effect is harmlessly absorbed by the shroud of stars. However, this reduces the remaining duration of the shroud of stars by a number of rounds equal to the level of the absorbed spell. You can attempt to absorb existing effects of these types as a standard action, but the DC is increased to 15 plus the creator's caster level. The shroud of stars also protects you from the harmful effects of prismatic wall and prismatic sphere, and a successful caster level check against a DC of 15 plus the caster level of the prismatic wall or prismatic sphere's creator enables you to pass through the prismatic sphere or prismatic wall as the caster can. This reduces the remaining duration of the shroud of stars by 10 rounds

SIMPLE TRANSPARENCY

School transmutation (polymorph); Level alchemist 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (vial of powdered glass) Range touch Target creature touched Duration 1 minute/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The target's body becomes wholly transparent, gaining a +40 bonus to Stealth checks while motionless, +20 while moving. If the target is perfectly still, it gains total concealment until the beginning of its next

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turn. This requires remaining motionless, taking no actions which require; or physical movement, though slight movements such as breathing and speaking (including casting spells without somatic components) do not break this total concealment. If the target moves or attacks, it does not become visible but gains concealment rather than total concealment until the beginning of its next turn as blurred flickers of movement betray its presence.

Unlike invisibility, this spell affects only the target's body, not his armor, clothing, weapons, or any other items worn or carried. If the target wears or carries an object, he gains only concealment (rather than total concealment) even if stationary, his location can be pinpointed automatically, and the Stealth bonus provided by the spell is halved. This is also true if the target catches on fire or has an object attached to them involuntarily, such as a tanglefoot bag or manacles. The target's blood is transparent, so wounds and blood do not reveal his position, though the target's blood that falls upon the ground or adjacent objects becomes visible 1 minute after it is shed. If the target is within the area of natural or magical fog, mist, or precipitation, clinging condensation reveals his location as a carried object.

This spell is a polymorph effect, not an illusion; hence, a creature affected by *simple transparency* cannot be seen with *see invisibility* nor revealed by *invisibility purge* or any other effect that detects, dispels, or suppresses illusions or *invisibility* effects (though it can be outlined and revealed by *dust of appearance, faerie fire,* and *glitterdust*). *True seeing* also reveals the target's true (visible) form. This spell cannot be used in conjunction with other polymorph effects.

Each time a creature uses this spell, there is a 1% cumulative chance its effects become permanent. Permanent simple transparency is treated as a curse effect and cannot be dispelled unless a successful remove curse is first used, though break enchantment can remove it. Restoring the target to their normal state does not reduce this chance if this spell is used again in the future. In addition, once this curse effect has manifested, any time the target uses any invisibility effect she may once again become afflicted with permanent simple transparency when that effect expires. Only a limited wish, miracle, or wish can reduce this chance to zero. Every 24 hours a creature spends permanently transparent causes her to gain 1 Madness point (DC 13 Will save negates; the DC increases by 1 for each day after the first).

Summon Destiny's Doom

School conjuration (summoning) [mythos]; **Level** cleric 6

Components V, S, DF

This spell functions as *summon monster VI*, but it allows the summoning of an anukesh (the Pharaonic word for a hound of Tindalos (*Pathfinder Roleplaying Game Bestiary*) or theletos aeon (*Pathfinder Roleplaying Game Bestiary*), seen as the twofold embodiments of balanced destiny (the theletos) or unraveled doom (the anukesh). Casting this spell opens the mind to random hypersensory revelations that deal 2 points of Intelligence damage (DC 15 Will save negates).

SUMMON HORDE OF FLESH

School conjuration (summoning); Level sorcerer/ wizard 6, summoner 5 Casting Time 1 round Components V, S, M (a broken bone) Range close (25 ft. + 5 ft./2 levels) Target one or more summoned creatures Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You summon 1d4+1 hungry flesh, 1d3 mana-wasted or giant hungry flesh, or 1 yaoguai. The summoned creatures understand your speech and obey your commands. This spell otherwise functions as summon monster I. Thes hungry flesh and yaoguai are described in *Pathfinder Roleplaying Game Bestiary 4*.

Creatures with the giant simple template increase their size by one category and the damage dice for their attacks by one step. Their natural armor bonus to Armor Class increases by 3 and they gain a +4 size bonus to Strength and Constitution and take a -2 penalty to Dexterity.

SUMMON MUTANTS

School conjuration (summoning); Level sorcerer/ wizard 4, summoner 3 Casting Time 1 round Components V, S, M (a broken bone) Range close (25 ft. + 5 ft./2 levels) Target one or more summoned creatures Duration 1 round/level (D) Saving Throw none; Spell Resistance no You summon 1d4+1 <u>mongrelmen</u>; 1d3 <u>morlocks</u>, <u>ogrekin</u>, or <u>mana-wasted</u> or <u>giant</u> mongrelmen a single mana-wasted or giant morlock or ogrekin or a mongrelman with both the giant and mana-wasted templates. The summoned mutants understand your speech and obey your commands. This spell otherwise functions as *summon monster I*.

Creatures with the giant simple template increase their size by one category and the damage dice for their attacks by one step. Their natural armor bonus to Armor Class increases by 3 and they gain a +4 size bonus to Strength and Constitution and take a -2 penalty to Dexterity. The mana-wasted template is described in Chapter 4: Monsters.

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).

TRUE SEEING, MYTHOS

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School divination [mythos]; Level cleric 5 Casting Time 1 standard action Components V, S, DF

This spell functions as *true seeing*, but the recipient's perceptions expand beyond the material into mind-warping sub-realities. Each minute or fraction thereof using this spell, the recipient must make a DC 15 Will save or suffer 2 points of Wisdom damage; the DC increases by 1 for each minute after the first.

UNSTABLE ISOTOPE

School conjuration (creation); Level alchemist 1, sorcerer/wizard 1 Casting Time 1 swift action Components V, S, M (powdered iron and powdered crystal worth 10 gp) Range personal Target you Duration see text

You create a tiny mass of unstable blightburn crystal, allowing you to enhance the effect of a transmutation spell or extract you cast or a mutagen you use before the end of your turn through a calibrated emission of blightburn radiation. The companion transmutation spell or extract must be one that affects a living creature and that is normally harmless, and its spell level cannot exceed one-half your caster level. If you do not cast an appropriate transmutation spell by the end of your turn, the unstable isotope becomes disintegrates without effect.

If you use an appropriate companion spell, extract, or mutagen, before the end of your turn, make a Craft (alchemy) check. The spell, extract, or mutagen is enhanced as though your caster level were increased by the result of your Craft (alchemy) check divided by 10 (rounding down). If you roll a natural 1 on this check, the target is exposed to an overdose of blightburn radiation and must save or contract blightburn sickness.

Blightburn Sickness: contact; save Fortitude DC 22; frequency 1/day; effect 1d6 Con damage and 1d6 Cha damage; cure 2 consecutive saves.

Unstable isotope has no effect if the companion spell, extract, or mutagen targets a creature that is protected by a force effect, including mage armor, shield, or bracers of armor.

VITRIFIC VISIBILITY

School transmutation; Level alchemist 4, sorcerer/ wizard 5 Casting Time 1 standard action Components V, S, M (a handful of ground glass)

Range 15 feet Area cone-shaped burst Duration instantaneous Saving Throw Fortitude negates (see text); Spell Resistance yes You coat any invisible creatures within the area with a glassy layer of crystalline facets that adheres and melds onto the target's skin and clothing or armor. This effect outlines the target as glitterdust for 1 round per level. In addition, living creatures are temporarily petrified for the same duration on a failed Fortitude save, turned into statues of solid glass. A vitrified creature retains its normal hit points but has hardness 0 while petrified. Break enchantment, dispel magic, and stone to flesh all return a vitrified creature to normal. This spell has no effect on visible creatures, though it affects invisible creatures outlined by dust of appearance, faerie fire, glitterdust, or similar effects.

WASTED YEARS

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School necromancy (curse); Level antipaladin 4, cleric 5, sorcerer/wizard 6, witch 5 Casting Time 1 standard action Components V, S, F (a gnomon, hourglass, or sundial) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration permanent Saving Throw Fortitude negates; Spell Resistance no

You inflict the *curse of the ages* upon the target. If this curse causes the target to advance an age category, she takes the penalties to her physical ability scores accompanying that age but does not gain the normal bonuses to her mental ability scores. In addition, the target is filled with a sense of hopelessness and failure as her life slips away. As long as the curse endures, the target gains no benefit from morale bonuses and takes a -2 penalty to saving throws against effects with the emotion descriptor, including fear effects. Whenever the target fails a saving throw against such an effect, she gains 1 Madness point (though she may gain only one Madness point per day in this fashion).



f magic is a language, then the books of magic are its Wessels, its sacred texts, but a book of magic in a horror game is far more than a simple collection of spells. The spellbook as a tool lox, containing many smaller bits of rules but of not particular significance in and of itself; that is a trope of heroic fantasy. The spells are there to be extracted and where they are found is no particular moment. In a horror game, however, a book of magic is a character unto itself. It is an object of obsession, a font of knowledge that becomes the target in the pursuit of power. This knowledge hidden and dangerous because these are secrets man was not meant to know. These texts are blasphemous and forbidden, replete with lore to drive the mortal mind mad, and this is no idle risk; the history of each book is replete with tales of woe and sorrow for those who penned them, or who deciphered their addled scrivenings. The contents of these books are neither anonymous nor generic; instead, the history of each book is intimately tied to its contents. Power there is within their pages, mighty and mysterious, yes, but not without cost. Yet for some, no cost is too great. For them, these texts are richer than gold and finer than rubies.

Fragmentary Tomes

Each of the grimoires within this product, regardless of whether it is an actual book, contains secret knowledge that is not accessible to the general public. Whenever you introduce one of these texts, you must consider how to handle the proliferation of that knowledge. While wizards must learn their spells from study, that limit on accessibility works differently for spontaneous casters and does not apply at all to a class like clerics. While there is not a compelling rules-based reason to deny such classes access to the spells contained herein, the flavor of discovery of a new tome is clearly lost a bit if these secrets are freely available.

You can, of course, rule that the spells contained within these grimoires are unattainable without direct access to the tome in question. Even for classes with fewer restrictions on their spell choice, like clerics or sorcerers, the rarity of these spells makes them functionally inaccessible. While in theory they could be learned, a supplicant priest or experimenting sorcerer might never think to try the feats these spells achieve. While a deity could grant the spells if asked, it doesn't necessarily volunteer that information unless properly asked or propitiated.

If you do want to introduce new rules contained herein without giving out the entire item, you could rationalize this on the basis of corrupted or fragmentary versions of a secret text. As an item of treasure, bits and pieces of legendary works can provide an interesting alternative to gold, jewels, and standard magic items. This can be an excellent method for introducing PCs in pursuing a legendary item or tome, whetting their appetite with one or more secrets from the original, perhaps even making them flawed in some way. For that matter, they could find a famous tome literally split in two, with some secrets intact and a partial clue to others that are lost but could be rediscovered if only the other part of the book could be recovered.

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MI Flesh & Form by Flame Made Ash; Divine mythos kome

This delicately drawn, hand-illuminated manuscript details funerary, cremation and waking customs for all of creation & beyond, ending in bawdy hymns for a vast pyre of all now-extinguished life in joyous memoriam to honor the heat-death of the universe, set down by acolytes of an ill-described figure referenced within only as Priest Alastair Travaile. It is a lyrical and enchanting text full of jokes, songs, fairy tales, sexual metaphor and unbridled passion, exulting in the quickened kindling of aching, aged skin and bone to the purity and lightness of white-hot, painless, carefree transformation to flickering light & fume.

Long-term deciphering & study of this text causes mania, with an direct obsession towards flame (including campfires, candles & torches) and firestarting, as well as phobias towards water, bare skin, physical human contact, the sound of children, the taste of all food except charred or dried meat and direct sunlight - not including sunlight obscured by plumes of smoke.

Reading

The book contains mystic paeans to fiery beings whose consciousness pulse in time with dying stars and burning galaxies, yet whose thought-waves crackle in the embers of distant fires. Any spell within the book can be cast as a divine spell by any divine caster, although doing so is considered a violation of alignment, code, and order by most noninsane religions.

Spells

This book contains the following spells: <u>ash storm</u>, <u>boiling blood</u>, <u>burning gaze</u>, <u>burning hands</u>, <u>contagious</u> <u>flame</u>, elemental body IV (fire only), <u>fiery body</u>, <u>fire</u> <u>breath</u>, fire shield, <u>fire snake</u>, <u>firefall</u>, flame blade, incendiary cloud, produce flame, pyrotechnics, <u>spark</u>, <u>volcanic storm</u>, wall of fire.

While these spells are normally sorcerer/wizard spells, they may be prepared or learned by any divine spellcaster with access to the book as though they were present on their spell list at the same level they appear on the sorcerer/wizard spell list. These spells are always considered mythos spells when used by divine casters.

Feats

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This book contains a number of rare metamagic feats (Ashen Spell, Atomic Spell, Incinerating Spell, and Smoking Spell) derived from incendiary alien secrets. These feats can be learned only by studying the book, requiring a DC 20 sanity check for each feat; this is in addition to the sanity check for reading the book. Once learned, the feats can be applied to any spell with the fire descriptor that a character knows. Applying any of these feats to a spell grants that spell the mythos descriptor.

Omnia Mutandis; Arcane Mythos Tome

This text, penned over the course of five generations of the Morrodox family, reflects a simple ethos: All things must change. The book is the compiled record of a family tradition of study and experimentation into the manipulation of bloodlines. Rooted originally in the simple hybridization of plants and husbandry of animals, the early research-driven genetic principles of Nathaniel Morrodox were taken by his son Arnim and especially his grandson Essex into their application to higher life-forms, including humans and their kin. Essex became obsessed with the idea of manipulating the breeding lines to perfect the humanoid races, culling impurities and reinforcing the strongest bloodlines with the greatest potential for advancement and power. Not content to simply breed the best, he experimented with the use of magical and alchemical reagents to forcibly jumpstart evolutionary (and sometimes devolutionary) responses latent in the genome.

Essex's daughter, Zola, became his rapt disciple, even volunteering her own womb as the creche for Essex's experiments. They carefully selected the most refined male specimens they could find, taking their seed and tainting Zola's developing brood with alchemical solutions, rare metallic suspensions and tinctures from the deep places of the earth, and the star-flung residuum fallen from deep space. Her two eldest offspring, Edgar and Herbert, were both born hideously deformed and survived only a few years each, but in her third child, a girl she named Wyndam, she saw perfection. Beautiful, strong, and brilliant at an early age, Wyndam seemed an early validation of the evolutionary theories of her mother and grandfather. However, the rigors of experimentation took a terrible toll upon Zola's body and mind, and it was not long before little Wyndam became Essex Morrodox's new favored pupil. Zola became their new Patient Zero, living out a tormented existence as her father and daughter studied their erstwhile kin bit by excruciating bit, leaving Zola partially vivisected yet clinging to a tormented half-life for years on end as they explored the aftereffects their many experiments had worked upon Zola's genetic structure. Essex and Wyndam used these insights to forge an entirely new race of bestial mutates, crafting horrific hybrids

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to serve them as laborers and soldiers. Wyndam cultivated and cloned her mother's corrupted and diseased tissues, forever searching for new branching germ lines to weave together her twisted experiments, guided by her grandfather's ever-closer guidance. Together they mastered the science of achieving stable, controllable, and even heritable mutations.

In time, the two of them shared their own genetic material, further perverting the grotesque mockery of family they had already become. However, though Essex thought himself the guiding partner in their affairs both scientific and salacious, Wyndam's foresight and cruelty were more precocious than he had guessed. After taking what she wanted from her grandsire, the clever coquette arranged an "accident" that left him crippled and helpless. Wyndam then smugly saw to it that her grandfather suffered the same fate as her own mother, leaving herself the sole repository of the family's line and wisdom. Aided by her mutate servants, she began growing her own replacements, mutated and (to her deviant mind) perfected clone versions of herself, infused with her grandfather's essence.

Little did she realize, however, that her grandfather had not taught her all his secrets; having mastered the arts of cloning before Wyndam was born, Essex had prepared multiple clones of himself, and he had subtly tampered with the formulae in Wyndam's notes, causing her clones to devolve horribly and run amok, while the risen clone of Essex absconded with his captive granddaughter. Wyndam has never been seen since and her final fate is unknown and unrecorded in the book. What is known is that rampaging mutates and mutants destroyed the family homestead, putting the despicable laboratories that warped them to the torch before scattering to the four winds. Essex Morodox had long since planned to abandon the place for a more secret and secure hidden refuge, having assembled a duplicate laboratory and library there. He did not find Omnia Mutandis amidst the wreckage of the family manse, but having already transcribed the data and theories contained therein he considered the book itself little more than a family heirloom, a workbook and history, rather than an essential text. Considering himself to have evolved beyond base sentimentality, he cared little whether it was destroyed or simply lost. In spite of his disinterest, the fact that numerous owners of Omnia Mutandis have gone mad or simply disappeared gives rise to unfounded

rumors that sinister patriarch of the Morodox may yet hunt for his family's legacy. Sooner or later, however, the book always appears again in the hands of an academic with more ambition than restraint, and the horrors contained within spill out once more into the world.

Appearance

Omnia Mutandis is a hefty tome with covers of acidwashed non-reactive alloy, with a spine crafted--as a grotesque joke--from the spine of a mutated humanoid of short stature. Several discs of burnished metal and polished crystal are embossed onto the book's cover, core sections of rare elements whose now-spent emanations fueled the mutagenic experiments of the book's creators. Strange tendinous membranes stretch from the spine of the book across its covers and into its pages. When stimulated with heat, electricity, or sonic vibration these tissues can be incited to expand or contract with some precision, allowing it to be held open or propped in a variety of positions, or even suspended from the black tendons as they are deformed into hooks and hoops.

The text within is a madcap amalgam of different branches of research, and the script within is no different. The Morrodox handwriting ranges decorative to simple, with impatient scrawls alongside elegant and refined penwork, clearly the product of multiple authors and with annotations throughout forward and backwards. On nearly every page is a stain of some sort; the most benign might simply be blood, the others too terrible to contemplate.

Reading

Reading *Omnia Mutandis* is sometimes a bewildering exercise in synergizing the higher functions of alchemical metacalculus interwoven with the connecting strands of magic. The Spellcraft DC to learn any of the spells contained within this tome is increased by 5. In addition, this is considered a mythos tome, and a reader who becomes insane as a result of gaining Madness points from the tome gains a form of the <u>obsessive fixation spellblight</u> and the <u>spell addiction spellblight</u>; however, these spellblights apply only to spells of the polymorph subschool or spells contained within this tome. An insane reader must prepare or cast duplicates of these spells but not others, and only casting these spells triggers the reader's spell addiction. In addition to the mind-rending effects of studying this tome, the residual mutagens developed by the Morodox clan infuse the pages of the book. Though present only in trace quantities, continued exposure to the book can lead to mutational complications for the reader. Each day spent studying the book forces the reader to make a DC 5 Fortitude save, with the DC increasing by 1 for each day thereafter. If the save fails, the reader takes 1d4 points of damage to a random ability score and the save DC resets to 5. If the reader ever rolls a natural 1 on this saving throw, she contracts mana fever. As long as the reader has at least 1 Madness point, she will be unwilling to admit that handling the book is dangerous, unless the amount of ability damage she takes exceeds her Madness score.

If the reader spends at least 24 hours studying the book, she gains a +5 bonus on Knowledge (arcana) and Spellcraft checks related to spells of the polymorph subschool or creatures with the shapechanger subtype. The reader also gains a +5 bonus to skill checks related to the use of <u>fleshwarping</u>, as described in *Pathfinder Roleplaying Game Bestiary 4*, and her fleshwarping subjects gain a +2 circumstance bonus to their saving throws against Constitution drain caused by a fleshwarping procedure.

If the reader is an alchemist of 7th level or higher, she can use the <u>torturous transformation</u> class feature of the vivisectionist alchemist^{UM} (as described in *Pathfinder Roleplaying Game Ultimate Magic*) as long as he has access to the book while preparing his daily extracts. If not using this class ability, an alchemist must have the <u>infusion</u> discovery (and in many cases the injectable infusion discovery described above) to administer infusions to other creatures.

CLASS FEATURES

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The melding of mutational magic and flesh-warping alchemy developed by the Morrodox family is described in horrific detail. Those reading the book or exposed to its teachings can adopt the **Deviant** wizard archetype, and this archetype can be adopted even if the reader already possesses a wizard class feature that would be exchanged; this is an exception to the normal rules for selecting an archetype. The mental perturbations caused by adopting the Deviant archetype in this way cause the reader to lose those previously gained bonus feats or class features. If any feat lost in this way was a prerequisite for another feat, access to those other feats is lost; however, each time the reader gains a wizard level she can retrain one of these now-invalid feats at no cost or requirement of time, representing a new insight of growing out of her deviant researches. The reader cannot sacrifice a feat or class feature which is a prerequisite for a prestige class or similar character option.

The book also contains a number of alchemical discoveries that can be learned, though each of them (except for the injected mutagen, injectable infusion, and purification bomb discovery) is treated as a mythos spell for the purpose of gaining Madness points as a result of learning them, with a save DC of 15 plus 1/2 the minimum level (if any) at which a discovery can be selected.

Feats: Studying *Omnia Mutandis* for 24 hours allows the reader to select the Mutagenic Summons, Xenophilia, or Xenophobia feats whenever future feat slots are acquired, even if those feats are not generally available in the campaign.

Spells: Studying *Omnia Mutandis* allows the reader to learn the following spells if she is of the appropriate class and level, and assuming she has available spells known slots if she is a spontaneous caster: *alter self,* <u>anthropomorphic animal</u> ^{UM}, baleful polymorph, blightcore meltdown*, enlarge person, fleshcurdle*, genetic purification*, <u>moonstruck</u>^{APG}, mutagenic mist*, mutagenic reversion*, mutant plague*, mutation*, mutation (mass)*, one of us*, polymorph, polymorph (greater), reduce person, summon horde of flesh*, summon mutants*, unstable isotope*. An alchemist reading this book can add fleshcurdle to his formula book as a 2nd-level extract.

* Indicates a spell described in this product.

The Clockwork of Ladillaries; Lollected & Annotated Notes on Engines of Sinew, Aone, and Nerve; Skill/Feat Mythos Tome

This odd medical treatise explores the raw, rude mechanics of the humanoid body from a purely hypothetical, inhumanly emotionless perspective and includes a multitude of truly shocking diagrams, illustrations and charts; individual chapters are accumulated from a variety of banned and heretical works on vivisection, extreme pain-tolerance & amputation studies, the limitations of physical recovery from shock-trauma and exploratory, invasive experiments on extended families for purposes of "codifying the pure template of man." Several variations of the book exist, with each editor revising it and adding his own awful annotations and sometimes redacting some of the more restrained experiments of their predecessors in favor of their own, more ambitious and more horrific chirurgical blasphemies.

Appearance

Bound in worn yet pliable and moistureresistant hide, these rare tomes are typically blood-spattered as their users often consult with them at close proximity to the subjects and objects of their experiments. The pages are bound with gut and glue, interspersed with numerous tabs and colored marking ribbons. In addition to the bound pages, the book is stuffed with unnumbered, ring-mounted loose-leaf pages, scrawled marginal notes and step-bystep instructional diagrams, and tiny preserved tissue samples mounted on packets or slides. The whole volume is copiously spattered with blood and thankfully unidentifiable visceral fluids and alchemical reagents.

Reading

The reader of this tome develops an all-consuming obsession with blood and vital organs and observing their operation. Whenever a living creature adjacent to the reader is affected by a bleed effect, the reader becomes fascinated (DC 19 Will negates) for 1 round as they observe the flow of blood. This same effect occurs whenever an attacker confirms a critical hit against a living creature adjacent to the reader.

If using the Madness score rules in <u>Chapter 6</u> treat this book as a mythos tome and treat learning a chirurgical procedure or construct formula the same as learning a mythos spell. The Sanity check for each procedure is equal to its skill check DC minus 10. Readers that become insane because of reading this tome develop a <u>multiple personality disorder</u>, as a cold, calculating, and cruelly clinical Lawful Evil version of the character begins to take root in the reader's psyche.

Benefits

Once this work, in any of its editions, has been studied at length, the reader gains a +2 circumstance bonus on Knowledge (local) checks to learn the strengths, weaknesses, or special abilities of any creature of the humanoid type and a +2 circumstance bonus to all attempts to <u>treat deadly wounds</u> using the Heal skill. If the creature has the book open and available when making the check, this bonus is doubled. The reader also gains a +2 bonus to Craft (alchemy) checks to produce medicinal alchemical items.

The tome contains the methods for all of the chirurgical procedures described in this product. In addition, the tome contains the formulae for creating a number of constructs, including flesh golems, <u>cranial dissectibots</u>, and <u>cyberphrenic tadpoles</u>, <u>executor</u>, <u>griever</u>, and <u>ravager</u> morgechs.



On the Inverse Calculus of UNSEEN REFRACTION

How white and white

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A STANDARD STAND

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On the Inverse Calculus of Unseen Refraction: Alchemical Tome

This alchemical treatise was assembled over years of study and experimentation by the noted alchemist Adye Jaffers, who built his career upon the study of optics and lenses and their effects on alchemy. He claimed his curiosity arose from a misspent childhood using focusing lenses to scorch hapless insects but opening his curiosity to the possibilities inherent in optical manipulation. Through his studies, he became a renowned expert on the field of invisibility, pioneering a variety of unique applications of invisibility magic from traditional glamers that simply altered the appearance of things to accomplishing the same result by purely physical means.

Jaffers himself disappeared under mysterious circumstances along with his notes, and evidence began to surface in subsequent years that Jaffers was a fraud. While some synthesis and a few experiments were his own, the bulk of his theories, principles, and formulae were plagiarized from the scattered notes of a half-mad scholar named Hawley Kemp, driven out of his mind by a combination of psychotropic side effects of his experimental compounds along with the physical trauma of his mind literally unraveling as he suffered from permanent invisibility. Kemp's original notes were taken from his makeshift laboratory by a blind beggar he had befriended named Cuss Griffin, perhaps in an act of compassion as Griffin sought to help his friend escape the researches that were destroying him. A drunken Griffin inadvertently tipped off local authorities to Kemp's location as they sought him on suspicion of several prior murders, and they were able to take him unawares and capture him, but an enraged mob deemed he was too dangerous and elusive to stand trial and beat the invisible Kemp to death in the street as the handful of constables looked on helplessly. Griffin fled with the few mementoes of his friend he could collect and at some point was taken in by Jaffers, a middling scientist who discovered Kemp's legacy and took it for his own from the dissolute Griffin, replacing it with a blank duplicate book that felt identical to the blind man and sending him on his way.

Appearance

On the Inverse Calculus of Unseen Refraction is a hefty tome with covers of gray leather and mithral fittings. Depending from a fine mithral chain is a mithral loop containing a lens of polished crystal, a simple magnifier for examining some of the intricate diagrams and alchemical diagrams within. The tome's most distinctive feature, however, is that the book's inks and cover dyes are derived from the spores of the phantom fungus, this treatment rendering it naturally invisible and normally can be read only by creatures able to see invisible objects or creatures. The tome's invisibility can be dispelled (DC 20 caster level check), but this merely suppresses the binding enchantments temporarily; the natural invisibility of the spore compounds reactivates and renders the book invisible again 1 hour later. In addition, a strange quirk in the book's enchantment allows any invisible creature to read it normally.

Benefits

After studying the tome for one week, the reader gains a +2 circumstance bonus on Craft checks involving the crafting of lenses and optical devices and can craft such items in one-tenth the normal amount of time. The reader also gains a +2 bonus on Knowledge (arcana) and Spellcraft checks regarding any spells or magic items related to invisibility. In addition, a spellcaster (including an alchemist) with a caster level of 9th or greater can create any of the following magical items as though he possessed the appropriate item creation feats: *eyes of the eagle, eyes of minute seeing, gem of seeing, lens of detection, ring of invisibility.* These benefits apply only as long as the tome is available to consult throughout the time when such items or skill checks are made.

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This encyclopedic reference contains the methods for mastering an unusual metamagic as well as six alchemist discoveries and 15 spell and extract formulae, eight of which are unique to this tome.

Sdellbones of the Devourer; Arcane/Divine Mythos Tome

This grotesque trophy is not as ancient as its appearance would suggest. Resembling the tribal fetishes of the witch doctors and savage sachems of prehistoric times, the Spellbones of the Devourer is a product of terrible obsession. The researcher who created it began as an ordinary antiquarian named Muham Shab, who less than a century ago had collected bits and pieces of such tiny relics and became fascinated with the scoring and carving on these fragmentary fetishes from what she and her colleagues had believed was a preliterate society. However closely she came, though, Muham could never puzzle out the meaning of the shards she tried to assemble. Conducting lengthy expeditions in the field, she came at last into forgotten valleys seeking clues and happened upon an elderly hermit who invited her to share in a smoke tent where they could breathe in the vapors of the valley's poppies, granting visions of the past and the bloody rites the dawn people offered up to propitiate the Devourer.

Whatever Muham saw in that sweat lodge, or whatever tales the old man told her in the long months she dwelt in the high valleys, Muham returned to her academic post a changed woman. She shared her new theories with no one, stating she had a few more experiments to perform. When a curious colleague broke into her offices, he interrupted a grisly feast as Muham had eviscerated several humans, one of whom lay still trembling and barely alive though with much of its skeleton removed. Muham was not able to stop the interloper from fleeing, and she fled into the hills without her copious notes. Saddened and dismayed at the loss of her researches, just when she felt so close to uncovering the secrets of her fragmentary relics, she resolved to record her findings somewhere no one could ever find or take away. She would reconstruct the ancient rites inscribed on the skulls of her spiritual forebears, as she had come to think of them, and she would do it upon the only wholly intact skull she could get her hands on: her own.

Over the course of years, with grave delicacy and consummate mania, she sliced open her own flesh in order to engrave the secrets of the ancients onto her cranium, one pictogram at a time, the sanguine flow of her life's blood stanched by magic to allow her to peel back the hair and flesh and chip away the

mystical pictograms and inscriptions so painstakingly assembled from the fragmentary records of the dawn people. With every rune, she became more and more the primitive creature she had studied so long. Her intellect dimmed as she slipped further into madness and self-mutilation, but the occult power she had concentrated called out like a beacon to those in which the blood of the dawn people still ran strong, and they came to learn from her, each of them taking on a part of her scrivening on living bone, hidden beneath scarred flesh. Every secret brought a further descent into madness, awakening in them a timeless hunger for the flesh of the living and the dead. In time, she became a shell of her former brilliance, scarcely remembering the eldritch secrets she had sacrificed so much to record, as the disciples she had first drawn into study of the ancients degenerated into a pack of cannibalistic savages.

In time, Muham Shab and her cultists was destroyed and their bodies burned for the sacrilege and horrors they had perpetrated. Their bodies were burned and the remains left for the crows, their slayers had no idea of the awful truths left behind, inscribed on the blackened bones of the fallen. Vagabond scavengers who discovered the strangely carved bones that survived the pyres thought to sell them as curios but found themselves enraptured by their darkling mystery, founding a cannibal cult that has endured through generations, often destroyed but never truly eradicated as long as the relics of Muham Shab and her first disciples linger, along with the last record of the atavistic savagery of the ancient rites.

Reading

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The reader must use <u>comprehend languages</u> or a DC 20 Linguistics check to decipher the primitive preliterate symbology of the dawn people that Muham Shab inscribed into her skull and the bones she extracted from her followers. If using the Madness score rules on page 151, treat this book as a mythos tome and treat each feat contained within as learning a mythos spell for the purpose of gaining Madness. A creature that becomes insane while reading the *Spellbones of the Devourer* develops <u>psychosis</u>, and each month the insanity endures she takes 1 point of Intelligence drain. Once a reader takes 6 points of Intelligence drain from this psychosis, she devolves into a mythos ghoul (thoul).

Benefits

The Spellbones can be worn like a magical item, occupying the head slot. The wearer is immune to ghoul fever and the stench ability of ghasts, the initial attitude of ghouls and ghasts to the wearer is always indifferent, and they will not attack the wearer unless magically controlled. The wearer may treat ghouls and ghasts as though they had the mythos subtype for the purpose of any abilities or effects that specifically affect mythos creatures. In addition, a spellcaster of any class wearing the Spellbones of the Devourer can prepare and cast create undead using a 5th-level spell slot; however, she can create only ghouls or ghasts with this spell.

The Necrotic Verses; Nardic Mythos Tome

Penned decades ago by a young musical prodigy named Zane Enreich, The Necrotic Verses is an encyclopedic musical treatise collecting a great variety of eerie, bizarre, and even perverse performances of every variety. Enrich was a musical polymath, proficient in virtually every instrument known, and able to record in detailed notation forms and rhythms he had heard but once. His brilliantly avant-garde tastes earned him enemies amongst the musical establishment, but his virtuosity could not be denied, nor his ability to outdo the old masters at their own music as well as his own. His meteoric rise, however, was staggered when he began to notice one young patron who never applauded, never seemed moved by his musical mastery. Performance after performance he would sit stony-faced, driving Zane to distraction. Did this man not know he was in the presence of genius? He finally confronted the callow youth, but browbeating and insulting the lad was no more successful in impressing him than Zane's performance. Introducing himself as Leopold Pelluer, he told Zane that he saw the spark of talent in him, but that he was not willing to go far enough, to take true risks, to really revolutionize the world of music. Outraged at his impertinence, Zane demanded Leopold show him just one single thing about music that he didn't already know. Dismissively, Leopold stepped to the organ and played a pair of simple five-note patterns, resolving them into a sublime but disturbing chord. "Begin there," he said, then turned and left, never to be seen again.

Appalled, Zane at first dismissed Leopold as an armchair critic, but the figure and the chord just would not leave his mind. It gnawed his dreams and sprouted wholly unorthodox tonality, melody, and harmony that he could not resist. As months passed, Zane's compositions grew progressively stranger, first in their discordant melodies and soon after in their subject matter. In conversation, Zane began to lose his hearing. At first, it was believed his hearing was simply dulled, but some began to suspect that somehow he had begun instead hearing something else, something *other*, which began to drown out rationality and creative genius with an obsession with radical disturbia. Audiences were aghast at what they witnessed pouring forth from his tormented spirit and performers in shock and horror in the wake of what Enrich demanded of them. In short order, even his most loyal patrons abandoned him and the fallen impresario was consigned to an asylum, where healers at a loss to treat his madness nonetheless dutifully recorded his rhythmic rhymes and ravings. Precisely 13 months after his imprisonment, the asylum and all within were obliterated by a burning star fallen to earth, brought down some say by the eldritch recitations of Zane Enreich as his final act of glory.

The healers' notes survived, however, in correspondence to visiting scholars who consulted on the curious case. Painstakingly assembled along with copies of Enreich's most salient works, both infamous and obscure, the text is a disturbing juxtaposition of art taken to its ultimate extreme and the tales of a mind stretched beyond its limits. Several have claimed authorship of *The Necrotic Verses*, but which is telling the truth is unknown. It may be all are, and that several identical copies of the work exist, each transcribed and compiled by a strange compulsion. *The Necrotic Verses* have been burned more than once, but the book always resurfaces after a time, either the original somehow repaired or another copy taking its place.

The Necrotic Verses is considered a mythos tome (as described in the Madness score rules in Chapter 6); for those without that product, assume that reading the book for the first time deals 1d4 points of Wisdom damage (DC 20 Will save negates). In addition, learning any of the spells or masterpieces contained within risks development of an obsessive interest in the undead and creatures that are insane. A DC 15 Will save negates this obsession, but the DC increases by 1 for each spell or masterpiece learned after the first. If the save is failed, as long as the curse persists the reader is at risk of developing a reckless infatuation with every undead creature or creature affected by confusion, feeblemind, insanity, or a similar effect he encounters. A Will save (DC as above) resists this infatuation, but a new save is required each time the accursed reader meets another such creature. If the save is failed, the reckless infatuation persists for 1d6 days and then turns into unadulterated loathing for an additional 1d6 days before fading. While the reckless infatuation or unadulterated loathing persists with one creature, the curse has no other effect, but once the cycle of infatuation and loathing ends, the reader may develop an infatuation with another creature he

encounters.

Learning the Music of the Spheres, Opus of the Golden King, or Pnakotic Fugue masterpieces causes the reader to become obsessed with creatures with the mythos descriptor rather than undead. These creatures include the aboleth, cerebric fungus, denizen of Leng, gibbering mouther, gug, hound of Tindalos, intellect devourer, Leng spider, moon-beast, morlock, neothelid, phantom fungus, shantak, shoggoth, and yithian. Other similarly alien creatures could also be given this descriptor.

Spells

This book contains the following spells not normally available to bards but which can be learnt by a bard when she gains a new spell slot of the appropriate level by spending 24 hours studying *The Necrotic Verses*. These spells are treated as bard spells of the same level as their cleric or sorcerer/wizard spell level: *death knell, feeblemind, hide from undead, symbol of fear, symbol of sleep, touch of idiocy.* A bard may also learn *insanity* or *symbol of insanity* as a 6th-level bard spell; however, learning or casting either spell causes the reader to gain 2 points of Madness point on a failed Madness check and 1 point on a successful check, unless the check exceeds the DC by 5 or more. These spells are considered mythos spells for the purpose of making madness checks.



Sarkulis Shards; Prcane mythos tome

The Sarkulis shards are a set of 14 rune-carved crystal shards, deep red in color and as hard as diamonds, each over a foot long and etched with tiny letters and sinuous pictograms. The shards were handed down from the witch-circles of the fallen north-kingdom of Sarkulis. Witchcraft was common in Sarkulis and often benevolent, in many places supplanting the more common druidical circles in providing spiritual and supernatural guidance and protection for the people. However, in the more remote tribes (and secretly even amongst those who called themselves civilized) secret cannibal cults arose; revering an entity they called the World Eater. This great scarlet serpent, a head at each end of its world-encircling body, twined about and devoured itself even as it crushed the world, passing through its own body to emerge and devour itself again. Likewise, these cultists sought to feed upon the world as it died. If all was ended, why should they not join in the feast ere they were consumed in turn? Who better to feed upon than the foolish deniers of their own destruction? How ironic that the weak who might compete for the world's dwindling resources should become a resource themselves to nourish the strong in the last days.

Perhaps, the sibilant whispers spread among them, they could show themselves the World Eater's true scions by devouring those who did not deserve to survive and in time become World Eaters themselves. They did not worship this thing; it was beyond petty human concerns of adulation and existed only to destroy and devour, and perhaps to propagate itself and its kind. Their rite was merely one of acknowledging its bitter, bloody truth, and choosing a ready path to sustain the faithful few long enough to see the apotheosis of annihilation at the end of all things.

It is unknown if the Sarkulis Shards were crafted by these cannibal witch-cults or discovered by them and revered as relics. Legends suggest that they are the shed blood of the World Eater itself, containing the essence of his devouring blood magic. Others whisper that they were once the serpent-familiars of the eldest witches, ritually exsanguinated and their magical secrets embalmed in eternal crystal for future generations. The major cannibal cults have long since fallen extinct, devoured in truth by the demonic apocalypse that engulfed their kindred and country, though the few wretched survivors of their kind would doubtless offer much to recover these relics of their ancient lore (and would no doubt then hunt whomever sold them to the ends of the world for profaning the sacred shards).

Reading

The Sarkulis Shards are written in the Nordic langugae, and those not fluent must use *comprehend languages* to read them. The shards reveal some history of Sarkulis, told from the perspective of the cannibal cults, as well as the debauched and sadistic rites that characterized their celebration of the World Eater. In addition to normal sanity checks, reading the Shards results in a -2 penalty to saving throws against curses or despair effects for 1 day per Shard perused.

Spells

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Although witches do not generally use spellbooks, these Shards exist as an unliving record of the favored enchantments of the cannibal cultists. Each of the Sarkulis Shards contains a single magical spell, including several unique to the cult: bleed, blood diamonds*, call cannibals*, cannibal compulsion*, contact other plane, death knell, dream serpent*, false life, fester, fester (mass), scintillating serpents*, serpent's servant*, stone to flesh, vampiric touch.

Sepulchral Swaths of Tanoth-Gha

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Sepulchral Swaths of Tanoth-Tha: Arcane/Divine Mythos Tome

This rare collection of necromantic rituals was first inscribed by the ancient Pharaonic peoples as a corrupted version of their complex mortuary rites, involving a severalmonth process of sequential embalming and enrobing of the honored dead in linen bands while spells of blessing and balance were pronounced to ensure a secure and sublime transit to the afterlife. The Sepulchral Swaths inverted that ancient practice, using the same rites instead to bind both body and soul into the temporal world, their spiritual energies fueling the hateful sorcery of the malevolent cultists of Tanoth-Gha, named for an eldritch horror from the primitive prehistory of the Pharaonic lands that embodied the raw and unfinished power of the fundamental elements, inextricably bound up with the skeins of time, fate, and death.

The forerunners of the cult were simple desert wanderers sheltering within an ancient cyclopean ruin at the desert's heart when a rain of falling stars streaked from above. Something about this event awakened the elder thing that slumbered below the ruin, and at his appearing these unfortunates were entombed within their own bodies as their flesh withered in Tanoth-Gha's presence into leathery desiccation even as their minds perceived with a horrific acuity the wrongness of what they had beheld. These living mummies were discovered by other desert wanderers, still terribly alive and unable to die. The whispered ravings of their unhinged minds proved infectious in their madness, and the wanderers began to worship them as living idols of a forgotten god, transcribing their anguished mutterings and inscribing them on the tattered parchment of the idols' own skin. The cult endures to this day, led by the deranged witches who have shepherded their cultic flocks for time out of mind.

Reading

The *Sepulchral Swaths* are each inscribed with faded fragments of pictograms and primitive tribal symbols. Unwound, they are unintelligible; they must be assembled and wrapped in the proper overlapping fashion to form the eldritch writings that reveal secrets to the reader. This pattern is most easily achieved by wrapping the swaths around a Medium-sized humanoid and making a DC 15 Intelligence check or a DC 20 Linguistics check. <u>Comprehend languages</u> and similar effects are of no help in deciphering the script

without first assembling the swaths in the proper fashion. The swaths can be inverted and wrapped around a willing or helpless creature, allowing them to be read as any other mythos tome. Alternatively, a Medium or Small humanoid can wrap themselves in the swaths, gaining a +2 bonus to the Intelligence or Linguistics check to assemble them properly.

Being bound within the Sepulchral Swaths is more than aphysical act, as it establishes a mental communion with Tanoth-Gha, echoing through strange eons to touch their mind. This causes a creature bound for at least 1 hour to be targeted with a nightmare (DC 17 Will negates)-a vision of indescribable primordial horrors, of the fundamental elements entwining into life and collapsing into death, watched over by an immense and formless yet undeniably malign entity. Failing a save against the nightmare causes the bound creature to gain 1 Madness point in addition to other effects. If the bound creature is a witch (or later gains levels as a witch) and gains at least 1 Madness point from being bound in this way, the witch may select Tanoth-Gha as her patron (following the normal rules for changing patrons, if she already has a patron), which grants the following patron spells.

Eldritch Patron: 2nd-<u>speak with animals</u>, 4thdesecrate, 6th-<u>elemental speech</u>, 8th-<u>lesser powerslave</u>, 10th-<u>wasted years</u>, 12th-powerslave, 14th-primeval interdiction, 16th-<u>accursed monolith</u>, 18th-<u>elemental</u> swarm.

Studying the *Sepulchral Swaths* for at least seven days (which need not be consecutive) allows the reader to unlock their secrets, allowing arcane or divine spellcasters to learn the feats and spells contained within, spending one day of study with a creature bound in the *Swaths* for each feat and spell (and an available feat or spells known slot, if applicable). Once a spell is learned, a spellcaster can transcribe the spell into a spellbook or transfer it to a witch's familiar and need not study the *Sepulchral Swaths* again unless the spellbook or familiar is lost and must be replaced.

DESTRUCTION

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The *Sepulchral Swaths* appear very fragile, being spun of threadbare cloth, but the threads are spun of fundamental elemental strands. Even if burned, shredded, or otherwise destroyed, they can be reconstructed from even the tiniest mote of dust or ash by targeting it with a death effect.

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:

"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 themand 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.

Benefits

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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 zerk. 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 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—<u>Dreadful Carnage</u>.

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

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

Ninja: The following feats can be taken as ninja tricks: Bloody Assault (requires Bleeding Attack), Dazzling Display (requires Weapon Training), Enforcer, Gory Finish (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 Enforcer feat; at 6th level, you gain the benefits of Cornugon Smash; at 10th level, you additionally gain the benefits of Dreadful Carnage. If you are 10th level or above and already possess the Dreadful Carnage feat, you gain the ability to use your Enforcer feat with ranged weapons, or your Cornugon Smash 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



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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 Following Step; 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 vows</u>. While such vows can be taken by any character as a matter of roleplaying, 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 or have sacrificed class features in exchange for ki, as described in <u>The Way of Ki</u>.

Rankhuked Tableks; Divine mythos kome

In ages past, when most races still wallowed in barbarism or scratched out their survival in fields and huts, the Kingdom of the Pharaohs rose in glory and wisdom. They communed with the elemental spirits and bound them to their will, mastering sand and sun, taming the mighty rivers and guiding the winds above. Arcane magic was a tool of the empire, but the worship of the divine *was* the empire. The signs, portents, and omens told the will of the gods, and as the earth below was their body the sky and stars above revealed their mind. The constellations were read as the scrivening of divine hands, and the people were content; but not all of them.

Others there were who never tired of the question "why." They probed ever to the next question behind any answer. What lay below the roots of stones or the depths of the sea? What lay beyond the source of the wind? What lay in the dark gulfs between and behind the stars? Above all, what held the universe together? So much could be seen, but their minds and their cosmic researches strove ever to pierce the veil of ignorance and draw forth that which was unseen. Never did they imagine that some things were never meant to be seen. Nevertheless, each new revelation, both the mind-rendingly beautiful and soul-shatteringly awful in turn, was recorded in clay and stone, impermeable to time. The Prophets of Xanthutep, as they called themselves, found the people unreceptive to their proclamations of cosmic truth, however, and were branded apocalyptic heretics. Hunted to extinction by the hierocracy, their existence was expunged from all official records, living on only in the dim reckoning of sages and fragmentary accounts. Yet a few of their graven tablets have survived, offering insights into the fundamental construction of the world and the universe around it, for those who dare to learn these awful and unknowable truths.

Reading

The Xanthutep Tablets are written in Ancient Pharaonic, and those not fluent must use *comprehend languages* to read them. Each time a cleric learns one of these spells, she may gain a spellblight (see *Ultimate Magic*), a negative level, or become cursed (as *bestow curse*); a DC 20 Will save prevents this. An *atonement* spell removes any of the above conditions (even if not normally able to do so) but also wipes knowledge of the spell from the caster's mind, leaving them unable to prepare it.

Spells

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Although clerics do not generally use spellbooks, the Xanthutep Tablets reveal rituals to learn realitypiercing enchantments forbidden to the servants of the gods of sanity, including *bend space*, *reality riptide*, *reality wrinkle*, *repel force*, *summon destiny's doom*, and mythos variants of *scrying*, *greater scrying*, and *true seeing*.



Heartless, pitiless, inexorable. These are the characteristics monsters of horror, which are distinct from villains of horror, who may be tragic figures, corrupted and fallen from noble goals to terrible ends. It is the heart and emotions of a Gothic villain that makes them memorable and gives a story its impact and resonance. Still, whatever his traumas, a villain is a villain, and agreat villain needs tools and minions to enact his grand designs. That is where Gothic monsters come in, and within this chapter you will find an array of terrifying servants of the dark powers, some created by the work of their hands or fallen from the dark places beyond the stars, built brick by hateful brick, or grown from tain ted cells into fullgrown alomination.



A smiling doll, a bit mussed from long care and love, is suddenly transfigured into an object of horror, its hideous grimace betraying its murderous intentions as surely as the dripping blade it has produced from seemingly nowhere.

BLOODTHIRSTY MANIKIN CR 2

XP 600

NE Tiny construct

Init +2; **Senses** darkvision (60 ft.), low-light vision; Perception +0

Aura frightful presence (10 ft., DC 11)

Defense

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 11 (2d10); fast healing 1

Fort +0, **Ref** +2, **Will** +0

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 20 ft., climb 5 ft. Melee improvised blade +6 (1d2-1/19-20) Space 2-1/2 ft.; Reach 0 ft. Special Attacks cruel slasher, sneak attack +1d6 Spell-Like Abilities (CL 2nd; concentration +3) 1/day—beguiling gift (DC 12), hypnotism (DC 12), make whole (self only)

STATISTICS

Str 8, Dex 15, Con -, Int 13, Wis 10, Cha 13 Base Atk +2; CMB +0; CMD 12 Feats Catch Off-Guard(B), Weapon Finesse Skills Craft (traps) +10, Intimidate +10, Stealth +15; Racial Modifiers +4 Craft (traps), +4 Intimidate Languages Common SQ aura of innocence

Ecology

Environment urban **Organization** solitary **Treasure** none

SPECIAL ABILITIES

Cruel Slasher (Ex) A bloodthirsty manikin has the bleeding attack rogue talent, and once per day it may make a death attack as a 2nd-level assassin (DC 13). A bloodthirsty manikin never takes a penalty to Craft (traps) for using improvised tools, and if it

increases the DC to craft a trap that inflicts slashing or piercing damage by 5, that trap also inflicts 1 point of bleed damage to creatures injured by it.

Implacable Stalker (Su) Bloodthirsty manikins are difficult to destroy. Even if reduced to 0 hit points, burned, dismembered, or otherwise destroyed, they can use *make whole* upon themselves 24 hours after their destruction, and they may use *locate creature* at will to track the creature that reduced the manikin to 0 hit points. They can be permanently slain by casting *remove curse* or *break enchantment* (DC 13) while they are at 0 hit points. Pouring a vial of holy water over a bloodthirsty manikin at 0 hit points destroys it if it fails a DC 10 Fortitude save.

Innocent Appearance (Su) Bloodthirsty manikins can use Stealth while being observed, and they effectively gains concealment in any round in which they do not move. This concealment represents the fact that creatures tend to regard it as an inanimate object rather than a creature. Creatures failing a save against their beguiling gift ability will pick up the manikin, thinking it an object; on a successful save, the target of beguiling gift may make a Perception check with a +5 bonus to notice it is an animate creature. A creature that sees a bloodthirsty manikin attack (which triggers its frightful presence) is unaffected by its innocent appearance for 24 hours. If closely examined, a bloodthirsty manikin may hide small blades or weapons on its person, using its Stealth bonus in place of Sleight of Hand.

CONSTRUCTION

A bloodthirsty manikin must be crafted of wood or porcelain and dressed in tiny clothing and accessories like a doll (rarely, a manikin may be crafted of soft fur and cloth to resemble a small animal). Whatever its outside appearance, its eyes must be crafted of polished semiprecious stones and its stuffing infused with the desiccated tissue from the hearts of at least 3 sentient creatures killed by slashing or piercing damage. These materials cost 100 gp.

Bloodthirsty Manikin

CL 7th; Price 6,100 gp

Construction

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Requirements Craft Construct, *beguiling gift, bestow curse, bleed, cause fear, death knell,* **Skill** Craft (sculptures, tailoring, or woodworking) DC 12; **Cost** 3,100 gp

This mechanical horror bristles with wires, compartments, and blinking lights up and down its thick stalk-like metallic body, balanced atop six spidery legs and bristling with branching armatures, some with cables and clamps and others tipped with gleaming trocars and pneumatic needlers.

CR 5

CRANIAL DISSECTIBOT

XP 1,600

NE Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural) **hp** 58 (7d10+20)

Fort +2, Ref +3, Will +2

Defensive Abilities hardness 10; **Immune** mind-affecting, construct traits

OFFENSE

Speed 10 ft.

Melee 2 trocars +11 (1d4+4 plus poison), 2 clamps +11/+6 (grab)

Ranged dart +8/+3 (1d4+4 plus poison)

Special Attacks cortical puncture, poison, restraints

STATISTICS

Str 19, Dex 13, Con –, Int 12, Wis 10, Cha 1

Base Atk +7; CMB +11 (+15 grapple); CMD 22 (30 vs. trip)

Feats Anesthetist, Skill Focus (Craft (alchemy)), Skill Focus (Disable Device), Skill Focus (Heal)

Skills Craft (alchemy) +12, Disable Device +12, Heal +12 (+15 to treat deadly wounds, poison, or wounds), Perception +5

Languages Common (can't speak)

SQ medical installation, surgical assistant

Other Gear alchemist's lab, antidote kit, healer's kit, surgeon's tools, 10 doses of drow poison

ECOLOGY

Environment any Organization solitary Treasure none

SPECIAL ABILITIES

Cortical Puncture (Ex) A cranial dissectibot can use its trocars to drill into the skull of a helpless or pinned creature and selectively extract portions of the target's brain. It must pierce the target's skull with both trocars (a normal attack) but thereafter can maintain the puncture without needing to attack again as long as the target remains helpless or pinned. A cortical puncture does not deliver poison but instead deals 1d4 points of Charisma, Intelligence, or Wisdom drain (DC 15 Fortitude half) at the end of the dissectibot's turn each round; determine randomly if the dissectibot is acting independently, but if its creator is present it can specify which ability score to drain. It cannot use its darts while performing a cortical puncture.

Medical Installation (Ex) Despite its lack of hands, a dissectibot can use the following equipment: alchemist's lab, antidote kit, healer's kit, surgeon's tools, and masterwork thieves' tools. It can store up to 50 pounds of such gear in racks and compartments within its bodies, replacing them when they are exhausted.

Poison (Ex) Dart or trocar; *save* Fort DC 15; *frequency* 1/minute for 2 minutes; *effect* unconscious 1 minute/8 hours; *cure* 1 save. These statistics include adjustments for the dissectibot's Anesthetist feat.

Restraints (Ex) A dissectibot has two sets of restraints which it can use to bind a patient. Once it has grappled a creature, it can make grapple checks (whether to maintain the grapple, pin the creature, or perform other special grapple actions) against that creature in place of melee attacks with its clamps, allowing it to make two grapple checks in the same round as it attacks with its trocars.

Surgical Assistant (Ex) A dissectibot grants a +4 bonus when using the aid another action to assist Heal checks as well as Craft (alchemy) and Disable Device checks as part of a chirurgical procedure (during which it can assist with all relevant skill checks).

CONSTRUCTION

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A cranial dissectibot is an example of the light and dark sides of chirurgical practice. In principle, it is a semi-sentient mechanical assistant, programmed and equipped to assist a surgeon in medical matters both simple and complex, whether it be treating poisons or injuries or dealing with disease or dissection. Of course, in the hands of a demented chirurgeon, the cranial dissectibot becomes a terrifying instrument of torment, capable of reducing the bravest of souls to drooling impotence with soulless and heartless clinical precision. A cranial dissectibot is 7 feet tall in total, its core body 3 feet tall, atop a set of legs 2 feet long and with the upper 2 feet a branching set of limbs and sensors. A cranial dissectibot weighs 500 pounds

Construction Requirements Craft Construct, *keen edge, feeblemind*, **Skill** Craft (alchemy) DC 20 and Craft (metal) DC 20; **Cost** 12,000 gp.



A gleaming carriage, black as night, rumbles noisily into view, drawn by a team of spectral stallions wreathed in white flame with hooves that never touch the ground. While the hooves of the team and the ebon wheels of the carriage seem to strike sparks against the ground, no sign of its passing marks the ground. A faceless phantom drover lashes the team wordlessly, but the carriage's beshadowed windows hide any who may ride within.

CROWFLIGHT CARRIAGE

XP 6,400

N Huge construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

CR 9

DEFENSE

AC 20, touch 10, flat-footed 18 (+2 Dex, +10 natural, -2 size)

hp 106 (12d10+40)

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

Defensive Abilities hardness 10; **Immune** construct traits; **SR** 20

OFFENSE

Speed 60 ft.

Melee drover's whip +17 (1d4+7/19-20 plus doom lash)

Space 15 ft.; Reach 15 ft.

Special Attacks drover's whip, trample (2d6+10, DC 23)

STATISTICS

Str 25, Dex 15, Con —, Int —, Wis 10, Cha 1 Base Atk +12; CMB +21; CMD 33 (can't be tripped) SQ passenger cabin, zephyrous team

ECOLOGY

Environment urban **Organization** solitary **Treasure** none

Special Abilities

Doom Lash (Su) A crowflight carriage is driven by a spectral drover. The drover cannot be harmed or dispelled, but it can make one attack per round with its lashing whip, taking this attack at any point during the carriage's movement. A creature struck by the drover's whip is affected as a doom spell; on a critical hit, the target is instead affected as phantasmal killer. The save DC for either effect is 16. This save DC is Charisma-based. Passenger Cabin (Ex) A crowflight carriage can hold one Large or four Medium creatures within its body, granting them total cover. The blackened windows of the crowflight carriage do not allow vision into the carriage, but passengers within can see outside. As a swift action, the crowflight carriage can open (or close, if already open) up to four slitted windows. This allows line of effect to and from passengers, but passengers enjoy improved cover against attacks from outside, and the carriage's spell resistance applies against spell effects targeting passengers. Attacks directed at passengers which miss have a 50% chance of targeting the crowflight carriage instead. Even with the windows open, the interior of the crowflight carriage is treated as dim light, and creatures harmed by or sensitive to bright light or sunlight are protected against its effects while within; spells with the light descriptor suffer a -5 penalty to caster level checks to overcome spell resistance if targeted at the carriage or its passengers.

Zephyrous Team (Su) A crowflight carriage is drawn by four spectral horses wreathed in ghostly, heatless white flame. The team cannot be attacked or dispelled (though they disappear when the carriage is stationary), but they propel the crowflight carriage several inches above a horizontal surface, moving as a mount wearing horseshoes of a zephyr, though the carriage's speed is reduced to 30 when traveling across non-solid surfaces. Once per hour, the zephyrous team can draw the crowflight carriage across empty air as if using air walk. Activating this ability is a swift action, and it lasts only until the end of the crowflight carriage's turn.

CONSTRUCTION

A crowflight carriage is typically constructed of darkwood empanelled with shadow-tinted steel. Its decorative features of wrought iron and black-dyed leather must be polished to a midnight gleam, and the traces and harness of the carriage must be inlaid with mithral traceries. The materials cost 8,000 gp.

CROWFLIGHT CARRIAGE

CL 12th; Price 75,000 gp

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Construction Requirements Craft Construct, animate objects, phantasmal killer, phantom steed, spell resistance, **Skill** Craft (vehicles) DC 22; **Cost** 42,000 gp A tiny segmented terror, a mechanical mix of insect and crustacean yet trailing filamentous strands almost like a jellyfish, skitters and crawls while thrashing its many limbs and whirring menacingly. Its narrow body is covered by thin protective plates while its underside is a mass of pinprick diodes and backlit wiring.

CR 1/3

Cyberphrenic Tadpole

XP 135

N Diminutive construct

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

Defense

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size) hp 5 (1d10) Fort +0, Ref +3, Will +0 Immune construct traits

Offense

Speed 10 ft., climb 10 ft. Melee +7 touch (attach) Space 1 ft.; Reach 0 ft.

STATISTICS

Str 1, Dex 17, Con —, Int —, Wis 10, Cha 1 Base Atk +1; CMB +0; CMD 5 Feats Weapon Finesse^B Skills Climb +3

ECOLOGY

Environment any **Organization** solitary **Treasure** none

Special Abilities

Attach (Ex) When a cyberphrenic tadpole hits with a touch attack, its barbed filaments bore into the target's flesh in search of solid attachment points, anchoring it in place. An attached tadpole is treated as grappled but its target is not. The tadpole loses its Dexterity bonus to AC but holds on with great tenacity and begins burrowing into the target's flesh, dealing 1 point of Constitution damage as it bores a hole through which to invade its host. A tadpole has a +8 racial bonus to maintain its grapple on a foe once it is attached, including to its CMD to resist grapple maneuvers made by others to remove it from its host. An attached tadpole can be struck with a weapon or removed by grappling or an Escape Artist check that exceeds its CMD (including the above bonus).

Internalization (Ex) A cyberphrenic tadpole that begins its turn grappling can make a grapple check to burrow inside its host rather than simply maintaining its grapple. If the grapple check succeeds, the tadpole implants itself along the host's brain stem or spine, entwining its filaments into the target's neural fibers. While internalized, the tadpole has total cover against any attacks coming from outside the host's body; however, if the target takes 10 or more points of electricity damage in a single round, the tadpole is rendered helpless for 1d10 x 10 minutes. Removing an internalized tadpole is difficult, though as long as it remains helpless it can be removed using normal chirurgery, requiring 1 hour of work and DC 20 Disable Device and Heal checks. Removing the tadpole causes 1d3 points of Charisma, Intelligence, and Wisdom damage, reduced by 1 for every 5 points by which the check exceeds the DC. If the tadpole is not rendered inert first, it can be removed with an emergency surgery, though it squirms and slithers through its host's innards to avoid removal. Performing emergency surgery is a full-round action that provokes attacks of opportunity and can be performed only on a willing or helpless host. The host takes 1 point of Constitution damage per round and becomes immediately sickened and exhausted, with each effect lasting 1 hour for each round the surgery continues. Even after the surgery is complete, the host takes 1 point of Constitution bleed. Each round of emergency surgery, the creature trying to remove the tadpole makes a Heal check and a Disable Device check with an initial DC of 20, but each time a check is failed both DCs increase by 1. After making 2d4 successful checks, the tadpole is isolated and a single ally of the surgeon can attack the tadpole with a readied action. The tadpole has improved cover (+8 bonus to AC, +4 to Reflex saves and improved evasion) against this attack, and a missed attack strikes the host instead. If the tadpole is destroyed, it can be removed as if it were inert (see above). Alternatively, the surgeon can attempt a drag or grapple combat maneuver to tear the tadpole free. This traumatic removal from the host's nervous system deals 1d6 points each of Charisma, Intelligence, and Wisdom damage to the host but also leaves the tadpole stunned for 1d4 rounds, after which it attempts to attach itself to the nearest living creature. If the attack fails to destroy the tadpole or

the drag or grapple maneuver fails to dislodge it, the tadpole slips away and 1d4 additional successful Disable Device and/or Heal checks are required to make another attempt to remove it. Only one attack or combat maneuver is allowed, though allies may use the aid another action or otherwise assist the attacker or the surgeon in their attempt.

Telepathic Relay (Su) A cyberphrenic tadpole emits a telepathic homing impulse that connects it with its creator and its host. Its creator can sense the tadpole's (and the host's) location once per day as if using locate creature. In addition, once per day the creator can spend 1 minutes attuning his mind to the tadpole in order to transmit one of the following effects to the host: detect thoughts, dream, modify memory, nightmare, sending, or suggestion. These abilities function at a caster level equal to the creator's character level, and relevant save DCs are set based on the spell level of the selected effect, modified by the tadpole's Wisdom score. Because of the creator's attunement with the host's mental processes through the tadpoles neural grafting, the host takes a -4 penalty to saving throws against mind-affecting effects used by the creator.

CONSTRUCTION

Cyberphrenic tadpoles are created by mad scientists to implant into their victims, rendering them more pliable to later mental influence and control and allowing the scientist to monitor the host's activities. A host may be unaware that a cyberphrenic tadpole has been introduced, as they may be implanted while a victim is unconscious, unaware, or otherwise helpless and the wound left behind by its entry into the host healed and memory of this invasion of the flesh erased by a concomitant invasion of the mind. Grafting itself onto the host's nervous system, a cyberphrenic tadpole is very difficult to remove and subsists parasitically on the bioelectrical and biothermal processes within the host's body.

A cyberphrenic tadpole's body is usually only a few inches long and an inch wide, though its tentacular filaments can be up to a foot long. The creature as a whole weighs only a few ounces.

Construction Requirements Craft Construct, modify memory, shrink item, telepathic bond, Skill Craft (metal) DC 20; Cost 2,000 gp Elaborate yet elegant in its construction, this massive baroque pipe organ drones with melodious yet insistent tones that call out to the mind and the heart. Puffs of dust erupt from its pipes with every sonorous chord, but even the lightest aria seems fraught with subtle menace.

DIRGE ORGAN CR 14

XP 38,400

NE Huge construct

Init +0; **Senses** blindsense 60 ft., darkvision 60 ft., lowlight vision; Perception +14 **Aura** frightful presence (120 ft., DC 23)

DEFENSE

AC 10, touch 3, flat-footed 10 (-5 Dex, +7 natural, -2 size) hp 128 (16d10+40)

Fort +7, Ref +1, Will +9

Defensive Abilities hardness 5; **Immune** cold, construct traits, electricity, sonic

OFFENSE

Speed 0 ft.

Melee 2 slams +14 (1d8)

Space 15 ft.; Reach 5 ft.

Special Attacks ghostly music

Spell-Like Abilities (CL 16th; concentration +21)

At will—antilife shell, enthrall (DC 17), mage hand, minor image (DC 17), sound burst (DC 17), ventriloquism (DC 16)

3/day—*crushing despair* (DC 19), quickened *dispel magic*, quickened *haunting choir* (DC 18), *haunting mists* (DC 17)

1/day—animate objects, greater shout (DC 23), irresistible dance (DC 23), song of discord (DC 20)

STATISTICS

Str 10, Dex 2, Con -, Int 14, Wis 14, Cha 21

Base Atk +16; CMB +18; CMD 24 (cannot be tripped) Feats Ability Focus (ghostly music), Great Fortitude, Improved Initiative, Iron Will, Lingering Performance, Quicken Spell-Like Ability (*dispel magic*), Quicken Spell-Like Ability (*haunting choir*), Skill Focus (Perform (keyboard))

Skills Bluff +15, Diplomacy +15, Intimidate +15, Knowledge (history) +15, Knowledge (nobility) +15, Perception +15, Perform (keyboard) +27

Languages Abyssal, Common, Infernal

SQ aria avatar, bardic performance (39 rounds, countersong, distraction, fascinate (DC 23), inspire

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courage +3, inspire competence +5, dirge of doom, inspire greatness (3 allies), soothing performance, frightening tune (DC 23), inspire heroics), emplacement, symphonic performance

Ecology

Environment urban **Organization** solitary **Treasure** none

SPECIAL ABILITIES

Aria Avatar (Sp) A dirge organ can project its consciousness anywhere within 250 feet as if using *project image*, but the shadow illusion created is not of the organ itself but is a disembodied glow from which the organ's music and voice emanates. The aria avatar cannot be harmed by attacks, but it disappears if the dirge organ's line of effect is broken or if dispelled (DC 27 dispel check). If the aria avatar is dispelled, the dirge organ is staggered for 1d4 rounds, after which it can create another.

Bardic Performance (Su/Sp) A dirge organ has the bardic performance abilities of a 16th level bard. In addition, its bardic performance (including mind-affecting effects) affects constructs as if they were living creatures if the dirge organ wishes it. A dirge organ also gains several unique types of bardic music:

Dispel silence (Sp): This acts as dispel magic, but only affects silence magic or effects with the sonic descriptor. This effect relies on audible components.

Phantom ballet (Sp): This creates a minor image of dancers garbed in noble finery twirling in elaborately choreographed dances. Up to 4 creatures within the area can be compelled to approach, flee, or halt (as greater command), and while obeying the command they behave as if entangled by the spectral dancers. A DC 23 Will negates all effects, and even those failing their saves gain a new save at the beginning of each turn after the first to end the effect. This is an illusion (figment) and an enchantment (compulsion) mindaffecting effect and relies on visual and audible components.

Soundwave (Su): This acts as *forceful hand* at a caster level equal to your bard level. This is a sonic effect and relies on audible components.

Emplacement (Ex) A dirge organ gains a +10 bonus to its CMD against bull rush or drag maneuvers.

Ghostly Music (Su) A dirge organ can play an echoing, ethereal melody that captivates and beckons listeners
to follow it, functioning as a *rainbow pattern* (DC 25 Will save negates) for those that hear (rather than see) it. The ghostly music leads its fascinated listeners in a random, meandering path through a castle or other building containing the dirge organ, rather than following a straight line. A second save is allowed if the ghostly music leads creatures into an obviously dangerous area. This is a mind-affecting sonic effect, and creatures that save are immune to this power for 24 hours. The save DC is Charisma-based.

Symphonic Performance (Ex) A dirge organ can maintain multiple bardic performances simultaneously, though it cannot begin more than one performance per round and must pay the maintenance cost for each performance separately. When using Lingering Performance, a bardic performance effect does not immediately end when another is begun.

CONSTRUCTION

A dirge organ must be crafted out of the finest woods, polished to an unearthly shine, with keys of purest ivory and pipes and drones of perfectly tuned woods and metals to ensure perfect pitch and tone. Rarely, a dirge organ will be constructed of fantastic or exotic materials, but all will be chased and filigreed with gold, with precious inlays and silken fabrics. The materials alone cost 20,000 gp.

Dirge Organ

CL 19th; Price 240,000 gp

Construction

Requirements Craft Construct, animate objects, charm monster (mass), geas/quest, irresistible dance, project image, rainbow pattern, shout (greater), song of discord, **Skill** Craft (musical instruments) DC 22; **Cost** 130,000 gp

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Embryonic aboleth

XP 800

CE Tiny aberration [mythos] Init +5; Senses darkvision 60 ft.; Perception +9

Defense

AC 18, touch 13, flat-footed 15 (+5 natural, +1 Dex, +2 size) hp 25 (3d8+12) Fort +5, Ref +2, Will +4

OFFENSE

Speed 5 ft., burrow 5 ft., swim 30 ft.
Melee 4 tentacles +6 (1 plus slime)
Space/Reach 2-1/2 ft./0 ft.
Special Attacks attach, neural implant
Spell-Like Abilities (CL 4th, concentration +7)
At will—<u>hypnotic pattern</u> (DC 15), <u>major image</u> (DC 16)

STATISTICS

Str 4, Dex 12, Con 19, Int 11, Wis 13, Cha 13 Base Atk +2; CMB -4; CMD 5 (can't be tripped) Feats Improved Initiative, Weapon Finesse^B, Weapon Focus (tentacle) Skills Bluff +7, Intimidate +7, Perception +7, Swim

+9

Languages Aboleth SQ undetectable parasite

SPECIAL ABILITIES

- **Mucus Cloud (Ex)** This ability functions as an adult aboleth (DC 15 Fortitude negates), but it fills only the embryonic aboleth's own square, not adjacent squares.
- Slime (Ex) This ability functions as an adult aboleth (DC 15 Fortitude negates).

Embryonic intellect devourer CR 4

XP 1200

CR 3

CE Diminutive aberration [mythos]

Init +10; Senses blindsight 60 ft.; Perception +12

DEFENSE

AC 22, touch 20, flat-footed 16 (+2 natural, +6 Dex, +4 size)

hp 22 (3d8+9)

Fort +4, **Ref** +7, **Will** +3

DR 5/adamantine and magic; **Immune** fire, mindaffecting effects; **Resist** cold 10, electricity 10, sonic 10; **SR** 13

Weaknesses vulnerability to protection from evil

Offense

Speed 20 ft., burrow 5 ft.

Melee 4 claws +7 (1)

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

Special Attacks attach, body thief, neural implant, sneak attack +1d6

Spell-Like Abilities (CL 2nd, concentration +5) At will—*lesser confusion* (DC 12), *daze monster* (DC 13)

STATISTICS

Str 1, Dex 23, Con 17, Int 12, Wis 6, Cha 13
Base Atk +2; CMB -7; CMD 9 (13 vs. trip)
Feats Improved Initiative, Iron Will, Weapon Finesse^B
Skills Bluff +15, Knowledge (local) +6, Perception +12,
Sense Motive +4, Stealth +30, Use Magic Device +7
Languages Undercommon (cannot speak); telepathy 100 ft.

SQ undetectable parasite

SPECIAL ABILITIES

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Body Thief (Su) This ability functions as an adult intellect devourer.

Embryonic neh-thalggu

XP 1,200

CE Tiny aberration

Init +7; **Senses** darkvision 60 ft.; Perception +10

CR₄

Defense

AC 16, touch 16, flat-footed 13 (+3 Dex, +1 insight, +2 size) hp 34 (4d8+16)

Fort +3, **Ref** +5, **Will** +5

DR 5/magic; Immune confusion effects; SR 9

OFFENSE

Speed 5 ft., burrow 5 ft., fly 20 ft. (perfect)
Melee 2 claws +8 (1d2-1), bite +8 (1d3-1 plus poison)
Special Attacks attach, neural implant, poison, rend (2 claws, 2d2-2)

Sorcerer Spells Known (CL 1st; concentration +3) 1st (4/day)—*color spray* (DC 12), *shield*

0 (at will)—*acid splash, dancing lights, detect magic, mage hand*

STATISTICS

Str 8, Dex 16, Con 19, Int 15, Wis 14, Cha 13

Base Atk +3; **CMB** +0; **CMD** 13 (can't be tripped) **Feats** Arcane Strike, Eschew Materials^B, Improved Initiative, Weapon Finesse^B

Skills Fly +20, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (planes) +8, Perception +10, Sense Motive +7, Spellcraft +8, Stealth +16, Use Magic Device +8

Languages Aklo, Common

SQ brain collection, undetectable parasite

SPECIAL ABILITIES

Brain Collection (Ex) As an adult <u>neh-thalggu</u>; however, upon maturing an embryonic neh-thalggu has only a single brain pod, drawn from its original host. Hence, it must bud a new brain pod for each brain it consumes; this takes 1d4 rounds and the neh-thalggu is staggered during this time. An embryonic neh-thalggu does not suffer negative levels for having less than seven stored brains, nor does consuming brains grant it additional hit dice or spellcasting ability (though it can access information that a consumed brain formerly possessed, at the GM's discretion) until it reaches its next stage of maturity.

Poison (Ex) Bite; save Fort DC 15; frequency 1/round for 6 rounds; effect 1 Strength damage and staggered; cure 2 consecutive saves.

Strange Knowledge (Ex) As an adult <u>neh-thalggu</u>.

Embryonic shoggoth

<u>CR 7</u>

CE Tiny ooze (aquatic) [mythos]

Init +11; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft.; Perception +12

DEFENSE

XP 3,200

AC 28, touch 19, flat-footed 21 (+9 natural, +7 Dex, +2 size)

hp 92 (8d8+56)

Fort +11, **Ref** +9, **Will** +11

DR 5/-; **Immune** blindness, charm effects, cold, deafness, ooze traits, sonic; **Resist** acid 10, electricity 10, fire 10; **SR** 20

OFFENSE

Speed 25 ft., burrow 5 ft., climb 15 ft., swim 25 ft. **Melee** 4 slams +15 (1d6+7 plus grab)

Space/Reach 2-1/2 ft./5 ft.

Special Attacks attach, constrict (1d6+7), engulf (1d8+15 bludgeoning damage plus 2d6 acid damage, AC 17, hp 9), maddening cacophony, neural implant, trample (2d6+10, DC 20)

STATISTICS

Str 24, Dex 24, Con 25, Int 1, Wis 18, Cha 9 Base Atk +6; CMB +11 (+15 grapple); CMD 28 (can't be tripped) Feats Blind-Fight, Combat Reflexes, Great

Fortitude, Improved Initiative, Weapon Finesse^B Skills Climb +14, Perception +12, Swim +14 Languages Aklo

SQ amphibious, undetectable parasite

SPECIAL ABILITIES

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- **Engulf (Ex)** An embryonic shoggoth can use this ability on a creature up to Small if it begins its turn grappling that creature. It can use this ability while trampling only against Diminutive or Fine creatures.
- Maddening Cacophony (Su) This ability functions as an adult shoggoth (DC 13 Will negates), but it affects only 1 15-foot radius.



Smoky and translucent, a ghostly raven floats before you on silent wings, glowing with an eerie radiance.

Ghost Raven

CR 1/3

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XP 133

N Tiny undead (incorporeal) Init +2; Senses darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 15, touch 15, flat-footed 13 (+1 deflection, +2 Dex, +2 size) hp 4 (1d8) Fort +1, Ref +4, Will +2 Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

OFFENSE

Str —, Dex 15, Con —, Int 2, Wis 15, Cha 11 Base Atk +0; CMB +0; CMD 6 Feats Weapon Finesse Skills Fly +9, Perception +14, Stealth +13 SQ phantom noises

Special Abilities

Corrupting Touch (Su) Eronel's touch inflicts 1d4 points of damage from supernatural aging (DC 11 Fortitude half).

Phantom Noises (Sp) Ghost ravens can use ghost sound at will (DC 10 disbelief), but is limited to creating sounds he could make in life, including tapping of his beak against solid objects, rustling feathers, and cawing. Each day, Eronel may utter a single word, repeating it up to three times throughout the day; the next day, Eronel may choose a different word.

- Limited Manifesting (Su) Ghost ravens cannot manifest during daylight hours and despite being incorporeal cannot enter buildings or similar structures except through an open door or window (though as incorporeal creatures they can enter solid objects such as statues). If lured into a building and then shut within, a ghost raven fades into the Ethereal plane and cannot manifest again until it leaves the building (minimum of 1 minute).
- **Spirit Bonding (Su)** A ghost raven may choose to bond with a creature in a manner similar to a familiar. This bonding requires 24 hours, and it may have only one master at a time. It can understand its master's speech as if it were an animal and its master were using speak with animals.
- Warning (Su) When a ghost raven bonds with a creature, it hovers over them watchfully, cawing a warning when danger approaches or when it senses something amiss. This provides the creature with whom it bonds with the benefits of the Alertness feat as long as the ghost raven remains adjacent to its master. If its master already has this feat (not including Alertness gained as a bonus feat through a familiar), this warning increases the bonuses granted by that feat on Perception and Sense Motive checks by 1.

Ghost ravens are spectral creatures that arise when a raven dies in an area that is unusually spiritually active. As iconic harbingers of death, ravens have a supernatural connection with the spirit world. While this lies latent in most ravens, and is sometimes attributed to simple superstition or cultural iconography, in the case of many ravens it is quite real. This is especially true in the case of ravens that form close emotional bonds with the living, such as pets, familiars, and animal companions. They may haunt the dreams of owners or masters that are themselves spiritually sensitive, sometimes providing cryptic guidance. In the case of a ghost raven, however, this evanescent connection becomes something more intangible, as the spirit of the fallen lingers in the realm of the

living.

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Some ghost ravens are malicious, tormenting those that remind them of the time, place, or manner of their death, or simply acting as supernatural pests. Others appoint themselves as watchful guardians over places familiar and important to them in life. Those that died under tragic circumstances may try to induce their former masters or others into avenging their death or otherwise resolving some task left incomplete. If this task is completed or their death resolves, ghost ravens are usually laid to rest like a typical ghost. However, a creature able to gain a familiar or animal companion on whom the ghost raven has used its spirit bonding ability can try to recall the ghost raven as its familiar or animal companion. This requires the Improved Familiar feat (minimum caster level 5th) and at least 1 rank in Knowledge (religion) to recall it as a familiar, and in this case the ghost raven uses either its own statistics as listed above or else those gained as a familiar, whichever are better.

A character normally eligible to gain an animal companion can replace that companion with the ghost raven. This does not require the Improved Familiar feat; however, the character must have at least 3 ranks each in Handle Animal, Knowledge (nature), and Knowledge (religion). A ghost raven companion functions as a familiar rather than an anima companion for determining the abilities it gains, treating the character's levels in the class(es) granting the companion as if they were sorcerer/wizard levels for determining the abilities it gains as a familiar. Carved from weathered rock in a demonic grotesquerie devised to frighten away evil spirits, this stony creature spreads creaking wings as it lurches forward in brutal mockery of life, its carven visage a motionless mask betraying no hint of life or thought but destruction.

Gothic Gargoyle, Greater

XP 1,600

N Medium construct

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 47 (5d10+20)

Fort +1, **Ref** +2, **Will** +1

Defensive Abilities hardness 8; Immune construct traits

Offense

Speed 30 ft., fly 30 ft. (clumsy)

Melee gore +8 (1d6+3 plus 1 Dex damage/x3), 2 claws +8 (1d6+3 plus 1 Dex damage /x3), tail spike +8 (1d6+3 plus 1 Dex damage /x3)

Special Attacks crushing fall (2d6+6 plus 1d4 Dex damage, DC 15), petrifying touch (DC 15)

STATISTICS

Str 17, Dex 12, Con --, Int --, Wis 10, Cha 1 Base Atk +5; CMB +8; CMD 19 Skills Fly -7, Perception +0 SQ freeze, stability

ECOLOGY

Environment urban **Organization** solitary, pair, or gallery (4-8) **Treasure** none

Gothic Gargoyle, Lesser

XP 800 N Small construct **Init** +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 21 (2d10+10)

Fort +0, **Ref** +2, **Will** +0

Defensive Abilities hardness 8; **Immune** construct traits

Speed 30 ft., fly 30 ft. (clumsy)

Melee gore +4 (1d4+1 plus 1 Dex damage/x3), 2 claws +4 (1d4+1 plus 1 Dex damage /x3), tail spike +4 (1d4+1 plus 1 Dex damage /x3)

Special Attacks crushing fall (2d4+2 plus 1d2 Dex damage, DC 12), petrifying touch (DC 12)

STATISTICS

CR 5

CR 3

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Str 13, Dex 14, Con --, Int --, Wis 10, Cha 1 Base Atk +2; CMB +2; CMD 14 Skills Fly -3, Perception +0 SQ freeze, stability

Ecology

Environment urban

Organization solitary, pair, or gallery (4-8) **Treasure** none

SPECIAL ABILITIES

Crushing Fall (Ex and Su) A leaping or flying Gothic gargoyle can plunge upon a target from above, inflicting bludgeoning and piercing damage as well as Dexterity damage through its petrifying touch. A successful Reflex save halves both damage and Dexterity damage. This save DC is Strength-based, and the Dexterity damage (only) is a supernatural effect. The Gothic gargoyle ends this fall prone, but its target is also knocked prone if it fails its Reflex save, also gaining the pinned condition if equal or smaller in size than the Gothic gargoyle. The Gothic gargoyle must remain prone and stationary in order to maintain the pin, though it may attack the pinned creature at no penalty while pinning. The pinned creature can escape as normal with a grapple check or Escape Artist check.

Freeze (Ex) A stationary Gothic gargoyle is indistinguishable from a normal statue; a DC 30 Perception check is required to notice that it is not.

Petrifying Touch (Su) A Gothic gargoyle's natural weapons slowly transform their targets into stone. A Fortitude save is allowed with each attack to resist Dexterity damage. Humanoids reduced to 0 Dexterity by the attacks of a Gothic gargoyle are petrified permanently, their features horribly transfigured into the leering effigy of a gargoyle. If a petrified creature is returned to flesh, this transfiguration results in hideous scarring inflicting 2d4 points of Charisma drain. *Remove curse* or *break enchantment* against a DC equal to the save DC can reverse this effect, and *restoration* can heal

OFFENSE

the Charisma drain as normal.

Stability (Ex) Gothic gargoyles gain a +4 bonus to CMD against bull rush, drag, and trip combat maneuvers when adjacent to a stone floor or wall.

CONSTRUCTION

A Gothic gargoyle must be crafted from stone and its body anointed in consecrated oils and holy water, costing 200 gp (lesser) or 500 gp (greater) to construct.

GOTHIC GARGOYLE

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CL 9th; Price 8,200 gp (lesser), 18,500 gp (greater) Construction

Requirements Craft Construct, *bestow curse, calcific touch, magic stone, raise dead, stone shape,* **Skill** Craft (sculptures) DC 14; **Cost** 4,200 gp (lesser), 9,500 gp (greater)



Lurching forward on squat legs is a massive kiln oven of brick surmounted by narrow chimneys. A heavy steel grate and hatch, glowing with an inner heat whenever it cracks ajar, is flanked in its midsection by writhing ring-mounted chains. Soot and glowing cinders belch intermittently from its chimneys and surround its heaving bulk like an ashen wreath.

LIVING CREMATORY CR 10

XP 4,800

N Huge construct Init -2; Senses darkvision 60 ft., low-light vision; Perception +0 Aura cinder cloud (5 ft.)

Defense

AC 16, touch 6, flat-footed 16 (-2 Dex, +10 natural, -2 size)

hp 117 (14d10+40)

Fort +4, Ref +2, Will +4

Defensive Abilities hardness 10; Immune construct traits, fire

OFFENSE

Speed 20 ft. Melee 4 chains +22 (1d8+10 plus grab) Space 15 ft.; Reach 15 ft. Special Attacks swallow whole (10d6 fire damage, AC 15, hp 10)

STATISTICS

Str 30, Dex 6, Con -, Int -, Wis 10, Cha 1 Base Atk +12; CMB +26 (+30 grapple); CMD 34 (38 vs. trip) SQ composite construction

ECOLOGY

Environment urban **Organization** solitary Treasure none

SPECIAL ABILITIES

Cinder Cloud (Ex) The hot cinder-fumes surrounding a living crematory provide a 20% miss chance against ranged attacks. In addition, creatures beginning their turn adjacent to or grappled by a living crematory take 1d6 points of fire damage and are sickened for 1 round. Creatures that do not breathe or that succeed at a DC 16 Fortitude take damage but are not sickened, but fire-resistant creatures are not immune to the sickened effect.

Composite Construction (Ex) A living crematory is made up of brick, stone, and metal and cannot be affected by effects that affect only stone or metal.

Cremation Chamber (Ex) Creatures swallowed whole by a living crematory are deposited in its cremation chamber, holding them until they are slain and their bodies consumed utterly by the roaring heat within. The body of a creature that dies within the cremation chamber is disintegrated 1 round after its death, and any items carried suffer damage every round as unattended objects. The cremation chamber may hold one Large or up to eight Medium-sized creatures. A living crematory at this limit may grapple creatures with its chains but may not swallow whole until one or more of its swallowed creatures escape or are destroyed; it will then swallow additional grappled creatures on its next turn. A living crematory can swallow only one creature per round.

Creatures trying to cut their way out of the cremation chamber must overcome the living crematory's hardness with their attacks. In addition, any weapon or tool used to attack the interior of the living crematory suffers 10d6 points of fire damage per round (DC 16 Reflex half). A creature trying to escape may choose to ready an action to leap out the next time the living crematory opens its cremation chamber to swallow another creature; this grants a +10 bonus to the CMB or Escape Artist check to escape.

CONSTRUCTION

A living crematory must be built of special fire-resistant brick and lined with specially tempered steel to resist the enormous temperatures within it, costing 1,000 gp. The arcane and divine formulae for creating a living crematory differ only slightly in the spells required.

LIVING CREMATORY

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CL 13th; Price 73,000 gp Construction

Requirements (arcane) Craft Construct, animate objects, disintegrate, fireball, obscuring mist, protection from energy, wall of iron, Skill Craft (stonemasonry) DC 18; Cost 37,000 gp

Requirements (divine) Craft Construct, animate objects, destruction, flame strike, obscuring mist, protection from energy, wall of stone, Skill Craft (stonemasonry) DC 18; Cost 37,000 gp

Morgechs

Cruel cyborgs created with a fusion of magic and technology, morgechs live a tortured existence enslaved to their master's will and driven to kill, maim, and destroy upon command, though they know it will bring them no succor nor respite from their tortured existence. In addition to normal construct traits, the metallic exoskeletal devices erupting from a morgech's flesh grant the following special attacks and special qualities:

- **Biomechanical Construct (Ex)** Morgechs are not mindless, but they are immune to mindaffecting effects. Unlike most constructs, they are vulnerable to death effects, negative energy, bleed damage, and damage or drain to their physical ability scores, though they suffer only half normal effects from these effects. They are immune to temporary ability penalties, including those from fatigue, exhaustion, and spells like *ray of enfeeblement*. Effects that specifically damage or destroy metal, such as *rusting grasp*, cause half damage to a morgech. They otherwise have normal construct immunities.
- **Combat Reflexes:** Morgechs gain Combat Reflexes as a bonus feat.
- **Fortification (Ex)** Morgechs have 50% immunity to critical hits and precision damage, as if wearing medium fortification armor.
- Jagged Machinery (Ex) Spikes, blades, and jagged machinery cover a morgech's body. Any weapon or natural weapon it wields inflicts piercing and slashing damage in addition to any other damage it inflicts. Creatures striking a morgech in melee suffer 1d4 points of slashing and piercing damage unless using a reach weapon; creatures grappling a morgech suffer 2d4 points of damage with each grapple check they or the morgech attempt, successful or not.
- **Sprint (Ex)** Once per hour, a morgechs can move up to 10 times its normal speed when running or charging.

TABLE 4-2: MORGECH MARKET PRICES

Construct Name	CR	Materials	Price	Cost
Morgech, ravager	4	2,000 gp	10,000 gp	6,000 gp
Morgech, executor	9	7,000 gp	43,000 gp	25,000 gp
Morgech, griever	17	40,000 gp	305,000 gp	173,000 gp

While some of these morgechs could fit easily anywhere in a horror-themed campaign, some thematically appropriate places to use them might include the following:

MAD SCIENTIST'S LABORATORY Morgech (ravager, executor)

WEREWOLVES HUNTING LODGE Morgech (ravager)

ALIEN CULT HEADQUARTERS *Morgech (executor)*

RUINED PALACE-CITY OF A LICH KING Morgech (executor, griever)



This hulking warrior is covered in scars, scabs, and stapled seams, and everywhere a deadly array of plates, blades, hooks, spikes, and burrs of steel erupt from its flesh. A massive spiked flail is grafted onto one arm in place of a hand, while a flanged and scorched metallic tube is mounted along its opposite forearm, attached to conduits and casings running up to its shoulder.

Morgech, Executor

CR 9

XP 4,800

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural) hp 80 (11d10+20)

Fort +3, **Ref** +7, **Will** +7

Defensive Abilities DR 10/adamantine; **Immune** construct traits; **Resist** acid 10, cold 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee Large +1 *heavy flail* +21/+16/+11 (2d8+13/17-20)

Ranged bombs +15/+10/+5 (6d6 or special, DC 14) Space 5 ft.; Reach 5 ft. (10 ft. with flail) Special Attacks bombs

STATISTICS

Str 27, **Dex** 19, **Con** --, **Int** 8, **Wis** 18, **Cha** 6 **Base Atk** +11; **CMB** +19; **CMD** 33

Feats Bull Rush Strike, Combat Reflexes(B), Furious Focus, Greater Bull Rush, Improved Critical (heavy flail), Improved Bull Rush, Power Attack

Skills Acrobatics +9 (+29 jump), Climb +10, Perception +10, Stealth +10; Racial Modifiers +20 Acrobatics when jumping, +4 Perception, +4 Stealth SQ embedded weaponry, morgech traits

ECOLOGY

Environment any

Organization solitary, pair, or squad (3-6) **Treasure** none

Special Abilities

Bombs (Su) An executor can launch destructive projectiles as the bombs ability of an 11th level alchemist. All executors possess the fast bombs and precise bombs discoveries. In addition, a

typical executor has the explosive bomb, smoke bomb, and tangle bomb discoveries, though any other combination of bomb types available to an alchemist of 11th level is possible. An executor can launch 10 bombs per day. The save DC against any of its bombs is 14. This DC is Intelligence-based.

Embedded Weaponry (Ex) An executor's weapons are grafted onto its body and cannot be disarmed or sundered, nor can an executor be tripped by an opponent if it fails a trip maneuver with its flail. An executor's flail is treated as a two-handed weapon even though it is grafted onto a single arm; when using its flail, it may hold (but not wield) items in its off hand. An executor's weapons are part of the creature and cannot be sundered.

CONSTRUCTION

Creating an executor requires a live and healthy humanoid with Strength and Dexterity of at least 15, as well as weapons, alchemical mutagenic serums, wire and cables of drawn mithral and implant rods and plates of forged steel and cast adamantine. These materials cost 7,000 gp.

In addition, each day of construction for an executor requires Heal, Knowledge (nature), and Knowledge (engineering) checks, each against DC 17. An executor can be created in half the normal time by increasing the DC of all skill checks by 5. If any check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the humanoid being modified dies during the procedure and creation of the executor fails. If this occurs, 3,500 gp of the materials cost can be salvaged for later use. Other investment is lost.

An alchemist working in concert with a character possessing the Craft Construct feat can alter one of an executor's three bomb-modifying discoveries to a different bomb discovery known by the alchemist (subject to the above level limit) with 1 day of work and 1,000 gp in materials to alter the executor's circuitry and firing mechanism.

Morgech (Executor)

CL 13th; Price 43,000 gp

Construction

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Requirements Craft Construct, bombs class feature, bull's strength, cat's grace, expeditious retreat, fabricate, jump, magic weapon, spell resistance, Skill Craft (weapons) DC 18; Cost 25,000 gp



This lithe warrior seems more machine than human, with four spidery arms flanged with razor-like burrs. Its four-fingered hands hold deadly-thin blades and two bent-jointed legs end in clamp-like metal claws. The eyes glaring out of its mask-like face are all too human in their scarred sockets, while tubes and wires knit its metallic chest pod to the flesh and mechanized vitals within.

Morgech, Griever

CR 17

XP 102,400

N Medium construct

Init +10; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +15

DEFENSE

AC 36, touch 20, flat-footed 36 (+10 Dex, +12 natural, +4 shield)

hp 130 (20d10+20)

Fort +6, Ref +16, Will +10

Defensive Abilities DR 15/adamantine; **Immune** construct traits; **Resist** acid 10, cold 10, fire 10; **SR** 27

OFFENSE

Speed 60 ft., climb 30 ft.

Melee +3 keen rapier +35/+30/+25/+20 (1d6+14/15-20), 3 +3 keen rapiers +35 (1d6+14/15-20) (full attack action); 4 +3 keen rapiers +31 (1d6+10/15-20) (standard action or attack of opportunity)

Ranged 4 hand crossbows with +3 keen bolts +37 (1d4+7/17-20) (full attack action); +33 (1d4+3/17-20) (standard action)

Special Attacks bladesharp, multiweapon warrior (deadly defense, defensive flurry +5, deft doublestrike, doublestrike, equal opportunity, perfect balance, twin blades +4)

Spell-Like Abilities (CL 20th; concentration +20) Constant—*shield*, *true seeing*

STATISTICS

Str 25, **Dex** 30, **Con** --, **Int** 14, **Wis** 18, **Cha** 11 **Base Atk** +20; **CMB** +27; **CMD** 37

Feats Bleeding Critical, Combat Reflexes(B), Critical Focus, Critical Mastery, Deadly Aim, Double Slice, Sickening Critical, Staggering Critical, Stunning Critical, Two-Weapon Rend, Weapon Finesse

Skills Acrobatics +30 (+62 jump), Climb +20, Perception +19, Profession (soldier) +20, Stealth +30; **Racial Bonuses** +20 Acrobatics when jumping, +8 Climb, +4 Perception, +4 Stealth

SQ evasion, improved uncanny dodge, morgech traits, true deflection, uncanny dodge

Gear 4 adamantine rapiers, 4 hand crossbows with 5 adamantine bolts each

ECOLOGY

Environment any Organization solitary Treasure none

SPECIAL ABILITIES

Bladesharp (Su) Any slashing or piercing weapon used by a griever is treated as a +3 *keen* weapon, including overcoming damage reduction against cold iron or silver.

Multiweapon Warrior (Ex) A griever gains the class features of the two-weapon warrior archetype (*Advanced Player's Guide* 109) and qualifies for feats as a 20th-level fighter. These features apply to all of its offhand weapons; however, deft doublestrike requires only two weapon hits to use.

True Deflection (Su) A griever may use one or more of its arms for defense rather than attack. Each arm used for defense grants it a +2 circumstance bonus to the griever's Armor Class; this stacks if multiple arms are used for defense. In addition, each arm used for defense may automatically deflect one ranged attack per round as a free action so that the griever takes no damage; this functions as Deflect Arrows, but it can also deflect ranged natural weapons, spells, and spell-like or supernatural ranged attacks that require an attack roll, including rays and other ranged touch attacks.

CONSTRUCTION

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Creating a griever requires a live and healthy humanoid with Strength and Dexterity of at least 19, as well as the extracted brains of two characters with the Greater Two-Weapon Fighting feat (one of these can provide the body of the griever if desired), as well as a body carapace and limbs of cast adamantine. Together with alchemical mutagenic serums, wires and cables of drawn mithral, and biomagical reinforcements, these materials cost 40,000 gp.

In addition, each day of construction for a griever requires Heal, Knowledge (nature), and Knowledge (engineering) checks, each against DC 26. A griever can be created in half the normal time by increasing the DC of all skill checks by 5. If any check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the humanoid being modified dies during the procedure and creation of the griever fails. If this occurs, 18,000 gp of the materials cost can be salvaged for later use. Other investment is lost.



Morgech (Griever)

CL 17th; Price 305,000 gp

Construction

Requirements Craft Construct, bull's strength, cat's grace, expeditious retreat, fabricate, greater magic weapon, jump, keen edge, shield, spell resistance, true seeing, **Skill** Craft (weapons) DC 26; **Cost** 173,000 gp

The creature before you is simultaneously sickly yet strong, an overgrown wolf or hound with bulging muscles and strange barbed metallic devices embedded within its flesh. Its fur is mangy, clumped, and matted, with bare, scarred patches of skin showing where arcane devices and brutal surgeries have left their mark.

Morgech, Ravager

CR 4

N Medium construct

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

XP 1,200

AC 19, touch 15, flat-footed 14 (+5 Dex, +4 natural) **hp** 47 (5d10+20)

Fort +1, Ref +6, Will +5

Defensive Abilities DR 5/adamantine; **Immune** construct traits; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 60 ft. Melee bite +11 (1d6+6 plus trip) Special Attacks leap attack, pack attack

STATISTICS

Str 23, Dex 21, Con --, Int 3, Wis 18, Cha 6

Base Atk +5; CMB +11; CMD 26 (30 vs. trip)

Feats Combat Reflexes(B), Outflank, Paired Opportunists, Precise Strike

Skills Acrobatics +8 (+40 jump), Perception +10, Stealth +10, Survival +5 (+25 when tracking); Racial Modifiers +20 Acrobatics when jumping, +5 Perception, +5 Stealth, +20 Survival when tracking SQ morgech traits

Ecology

Environment any

Organization solitary, pair, or pack (3-6) **Treasure** none

SPECIAL ABILITIES

- Leap Attack (Ex) As a standard action, a ravager may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a ravager does not provoke attacks of opportunity for leaving a threatened square.
- **Pack Attack (Ex)** Ravagers are adept at swarming their foes. Two ravagers can share the same square without impediment, and if both attack the same target they are considered to be flanking that foe.

CONSTRUCTION

Creating a ravager first requires live and healthy wolf or riding dog, as well as alchemical mutagenic serums, wire and cables of drawn mithral and implant rods and plates of forged steel and cast adamantine. These materials cost 2,000 gp.

In addition, each day of construction for a ravager requires Heal, Knowledge (nature), and Knowledge (engineering) checks, each against DC 13. A ravager can be created in half the normal time by increasing the DC of all skill checks by 5. If any check fails, work that day is wasted (though no additional gp cost is incurred). If the creator fails one or more checks on three consecutive days, the animal being modified dies during the procedure and creation of the ravager fails. If this occurs, 1,000 gp of the materials cost can be salvaged for later use. Other investment is lost.

Morgech (Ravager

CL 9th; Price 10,000 gp

Construction

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Requirements Craft Construct, *bull's strength, cat's grace, expeditious retreat, fabricate, jump,* **Skill** Craft (weapons) DC 13; **Cost** 6,000 gp

The distorted image of a noble knight, made up of hundreds of panes and shards of multihued glass glowing with an inner light, moves toward you creaking and tinkling as it strides on impossibly thin glassine legs that warp and flex with an eerie, halting grace.

Stained Glass Knight, Greater CR 7

XP 3,200

N Large construct

Init +2; **Senses** darkvision 60 ft.; Perception +0 **Aura** radiant glow (20 ft.)

DEFENSE

AC 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

hp 74 (8d10+30); fast healing 4

Fort +2, **Ref** +4, **Will** +2

Defensive Abilities DR 10/bludgeoning; **Immune** acid, cold, construct traits; **Resist** electricity 20, fire 20 **Weaknesses** crystal construction

OFFENSE

Speed 30 ft. **Melee** glass blade +13 (2d8+9/19-20) **Space** 10 ft.; Reach 10 ft.

STATISTICS

Str 23, **Dex** 15, **Con** --, **Int** --, **Wis** 10, **Cha** 1 **Base Atk** +8; **CMB** +15; **CMD** 27

SQ crystal construction, embed, flat aspect, radiant glow, shards

Ecology

Environment urban

Organization solitary, pair, or gallery (1-2 plus 2-8 stained glass soldiers)

Treasure none

STAINED GLASS KNIGHT, LESSER CR 3

XP 800

N Medium construct

Init +3; **Senses** darkvision 60 ft.; Perception +0 **Aura** radiant glow (10 ft.)

Defense

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 31 (2d10+20); fast healing 2 Fort +0, Ref +3, Will +0

Defensive Abilities DR 5/bludgeoning; **Immune** acid, cold, construct traits; **Resist** electricity 20, fire 20 **Weaknesses** crystal construction

OFFENSE

Speed 30 ft.

Melee glass blade +4 (2d6+3/19-20)

STATISTICS

Str 15, Dex 17, Con --, Int --, Wis 10, Cha 1 Base Atk +2; CMB +4; CMD 17 SQ crystal construction, embed, flat aspect, radiant glow, shards

ECOLOGY

Environment urban

Organization solitary, pair, or gallery (2-8 plus 1-2 stained glass knights)

Treasure none

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Special Abilities

Crystal Construction (Ex) A stained glass knight is affected by sonic effects as a crystalline creature, and if targeted with a sonic effect (including those that do not inflict hit point damage, such as a thunderstone) their fast healing is suppressed for 1 round. Otherwise, stained glass knights are able to repair damage through fast healing. Their glass blade is part of them and cannot be disarmed or sundered. Cold effects do not harm a stained glass knight but do suppress its damage reduction for 1 round per die of damage that would be inflicted (1d4 rounds for non-damaging cold effects).

Embed (Ex) A stationary stained glass knight can embed itself into a window, integrating itself with existing glass and becoming indistinguishable from a normal window; a DC 30 Perception check is required to notice that it is not.

Flat Aspect (Ex) A stained glass knight is nearly twodimensional, and its thinness as it flexes and moves results in a 20% miss chance for all attacks; this chance is increased to 50% for rays and weapons that inflict piercing damage. Creatures flanking a stained glass knight ignore this miss chance. A stained glass knight never takes penalties for squeezing and gains a +20 bonus to Escape Artist checks.

Radiant Glow (Su) A stained glass knight constantly radiates an aura of multihued light. Creatures within the glow are automatically dazzled, and creatures beginning their turn within the radiant glow are fascinated for 1d6 rounds (DC 14 Will save negates). A creature saving is immune to this fascination for 24 hours. The fascination is a mind-



affecting ability. This ability is suppressed while the knight is embedded in a stained glass window. The save DC is Wisdom-based.

Shards (Ex) Stained glass knight is comprised of innumerable pieces of enchanted glass, honed to magical sharpness. Creatures striking a stained glass knight with a natural weapon, unarmed strike, or melee touch attack suffer 1d6 points of slashing damage plus 1 point of bleed damage. The bleed damage is cumulative if a creature hits a stained glass knight multiple times. An attacker also suffers this damage when striking a stained glass knight with any melee weapon (unless it has exceptional reach) when the attacker confirms a critical hit or reduces the knight to 0 hit points.

CONSTRUCTION

A stained glass knight must be crafted from specially tinted panes of glass imbued with sacred powders or alchemical reagents, costing 500 gp (lesser) or 2,000 gp (greater). Stained glass knights are typically constructed by clerics, but arcane formulae for their construction also exist.

STAINED GLASS KNIGHT

CL 10th; Price 12,500 gp (lesser), 43,000 gp (greater)

Construction

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Requirements (arcane) Craft Construct, *daylight, fabricate, hypnotic pattern, keen edge, make whole,* **Skill** Craft (glass) DC 15; **Cost** 7,000 gp (lesser), 22,500 gp (greater)

Requirements (divine) Craft Construct, *daylight, enthrall, greater magic weapon, make whole, raise dead,* **Skill** Craft (glass) DC 15; **Cost** 7,000 gp (lesser), 22,500 gp (greater)

Creature Templates

Embryonic

An embryonic creature is an alien creature that has not yet fully formed. Sometimes found in creepy egg or seed pods, an embryonic creature's development into a mature creature may be stimulated by disturbing a long-sealed birthing chamber, or exposing it to living tissue or living creatures in which they may implant themselves. Of course, alien researchers or cultists may cultivate collections of these embryonic creatures (or be directed to do so, knowingly or unconsciously, by alien masters) to implant them in others and unleash alien havoc. Embryonic is an inherited template that can be applied to any aberration or to magical beasts, oozes, or outsiders with the mythos subtype.

CR: For creature's CR 8 and below, an embryonic creature's CR is 1/2 the base creature's CR (rounding down, minimum 1); for creatures CR 9 and above, an embryonic creature's CR is 1 plus 1/3 the base creature's CR.

Alignment: As the base creature.

Type: The creature's type changes to aberration (unless an ooze, which remains an ooze), and it gains the mythos subtype.

Size: Reduce an embryonic creature's size to Tiny (if normally Large or larger) or Diminutive (if normally Medium or smaller).

Armor Class: An embryonic creature's natural armor bonus to its Armor Class is halved (rounding down). Hit Dice: An embryonic creature has 1 Hit Die, increased by 1 for every 3 Hit Dice of the base creature. Recalculate base attack bonus, saves, skill points, and feats based on its new Hit Dice.

Defensive Abilities: An embryonic creature implanted within a host has total cover against effects originating outside the host's body. If the host is killed, the corpse provides improved cover instead (if the corpse is destroyed by dealing at least 10 points of damage to it (for a Medium corpse; increase or reduce this number by 5 for each size category larger or smaller), it no longer provides cover.

An embryonic creature retains all defensive abilities of the base creature, though its damage reduction (if any) is reduced by 5 and its spell resistance and any elemental resistances are reduced by 10.

Speed: An embryonic creature has all movement types of the base creature, but its speed is halved (minimum 5 feet). It also gains a burrow speed of 5 feet, but it can

burrow only through soft material like flesh, earth, sand, and snow.

Attacks: An embryonic creature retains all natural weapons of the base creature, though its damage dealt is reduced as appropriate for its new size. Because of their very small size, embryonic creature usually lacks reach and does not threaten attacks of opportunity. In order to make melee attacks of their own, they usually must enter the target's square, provoking an attack of opportunity from the target.

Special Attacks: An embryonic creature retains any exceptional or supernatural special attacks, though its save DCs are recalculated as appropriate for its new Hit Dice and ability scores. If an exceptional or supernatural ability deals damage, the damage (or number of dice of damage) is reduced to 1/4 normal (minimum 1 die).

An embryonic creature with spellcasting or spell-like abilities has its caster level reduced to 1/4 normal (rounding down), and it retains only 1/4 of its normal spell-like abilities (rounding down), retaining the lowest-level abilities in preference to its higher-level abilities. If a spell-like ability has an obvious lowerlevel analogue, replace that ability with its lower-level equivalent. If abilities are equivalent in level, select randomly. At the GM's option, embryonic creatures of the same type may all share the same spell-like abilities or may mature differently, gaining different spell-like abilities.

Attach (Ex): As a full-round action, an embryonic creatures can make a melee touch attack to <u>attach</u> itself to a creature like a stirge. In addition, if it is attached to a creature at the end of its turn, the target is affected as <u>memory lapse</u>. On a failed save, the target not only forgets that the embryonic creature attached itself to him, but he also becomes unable to perceive the creature as long as it remains attached to him.

Neural Implant (Ex): Once attached, an embryonic creature taps into the central nervous system of its target. It can read the targets thoughts continuously, as <u>detect thoughts</u>, with no saving throw allowed. It also deals 1 point of damage to the target's Intelligence, Wisdom, or Charisma (choose randomly) every 24 hours; however, as long as the target is able to heal naturally this damage is healed as it occurs and has no immediate game effect. However, the constant gnawing away at the target's psyche makes the target mentally unstable, resulting

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in a -2 penalty to saving throws against emotion and fear effects, as well as effects that cause the target to become confused, dazed, feebleminded, or insane.

An embryonic creature can explant itself as a move action, or if it is helpless or dead it can be removed without injury with a DC 20 Heal check taking 1 hour. If the embryonic creature is killed while attached, the creature into which it is implanted takes 2 points of damage to its Intelligence, Wisdom, and Charisma due to the psychic shock. If the Heal check to remove it safely is failed, the target takes the same ability damage with each failed check.

Abilities: Str -16 (minimum 1), Con -4, Int -4, Wis -4, Cha -4.

Skills: An embryonic creature has the same class skills as the base creature, though its skill ranks should be recalculated to reflect its lower hit points and Intelligence.

Feats: An embryonic creature retains any racial bonus feats and its feat choices typically mirror an adult of its species, though with fewer overall feats due to its reduced Hit Dice. Embryonic creatures gain Weapon Finesse as a bonus feat.

Special Qualities: An embryonic creature gains the following special quality:

Undetectable Parasite (Su): While attached, an embryonic creature benefits from a continuous <u>nondetection</u> effect. If the embryonic creature lacks a caster level, a DC 15 caster level check penetrates this detection.

Fossil Skeleton

A fossil skeleton is animated from the petrified remnant of a primitive and primordial creature, its ossific remains calcified into eternal stone. Its massive stony structure has endured countless millennia and possesses great strength and ability to absorb punishment that would shatter skeletons of brittle bone, though it lacks some of the terrifying agility of an ordinary skeleton. This template can be stacked with other similar templates that modify the skeleton template, such as bloody and burning skeletons.

CR: As a normal skeleton +1.

Armor Class: A fossil skeleton has a natural armor bonus to its Armor Class of +2 for Tiny or smaller creatures, increasing by 3 for every size category larger than Tiny. This replaces the normal natural armor bonus for a skeleton of its size.

Defensive Abilities: Fossil skeletons gain no immunity to cold; however, they are immune to petrification or effects that specifically affect bone. In addition, fossil skeletons gain the following ability:

Primeval Solidity (Ex): Fossil skeletons have hardness of 5, like an animated object. In addition, Small or larger fossil skeletons gain bonus hit points as if they were constructs of their size.

Melee Attacks: A fossil skeleton's natural weapons deal damage as a creature one size category larger than its actual size.

Abilities: A fossil skeleton does not gain a bonus to Dexterity.

Feats: A fossil skeleton does not gain Improved Initiative as a bonus feat.

Mummified Zombie

A mummified zombie is a creature whose desiccated corpse has been both naturally and magically preserved and given unholy life. Possessed of great strength and durability, the bodies of mummified zombies are dry and dusty beneath their funerary wrappings (for zombies created in blasphemous rites for the dead) or the shrunken, leathery skin that clings to their bodies for those whose bodies were naturally preserved in sand, mud, or otherwise. Mummified zombies are relentless on the attack, smashing their way through ruined temples and crushing hastily erected barricades once they have located their prey.

CR: As a normal zombie +1.

Armor Class: A mummified zombie has a natural armor bonus to its Armor Class of +2 for Tiny or smaller creatures, increasing by 2 for every size category larger than Tiny. This replaces the normal natural armor bonus for a zombie of its size.

Defensive Abilities: Mummified zombies gain DR 5/- in place of the DR 5/slashing possessed by ordinary zombies and are immune to petrification.

Special Attacks: Mummified zombies gain the following special attacks:

Destructive Smash (Ex): Mummified zombies deal double damage to unattended objects.

Special Qualities: A mummified zombie gains vulnerability to fire and also gains the following special quality.

- Swarm Immunity (Ex): Swarms ignore mummified zombies, crawling over and around them as if they were part of the existing terrain but dealing no damage to them.
- Tomb Taint (Su): When a mummified zombie is destroyed, it collapses into bony fragments, tattered wrappings, and a billowing burst of grave dust. All creatures adjacent to it are exposed to <u>mummy rot</u>, identical to that inflicted by a true mummy. The save DC to resist this effect is equal to 10 + 1/2 the mummified zombie's Hit Dice + its Charisma modifier.

Mythos Ghoul (Thoul)

A mythos ghoul or "thoul" is a bloodthirsty horror obsessed with the urge to consume and devour living flesh to a far greater degree than its ghoulish kindred. What makes a thoul's appetite so much more horrifying is that it is not undead but rather a living creature driven to cannibalistic madness and remade body and soul by forces from beyond into a flesh-craving abomination. Thouls are outwardly identical to other members of their race, save for their oversized jaws and fanged mouths. Thought not intelligent, they often rise to prominence in their tribes for their savagery. Thoul is an acquired template that can be applied to a humanoid or monstrous humanoid with Intelligence of 7 or higher that has given itself body and soul to the alien powers of the Elder Gods.

CR: As the base creature +1 for base creatures without class levels, spells, or spell-like or supernatural abilities. The CR for thouls that once had class levels, spells, or spell-like abilities is 1 higher than the CR for a zombie created from the base creature.

Alignment: Always chaotic evil.

Type: The creature's type is unchanged.

Armor Class: A thoul gains a +2 natural armor bonus to its Armor Class.

Hit Dice: Drop HD gained from class levels (minimum of 1), but other Hit Dice are retained. A thoul of size Small or larger also gains bonus Hit Dice as if it were a zombie.

Saves: As the base creature.

Defensive Abilities: A thoul's warped mind grants it immunity to confusion, fear, and insanity, while its tainted body gains immunity to disease, poison, and effects that would cause it to become nauseated or sickened. It retains defensive supernatural abilities that do not require an action (even a free action) but loses all other supernatural abilities.

Speed: As the base creature.

Attacks: A thoul retains all the natural weapons of the base creature, though it loses all armor, shield, and weapon proficiencies. It also gains a primary bite attack that deals damage as a creature one size category larger, and 2 secondary claw attacks that deal damage as a creature of its size.

- **Special Attacks:** A thoul retains any exceptional special attacks but loses all spellcasting ability and spell-like abilities. It retains supernatural special attacks that do not require an action (even a free action) to activate, but it forfeits all other supernatural abilities. In addition, thouls gain the following special attacks.
- Bleed (Ex): A thoul's bite attack deals 1 point of bleed damage on every hit. This bleed damage stacks with itself and other sources of bleed damage. A thoul gains Bleeding Critical as a bonus feat, though this feat applies only to its bite attack.

Bloody Frenzy (Ex): If a creature adjacent to a thoul (including the thoul itself) takes bleed damage from any source, the thoul flies into a blood frenzy at the beginning of its next turn. This frenzy grants it a +4 profane bonus to Strength and Constitution, but it takes a -2 penalty to Armor Class. If a creature adjacent to a thoul is reduced below 0 hit points, the thoul can make a bite attack against the target as an immediate action. When making this special attack, its critical threat range with its bite is increased to 18-20 and its critical multiplier to x3.

If the target is killed by this attack, the target is affected as if the thoul had cast <u>death knell</u>, with a caster level equal to the thoul's Hit Dice (though this is an extraordinary ability and does not require spellcasting). In addition, allies of the slain creature that are adjacent to the thoul or the deceased character are shaken and sickened for 1 minute by the carnage. A Will save prevents the shaken effect and a Fortitude save the sickened effect; the DC for both saves is equal to 10 + 1/2 the thoul's Hit Dice + its Charisma modifier.

- Cannibal Curse (Su): A thoul has an especial savor for the flesh of its own kind, gaining a +1 morale bonus to attack and damage rolls against creatures of its own type, increased to +2 against creatures of its own subtype (or its specific kind, for monstrous humanoids). These bonuses are doubled if the target is taking bleed damage.
- Disease (Su): A thoul's bite carries the disease of ghoul fever. <u>Ghoul fever</u>: bite; save Fort DC = 10 + 1/2 the thoul's Hit Dice + its Constitution modifier; onset 1 day; frequency 1 day; effect 1d3

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Con and 1d3 Dex damage; *cure* 2 consecutive saves. A humanoid who dies of <u>ghoul fever</u> rises as a ghoul the next night (or a ghast, if it has 4 HD or more).

Abilities: Str +2, Dex +2, Con +2, Int -6.

BAB: As the base creature.

Skills: A thoul treats Acrobatics, Climb, Fly, Intimidate, Perception, Survival, and Swim as class skills. A thoul loses all skill ranks and class skills related to class levels.

Feats: A thoul loses any feats related to class levels and may select new feats based on its adjusted Hit Dice.

Special Qualities: A thoul gains the following special qualities:

Bloodscent (Ex): Thouls gain the scent special quality, and they gain the benefits of the Blind-Fight feat with respect to any creature taking bleed damage.

Fast Healing (Ex): Thouls gain fast healing 1.

- Ghoulish Sympathy (Su): Ghouls and ghasts ignore thouls and do not attack them unless first attacked by them.
- Mythos Minion (Su): Thouls take a -10 penalty to saving throws against charm and dominate effects used by creatures with the mythos descriptor. However, they are immune to the effects of auras and gaze attacks used by mythos creatures and gain improved evasion against spell with the mythos descriptor that allows a Reflex save as well as any effect created by a mythos creature that allows a Reflex save.
- Shocked Sanity (Su): A thoul targeted with an effect that cures insanity, such as heal or greater restoration, is dazed for 1d4 rounds as its mind tries to reconcile its actions, following which it is affected as terrible remorse for 1d4 additional rounds (DC 16 Will save each round) and crushing despair for the next 24 hours. At the end of every 24 hours, the thoul must make an additional Will save each day, beginning at DC 16 and increasing by 1 each day thereafter. As long as each save succeeds, the mythos ghoul begins to recover fragments of its memory and need not act upon its accursed compulsions. Once a save is failed, however, the madness returns in force and the creature becomes a thoul again. Only a *miracle* or *wish* can permanently remove this template from a creature.





hile gold and jewels may shine brightly, magic items are the true currency of a fantasy game. They are necessary tools to provide the firepower and the staying power for heroes to overcome the challenges before them. One of the ways to manipulate a horror campaign to make it scarier for the players is to adjust the availability of magic items, making them more rare and therefore more special, and giving each a unique history and meaning in the campaign setting. Even within a more typical magic item economy, you can adjust the thematics and flavor of standard magic items, favoring those that fit more easily into a horror genre or even reskinning them into different forms without directly changing the mechanics. Lastly, of course, you can introduce wholly new magic items that are specifically tailored to fit a selection of horror themes, and that is what this chapter provides, with over 30 items dealing with ghosts and haunts, to vampires and witches, mad scientists to liches and their eldritch creations, and bestial were wolves to alien horrors from the darkest realms of space.

Sothic Areasures

The magic items in this book are designed specifically to fit within a Gothic horror campaign, whether a published path of adventures or one of your own devising. The basic catalog of magic items can be used to supply magical treasures for such a campaign, and many are highly thematically appropriate, from a cloak of the bat to a robe of bones, a sword of life stealing to any number of wands and staves containing spells suitable to a Gothic atmosphere. However, the items presented in this volume are tailored to suit a number of the classical tropes of horror fiction and media. Need to stock the laboratory of a mad scientist with his deranged inventions? The tomb of an ancient wizard-king with relics of the sorcerous past? The cultic sanctum of insane stargazers and their alien artifacts? Look no further, for below is a list of magic items that fit within half a dozen horror genres (though there is plenty of room for crossover), followed by full descriptions of every item to chill the hearts and fire the imagination of you and your players.

TABLE 5—1: ITEM MARKET PRICES

Item Name	Market Price	
tomb tapper	600 gp	
bloodscent	1,500 gp	
séance candle	1,500 gp	
guardian moppet	1,600 gp	
clockthief's candelabrum	1,800 gp	
wolf-hair shirt	3,000 gp	
shadow pack	4,000 gp	
electroshock glove	5,000 gp	
fearful knocker	5,400 gp	
override baton	6,000 gp	
gauntlet of staveguarding	7 ,000 gp	
gargoyle mask	10,000 gp	
tentacle vest	8,000 gp	
witchblood stylus	8,000 gp	
beyonder's veil	9,000 gp	
ghost shackles	10,000 gp	
anatomist's knife	10,302 gp	
horn of the deep ones	12,000 gp	
crown of deadspeech	18,000 gp	
mesmeric mask	18,000 gp	
cruciform icon	20,000 gp	
galvanic neck-bolts	20,000 gp	
sanguinary torque	22,000 gp	
clockthief's key	30,000 gp	
rod of the moon	33,525 gp	
skeleton cage	36,000 gp	
spinelash	40,302 gp	
helm of certain sanity	50,000 gp	
rod of the arcane cenotaph	58,000 gp	
elder talisman	– (artifact)	
rebec malvolenti	- (artifact)	

GHOSTS AND HAUNTED BUILDINGS

fearful knocker, gargoyle mask, ghostly shackles, séance candle, tomb tapper

MAD SCIENTISTS AND CONSTRUCTS

anatomist's knife, clockthief's candelabrum, clockthief's key, override baton, electroshock glove, galvanic neck-bolts

WEREWOLVES

bloodscent, guardian moppet, rod of the moon, shadow pack, wolf-hair shirt

ELDRITCH ALIEN HORRORS

beyonder's veil, elder talisman, helm of certain sanity, horn of the deep ones, tentacle vest

VAMPIRES AND WITCHES

bloodscent, cruciform icon, mesmeric mask, sanguinary torque, witchblood stylus

LICHES AND THE ANCIENT DEAD

crown of deadspeech, gauntlet of staveguarding, rod of the arcane cenotaph, skeleton cage, spinelash

Rods

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Override Baton		CL 3rd
Slot —	PRICE 6,000gp	WEIGHT 2 lbs.
AURA faint transmutation		

This rod of arcane circuitry, studded with tiny lights and buttons, allows the wearer to briefly influence the actions of constructs. Three times per day, the wielder can issue a *command* or *forbid action*^{UM} to a construct within 30 feet (DC 11 Will negates). A construct gains a +4 bonus to this saving throw if its creator is within 30 feet. If a construct is targeted more than once per day with an *override baton*, it gains a cumulative +4 bonus to its saving throw for each attempt after the first.

CONSTRUCTION REQUIREMENTSCOST 3,000GPCraft Construct, Craft Rod, command, forbid action		
Rod of the Arcane Cenotaph CL 13th		
Slot —	PRICE 58,000gp	WEIGHT 5 lbs.
AURA strong divination		

This rod of ancient stone is inscribed with the personal sigils of dozens of longdead arcanists, attuning the user to the lingering spiritual vestiges of the dead, allowing

him to commune with them and delve their secrets, especially those of a magical nature. The rod grants a +2 bonus to Knowledge checks relating to arcane spellcasters, whether living, dead, or undead. The wielder also gains a +2 bonus to save DCs and caster level checks when casting divination spells relating to dead or undead creatures, and when using augury, contact other plane, divination, or another divination with a percentage chance of success to learn about a dead or undead creature, the user may roll twice and select the better result. As a standard action, the rod can be touched to a creature to discern its spellcasting ability (if any) or to an object to discern if it is magical (if so, Spellcraft can be used to identify it), as if using arcane sight. As a free action, the user may sacrifice one prepared arcane spell or spell slot when making a Knowledge (arcana) or Spellcraft roll in order to gain an insight bonus to the skill check equal to twice the spell's level. A rod of the arcane cenotaph allows the wielder to use speak with dead (Will DC 14) and vision once each per day. The rod's bonus to save DC and caster level checks is doubled when using these powers to learn about arcane spellcasters.

CONSTRUCTION REQUIREMENTS

Соят 29,000GP

Craft Rod, Spell Focus (divination), creator must have at least 5 ranks in Knowledge (arcana) and Spellcraft, arcane sight, contact other plane, fox's cunning, speak with dead, vision



AURA moderate evocation

This alchemical silver +1 light mace glows with a soft silvery light equal to a torch and grants the wielder low-light vision as long as it is in hand. The rod gains the bane property when used as a weapon against lycanthropes. In addition, it can create each of the following magical effects:

Moonglow: Once per minute, the rod can limn a single creature within 30 feet with a pale glow like *faerie fire* for 1d4 rounds (no save). While so illuminated, the target suffers a -1 penalty to Will saves and to Wisdom and Wisdom-based skill checks.

Moonbeam: Once per hour, you can create a 5-foot radius circle of bright light anywhere within 120 feet. Creatures within the moonbeam are dazzled for 1 minute (DC 14 Reflex negates). Lycanthropes failing their saving throw are fascinated for as long as they remain within the moonbeam. You can redirect the moonbeam anywhere within range as a move action, but if you move more than 120 feet away it winks out immediately. Illumination levels are increased by 1 step within 30 feet of the moonbeam.

Moonstruck: Once per day, you can target a creature with moonstruck^{APG} (DC 17).

CONSTRUCTION REQUIREMENTSCOST 16,925GPCraft Magic Arms and Armor, Craft Rod, daylight, faerie
fire, moonstruck, summon monster I



Weadons

Anatomist's Knife		CL 6тн
Slot —	PRICE 10,302gp	WEIGHT 1 lb.
AURA moderate divination		

This +1 *cunning*^{APG} *dagger* inflicts 1 point of bleed damage on a critical hit or sneak attack; this stacks with any bleed damage the wielder inflicts from other abilities.

The *anatomist's knife* also grants a +2 bonus to Heal checks.

Construction Requirements	Cost 5,301gp
Craft Magic Arms and Armor, true strike, o	creator must
have 5 ranks in Heal	

Spinelash		CL 12TH
Slot —	PRICE 40,302gp	WEIGHT 4 lbs.
AURA strong necromancy		

This +1 keen conductive^{APG} spell storing whip is crafted of segmented vertebrae and jagged bony shards, inflicting lethal damage. On a critical hit (or any hit against a helpless creature), the target's bone structure is fractured and deformed by the spinelash, causing the target to become entangled by its own skeleton (DC 16 Fortitude save reduces effect to 1 round). This condition is permanent but can be healed with regenerate. Creatures without skeletons are immune, but undead and creatures with chitinous exoskeletons are affected normally.



Wondrous Ikems

BEYONDER'S VEIL		CL 7TH
SLOT face	PRICE 9,000gp	WEIGHT 1 lb.
AURA faint illusion		

This shimmering translucent veil seems to hold shifting stars within its weave. The beyonder's veil infuses your illusions with the essence of trans-spatial nightmare dimensions beyond the stars. This distorted and disturbing wrongness decreases the the save DC to disbelieve your illusions by 1. However, creatures that fail a saving throw against an illusion spell or spell-like ability you use (other than a save to disbelieve) become shaken for 1 round per level of the spell. If the effect already causes targets to become shaken, this duration stacks with the duration of the effect. Creatures immune to fear are immune to this effect, as are creatures that succeed on their saving throw against your illusions. Creatures with a saving throw bonus specific to fear effects do not apply this bonus to your illusions but are shaken for only half the normal duration.

Construction Requirements		Cost 4,500gp	
Craft Wondrous Item, <i>phantasmal killer</i>			
BLOODSCENT		CL 3rd	
Slot —	PRICE 1,500gp	WEIGHT 1 lb.	
AURA moderate enchantment			

This rusty-red powder is comprised of magically distilled and fortified essence of blood. It may be spread carefully over four 5-foot squares, or hurled at a single 5-foot square up to 30 feet distant. Creature with the scent ability within or adjacent to the bloodscent become fascinated by it for 1d4 rounds (Will DC 13 negates). A lycanthrope that fails its save against *bloodscent* while in humanoid form must make a second identical save or be compelled to assume its hybrid form.

Bloodscent can be hurled at a creature as a ranged touch attack, affecting them as above. In addition, creatures with the scent ability beginning their turn adjacent to the target are compelled to attack the target for 1 round (Will DC 13 negates). If the ranged touch attack misses, the *bloodscent* fills a single 5-foot square wherever it lands.

Bloodscent affects creatures only once per use, though it remains potent for 1 minute after being spread or hurled, and other creatures exposed to it may be affected. Herbivorous creatures are immune to *bloodscent*, but any creature with a bleed or blood drain special attack is vulnerable to it, even if normally immune to mind-affecting effects.

Construction Requirements	Cost 750gp
Craft Wondrous Item, hypnotic pattern, rag	ge

Clockthief's Candelabrum		CL 1ST
Slot —	PRICE 1,800gp	WEIGHT 3 lbs.

AURA faint abjuration

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This ornate brass candle-holder sheds a magical light in a 5-foot radius that reveals the intricacies of devices both magical and mundane, providing a +2 bonus to Perception checks to notice and identify traps and secret doors, and a +4 bonus to Perception and Knowledge (arcana) checks to notice and identify constructs.

In addition to its power to reveal, the *clockthief's candelabrum* can conceal those in its light from the perceptions of automata of all types. This effect can be invoked once per day with a command word, lasting 30 minutes and affecting constructs as *hide from undead* affects the undead. Intelligent constructs or constructs with immunity to magic (such as golems) are entitled to a Will save (DC 11).

The powers of the clockthief's candelabrum are ended immediately if its candles are extinguished.

CONSTRUCTION REQUIREMENTS COST 900GP

Craft Construct, Craft Wondrous Item, find traps

Clockthief's Key		CL 13TH
Slot —	PRICE 30,000gp	WEIGHT 1 lb.
Aura strong transmutation		

This simple, unadorned winding key of polished brass, the span of a human's hand, is inlaid with a labyrinth of wiry filaments almost too small to see but that channel energies highly disruptive to magical devices. The *clockthief's key* aids in disarming magical traps, granting a +5 bonus to Disable Device checks against them; it may be used in lieu of or in conjunction with masterwork thieves' tools.

The chief power of the *clockthief's key*, however, is to disable or impede the functioning of constructs, unwinding the mainsprings of their magical cores and unraveling their programmed functions into disarray. As a full-round action, the user of a clockthief's key can make a melee touch attack against a construct. This requires both hands and provokes attacks of opportunity. A successful attack attaches the *clockthief's key* to the construct and affects it as *holy word* affects evil creatures, bypassing any immunities the construct possesses, though a DC 20 Will save is allowed as normal. A deafened construct is unable to receive new orders.

The *clockthief's key* can be removed as a standard action with a DC 25 Strength check or a DC 25 Use Magic Device check; the one who placed it on the construct gains a +10 bonus to the Use Magic Device check. The key can be removed automatically if the construct is destroyed. Removing the key immediately ends any non-instantaneous effects.

A *clockthief's key* can be reprogrammed to produce different effects in constructs, duplicating the effect of *blasphemy*, *dictum*, or *word of chaos*. This requires 1 minute of work and DC 25 Disable Device and Use Magic Device checks, and the change in function is permanent (though it may be reprogrammed many times). As a full-round action, a DC 20 Disable Device or Use Magic Device check can also be used to set the *clockthief's key* to overload, destroying the key but creating an eruptive bubble of degenerating energy affecting every construct within 40 feet with the key's current effect.

CONSTRUCTION REQUIREMENTSCOST 15,000GPCraft Construct, Craft Wondrous Item, animate objectsand either limited wish or one of the following: blasphemy,dictum, holy word, word of chaos

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Crown of Deadspeech		CL 7TH
Slot —	PRICE 18,000gp	WEIGHT 3 lbs.
A 1 .		

AURA moderate necromancy

This crown of black iron, set with polished and runecarved shards of bone, allows the wearer to converse with the dead as if using *speak with plants* to converse with plant creatures (intelligent undead) or normal plants (corpses, skulls, mindless undead). The crown does not make undead automatically friendly, but it does enable the wearer to affect undead with language-dependent effects, even if they are mindaffecting, and it grants a +5 competence bonus to Bluff and Diplomacy checks with undead creatures.

CONSTRUCTION REQUIREMENTSCOST 9,000GPCraft Wondrous Item, speak with dead, tongues

Cruciform Icon		CL 10TH
Slot —	PRICE 20,000gp	WEIGHT 1 lb.
AURA moderate evocation	l	

This holy symbol of wood polished to a golden sheen, capped in bronze and engraved with runes of holiness, strikes terror into vampires that behold it. With the *cruciform icon* in hand, you can affect vampires with fear effects. A touch attack with the *cruciform icon* suppresses a vampire's fast healing and causes it to become shaken for 1d4 rounds (Will DC 20 reduces the effect to 1 round).As a standard action, the bearer may hold vampires at bay as a *magic circle against evil*, treating vampires as if they were evil outsiders.

In addition, creatures within the circle are protected against vampiric attack as *sanctuary* (Will DC 20). If any creature within the circle attacks, however, both effects are immediately broken. This effect lasts until the beginning of your next turn and can be continued in subsequent rounds. A vampire who saves against this effect of the *cruciform icon* cannot be affected by it again for 24 hours.

In addition to its effects against vampires, a *cruciform icon* is a potent aid to channeling positive energy, affecting the area (or the target, if using Channel Smite) as *consecrate* until the beginning of your next turn, including increasing the save DC of your channeled energy. If already within a consecrated area, the *cruciform icon* acts as a permanent fixture of your deity.

CONSTRUCTION REQUIREMENTSCOST 10,000GPCraft Wondrous Item, channel energy class feature,
consecrate,doom, magic circle against evilCost 10,000GP

Electroshock Glove		CL 1ST
SLOT hands PRICE 5,000gp		Weigнт 1 lb.
AURA moderate evocation		

This heavy gauntlet is laced with copper wire and can be used to deliver a *shocking grasp* 3 times per day that inflicts nonlethal electricity damage. However, this shock can also jolt a creature to its senses, granting a new saving throw to remove one of the following conditions (if more than one is present, determine randomly): confused, dazed, fascinated, frightened, panicked, shaken, staggered, or stunned. An *electroshock glove* cannot affect instantaneous or permanent conditions, nor effects that do not allow a saving throw. An *electroshock glove* causes no damage to a creature with the dying condition but allows an immediate stabilization roll with a +4 bonus.



This heavy metallic disk is carved in fanciful or frightful likeness of a humanoid or monstrous face, with a heavy ring in its mouth. If attached to a door, it seals the door with an *arcane lock* and wards it with a *phantom trap*. The *fearful knocker* opens and closes the door by a command word. A creature touching the door without speaking the command word is affected as *scare* (DC 13 Will partial). The *fearful knocker* cannot be removed from the door except by the command word, destroying the door, or temporarily negating its power with *dispel magic*.

CONSTRUCTION REQUIREMENTS

COST 2,700GP

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Craft Wondrous Item, arcane lock, open/close, phantom trap, scare

GALVANIC NECK-BOLTS		CL 6тн
Slot —	PRICE 20,000gp	WEIGHT 1 lb.

AURA moderate transmutation

These metal bolts, if held next to a creature's neck while it suffers over 10 points of electrical damage, affix themselves permanently to the creature's spinal column. Removing the *galvanic neck-bolts* requires a DC 30 Heal check (inflicting 2d6 points of damage and 1d4 points of Dexterity damage per attempt, successful or not).

Once implanted, galvanic neck-bolts enable the target's body to absorb electrical energy and convert it into raw strength, speed, and power. *Galvanic neck-bolts* can absorb and convert up to 60 points of electrical damage per day. Any electrical damage that would be suffered is ignored, converted into 1 temporary hit point per 3 points of electrical damage. These temporary hit points last for 1 hour or until lost.

In addition, for every 20 points of electrical damage absorbed the wearer gains a +2 alchemical bonus to Strength, Dexterity, or Constitution for 1 hour; if 40 or 60 points of electrical damage is absorbed, this bonus may be applied to different abilities or to stack if applied to the same ability. After absorbing 60 points of electrical damage, galvanic neck-bolts overload and shut down until the following day. The feedback from this overload inflicts 1d4 points of damage to Intelligence, Wisdom, or Charisma (determine randomly).

CONSTRUCTION REQUIREMENTSCOST 10,000GPCraft Wondrous Item, bear's endurance, bull's strength,
cat's grace, false life, protection from energy

Gargoyle Mask		CL 5TH
Slot —	PRICE 10,000gp	WEIGHT 2 lbs.
ATTRA faint transmutation		

AURA	taint	t tran	Ismut	tation

This dull gray mask hides the wearer's face behind a grotesque stony visage surmounted with one or more curved or spiral horns. Besides masking the wearer's identity, a gargoyle mask allows the wearer to make a secondary gore attack (-5 to hit, 1d6 points of damage plus one-half Strength bonus for a Medium-sized wearer). In addition, as a standard action the wearer can assume the appearance of a weathered but vaguely monstrous stone statue, allowing the wearer to take 20 on Stealth checks near stone buildings for as long as he remains stationary. The wearer gains a +10 bonus to Perception checks against gargoyles masquerading as stone statues.

Construction Requirements	Cost 5,000gp
Craft Wondrous Item, disguise self, monstrous physique I ^{UM}	

GAUNTLET OF STAVEGUARDING		CL 6тн
Slot —	PRICE 7,000gp	WEIGHT 3 lbs.
AURA faint abiuration		

This heavy glove of leather covered in mithral mesh is used to safeguard a rod, staff, or wand from destruction, though it may be used in conjunction with a quarterstaff or with any item or weapon wielded in one hand. The *gauntlet of staveguarding* grants a +5 bonus to CMD against disarm and sunder attempts against the held item, and a successful sunder maneuver must first destroy the gauntlet itself (hardness 15, hp 30) before damaging the item being held. A spell targeted at an item in hand (e.g., *disintegrate*, *heat metal*, *shatter*) affects the gauntlet instead; if the gauntlet is destroyed, any leftover damage may affect the item originally targeted.

If more than one *gauntlet of staveguarding* is worn, each must protect a different held item.

CONSTRUCTION REQUIREMENTS	Cost 3,500GE
Craft Wondrous Item, false life, shield	

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Ghost Shackles		CL 5TH
Slot —	PRICE 10,000gp	WEIGHT 5 lbs.

AURA moderate necromancy

These rune-carved manacles are enchanted to bind the ectoplasm of ghostly creatures. While they have no enhancement bonus, the ghost shackles can be used as an improvised weapon that inflicts full damage against incorporeal creatures. In addition, once per day a creature can make a touch attack against an incorporeal creature with the ghost shackles. If the attack hits, the target is entangled, and as long as the wielder holds onto the ghost shackles the incorporeal creature is anchored to the spot, unable to move. If the wielder drops the ghost shackles, the creature may move but retains the entangled condition; the ghost shackles move with the creature but remain solid, preventing it from moving through or into solid objects or creatures. A creature bound by ghost shackles may attempt a DC 14 Reflex save as a full-round action to escape.

CONSTRUCTION REQUIRE	MENTS	COST 5,000GP	
	Craft Wondrous Item, halt undead		
GUARDIAN MOPPE	ET	CL 1ST	
SLOT — or neck	PRICE 1,600gp	WEIGHT 1 lb.	
AURA moderate necromancy			

These simple dolls, crudely sewn from burlap, rags, and dark thread with bone button eyes and stuffed with old wool in the semblance of a child or kindly animal, are usually crafted by orphaned witch-prodigies to guard children against those who would harm them. A *guardian moppet* grants a +2 resistance bonus to saves against witch hexes and hides the bearer from the child-scent* hex as long as it is held in hand or worn around the neck; it can be held while wielding a buckler or light shield.

In addition, when worn or carried by a child (including creatures with the young simple template), each guardian moppet can detect the presence of one menace that children fear: aliens (aberrations, outsiders), bad people (monstrous humanoids, or humanoids with a subtype different from the bearer's, including shapechangers), bad spirits (fey, undead), creepy-crawlies (oozes, vermin, Tiny or smaller animals), or monsters (dragons, magical beasts). If a creature of its type comes within 20 feet, the guardian moppet awakens its bearer if asleep (with a silent mental *alarm*), or begins to weep and cry aloud if its bearer is awake; in either case, the bearer is protected by a sanctuary (Will DC 11) for 1 minute that affects only creatures of the chosen types. The guardian moppet must have line of effect to detect creatures of its type; thus, solid barriers prevent its detection. It cannot be fooled by stealth (including magical invisibility or silence), but it cannot detect creatures that are astral, ethereal, or polymorphed.

Construction Requirements	Cost 800gp
Craft Wondrous Item, alarm, hex ward ^{UM}	, sanctuary

Helm of Certain Sanity		CL 13TH
Slot —	PRICE 50,000gp	WEIGHT 3 lbs.
AURA strong abjuration		

Crafted by those who wished to shield their perceptions against mind-bending horrors from beyond, this headgear protects against the loss of mental faculties. Any Intelligence, Wisdom, or Charisma damage or drain suffered by the wearer is reduced by 2, and the wearer is immune to temporary penalties to these ability scores (e.g., *touch of idiocy*). The wearer is also made immune to *confusion*, *feeblemind*, *song of discord*, *insanity*, and similar effects and gains a +4 bonus to saving throws against patterns and phantasms.

These protections come with a price, however, as the *helm of certain sanity* also leaves the wearer unable to perceive mythos creatures or spells with the mythos descriptor, treating them as if they had total concealment at all times. This also makes the wearer immune to gaze attacks or similar sight-based supernatural abilities used by such creatures but also imposes a -20 penalty to Knowledge checks to identify such creatures or their abilities. If the wearer is attacked by a mythos creature or spell^{*}, she can perceive it as if it had concealment, appearing only as a dim, threatening shape, for 1d4 rounds.

Construction Requirements	Cost 25,000gp
Craft Wondrous Item, insanity, mind bla	nk

Horn of the Deep Ones		CL 10TH
Slot —	PRICE 12,000gp	WEIGHT 1 lb.
AURA moderate conjuration		

This horn is crafted from a nautiloid shell, and it is constantly wet with a brackish slime. Its sonorous call summons 1d4+1 skum (Pathfinder RPG Bestiary "Skum") to serve the one sounding the horn for 10 minutes or until slain. If the creature sounding the horn has the aquatic or water subtype, the skum gain the benefits of *good hope* for as long as they remain. If all of the summoned skum are slain, the horn-sounder must succeed at a DC 10 Fortitude save or be *polymorphed* into a skum and bound to the horn's call.

CONSTRUCTION REQUIREMENTS	Cost 6,000gp
Craft Wondrous Item, summon monster V	
the second se	1.
Mesmeric Mask	CL 10TH

Mesmeric Mask		CL 10TH
SLOT face	PRICE 18,000gp	Weight 1 lb.
AURA moderate abiuration		

This transparent mask clings to the wearer's face, almost imperceptible to inspection (Perception DC 30) or magical examination (DC 30 caster level check to detect its presence). The wearer is immune to *charm* and *dominate* effects but is immediately aware of them and their source. As an immediate action when targeted with such an effect, the wearer may attempt to deceive the creature using the *charm* or *dominate* effect into believing it has succeeded (DC 20 Will save negates). If the save is failed, the mask-wearer gains a +20 bonus to Bluff or Perform (acting) skill checks to perpetuate the ruse that they are mentally controlled, and he may choose to accept the telepathic bond that accompanies a *dominate* effect.

CONSTRUCTION REQUIREMENTSCOST 9,000GPCraft Wondrous Item, glibness, nondetection, protection
from evil

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Sanguinary Torque		CL 10TH
SLOT neck	PRICE 22,000gp	WEIGHT 1 lb.
AUBA moderate transmutation		

This twisted silver neckband, set with stones of blood red, stanches the wearer's wounds, allowing her to stabilize automatically when dying and halving all forms of bleed damage, including ability damage and ability drain, to a minimum of 0 for effects that cause only 1 point of damage or drain.

In addition, the sanguinary torque transmutes the wearer's blood into holy water as soon as it breaks the skin. Attacker gains no benefit from using bleed attacks, such as healing or temporary hit points. Instead, they are affected as if struck with a vial of holy water. A creature harmed by holy water that uses a blood drain attack against the wearer suffers double damage and is sickened for 1d4 rounds; a DC 20 Fortitude save reduces the duration to 1 round. Any undead or evil outsider adjacent to the wearer while she is taking bleed damage suffers 1 point of splash damage per round from her sanctified blood.

CONSTRUCTION REQUIREMENTS

COST 11,000GP

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Craft Wondrous Item, bless water, regenerate

Séance Candle		CL 7TH
Slot —	PRICE 1,500gp	WEIGHT 1 lb.
ATTE A faint norman and		

AURA faint necromancy

Usually dead black or bone white, a séance candle burns for 1 hour. While alight, it attracts the lingering vestiges of dead spirits to come and whisper to the living or provide clues to answer their questions when they meditate upon the desired information in the light of the candle, depending on the amount of time spent.

10 MINUTES: +2 insight bonus to a Knowledge check to learn about a specific named individual (who may be living, dead, or undead) or to a Diplomacy check to gather information about an individual or when interacting with a sentient undead creature. This bonus is doubled if the séance candle is burned at a creature's grave site or in its current or former home. This bonus does not stack with itself; each time this ability is used, it must apply to a different Knowledge or Diplomacy check.

20 MINUTES: Ask a single question of a corpse, as speak with dead (Will DC 14) or perform an augury related to a specific named individual.

60 MINUTES: Perform a divination related to a specific named individual.

If a haunt is present when a séance candle is lit, any creature within 5 feet of the candle gains +2 bonus to skill checks to notice or interact with the haunt; however, the candle enables to the haunt to manifest more fully, and save DCs against it are increased by 1 within 5 feet of the séance candle. If the séance candle is extinguished prematurely, 10 minutes of its burning time is wasted but no benefit is gained.

CONSTRUCTION REQUIREMENTS Craft Wondrous Item, speak with dead Cost 750gp

Shadow Pack		CL 9TH
Slot —	PRICE 4,000gp	WEIGHT 1 lb.
AUP A moderate illusion		

This black-dyed backpack helps safeguard a character's rearward flank against those who would circle behind him or use pack-attack tactics by creating a shadowy shroud that clouds the vision of those attacking when the wearer is unaware. The wearer gains concealment against creatures flanking her or attacking when she is flat-footed. Darkvision penetrates this illusion, but low-light vision does not.

CONSTRUCTION REQUIREMENTS	Cost 2,000GP

Craft Wondrous Item, blur, darkness, secret chest

Skeleton Cage		CL 13TH
Slot —	PRICE 36,000gp	WeiGHT 1 lb.
AURA moderate illusion		

This tiny framework of bones can be activated once per day with a command word (spoken within 30 feet), causing it to expand into a Gargantuan skeletal ribcage firmly fixed to the ground and studded with jagged bony shards (AC 20, hp 120, hardness 5, CMD 34). Creatures within the area as it expands are grappled; a DC 17 Reflex save enables them to move to the nearest open space adjacent to the skeleton cage as a free action that does not provoke attacks of opportunity. The skeleton cage possesses a pair of 20-foot-long skeletal arms (AC 20, hp 60, hardness 5), each of which can make a drag combat maneuver (CMB +24) once per round on your turn. You may direct the arms as a move action; otherwise, they attack the nearest creature(s) other than you.

A creature dragged into the *skeleton cage* suffers damage as if passing through a wall of thorns and gains the grappled condition. Attempts to escape the grapple are against CMD 34, and each attempt causes damage as if passing through a *wall of thorns*. A *skeleton cage* can hold up to 1 Gargantuan, 3 Huge, 8 Large, or 64 Medium or smaller creatures. If the *skeleton cage* is filled to capacity, creatures dragged to it by the hands are crushed against it, suffering damage as above, but are then dropped in an adjacent square.A *skeleton cage* lasts for 1 hour or until destroyed or commanded to shrink. Destroying an arm does not harm the *skeleton cage*, but destroying the *skeleton cage* destroys the arms. Creatures within a *skeleton cage* when it is destroyed or commanded to shrink are freed automatically but suffer damage as if passing through a *wall of thorns*. If destroyed in its miniature form (AC 6, hp 13, hardness 5), a *skeleton cage* is permanently destroyed; otherwise, any damage it suffers is repaired the next time it is activated.

CONSTRUCTION REQUIREMENTS COST 18,000GP

Craft Wondrous Item, animate dead, forcecage, grasping hand

Tentacle Vest		CL 7Th
SLOT chest	PRICE 8,000gp	WEIGHT 4 lbs.
AURA moderate conjuration		

This leather vest is fringed with dangling strips. When the vest is worn, these strips become engorged, rubbery tentacles that squirm, lash, and twine. The *tentacle vest* does not interfere with the wearer's actions and grant a +2 bonus to Climb and Swim checks, as well as to CMB for disarm, drag, grapple, and steal maneuvers.

The *tentacle vest* can be used to hold (but not wear or wield) one item as if it were in your hand. The tentacles cannot draw or sheathe a weapon nor retrieve or or stow an item in a character's pack; however, transferring an item from hand to *tentacle vest* (or vice versa) is a swift action.

 CONSTRUCTION REQUIREMENTS
 COST 4,000GP

 Craft Wondrous Item, black tentacles

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Tomb Tapper		CL 1ST
Slot —	PRICE 600gp	WEIGHT 1 lb.
ALTE A faint transmutation		

AURA faint transmutation

This tiny mallet made of bone, sewn together with sinew and hair, allows the user to transmit secret messages through stone walls, when buried alive, or through solid surfaces or barriers using the Bluff skill as a full-round action. The recipient of your message can be up to 30 feet away, but the DC increases by 2 for every 5 feet of distance. You may send your message to a specific known creature within range, but any creature within 30 feet and adjacent to a solid surface can attempt to interpret the message with an opposed Sense Motive check.

CONSTRUCTION REQUIREMENTS

COST 300GP

Craft Wondrous Item, message



WITCHBLOOD STYLUS		CL 5ST
Slot —	PRICE 8,000gp	Weigнт 1/2 lb.
AURA moderate necroma	ncv	

This sharpened bone writing implement can be used by a witch to enhance the power of certain magical writings by infusing the blood of her familiar. If used to scribe a scroll of a patron spell, the scroll's save DC is set by the witch's actual Intelligence modifier, rather than the default minimum. A glyph of warding, symbol, or similar magical rune inscribed with a witchblood stylus requires those triggering it to save twice; a creature failing either save suffers the full effects of the glyph, symbol, or rune. A witchblood stylus may be used once per day, and using it inflicts 1 point of Constitution damage to the familiar per level of the spell being inscribed.

CONSTRUCTION REQUIREMENTS COST 4,000GP Craft Wondrous Item, Persistent Spell, glyph of warding

Wolf-Hair Shirt		CL 1ST
SLOT chest	PRICE 3,000gp	WEIGHT 1 lb.
Aun A faint transmutation		

AURA faint transmuta

The wearer of this shirt cannot be perceived by wolves, dogs, or other canine animals; they treat the wearer as if she did not exist. If the wearer touches a wolf, dog, or other canine or attacks any creature, the protection of the wolf-hair shirt is lost for 1 hour. Werewolves and canine magical beasts are entitled to a DC 11 Will save to notice the wearer.

In addition to the above, any spell or spell-like ability the wearer uses to assume the form of a canine animal or magical beast takes effect at +1 caster level.

CONSTRUCTION REQUIREMENTS

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COST 1,500GP

Craft Wondrous Item, beast shape I, hide from animals


Rrtifacts

Elder Talisman (Minor Artifact)		CL 18TH
Slot —	Price —	WEIGHT 1 lb.
AURA faint transmutation		

This rough-hewn stone in the form of a sevenpointed star at first appears a weathered relic of ancient times, but a close inspection reveals spidery whorls and traceries of pictographic runes that bend the mind and yet all lead back into the heart of the star. A creature carrying an elder talisman gains spell resistance of 30 and the effect of a double-strength protection from evil, though these protections apply only against creatures or effects with the mythos descriptor (regardless of alignment). If the elder talisman is held in both hands, the bearer may detect mythos at will as a standard action, and may also trigger each of the following powers once per day: dispel mythos, magic circle against mythos, or shield of mythos. These spells function as detect evil, dispel evil, magic circle against evil, and shield of law, but they function against mythos creatures and spells (regardless of alignment). Inimical to mythos creatures, an elder talisman enhances binding, dimensional anchor, dimensional lock, forbiddance, and any spell that would force them to return to their home plane (e.g., banishment, dismissal, holy word), increasing the save DC against such effects by +2 and caster level checks to overcome SR by +4.

Finally, an *elder talisman* is impervious to damage from any mythos spell or creature, whether from physical or magical attacks. Any non-damaging spell or effect used by a mythos creature* to suppress or circumvent the power of an *elder talisman* has no effect on it or any magical effect it produces, even spells such as *antimagic field*, *mage's disjunction*, and *wish*. An *elder talisman* can be used as the focus for a permanent magical effect such as *forbiddance* or *hallow*; if this is done, that spell becomes impervious to *dispelling* or *suppression* by mythos spells or creatures. In addition, that spell's effects (or those of a companion spell

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tied to *hallow*) are doubled (if a static bonus) or empowered (if a variable numeric effect). It may serve as the focus for only one spell at a time; if physically removed from the spell's area of effect, its enhancement to that spell is ended.

Destruction Requirements

Cost -

An *elder talisman* can be destroyed by a *rod of cancellation* that is held simultaneously by creatures with overwhelming auras (*Pathfinder Roleplaying Game Core Rulebook*) of law, chaos, evil, and good, or if struck by weapons or spells with the chaotic, evil, good, and lawful descriptors for at least 50 points of damage of each type within a single round.

Rebec Malevolenti (Minor Artifact)		CL 12TH
Slot —	Price —	WEIGHT 3 lbs.
AURA strong necromancy (evil)		

This is a three-stringed fiddle made with a narrowboat-shaped body and a horsehair bow. Its finish has the cracked polish of old bone, and when stared at intently tiny glowing red lettering can be seen to swirl about just beneath its varnish, never staying still long enough to read the infernal writing. When played by someone with at least 1 rank in Perform (stringed instruments), the rebec grants the following powers to the fiddler for as long as she plays:

The player is provided with a +3 bonus to natural armor and DR 5/magic

The player receives the immunities associated with undead traits, though she does not actually become undead or become otherwise susceptible to positive energy attacks.

The player becomes engrossed in the playing and suffers a -4 penalty to Perception while doing so.

Anytime the player is reduced to 0 hit points or below, the rebec grants the effects of a <u>false</u> <u>life</u> spell on the player as an immediate action giving her 1d10+10 temporary hit points. Unlike the spell, these temporary hit points remain for as long as the fiddler plays. There is no limit to the number of times it can cast <u>false</u> <u>life</u>, and it can do so multiple times per round. The rebec grants *lesser restoration* upon the fiddler once per day to mitigate any effects of fatigue or exhaustion in order to allow her to keep playing. The player remains under the constant effects of a freedom of movement spell.

The primary purpose of the rebec is to animate the dead to wretched unlife. Each round that the rebec is played, any corpses within the range of its hearing (including those buried in this range) are subject to reanimation. Even corpses that have rotted away can return as incorporeal undead. For each round of playing in an area where dead bodies are available, roll d6 to determine what type of undead creature that is created. These creatures do not attack the fiddler but are not otherwise under the player's command; they remain true to form, attacking living creatures as opportunity presents. They remain animated until destroyed or the rebec is destroyed at which point all previously animated undead return to death once again.

- d6 Undead Type
- 1–2 <u>skeleton</u>
- 3–4 zombie

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- 5 ectoplasmic creature
- 6 creature of GMs choice

Destruction Requirements

The rebec can only be destroyed by sundering it, though it provides a +4 bonus to the fiddler's CMD to resist sundering. It has hardness 5 and 20 hit points. It does not gain the broken condition but when reduced to 0 hit points it is destroyed.

Cost -



antasy and horror can sometimes work at cross purposes, with the tropes of heroic fantasy encouraging a hopeful, almost triumphal attitude that the heroes can and should always win in the end, and that the world will play by certain rules. A horror campaign succeeds by subverting those expectations, sometimes standing them on their head completely and sometimes just introducing new variables to the situation. This can include new rules, things that may surprise and shock players, or just options that provide a different flavor to the campaign, drawing it farther from traditional fantasy and deeper into disturbia. Much of the art of running a horror campaign, however, is just that: art. The darkling beauty of horror plays out in the theater of the mind, and no game mechanic can make a player feel frightened or horrified, but this chapter discusses different ways to think about certain topics and how (and even why) to incorporate and manage different horror themes and ideas into the campaign. A bit of forethought the nature of all things strange and terrible can go a long way toward at least making your players just a little bit uncomfortable.



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Lults

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 *Tomes of Ancient Knowledge*. If you do not own this product, you can ignore these rules or use alternate rules for insanity.

CULTIC 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, wellsuited 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

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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 Eldritch mystery. 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.

While the 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, Chapter 1: Class Options contains a number of 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 the cultic feats and archetypes described there like the Apostate inquisitor, Sublime bard, oracles of the eldritch mystery, eldritch witch patrons, and more are perfect options for bringing to life those who take their cultic deviance to a whole new level.

Feats like Bane Spell, Cultic Opiate, Ecstatic Euphoria, and Sacrificial Summons 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.

Likewise, certain spells are thematically most 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, torch-wielding mob; 4th-exsanguinate; 6th-avasculate. Sorcerer/Wizard Spells: 4th-aberrant form I, fire charm; 5th-inscrutable 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.



It Lame from Reyond

antasy roleplaying games are replete with journeys to other planes, with invasions from the pits of Hell or the darkest Abyss, or even the rise of ancient empires from the deeps of past ages. Far less common in modern fantasy, however, are those supplements that look up and out, away from this tiny rock floating in the great emptiness of space and what lies beyond. This hasn't always been true in gaming or in fantasy; there is a great pulp tradition of space, science, and magic meeting, and RPGs and adventures in the 1970s and 1980s contained many well-loved crossovers, from Blackmoor to the Barrier Peaks. Still, many gamers prefer to keep the concept of space and far-off planets strictly within the realm of science fiction, well away from traditional fantasy. Beyond the Void is not for them, as it expressly blurs the lines between fantasy and science fiction, bridging the infinite gulfs of space to connect our world and the most frightening corners of the physical universe.

To be sure, crazed cultists are a staple of the genre, venerating mysterious and unfathomable relics of alien vistation, whether temporary crop circles, weathered idols in pre-optic astronomical stone circles, or enormous Nazcalike earthworks. However, Gothic Campaign Compendium shifts the focus away from the secret societies and people coming together behind veils and masks to dabble in mysterious rites and places it squarely on the awful, unspeakable, incomprehensible things that the wildest-eyed of those cultists talk about but could never hope to understand. Humans and their kind come into play more are as researchers and scholars, some simply curious and others devolving into madness from the esoteric revelations they uncover in their studies. Sane or deranged, each stretches forth his mind to try piecing together the nature of reality and existence. Some cast their eyes upward, toward far distant realms around strange stars, while others search for clues about visitors from beyond whose legacy has shaped the face of the world from earliest prehistory and may point the way towards a common origin or a shared future destiny. The only question is whether that pathway leads to apotheosis or apocalypse.

Several of the character options in Chapter 1, like the Alienist, Bathynaut, and Iridic Mage archetypes, or spells such as alien contact, embryonic implantation, and shroud of stars present excellent pathways to fill a variety of iconic roles and character types related to dealing with aliens. At the same time, the alien and embryonic creature templates help transform common creatures into alien abominations. Characters that study them might be raving lunatics obsessed with unspeakable horrors from beyond or genetic manipulators mutating their test subjects in an endless variety of horror. On the other hand, those seeking signs of the aliens among us now and in our past include intrepid explorers of the ocean depths and the sunken ruins that lie therein, as well as those whose eyes remain fixed on the heavens should the space gods come again.

Many spells are appropriate for study by aspiring alienists, whether plumbing the depths of space or exploring lost ruins above or below the waves. Core spells such as air bubble, calm emotions, comprehend languages, darkvision, detect aberration, feeblemind, freedom of movement, insanity, interplanetary teleport, legend lore, magic circle against chaos/evil/good/ law, mind blank, scrying, symbol of insanity, touch of the sea, true seeing, vision, and water breathing harmonize well with themes of alien incursion and exploration, as do any number of the spells contained in Chapter 2.

A close companion to traditional magic among alienist spellcasters is alchemy. While at first the notion of alchemists being engaged with the lore of things from beyond might seem a strange combination, of all classes alchemists are natural experimenters and the class whose researches most closely resemble something we would call science. Hence, expanding their researches and discoveries into the realm of the techno-magical is actually a very small stretch, as is playing up their natural curiosity about unlocking the secrets left behind by races older than time whose civilizations now lie shattered and lost in the ocean depths.

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Mad Science; Lonstructs in Horror

UNCREATED CONSTRUCTS

Constructs have a unique interaction with horror themes as things given life by some kind of spirit or magical force animating them. By standard rules, they are purposefully created with magic, skill, resources, and the Craft Construct feat to bind that animating spirit to them. In a horror-themed campaign, however, this need not be the case. Just as ghosts become undead and haunts create lingering spell effects, restless and tormented spirits can spontaneously give life (and even sentience) to inanimate objects in the form of uncreated constructs. A ruined cathedral or haunted castle might spawn animate stained glass windows and stony gargoyles, while a lingering curse or murderous ghost might imbue a child's toy with a thirst for blood. Besides the thematic appeal of haunted objects bringing themselves to life, using uncreated constructs allows GMs to use constructs freely without worrying about the implied economy of numerous high-level spellcasters spending untold thousands of gold pieces on construct creation. Uncreated constructs function identically to normal constructs, though you may also add the following trait:

Uncreated Spirit: Uncreated constructs are damaged by positive energy as undead but gain energy resistance 30 against positive energy. If targeted with *remove curse*, *break enchantment*, or other effect that negates curses, a successful caster level check against DC 10 plus the construct's caster level causes it to become staggered and lose its positive energy resistance for 1 round. If the check succeeds by 10 or more, the construct is destroyed.

CONSTRUCT FORMULAE

The *Pathfinder Roleplaying Game* assumes that the Craft Construct feat is all that is needed to make any construct desired. Using unique construct formulae allows you to emulate the the prolonged researches of mad scientists of literature and film. At minimum, you could require one week of work with access to a library and/or laboratory, experimental materials worth 100 gp times the construct's CR, and a Knowledge (arcana) check with a DC of 15 plus the construct's CR (those

in the Pathfinder RPG Bestiary could have a DC of 10 plus their CR to represent their ubiquity). A failed check means creating that construct is beyond a PC's ability until he gains an additional rank in Knowledge (arcana). Alternatively, you could use a progressive method requiring a number of successful Knowledge (arcana) checks equal to the construct's CR, with one check allowed per week (reducing the weekly cost to 10 gp times the construct's CR). Each natural 20 (19-20 with Skill Focus (Knowledge (arcana)) produces a discovery granting +2 to all future checks for unlocking the secret of that construct, while a natural 1 results in a dead end that causes the loss of 1d4 successful checks of work now wasted. Once the requisite number of successful checks is completed, the formula is perfected and creation can begin.

TABLE 6-1: CONSTRUCT MARKET PRICES

Construct Name	CR	Materials	Price	Cost
Bloodthirsty Manikin	2	100 gp	6,100 gp	3,100 gp
Gothic Gargoyle, lesser	3	200 gp	8,200 gp	4,200 gp
Stained Glass Knight, lesser	3	500 gp	12,500 gp	7,000 gp
Gothic Gargoyle, greater	5	500 gp	18,500 gp	9,500 gp
Stained Glass Knight, greater	7	2,000 gp	43,000 gp	22,500 gp
Crowflight Carriage	9	8,000 gp	75,000 gp	42,000 gp
Living Crematory	10	1,000 gp	73,000 gp	37,000 gp
Dirge Organ	14	20,000 gp	240,000 gp	130,000 gp

While some of these constructs could fit easily anywhere in a horror-themed campaign, some thematically appropriate places to use them might include the following:

HAUNTED PRISON AND VILLAGE

bloodthirsty manikin, gothic gargoyle

WEREWOLVES HUNTING LODGE bloodthirsty manikin, stained glass knight

ALIEN CULT HEADQUARTERS

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living crematory, stained glass knight, or even a gothic gargoyle with an aquatic motif, granting it a swim speed of 30 rather than a fly speed

CREEPY VAMPIRES CASTLE OR VILLA

crowflight carriage, dirge organ, gothic grgoyle, stained glass knight

RUINED PALACE-CITY OF A LICH KING *living crematory*

Magic and the Mythos

THE MYTHOS DESCRIPTOR

Spells have descriptors, such as acid, air, chaotic, cold, etc. This rule variant presents a new descriptor: "mythos," which represents spells and spell energies tapping powers or beings beyond the Dark Tapestry or including rituals that call upon such beings or powers. Learning or casting spells with a mythos descriptor causes a sanity check, as detailed above.

Many spells found in the traditional spell lists can have a "mythos version," in other words an alternative version of the spell that provides the same results but that often has some different and more gruesome component or ritual requirement and also references or calls upon forces, powers or gods from beyond the stars. The use of such powers or knowledge is alien even to practiced arcane and divine casters. For instance, speak with dead is not a mythos spell and casting it does not require a Sanity check, despite its rather horrific and gruesome subject matter. However, in a mythos tome, one may find a mythos version of speak with dead, that provides the same effects but has some different requirements or components, and that version would require a Sanity check, such as having to contribute an ounce of your own flesh, or a finger, of having to swallow the entrails of a corpse, or other sanity-bending things in the mythos version that the normal version does not require.

In addition, creatures can be given the "mythos" subtype to indicate their alien origin or associations. Creatures with the mythos descriptor in the *Pathfinder Reference Document* include: Aboleth, Cerebric Fungus, Denizen of Leng, Gibbering Mouther, Gug, Hound of Tindalos, Intellect Devourer, Leng Spider, Moon-Beast, Morlock, Neothelid, Phantom Fungus, Shantak, Shoggoth, and Yithian. Other similarly alien creatures could also be given this descriptor.

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Mythos Magic Rituals

Because of its alien origin and the mindbending seductiveness of its eldritch language, spells with the mythos descriptor can be cast even by creatures with no ordinary magical talent, or one who has mastered a different variety of magic than that contained within the tome. Such a ritual can also be used to cast a spell of a level beyond that which the character is normally capable of casting. If a ritual is used to cast a spell that a character would normally be unable to cast, whether because of its level or because they lack the proper spellcasting ability, the spell takes effect at a caster level equal to half their character level (minimum 1st).

A mythos magic ritual can also be used by a caster who would be capable of casting the spell in order to use the spell without expending spell slots. In this case, the spell takes effect at her full caster level but must fulfill the normal requirements of ritual casting described below.

Performing a mythos magic ritual requires the caster to have a mythos tome containing the spell available at hand. The ritual takes 1 hour, and the DC of all applicable sanity checks is increased by 5. In addition, a failed sanity check results in gaining 1d4 Madness points, halved on a successful save (minimum 1).

Thirurgery

Chirurgery represents a combination of medical skills encompassing the encyclopedic diagnosis of ailments, the swift and skillful compounding of medicines tailored for them and the needs of the patient, as well as a deft hand at surgical maneuvers, operations, and equipment, allowing you to repair the physical body like a finely tuned machine. The radical procedures of chirurgery are so extreme that you can even manipulate the mind itself by subtle application of your techniques and alchemical concoctions to the nervous system.

In order to learn a chirurgical, you must first have the Skill Focus (Heal) feat or at least 5 ranks in the Craft (alchemy) and Heal skills. If you meet either prerequisite, you can learn procedures in a fashion similar to learning new spells. You must first find a suitable tome containing the instructions for the procedure or be taught by another character who already knows it for one week, after which you must practice the procedure on a living humanoid or a humanoid corpse that has died within the past 24 hours (including a corpse affected by gentle repose, as long as it was cast within 24 hours of the creature's death). Using a corpse for this purpose results in a -5 penalty to skill checks to master the procedure.

If you achieve complete success, you have mastered the procedure and can use it at will. If you achieve a partial success, you have mastered it albeit imperfectly and you take a permanent -2 penalty to skill checks related to that procedure until you achieve a perfect success with it, after which this penalty disappears. If you fail to master the procedure, you must study for an additional week and attempt to master it again with a living patient or corpse. You gain a cumulative +1 bonus to skill checks made to master the procedure for each week of practice after the first.

Each week you spend mastering a chirurgical procedure expends one alchemy crafting kit, one antidote kit, and one healer's kit. In addition, you must have an alchemist's lab and surgeon's tools in order to learn a chirurgical procedure, although once you have mastered the procedure you can try to perform it without these tools and their accompanying bonuses.

Special: If using the Sanity check rules in this chapter, chirurgical procedures violate the integrity of mind and body both surgically and through experimental psychotropic agents, causing the patient to gain 1 Madness point. A Fortitude save (DC equal to the procedure's skill check DC -5) negates this Madness gain. Learning or using the Surgery chirurgical procedure does not risk Madness as other procedures do.

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Chirurgical Procedures

Once you have mastered a chirurgical procedure, you can perform it at any time. The time required for each procedure is listed, during which time the patient must be helpless, unconscious, or willing. A willing patient can remain awake during the procedure, though she automatically becomes fatigued and sickened for the duration of the procedure and for an identical amount of time thereafter. When performing chirurgery, you make three skill checks against the listed DC, one each against Craft (alchemy), Heal, and Disable Device, the latter representing the surgeon's skill at working with the body's intricate and delicate organic mechanisms. All checks also have a listed synergy skill; this skill provides a + 1bonus to skill checks related to the procedure for every 3 ranks in the skill. If all three skill checks succeed, the procedure is a complete success. Two successful checks produce a partial success and one check a failed procedure. If all checks fail, the procedure goes horribly awry, resulting in malpractice and dire complications. If the result of any skill check is a natural 1, the target must succeed at a Fortitude save with a DC equal to the procedure's DC or else the entire procedure results in malpractice regardless of the result of the other two skill checks. If two checks produce natural 1s, malpractice automatically occurs and the patient dies if it fails the Fortitude save. If all three checks produce natural 1s, the patient dies with no save allowed. A surgeon can always choose to fail any associated skill checks but cannot choose to roll a natural 1 and cannot take 10 or take 20 (creatures with Skill Mastery can take 10 if they have mastered one of the relevant skills).

Each procedure has a DC and requires the listed amount of time to complete. If the reader does not have at least one assistant available to assist with the procedure, including holding the book and its anatomical diagrams at the proper angle, this time is doubled and the reader takes a -5 penalty to all associated skill checks. Masterwork tools, a full or portable alchemist's laboratory, and a healer's kit provide their normal benefits to the relevant skill checks when used as a part of chirurgery. If the target is below 0 hit points when chirurgery is begun, all associated skill checks take a penalty equal to the patient's negative hit point total prior to receiving the procedure.

Chirurgical procedures are strenuous for the body. The patient becomes fatigued and sickened by pain for the duration of the procedure and is fatigued for 1 week thereafter. This fatigue is reduced by 1 day for every 5 points by which the surgeon exceeded the DC on any checks, though fatigue can never be reduced below 1 day. In addition, after receiving a chirurgical procedure the DC for any further procedures is increased by 5 for the next 24 hours. This stacks if additional procedures are attempted. This increase is doubled to 10 if the same procedure is repeated on a patient within 24 hours. Each procedure requires the listed number of uses of a healer's kit; if this number of uses is not available, each missing use results in a cumulative -2 penalty to all skill checks associated with the procedure. Any save DCs for effects that duplicate spells are Intelligence-based. Unless otherwise noted, all effects of a chirurgical procedure are permanent.

As a final note, many chirurgical procedures are damaging to the patient's psyche and the natural balance of their mental processes. This imbalance extends into the spiritual plane, and creatures who recently underwent mind-altering chirurgical procedures might have a greater than normal chance of arising as unquiet dead, perhaps haunts that spread madness and torment, or as actual undead creatures such as allips or, more rarely, ghosts or spectres.

ADJUST APPEARANCE

(DC 25, 1d4 days, 5 uses per day): Your surgery alters the outward appearance of a patient, changing their features or proportions as you deem fit. You may alter the patient as per the general rules of the disguise self spell: the patient could be made 1 foot shorter or taller, or could be made thinner or fatter. You cannot change the patient's creature type (although the patient could be made to appear as another subtype, granting a +10 alchemical bonus to Disguise checks to impersonate a creature of that type). Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or change the patient to look like an entirely different person or gender.

Complete Success: The intended adjustment in appearance is achieved. If your appearance is changed to resemble another subtype or gender, your likeness

is uncanny, granting a permanent +10 alchemical bonus to Disguise checks to impersonate a creature of the chosen type, and a +2 circumstance bonus to Bluff, Diplomacy, and Perform checks related to the patient's disguise.

Partial Success: The intended adjustment in appearance is achieved, and the patient gains a permanent +5 alchemical bonus to Disguise checks as a creature of the chosen type.

Failure: The patient's appearance is adjusted as desired but appears unnatural or imbalanced. The patient's sense of self is affected, dealing 2 points of Charisma damage.

Malpractice: The patient becomes horribly disfigured as grafts and adjustments become infected and necrotized while the disfigurement is also psychologically damaging. The patient takes 1d4 points of damage per character level and takes 1d6 points of Charisma drain and contracts filth fever.

Reversal: regenerate. Synergy Skill: Disguise.

Adjust Attitude

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(DC 25, 1d4 days, 2 uses per day): You can alter the psycho-neurological behavior of a patient, changing their terrors & obsessions as you deem fit. Although you cannot affect the actual personality, desires or fears of the subject, you can implant permanent manias and phobias of your choice through selective stimulation of the brain and infusion of psychoactive drugs.

Complete Success: The intended mania or phobia is implanted in the target, and the saving throw DC is increased by 1 for every 3 points by which any of your skill checks exceeded the required DC.

Partial Success: The intended mania or phobia is implanted in the patient.

Failure: You deal 2 points of damage to the patient's Charisma, Intelligence, or Wisdom (determine randomly). In addition, the patient's response to the intended object of its mania or phobia becomes random. When exposed to it, she has a 50% chance to become shaken and a 50% chance to become sickened. If forcibly confronted with the mania or phobia (a standard action), roll randomly among the following effects to determine its response, with each effect lasting 1 round:

TABLE 6-2: ATTITUDE ADJUSTMENT FAILURE

D10	Mania or Phobia Response	
1	confused	
2	2 dazed	
3	3 fascinated	
4	4 frightened	
5	nauseated	
6	<u>mad hallucination</u> (as the spell)	
7	7 <i>overwhelming grief</i> (as the spell)	
8	<u>rage</u> (as the spell)	
9	unadulterated loathing (as the spell)	
10	<u>unnatural lust</u> (as the spell)	

In addition to the above, the target retains a lasting negative mental association with the surgeon, and its reactions are adjusted negatively by one step.

Malpractice: You cause lasting mental damage to the patient, dealing 1d4 points each of Charisma, Intelligence, and Wisdom damage, and cause a random form of insanity. In addition to the above, the target retains a lasting negative mental association with the surgeon, and its reactions are adjusted negatively by two steps.

Reversal: An adjusted attitude can be repaired as normal for insanity effects.

Synergy Skill: Intimidate.

GRAFT FLESH

(DC 20, 2d4 hours, 1 use per hour): You surgically remove (if necessary) and replace some portion of the target creature's body with something else. The tissue you wish to engraft onto the patient must be fresh, ideally taken from a still-living creature. For every hour the tissue has been removed or the donor creature has been dead, all skill checks take a -1 penalty. If the affected tissue or creature is under a gentle repose spell, only time that elapsed before the spell was used counts toward this penalty. Skeletal or corporeal undead creatures can have flesh grafted from other undead of the same type or from dead flesh (or bone, for skeletal undead) without facing this penalty.

Having alien flesh grafted is hard for the mind to accept. If the new limb is not essentially identical to the original limb (i.e., same creature type, subtype, and species), the target takes 2 points of Wisdom drain (a DC 20 Will save reduces this to Wisdom damage) for each graft; you may substitute Sanity loss for Wisdom

drain if using the Sanity check rules in this chapter. Complete Success: You can replace a creature's natural weapon with a different one suited for the same limb (bite or gore for head; claw, slam, or wing buffet for arm; claw or hoof for leg; sting or tail slap for tail). You can instead add a prehensile hand in place of a claw on an arm). You cannot confer exceptional abilities such as constrict, grab, poison, pounce, rake, or rend. The natural weapon deals damage appropriate to the patient's size; you can transplant a natural weapon from a creature one size category larger or smaller, though the patient takes a permanent -2 penalty to attack rolls with that natural weapon. Whenever you add a natural weapon the creature did not previously possess, the patient is considered non-proficient with that natural weapon and takes a -4 penalty to attack rolls with it, though he may take the Exotic Weapon Proficiency feat to obviate this penalty for the selected natural weapon.

You may instead alter a limb to aid in climbing, jumping, or swimming. Each limb that you alter in this way grants a +2 racial bonus to Climb, Acrobatics (jumping only), or Swim checks; this bonus does not stack with existing racial bonuses to these skills. If you graft wings onto a creature that previously lacked them, the patient can use them as natural weapons but they are not functional for flight.

By increasing the DC, you can add one of the following specialized grafts:

- *DC 25*: vestigial fins (grants a swim speed equal to half the patient's land speed)
- *DC 30*: functional fins (grants a swim speed equal to the patient's land speed),
- DC 35: functional gills (grants the amphibious trait)
- DC 40: functional wings (requires two wings; grants a fly speed equal to the patient's land speed, with poor maneuverability)

Partial Success: The graft succeeds, but the natural weapon takes a permanent -2 penalty to attack rolls and deals damage as one size smaller than normal. If the graft provides a skill bonus or movement, that bonus or speed is halved.

Failure: The graft functions as a partial success, but the graft necroses and fails, rotting away after 2d4 days. The patient contracts slimy doom.

Malpractice: The patient takes 1d6 points of Intelligence drain and gains the amnesia insanity, and in addition contracts either cackle fever or <u>mindfire</u> (equal chance of either).

Reversal: regenerate.

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Special: In addition to the procedures listed in this

product, chirurgery is a perfect fit with any number of subsystems and specialized rules for grafting alien limbs and assorted other horrors onto creatures by aboleths, demons, drow, and other such vile creatures in a variety of products for 3.5 and the *Pathfinder Roleplaying Game*. These rules can be used as presented in their original products or could be implemented as specific examples of the graft flesh procedure, with progressively more difficult DCs for larger or more challenging projects. Probably the best way to introduce such vile grafts would be to gather all grafting-related procedures in each resource as a separate mythos tome containing the secrets from that volume.

If you wish to allow more dramatic grafts, you could also consider allowing a surgeon use

this procedure to duplicate *alter self*, *anthropomorphic animal*, or *monstrous physique I* or *II*, increasing the base DC by 5 times the level of the spell.

Synergy Skill: Knowledge (type dependent on the creature type of the creature providing the graft, not the host creature's type unless both are identical).

IMPLANT PSYCHIC TRIGGER (DC 30, 1d4 days, 4 uses per day): You implant in the patient

a psycho-neurological 'backdoor' of some kind, designed produce a certain behavioral reaction, such as a word, phrase, whistle, image, or song. Activating

this key is a move action for you, and can cause in the patient any form of insanity you choose, follow a suggestion (as the spell), complete a geas/quest, or you may select any one of the effects listed under **TABLE 6-2: ATTITUDE ADJUSTMENT FAILURE**. If you use this procedure on a patient upon whom you have previously used the instill identity or lobotomize procedure, the DC of this procedure is reduced by 5 and the procedure requires only one day.

Complete Success: The key functions as desired, with the effects lasting for 1 hour, plus 1 hour for every 3 points by which any of your skill checks exceeded the DC. Completing a suggestion or geas/quest before this time ends the effect.

Partial Success: As a complete success, but the effect

lasts 1 minute, plus 1 minute for every 3 points by which any of your skill checks exceeded the DC.

Failure: The reaction of the patient when the key is activated is random, as a failed adjust attitude procedure.

Malpractice: When the key is activated, the patient takes 1d6 points of Wisdom drain and is *feebleminded*. *Reversal: heal*, or any effect that remedies insanity. *Synergy Skill*: Bluff.

INDUCE AMNESIA

(DC 25, 2d4 days, 3 uses per day): You can manipulate the patient's mind to selectively erase specific memories or to wipe its mind clean.

Complete Success: You may choose to erase or alter a memory as modify memory or to completely

erase the patient's memory, as the amnesia insanity. Alternatively, you may erase the memory of one feat, spell, spell-like ability, or class ability, plus one additional feat, spell, spell-like ability, or class ability for every 3 points by which any of your skill checks exceeds the DC, causing the patient to lose access to it (the save DC for this effect is identical to that for modify memory, with a separate save allowed for each ability to be erased. The save DC for both modify memory (including the selective erasure of feats and the like) and amnesia is increased by 1 for

every 3 points by which any of your skill checks exceed the DC.

Partial Success: As a complete success, but you may choose only to modify memory or induce amnesia, and the save DC is increased by 1 for every 5 points by which any of your skill checks exceed the DC.

Failure: Your mental manipulations have the desired effect but last for only 1d100 hours. In addition, the patient remembers your role in the corruption of its mind and gains a +1 morale bonus to all attack rolls, saving throws, and opposed skill checks made against you.

Malpractice: The patient takes 1d6 points of Intelligence drain and gains the amnesia insanity, and in addition contracts either cackle fever or <u>mindfire</u> (equal chance of either).

Reversal: heal. Synergy Skill: Intimidate.

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INSERT LIMBIC RESERVOIR

(DC 20, 2d4 hours, 5 uses): You implant a volatile cocktail of psychoactive compounds that you can unleash at a later time to drive the patient into a drug-fueled frenzy. You can refill the compounds in the limbic reservoir by using this procedure again, reducing the DC by 5 and requiring only 1 hour and 1 uses of a healing kit. Refilling a limbic reservoir does not cause fatigue and sickening as other procedures do.

Complete Success: You can insert up to ten doses of any <u>drug</u>, most often scour or zerk. which then can be infused directly into the patient's subdural spaces for faster absorption and intensified effect. The beneficial numeric effects of the drug are increased by 50%, but so is ability damage from the drug. The addiction save DC of any drug used in the limbic reservoir is increased by 2.

The reservoir can be activated with a manual switch as a move action that does not provoke attacks of opportunity. If the patient also has an implanted psychic trigger, that trigger can be used to activate their limbic reservoir in addition to (or, if the creator wishes, instead of) its normal effect.

Partial Success: The limbic reservoir functions as above, but each activation consumes 1d3 doses of the drug. The addiction save DC of any drug used in the limbic reservoir is increased by 4 (rather than 2).

Failure: The implantation process damages the target's brain, dealing 2 points of Intelligence and Wisdom damage. The limbic reservoir also begins to leak, delivering a dose of the drug every 1d6 hours even when not triggered. If triggered, there is a 50% chance that all remaining contents of the reservoir are released at once. If this occurs,

Malpractice: The limbic switch fails to function; however, the compounds within cause the target to take 1d4 points of Intelligence and Wisdom damage and develop the psychosis insanity.

Reversal: Ill effects from inserting a limbic reservoir can be remedied by effects that ability damage or insanity, as appropriate. The limbic reservoir itself, however, can only be removed with the surgery procedure.

Special: A limbic reservoir can also be filled with a <u>mutagen</u>; this takes the place of all 10 doses of drugs. The beneficial numeric effects of the mutagen are increased by 50% when instilled through a limbic reservoir, while numeric penalties from the mutagen are doubled. Instilling a mutagen into a limbic reservoir requires precise balancing. If the insertion is not a complete success, the mutagen is wasted. A creature with a limbic reservoir must still abide by the restrictions on the use of a mutagen; if not an alchemist using her own mutagen, an infused mutagen must be used.

Synergy Skill: Knowledge (type based on the patient's creature type).

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INSTALL KILL-SWITCH

(DC 30, Disable Device, 2d4 hours, 8 uses): You implant in the patient a permanent physical 'kill-switch' of some kind, such as a removable heart plug or a razor-chain loop around the spine.

Complete Success: Activating the kill-switch can be done remotely as a move action if the patient is adjacent, and as a full-round action if the patient is within 10 feet. Treat this as a coup de grace that does not provoke attacks of opportunity and deals damage equal to twice the cumulative total by which your skill checks exceeded the DC. Even if the target survives, it is staggered for 1d4 rounds and takes 1 point of Constitution bleed damage per round.

Partial Success: Activating the kill-switch is a standard action if the patient is adjacent and cannot be performed if the target is not adjacent. It otherwise functions as a complete success, but a patient that survives is staggered for only 1 round and takes 1d4 hit points of bleed damage per round rather than the effects above.

Failure: Activating the kill-switch is a fullround action if the patient is adjacent and cannot be performed if the target is not adjacent. It deals damage equal to twice the amount by which your lone successful skill check exceeded the DC but is not treated as a coup de grace and has no other effect.

Malpractice: The patient takes 1 point of Constitution bleed and 1d4 points of hit point bleed damage immediately upon completing the surgery and contracts red ache. The kill-switch itself has no effect.

Reversal: Ill effects from installing a kill-switch can be remedied by effects that cure hit point or ability damage or disease, as appropriate. The kill-switch itself, however, can only be removed with the surgery procedure.

Synergy Skill: Knowledge (type based on the patient's creature type).

INSTILL IDENTITY

(DC 30, Bluff, 1d4 weeks, 10 uses per week): You create an entire false identity in the patient's mind, as the multiple personality disorder insanity; unlike implanting a psychic trigger, however, this insanity is permanent. The procedure allows you to create an entire false personality, which may be of a radically different alignment if desired, though the DC is increased by 2 for each step of difference between the patient's original alignment and the alignment of the alternate personality.

Complete Success: The new personality becomes the dominant personality, and the patient gains a +1 bonus to saving throws to avoid changing personality, increased by +1 for every 5 points by which any skill check exceeds the DC.

Partial Success: The new personality simply becomes one of many present in the patient's mind.

Failure: The new identity fails to form; however, the patient takes 1d3 points of Wisdom damage and Charisma damage due to mental uncertainty, disruption, and warped sense of self.

Malpractice: The patient develops a new personality, but its alignment is randomly determined. In addition, the patient develops the paranoia insanity.

Reversal: Ill effects from instilling an identity can be remedied by effects that cure ability damage or insanity, as appropriate.

Synergy Skill: Bluff.

Lobotomize (DC 25, Disable Device, 1d4 hours, 6 uses): You can apply the effects of a *feeblemind* spell on a subject. If the Charisma drain caused by this procedure is healed, the benefits of the lobotomy are lost.

Complete Success: The patient's emotional centers are completely severed and isolated. The patient takes 4 points of Charisma drain but gains immunity to all effects with the emotion descriptor (including fear effects) or that provide morale bonuses and gains a +2 alchemical bonus to saving throws against other mindaffecting effects. The patient's diverted synapses result in a -2 penalty to initiative and Intelligence checks or Intelligence-based skill checks. Alternatively, the patient can be feebleminded rather than the above effects.

Partial Success: The patient's emotional centers are deadened but not completely severed. The patient takes 2 points of Charisma drain and gains a +4 alchemical bonus to saving throws against effects with the emotion descriptor (including fear effects) and a

+2 alchemical bonus to saving throws against other mind-affecting effects. The patient gains only half the normal benefit from morale bonuses (rounding down) and takes a -1 penalty to initiative and Intelligence checks or Intelligence-based skill checks. Alternatively, the patient can be feebleminded rather than the above effects.

Failure: The patient's mental pathways are scrambled. The patient gains a +2 alchemical bonus to saving throws against effects with the emotion descriptor (including fear effects) but takes a -2 penalty to saving throws against effects that cause confusion, insanity, or discord. If the target fails a saving throw vs. an emotion or fear effect, there is a 50% chance he becomes confused instead of the normal effect. In addition, any morale bonus the patient receives is 50% likely to function instead as a penalty, and any bonus or penalty to one of his mental ability scores is 50% likely to affect a different mental ability score (choose randomly).

Malpractice: The patient is affected as feeblemind and automatically contracts either cackle fever or mindfire (equal chance of either).

Reversal: heal or regenerate.

Synergy Skill: Knowledge (type based on the patient's creature type).

STIMULATE ADRENAL CORTEX

(DC 15, Disable Device, 1 minute, 2 uses): This procedure taps into the body's natural reserves of energy to fight off tiredness and to temporarily recover from incapacitating conditions, though this treatment may sap the target's energy and health once the treatment wears off.

Complete Success: The patient heals 2 points of nonlethal damage per character level, and the exhausted, fatigued, and staggered conditions are removed. A patient who is sleeping is immediately awakened, even if magically asleep, and an unconscious creature becomes staggered for a number of rounds equal to its Hit Dice plus its Constitution modifier (minimum 1 round) before lapsing back into unconsciousness.

Partial Success: The patient gains the benefits of a complete success but heals only heals 1 point of nonlethal damage per character level. In addition, after a number of hours equal to the patient's Constitution modifier (minimum 1 hour), the patient becomes fatigued.

Failure: The patient gains the benefits of a

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complete success but heals no nonlethal damage. In addition, after a number of minutes equal to the patient's Constitution modifier (minimum 1 minute) the patient becomes fatigued and takes 1 point of Strength and Dexterity damage.

Malpractice: The exhausted, fatigued, or staggered patient gains the benefits of a complete success but heals no nonlethal damage. In addition, she gains the benefits of *haste* for a number of rounds equal to her Constitution modifier (minimum 1 round). However, once the effects of *haste* expire any effects previously removed return the patient becomes exhausted takes 1d6 points of nonlethal damage and 1 point each of Strength and Dexterity damage for each round spent *hasted*. This *haste* effect cannot be ended voluntarily and is not magical and cannot be dispelled, though it can be suppressed by slow.

Reversal: Ill effects of stimulating the adrenal cortex can be removed by any effect that cures ability damage, exhaustion, fatigue, or hit point damage as appropriate.

Special: This procedure does not cause lasting fatigue or sickening as other procedures do.

Synergy Skill: Knowledge (type based on the patient's creature type).

SURGERY

(DC 20, Disable Device, 1d4 hours, 5 uses): You can conduct surgery to repair major damage to the target's body and mind. After surgery, the patient becomes exhausted for 24 hours. For every point by which the surgeon exceeds the DC on the three checks, 1 hour of exhaustion is converted to fatigue instead, to a minimum of 1 hour of exhaustion. If the check results exceeding the DC would reduce exhaustion below 1 hour, they instead reduce the total duration of fatigue, to a minimum of 8 hours. Any bleed effects that affect the patient for the duration of this exhaustion and fatigue are doubled.

Complete Success: The patient heals 1d6 points of damage per character level (up to the patient's full normal hit point total) and 1 point of ability damage per character level (or half this amount of ability drain).

Partial Success: The patient heals 1d4 points of damage per character level (up to the patient's full normal hit point total) and 1 point of ability damage per two character levels.

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Failure: The patient heals 1 point of damage per character level (up to the patient's full normal hit point total) but takes 2 points of damage to a randomly determined ability score.

Malpractice: The patient takes 1d6 points of damage and 1 point of damage to a random ability score per character level and the contracts filth fever.

Reversal: Ill effects of surgery can be removed by any effect that cures ability damage, disease, or hit point damage as appropriate.

Special: You can also use surgery to amputate a limb, excise a tumor, or remove an implanted device. Amputation requires only 1d4 rounds, reduced by 1 round for every 5 points by which the surgeon exceeds the DC on any of the checks related to the surgery. Other surgeries require the normal amount of time. Removal of a limb eliminates any natural weapon that is a part of that limb. Removal of an arm also precludes the use of two-handed weapons or any other action requiring two hands. Spellcasting with somatic components has a 50% spell failure chance. Removal of a leg reduces speed by 50% if the patient still has 2 or more ambulatory limbs remaining. If only one ambulatory limb remains, the patient's can move only 5 feet per round, and that by spending a full-round action on moving. Surgery can also be used to peel off natural armor, removing 2 points of natural armor bonus, plus 1 for every 5 points by which any skill checks exceed the DC.

Removing a tumor or lesion assists in curing a diseased character, adding a +2 bonus to the patient's next saving throw against a disease, increased by +1 for every 5 points by which any skill check exceeds the DC. The bonus from such a surgery stacks with the bonus granted by making a Heal check to treat disease.

Surgery can also remove a <u>tumor familiar</u>, magical tattoo, or similar effect, as well as implanted mechanical devices such as a killswitch or limbic reservoir. Such surgical removal requires the normal amount of time for a surgery and a complete success for removal.

Synergy Skill: Knowledge (type based on the patient's creature type).

Saniky, Madness, and Horror

SANITY CHECKS

Horror games typically present extensive rules for becoming insane as a result of exposure to secrets too terrible to contemplate and that rend asunder the natural rationality of ordinary Pathfinder Reference people. The Document includes such rules, found in print in the Gamemastery Guide, but any number of other mechanics for dealing with insanity can also be used, even including subsystems for non-d20 games. The usual method for implementing insanity in d20 systems is through ability damage, but this can actually hinder the experience of playing a character with some form of insanity because the ability damage involved often has a catastrophically impact on the character's game-mechanical playability. This does model reality to an extent, as anyone dealing with mental health issues in the real world can attest; however, within the context of a game part of the fun is being able to continue playing your character even as she descends further and further into madness. To help facilitate this opportunity, we present here a simplified and streamlined way to implement insanity.

Sanity Checks: Fundamentally, a sanity check is a Will save, with failure causing a creature to gain 1 Madness point (reading a particular mythos tome for the first time adds 1d4 Madness points on a failed check, halved (minimum 1) on a successful check).

Unlike the terrified investigators in a horrorthemed game, heroic PCs should have some measure of resistance to the overwhelming alien presence of eldritch mythos horrors. PCs do not have to make a Sanity check from any creature or event with a CR equal to or less than the PC's level plus Wisdom bonus. This saves Sanity checks for only the most extreme horrors relative to the character.

Sanity Score: Every PC has a Sanity score, which is equal to his or her level plus her lowest ability score among Intelligence, Wisdom, and Charisma.

Madness Score: A character failing a sanity check gains 1 or more Madness points. For every 2 Madness points, the PC takes a -1 penalty on any skill check based on Intelligence, Wisdom, or Charisma, and to saving throws against mind-affecting effects; this penalty is doubled against effects that cause confusion or insanity (including future sanity checks) and effects with the emotion descriptor, including fear effects. This penalty does not affect a creature's spellcasting ability.

Mad Certainty: Madness provides a bonus rather than a penalty to Knowledge or Spellcraft skill checks made to identify or learn about creatures or spells with the mythos descriptor.

TABLE 6-3: SANITY CHECK DC'S

DC	Triggering Event
20	Reading a particular mythos tome for the first time
15 + spell level	Learning a mythos spell.
10 + spell level	Casting a mythos spell (The DC is reduced by 1 each time after the first time a specif- ic spell is cast; once the DC is equal to the spell's lev- el, the caster no longer needs to save.)
10 + CR	Encountering a mythos creature (The DC is reduced by 1 each time after the first encounter with a particular mythos creature; only one check is rolled per encounter, regardless of how many mythos creatures are pres- ent. If more than one type of creature is present, use the highest CR to cal- culate the DC. Once the DC is equal to the creature's CR, a creature no longer need save when encountering that creature type.)
Same as original DC	Rolling a natural 1 on a saving throw against a mythos spell, any effect that causes confusion or insanity, or a mind-affecting effect created by a mythos creature.
20	Failing a concentration check while casting or concentrating to maintain a mythos spell.

Becoming Insane: When a character's Madness score equals or exceeds her Sanity score, she automatically becomes insane. Some mythos creatures, tomes, or spells may automatically incite a particular type of insanity; if none is specified, randomly generate a type of insanity as specified in the *Pathfinder Reference Document* or *Gamemastery Guide*.

A creature with a Madness score gains a type of paranoia that makes them unwilling to lower their defenses. If others attempt to forcibly remove their protective items or effects, the insane person is compelled to use any available means to escape or fight against those they perceive as attacking them, up to and including lethal force.

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Regaining Sanity: *Calm emotions* temporarily suppresses the effects of madness but cannot reduce the target's Madness score. *Restoration* can remove 1 Madness point from a creature per casting and *heal*, *greater restoration*, *miracle*, and *wish* can remove all Madness points, but only if the target fails its save. A creature with a Madness score cannot voluntarily fail this save, nor can they use such effects to cure their own insanity.

SANITY AND MADNESS

Insanity is an affliction inflicted upon those who suffer from extraordinary physical, mental, or spiritual anguishes and trials. Insanity can also be caused by exposure to particularly potent sources of unhinging horror, madness, or alien natures, such that the mind simply cannot withstand them. Insanity is a mindaffecting effect.

GOING INSANE

In-game, a person has a chance of going insane every time he suffers a tremendous shock to one of his mental ability scores-Intelligence, Wisdom, or Charisma. Every time a creature is reduced to a score of 0 in one of these scores, there's a chance he goes insane. (Note: Wisdom damage is particularly likely to cause insanity, since a 0 Wisdom score imparts a -5 penalty on all Will saves.) Either roll on the table on this page or select an insanity appropriate to the cause of what reduced the victim's score to 0. You should make the victim's saving throw in secret—he should not know the result, nor the type of insanity that might afflict him. These effects should play out naturally-some insanities (like phobias) take days or even months to trigger or have effects, while others (such as paranoia) are immediately obvious.

At your option, a creature can run the risk of going insane under extremely unusual situations, even when his mental ability scores are unharmed. A character suffering from long imprisonment might have to make a save against developing agoraphobia or claustrophobia. Someone repeatedly betrayed by allies might have to make a save against developing paranoia. And a poor soul whose mind is possessed by a powerful demon might have to make a save upon being exorcized to keep from becoming psychotic. The causes of such insanities are left to you as the GM to determine. Insanity can also be inflicted via magic. Consider allowing the spell insanity to merely inflict 1 randomly determined insanity per 5 caster levels on its victim rather than causing permanent confusion. Bestow curse can also inflict a single insanity on a foe, although in this case the insanity is also a curse. It's possible to suffer from multiple forms of insanity. If you become afflicted with a form of insanity you are already suffering from, the current DC of that insanity increases by +5.

CURING INSANITY

All insanities have a DC that represents the insanity's strength. An insanity's DC indicates the Will save you need to roll in order to resist contracting the insanity when you are initially exposed to it, but also the DC you need to make to recover. Recovering from an insanity naturally is a lengthy process—once per week, you make a Will save against the insanity's current DC. If you succeed on this save, the insanity's DC is reduced by a number of points equal to your Charisma bonus (minimum of 1). You continue to suffer the full effects of the insanity until its DC is reduced to 0, at which point you are cured and the insanity vanishes completely.

Lesser restoration has no effect on insanity, but restoration reduces the current DC of one insanity currently affecting a target by an amount equal to the caster's level. Greater restoration, heal, limited wish, miracle, or wish immediately cures a target of all insanity.

Types of Insanity

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When a creature goes insane, roll on the following table to determine what form of insanity strikes. Alternatively, you can assign the insanity to match the cause.

T	ABLE	6-3:	TYPES OF 1	INSANITY
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5		
d%	Insanity	
1–11	Amnesia	
12–48	Mania/Phobia	
49-68	Multiple Personality Disorder	
69–78	Paranoia	
79-84	Psychosis	
85-100	35–100 Schizophrenia	

Amnesia

Type insanity; Save Will DC 20 **Onset** immediate

Effect -4 penalty on Will saving throws and all skill checks; loss of memory (see below)

DESCRIPTION

A character suffering from amnesia cannot remember things; his name, his skills, and his past are all equal mysteries. He can build new memories, but any memories that existed before he became an amnesiac are suppressed.

Worse, the amnesiac loses all class abilities, feats, and skill ranks for as long as his amnesia lasts. He retains his base attack bonus, base saving throw bonuses, combat maneuver bonus, combat maneuver defense, total experience points, and hit dice (and hit points), but everything else is gone until the amnesia is cured. If a character gains a class level while suffering from amnesia, he may use any abilities gained by that class level normally. If the class level he gained was of a class he already possess levels in, he gains the abilities of a 1st-level character of that class, even though he is technically of a higher level in that class. If his amnesia is later cured, he regains all the full abilities of this class, including those gained from any levels taken while he was suffering from amnesia.

Mania/Phobia

Type insanity; Save Will DC 14 **Onset** 1 day

Effect target is sickened (if manic) or shaken (if phobic) as long as the source of the mania or phobia is obvious; chance of becoming fascinated or frightened (see below)

DESCRIPTION

A mania is an irrational obsession with a (usually inappropriate) particular object or situation, while a phobia is an irrational fear of a (usually commonplace) object or situation. Additionally, if a manic or phobic character is directly confronted by his obsession (requiring a standard action), he must make a Will save against the insanity or become fascinated (if manic) or frightened (if phobic) by the object for 1d6 rounds.

Multiple Personality Disorder

Type insanity; Save Will DC 19 **Onset** 2d6 days

Effect -6 penalty on Will saving throws and Wisdombased skill checks; multiple personalities (see below)

DESCRIPTION

This is a complicated disorder that manifests as 1 or more distinct and different personalities within the same body and mind. The number of additional personalities the victim manifests equals the DC of the insanity divided by 10 (round down, minimum of 1 additional personality). Should the insanity worsen in some way (such as by the save DC increasing), the number of additional personalities increases as well. Likewise, the number of additional personalities decreases as the sufferer recovers and the insanity's DC decreases. The GM should develop these additional personalities.

Every morning, and each time the afflicted character is rendered unconscious, he must make a Will save against his insanity's DC. Failure indicates that a different personality takes over. A character's memories and skills remain unchanged, but the various personalities have no knowledge of each other and will deny, often violently, that these other personalities exist.

Paranoia

Type insanity; Save Will DC 17 **Onset** 2d6 days

Effect -4 penalty on Will saves and Charisma-based skill checks; cannot receive benefit from or attempt the Aid Another action; cannot willingly accept aid (including healing) from another creature unless he makes a Will save against his insanity's DC

DESCRIPTION

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The paranoid character is convinced that the world and all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted.



Psychosis

Type insanity; Save Will DC 20 Onset 3d6 days Effect character becomes chaotic evil; gains +10 competence bonus on Bluff checks to hide insanity

Description

This complex insanity fills the victim with hate for the world. He may suppress his psychosis for a period of 1 day by making a Will save against the DC of his insanity, otherwise he cannot help but plot and plan the death and destruction of his friends and enemies alike. For the most part, the impact of psychosis must be roleplayed, although not all players find entertainment in roleplaying a lunatic who's trying to do in his friends. In such cases, the GM should assume control of the character whenever his psychosis is in control.

Schizophrenia

Type insanity; **Save** Will DC 16 **Onset** 1d6 days

Effect –4 penalty on all Wisdom and Charisma-based skill checks; cannot take 10 or take 20; chance of becoming confused (see below)

DESCRIPTION

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A schizophrenic character has lost his grip on reality, and can no longer tell the difference between what is real and what is not. These constant hallucinations cause the schizophrenic to appear erratic, chaotic, and unpredictable to others. Each time a schizophrenic character finds himself in a stressful situation (such as combat) he must make a Will save against his insanity's DC. Failure indicates that the character becomes confused for 1d6 rounds.

The Mythos Descriptor

First introduced in *Tomes of Arcane Knowledge*, the mythos descriptor is a tool for organizing rules that derive from or touch upon the powers and knowledge of Elder Things from Beyond. Much as spells use descriptors, such as acid, air, chaotic, cold, etc, the mythos descriptor represents spells and spell energies tapping powers or beings beyond the Tapestry of Night or including rituals that call upon such beings or powers. If using the optional Madness rules featured on page 151, learning or casting spells with a mythos descriptor causes a sanity check, as detailed above.

In addition, creatures can be given the "mythos" subtype to indicate their alien origin or associations. Creatures with the mythos descriptor include the aboleth, cerebric fungus, dark young of Shub-Niggurath, denizen of Leng, eye of the deep, faceless stalker, ghorazagh, gibbering mouther, gug, hound of Tindalos, iku-turso, Leng spider, moon-beast, moonflower, morlock, neh-thalggu, neothelid, phantom fungus, quantum, seugathi, shantak, shoggoth, skum, star-spawn of Cthulhu, veiled master, vemerak, and yithian. Other similarly alien creatures could also be given this descriptor. Statistics for the above creatures can be found on the bestiary pages of d20pfsrd and in the Pathfinder Reference Document, as well as being linked individually. Creatures for whom the mythos subtype is appropriate include the following creatures, listed along with their sources.

Pathfinder Roleplaying Game Bestiary:

aboleth, gibbering mouther, intellect devourer, morlock, neothelid, shoggoth, skum

Pathfinder Roleplaying Game Bestiary 2:

denizen of Leng, faceless stalker, gug, hound of Tindalos, Leng spider, moonflower, neh-thalggu, seugathi, shantak, vemerak, wendigo

Pathfinder Roleplaying Game Bestiary 3:

cerebric fungus, ghorazagh, iku-turso, moon-beast, phantom fungus, voonith, yithian

Pathfinder Roleplaying Game Bestiary 4:

bhole, bodythief, colour out of space, elder thing, flying polyp, great old one (Bokrug, Cthulhu, Hastur), lunarma, mi-go, nightgaunt, spawn of Yog-Sothoth, star-spawn of Cthulhu

d20pfsrd.com:

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dark young of Shub-Niggurath, eye of the deep, quantum, veiled master





he mists arise, the darkness rolls in like a tide, the dead grow restless in their graves, and the living tremble at every creak, rattle, moan, and howl of the unthinkable that hurks in the night. Horror adventures are not epic quests to retrieve a legendary treasure, or saving a fair damsel from enemies proud and valiant. A horror adventure is a fight for survival, not just of the body but of the mind and the soul, sometimes for those around you and sometimes your very own. The battle began long before you picked up your sword or staff, before you even knew danger threatened, and even now you don't realize where or from whom the greatest danger will arise. You may have begun your journey with thoughts of glory or discovery, but you learn all too late that all secrets have a price, and the only glory worth achieving is to dance along the edge of oblivion without falling into the maw of endless night ... or the hidden pits that threaten to fall away beneath you amidst paths you thought safe. Step out into the shadows, and let the horror begin ...

The Marmuring Fountain

Some years ago, the traveling merchant Antrellus Varagus sought to increase his wealth and notoriety beyond his modest local successes. He made contact with robed priests of the Yellow King, a strange mystery cult who promised him power and wealth beyond his imaginings in return for his cooperation in a blasphemous rite to their alien patron, a ritual his mind did not survive, nor did his unsuspecting wife. While Antrellus believed it was he who had sought out the priests, in truth it was they who sought him, or more specifically, her. Antrellus himself was entirely irrelevant to their nefarious plans. It was the sacrifice of his wife that was their true aim, and the dawning realization of his tragic miscalculation as he sat helpless and uncomprehending robbed the merchant of his sanity.

The cultists had discovered a secret Antrellus himself did not know; his wife Marisol had been a witch in her youth, and in her adventures had discovered certain elder secrets that so horrified her that she gave up adventuring, even dismissing her familiar, and left her old life behind, taking a new name and finding contentment and eventually love with Antrellus. The servants of the Yellow King, seeking that selfsame knowledge, uncovered her trail years later, and after a few delicate inquiries were rebuffed they worked through her foolish husband, plying him with gifts and promises to join their supposedly harmless devotional meetings and to bring his wife as a guest. Once they had the couple in their clutches, their eldritch chants called many-legged tentacular abominations from beyond. Their experiments sought to inseminate body and mind with the larval spawn of these alien horrors, enslaving them to the will of the Yellow King and his priests and extracting their secrets either willingly or excruciatingly.

The spawn implanted within Marisol engrafted itself as expected, physically and psychically bonding her as she offered up her long-suppressed knowledge to her captors. Delighted at their success, they took her as their lobotomized bond-slave, a plaything for their cultic masters. Antrellus' implantation was less successful, seemingly stillborn within him, or perhaps hibernating in a prolonged gestation. While deemed an experimental failure, Antrellus was ultimately immaterial to their goals, and the psychic shock of the ordeal and the depraved violations he and especially his wife were forced to endure seemed to break the merchant's mind quite as effectively as any supernatural torment they could have devised. They left the town and abandoned the merchant to his fate, resolving to check back on him periodically to see if their experiment ever bore fruit, and year by year that blighted embryo has grown within him, a grotesque alien parasite that has slowly consumed what little was left of his sanity as it ripened toward maturity.

Fleeing into the swampy woodlands wild, the locals now know him as Antrellus the Mad, a phantom figure creeping around the outskirts of town, gibbering and ranting about the robed priests and the many-legged beast which he saw feed that night to any disbelieving townsfolk or traveler patient enough to listen to his demented ravings. Too pitiful to slay, and too deranged to drive away permanently, Antrellus has lingered near the town for a decade. As he has done no harm to any, the pitying townsfolk grudgingly tolerate his presence, though children and old women invoke his name as a bogeyman and sometimes utter rhyming chants of warding when they see him, though in truth he has been mostly harmless, though the time is now approaching when the horror within him will hatch.

Shortly before murder of the Professor and subsequent arrival of the PCs in town, Antrellus observed a group of yellow-clad travelers passing through the village, one asking questions about him. Believing that these priests were the same ones responsible for his wife's death years ago and that they had returned for him (it is left open to the GM to determine if they are in fact the same cultists), he saw one of the travelers apparently talking with a raven in the town. While the raven is the pet of one of Lereia, one the local town children, Antrellus became convinced the bird is actually the cultist's familiar. After seeing the little girl talking with the bird as well, his paranoia has cemented the notion that the girl herself is a cultist in disguise, masquerading as the child. Obsessed with the animal and believing it to be constantly watching him, he tracked it and eventually captured it at its favorite roost by the Murmuring Fountain, tying it in a sack and stuffing the squawking package under the drain grate of the fountain's lower basin. What might otherwise have been a simple act of insane compulsion, however, has become something else as eldritch energies have seeped into the town from the burgeoning haunting of the nearby prison and caused the spirit of the murdered pet raven, named Eronel in life, to awaken, along with a darker haunting at the town's heart.

Mini-Adventures

The following encounters and events can be inserted as the GM sees fit into the current adventure path.

AN UNWANTED GUEST

Optionally, at the Professor's funeral, the GM may choose to have Antrellus the Mad watching the procession from the distance, hiding among the tombstones. He can be spotted by a DC 12 Perception check. He may shout some strange phrase, such as "the beast has many legs, the beast has many legs" or "from Leng they will come, it is written, you will see," and any other persons present tell the PCs to disregard his insane ramblings and that he is a harmless and pathetic madman. When the unpleasantness begins with the local toughs, Antrellus quickly departs.

Suddenly There Came A Tapping At My Chamber... Window (CR 1/3)

On the first night the PCs are in the home with the Professor's daughter after the reading of the will, while they are perhaps up late perusing one of the Professor's strange books, there comes a tapping at a chamber window. The PCs may attempt a DC 10 Perception check to hear the tapping, and then a subsequent check (DC 15) to determine which window of the house it is coming from. If they fail the check, they misidentify the window and go to the wrong one. They hear the tapping again and may make another check until they are successful, should they wish to continue searching for the source of the continued tapping. PCs identifying the correct window may open the curtains to reveal a spectral bird of some sort which immediately flies away. A DC 10 Knowledge (nature) check identifies the bird as a raven. PCs also see the spectral bird (and may identify it) if they go outside to investigate the tapping. If pursued, the raven flees.

If PCs correctly identify the window where Eronel is tapping, they may spot Antrellus lurking in the shadows (DC 16 Perception for PCs with darkvision or low-light vision, DC 21 without), slinking away from the house. Smoky and translucent, a ghostly raven floats before you on silent wings, glowing with an eerie radiance.

CR 1/3

Ghost Raven

XP 133

N Tiny undead (incorporeal) **Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 15, touch 15, flat-footed 13 (+1 deflection, +2 Dex, +2 size) hp 4 (1d8) Fort +1, Ref +4, Will +2 Defensive Abilities channel resistance +4, incorporeal, rejuvenation; Immune undead traits

OFFENSE

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Str —, Dex 15, Con —, Int 2, Wis 15, Cha 11 Base Atk +0; CMB +0; CMD 6 Feats Weapon Finesse Skills Fly +9, Perception +14, Stealth +13 SQ phantom noises

SPECIAL ABILITIES

Corrupting Touch (Su) Eronel's touch inflicts 1d4 points of damage from supernatural aging (DC 11 Fortitude half).

- **Phantom Noises (Sp)** Ghost ravens can use *ghost sound* at will (DC 10 disbelief), but is limited to creating sounds he could make in life, including tapping of his beak against solid objects, rustling feathers, and cawing. Each day, Eronel may utter a single word, repeating it up to three times throughout the day; the next day, Eronel may choose a different word.
- **Developments:** Attempts to harm, capture, or follow the raven are likely to be unsuccessful, due to its high Stealth and its ability to pass through solid objects while fleeing. The ghostly raven was drawn to the house by the presence of Antrellus, his murderer, who was slinking around the manor having seen the PCs at the Professor's burial.
- **Story Reward:** If the PCs follow the sound to the proper window and observe the raven, award the PCs experience as if they had defeated a CR 1/3 creature in combat.
- Limited Manifesting (Su) Ghost ravens cannot manifest during daylight hours and despite being incorporeal cannot enter buildings or similar

structures except through an open door or window (though as incorporeal creatures they can enter solid objects such as statues). If lured into a building and then shut within, a ghost raven fades into the Ethereal plane and cannot manifest again until it leaves the building (minimum of 1 minute).

- **Spirit Bonding (Su)** A ghost raven may choose to bond with a creature in a manner similar to a familiar. This bonding requires 24 hours, and it may have only one master at a time. It can understand its master's speech as if it were an animal and its master were using speak with animals.
- Warning (Su) When a ghost raven bonds with a creature, it hovers over them watchfully, cawing a warning when danger approaches or when it

remind them of the time, place, or manner of their death, or simply acting as supernatural pests. Others appoint themselves as watchful guardians over places familiar and important to them in life. Those that died under tragic circumstances may try to induce their former masters or others into avenging their death or otherwise resolving some task left incomplete. If this task is completed or their death resolves, ghost ravens are usually laid to rest like a typical ghost. However, a creature able to gain a familiar or animal companion on whom the ghost raven has used its spirit bonding ability can try to recall the ghost raven as its familiar or animal companion. This requires the Improved Familiar feat (minimum caster

senses something amiss. This provides the creature with whom it bonds with the benefits of the Alertness feat as long as the ghost raven remains adjacent to its master. If its master already has this feat (not including Alertness gained as a bonus feat through a familiar), this warning increases the bonuses granted by that feat on Perception and Sense Motive checks by 1.

Ghost ravens are spectral creatures that arise when a raven dies in an area that is unusually spiritually active. As iconic harbingers of death, ravens have a supernatural connection with the spirit world. While this lies latent in most ravens, and is sometimes attributed to simple superstition or cultural iconography, in the case of many ravens it is quite real. This is especially true in the case of ravens that form close emotional bonds with the living, such as pets, familiars, and animal companions. They may haunt the dreams of owners or masters that are themselves spiritually sensitive, sometimes providing cryptic guidance. In the case of a ghost raven, however, this evanescent connection becomes something more intangible, as the spirit of the fallen lingers in the realm of the living.

Some ghost ravens are malicious, tormenting those that

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level 5th) and at least 1 rank in Knowledge (religion) to recall it as a familiar, and in this case the ghost raven uses either its own statistics as listed above or else those gained as a familiar, whichever are better.

A character normally eligible to gain an animal companion can replace that companion with the ghost raven. This does not require the Improved Familiar feat; however, the character must have at least 3 ranks each in Handle Animal, Knowledge (nature), and Knowledge (religion). A ghost raven companion functions as a familiar rather than an anima companion for determining the abilities it gains, treating the character's levels in the class(es) granting the companion as if they were sorcerer/ wizard levels for determining the abilities it gains as a familiar.



1) The Murmuring Fountain 2) The Town's Memorial

FLOWERS FOR THE DEAD

Once the haunting begins in earnest in the town and the bloody letters appear, the PCs likely begin roaming the town at night and may well take to guarding the memorial. This encounter can begin during one of their nightly patrols. Or, if they are not given to patrolling at night, they can hear local rumors of a ghostly girl who was seen in the vicinity of the Murmuring Fountain near the Memorial. If that does not move them, a young couple trysting (named Bryn and Mellum) sees her the next night while trysting near the fountain; fleeing in panic, they beg help of the town guards and the PCs to deal with this apparition.

The "ghostly" girl is, in fact, Lireia, the eight-yearold former owner of Eronel, the dead raven. Garbed in white, she comes to lay flowers at the well at midnight in his honor at the Murmuring Fountain, the raven's favorite perch in life. On the day of Eronel's disappearance, a scattering of his feathers found near the well seemed to indicate that her bird had been savaged by some town cat or perhaps an owl. Though her parents insisted the bird was only injured and would soon return, Lireia knew instinctively that her pet was dead and suspected it had been murdered. Unknown to her parents (who would be mortified), Lireia has been sneaking out of her house in her finest dress to conduct her midnight memorial and intends to continue it each night for a week. Note that Lireia may have been encountered by the PCs during daylight hours, skipping rope and singing local songs, as detailed in the Adventure Path.

The Murmuring Fountain

CR 1

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The Murmuring Fountain (1) is located in a small, overgrown garden in front of the town's Memorial (2), described as location "O" on the Adventure Path's town map). The garden's hedgerows of white roses have become wild and half-merged with the surrounding undergrowth from lack of tending, but lend a fey beauty to the memorial park, and it is popular for romantic rendezvous with a hint of danger. The pale gravel of the footpath is half-overgrown with

grass, weeds, and wildflowers, while fountain and memorial alike show marks of weathering to accompany a patina of dirt and clinging moss. The fountain itself is in two parts, a lower cruciform basin with four pools surrounding a central pillar. The 4-foot high pillar supports an upper basin 8 feet across and ringed by four stone gargoyles (1a) which sit at each of the ordinal directions (NE, SE, SW and NW) and support the basin's fluted lip, where water spills between the gargoyles into the lower basins toward a central drain and thence into the nearby river. Water burbles a few feet in the air from the upper bowl, from which clean water can be drawn for drinking while the lower basins can be used for bathing or washing. The fountain is in disrepair, with several of the gargoyles having suffered large chips and broken stonework, though the basins are intact.

The Murmuring Fountain is so named for the strange, susurrant voices intermixed with the gurgling of the fountain water. No two persons listening to the strange murmurings ever agree on the words that seem to be spoken by the just barely indecipherable whispering voice. To one, it may seem the voice of a lost love, to another the voice of a hated rival. Despite local attempts at repair of the stone gargoyles, they quickly crack or suffer some sign of damage. Locals have given up trying to repair the fountain and nearly all believe it is haunted in some way.

LEREIA, GRIEVING CHILD

CR 1/8

XP 50

Initiative +1; Senses Perception -1 Small female humanoid (human) AC 12 (+1 Dex, +1 size) hp 2 (1d4-1) Skills Perception -1, Stealth +1 Str 6, Dex 13, Con 8, Int 10,Wis 9, Cha 12

Developments: PCs watching near the well or memorial may see Lireia (Perception DC 13) approaching slowly and silently in her ghostly pale dress, white flowers clutched in her hands and her head reverently bowed. PCs may attempt a DC 10 Perception check (characters with ranks in Knowledge (local) or Knowledge (religion) gain a +2 bonus) to recognize her as a living girl (and one of the townsfolk they have seen) and not undead. PCs failing the check may well believe her to be the apparition the frightened townsfolk have described. Lireia may notice PCs moving to attack (Perception -1); if she does, she shrieks in terror and drops her flowers. PCs may then make another Perception check as above to recognize she is not undead; characters about to make a melee attack may turn their blow aside, but ranged attacks cannot be recalled once PCs realize their error.

A young, innocent child, Lireia tells PCs the story of her missing pet raven and how she does not believe what everyone says, that her bird was killed by an animal. She thinks crazy old Antrellus did it. He always yelled strange things at her and her bird, and since Eronel disappeared Antrellus scurries away every time he sees her, like he is afraid of her, but he doesn't run from any of the other children. Through her tears, she implores the PCs to help prove he is a pet-killer. A Diplomacy check (DC 10) calms her down enough to convince her to let PCs take her home, and a second check (DC 15) persuades her to stop sneaking out at night, though she insists on leaving flowers for her bird at the well one last time.

Rewards: If the PCs recognize Lireia is not undead and do not harm her, award them experience as if they defeated a CR 1 creature in combat. If they convince her to return home and interact with her horrified but grateful parents, award them +2 Trust. If the PCs harm Lireia and the town learns of that harm, they lose 2 points of Trust even if they heal her. If they kill her, they lose 6 points of Trust.

The Raven's Roost (CR 2)

As the PCs begin to leave the memorial with Lireia (either alive, or with her body if she has been accidentally killed), a screaming caw splits the night as a trio of bloodravens dive to attack Lireia or the PC carrying her or her body. Bloodravens are a rare but very large and aggressive breed of raven, hunted to extinction in the region. If they are not spotted by PCs (DC 16 Perception if PCs have darkvision or low-light vision, DC 20 without), they attack by surprise. The bloodravens do not appear naturally, but are generated by the haunt that has formed at the fountain due to Eronel's murder and the spiritual taint seeping out of the haunted prison.

CR 2

THE RAVEN'S ROOST

LE haunt (10 ft. by 10 ft. fountain) **Caster Level** 3rd **Notice** Perception DC 18 (to notice torn raven feathers falling into the fountain) **hp** 10; **Trigger** proximity; **Reset** 1 hour

Effect When this haunt is triggered, a trio of bloodravens appears with a dreadful caw and swoops to attack any creatures in sight. In a dark subversion of Eronel's affection for Lireia, the bloodravens attack female children (or creatures protecting them) in preference to other targets. The haunt can be fooled by illusions, including *invisibility*. The bloodravens function as *summon nature's ally II* and can be harmed by normal attacks

Destruction The body of Eronel must be removed from the fountain and his murder avenged, either by slaying Antrellus or by having Antrellus come to the fountain and apologize to Lireia, then burying Eronel in blessed ground and tossing a spadeful of earth from his burial plot into the fountain.

Creatures: Bloodravens (3) (hp 5) A bloodraven's statistics are identical to those of an <u>eagle</u> (*Pathfinder RPG Bestiary* 118, advanced simple template 294), but it also has a +6 bonus to Stealth (+10 in dark conditions) and gains Blinding Critical as a bonus feat. They attack for 3 rounds or until slain and then disappear without a trace.

A PC wishing to shield Lireia from attack by the bloodravens may use the aid another action as usual, or may shield her body as a full-round action, granting double the normal bonus to her Armor Class.

Developments: When the bloodravens attack,

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PCs may hear an answering caw echoing up from the fountain (DC 15 Perception). At the beginning of the next round, Eronel the ghost raven flies out of the fountain and fights to protect Lireia. It may attack the bloodravens directly or may use aid another to assist her Armor Class or the AC or attack roll of a creature protecting her.

The Madman's Camp

Under the direction of the spectral raven (who can sense the direction of his murderer) or following rumors from the town, the PCs may venture into the southern woods. After an hour, they find a game trail leading deeper into the forest; a DC 12 Survival check (or DC 17 Perception) allows PCs to spot bare human footprints along the trail, left by Antrellus during his roamings to and from the town. Antrellus has a number of sleeping places, but this trail leads to his favorite campsite about 2 miles south of the town. Here he has constructed a rough lean-to shack 10 feet square and 5 feet high in the midst of a grove of cedars at the edge of a deep ravine. He has constructed a rope bridge across the ravine to a treehouse in a tall cedar, with the lower branches cut off to prevent others from climbing up towards him.

ANTRELLUS THE MAD CR2
XP 600
Male middle-aged expert 4
N Medium humanoid (human)
Init +0; Senses Perception +6
int to, senses reception to
DEFENSE
AC 10, touch 10, flat-footed 10
hp 22 (4d8+4)
Fort +1, Ref +1, Will +0; +2 vs. witch hexes
OFFENSE
Speed 30 ft.
Melee morningstar +2 (1d8–1)
Ranged light crossbow +3 (1d8/19-20)
STATISTICS
Str 9, Dex 10, Con 10, Int 14, Wis 2, Cha 3
Base Atk +3; CMB +2; CMD 12
Feats Alertness, Diehard, Endurance

Skills Appraise +6, Bluff +3, Climb +3, Craft (carpentry) +6,

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Craft (traps) +8, Diplomacy +3, Knowledge (dungeoneering) +3, Knowledge (geography) +3, Knowledge (history) +3, Knowledge (local) +6, Knowledge (nature) +6, Knowledge (planes) +3, Perception +6, Sense Motive +5, Stealth +6, Survival +4

Languages Aklo, Common, Elvish

Other Gear 10 crossbow bolts, guardian moppet (aliens)

Developments: Antrellus has grown progressively more paranoid with the passing of years and has taken to setting traps around his camp. Allow Antrellus a Perception check to notice the PCs once per minute they spend exploring the shack and its vicinity, or once per round of combat or moving up the rope bridge. Antrellus' base attitude is **unfriendly**, but if he notices creatures approaching his camp without hailing him first, he becomes **hostile**. He hides behind narrow-shuttered windows or cracked-open doors and peers out at those below, shouting for them to go away, to leave him alone, and that he's "ready for them this time." "You won't get me like you got her. My love, forgive me, but they won't get me like they got you." If attacked while sheltering in his treehouse, he gains improved cover (+8 cover bonus to AC, +4 to Reflex saves, improved evasion).

If made **indifferent** with Diplomacy, Antrellus can be coaxed out onto the balcony, which grants cover (+4 cover bonus to AC, +2 to Reflex saves) against those on the ground. He grudgingly admits that PCs are not cultists, but insists that they are everywhere, that they have been through the town recently, that they are coming back for him. He repeats his tale of them and the "multi-legged horror" that took his wife. He says they tried to "put the worms in him," but that he keeps a now-ragged doll his wife made for the child they were planning to have. He says it is his good luck charm, and as long as he has it "they can't find me, and the worms can't get out." (If using the *guardian moppet*, the item possesses actual magical powers; if not, it is simply a non-magical keepsake.)

If made **friendly** or **helpful**, Antrellus invites PCs to come up to his treehouse, which features a bewildering array of scrawled notes, map fragments, and strange equations scratched into or tacked up on the walls, beams, and ceiling of the shack, with a labyrinth of strings and threads tying them together in an incomprehensible network. Antrellus attempts to explain his careful observations the past decade since his wife's death trying to reconstruct the path of the Whisper Cult, their movements, and their secret crimes, desperate that no one believes him about their sinister plots, or even that they exist at all. He frequently strikes himself in the head as he explains,



sometimes out of sheer frustration but also, as he says, "... to stop the voices, I CAN'T TAKE IT MUCH LONGER!"

While much of his story is little more than paranoid rambling and obsessed perseveration about robed cultists, worms, and the "many-legged beast," there are enough legitimately useful observations recorded in Antrellus' shack to grant a +2 circumstance bonus to research checks about the town (though not about the prison or its prisoners) and to Knowledge (planes) checks made to identify outsiders for 1 week.

If asked about the raven, Antrellus insists the raven was watching him, spying on him, and it looked just like the raven one of the cultists had when he passed through town a week ago.

"They left it behind for a spy! I knew that bird saw me, and I knew those cultists would come back, so's I watched where it liked to perch, right on the fountain. Then I snuck up and GRABBED him! Oh how that bird scratched and pecked, tore my arm up real good, like it was possessed or something, hungry for blood. It near snapped my finger off. Snatched my ring even, trying to carry it off to its masters. But I fixed him, stuffed him in a sack and drowned him to boot. If they're buried under running water, it makes it so the wizards can't find em, see? Their magic don't work. And if they can't find the bird, they won't know the bird found me! It won't be doin' no spyin' now! Hah!"

No amount of persuasion can convince Antrellus that Eronel was not the same raven as the one he saw with the cultists. NOTE: If Eronel appears in ghost form, or if Lereia is present, Antrellus will cry out in terror and become enraged, attacking the PCs for bringing doom with them to his "safe place" and fighting to the death.

1. Shack (CR 3)

A Perched on the edge of a deep ravine, this rude lean-to shelter is roughly constructed, with clapboard and scrap wood nailed or lashed together with rusty nails, tattered ropes, and woven branches and vines. Its far end hangs out over the ravine, propped on tree stumps. Rain barrels catch water from an improvised gutter on one side of the shack.

The front entrance to the shack is guarded at **1a** by a pit trap; the trap is a CR 1 hazard and PCs gain experience for dealing with it. While there is no clear footing around the pit to safely approach the door, it is possible to climb along the front of the shack (DC 10 Climb check) to avoid falling in. If Antrellus is bringing a slain animal or other large object into the shack, he uses loose boards inside the shack to span it. There are two giant centipedes that live in the ground near the bottom of the pit. If a creature falls into the pit, there is a 50% chance each round that the disturbance attracts the attention of a giant centipede; continue checking until both centipedes emerge or all creatures exit the pit. The centipedes attack creatures they find in the pit and will climb out of the pit to pursue creatures on the ground above.

Creatures: 2 giant centipedes (hp 5, *Pathfinder RPG Bestiary*)

Developments: The rain barrels contain nothing but murky though drinkable water. PCs may break through the walls of the shack rather than entering by the door (break DC 15, hardness 5, hp 30); however, doing so has a 50% chance of causing the entire shack to collapse. The shack contains a rough oven built of river stones and mortar and an improvised smoker. Several barrels hold jerky of indeterminate origin, and the floor is scattered with rusty tools and numerous stained and worn sacks of burlap and canvas, as well as a hammer, hatchet, shovel, and a set of artisan's tools (Craft (trapmaking)) for building his traps. At the back of the shack is a large shuttered window with a bench beneath it, allowing egress to the rope bridge. PCs wishing to climb to the rope bridge without going through the shack must climb along the side and back of the shack, which have fewer handholds than the front side (DC 15 Climb check), or down into the ravine (Climb DC 10), then back up the trees (DC 20) and the back of the shack (DC 15). PCs attempting to climb onto the shack's roof may notice it is unstable (DC 10 Knowledge (engineering) check); any Small or larger creature walking on it will break through and fall inside, suffering 1d6 points of damage.

Pit Trap XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

CR 1

EFFECTS

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Trigger location; Reset manual

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

2. Rope bridge (CR 1)

A pair of ropes links the back of the shack to a tall cedar across a deep ravine, where a ramshackle treehouse can be dimly seen amidst the higher branches, though the lower branches have all been hacked off.

The rope bridge itself is not difficult to climb (DC 10); however, to dissuade trespassers Antrellus has trapped the bottom end with a swinging axe trap.

If the axe hits a PC, they may be knocked into the ravine (DC 10 Reflex save, or DC 15 Acrobatics or Climb check as an immediate action; player's choice). Those falling into the ravine take 1d6 points of nonlethal damage from the fall and end up 1d3 x 10 feet down a steep slope.

If the axe does not hit a PC, it has a 50% chance to sever one rope (increasing the Climb DC to 15) and a 50% chance to sever both ropes. A PC adjacent to the rope can try to catch it (DC 15 Reflex save); otherwise, the rope falls slack along the trunk of the cedar tree containing the treehouse. It can be used to help climb up to the treehouse if PCs can cross the ravine. PCs may cross the ravine using a grappling hook and their own rope, or they can climb down into (Climb DC 10) and back up out of (Climb DC 15) the ravine, which is 40 feet deep.

If Antrellus notices the PCs and is hostile, he will shoot his crossbow at any creature attempting to climb the rope bridge or cross the ravine. If Antrellus sees PCs approaching the base of the tree he will use a full-round action to pull up the rope if it has been cut. He will also attempt to cut the rope bridge while they climb. He can cut one rope with a standard action; once both ropes are cut, PCs must climb the tree or use their own rope to ascend to his treehouse.

Swinging Axe Trap

CR 1

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XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger location; Reset manual

Effect Atk +10 melee (axe; 1d8+1/×3); multiple targets (all targets in a 10-ft. line)

A ramshackle platform sits in the upper branches of a tall cedar, some 30 feet above the ground. The lower branches of the tree have been pruned and scorched to prevent regrowth, but the treehouse itself is shrouded in greenery. The rope bridge ends at a small balcony, where a door leads within.

Combat: Antrellus may parley with PCs from inside the treehouse (if hostile or unfriendly) or the balcony at 3a if made indifferent or better. He prefers to shoot his crossbow at targets below, but will resort to his makeshift morningstar (a club with many long nails driven through it) if pressed closely. Inside of his shack, he has set up two poisoned dart traps, though dosed with drow poison rather than greenblood oil; each is a CR 1 hazard). Antrellus can move through the areas of the traps without setting them off and he will try to lure PCs into following him and setting them off; however, his furtive glances at the traps and irregular movements may tip off PCs to the presence of the traps. Each round, a PC may attempt a DC 13 Sense Motive check to gain a +2 circumstance bonus to AC, saving throws, or skill checks made against Antrellus' traps for that round; a character with at least 1 rank in Sense Motive may automatically make this check as a free action, but other characters must use a move action to gain this bonus.

Antrellus will flee up the staircase at **3b** if pursued. If PCs are weakened, he will climb out onto the roof and lie in wait at the top of the stairs and shoot down at those ascending. If PCs are clearly too strong for him, he will let down a knotted rope ladder and try to flee into the woods.

Rewards: Antrellus has few possessions of value, but a search of his treehouse turns up a magnifying glass, steel mirror, hourglass, and merchant's scale that he uses to 'test' things that he finds for signs of aberrant star-spawned taint. He keeps a small box with 15 sheets of parchment and 7 bottles of ink to record his findings and scrawl his journals.

Over the past decade, Antrellus has collected a strange miscellany of 'lost' objects from the townsfolk, gathering and studying them to see who might be a cultist in disguise and then discarding them into a battered crate (though a dozen broken items and bits are incorporated into his addled tapestry as he insists they are vital clues to the secret cultic conspiracy, if only he could find the missing piece that links them all together!). Though dusty and scratched, returning these lost items to the townsfolk gains the PCs 2 points of Trust. In addition, they may gain

3. Treehouse (CR 3)
a monetary reward (made up of small gifts and rewards) equal in gp value to twice the result of a single Knowledge (local) check (assisted by all party members), representing their ability to return lost items to their proper owners.

Befriending Antrellus impresses the townsfolk as a show of pity and generosity of spirit and gains the PCs 2 points of Trust from the townsfolk. To gain this Trust, however, they must convince at least three members of the town council or other named NPCs in town that they did so (requiring a DC 15 Diplomacy check (if they actually did befriend him) or a DC 20 Bluff check (if they did not). PCs can gain this Trust for being kind to Antrellus even if he is later killed.

If Antrellus is killed, the PCs gain 1 point of Trust as some in the town always believed him a menace that would have finally snapped sooner or later; better that he did it in the presence of those able to deal with him rather than around someone vulnerable. If they bring the body of the alien thing inside him (see next session), they gain 3 additional points of Trust for freeing Antrellus from this thing inhabiting him and also destroying the monster.

POISONED DART TRAP

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20

EFFECTS

Trigger touch; Reset none

Effect Atk +10 ranged (poison dart; 1d3 plus drow poison)

4. The Thing Emerges (CR 4)

If Antrellus dies, the embryonic neh-thalggu maturing within his body is jolted into independent awareness. It extends its tendrils and begins absorbing his brain, extracting it from within. This takes 1d4 rounds, during which a character closely examining Antrellus may notice something moving inside his body (his head seeming to cave inwards, then his neck bulging, then something swelling within his torso) with a DC 17 Perception check or Heal check; creatures may attempt one check (against either skill) per round that they are adjacent to Antrellus' body. After this brain extraction has been completed, the abomination bursts forth from the unfortunate merchant's belly and attacks any creatures nearby, focusing its attacks on arcane spellcasters present (using Spellcraft to identify their spells).

If PCs have avoided combat with Antrellus, this event may instead occur in the midst of their conversation with the madman or even after they have left. Likewise, if the PCs had too hard a time battling Antrellus, you might choose to delay the thing's emergence until after they have had a chance to recuperate, though they do have a chance to heal themselves during the 1d4 rounds that the monster is devouring Antrellus' brain. If the creature emerges later, it is able to recall Antrellus' interactions with the PCs and will use this knowledge to hunt them in the town, setting up an ambush at the Professor's residence or wherever else they might be staying.



CR 1

Erupting in a spray of gore from the shattered torso of the slain madman is a thing out of nightmares, almost like a shell-less crab with too many legs with a fanged maw dripping with greenish venom. Tiny winking eyes cover its body and limbs, but most horrifying of all, within a distended, pulsating, translucent rubine sac on the creature's back is a glistening human brain.

Embryonic Neh-Thalggu

CR4

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XP 1,200 CE Tiny aberration

Init +4; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 16, flat-footed 13 (+3 Dex, +1 insight, +2 size) hp 34 (4d8+16)

Fort +3, **Ref** +5, **Will** +5

DR 5/magic; Immune confusion effects; SR 9

OFFENSE

Speed 5 ft., fly 20 ft. (perfect) Melee 2 claws +9 (1d2), bite +9 (1d3 plus poison) Special Attacks poison, rend (2 claws, 2d2)

Sorcerer Spells Known (CL 1st; concentration +3)

1st (4)—color spray (DC 12), shield

0 (at will)—acid splash, dancing lights, detect magic, mage hand

STATISTICS

Str 8, **Dex** 16, **Con** 19, **Int** 15, **Wis** 14, **Cha** 13 **Base Atk** +3; **CMB** +0; **CMD** 13 (can't be tripped) **Feats** Arcane Strike, Eschew Materials^B, Improved Initiative, Weapon Finesse^B

Skills Fly +20, Knowledge (arcana) +8, Knowledge (dungeoneering) +8, Knowledge (planes) +8, Perception +10, Sense Motive +7, Spellcraft +8, Stealth +16, Use Magic Device +8

Languages Aklo, Common

SQ brain collection, undetectable parasite

SPECIAL ABILITIES

Brain Collection (Ex) As an adult <u>neh-thalggu</u>; however, upon maturing an embryonic nehthalggu has only a single brain pod, drawn from its original host. Hence, it must bud a new brain pod for each brain it consumes; this takes 1d4 rounds and the neh-thalggu is staggered during this time. An embryonic neh-thalggu does not suffer negative levels for having less than seven stored brains, nor does consuming brains grant it additional hit dice or spellcasting ability (though it can access information that a consumed brain formerly possessed, at the GM's discretion) until it reaches its next stage of maturity.

Poison (Ex) Bite; save Fort DC 15; frequency 1/ round for 6 rounds; effect 1 Strength damage and staggered; cure 2 consecutive saves.

Strange Knowledge (Ex) As an adult <u>neh-</u> <u>thalggu</u>.

If enemies are close by, the neh-thalgguuses color spray to disable as many as possible; otherwise, it begins by casting shield before closing with opponents. If able to settle on an incapacitated creature without interference, it makes coup de grace brain collection attacks. Each brain it consumes grants it a +1 insight bonus to AC, concentration checks, and Knowledge checks. If enemies threaten it directly, it flies out of melee reach and casts shield resuming attacks with color spray above on enemies that resisted its initial assault. As a Tiny creature, it lacks reach and does not threaten attacks of opportunity, and to make melee attacks it must enter the square of its target, its movement provoking attacks of opportunity. Still, it may use Arcane Strike with its rending claws and poisonous bite to hamper enemies, especially arcane spellcasters, preventing them from fleeing while sapping their strength. If brought below 5 hit points, it flies into the forest to hide but will follow the PCs as able and plot a return attack to devour the brain of any arcane spellcaster that escapes. Once the arcane spellcasters in the party are eliminated, it will leave the town behind and seek more interesting prey; at the GM's option, this creature may be encountered in a later adventure featuring the Whisper Cult and their interactions with Lovecraftian horrors.

Return to the Fountain (CR 3)

After dealing with Antrellus, the PCs as PCs peruse his notes they may learn about 'haunts of vengeance,' and with a DC 15 Knowledge (religion) check can piece together the means for laying the fountain's haunt to rest. Traveling to the town's cemetery, a DC 15 Bluff, Diplomacy, or Intimidate check allows them to purchase a plot for Eronel for 1 sp; if they have accumulated Trust of 10 or more, no check is needed.

If PCs return to the Murmuring Fountain to complete the ritual, the ghostly raven accompanies them, perching on the fountain and cawing "Rest! Rest! Rest!" Approaching the fountain triggers the Ravens' Roost haunt; however, tossing the spadeful of earth into the fountain inflicts 3d6 points of positive energy damage to the haunt as it tries to form. If reduced to 0 hit points, the bloodravens are not summoned.

However, if the ghostly taint within the prison has not yet been expunged, the haunt's spiritual energies do not simply dissipate when the haunt is destroyed. Instead, these energies cascade over the fountain and create spirit-duplicates of the four gargoyles supporting the fountain. These spirit-gargoyles are similar to those created by shadow conjuration (DC 12 Will disbelief allowed when a creature is attacked; if any creature saves and disbelieves, they may grant a +4 bonus to the saving throws of other characters thereafter). Each spirit-gargoyle rolls a separate initiative, stepping out of the real gargoyle and attacking on their turn. The spirit-gargoyles will slowly take to the sky, hovering and attacking creatures within reach. These spirit-gargoyles appear only once, when the haunt is destroyed. Award experience for defeating the spirit-gargoyles as a single CR 3 encounter.

Note: You could replace these shadow-conjured gargoyles with a single lesser Gothic gargoyle as an uncreated construct, awakened to life by the collapse of spiritual energies within the haunt.

Creatures: Shadow-conjured gargoyles (4) Statistics are as normal for gargoyles except as noted below:

Shadow-Conjured Gargoyles (4)

XP 1,200

CE Tiny aberration

Init +4; Senses darkvision 60 ft.; Perception +7

Defense

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); AC 10 if disbelieved hp 8

DR 2/magic

OFFENSE

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Speed 40 ft., fly 60 ft.

Melee 2 claws +7 (1d6+2), bite +7 (1d4+2), gore +7 (1d4+2); 20% damage if disbelieved

Rewards: Eliminating the haunting of the Murmuring Fountain gains 4 Trust for the PCs.

Égilogue

Once Eronel's remains have been interred and the haunting of the Murmuring Fountain has been eradicated, the ghost raven is puzzled at why he remains a ghost. The next time he appears, however, he uses ghost sound to utter "Prison! Prison! Prison!" He has realized that, until the hauntings at the prison are resolved, he will be unable to fully rest. As soon as the prison is cleansed of its hauntings, however, Erone's ghost is truly freed and able to slip off to the afterlife. However, the next morning a raven with a single white feather flies to Lireia's windowsill and perches on it, tapping at her window until she opens it and then hopping inside as if it were his own home. She adopts the raven as her new pet and names it Eronel, believing it to be her beloved pet come back from the dead, and she will try to find the PCs before they leave the town to thank them for all they have done for her and her beloved bird, whose curious eyes regard the PCs with a knowing warmth and appreciation.

Feasting at Lanterngeist

Feasting at Lanterngeist is a short adventure designed to be set in any isolated fishing village where 9th- to 10th-level PCs may find themselves investigating the rumors of missing persons. The adventure does not provide enough experience in and of itself for the PCs to increase in level substantially, but it provides several challenges and rewards, including catapulting the PCs straight into the plot of the larger adventure.

Rackground

Feasting at Lanterngeist takes place in the village of Marshtown on a bay extending from a great lake the size of an inland sea as described in the Adventure Path. The town is about to celebrate its annual Lanterngeist Festival as the PCs arrive, and into this quaint gothic atmosphere is introduced the horror of the alien infestation seeking to feast upon the unsuspecting populace. As the PCs trace the tail of these horrific deaths they are eventually confided in by the town's mayor and led to the local Sea Temple where they learn that the clergy is involved in a much larger sinister plot involving the town and subhuman creatures that have been preying upon it for generations.

The PCs come to Marshtown on the trail of a sinister dark rider who has an artifact they wish to recover. In town they find everyone preparing for a festival and no trace of the rider they pursued. Questioning the locals turns up no clues and a stern warning from the town constabulary to not cause trouble during the festival. Having a while to poke around town and get an idea of its strangeness, the PCs are no closer to their quarry when quietly approached that evening and told of a series of murders that have taken place in the fen just outside of town-the latest victim being the town sheriff himself. The mayor and undersheriff deputize the PCs to help in the investigation before the murderer can strike again, a murderer that the undersheriff believes may be the ghost of a killer executed 20 years before.

As the investigation takes the PCs out into the benighted fens, they discover the executed killer's abandoned cabin and learn of an ancient ring of standing stones once used by barbaric druids long ago as well as a strange sluglike creature that attempts to prey upon them. They also discover the rest of the town's militia slain with all evidence pointing to it

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being the work of the undersheriff and suspect that the ghosts of the ancient druids may be somehow involved.

Back in town the PCs begin to hunt the undersheriff through the throngs at the Lanterngeist Festival. In the process they must try to save townsfolk from wandering slugspawn and have a false alarm with an axe-wielding masked man. Eventually they locate Grumph as he attempts to enter the Sea Temple seeking healing for his infestation of feasting slugspawn and have a showdown with him on the temple steps where his infestation explodes into a spawning canker. With his death, the mayor confides in the PCs his suspicions of the involvement of the priests of the Sea Temple and propels them along in the Adventure Path.

Reginning the Adventure

The adventure begins as the PCs, who have already come to the village of Marshtown on the trail of a strange dark rider, begin to ask around among the locals for the whereabouts of this mysterious figure. The locals are a suspicious and close-mouthed lot, and the PCs' queries eventually bring them to the attention of the village sheriff. This is described in Event 2 in the Adventure Path. This event describes the confrontation and the subsequent interview with the town mayor. All of the information in that event should be shared up until the mayor begins to talk about disappearances. Instead of going in that direction, he'll share only that a few disappearances have occurred with no leads as to the villagers' whereabouts. Then he'll nervously laugh and explain, "When you make your living on the turbulent waters of the sea, someone's bound to go missing from time to time from boating accidents and storms and such. Just because no one's washed up yet or didn't leave a note before they went out on the water doesn't mean it has to be something sinister."

The mayor will not, in this circumstance, share his suspicions of the disappearances or go into recruiting the PCs to search the Sea Temple. Instead, the mayor does not yet fully trust the PCs. He attempts to allay their suspicions and invites them to attend the town's annual festival being held that night. If the PCs have learned of the foreign merchant who is new to town from the town rumors (see the Gothic-themed Adventure Path), and suspect him of involvement with the dark rider, they may decide attending the festival may be a good way to locate him.



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More information about the festival and how the PCs can get involved in both the plot of this mini-adventure and the main adventure is provided below. Allow the PCs to spend some additional time touring the town and asking questions if they wish. You may even want to run Event 3 from the Adventure Path if they head down to the docks at any point. However, don't have them investigate the Sea Temple just yet as it may give away too much information too early. If they attempt to, assume that the doors are locked as they make their own festival preparations and that there are too many witnesses to get away with breaking in. Hint to the players that it might be better to break in at night during the festival, if they wish to do so, but then proceed with the events of this miniadventure before they get a chance.

PCs As Investigators

If you've ever played in a Lovecraftian game like Chaosium's Call of Cthulhu RPG, then you know that a good portion of any scenario, usually at the beginning, typically involves old-fashioned investigative workvisiting libraries and newspaper archives, interviewing locals, etc., before things really start to hit the fan. As Feasting at Lanterngeist is intended to emulate that style of adventure, there are points where all the action is actually good investigation, whether it is through questioning someone (an excellent opportunity for good roleplay) or making suitable skill checks to find out information. Regardless, it's not your typical sword & sorcery fare of kicking in doors, killing monsters, and taking their stuff. There are a few occasions in this adventure where detective work is necessary in order for the PCs to grasp what is going on and advance the plot as they get ever deeper into its workings. Since there is little chance for monetary or other rewards for these instances, XP awards have been associated with them in order to reward the PCs' efforts in pursuit of the adventure's goals, even if not in the traditional manner.

The Festival of Lanterngeist

As night falls, the Festival of Lanterngeist gets underway, and soon the town square is ablaze with a massive bonfire as well as hundreds of glowing lanterns. In addition to the paper lanterns strung from cords above the ground, many of the townsfolk carry lanterns at the ends of long poles that they brace against their shoulders as they mill about. These they prop against rocks or tables as they dance or partake of the various offerings of the festival. A band of pipers and drummers plays merry dancing jigs at one corner of the square, and many of the festival-goers wear fanciful masks depicting angels, devils, and everything in between.

The whole experience is one of gaiety and frivolity as the locals dismiss their cares for the night and indulge in the festivities. This is perhaps the one time of the year when strangers are more or less accepted in Marshtown, so the PCs are invited and encouraged to join in the fun and partake of the many free ciders and other victuals that vendors pass from trays, as well as more substantial fare such as roast game and ales sold from booths around the square.

Festival of Lanterngeist

The Festival of Lanterngeist is a local holiday held annually by the folk of Marshtown. Ostensibly its purpose is to ward off the spirits of ancient evils that are thought to brood over the coast and surrounding swamplands as a holdover from the days when dark druidic barbarians held sway over these lands. The festival is characterized by lighting lanterns all around town, but especially in the town square around a huge bonfire, that are thought to hold back the evil spirits. Festive activities including dances, games, vendors' candies and drink, and various competitions held in the light of the lanterns to drive the spirits away for another year with their merriment. Despite its ominous origins, few among even the superstitious Marshtowners take the festival seriously and see it as little more than an opportunity for an all-night party filled with drinking and fun. Many couples adjourn to the nearby woodlands for private trysts, trusting in the alleged properties of the lanterns they carry to ward off any danger from evil spirits.

The date of the Festival of Lanterngeist is determined annually by the town priests through the conjunctions and positions of various celestial bodies, so that its exact date moves from year to year much like Easter in the real world. It is set in the autumn as a harvest festival in this adventure but can easily be placed at any time of the year to accommodate your campaign's time table.

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Event A: Dire News

Allow the PCs to join in the festivities or use this time for additional investigation as they please. However, the foreign merchant never makes an appearance if they are watching for him. At some point, either while the PCs are at the party or when they are near town perhaps for a break or to regroup, they are found by a clearly distressed mayor and a dour-looking man standing nearby gripping the hilt of his sheathed scimitar with white knuckles. They recognize the frowning man as Undersheriff Byron Grumph, one of the men who accompanied the town sheriff when he confronted the PCs earlier in the day. The mayor quickly draws the PCs aside where he can speak to them privately and relates to them the following.

"This is horrible, just horrible. Some of the festivalgoers were found murdered out in the fens just a little while ago. The sheriff went to investigate while he had the undersheriff here round up the town's militia. But when Undersheriff Grumph and the rest went out to join the sheriff, they found him dead as well! Murdered!

"Now we've got a killer on the loose somewhere in the fens just outside of town and dozens of unsuspecting people wandering around in the dark, and on top of it all my sheriff is dead. If news of this gets out tonight, it'll cause panic among the townsfolk, which will be just what the killer surely wants, providing him with more easy victims and using the confusion to mask his own movements. We can't have that, simply can't! "I need your help. All I've got now is Undersheriff Grumph here and a handful of farm boys and deck swabbers who fancy themselves part-time militiamen. I've got nowhere else to turn and no way to contain

this situation without a lot of innocent people getting hurt. Therefore, I am deputizing you to assist Undersheriff Grumph in his investigation and to stop

the killer... or worse, maybe the killers! "You will be rewarded from the town's treasury—at least enough to gain your services for a single evening. Plus I know you've been poking about...looking for something. I'm sure if you help us now, folks'll be a bit more eager to open up and help out those that they know they can trust.

"I'm beseeching you on behalf of the good people of Marshtown. Will you help us?" A DC 10 Sense Motive check easily confirms that mayor is desperate; in fact, he's not far from a panic attack. If the PCs try to dicker over a price, he quickly nods and hand waves their demand saying, "Yes, yes, come by my office in the morning. We'll take care of all the details." If they agree, he admonishes them once again to keep the whole affair under wraps until the killer is found so as to avoid a panic. Then with a near-manic grin on his face he says, "That's it. No panic. I've got to keep everyone calm. I'm going to the festival, and I'm acting as if nothing at all has happened. No murders, nothing at all, everything is fine."

The mayor wanders off towards the town square mumbling nonsensical platitudes with a rictus grin frozen on his face. Undersheriff Grumph looks on with equal parts disgust for the mayor and for the PCs being brought in but finally says, "Well, I guess we'd better get you out to the scene so we can start making heads or tails of this."

Undersheriff Grumph guides the PCs to the edge of town where a group of six nervous-looking young men (N male human commoner 2), unarmored and ill-armed await, holding pikes awkwardly and hoisting lanterns as high in the air as they can get them to beat back the darkness of the night. Without further ado, Grumph takes one of the lanterns for himself, hands another to the PCs, and heads out into the murky darkness of the sodden forest marshes surrounding the town.

Along the way, he speaks to the PCs under his breath in order to keep the already-fearful militiamen from overhearing. He says, "I know the mayor thinks it's just some local gone off his rocker that done this, but I know better and that's the only reason I allowed you folks to be brought in on this investigation. Otherwise we may be in over our heads a bit, and I just hope you're as good as the mayor thinks you are. Cause what we've got here is no ordinary killer...we've got us a killer ghost, and I'll bet my eye teeth its old Crandle Dreeley back from the dead, making good on his death curse from 20 years ago."

Assuming the PCs ask for more info on this alleged ghost, Grumph makes sure to keep his voice down as he guides the PCs along the swamp trails, the militiamen strung out in a line behind them. "Old Crandle Dreeley was cousin to the current owner of the village inn, though they didn't associate much. Crandle, he was a lumberjack, and he did go off his rocker. Folks said he butchered and fed his wife to a mermaid for good luck, but it never came his way. Finally he just snapped, took up his wood axe and started walking from house to house in the dark of night. When he found an unlocked door, he went in and hacked apart everyone inside. You could hear the screams echoing. He managed three families along the outskirts of town before the posse caught up with him. I was just a young man then, new to the militia, and I was in the group that captured him. When he saw us coming he just dropped his blood-covered axe and started laughing. We brought him in alive, but he wouldn't ever say a word about why he did it. He was tried and sentenced to death, and we put him out on the Sea Rocks 20 years ago to let the gods o' the sea sort him out. I was on the rowboat as we pulled away from the rocks, and that's when he finally spoke. He said, the town done it to 'em, not him,

and the town done it to eni, not ining and the town was gonna' get its due, that he'd see to that. That's the last we saw of him. Next day, the rock was empty of all 'cept blood. But I always figured he'd come back some day to do what he promised, and it looks like now he has."

By the time Grumph finishes his story, the group has reached the first crime scene just a mile outside of town. Refer to the area map for the crime scene locations.

1. The First Crime Scene

This spot is where Undersheriff Grumph says the first murders were discovered. Lying among the crushed swamp bracken is a young couple from town (Tam Breckege and Laurel Sills); obviously out for a private tryst. Their lantern lies broken and extinguished nearby. The bodies are battered and covered in blood. Grumph allows the PCs to examine the bodies and the scene while he and the militiamen wait nearby and light the area with their lanterns. A DC 20 Perception check while examining the bodies notes that there is a great deal of bruising, especially around their throats. A DC 15 Heal check discerns that they both died by strangulation and that much of the blood on their bodies is apparently not theirs—the wounds they bear do not account for all of it. A search of the surrounding grounds yields no further clues and reveals that the ground itself is too soft and wet to hold footprints well; tracking the killer is not going to be easy. *Speak with dead* attempts only reveal that the murdered couple is strangely unable to describe their killer, as if too horrified to grasp what occurred.

If asked why Grumph thinks the killer is the ghost of an axe murderer when these two were strangled, he simply tells them to wait a moment and they'll see and then heads off down the trail towards the next crime scene.



2. The Second Crime Scene

A short distance from where the couple's bodies lie is another murder scene. Lying on the trail, his staring eyes looking blankly into the sky, is the town sheriff. Unfortunately his staring eyes are some distance from his body, as his head has been brutally removed from his shoulders and tossed aside. The body is withered and shrunken as if drained of its very life essence. A DC 20 Perception check is able to pick out the sheriff's fairly recent footprints coming up the trail the PCs just followed and then a hodgepodge of confused and overlapping tracks (it also reveals the second body described below). It appears that a scuffle ensued here, but it must have been fairly short because the sheriff's blade still rests in its scabbard unused. A DC 23 Heal check confirms that the head of the sheriff was removed by main force-not severed. The body and head are too withered and mangled for a successful speak with dead.

The undersheriff states that when the murdered couple was found, he left the sheriff there while he returned to town to gather the militia. When he returned, the sheriff was gone. He left the militia at the first scene and followed the sheriff's tracks up the trail. He found the sheriff here and, after a quick look around, hurried back to the others and then back to town to inform the mayor. It was the mayor's idea to bring in the newcomers, he snorts, but admits that if it's the ghost of Dreeley at work he can use all the help he can get.

Grumph then directs the PCs' attention to the underbrush beside the trail (if they haven't already found it on their own). There hidden among the crushed foliage is a second corpse, this one a human male dressed in the clothes of a merchant, though now stained by mud and blood. This corpse's head is also missing, ending in a gory stump that looks like the work of a maniac wielding an axe. It is not withered like that of the sheriff. The head itself is nowhere to be found, either carried off after its severing or completely destroyed by the axeman. Grumph states that he thinks the sheriff had found this additional victim and was examining it when attacked by the killer, probably hidden nearby. It is the condition of this one's shattered neck and missing head that led to Grumph's theory that the deed was done with an axe and made him think of old Dreeley. Plus the sheriff's unnatural drained state made him think of something supernatural like a ghost, which further reinforced his theory.

The PCs may examine this body for clues as well, if they wish. As they do so, Grumph states that he believes it to be a foreign trader (who may have come up in earlier conversation with the mayor or other townsfolk) based on the man's clothing and the fact that no one has seen him all day. He has no lantern with him, and what he may have been doing out here Grumph has no idea. While the neck is mangled and yields no real clues, and a speak with dead obviously will not work. A DC 20 Heal check or DC 23 Intelligence check notes that there is insufficient gore splattered upon the surrounding ground for the total destruction of the man's head to have occurred here-one would expect to see great spatters of blood as well as obvious pieces and debris from the apparently hacked apart cranium. Instead, it would appear that either the head was taken as a trophy or else the merchant was viciously murdered elsewhere and then dragged to this spot, where he was left and subsequently found by the sheriff-possibly as part of an intentional ambush? A DC 30 Heal check notes that the merchant's corpse has actually been dead for most of the day.

A search of the foreigner's pockets turns up little of note other than coins totaling 22 gp (which Grumph confiscates as evidence) and a small ceramic eggperhaps a good luck charm or favored bauble worth maybe 5 gp. A DC 18 Perception check made on the egg, however, reveals a hidden seam. A DC 15 Disable Device is able to open the egg along this seam revealing that, the interior has been molded into the shape of a cultic symbol carried by the mysterious dark rider the PCs have been pursuing. However, the merchant has been around town the last several days, so he cannot be the dark rider that the PCs seek. Grumph truthfully claims no knowledge of this affiliation of the merchant (few of the humans of Marshtown were party to the bargain made between this cult and the subhuman beings of the bay, as explained in the Adventure Path), but will take on a thoughtful look as he considers its implications.

Development: Whenever the party has finished their investigation of the crime scenes, Undersheriff Grumph informs them of his plan. He believes that the killer is likely still in the vicinity, as it's difficult to move around quickly in the marshy forest at night. He also reiterates that the killer may be the ghost of an axe-murderer, in which case the PCs' presence is of particular importance (the local militiamen all

pale at the mention of the possibility of a ghost being involved). He drops the final bomb when he adds that the faint trail through the marsh on which these murders have occurred is none other than the very trail that leads to the abandoned cabin once inhabited by Crandle Dreeley, no more than a mile further along.

His plan is this: He and the militia will fan out and begin a sweep of the area around the crime scenes to make sure there are no further clues or perhaps a killer hiding about. He assigns the PCs to continue on up the trail to the cabin to check it out. As far as he knows, no one has been there in 20 years, and he doesn't fancy leading a group of green militia into the potential haunting grounds of a vengeful ghost. If the PCs refuse this plan, he reminds them that they have been deputized to follow his orders. If they insist on leaving somebody behind or double back to spy upon the group of militia, you will have to contrive to have them separated from Grumph and the others or modify Event B so that Grumph still escapes. Before the PCs depart, Grumph hands one of them a signal whistle after blowing it once so they will recognize its sound. He tells them that he and each of the militiamen have such whistles in order to remain in contact as they split up. One whistle is just to check in and get their bearings, three sustained blasts means trouble and for everyone to converge upon the sound.

Treasure: Other than the bauble and coin in the merchant's pocket, the only other items of value are the sheriff's +2 *chain shirt* and his *shatterspike*. Undersheriff Grumph initially claims these. If the PCs make a case that they will be of use in dealing with a possibly ghostly murderer and make a DC 15 Diplomacy check, he reluctantly agrees to allow the PCs to use them for now. He reminds them, though, that they are the property of Marshtown and will have to be returned after the investigation.

Ad Hoc XP Award: If the PCs succeed in determining that the merchant was killed elsewhere and brought to this site, award XP as if they had defeated a CR 6 encounter. If they realize the merchant has been dead for quite a while and/or manage to convince Grumph to allow them to hang onto the sheriff's equipment, make the award equal to a CR 8 encounter. If they discover the merchant's connection to the cult through his symbol, award XP for an additional CR 6 encounter.

So, What the Heck is Going On Here?

The PCs have stumbled into a situation that they are just beginning to scratch the surface of in their investigation. The killer is no vengeful ghost or axemurderer as Grumph suspects. Rather the killings are the result of skum introducing the moits of Shub-Niggurath into the population of Marshtown as mentioned in the Adventure Path. In particular, the moits were introduced to the cult agent posing as a merchant yesterday. The merchant was driven insane by the slugspawn that infested his skull, and wandered aimlessly through the marsh all day. After dark, he stumbled upon and surprised the couple from town and brutally slew them in his mindless rage. He stumbled off into the marsh again where shortly thereafter the slugspawn matured into a spawning canker. Around this time, Grumph and the sheriff discovered the bodies of the murdered couple. While Grumph headed back into town, the sheriff started to look around a bit. The spawning canker in control of the merchant's body found the sheriff a short distance up the trail and ambushed him. The canker was able to feed off of the sheriff (while constricting his head off in the process) and then spawned into nearly a dozen new slugspawn that scattered into the surrounding swamp. The PCs have no real way of knowing this right now, but events will soon direct their investigation in this direction until they learn the whole horrific truth.





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3. Dreeley's Cabin (CR 9)

The swamp trail rises onto a low knoll covered in ancient, gnarled trees, some with trunks so large half a dozen men would have to hold hands to stretch around them. Curiously, several of them have the images of crude faces carved into their trunks, carvings so old that the tree bark has almost completely overgrown them. In the midst of these trees lies the broken timber of a rough dugout cabin, a stair cut into the earth leads down into its vine-draped interior.

Crandle Dreeley built a dugout cabin here among these ancient trees to more easily harvest timber from the forested marsh. Originally he lived here with his wife, but after her mysterious disappearance he lived out here alone. Always seeming a bit "off," he grew more and more introverted, sometimes disappearing into the marsh by himself for days at a time. As his own mental stability declined, Dreeley became obsessed with the tales of the old druids that once ruled these woods, and he carved the faces in the trees to hearken back to their old ways. Whether as the result of his own obsession, or perhaps ancient malevolent spirits that found a willing host, his mind snapped and he went on a killing spree. When captured and executed, his last words were in reference to the fact that the town's founding encroached upon the demesne of an angry nature spirit and that they would have a reckoning. He was slain by a reefclaw that fed upon him as he was chained to the Sea Rocks and has remained quite dead ever since, despite the undersheriff's misgivings.

The interior of the dwelling lies 5 feet below the level of the surrounding terrain and is accessed by a set of stairs dug into the earth and paved with sawn logs. The log walls of the cabin rise another 5 feet above this, ending at a roof of sagging beams, many of which have broken and collapsed leaving the dugout's interior exposed to the elements. As a result, the dugout's interior is a riot of plant growth covering the floor and walls in a tangle of creepers, flowers, fungi, and ferns, while vines and mosses dangle from the few remaining rafters and dip into the stagnant puddles that collect on the floor. Barely visible among this verdant profusion can be seen the rotten remnants of simple furnishings and possessions, with a stone hearth being the only intact structure left in the cabin's interior. The odor of dankness and rot is almost overpowering.

Creature: Though no ghost haunts the abandoned cabin, it does harbor a menace in the riotous profusion. Lying in the puddle floor of the cabin, and looking just like the rest of the flora, is an overgrown tree stump that is actually a giant bog creeper. Its thorny tendrils intertwine with the other undergrowth, looking like so many brambles, and its single woody limb resembles a hoary root protruding from the muck. A PC must actually enter the cabin in order to have a chance to see through its camouflage, but doing so provokes it to attack. It lies quiescent until somebody enters the cabin, at which point they provoke attacks of opportunity for coming within its reach. It attempts to grab and constrict the first target to come within range. Whenever the bog creeper is struck for the first time, it uses its acid spray to hit as many people as possible in the cabin. It chases anyone that leaves the cabin, but will not go beyond the ring of trees that surrounds the hilltop, retreating back into the cover of the dugout if all of its prey manages to escape beyond that boundary.

GIANT BOG CREEPER

XP 6,400

The Tome of Horrors Complete 74, Pathfinder Roleplaying Game Bestiary (giant simple template) N Large plant Init +3; Senses low-light vision, tremorsense 60 ft.;

CR 9

Perception +21

Defense

AC 16, touch 8, flat-footed 16 (-1 Dex, +8 natural, -1 size)

hp 115 (10d8+70)

Fort +14, Ref +2, Will +5

Defensive Abilities camouflage; Immune plant traits

OFFENSE

Speed 10 ft., swim 20 ft. **Melee** slam +12 (1d8+6), bite +12 (2d6+6), 4 tendrils +10 (1d6+3 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tendrils) Special Attacks acid spray, constrict (1d6+6)

STATISTICS

Str 22, Dex 8, Con 24, Int 3, Wis 14, Cha 6

Base Atk +7; CMB +14 (+18 grapple); CMD 23 (can't be tripped)

Feats Endurance, Diehard, Improved Initiative, Multiattack, Skill Focus (Perception) Skills Perception +21, Swim +14 SQ marsh move

SPECIAL ABILITIES

- Acid Spray (Ex) Three times per day, a bog creeper can spew digestive acid from its mouth in a 30–foot cone that deals 4d6 points of acid damage to all creatures in the area, with a DC 22 Reflex save allowed for half damage. The save DC is Constitution-based.
- **Camouflage (Ex)** Since a bog creeper looks like a plant when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the plant.
- Marsh Move (Ex) A bog creeper can move across marshy terrain without incurring any movement penalties.

Development: Searching the cabin turns up little of note, but a DC 23 Perception check locates a secret niche in the stone hearth. Within is a small iron box with a padlock (DC 20 Disable Device). Inside is Dreeley's life savings of 47 gp and 65 sp and two other items of interest. One is an irregular, 4-inch-diameter lump of polished amber with a small, perfectly preserved tree frog suspended in the center-its bulging eyes staring lifelessly into eternity. This item was found by Crandle Dreeley in the swamp and became both his greatest treasure and his obsession. It is a cursed item of the ancient druidic order that once dwelt in these woods and functions as a crystal hypnosis ball. The entity connected to this item is both ancient and alien and seeks to implant the suggestion in the gazer's mind that the folk of Marshtown are interlopers on ground sacred from a time before even the gods were born and that a terrible vengeance awaits all who refuse to bow to the will of those ancient ways.

The second item in the box is an old leatherbound journal-the fenman's diary. It talks of his life with his wife, Savannah, and contains page after page of mundane details of their everyday lives. It mentions his discovery of the "frog globe"-as he calls it-which serves as the eye of something far greater than man can fathom. After this discovery, the writing begins to ramble, becoming progressively more paranoid and delusional, and mentions Savannah's growing unhappiness with his new frog globe and her attempt to hide it in the fens. This is followed by a mysterious reference to a "feast of the reefclaws," and then there is no further mention of Savannah. The writings continue to spiral into chaos, often being little more than jumbles of letters and crudely rendered images. The last entry is the one of greatest note to the PCs, and is reproduced in the player handout below.

It be too late...we've been here too long. The trees whisper of a reckoning and I know their voice. The old druids once danced in their stone ring and cavorted in blood before the Black Goat, seeking its favor. Now it be angry that the old folk don't come to the ring no more. It demands new blood, and the trees whisper it is I must slake it. Me hands and me axe will do for the job, but I must get the blood to the dancing stones to complete the calling.

It is time.



After the PCs have had a moment to look through the journal and read its last entry, have them make a DC 31 Perception check. If successful, one of them notices as a slugspawn makes its way through the undergrowth of the dugout and prepares to leap at one of the PCs. This is one of the slugspawn created when the foreign merchant's spawning canker spawned after killing the sheriff. It has wandered this far through the swamp and now attacks a random PC. If not noticed, it attacks with surprise.

CR 5

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Slugspawn

XP 1,600

Bloated alien worms the length of a man's forearm, slugspawn are the basest form of a moit of Shub-Niggurath. These repulsive creatures possess slug-like bodies the color of rotting algae, covered with thick mucus. Vulnerable to the predations of larger creatures, slugspawn rarely venture forth on their own. Although they can move at a speed of 10 ft. per round, slugspawn frequently hide themselves in dark pools or shadowy crevices, waiting for the warm flesh and pliant brains they crave to come to them.

Upon entering a square with a slugspawn in it (or if attacked by a slugspawn), a creature must make a DC 16 Perception check to note that a slugspawn is something other than a normal slug (although hidden slugspawn can be more difficult to detect). If this Perception check is failed, the slugspawn leaps upon the creature and burrows into its flesh. The creature can attempt a DC 16 Reflex save to avoid the slugspawn, but only if the creature is aware of the slugspawn's presence. Any amount of damage reduction is enough to provide immunity to infestation.

Once a slugspawn has infested a living body, it burrows toward the host's skull and wraps around the lower brain, growing and feeding upon the energies generated by thought. On the first round of infestation, dealing cold damage to the victim can kill the slugspawn and save the host—but only if the victim takes 10 or more points within 1 round of being infested. Cutting the slugspawn out also works, but the longer it remains in a host, the more damage this method does. Cutting it out requires a slashing weapon and a DC 25 Heal check, and deals 1d6 points of damage per round that the host has been infested. If the Heal check is successful, the slugspawn is removed. After 3 rounds, though, the slugspawn has reached the host's brain and cannot be surgically removed without killing the host.

After a slugspawn has reached a host's brain, it proves to be a beneficial parasite-at least initially. A slugspawn's host benefits from complete immunity to mind-affecting effects, as the slugspawn's presence confuses and devours such magic. This benefit doesn't last long, though, as after a variable period (typically lasting 2d6 days in humanoids, though sometimes more or less in other creature types) the slugspawn matures into a spawning canker, a new stage in its lifecycle that begins with it violently devouring its host's brain, erupting from its skull, and taking over the beheaded host body-a near-instantaneous process that immediately kills the host. The result is a new creature, a spawning canker garbed in its former host's skin. If the host is killed before the slugspawn fully matures, the parasite undergoes a rapid, emergency maturation, taking control of the host body as if it had fully-matured, though such spawning cankers rarely prove as long-lived as their fully matured brethren.

One final development occurs while the PCs are at Dreeley's cabin after dealing with the slugspawn. Have the PCs make a DC 10 Perception check. If successful they detect the faint sound of one of the militia's signal whistles blowing three long blasts. It is soon joined by another and another as if every one of the militiamen is blowing his at once and it no longer requires a Perception check to be heard. Just as suddenly, the sounds of the whistles begin to taper off as one after another goes silent. If the PCs make their way back to where they left Undersheriff Grumph and the militia, they should hear the dwindling sounds of the madly blowing whistles until only one is left; even it goes quiet shortly before they reach the site of the previous murders so that they arrive to find an eerie silence awaiting them.



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Event B: The Marsh Forest Massacre (CR 8)

When the PCs arrive back at the crime scenes where they left the rest of the militia (Areas 1 and 2), they find only silence-no militiamen and no lanterns glowing in the darkness to mark where they might be out searching in the fens. The situation is even more dire than it seems, however. A simple DC 12 Perception check is sufficient to locate an object lying on the trail; it is one of the militia's signal whistles-covered in blood. Once this has been found to indicate the proper area to search, further Perception checks (DC 17 each) begin to turn up bodies belonging to the militiamen, their lanterns lying extinguished in the marsh near where they fell. Each of the six militiamen is present, and their causes of death are apparent: Four have red-fletched arrows buried in their necks or backs, and two have vicious slashing wounds that cross their necks and torsos. A DC 10 Perception check recognizes the red-fletched arrows as being those carried by the undersheriff in his quiver. A DC 18 Heal check is able to identify the slashing wounds to be distinctive to those caused by a scimitar—a weapon relatively rare in this part of the world but one that was conspicuously carried by Byron Grumph. The final damning bit of evidence is that the undersheriff himself is nowhere to be found, though a DC 12 Survival check does identify a single set of recent tracks heading along the firmer ground of the trail back towards town.

Though the PCs do not yet know it, Byron Grumph has fallen to a slugspawn, also one of the ones that spawned from the corpse of the foreign merchant. As he and the militiamen spread out to search the surrounding fens, Grumph stumbled and fell into a bog. As he struggled to pull himself from the swamp pool, he was surprised by a lurking slugspawn that managed to infest him. As the merchant before him, the undersheriff went insane and entered a homicidal frenzy, going on a killing spree of the hapless militiamen who slogged unawares through the swamp nearby before heading back toward town.

Creature: All of the recent commotion has attracted the attention of one of the marsh forest's more reclusive denizens, a giant tarantula. Ordinarily this creature resides deeper in the thickets, but its hunts have brought it closer to Marshtown this night where the loud sounds of commotion, multiple lights, and smell of death have brought it to investigate for a possible meal. The PCs can hear its approach—the sound of something large and heavy moving through the trees in the darkness—if they make Perception checks opposed to its Stealth check. Otherwise, they are surprised as it leaps from the darkness to attack.

Giant Tarantula

XP 4,800

CR 8

hp 115 (*Pathfinder Roleplaying Game Bestiary 2* "Spider, Giant Tarantula")

TACTICS

During Combat The spider attempts to poison one individual before retreating up a cluster of nearby pine trees where it throws its barbs. If one PC separates from the others, it attempts to leap down and poison that one as well.

Morale If any PC is incapacitated by the tarantula's poison, the spider attempts to grab that PC and retreat deeper into the marsh to feed at its leisure. If reduced to 20 hp or less, it likewise retreats deeper into the forested depths to find an easier meal.

Treasure: The militiamen carry little of value beyond their studded leather armor and longspears. If the PCs choose to rifle through their pockets, they can find 1d6 sp on each.

Rack To Town

Eventually the PCs' investigations should lead them back into Marshtown during the height of the night's Lanterngeist Festival, likely in pursuit of the apparent serial killer that has escaped them. Arriving in town, they find the Square full of townsfolk wearing crudely fashioned masks of assorted animals and fanciful spirits participating in a masquerade dance in full swing.

If the PCs search for the mayor, he can easily be located holding court at a kissing booth where he wears a mask of imported peacock feathers and sells pecks on the cheek for apples or other treats from the festival. If drawn aside and updated on what has occurred in the murder investigation, he pales and appears on the verge of apoplexy as he realizes that with these latest developments he has no constabulary left in his town; the PCs are truly his only hope to save Marshtown from the depredations of what is obviously a psychopathic murderer who has been committing these crimes under their very noses all along. He begs the PCs to stop Grumph and bring him to justice before any more innocents are hurt. He follows the suggestions of the PCs within reason and can provide the following information.

If the PCs ask about the slugspawn (if they happened to keep its remains) he honestly has no idea of what it might be, having never seen one before. If asked where

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Grumph lives, he can show them to the undersheriff's cottage, though it is currently unoccupied. If told about what was discovered at Dreeley's cabin, he will theorize that whatever madness seized old Dreeley must have afflicted Grumph as well. If asked about the stone ring of the ancient druids, he can confirm its existence but states that it disappeared centuries ago. The original lord of Marshtown built his manor house on the site of the stone circle. The house has been a ruin since the noble's family line ended with the disappearance of its last scion three generations ago.

The mayor fears that Grumph may use the festival as an opportunity to commit more murders among the unsuspecting populace and begs the PCs to search among the festival-goers for the madman. He suggests that they don masks to circulate among the festivities without giving away their positions to the madman. He can provide a number of masks of paper and fabric if asked—a wart-nosed giant, a wrinkled witch, a dog with lolling tongue, a feather-haired sprite, a squinteyed goblin, a goggle-eyed fish, and so on. If they do so, **Events C-E** occur as they make their rounds among the masked inhabitants of Marshtown. If they refuse to wear masks, then the creatures involved in these encounters automatically gain a surprise round against the PCs since their presence is so noticeable.

Event C: Bobbing for Apples (CR 5)

This event occurs as the PCs begin to search among the dancing festival-goers at the masquerade.

Dancers circulate together in a quaint country dance to the tune of zither and fiddle. The swaying lanterns held aloft by ropes strung between tall poles create a swaying, shadowy light that plays across the masked faces of goblins and sprites, ogres and hags. Your quarry could be anywhere within this tumult. Suddenly the dancers part for a moment and give you a clear view across the square. On the far side, a large wooden tub has been set up for apple bobbing. As you watch, a slug-like creature departs the shadow of a nearby building and quickly climbs into the water-filled tub. Nearby, a townsman removes his mask to try his luck at bobbing for one of the floating apples. Apparently neither he nor the man running the apple-bobbing tub noticed the arrival of the slimy intruder.



Creature: The PCs have just witnessed the arrival of a slugspawn that has crawled into the apple-bobbing tub. It is 30 feet through the crowded square to reach the apple-bobbing tub. If the PCs are masked as they traverse in and among the festival-goers, they have no problem moving surreptitiously through the gathering. In this case roll initiative for the apple bobber (+0 modifier) to see if they arrive before he dips his head into the tub prompting a readied action from the awaiting slugspawn. If the PCs are not wearing masks, then the dancers are disturbed by the armed strangers in their midst and make a bit of a scuffle as they try to scramble out of the way. The net result is that the PCs are slightly delayed before they can reach the apple-bobbing tub or get another clear view of it, giving the apple-bobbing townsman an action in the surprise round in which he unwittingly dunks his head into the clutches of the slugspawn.

If the PCs beat the townsman's initiative and reach the tub before he has a chance to dunk his head, they can deal with the slugspawn themselves. It has a readied action to attack anyone who comes within a foot of the water. The tub is only 2 feet deep, though unless a light source (such as continual flame) is placed inside the water, the slugspawn cannot be seen due to the lantern light reflecting off of the water's surface. The tub can be tipped as a move action, though doing so will provoke an attack from the slugspawn against anyone who bends over to lift the tub. If the townsman manages to act in the surprise round, he is infested as soon as he dunks his head (he does not receive a Reflex save), and the PCs can begin to act in the first round of his infestation as the creature disappears into his open, gagging mouth.

Slugspawn

XP 1,600 See Area 3

Event D: The Horseless Headsman (CR 7)

CR 5

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After dealing with slugspawn, the PCs have a few minutes to continue searching the festival before the next encounter occurs.

A shrill scream of terror arises from the eastern edge of the square. A look in that direction shows a man hooded and cloaked in all black raising a bloody axe above his head. Before him a villager crouches on the ground, his hands tied behind his back, his head lying upon a wooden stump awaiting the headsman's axe. A group of small children watches, paralyzed with fright, as the axe swings downward and takes the head from the crouching victim in a spurt of red blood. The severed head thumps to the turf as the children scatter screaming, and the headsman turns to seek out a new victim.

The PCs have just witnessed one of the townsmen dressed as an executioner perform a fake execution on another townsman who is in on the trick in order to jokingly scare some of the local children. The stump is actually a hollow prop in which the victim safely placed his head while a carved wooden head set on a pair of fake shoulders with a waterskin filled with goats blood was placed on the stump above and seemingly severed in a gory display.

Creature: The headsman is actually a villager named Compton Rowe, a former mercenary who spent years fighting bandits in the forest kingdoms to the east. As the PCs run up to the scene, the supposed victim raises his unharmed head from concealment in the stump with a shouted "ta da!", bringing a scattering of applause from a few adults standing nearby that now laugh and tease the children who had panicked and started to run. If the PCs are masked when they arrive, they quickly ascertain that the entire scene was merely a sideshow for the festival. However, if the PCs were not masked, their armed and unfamiliar presence causes Compton to momentarily panic and assume they are bandits come to attack during the confusion of the festivities. Even though the PCs quickly see that the whole thing was a prank, Compton gains an attack with his axe on the first one to arrive during the surprise round. A DC 15 Sense Motive is sufficient to discern that his attack was a panicked reaction to their sudden arrival, and he quickly becomes apologetic and tries to assist anyone he hit. But if he is attacked in return he defends himself to the best of his ability, raging until the mayor arrives 2 rounds later and attempts to defuse the situation. If Compton is killed, the witnesses will confirm that he attacked first and prevent the PCs from being charged with any crime, but their standing in the eyes of the villagers will certainly drop quite a bit.

COMPTON ROWE

<u>CR 7</u>

XP 3,200

hp 64 (*Pathfinder Roleplaying Game GameMastery Guide* "<u>Viking</u>")

Development: Two rounds after the confrontation with Compton ends, his horse picketed at the edge of the Square nearby to haul his props to and from the festival gives a sudden squealing neigh of pain and drops to the ground. Rushing over to it reveals that its throat has been cut by a slashing weapon (like a scimitar). A DC 12 Survival check locates tracks in its blood that lead along the edge of the Square towards the Sea Temple at the southern end. While the PCs were dealing with the goings-on in the festival, the infested undersheriff was skirting along the edge of the area unseen by all. The horse became startled by his presence, and he struck out at it in his enraged mania. He is making his way towards the Sea Temple where he hopes the clergy will be able to heal him of the infestation that he can feel rooting around at the base of his brain. Following his trail leads to Event E.

Ad Hoc XP Award: If the PCs kill Compton, do not award them XP since he was no true enemy. However, if they solve the encounter without killing him, award them XP for defeating a CR 7 encounter.

Development: If you wish to increase the horror of the situation, when the prankster brings his head out of the "execution stump," you could have another slugspawn crawl out of the stump and attack the unaware villager, or it could be seen burrowing into the villager's skull even as he removes his head from the stump.

Event E: Unmasking the Madman (CR 7 and 10)

This event occurs as the PCs near the front of the Sea Temple while following Byron Grumph's trail.

Sudden screams arise from the south end of the Square. On the steps of the Sea Temple a man wearing a horned stag mask lays about himself with a bloodied blade as he makes for the front door of the building. He pauses to remove the mask, and you see that it is your quarry, Byron Grumph, with a mad gleam in his eyes. He turns to survey the crowd, his face twisting into a leer of rage, sheathing the dripping scimitar. **Creature:** Undersheriff Grumph has been infested by the slugspawn, and the effect upon his psyche has been to reduce him to a homicidal psychopath bent on murder. However, a part of him deep down is still sane and is horrified by the creature that has infested him and the effect that it has had upon him. As a result, even as he kills indiscriminately, he has instinctively made his way towards the Sea Temple in hopes that the priests there can somehow heal him of his condition. Unfortunately, he associates the PCs with the cause of his condition (they were helping him in the investigation when it occurred), and as a result sees them as being somehow responsible for it.

Therefore, even as he is about to enter the temple he pauses to see if the PCs are present. If they are masked, the PCS can make a normal initiative roll to determine if they can act before he begins banging on the temple doors demanding to be let in (they are not currently locked, he is just too far gone to realize that). However, if the PCs are not masked Grumph recognizes them and gets to act in the surprise round before they can enter the initiative order to take action against him. His first action is to Quick Draw his bow and fire an appropriate *slaying arrow* at them. He continues to fire his bow as he is able until the PCs close for melee at which point he drops it and Quick Draws his scimitar and handaxe.

During the battle, the mentally unstable Grumph cries out to the PCs to heal him or to let him reach the priests so they can "fix what is broken inside." Regardless of whether the PCs attempt any healing or try to allow him to enter the temple, Grumph's homicidal mania compels him to continue the battle and ignore any opportunities for escape. See "Development" on the following page.

Undersheriff Byron Grumph, Slugspawn Infested CR 7* XP 3,200

Male human ranger (skirmisher) 7 (*Pathfinder Roleplaying Game Advanced Player's Guide* "Skirmisher") NE Medium humanoid (human) **Init** +5; **Senses** Perception +11

DEFENSE

AC 16, touch 13, flat-footed 16 (+3 armor, +3 Dex) hp 64 (7d10+21) Fort +6, Ref +8, Will +3 Immune mind-affecting effects

OFFENSE

Speed 30 ft.

Melee +1 keen scimitar +10/+5 (1d6+5/15–20), mwk handaxe +10/+5 (1d6+4/x3)

Ranged +1 composite longbow (+4 Str) +11/+6 (1d8+5/x3)

Special Attacks favored enemy (humanoid [human] +4, vermin +2), two-weapon combat style

STATISTICS

Str 18, Dex 16, Con 12, Int 11, Wis 13, Cha 8 Base Atk +7; CMB +11; CMD 24

Feats Athletic, Double Slice, Endurance^B, Improved Two-Weapon Fighting^B, Point Blank Shot, Quick Draw, Toughness^B, Two-Weapon Fighting^B

Skills Acrobatics +8, Climb +14, Intimidate +10, Knowledge (geography) +8 (+10 in swamps), Knowledge (local) +7, Perception +11 (+13 in swamps), Stealth +16 (+18 in swamps), Survival +11 (+13 in swamps, +14 tracking), Swim +10

Languages Common

SQ favored terrain (swamp +2), hunter's bond (hunting companions), hunter's tricks 4/day (rattling strike, second chance strike), wild empathy +6, woodland stride

Combat Gear potion of cure light wounds; **Other Gear** +1 shadow leather armor, +1 keen scimitar, masterwork handaxe, +1 composite longbow (+4 Str), 2 humanslaying arrows, 2 orcslaying arrows, elfslaying arrow, monstrous humanoid slaying arrow, 10 redfletched arrows

* +1 CR due to having equipment equal in value to a PC.

Development: The slugspawn within Grumph has been maturing quickly within his body. As soon as his infested body is reduced to 0 hp or someone is about to cast *remove disease* or *heal* upon him, the slugspawn suddenly matures into a spawning canker. When this happens, the undersheriff's head suddenly breaks apart and explodes in a shower of gore as the tentacled horror that is the spawning canker emerges from the base of his neck. It assumes control of the body and continues the fight. Anyone that witnesses this horrific transformation must make a DC 20 Will save or become shaken for 1d4 rounds.

Undersheriff Byron Grumph, Spawning Canker CR 10*

XP 9,600

CE Medium aberration

Init +6; Senses darkvision 60 ft.; Perception +15

Defense

AC 26, touch 17, flat-footed 19 (+3 armor, +6 Dex, +1 dodge, +6 natural) hp 115 (10d8+70) Fort +12, Ref +11, Will +9 Immune mind-affecting effects

OFFENSE

Speed 40 ft.

Melee +1 keen scimitar +16/+11 (1d6+9/15-20), slam +10 (1d6+4), tentacle +10 (1d8+4 plus grab) or 2 slams +15 (1d6+8), tentacle +10 (1d8+4 plus grab) **Ranged** +1 composite longbow (+4 Str) +14/+9 (1d8+5/x3)

Special Attacks constrict (1d8+4), feeding

STATISTICS

Str 26, Dex 23, Con 24, Int 7, Wis 14, Cha 17

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 32

Feats Dodge, Great Fortitude, Lightning Reflexes, Mobility, Power Attack

Skills Perception +15, Stealth +24

Languages Aklo

Combat Gear potion of cure light wounds; **Other Gear** +1 shadow leather armor, +1 keen scimitar, masterwork handaxe, +1 composite longbow (+4 Str), 2 human slaying arrows, 2 orc slaying arrows, elf slaying arrow, monstrous humanoid slaying arrow, 10 red-fletched arrows

*+1 CR due to having equipment equal in value to a PC.

SPECIAL ABILITIES

Feeding (Ex) Whenever a spawning canker deals damage to a sentient living creature with its constrict attack, it also deals 1d3 points of Charisma damage as it feeds off the victim's vital essence. If a spawning canker drains 10 points of Charisma in 1 hour, the canker immediately spawns (see below).

Spawn (Ex) When a spawning canker has drained enough life force, it bursts apart into 2d4+2 slugspawn. These wormlike terrors crawl into nearby shadows and lurk in wait for any potential hosts to come nearby. The spawning canker is destroyed when this occurs.

When the spawning canker is slain, Grumph's headless corpse at last falls dead, the final victim of this otherworldly murderer. If the canker managed to feed on enough Charisma to spawn, then the battle likewise ends, but half the slugspawn scatter into the surrounding countryside seeking to find their feast elsewhere while the other half attack the PCs. Regardless, once Grumph falls, this mini-adventure is over-the cause of the mysterious Lanterngeist murders horrifically revealed. The festivalgoers have fled in a panic during the battle, and the PCs find themselves alone in the Square save for themselves and the mayor who cringes nearby. At the battle's conclusion the now-desperate mayor, convinced by Grumph's actions and lunatic ravings during the battle, believes that the priests of the Sea Temple are somehow involved. He quickly approaches the PCs and now makes his final appeal as described in Event 2 of the Adventure Path to urge the PCs to search the temple to get to the bottom of the town's disappearances. See the Adventure Path for further details of this investigation. In addition, he will pay them 1,000 gp for their services so far and allow them to keep the treasures they have recovered even if they are items that technically belong to the town.



When using this mini-adventure in the midst of the Volume #46 Adventure Path, some minor changes will have to be made as a result of this mini-adventure in order to continue with the Adventure Path. One of these is that the town sheriff is already dead, killed by the slugspawn, so any further references to him will need to be replaced by some other townsman recruited by the mayor to act as sheriff. Compton Rowe from Event D is a likely candidate, but feel free to substitute anyone you wish to fit your own campaign. Furthermore, the foreign merchant's headless corpse was already found in Area 2 of this mini-adventure and will not, therefore be discovered in the Sea Temple as described in the Adventure Path. This should not pose a problem, as the same information was gleaned from finding him in the woods instead. The note that is supposed to be found on his body can be either located in the same room of the Sea Temple, discovered in his quarters by the searching temple priests, or the PCs can search his room at the inn themselves and discover it there. Either way, entering the temple will uncover the priests' unholy pact and should lead the PCs to the abandoned manor with its ancient druid circle as described in the adventure

The Fiddler's Lamenk

The Fiddler's Lament is a short adventure designed to be set in any small gothic town where low (1st-2nd) level PCs may find themselves investigating the haunted ruins of a nearby prison. The adventure does not provide enough experience in and of itself for the PCs to increase in level substantially, but it provides several challenges and rewards, including gaining Trust within the town.

Adventure Rackground

Alhindriosa had a fey spirit for even the folk of the Elven Kingdom. Her parents said she had her head more in other worlds than in this one as she sang and danced her way through life, sprightly even for an elf. When her parents died in a tragic boating accident, she was subdued for their funeral, but even that fugue was short-lived as she soon went back to her ways of prancing across meadows to stir the butterflies and singing nonsensical songs to the birds. Many of the elves thought her stricken or possessed, and ultimately none were anything but secretly relieved when upon reaching the beginnings of adulthood she up and left the elves to explore the greater world outside their hedged realm.

Alhindriosa wandered for weeks, gradually making her way around the great inner sea before finally falling in with a band of gypsies headed north. In this people of dusken skin and dervish dances, Alhindriosa had finally found a kindred spirit. They knew the ways of the night song and the dance of the moonlight upon the water; they too could hear the music in the crackle of the campfire and freedom of Nature as it flowed through their veins in an expression of purest joy, devoid of thought or artifice. In turn, the Wanderers accepted her as one of their own and allowed her to dance to the sound of their fiddle and tambourine as they traveled the rugged countryside of the North.

For more than a decade Alhindri, as she became known, danced among the Wanderers, and even they had to recognize something different about her something special that transcended the mundane and touched on some other plane of existence where the troubles of life were a trifling thing next to the trill of the music and the thrill of the dance. More than one of the dusky men offered to take her in marriage

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and make her a respected matron of their tribe, but she gently rebuffed them all content in their company alone, seeking neither companionship nor station known to all the towns they visited as the dancing elf maid of the Wandering Folk.

Unfortunately though the years of an elf are long, her state of bliss came to an end all too soon. One evening as their caravan camped in the wilderness, a dark stranger came into their midst. Swathed all in cloak, scarf, and a wide-brimmed hat, though it was a warm spring night, he requested the hospitality of their fire. This was begrudgingly given but the elder matron of the tribe immediately made the ward against the Evil Eye at the stranger, and all fell silent in his presence. Perturbed at the end of the festivities the stranger demanded that the fiddler strike up a tune and that the elf maid dance for him. Alhindri thought that he seemed handsome enough from what she could see, but before she could acquiesce to his request-nay demand-the strangest thing happened. Lothiaro, the head of the caravan, took his fiddle and smashed it upon a rock claiming that none of the Wandering Folk would play for the Dark Stranger and that none under his protection would dance before him-as it has always been among the Wandering Folk, and as it would always be.

Alhindri did not quite understand what was going on and watched in a strangely calm daze as the Dark Stranger proclaimed, "So be it," and proceeded to gruesomely slaughter the Wanderers—her kin of the last several years— with his bare hands before her very eyes. Some of them sought to fight; others tried to flee. It mattered not, for the stranger moved with a speed and savagery unmatched by mortal limbs. In moments, the gory massacre was done, and the blood-slicked stranger stood before Alhindri. She found that she could not look up into his mesmerizing eyes and only stared dumbly at the ground where she noticed the curious detail that he had cloven hooves instead of feet.

"Your adopted kin have purchased your freedom at a dear price this night," he intoned to her, "but the demand of the Stranger cannot be denied forever. We will meet again, you and I."

Then he was gone in the darkness, and Alhindri found that she couldn't bring herself to move for some time but simply sat and stared at the dew-stained grass where he had stood and the imprint of two cloven hooves that remained faintly visible.

When villagers from the nearby town of Raven came upon the scene of the massacre three days later, Alhindri still sat as she had, staring at the ground, silent and unresponsive, her cheeks hollow from hunger and thirst and her brow burned from days in the unrelenting sun. The villagers buried the gypsies in the consecrated ground of their town cemetery to prevent them from arising again to trouble the living and took the elven waif in out of the kindness of their hearts, thinking her one of the forlorn members of her race presumably in shock over what she must have witnessed. They nursed Alhindri back to health but soon learned that her injuries were more of her spirit than to her body. She never spoke nor emerged from her silent stupor. Finally, realizing that they could do no more for the young elf, one of the local councilmen paid out of his generosity to have her transported to a hospital in a distant city where she could be cared for in hopes that she would eventually emerge from her fugue and be able to tell what had occurred to the Wanderers she had been with.

There Alhindri waited, known only as the Raven Patient, passed from hospital to prison to asylum, silent and alone for 85 years...until today. In the darkest hour of the early morning, Alhindri opened her eyes to discover a dark-cloaked figure standing in her cell with her. He called her by name and told her it was time for her to return to her lost kin and dance for them once more. She was fascinated, as he spoke, by the pair of cloven hooves that peeked out from beneath his cloak but became even more astonished when he handed her a meticulously cared for violin that in her mind's eye she recognized at once as being that which had belonged to Lothiaro, made whole once more.

Immediately the color returned to Alhindri's face and her life as she took the beloved instrument in her hands. She didn't even notice when the Dark Stranger wrapped his cowl around her and she found herself no longer in her lonely cell but standing upon a hill covered in tombs, surrounded by ancient unmarked graves. In the pre-light of dawn she gave no more thought to her surroundings than to a gnat as she touched bow to fiddle and began to play. The fiddle had never been her instrument, but she had been around it enough to pick up a bit, and as she played upon Lothiaro's beloved violin she found that it practically played itself. She soon lost herself to the music and began to dance as of old...and she did not dance alone as her long-lost gypsy kin rose from the ground to join her.

Mini-Adventures

The Fiddler's Lament takes place in the town of Raven near the haunted prison described in the Adventure Path. The enigmatic Dark Stranger, for reasons of his own, has brought Alhindri back to the region where he slaughtered her adopted kin and has provided her not with the beloved fiddle of her former protector but an infernal instrument called the Rebec Malevolenti, crafted in the pits of Hell with the sole purpose to bring ruin upon mortals. With this instrument Alhindri heedlessly summons forth the dead from their rest and causes them to descend like a plague upon the unsuspecting town of Raven nearby. Only with the destruction of the fiddle can the plague of zombies and worse be stopped.

The adventure begins as the PCs, who have already come to the town of Raven for their own reasons, make their way to the general store to gather supplies for their ongoing investigation. It can begin at any time during the Adventure Path module but should probably occur early in their stay in Raven before they've had a chance to do much poking around in the nearby haunted prison. This can give them some much needed experience as well as some foreshadowing of things soon to come.

A Fiddle at Dawn

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The early morning sun has barely peeked over the eastern horizon as you make your way through long shadows across the town square. The village itself is coming awake as goodwives push their sleepy-eyed children out the door to begin the day's chores. The usual sounds of cock's crow and the occasional dog bark are joined this morning by something unexpected. Floating lightly upon the morning breeze is the sound of a hauntingly beautiful melody as if the world's saddest fiddler were out this morning plying his bow to catgut in a dirge for the day to come. Who the mysterious player might be is unguessed but the music, though mournful, is not unpleasant.

Though it is morning, the PCs are assumed to be wearing their normal gear and equipment as befits an adventuring party. Their reasons for visiting the general store are important but should just be to pick up some mundane supplies or equipment. Unfortunately, while there they learn that there is more to the fiddler's music than they know and that its effects have come to visit upon the town.



Visit from Grammy (CR 1)

The storekeep and a local gaffer chat idly near the front counter talking about the strange music, which has apparently been heard across parts of town since before dawn, speculating as to who could be the source. The storekeep's wife stocks shelves while their young girls run around playing chase. You once again eye the suit of fine plate armor that stands near the back of the store, wondering what kind of coin it would take to get the storekeep to part with it—you've heard him mention that it belonged to his wife's long-deceased grandfather from back when he fought for the Crown. As one of the young girls opens the cellar door to fetch a bag of herbs for her mother, you hear her small child's voice suddenly exclaim with delight, "Grammy?!" to which the storekeep's wife patiently explains, "No, dear. You know Grammy and Grampy passed on from the fever last winter. She's not waiting in the cellar for you." *Out of the corner of your eye you notice that the arm* of the suit of armor seems to shift and slightly raise, as if it had been dislodged and the whole thing was about to fall over forward, but you are distracted from *further investigation by the sound of the heavy, slow* tread of bare feet climbing the cellar stair and the look of delight still on the young girl's face as she shouts, "It is Grammy!" at something behind the cellar door that you can't see yet. As the suit of armor clatters to the floor at your feet and you see standing in the alcove behind it the worm-eaten corpse of what was once a gray-bearded old man, you can only think to yourself, "And this must be Grampy." Then the screaming begins.

The map shows the floor plan of the general store, which is location "F" on the Adventure Path's town map. The shelves hold only mundane equipment and supplies, though the waist-high shelves and front counter do provide cover to anyone behind them and require a DC 6 Acrobatics check to leap over them headfirst (DC 12 without at least a 10-foot running start), or a DC 12 (DC 24 with no run) to leap atop them. They can be easily climbed over with a move action, but it provokes attacks of opportunity.

CREATURES: The first of the undead brought forth by Alhindri's bone fiddle that the PCs encounter are indeed the zombies of Grammy and Grampy come back to visit their young folk. They crept into the store before light while the owners were busy elsewhere and instinctively took up hiding places as they had once done to play with their grandchildren. The sound of the young girls playing has brought them out of their hiding places but has also triggered their instinct to destroy all living creatures, so playtime is over. They lurch to attack whoever is closest. Hopefully this will be the PCs as the storekeep's wife grabs the young child and bolts for the stairs to the upper floor while the storekeep gathers up his other four older girls and hustles them that way as well. The gaffer likewise scoots out the front door leaving the PCs to deal with the zombie menace. They attack and pursue until destroyed.

GRANNY AND GRAMPY

XP 50

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CR 1/2

hp 12 (*Pathfinder Roleplaying Game Bestiary* "Zombie")

Development: When the PCs have finished with the zombies, they can hear the sound of screams from out in the town square with a successful DC 10 Perception check. However, immediately after they hear the shrill screams of the storekeep's wife and their five little girls coming from upstairs. Encourage the PCs to stick together unless they have more than four PCs as they decide if they will go outside to see what is going on or if they wish to head upstairs to face the more immediate threat.

Lingering Shadows (CR 1/2)

If the PCs head upstairs in the general store, they find it still dark and shuttered from the previous night's repose. The sound of whimpering cries and shrill little screams come from the master bedroom. A single candle lights the room and just a hint of dawn light leaks through the heavily curtained window. Across the room, behind the bed, huddle the storekeep and his entire family. They point wordlessly to the open closet door that stands near the exit. From within the closet, sinister shadows can be seen to move in unnatural ways.

Creature: Another dire visitor from the town cemetery has made its way into here. It is a lesser shadow, much like its normal brethren but weaker and more stunted in its power. It lurches forth to attack as soon as the PCs enter, trying to get at the helpless family but willing to take on adventurers if they interfere. As long as the room remains in dim light, the lesser shadow has concealment against the PCs. If anyone thinks to open the curtain (the storekeep can do so if they PCs think to tell him), the bright dawn light floods into the room and removes this concealment for the creature. In addition, it must make a DC 10 Will check each round to stay and fight or flee back into the closet and out through the walls of the house to find some shadowy corner of the town in which to hide. If it flees, it is not encountered again in this adventure.

CR 1/2

Lesser Shadow

XP 200

The Tome of Horrors Complete 541 CE Medium undead (incorporeal) Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+1 deflection, +1 dodge, +2 Dex) hp 6 (1d8+2) Fort +2, Ref +2, Will +2 Defensive Abilities channel resistance +1, incorporeal, shadow blend; Immune undead traits

OFFENSE

Speed fly 40 ft. (good) **Melee** incorporeal touch +2 (1 Strength damage)

STATISTICS

Str —, Dex 15, Con —, Int 5, Wis 10, Cha 14 Base Atk +0; CMB +2; CMD 15 Feats Dodge Skills Fly +6, Perception +8, Stealth +6 SQ phantom noises

SPECIAL ABILITIES

Strength Damage (Su) The touch of a lesser shadow deals 1 point of Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies. This is a negative energy effect.

- Shadow Blend (Ex) In any light condition less than bright light, the lesser shadow's form blends into the surrounding shadows, granting it concealment.
- **Development:** If the PCs rescue the storekeep and his family, they receive an additional 10% discount off of any other discounts or markups they may receive when they shop in the general store.

Fight of the Old Dog (CR 3)

When the PCs emerge from the general store, whether they have defeated the zombies and lesser shadow within or not, they witness the following scene.

The mysterious fiddle plays on, barely audible above the ruckus that has arisen in the town square. Townsfolk flee everywhere with lurching undead horrors shambling along after them. Most people seem to be managing to lock themselves within their homes and businesses causing the walking dead to wander elsewhere in search of prey, but in the center of the square, where stands the old gazebo, a different scene unfolds. A number of disembodied, clawlike hands clamber across the ground towards the structure and up its rails. Within stands the town's mangy stray dog that has been adopted by the children. As the crawling hands approach menacingly the dog stands its ground growling at them and blocking the way towards a small group of children behind who it who at the same time appear to be trying to get past the dog with their sticks and play swords in order to bravely defend it from the approaching horrors. None of the townsfolk seem to have noticed this yet, and it is only a matter of time before the dog and children find themselves in trouble.

Creatures: Just as it appears, the local mutt is trying to protect four small children from a group of four crawling hands, while at the same time the children are trying to protect their pet from them as well. The dog is doing well to hold the children back and ward off the undead creatures, one group or the other will soon manage to get past its defenses and result in a tragedy for the town. If the PCs hurry, though, they will be able to intervene in time to save them. The crawling hands will turn on the newcomers while the dog will bolt causing the children to squeal and chase after it, leading them to safety. If the PCs find themselves in over their heads, the dog can return to fight alongside them (treat as a <u>riding dog</u>).

Crawling Hands (4) XP 200

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CR 1/2

hp 9 (*Pathfinder Roleplaying Game Bestiary* "Crawling Hand")

Development: Once the crawling hands have been dealt with, the PCs can take stock of the situation around town. A few zombies wander hither and yon but without any apparent real motivation, and with most of the villagers safely locked up in their homes they are out of immediate danger. Checking with the sheriff reveals that he is away at one of the

outlying farms this morning and most of his deputies are currently off duty tending to their own farming chores. There doesn't seem to be anyone around in any better position to defend the town than the PCs themselves. All of the walking dead are recognizable to various townspeople as their departed family and friends who are supposed to be safely interred in the town cemetery to the north. No one knows why they would be up and about like this.

Now Hiring: Zombie Fighters, Some Experience Required (CR varies)

To the south of the square, the moneylenders have stationed their troop of bodyguards outside the door to their establishment, and this group of eight veteran warriors (human warrior 4) has dispatched a half dozen of the walking dead themselves. They put the finishing touches on a seventh as the PCs watch. One of the moneylenders leans out the second-floor window of his shop and shouts to the PCs that he will pay them 50 gp each if they will stay and defend his shop alongside his guards. At the same time, the haunting music continues to drift from the north and the sounds of additional shouts and screams can be heard from that direction.

If the PCs choose to take up post alongside the moneylenders' mercenaries, they receive a chorus of boos from any of the villagers watching from their windows. Every 10 minutes another 1d4+1 zombies will wander through the town square and attack while the sounds of battle elsewhere in town will eventually die down to an ominous silence with only the fiddle music as accompaniment. This can go on for days with the sheriff and all his deputies eventually arriving and falling to the endless waves of zombies. At some point the PCs will need to either give the town up for dead or head north to try and stop the fiddling that seems to be somehow connected to the zombie plague.

If the PCs head north proceed with "Extra! Extra! Read All About It!" If they head south to reach the temple or some other area of town, see "<u>A Slimy Skeleton in the Closet</u>" for details of what is going on elsewhere.

Extra! Extra! Read All About It! (CR 3 or 4)

This event occurs at the posting pole (the location marked as "B" on the Adventure Path's town map) at the east end of the covered bridge.

The posting pole lies just ahead, a thick tree trunk, stripped of branches, sawed off at head height on a tall man, and set upright in the ground at the end of the covered bridge so that notices and broadsheets can be tacked to it for all to see. The young lad that you recognize as being responsible for hanging the notices crouches at the top of the pole trying to stay out of reach of two clay-encrusted skeletons that swipe at him with jagged claws. His stack of posting notices lies scattered on the ground. Sitting astride a skeletal horse nearby is another skeleton, this one armored in a rusted breastplate. A frayed noose dangles from its broken neck, and a cracked leather eye patch covers one eye. The other two skeletons likewise have the remains of nooses hanging from them.

Creatures: The town's posting boy has run afoul of a group of malevolent dead raised by the music of the Rebec Malevolenti. The bandit Kurchega was caught and hanged at the covered bridge by the townsfolk of Raven 40 years ago after plaguing the area with his bloody raids for an entire year. Two of his accomplices were hanged with him, and before he died he watched the townsfolk slaughter his prized mare. All were buried in the river embankment near the bridge in unmarked graves so that their memory would be forgotten by all. With the coming of the supernatural music, they have dug forth from their clay resting places. They came upon the posting boy unawares and have been making sport of him at Kurchega's orders until he grows bored and orders the kill. When they see the party they turn to attack. If the PCs have been having an easy go of things so far, include the skeletal mount as a combatant. Otherwise it serves Kurchega as a mount but does not enter the fray as a combatant itself and likewise crumbles to dust when the bandit chief if destroyed.

Kurchega, Skeletal Champion	CR2
XP 600 hp 17 (<i>Pathfinder Roleplaying Game Bes</i>	tiary "Skeletal
Champion")	mary <u>okcietai</u>
Skeletons (2)	CR 1/2
SKELETONS (2) XP 135 hp 4 (Pathfinder Roleplaying Game Bestia	/

Skeletal Mount

XP 400 Advanced heavy horse skeleton NE Large undead Init +9; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 13 (+2 armor, +4 Dex, +2 natural, -1 size) hp 9 (2d8) Fort +0, Ref +5, Will +3 DR 5/bludgeoning; Immune cold, undead traits

CR1

OFFENSE

Speed 50 ft.

Melee bite +5 (1d4+5), 2 hooves +0 (1d6+2) **Space** 10 ft.; **Reach** 5 ft.

STATISTICS

Str 20, Dex 20, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +7; CMD 22 (26 vs. trip) Feats Improved Initiative^B Gear broken chain shirt barding

Development: If the posting boy is rescued, he immediately runs to his father's restaurant at the river's edge and tells him everything that transpires. The heroism of the PCs will then appear in tracts on the posting poles over the next several days.

A Slimy Skeleton in the Closet (CR 1/2)

This event occurs as the PCs reach the crossroads west of the covered bridge just north of location M4 on Adventure Path's town map. Here the PCs run into Rufio, one of the acolytes (see "<u>Raven's Rest</u>" for stats) from the temple of the goddess of fate and prophecy, the deity venerated by the locals. He has a small cut across his forehead and is much disheveled but otherwise seems none the worse for wear. He is running north towards the cemetery, but sags to his haunches out of breath in relief when he sees the PCs.

In between gasps for breath, he explains that Father Grimble and most of the acolytes went to the cemetery early this morning before the ghostly music started in order to prepare for a funeral. They have not returned. Just a short while ago a group of walking dead overran the temple and killed the other acolyte there while he fled out the back. He says he has got to get to the

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cemetery to alert Father Grimble and bring him back. He says that on his way here he passed Councilor Murik's home and saw that they were having some sort of trouble. He kept going but promised he would send help as soon as he found Father Grimble. He now begs the PCs to head to Murik's house and help him while he goes to fetch the good father. He will not force the PCs to go that way but will give them the pouch of seven scrolls of cure light wounds (CL 1st) that he snatched before fleeing the temple if they agree to do so. He will also expend the last of his own cure spells and channel energies to heal the PCs (assume he has enough to bring them all to maximum hit points). If the PCs refuse to go help Councilor Murik, he will not force them to but does not give them the scrolls. He will still heal them, though.

If the PCs agree to head south, Rufio tells them to not bother going to the temple as it is overrun. As soon as they help out the councilor, he asks them to join him up at the cemetery so that Father Grimble and the other acolytes can link up with them to sweep the undead from the town.

If the PCs head south to Councilor Murik's house, proceed with the following. If they instead follow the acolyte to the cemetery skip to "Raven's Rest".

The stately home of Councilor Murik stands among the trees beside the road. Several of the lower windows are broken out and the occasional scream issues from within followed by the sound of shattering glass and breaking furniture. Soon the aged councilor himself hobbles out onto the front porch, slams the door behind him, and huddles behind a large flower urn to hide. Following him a slimy apparition that appears to be wearing the finery of a wealthy man, a wealthy man with a striking resemblance to the councilor himself, steps through the door as if it wasn't there and leaves a spot of viscous ooze upon the hardwood. As the dripping creature lurches towards the cowering councilor, you see that the ghostly image of a hatchet protrudes from the back of the apparition's head. When the councilor catches sight of you he shouts in a raspy, fear-choked voice, "Help me! I didn't do it! He thinks I'm my father!"

Creature: Councilor Murik is currently being menaced by the ectoplasmic remains of one of his own ancestors, Pecrit Murik, foully murdered many years ago and now come back to visit revenge upon the wrong descendant. The ectoplasmic creature attempts to slay Councilor Murik unless the PCs interpose themselves between it and the feeble old councilor. If the PCs do not do so, assume that the creature manages to finish the old man off in 3 rounds before wandering off to vent its rage elsewhere. If the PCs manage to damage the creature, it turns its attention towards them. The councilor's serving staff remains hidden in the house and does not emerge to assist until the battle is over.

Pecrit Murik	CR 1/2

XP 200 Male ectoplasmic human CE Medium undead Init +0; Senses darkvision 60 ft.; Perception –1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural) hp 8 (1d8+4) Fort +0, Ref +0, Will +2 DR 5/slashing; Immune undead traits

OFFENSE

Speed 30 ft. Melee slam +3 (1d4+3 plus horrifying ooze) Spell-Like Abilities (CL 1st) Constant—*air walk*

STATISTICS

Str 16, Dex 11, Con —, Int —, Wis 10, Cha 12 Base Atk +0; CMB +3; CMD 13 Feats Toughness^B SQ phase lurch

SPECIAL ABILITIES

- Horrifying Ooze (Su) Any creature that is struck by the ectoplasmic creature's slam attack must make a DC 11 Will save or become shaken for 1d4 rounds. The save DC is Charisma-based.
- **Phase Lurch (Su)** An ectoplasmic creature has the ability to pass through walls or material obstacles. In order to use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it is moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Slimy mucus that lingers for 1 minute marks the spot on a wall where an ectoplasmic creature entered and exited it.

Development: If the ectoplasmic creature is defeated and Councilor Murik survives, the old politician emerges form hiding and thanks the PCs profusely for their aid. He sheepishly admits that the creature was undoubtedly his grandfather, Pecrit Murik, a vile and abusive drunk. According to family lore, the councilor's own father Alberit waylaid his grandfather in the woods with a hatchet when he was drunk and buried him in a hidden grave somewhere on the property. The councilor never knew where the grave was or even if the legend was true, and Alberit has been dead for over 40 years, however, based on the apparition that appeared seeking vengeance it would seem that the old tale was true. Here the councilor clears his throat awkwardly and states that it would be quite an embarrassment to his family and the town if it was revealed that one of their councilors was the son of a murderer. He assures the PCs that he will do all he can to make their stay in Raven as welcoming as possible if they would, how shall we say, use the utmost discretion in any matters pertaining to what they have learned here. Regardless of their response, he then encourages them to hurry and help the acolyte who was heading to the cemetery to find Father Grimble and end this plague of undead.

Raven's Rest (CR 2)

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The cemetery lies a short distance north of the town and is not shown on the town map, though the Adventure Path does provide a map of the cemetery itself. When the PCs arrive, they approach from the southwest gate. If they choose to enter by a different gate, use the same encounter but relocate it to there. If the PCs accompanied the acolyte, then omit the portion in parentheses from the following description.

The source of the day's trouble lies ahead, the Raven's Rest Cemetery. It rises from the moor like a welltended garden of stone, rising beyond its gates past row upon row of headstones to a low hill crowned by a circle of ancient tomb vaults. The fiddling floats over the cemetery much louder than elsewhere in town and achieves an almost manic quality. *Everywhere across the cemetery tombstones tumble* over and the earth churns where things that ought lie still struggle to emerge from the cold ground. Yet atop the hill a single figure can be seen racing around, jumping to and fro in time to the music. There lies your quarry, and a road runs straight to the top if only you can win past the emerging hordes of the unquiet dead. From the brush beside the gate steps a foul creature, obviously once a wolf, its skin hangs in ragged strips from it moldering hide with ribs showing through the gaps in its bloated, putrid flesh. (There is fresh blood on its jaws, and the torn robes of a temple acolyte beside the road hide the remains of the wolf's recent handiwork.)

If Rufio preceded the PCs here, then he was paralyzed by the <u>ghoul wolf</u> when he attempted to enter the cemetery. If the party instead accompanied him here, then his stats are included under "Development" below. He does not know exactly where Father Grimble and the other acolytes were making their funeral preparations but assumes the high ground at the boneyard's center is as good a place to start looking as any. He will assist in any combats unless you feel the PCs are having too easy a time of it, in which case he hangs back and stays out of any fights.

Creature: A wolf died in the brush near the edge of the road after running afoul of a hunter's trap and developing infections in its wounds. With the summons of the *Rebec Malevolenti*, it has arisen as a ghoul wolf and attacks anyone it meets, fighting until destroyed.

GHOUL WOLF XP 600

The Tome of Horrors Complete 649 CE Medium undead **Init** +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 18 (4d8)

Fort +1, Ref +3, Will +6

DR channel resistance +2; Immune undead traits

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis plus trip) Special Attacks paralysis (1d4+2 rounds, DC 12, elves are immune to this effect)

STATISTICS

Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10 Base Atk +3; CMB +6; CMD 18 (22 vs. trip) Feats Skill Focus (Perception), Weapon Focus (bite) Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent)

Development: If the PCs did not accompany Rufio the acolyte here, then he is lying wounded by the edge of the road where he fell after being attacked by the ghoul wolf. He is currently paralyzed, but the effect will wear off in 2 more rounds. He has a single *potion* of cure light wounds on him (which the PCs could use to cure his wounds if they chose) plus the pouch of scrolls if he did not already give it to them. If he was

with the PCs all along, then he is not wounded.



RUFIO, TEMPLE ACOLYTE

CR1

XP 400 Male human cleric 2 LN Medium humanoid (human) Init +1; Senses Perception +6 Aura lawful

Defense

AC 13, touch 11, flat-footed 12 (+1 armor, +1 Dex, +1 shield) hp 13, currently 7 (2d8+1) Fort +3, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Melee light mace +0 (1d6-1) Special Attacks channel positive energy (all used for the day), spontaneous casting (cure spells) Domain Spell-Like Abilities (CL 2nd) At will—<u>lore keeper</u> (melee touch +0) 5/day—<u>rebuke death</u> Spells Prepared (CL 2nd) None currently D domain spell; Domains Healing, Knowledge

STATISTICS

Str 9, Dex 12, Con 10, Int 11, Wis 14, Cha 12
Base Atk +1; CMB +0; CMD 11
Feats <u>Alertness^B</u>, <u>Self-Sufficient</u>
Skills Heal +9, Knowledge (religion) +5, Perception +6, Sense Motive +4, Survival +4
Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** padded armor, light wooden shield, light mace, silver holy symbol

Cemetery Hill (CR varies)

The Raven's Rest cemetery is large and sprawling with multiple pathways leading through ranks of headstones, but one path in particular leads directly to the crown of the hill at its center. Everywhere the PCs look they see grave's churning as their occupants slowly unearth themselves or open graves where the occupants have already departed. Straying from the path or exploring the cemetery has a 50% chance of an encounter with an undead creature each round (see table in the "Rebec Malevolenti" sidebar to determine what kind). Searching for Father Grimble and the missing acolytes will likewise cause these random encounters.

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When the PCs climb the hill read the following.

A cluster of aged stone vaults stand atop the hill overgrown with creepers and high wild grass. It seems this portion of the cemetery is older and gets less tending than other areas. Barely visible in the tall grass are a number of headstones, cracked and crumbling with age and canted at wild angles from their long years exposed to the elements. Dancing among them like a vision out of a fever dream is an elven maid. She is barefoot with long, lithe limbs and wears a tattered and stained hospital shift and the ragged remains of a straight jacket that no longer restrains her. In her arms she holds a narrow-bodied gypsy fiddle which she plays energetically as she dances about. Her face is the very picture of transported bliss as her eyes dance with gaiety and unbidden laughs actually burst forth from her mouth from time to time. Though the elf may be the image of grace and joy, the effects of her playing cannot be denied, as rotten and skeletal arms continue to rise from the ground around her, clawing their way to the surface as they sway in perfect time with the frenetic music.

The stone vaults all remain sealed, so no undead have come forth from them yet. The headstones around her are dated 85 years ago and simply say "Unknown Wanderer. Foully murdered." A DC 10 Knowledge (local) identifies Wanderer as the name for the enigmatic gypsy bands that wander the North. A DC 20 Knowledge (local or history) recalls tales of Alhindri's band massacred near Raven and of the lone elf maid survivor who never spoke a word and was eventually locked up and forgotten. The headstones do not impede movement but do provide cover to Small creatures.

Creatures: Here at the summit of the hill the PCs have found Alhindri, totally enthralled in joy as she plays the fiddle provided for her by the Dark Stranger. She is blissfully unaware of the effects it is having on the surrounding graveyard and cannot be interrupted in her playing. And since the fiddle provides her with unnatural vigor, she will go on playing it for days without stop until she actually dies of starvation. As the PCs will soon discover, attacks upon Alhindri herself are pointless as it is the Rebec Malevolenti that must be destroyed to end the zombie plague. In the meantime, concealed among the tall grass at the points marked on the map are the skeletal remains of her former gypsy companions. They still wear the tattered remains of their distinctive



Wanderer garb and rise up to defend Alhindri from anyone that attempts to interfere with her playing. She uses one move action each round to dance about atop the hill and another to play her fiddle. These do not provoke attacks of opportunity unless she moves through a threatened square, which she will attempt to avoid doing if possible. She does not otherwise react to the PCs' presence. There are a total of seven skeletons guarding Alhindri. Every 2 rounds, another gypsy skeleton emerges from the earth (countersong does not effect these as they are ones that had already been called forth and were busy digging). It is considered flat-footed and provokes attacks of opportunity in the round that it emerges, though it has concealment in the tall grass. Choose the spot of its emergence at random. When the Rebec Malevolenti is destroyed, all remaining undead in the cemetery and nearby town fall dead once again and no more emerge.

Skeletons (7 or more)

XP 135

hp4(*Pathfinder Roleplaying Game Bestiary* "Skeleton")

Alhindri

XP 400

Female elf commoner 3 N Medium humanoid (elf) Init +2; Senses low-light vision; Perception +0

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural) hp 7 (3d6-3) Fort +0, Ref +3, Will -1; +2 vs. enchantment Defensive Abilities false life, freedom of movement; DR 5/magic; Immune sleep, undead traits

OFFENSE

Speed 30 ft.

Melee unarmed strike -1 (1d3-2/nonlethal)

STATISTICS

CR 1/3

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Str 7, Dex 14, Con 10, Int 9, Wis 6, Cha 16 Base Atk +1; CMB -1; CMD 12 (16 vs. sunder) Feats Dodge, Skill Focus (Perform [dance]) Skills Linguistics +0, Perception +0, Perform (dance) +9, Perform (string instruments) +4 Languages Common, Elven, Wanderer Gear Rebec Malevolenti

Trust Points

The adventure *The Fiddler's Lament* provides a number of opportunities for the PCs to accrue Trust Points and even a few for them to lose them. These are outlined below. These points are added or subtracted for the entire party even if only one or two PCs were involved in the specific action—the party gains and loses the Trust Points together.

Trust Points	PC Actions
+1	Choosing to assist the storekeep's family before going outside to investigate
+1	Saving the children in the town square from the crawling hands
+1	Saving the town's pet dog from the crawling hand
-2	Staying to help the moneylenders rather than immediately moving on to assist others in the town
+2	Saving the post boy
+1	Choosing to help Councilor Murik
+3	Keeping Councilor Murik's secret confidential
+4	Ending the undead menace caused by the fiddler
-1	Convincing the townsfolk to spare Alhindri's life

TABLE 7—1: TRUST POINTS





When the *Rebec Malevolenti* is destroyed, all undead created by it are immediately destroyed as well. The other powers it provides likewise end immediately. If still alive, Alhindri stops in her tracks. The expression of jubilation and total abandon vanish from her face instantly and are instead replaced by the ashen pallor that once again leeches the color from her cheeks. She is visibly reduced to a shell of her former self becoming completely unresponsive and listless. She will offer no resistance and can easily be slain or led about. Alhindri has become one of the forlorn once again, The twisted work of the Dark Stranger is over for now. Who he was or what his purpose may have been remains a mystery to be solved for another day. The townsfolk recognize Alhindri from tales of the gypsy massacre and will wish to lynch her to prevent her from being able to come back and threaten the town again at some time it the future. If the PCs can change their attitude from hostile towards her to indifferent, they will agree let the sheriff lock her up until she can be transported back to the asylum from which she escaped.

If the PCs search for Father Grimble and the missing acolytes, they find that one of the burial vaults at the eastern edge of the cemetery has been blocked shut from broken headstones piled against the door. This can be cleared in a matter of minutes, but clearly visible in the dust before this pile is a pair of cloven hoof prints much too large to be a goat or other natural creature. Father Grimble can only state that as he and his acolytes entered the vault in the predawn darkness to prepare it for the coming funeral, the heavy door slammed shut behind them and became held fast. They then began to hear the eerie fiddling and knew something foul was afoot.


he heroes of a Gothic tale are a bit different from common adventurers. A lingering essence of tragedy hangs over their heads, as if they realize they are very nearly alone in standing against the failing of the light. Still, their heroism can shine all the brighter, as they carry on a quest that seems doomed to ruin. Bound to one another by bonds of love, brotherhood, hope, or vengeance, these characters rise up and show what heroes can accomplish even in the grimmest of circumstances. Gothic heroes may carry a tainted legacy of their own, the blood of monsters running through their veins, but that does not stop them from denying that legacy and seizing the opportunity for redemption, not just of themselves but of all who would be called accursed.

Kgrimar Vaşkel

4.6

"The Professor helped my sister find me and together we took vengeance on my mother's captor, a vile necromancer and his undead slaves. For that, I am grateful. The darkness of those deeds still lingers in my heart. And I spent many hours discussing with the Professor the manner in which I dispatched those terrible things. It was to the Professor I first swore a vow to bring holy retribution to all undead. And through his introductions to the holy church, I did so once again to the Inheritor herself."

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- Agrimar Vaskal



*See Advanced Player's Guide †See Carrion Crown Player's Guide

Agrimar Vaskel

Male half-orc paladin of the Goddess of Valor (undead scourge*) 1

LG Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +1

Defense

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 12 (1d10+2)

Fort +4, **Ref** +1, **Will** +3

Defensive Abilities orc ferocity

Offense

Spd 20 ft. (base 30 ft.) **Melee** greataxe +3 (1d12+3/x3), falchion +3

(2d4+3/18-20)

Ranged dagger +2 (1d4+2/19-20)

Special Attacks smite evil (+2 attack and AC, +1 damage),

+1 on damage rolls vs. undead

Paladin Spell-Like Abilities

At will—detect evil

STATISTICS

Str 14, Dex 12, Con 14, Int 13, Wis 12, Cha 15 Base Atk +1; CMB +3; CMD 14 Feats Pass For Human* Traits Sacred Conduit*, Subject of Study** Skills Diplomacy +6, Disguise +3 (+13 to pass as human), Intimidate +4, Knowledge (religion) +5, Sense Motive +5; Racial Modifiers +2 Intimidate Languages Abyssal, Common, Orc SQ aura of good, code of conduct, orc blood, weapon familiarity Gear chainmail, greataxe, falchion, dagger, backpack, bedroll, crowbar, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin,

whetstone, winter blanket, wooden holy symbol

SPECIAL ABILITIES

Sacred Conduit* (Su) Agrimar's birth was particularly difficult for his mother, who needed potent divine magic to ensure he survived. His mother, however, did not. The magic invoked by the orc healers attending her, infused Agrimar from an early age. This divine energy has continued to build, and eventually manifests as a +1 trait bonus to the save DC of his channeled energy once he gains that ability as a paladin of the Goddess of Valor.

Smite Evil (Su) This functions as the paladin ability of the same name, but the undead scourge does not deal 2 points of damage per level on the first successful attack against evil dragons and evil outsiders. Instead, he deals 2 points of damage per level on all smite attacks made against evil undead creatures.

Subject of Study[†] (Ex) Agrimar has proven his combat effectiveness against undead and further studied their weaknesses with the help of the Professor. As a result, he gains a +1 bonus on all damage rolls against undead.

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Background: The birth of Agrimar Vaskel (AGruh-MAHR VAZZ-kuhl) came as the product of his mother's abduction by a depraved orc necromancer. Unfortunately, he never got to know her as she died during childbirth and his orc father reanimated her body as yet another undead servant. Agrimar's life proved exceptionally harsh among the orcs, instilling him with both a fear and hatred of his cruel kin as well as the undead commanded by his father. Fortunately, on his fourteenth birthday, Agrimar's older "sister," Ysabot, found and freed him. Together, they took revenge on their mother's captors, slaying every member of the orc tribe and all his father's undead servants.

Since that time, Agrimar has devoted himself to the worship of the Goddess of Valor, operating as her willing paladin—a calling which he sought at the direction of the Professor. He came to know and trust the Professor through Ysabot, appreciative of the assistance he provided his "sister" in tracking down their mother's abductor. Agrimar feels he owes his life to Ysabot and the Professor, fully aware things could have turned out much differently for him if not for their actions. He does anything to protect Ysabot as if she were his true sister. He has no idea of her changeling ancestry and assumes they shared the same mother.

Note: For maximum roleplaying impact, if there is another human PC in the group (and no one plays Ysabot), that person, with their consent, should be chosen as Agrimar's half-brother or -sister instead.

Physical Description: Agrimar stands an imposing 6-feet, 10-inches tall with long dark hair and an impressive, muscular build. He lacks the protruding lower canines of many of his kind and, on first glance, the cast of his skin is much more olive than green. The fact that Agrimar almost always wears his favored armor also permits him to pass as human in most instances. His yellow-tinted, orcish eyes and their burning intensity, however, sometimes give away his monstrous heritage, particularly when angry.

Personality: Though Agrimar struggles at times with the inner demons of his orc lineage, he uses his devotion to the principles of the Goddess of Valor to keep his more brutal instincts at bay. Inwardly, he feels ashamed of his orc blood, having endured enough racial prejudice

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in his fog-shrouded homeland to encourage him to hide behind his armor, helm, or hooded cloak—and having seen enough real orc atrocities to understand the reason for such intolerance. Agrimar also has a soft spot in his heart for the downtrodden and the weak. He routinely gives what he can to help others, whether in donations of coin, intercessory prayers to the Inheritor, or his mighty strength.

Advancement: With each new level, Agrimar adds a paladin class level and corresponding powers. He always increases his skill ranks in Knowledge (religion) and Sense Motive, while alternating increases in Diplomacy, Disguise, and Intimidate as necessary for the campaign. Agrimar quickly acquires banded mail to increase his armor bonus until he can attain full plate. At 3rd level he chooses the Power Attack feat. He also obtains *oil of bless weapon* (a potion) as soon as possible for the combination of his smite evil power and bless weapon's to effect of confirming critical hits, which leads him to begin using his falchion due to its expanded critical threat range. At 4th level Agrimar increases his Charisma and gains a 1st level paladin spell. Not surprisingly, he selects *bless weapon*.

Roleplaying Ideas

- Agrimar constantly struggles with the inner demons of his monstrous lineage.
- His instinct may be to react violently, but he always masters these impulses through the self-discipline of the Inheritor's faith.
- If the party also includes Ysabot, Agrimar respects her authority and often defers to her.
- Agrimar views himself as an outsider in the Immortal Principality, hiding his orc heritage to avoid the prejudice of its people, even as he accepts such treatment stoically when faced with it.

Scaling the PC

Under a 15-point buy, Agrimar's Intelligence should be reduced by 5 points. This necessitates the removal of 2 skill ranks (Diplomacy and Disguise) and 1 language (Abyssal).

Dominnia Vorsaife

4.4

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"You look like you're spoiling for a fight. Well let me introduce you to someone who'd love to oblige you. This is Theodric...an ancestor of mine. He fought with distinction in the crusade hundreds of years ago, sacrificing his life to save this country. Now he's more like a guardian angel. My guardian angel. And he's more than capable of teaching you the lesson you so richly deserve."

-Dominnia Vorsaife before unleashing her vengeful, armor-clad eidolon on some unsuspecting troublemakers



Dominnia Vorsaife

Female aasimar summoner* 1 NG Medium outsider (native) Init +2; Senses darkvision 60 ft.; Perception +3

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) hp 11 (1d8+3)

Fort +2, Ref +2, Will +3; +2 vs. fear effects Resist acid 5, cold 5, electricity 5

OFFENSE

Spd 30 ft.

Melee spear +1 (1d8+1/x3), dagger +1 (1d4+1/19-20) Ranged spear +2 (1d8+1/x3), dagger +2 (1d4+1/19-20) Spell-Like Abilities (CL 1st; concentration +4) 1/day-daylight

6/day-summon monster I

Summoner Spells Known (CL 1st; concentration +4) 1st (2/day)—lesser rejuvenate eidolon*, shield 0 (at will)—detect magic, guidance, light, resistance

STATISTICS

Str 13, Dex 14, Con 14, Int 12, Wis 12, Cha 16 Base Atk +0; CMB +1; CMD 13 Feats Summoner's Call* Traits Child of the Temple*, Making Good on Promises** Skills Diplomacy +5, Knowledge (arcana) +5, Knowledge (nobility) +2, Knowledge (religion) +2, Perception +3, Spellcraft +5, Use Magic Device +7; Racial Modifiers +2 Diplomacy, +2 Perception Languages Celestial, Common

SQ eidolon*, life link*

Gear studded leather, spear, dagger, greatsword, backpack, bedroll, spell component pouch, tindertwigs (3), trail rations

(5 days), traveler's outfit, waterskin, whetstone



*See Advanced Player's Guide **See Carrion Crown Player's Guide

Special Abilities

Child of the Temple* (Ex) Dominnia grew up in the grandest temples of the Inheritor, often interacting with nobles who shared her faith. She not only picked up many of the aristocracy's customs, but also spent many hours in the temple libraries studying her faith. As a result, she gains a +1 trait bonus on all Knowledge (nobility) and Knowledge (religion) skill checks.

Making Good on Promises^{**} (Ex) The Professor once interceded on Dominnia's behalf, hiding her from members of her family sent to bring her home. But the Professor's aid also came under the condition she would someday have to repay him. Dominnia has always dreaded the day when he might request that favor, unsure of what risk it might pose and whether he would reveal her presence if she refused. In time, she learned to deal with the anxiety and fear of being a runaway and now gains a +2 trait bonus on saves against fear effects.

Theodric Vorsaife, Eidolon

NG Medium outsider (humanoid base form) Init +1; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 6 (1d10+1)

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

OFFENSE

Spd 30 ft.

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Melee greatsword +5 (2d6+6/19–20), 2 claws +5 (1d4+4) STATISTICS

Str 18, Dex 12, Con 13, Int 7, Wis 10, Cha 11 Base Atk +1; CMB +5; CMD 16

Feats Martial Weapon Proficiency (greatsword) **Skills** Intimidate +4, Knowledge (history) +2,

Knowledge (nobility) +2, Perception +5

Languages Celestial, Common

SQ evolutions* (ability increase [Str], claws, improved natural armor, limbs [arms], limbs [legs]), link, share spells. **Background:** Dominnia Vorsaife (DOE-min-NEE-uh VORsayf) comes from a prominent family of nobles in a neighboring town. Born an aasimar, her bloodline includes a long history of celestial influence as far back as anyone can remember. Several generations have passed, however, since the gods bestowed such a blessing on her family and most assume her birth holds great spiritual significance as a portent for the years to come. After all, her aasimar ancestors fought with great distinction in the crusade against the lich-king and her father has groomed her since birth to follow in their footsteps.

Some of Dominnia's normal siblings have already left to join the templars in their crusade to hold back the demon hordes of the north. Everyone expected her to follow suit, but she actually feared that calling, certain it would lead to a violent, meaningless death far away from home. Raised in the faith of the Goddess of Valor, she fervently prayed for another path or a sign from the goddess that she should accomplish something different in the Inheritor's name. That very night, the angelic spirit of Theodric Vorsaife—a former family patriarch and knight—came to her as an eidolon. Whether formed from Dominnia's subconscious mind after studying the annals of their family history, or a real guardian angel, she never knew. Theodric had no more understanding of why the Inheritor might have sent him than Dominnia herself. In fact, he recalled very little from his former life, but, together, they researched his accomplishments and discovered the real Theodric fell hundreds of years ago against the armies of the lich-king.

Drawn to Theodric's story and that period of history, Dominnia now believes she's meant to retrace her ancestor's footsteps and help him complete some unfinished task. Her father would hear none of it, however, so she ran away rather than march north with her brothers and sisters. Scandalized, her family sent the knights to search for her and they nearly caught up to her. But the Professor took pity on her plight, deeming the young girl mature enough to make her own decisions and he helped throw off her trackers from her trail. Intrigued by her eidolon, and after a lengthy conversation with Theodric, the Professor also introduced her to a trusted friend at the Goddess of Valor's shrine. From there, she has always known the Professor would someday ask a favor in return for all of his assistance, even as she continues to learn more about her ancestry and Theodric's past.

Physical Description: Dominnia is quite simply a strikingly beautiful young woman, turning heads wherever she goes and further complicating her attempts to hide from her family. She has long blonde hair and almost otherworldly, crystalblue eyes. In bright sunlight (or when inside the nimbus of her *daylight* spell-like ability), a golden haze resembling a halo sometimes forms over her head. She often conceals this—as well as her hair—beneath a hooded cloak, only removing it when necessary. Dominnia measures 5-feet, 9-inches in height and weighs approximately 145 pounds.

Personality: Dominnia has a bright personality and charming laugh, somethingshestruggles to contain when among true friends. She's often reluctant to trust newcomers, however, always fearful they might learn her identity and send word back to her family of an aasimar in the Immortal Principality. Dominnia also possesses an intense curiosity and reverence for her family's history and

purpose within the will of The Inheritor. Her eidolon, Theodric, is her closest friend. She trusts him implicitly and supports him at all costs, believing their fates to be intertwined.

Advancement

Dominnia advances as a summoner for each of her new class levels. At 2nd level, she picks up an initial rank in Diplomacy, Knowledge (religion), and Perception, while adding *message* and *mage armor* to her known spells. At 3rd level, Dominnia spends her new feat on Spell Focus (conjuration) with the intention of eventually adding Augment Summoning. She also adds new spells for *guidance* and *summon monster I*. At 4th level, Dominnia increases her Strength by 1 to raise her combat effectiveness alongside her eidolon. She also adds *bull's strength* and *bear's endurance* to her known spells.

Roleplaying Ideas

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- Dominnia feels a significant responsibility to live up to the expectations others ascribe to her kind. She goes out of her way to accomplish good deeds, determined to help others and make a difference in the world around her. But she does so while also deflecting any praise or recognition, fearful she'll call too much attention to herself.
- Even after so many years of enduring the stares and gossip of those obsessed with her celestial-inspired beauty, Dominnia still feels out of place and struggles to develop deeper relationships with would-be suitors.
- Dominnia yearns to find a greater purpose for herself, believing there must be a reason for celestial powers to have merged with her bloodline. The existence of an aasimar in her family skipped several generations before manifesting with her and surely that means she's intended to do something greater with her life.
- More than anyone else, Dominnia confides in her eidolon, Theodric, often staying up late into the night seeking his counsel. For his part, Theodric resembles a stern, fatherly figure when summoned, appearing sometimes even when Dominnia doesn't consciously call him. This can make for awkward moments when she's trying to have an intimate conversation or contemplating a course of action she'd rather keep hidden from him.
- Dominnia stole Theodric's ancient greatsword from her family vault before leaving. Believing it focuses the summoning of her eidolon, she lends it to him before each battle.

Scaling the PC

Under a 15-point buy, Dominnia reduces her Strength by 3 points and her Wisdom by 2. This lowers her attack and damage rolls by 1 and her Will save by the same. Any Strength- or Wisdom-based skills (such as Perception) likewise have their skill totals reduced by 1.

Eilinica Ziorec

4.6

"Love will find you by the first Oathday in the 4th month. I know this by the positioning of the seventh star of the Eternal Rose's lovers in the house of the Hunter. And the Harrow cards. See here? The Unicorn is aligned in the present alongside the Dance and the Marriage card, indicating the same thing. As for your dream...well, it doesn't take a diviner to interpret something that lucid. I wish my dreams were as simple. And as entertaining."

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-a fortune told by Eilinica Ziorec by a campfire under the open sky.



*See Advanced Player's Guide **See Carrion Crown Player's Guide †Abbreviated, see "Races" in the official campaign setting book ††Abbreviated, see "Languages" in the official campaign setting book

EILINICA ZIOREC

Female human (Varis.†) cleric of the Goddess of Dreams 1 CG Medium humanoid (human) Init +1; Senses Perception +3

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield) hp 10 (1d8+2) Fort +3, Ref +1, Will +5

OFFENSE

Spd 30 ft.

Melee heavy mace +2 (1d8+2), starknife +2 (1d4+2/x3) **Ranged** light crossbow +1 (1d8/19–20), starknife +1 (1d4+2/x3)

Special Attacks channel positive energy 7/day (DC 12, 1d6)

Domain Spell-Like Abilities (CL 1st; concentration +4)

6/day—touch of good (+1)

Cleric Spells Known (CL 1st; concentration +3) 1st—bless, longstrider^D, protection from evil 0 (at will)— guidance, light, mending, stabilize D Domain spell; Domains Good, Travel

STATISTICS

Str 14, Dex 13, Con 12, Int 10, Wis 16, Cha 14
Base Atk +0; CMB +2; CMD 13
Feats Extra Channel, Turn Undead
Traits Devotee of the Green*, Inspired By
Greatness**
Skills Knowledge (geography) +1, Knowledge
(nature) +5, Knowledge (religion) +4, Sense Motive +7
Languages Common, 1 additional (suggested:
Varis.††)
SQ agile feet (6/day), aura, +10 base speed from

Travel domain

Gear scale mail, light steel shield, heavy mace, starknife, light crossbow with 10 bolts, backpack, bedroll, flint and steel, fortune teller's deck (common), ink (1 vial), inkpen, parchment (5 sheets), pocketed scarf, scroll case, spell component pouch, trail rations (5 days), traveler's outfit, waterskin, whetstone, wooden holy symbol

SPECIAL ABILITIES

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Devotee of the Green* (Ex) As a young girl, Eilinica developed a deeper appreciation of traveling the wilds and sleeping out under the stars. Her travels have brought her into contact with a variety of cultures as well as the natural habitats of animals and beneficial plant-life. As a result, she gains a +1 trait bonus on Knowledge (geography) and Knowledge (nature) skill checks and Knowledge (nature) is always a class skill for her.

Inspired By Greatness^{**} (Ex) Eilinica met the Professor on a number of occasions, sometimes traveling together and sharing stories of all the places they'd been. Eilinica took a great amount of inspiration from the Professor's experiences and used that to push herself further and broaden her horizons. As a result, she learned to cast the *longstrider* spell at +1 caster level. **Background:** Eilinica Ziorec (EYE-lin-UH-cuh zhor-REK) left the squalor of the Shingles for the open road as soon as she learned to take care of herself. A native-born of the Wild Frontier Region, she traveled with the caravans of her people for several years, winding north into the Frigid Viking Homeland and as far east as her ancestral home of the Immortal Principality. Along the way, she also joined the faith of the Goddess of Dreams as a healer and protector, making the road much safer for her friends and allies. In this capacity, she also became something of a fortuneteller, helping her fellow travelers interpret their dreams and performing the occasional Harrow reading.

Before leaving home, Eilinica's grandmother gave her a distinctive scarf known as a kapenia—a badge of honor usually denoting a child's coming of age. Eilinica's scarf bears elaborate embroidery denoting her family's entire genealogy. She counts it among her most prized possessions and has used it to guide her travels over the years, retracing her roots by visiting each deceased relative's grave in order to honor them. Since her people travel wide and often, these journeys have taken up much of her young adulthood, but she cherishes every moment, enjoying the friends she makes and the sites she's seen.

One such trip enabled her to meet the Professor. While wintering in Raven, they struck up a fast friendship, regaling one another with tales of their adventures. The Professor often asked Eilinica to deliver missives to his friends or procure samples of various wildflowers or other reagents he wished to examine for his studies. Eilinica never accepted payment for these services, enjoying the thrill of the road and the sharing of new stories with the Professor more than anything else.

Physical Description: Eilinica dresses in the festive colors of all her people, favoring orange, green, and violet to denote her life as a wandering priest of the Goddess of Dreams. She also wears her kapenia, draping it around her neck to ward off the cold or store various small items in the concealed pockets of its lining. Eilinica's hair is dark and curly and her face bears the somewhat ruddy complexion of her people. She stands 5-feet, 7-inches tall and weighs about 140 pounds. An artistic tattoo of a dazzling butterfly swarm runs from her shoulder down her right arm and all the way to the back of her wrist.

Personality: Eilinica relishes her freedom, never really at peace unless undertaking another journey somewhere interesting or important. She's exceptionally friendly and outgoing, but has a sixth sense for reading others when they're inclined to make trouble, giving them a wide berth unless backed into a corner. She takes omens and fortunetelling very seriously, believing her

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goddess makes her will known through patterns in the stars, the interpretation of dreams, or the reading of her Harrow cards. She scoffs at anyone who calls these things superstitious.

Advancement

Eilinica always advances as a cleric. At 2nd level, she adds a rank in Diplomacy, Knowledge (geography), and Spellcraft, alternating these at each level thereafter with Heal, Knowledge (religion), and Sense Motive. She typically prepares *guidance* and *divine favor* with her new spell slots. At 3rd level, Eilinica uses her new feat on Improved Channel to more effectively damage or turn undead. She also adds *augury* and *spiritual weapon* to her prepared spells, and selects *align weapon* as her new domain spell. At 4th level, Eilinica raises her Wisdom by 1. She also adds *shield of faith* and *lesser restoration* to her normally prepared spells.

Roleplaying Ideas

- Eilinica keeps an elaborate star chart on a huge piece of parchment, which she consults every night while stargazing. When traveling, she folds it into a tight bundle and stores it in one of the many pockets of her kapenia.
- Those traveling with Eilinica always become her adopted family. She cares and looks after them as efficiently (and sometimes annoyingly) as a mother hen, a habit she picked up from watching after the many children among the colorful caravans of her people.
- Eilinica suffers from recurring nightmares related to an ancestor on her father's side of the family, always imagining him as a wolf or similar beast stalking her in the wilds of the Immortal Principality. These dreams become more prominent the closer she comes to a location marked in her family genealogy as the resting place of the same ancestor from her dreams.
- One of the reasons Eilinica left home at such an early age was because her father had already made plans to marry her off to a thug to curry his gang's favor and protection. She has no desire to settle down yet, and especially not to an active criminal in the slums of the largest city of her homeland.

Scaling the PC

Under a 15-point buy, Eilinica reduces her Strength and Charisma by 2 points. This drops her attack and damage rolls by 1, as well as her CMB and CMD. It also reduces her channeling of positive energy to 6/day at DC 11.

. 525 Ereviss Lierdel

Lig

GENDAR

"You don't know the first thing about this painting, do you, my clueless friend? Well, at the risk of ruining an evening of dancing all night with this lovely lady on my arm, allow me to enlighten you as to the true depiction of Orveau's 'Battle in the Steps of Saint Lym'rin' and the many who gave their lives there holding back the forces of darkness summoned by none other than the lich-king, at the very height of his power."

- Ereviss Cierdel



*See Advanced Player's Guide **See Carrion Crown Player's Guide †Abbreviated, see "Languages" in the official campaign setting book

rapier, dagger, shortbow with 20 arrows, sword cane, backpack, bedroll, courtier's outfit, ink (1 vial), inkpen, parchment (5 sheets), scroll case, spell component pouch, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone

SPECIAL ABILITIES

Arcane Investigation* (Sp) Ereviss adds the following spells to his class spell list: 1st—detect chaos/evil/good/ law; 2nd—zone of truth; 3rd—arcane eye, speak with dead, speak with plants; 4th—discern lies; 5th—prying eyes, stone tell; 6th—discern location, find the path, greater prying eyes, moment of prescience. He may add one of these spells or any divination spell on the bard spell list to his list of spells known at 2nd level and every 4 levels thereafter. This ability replaces versatile performance.

Careful Teamwork* (Su) Ereviss can use his bardic performance to keep his allies coordinated, alert, and ready for action. All allies within 30 feet gain a +1 bonus on Initiative checks, Perception, and Disable Device checks for 1 hour. They also gain a +1 insight bonus to Reflex saves and to AC against traps when they are flat-footed. Using this ability requires 3 rounds of continuous performance and the targets must be able to see and hear him throughout the performance. This ability is language-dependent and requires visual and audible components. This performance replaces inspire courage.

Eye For Detail* (Ex) As a detective, Ereviss gains a bonus equal to half his level on Knowledge (local), Perception, and Sense Motive checks, as well as Diplomacy checks to gather information (+1 minimum). This ability replaces bardic knowledge.

Inspired By Greatness^{**} (**Sp**) Ereviss knew the Professor as a colleague and friendly competitor, inspired by his career of discovery to hone his own craft and reach his full potential. In time, he mastered the use of the disguise self spell, often using it to infiltrate scholarly functions in order to trick others into sharing information and secrets they would otherwise have denied him. As a result, he now casts *disguise self* at +1 caster level.

Rich Parents* (Ex) The son of a minor elven noble, Ereviss secured a sizeable fortune before leaving home

Ereviss Cierdel

Male elf bard (detective*) 1 CG Medium humanoid (elf) Init +2; Senses low-light vision; Perception +7

Defense

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 10 (1d8+2)

Fort +1, Ref +4, Will +2; +2 vs. enchantments OFFENSE

Spd 30 ft.

Melee mwk rapier +3 (1d6/18–20), dagger +2 (1d4/19–20), sword cane (1d6)

Ranged shortbow +2 (1d6/x3), dagger +2 (1d4/19–20) **Special Attacks** bardic performance 7 rounds/ day (countersong, distraction, fascinate, careful teamwork* +1)

Bard Spells Known (CL 1st; concentration +4) 1st (2/day)—animate rope, disguise self 0 (at will)—detect magic, ghost sound (DC 13), mage hand, prestidigitation

STATISTICS

Str 10, Dex 15, Con 12, Int 14, Wis 10, Cha 16 Base Atk +0; CMB +0; CMD 12

Feats Weapon Finesse

Traits Inspired By Greatness**, Rich Parents* Skills Bluff +7, Diplomacy +7 (+8 on gather information checks), Knowledge (history) +6, Knowledge (local) +3, Knowledge (nobility) +6, Perception +7, Perform (oratory) +7, Sense Motive +5, Spellcraft +6 (+8 to identify magic item properties); Racial Modifiers +2 Perception, +2 Spellcraft to identify magic item properties Languages Aklo, Common, Elven, 1 additional (suggested: Varis.†)

SQ arcane investigation, elven magic, eye for detail* +1, weapon familiarity

Combat Gear wand of *cure light wounds* (37 charges remaining); **Other Gear** studded leather, buckler,

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and turning to a life of adventure, enjoying a one-time benefit to his initial finances of 900 gp.

Background: Ereviss Cierdel (AYR-uh-viss SEERdayl) spent the first hundred years of his long elven lifespan languishing in the elvish homeland. Bored with the countless courtly functions his father forced him to attend, he longed to move beyond the borders of his homeland and retrace the steps of his more adventurous ancestors. To this end, he devoted himself to the study of ancient histories involving his kindred, curiously drawn to their participation in the crusade against the lich-king. Using the excuse of "finding his Brightness," he eventually convinced his father to finance a private, multi-year journey to the Immortal Prinicpality so he could look upon the lands where his forefathers fought.

Fifty years later, he has yet to return, for Ereviss discovered a number of kindred spirits in the scholars and academics in the local universities. He enrolled in many of them, journeying from one county to another, sampling the youthful exuberance of his fellow students and establishing decades-long relationships with many of his instructors. Eventually, he crossed paths with the Professor, a man as interested in discovery and adventure as anyone he'd ever met. They struck up a fast friendship, even as they sometimes competed against one another to attain the greatest personal achievements in rediscovering the past.

While the Professor's early successes far surpassed Ereviss, the young elf knew he had the balance of time on his side, content to give the old man a headstart before eventually overtaking him. In the meantime, Ereviss continued his sophomoric lifestyle among the academic elite. But the recent death of the Professor has shaken him to the core. Setting aside his hedonistic, carefree lifestyle, he's focused his life in a new direction now. Instead of relishing the opportunity to eclipse his former rival, he's now matured enough to apply himself to continuing the Professor's work, determined to pick up his legacy and honor his life.

Physical Description: Ereviss measures just over 6-feet tall and weighs 130 pounds. His long blonde hair and attractive countenance often turns heads among the ladies, a fact he capitalizes on as often as possible. Immaculately dressed and always in style, he cuts a striking figure in any room, relishing the spotlight, both as an orator and a conversationalist. He usually keeps a rapier strapped to his side when adventuring, but replaces that with a slim dagger in his boot at social functions. He also carries a surprise sword cane if situations truly get out of hand.

Personality: Ereviss views himself as a genius in his

own mind, but more importantly, an applied genius in how he processes and uses information to win friends and influence people. Indeed, his affable demeanor seemingly opens every door and gains the trust of everyone with whom he interacts. And, even in those rare circumstances where natural charm and wit fail him, he establishes a second chance by adopting an entirely new persona through the use of magical disguises, filing away which roles proved more receptive so he can use them again and again. Curious, confident, and even arrogant at times, Ereviss backs up the annoying habit of his wild guesses and assertions always being right with good-natured camaraderie among his friends.

Advancement

Ereviss advances as a bard for each of his new class levels. At 2nd level, he increases his Bluff, Diplomacy, Perception, Perform, and Sense Motive skills, while picking up new ranks in Disable Device, Disguise, and Knowledge (arcana), alternating their advancement with Knowledge (history), Sleight of Hand, and Stealth, thereafter. At 3rd level, Ereviss acquires Combat Expertise to further improve his dueling ability with the rapier. His spells increase by adding *read magic*, *detect evil*, and *expeditious retreat* at 2nd level, *dancing lights* and *feather fall* at 3rd level, and *detect thoughts* and *heroism* at 4th level. **Roleplaying Ideas**

- Ereviss can never resist a good mystery, always drawn to solving it, even if only for his own self-satisfaction.
 - Periodically, Ereviss receives missives from his father, inquiring into his health and his progress with "finding his Brightness." He then spends many hours fretting over the right reply to convince his father to prolong his sabbatical rather than return him to his courtly duties. Ereviss has an eye for the ladies, easily drawn in by the fairer sex, even when it involves women he shouldn't trust. Ereviss has a particular distaste for those who live a life of ease without ever tasting the adrenaline rush of adventure. He enjoys playing their little games and exposing the depth of their self-delusion by citing the very real experiences of truly legendary adventurers, hoping to one day count himself among such worthy luminaries.

Scaling the PC

Under a 15-point buy, Ereviss reduces his Charisma by 1 point and his Strength by 2. This drops the DCs of his spells by 1 as well as his bardic performance. It also reduces his attack and damage rolls by 1.

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Jevalt Frdain

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"Quiet! You hear that? That's the sound of the walking dead, clawing their way from the ground where we laid them to rest. That could have been me, yet by the grace of the Lady of Graves and the fate she poured upon the waters of my life. By her leave, we'll give these souls a permanent rest and send them back to the Lady for judgment."

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-a pronouncement of doom from the undead slayer, Jevalt Ardain, a stilling hand in the darkest night.



*See Pathfinder Roleplaying Game Bestiary 2 **See Advanced Player's Guide †See Carrion Crown Player's Guide

Jevalt Ardain

Male dhampir* inquisitor** 1 N Medium humanoid Init +5; Senses darkvision 60 ft., low-light vision; Perception +4

Defense

AC 20, touch 13, flat-footed 17 (+5 armor, +3 Dex, +2 shield)

hp 13 (1d8+5)

Fort +3, **Ref** +3, **Will** +4; +2 vs. disease and mind-affecting effects

Defensive Abilities negative energy affinity*, resist energy drain*

Weaknesses light sensitivity*

Offense

Spd 20 ft.

Melee morningstar +2 (1d8+2), dagger +2 (1d4/19–20), wooden stake +2 (1d4) Ranged light crossbow +3 (1d8/19–20), dagger +2 (1d4/19–20), wooden stake +3 (1d4) Spell-Like Abilities (CL 1st; concentration +3) 3/day—detect undead Domain Spell-Like Abilities (CL 1st; concentration +3) 5/day—gentle rest Domain Repose Inquisitor Spells Known (CL 1st; concentration +3) 1st (2/day)—inflict light wounds (DC 13), wrath** 0 (at will)—brand** (DC 12), disrupt undead,

guidance, stabilize

STATISTICS

Str 14, **Dex** 16, **Con** 12, **Int** 10, **Wis** 14, **Cha** 12 **Base Atk** +0; **CMB** +2; **CMD** 15 **Feats** Toughness

Traits Armor Expert**, Chance Savior† Skills Bluff +7, Intimidate +6, Knowledge (religion) +4 (+6 to identify abilities and weaknesses of undead), Perception +4, Sense Motive +7, Stealth +2, Survival +6; Racial Modifiers +2 Bluff, +2 Perception

Languages Common

Gear scale mail, heavy wooden shield, morningstar, dagger, light crossbow with 10 bolts, wooden stake, backpack, bedroll, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone

Special Abilities

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Armor Expert^{**} (Ex) Jevalt wears armor almost as naturally as his own skin, moving with grace and purpose despite its weight. When he wears armor of any sort, he reduces that suit's armor check penalty by 1 to a minimum of 0.

Chance Savior[†] (**Ex**) In his nightly sojourns, Jevalt chanced upon an opportunity to save the Professor from certain death and did so. His ability to think quickly on his feet has stayed with him over the years and he almost always finds himself in the right place at the right time. As a result, he gains a +2 trait bonus on Initiative checks. **Background:** Jevalt Ardain (juh-VAWLT AR-dayn) suffers under a cruel fate, trapped in a thankless life halfway between the living and the dead. While still in the womb, he shared the corrupting influence of a vampire's bite inflicted on his pregnant mother as she walked the streets of the capital of the Immortal Principality. A priest of the Lady of Graves recognized the signs of her demise and acted swiftly to save Jevalt, delivering him into a twisted half-mockery of life. Now the sun burns his eyes, the divine essence of the gods wounds his flesh, and, as a dhampir, few truly accept him as an authorized agent of the Lady of Graves' church.

Jevalt spent his first fifteen years as a temple orphan, raised by the same priest who saved him. Unable to share many of the normal rites of the Lady of Graves, he eventually shunned the idea of joining the clergy and turned instead to the way of the inquisitor. Trained in the arts of combat, he became a hunter of undead, proving so effective even the church elders had to recognize his skill and devotion. So they assigned him the task of safeguarding the temple while they slept at night, an assignment Jevalt voluntarily extended to the city streets.

In this role, he diligently kept watch for more vampire activity, secretly hoping to identify his mother's killer and avenge her death as well as the curse inflicted upon him. One night he happened upon the Professor and helped the old man fight off a vampire spawn's assault. The Professor's gratitude proved effusive and the two have kept in contact ever since.

Physical Description: Jevalt stands 6-feet tall and weighs 185 pounds with shoulder-length auburn hair and pallid skin. His eyes are the color of liquid ink in the day and glowing embers in the dark. He's rarely without his suit of scale mail, purposefully blackened to dull its appearance while he hunts the night. His remaining garments are similarly dark, morbid, and non-descript.

Personality: Jevalt lives a haunted existence. Rebuked by the sun because of his half-vampire heritage, he prefers the night where he can blend more easily into the dark. Conversely, he hates the morning, preferring to sleep late. He makes few friends, keeping a stoic distance to most of his relationships so he can focus on the greater task he believes his goddess defined

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for him. Jevalt greatly admires and respects those who share his hatred of undead and supports them whenever he can.

Advancement

Jevalt adds a level in the inquisitor class each time he advances in experience. At 2nd level, he increases his Knowledge (religion), Stealth, and Survival skills, while picking up new ranks in Acrobatics, Climb, and Knowledge (planes). He also learns *resistance* and *hide from undead* as new spells. At 3rd level, Jevalt spends his new feat on Dodge to improve his AC with the intention of eventually pursuing Wind Stance. He also acquires Precise Strike as his teamwork feat and his spells increase yet again with the addition of *sift* and *true strike*. At 4th level, Jevalt increases his Dexterity by 1. He also acquires *see invisibility* and *weapon of awe* as new spells.

Roleplaying Ideas

- Jevalt targets undead opponents above all others, attacking them with all the zeal of a devout follower of the Lady of Graves, convinced such creatures pose a greater danger to the natural order than any beast or man.
- With his unsettling pallor and almost strained, sibilant voice, Jevalt recognizes he sometimes unnerves people. As a result, he doesn't make friends easily, but cherishes the few he has.
- Jevalt still searches for the vampire who took his mother from him before he was even born. He keeps a specially-carved, wooden stake he hopes to use in avenging her someday, often examining it during times of quiet contemplation.
- Jevalt hesitates at the sight or smell of blood. Whether because he feels some vampiric compulsion to taste it or if it simply sours his stomach, he refuses to say.

Scaling the PC

Under a 15-point buy, Jevalt reduces his Dexterity and Charisma by 2 points. This drops his AC, Reflex save, and all of his Dexterity-based and Charismabased skill totals by 1.

Merenso Kall

1.6

"Yeah, I know the way there. It'll be fast, too. All we gotta do is head down that ravine, scale the other side, cut our way through the thickets and over the hillside, then pick our way down the rocks on the far slope and we should come back out right above the highland road. Of course, bandits like to use the clearing there as a hideout. I caught seven of 'em red-handed about three years ago. And I nearly scared 'em to death while they were countin' their coins by makin 'em think I was a werewolf come to eat 'em. Aaaaroooo!"

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-Merenso Kull relating yet another outlandish tale of his adventurous exploits while simultaneously emulating his incredibly realistic wolf howl.



*See Advanced Player's Guide **See Carrion Crown Player's Guide

SPECIAL ABILITIES

Indomitable Faith* (Ex) Where most citizens of the Immortal Principality worship the Lady of Graves or the Goddess of Dreams, Merenso has long practiced the faith of Old Deadeye in shepherding the wilds. His constant struggle to maintain his faith has bolstered his drive. He gains a +1 trait bonus on Will saves as a result.

On The Payroll^{**} **(Ex)** The Professor often hired Merenso as both a bodyguard and a guide while traveling through the fog-shrouded Immortal Principality and beyond its borders. Merenso was well-compensated for his time and service, granting him an additional 150 gp in starting wealth.

Merenso Kull

Male half-elf ranger (skirmisher*) 1 NG Medium humanoid (elf, human) Init +3; Senses low-light vision; Perception +6

Defense

AC 16, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 shield) hp 16 (1d10+6) Fort +4, Ref +5, Will +1; +2 vs. enchantments

OFFENSE

Spd 30 ft. **Melee** longsword +4 (1d8+3/19-20), handaxe +4 (1d6+3/x3), dagger +4 (1d4+3/19-20) **Ranged** composite longbow +4 (1d8+1/x3), dagger +4 (1d4+2/19-20) **Special Attacks** favored enemy (humans +2)

STATISTICS

Str 16, Dex 16, Con 14, Int 10, Wis 10, Cha 10 Base Atk +1; CMB +4; CMD 17 Feats Skill Focus (Stealth), Toughness Traits Indomitable Faith*, On The Payroll** Skills Intimidate +4, Knowledge (dungeoneering) +4, Knowledge (nature) +4, Perception +6, Stealth +7, Survival +4 (+5 to identify and follow tracks); Racial Modifiers +2 Perception Languages Common, Elf SQ elf blood, track +1, wild empathy +1Gear chain shirt, buckler, longsword, handaxe, dagger, composite longbow (Str +1) with 20 arrows, backpack, bedroll, flint and steel, trail rations (5 days), traveler's outfit, waterskin, whetstone, winter blanket

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Background: Merenso Kull (MUH-rin-ZO KULL) used to live with his family at the base of nearby mountains. His father had managed to woo an elf maiden into settling down with him in a log cabin and they had several children of varying age before the man passed away of natural causes. Merenso's elven mother raised him and his siblings after that, relying on them to do the chores and hunting while she looked after the home. Unfortunately, orc raiders attacked their homestead during one of Merenso's hunting trips. When he and his two brothers returned, they found the rest of their family dead and the cabin burned to the ground.

Together, the boys tracked and harried the orcs, picking them off one by one with coordinated attacks before fading back into the forest. But the wily orcs eventually ran them down, forcing a battle on their terms. Only Merenso survived, killing the last orc with his father's blade. After that, he felt no desire to stay in the mountains. They held enough bad memories for him to pack up his things and wander across the remainder of the fog-shrouded land. In time, he hired himself out as a guide, having learned all the roads and trails as surely as the back of his hand. This line of work brought him into contact with the Professor, who retained Merenso as both a bodyguard and scout while traveling to various ruins or landmarks. Merenso was quite surprised to hear of the Professor's death, as the old man always demonstrated remarkable fortitude. It surprised him even more to receive an invitation to the Professor's funeral. Relishing the opportunity for yet another trip, Merenso agreed to attend.

Physical Description: Merenso wears his brown hair fairly short, though his bangs often hang over his eyes when he forgets to trim them. He seemingly always sports three-days growth of beard, but never lets it get too long an admonishment he often endured from his mother. He measures 5-feet, 10-inches in height and weighs about 165 pounds. Although his hunter green clothing often looks worn, threadbare, or heavily patched, his longsword, handaxe, and longbow are always in good repair.

Personality: Merenso loves to talk, usually about himself as he relates some grand adventure he's undertaken or a beautiful site visited during his many travels. It doesn't even matter if others decline to engage him in such conversation, as he's more than willing to share these tales with the world around him just to hear the sound of his own voice. Merenso always comes across as practical and fair-minded. He won't tolerate fools or tricksters, viewing the world through a prism of right and wrong instilled by honest living in the wilds. He also loves children, as they put him at far more ease than the judgmental eyes and machinations of other adults.

Advancement

Merenso rises in level as a ranger each time he advances. At 2nd level, he selects the two-weapon combat style and Two-Weapon Fighting feat. He also increases his skill ranks in Intimidate, Knowledge (dungeoneering), Knowledge (nature), Perception, Stealth, and Survival. At 3rd level he chooses the Two-Weapon Defense feat to maintain his AC without the need for a buckler. He also selects forest as his first favored terrain and looks to upgrade his composite longbow to a higher Strength bonus. At 4th level Merenso increases his Dexterity and establishes his hunter's bond ability with his fellow adventuring companions.

Roleplaying Ideas

- Merenso feels uneasy and out of place among large crowds and urban areas, far preferring the forest trails and haunted hillsides of the Immortal Principality to its cities. He often comes across as uncouth and poormannered among more civilized folks.
- Hunting and fishing is a favorite past-time of Merenso's and he loves taking time to do so when traveling crosscountry, quietly slipping away from his fellow travelers before returning with a fresh kill for the stew pot. He equally enjoys telling tall-tales of such excursions, embellishing each one as he can.
- Merenso's own experience and sense of duty make it very difficult for him to ignore anyone in need. Capable of living off the land whenever he wants, he has little use for money and often spares what he can for the downtrodden, especially small children and orphans.
- With all his years of experience navigating the fogshrouded countryside, Merenso always seems to know a shortcut to get where he wants to go. Unfortunately for those traveling with him, these shortcuts often prove hazardous or tiring for the unprepared and less wilderness-savvy. But the half-elf never seems to break a sweat himself, always eager to press on.

Scaling the PC

Under a 15-point buy, Merenso's Strength should be reduced by 2 points. This decreases his melee attack rolls and damage rolls by 1.

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Rinj Hak Lenng

4.4

AET

"Go away! I have no liquors here for you to take, nor drugs or powders to make you see spirits or dance like demons. I am just an old man with no gold or treasures—so go away!"

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-a lengthy series of outright lies told by the crossbow-toting Xiuj Hak Leyng, traditionally his final warning before he sets trespassers on fire with heavy explosives.

Rinj Hak Leyng

*See Advanced Player's Guide **See Carrion Crown Player's Guide †Abbreviated, see "Races" in the official campaign setting book ††Abbreviated, see "Languages" in the official campaign setting book

XIUJ HAK LEYNG OF THE SEVEN-GHOST-NEEDLES

Male middle-aged human (Tia.†) alchemist* 1 LN Medium humanoid (human) Init +2; Senses Perception +5

Defense

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) hp 10 (1d8+2) Fort +3, Ref +4, Will +1

OFFENSE

Spd 30 ft.

Melee club +2 (1d6+2), dagger +2 (1d4+2/19-20) Ranged light crossbow +2 (1d8/19-20), dagger +2 (1d4+2/19-20)Special Attacks bomb* 6/day (1d6+3 fire, DC 13) Alchemist Extracts Known (CL 1st) 1st—cure light wounds, enlarge person **STATISTICS** Str 14, Dex 14, Con 12, Int 17, Wis 13, Cha 8 Base Atk +0; CMB +2; CMD 14 Feats Brew Potion, Extra Bombs,* Point Blank Shot, Throw Anything* Traits Anatomist*, On The Payroll** Skills Appraise +7, Craft (alchemy) +7 (+8 to craft alchemical items), Disable Device +5, Heal +5, Knowledge (arcana) +7, Knowledge (nature) +7, Perception +5, Use Magic Device +3 Languages Celestial, Common, 2 additional (suggested: Tie., Varis. ††) SQ alchemy (alchemy crafting +1, identify potions), mutagen (+4/-2, +2 natural, 10 minutes)Combat Gear acid (3 flasks), smokestick, tanglefoot bag, thunderstone; Other Gear studded leather, club, dagger, light crossbow with 10 bolts, alchemist's kindness. alchemist's kit, backpack, bedroll, chalkboard, chalk (2 pieces), earplugs, inkpen, ink

case, sunrod, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, winter blanket **Formula Book** *cure light wounds, disguise self, enlarge person, expeditious retreat, shield*

(1 vial), monk's outfit, rice paper (10 sheets), scroll

SPECIAL ABILITIES

Anatomist* (Ex): Leyng's study in the workings of anatomy helps him know exactly where to aim blows so they strike vital organs. As a result, he gains a +1 trait bonus on all rolls to confirm critical hits.

On The Payroll^{**} (Ex): Leyng often served as a consultant to the Professor, retained for his insights into anatomy, physiology, and alchemical expertise. The Professor paid him a generous wage, allowing Leyng an additional 150 gp in starting equipment and alchemical items.

Background: Xiuj Hak Leyng (ZOOSH HOCK LAYNG) does not speak often of his life in the far-off academies, or the strange internal alchemies which his undying masters taught him in that place beyond the farthest oceans. Here, in a quiet hermitage softly rotting into the grey earth of the deep woods of the fog-shrouded Immortal Principality, the ancient-looking man called Student Leyng has spent the last thirty years of his life quietly plying a trade in the reduction of fevers, the telling of pregnancies, the secrets of gardening, and the occasional application of strange needles to the purpose of redirecting the life force within the body. Whispers claim, however, that within his shuttered lab are reagents which, when mixed in the proper sequence, can bring the dead back to life or restore sight to the blind, and that Leyng recalls the recipe for a mysterious elixir from forgotten lands which can call up a foul-smelling, manyfanged, iron-skinned yin-devil from within his very bones. While many of these claims are naught but wild fabrications and uneducated misunderstandings, Leyng perpetuates many of these myths to maintain his distance from those who annoy him-but also to create an aura of mystery and respect, which salves his fragile ego.

Xiuj Hak Leyng came to his new gothic homeland by way of gypsy caravans. He fled his homeland after an altercation where he defended his academy's honor against a rival monastery one which enjoyed far more popularity and routinely snubbed his own school as well as his masters. After arranging a quite spectacular explosion in the heart of the rival institution, he found it necessary to pursue a change in scenery, parlaying his skills as a healer into free passage, eventually settling in this current moribund nation, where he discovered a great many clients willing to experiment with the exotic acupuncture and alchemy which only he could provide.

In time, Leyng's skill captured the attention of the Professor, who consulted with him on a number of matters, even hiring the alchemist to test various substances he himself had secured, or to seek out rare reagents for him in the hills. Leyng has served as his retainer for nearly ten years now, thoroughly enjoying each new alchemical mystery they explored together.

Physical Description: Leyng looks much older than his true age, which he never divulges since he refuses to taunt the universe with how long he's managed to survive lest it strike him down. In actuality, he's only 49 years old, but looks 20 years beyond that. He shaved his head before leaving the east, but maintains a stark-white, sharply-pointed beard and narrow, drooping mustache which immediately marks him as an exotic outsider in his current land. He typically dresses in simple sandals, loose breeches, and a loose-fitting silk shirt bound together with several sashes which conceal or hold a variety of tools and weapons. Leyng stands only 5-feet, 6-inches in height and the compacted muscle of his tightly-wound body weighs 120 pounds soaking wet.

Personality: Leyng has an abrasive, spiteful personality, often presenting a sour face to the rest of the world when it intrudes on him. While among fellow scholars and alchemists, however, he gradually warms to a more grudging, if not enlightening, conversation, basking in the glow of any compliments and flattery offered for his unique cultural outlook—which he deems superior to all others. But Leyng is also paranoid, constantly fretting over people out to steal his secrets, prying into his personal identity, or

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unwilling to acknowledge the quality of his alchemy and unorthodox healing techniques. He makes a determined enemy, but also a staunch ally to those who earn his respect and reciprocate in kind. Unfortunately, regardless of how others pronounce his name, Leyng yells at them for getting it wrong even changing his own pronunciation of it to perpetuate such conflict for his own entertainment.

Advancement

At 2nd level, Leyng multiclasses by adding a level in monk to gain combat skills he can complement with his transformative mutagens. He adds skill ranks in Acrobatics, Climb, Craft (alchemy), Escape Artist, Perception, Profession (gardener), Profession (herbalist), and Stealth. He also selects Dodge as a bonus feat. Thereafter, Leyng advances both as an alchemist and a monk, choosing the former as his favored class and alternating between them as necessary. At 3rd level, Leyng advances once more as an alchemist, selecting the precise bombs discovery so he can better target opponents without endangering his allies. He also learns the formula for *true strike*. At 4th level, Leyng increases his Wisdom while gaining another level as a monk. He also acquires Scorpion Style as a bonus feat.

Roleplaying Ideas

- Leyng serves as a useful sage for any party with his skills in Appraise, Craft (alchemy), Heal, Knowledge (arcana), Knowledge (nature), and eventually Profession (herbalist).
- Always maintaining an air of mystery with his Tien alchemy and study of physiology, Leyng augments his healing skills with a strange acupuncture technique known as the Seven-Ghost-Needles. He swears by it as the most effective means of reducing stress, healing injuries, and improving the blood flow in support of a healthy life.
- Leyng constantly carries on about the importance of obscure traditions which only he understands, quoting confusing philosophies and flat-out gibberish (which no one can adequately refute) in an attempt to get his way.
- Leyng often tests new compounds and admixtures on his companions, willing or otherwise. These experiments almost always prove harmless...almost.



Under a 15-point buy, Leyng reduces his Strength by 4 points. This drops his attack and damage rolls by 2, as well as his CMB and CMD. Any Strengthrelated skills are likewise affected.

Usabot Vaskel

"T've never lacked for companionship my whole life, but it's been a lonely road knowing I'm the daughter of some hag who only brought me into this world to suit some plan or purpose of her own design. Far more important to me is my newfound brother, Agrimar. Both of us owe our lives to the Professor. And we look forward to someday repaying that debt."

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- Ysabot Vaskal



*See "changeling" entry in the Bestiary of Pathfinder Adventure Path #43: The Haunting of Harrowstone **See Advanced Player's Guide †See Carrion Crown Player's Guide ††Abbreviated, see "Languages" in in the official campaign setting book

Ysabot Vaskel

Female changeling* witch 1 CG Medium humanoid Init +2; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural) hp 7 (1d6+1)

Fort +0, **Ref** +2, **Will** +3

OFFENSE

Spd 30 ft.

Melee claw +0 (1d4), dagger +0 (1d4/19–20), quarterstaff +0 (1d6) Ranged dagger +2 (1d4/19–20), dart +2 (1d4) Special Attacks hexes** (*cauldron, evil eye* [–2, 6 rounds]) Spell-Like Abilities (CL 1st; concentration +3) 1/day—*mage hand*

Witch Spells Prepared (CL 1st; concentration +4) 1st—burning hands (DC 14), hypnotism (DC 14) 0 (at will)—message, spark**, stabilize

Patron Agility STATISTICS

Str 10, **Dex** 14, **Con** 10, **Int** 16, **Wis** 12, **Cha** 15 **Base Atk** +0; **CMB** +0; **CMD** 12 **Feats** Brew Potion, Extra Hex**

Traits Magical Talent**, Teacher's Pet†

Skills Bluff +2 (+4 vs. anyone sexually-attracted to her), Craft (alchemy) +11, Knowledge (arcana) +7, Knowledge (history) +9, Knowledge (nature) +7, Perception +1 (+3 if familiar is within arm's reach), Sense Motive +1 (+3 if familiar is within arm's reach), Spellcraft +7, Stealth +5; **Racial Modifiers** +2 Bluff vs. anyone sexually-attracted to her **Languages** Abyssal, Common, Aklo, 1 additional

(suggested: Varis.^{††})

SQ hag trait* (green widow), witch's familiar (cat named Persimmon)

Gear dagger, darts (6), quarterstaff, backpack, bedroll, candles (3), cauldron, chalk (1 piece), fortune teller's deck (common), ink (1 vial), inkpen, parchment (5 sheets), scroll case, spell component pouch, tindertwigs (3), trail rations (5 days), traveler's outfit, waterskin, whetstone

SPECIAL ABILITIES

Claws* (Ex) As a changeling, Ysabot's hands and fingernails have hardened and become sharp since her adolescence.

This gives her the claw (1d4) natural attack.

Hag Trait^{*} (**Ex**) Descended from a green hag, Ysabot finds it especially easy to lure and trick potential mates into pursuing her. This grants her a +2 trait bonus.

- Magical Talent[†] (Sp) Through a combination of inborn talent and obsessive study of the Professor's strange tomes, Ysabot mastered the use of the *mage hand* cantrip. She may cast it once per day as a spell-like ability at the same caster level as her witch spells, but using her Charisma modifier for concentration checks instead of Intelligence.
- **Natural Armor**^{*} (Ex) As the secret offspring of a hag, Ysabot has uncommonly tough skin, granting her a +1 natural armor bonus.
- **Teacher's Pet† (Ex)** Ysabot once studied as the Professor's student, often debating with him over the finer points of local history. She gains a +2 trait bonus on Knowledge (history) checks and Knowledge (history) is always a class skill for her.

Persimmon, Cat Familiar

N Tiny magical beast

Init +2; Senses low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 3 (1 HD)

Fort +1, **Ref** +4, **Will** +3

Defensive Abilities improved evasion

Offense

Spd 30 ft.

Melee 2 claws +4 (1d2–4), bite +4 (1d3–4)

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

STATISTICS

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Str 3, Dex 15, Con 8, Int 6, Wis 12, Cha 7 Base Atk +0; CMB +0; CMD 6 (10 vs. trip) Feats Weapon Finesse Skills Climb +6, Perception +5, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth SQ alertness, empathic link, share spells Stored Spells 0—all; 1st—burning hands, cure light wounds, hypnotism, identify, inflict light wounds, obscuring mist **Background:** Ysabot Vaskel (EEZ-uh-BOE VAZZ-kuhl) spent her first ten years assuming she was her mother's natural born daughter. But when orc raiders stole her mother away, Ysabot's entire world came crashing down. Her stricken father nearly drank himself to death. And, from his drunken ramblings, she pieced together the truth of her adoption. Some soul had left her on the doorstep of a local church as a baby, and the priests of the Lady of Graves convinced the Vaskel family to take her as their own. After all, her father's impotence had failed to give his wife a child. So, it all made perfect sense.

But the trauma of her mother's abduction, combined with her coming adolescence, began to unravel poor Ysabot's mind. Strange voices began calling to her at night. Voices only she could hear. She tried to ignore them at first, afraid to mention their disturbing whispers lest everyone doubt her sanity. She left home at the first opportunity, enrolling in a nearby all-girls' school. Only when the Professor ventured to her school as a guest lecturer and took an active interest in her exceptionally bright mind, did she finally confide in someone. He helped her understand her changeling nature, the unlikely offspring of a green hag, left to be raised by some unwitting family until her real mother called her home. He cautioned Ysabot against heeding the hag's call, explaining in detail what would happen if she did. Instead, he offered her a chance to travel and study with him until the voices stopped.

She did exactly that. But, ever curious, she also plied the Professor to further research her origins while learning under his tutelage. Together, they conducted various auguries and harrow readings into the guiding influences on her life. She never learned anything more about her real mother, but she did learn of her adopted mother's fate, as well as the existence of the half-orc baby, Agrimar, to which she'd given birth while in captivity. Ysabot made it her goal to seek him out, to rescue Agrimar from the dark influence of the orcs, and also to punish those who'd abused her mother. The Professor helped her complete that task. And now she, and her "brother" Agrimar, owe him a great debt. One they can only hope to repay.

Physical Description: Ysabot is quite diminutive and rail-thin compared to her "brother" Agrimar. She weighs only 110 pounds, but stands 5-feet, 6-inches tall with long black hair and a very pale complexion. She most frequently wears a blue, hand-made robe and matching cloak, and is almost always accompanied by her black cat, Persimmon.

Personality: Ysabot typically keeps her own counsel until she can thoroughly process every bit of information about a particular situation. Many take the quietly thoughtful girl as timid, but she proves calculating and bold when she chooses to speak her mind. Ysabot also takes great satisfaction and confidence in outlasting her hag mother's call. Even as she broadens her study in the mysteries of witchcraft, she's determined not to let it sway her to the evil her true mother intended. In this regard, she feels a kinship with the inner struggles of her half-orc "brother" and looks after him as surely as any true sibling would.

Advancement

Ysabot adds a level in the witch class each time she advances. She prefers to always enhance her skills in Craft (alchemy), Knowledge (arcana), Knowledge (nature), and Spellcraft, but adds a new rank in Bluff, Diplomacy, and Sense Motive as she can. At 2nd and 4th level, Ysabot picks up the misfortune and fortune hexes, respectively. At 3rd level, she spends her new feat on an Extra Hex to gain access to cackle, thereby extending the effects of her other hexes. In terms of advancing her spells, Ysabot learns dancing lights, jump, and mage armor at 2nd level. She then adds false life at 3rd level, followed by cat's grace, hold person, and ray of enfeeblement at 4th level. As soon as she can, Ysabot acquires an alchemist's lab so she can use her Brew Potion feat and Craft (alchemy) skill to create items to further support her companions.

Roleplaying Ideas

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- On occasion, Ysabot still hears the siren call of her hag mother, urging her to join their coven and become a green hag.
- Ysabot is an especially curious girl, particularly when it involves mysteries of arcane alchemy and spellcraft. She obsessively collects unusually gross reagents from the strangest specimens.
- Ysabot's cat familiar, Persimmon, often spies on her acquaintances, allies, and enemies alike. He seemingly shows up at the most inopportune times and unreachable places, unnerving those who cross his path.
- Ysabot views herself as a protector, first and foremost of her "brother" Agrimar, but to the rest of her companions, as well. She always seems to know more than she lets on, maintaining an air of cleverness and playfulness that can annoy the impatient. And she sometimes lashes out at those who belittle or devalue her "brother" upon learning of his orc heritage.

Scaling the PC

Under a 15-point buy, Ysabot reduces her Intelligence by 1 point and her Wisdom by 2. This drops the DCs of her spells and her Will save by 1. It also causes the removal of 1 skill rank (in Knowledge [history]) and 1 language (Abyssal).



reeping slowly through the gloaming, the wan light of a lone lantern scarcely beating back the crepuscular murk of shadow and fog, a lonely figure trudges on his homeward journey. He cannot shake the lingering sense that something is amiss, but that incessant dripping must be just the condensation of the fog, and the subsonic thrum just the rush of his own blood in his ears. Surely that. Surely nothing... unnatural. Yet the feeling is unshakable as he raises his lantern one last time and begins to turn. Dear God, what is that thing!!!

In horror, maybe more so than other genres, a picture is worth a thousand words if not more! These Appendices provide you with visual handouts for creatures, characters, and locations that you can use as detachable player handouts for visual reference without giving away any of your Secrets PCs Were Not Meant to Know!













One square = 5 feet











Stand-Ud Figures Persimmon Agrimar <u> Dominnia</u> Lilinica Erehiss Theodric Jehalt Linj Nak Merenso Ŋsabot

rom the deepest crypts to ancient cults of madness to intruders from the farthest reaches of alien dimensions, horror gaming comes in every size and shape imaginable... and some too terrible to imagine! Entire campaigns can be built around horror themes, from published adventure paths to terrifying homebrews, or its themes and tropes can be adopted as a disturbing interlude in the midst of a traditional fantasy game. Each journey into the mysterious and macabre world of Gothic horror is an opportunity for you to inject something very different from the everyday world of heroic fantasy.

em the Seals

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