



ADVENTURE PATH PLUG-INS



CORRUPTED CLASSES

By Clinton J. Boomer, Jason Nelson, Carl Cramer, N. Jolly, and Julian Neale



PATHFINDER
ROLEPLAYING GAME COMPATIBLE



CORRUPTED CLASSES

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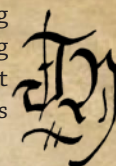
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WHAT YOU WILL FIND INSIDE CORRUPTED CLASSES

In the wasted lands where ravaging demon hordes and diabolic legions bring wrath and ruin, heroes and villains must face temptation from the dark powers and choose the path of villainy or the path of light. This capacious codex contains dozens of character options for the heroes and villains of the border wastes where the encroaching power of the nether planes has wracked, warped, and wounded the land itself. In the face of such blights on body, mind, and soul, valiant crusading grail knights and moon howlers face off with nihilistic anarchists, savage gore fiends, and heretical hellions, plus an entire range of cursed class alternatives for heroes and villains alike. Feats like Warped Mind, Twisted Flesh, and Apocalyptic Survivor mark those who have lived too long on the fringe of dissolving reality, while Fiendfoes and Force-Focusing

Oaths empower your champions to face the malevolent minions with their Fierce Fiendish Brilliance and Dark Force Adepts! You'll also find madness and mental corruptions, new magic items, and more for characters of every kind! Add Corrupted Classes to your Pathfinder campaign today and Make Your Game Legendary!

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



WELCOME TO ADVENTURE PATH 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, but at the same time are rich additions for your home game regardless of what campaign you may be running. 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, products that are innovative in their ideas, beautiful in their appearance, bursting with the creativity of the best authors in the business and developed with a rich interactive layout that blends form and function, and on top of all of that products that are flat-out fun to play.

HEY, WHAT'S WITH THE ADVENTURE PATH PLUG-IN?

You will see us use phrases such as "Righteous Crusade Adventure Path" instead of the title of the 13th adventure path published by Paizo Publishing, LLC, covering issues #73 to 78. Or, you may see us use names such as the "Demon Lands," the "Crusader Stronghold," the "Goddess of Valor," or the "God of Nature" instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these "replacement phrases." Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy these pregenerated characters for use in your "Righteous Crusade Adventure Path," helping to tame the "Demon Lands." See, that wasn't so hard, was it?

This product is also part of our line of support materials for campaign play for use with campaigns using a horror theme. We anticipate all manner of exciting additions to the game when Pathfinder Roleplaying Game Horror Adventures is released later this summer, but why wait to spring something truly horrible on your players? When you see these Horror Plug-Ins, you can expect they are designed to fit directly with the themes of that book, from mind-melting madness and sinister serial killers to most bloodthirsty bastards and blackguards that ever bedeviled your heroes. 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 anywhere.

SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official [Pathfinder Reference Document](#) as well as [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.

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The following notations are used to indicate sources for rules outside the *Pathfinder Roleplaying Game Core Rulebook*.

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

DHH = Softcover companion book for characters hunting demons

DTT = Softcover companion toolbox for characters using dirty tricks and tactics

GMG = *Pathfinder Roleplaying Game Gamemastery Guide*

ISI = Softcover guide to intrigue campaigns in the inland sea in the official Pathfinder campaign setting

ISM = Softcover guide to magic in the inland sea in the official Pathfinder campaign setting

ISR = Softcover guide to races of the inland sea in the official Pathfinder campaign setting

OA = *Pathfinder Roleplaying Game Occult Adventures*

PU = *Pathfinder Roleplaying Game Pathfinder Unchained*

UCam = *Pathfinder Roleplaying Game Ultimate Campaign*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UI = *Pathfinder Roleplaying Game Horror Adventures*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. 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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INTRODUCTION

In a traditional fantasy campaign, there is almost always a happy and safe homeland somewhere that players can visit when in need of rest and respite. The dangers of the world, though ever present, are somewhere *out there*, in the depths of the dark forest, in the dungeons below the fallen keep, or in the lost isles across the sea. Sinister plots may creep into those safe havens from time to time, only to be thwarted by the cleverness and courage of the heroes, but when the danger has passed home is once again safe and sound.

This is not that kind of campaign supplement.

The options herein presuppose a world, or at least a campaign, that teeters on the brink of apocalypse. There are *things* at work, an irruption of cosmic chaos and insensate evil that has pierced the veil of normalcy and rent it asunder. Horrors beyond imagining walk the earth in broad daylight, warping and defiling the land with every step.

CORRUPTED CLASSES

The following archetypes are uniquely well suited to a campaign set within or on the borders of a land of ultimate corruption. These class options interact with the physical corruptions of a land blighted by chaos and evil, whether battling the fiendish hordes that dwell therein or taking allegiance with them to drive back the defenders of sanity in the mortal world. They also deal with ideological and spiritual corruption, the miasmic taint on the mind and soul that come from venturing too close to such fundamental wrongness and having it seep into their subconscious. Some heroes are sufficiently pure of heart and stout of will to resist such corrupting influence, but many find themselves drawn away from their high calling into compromise and eventually out-and-out heresy. Those who started in a less pious place to begin with may find themselves drawn entirely into sedition, wrath, murder, and mayhem. The archetypes presented here are ideal for GM use for villains, but may also be useful for players wishing to push their characters right up to or beyond the moral event horizon.

For more information on using and selecting archetypes, see Chapter 2 in *Pathfinder Roleplaying Game Advanced Class Guide*.

ANARCHIST (INQUISITOR ARCHETYPE)

An anarchist is an agent of chaos and turmoil, one who seeks to upset existing power structures and set loose the power of the individual over all who would attempt to establish dominion over them. More common in cities, anarchists also can be found as agents-provocateur trying to destroy new-founded kingdoms before they can reach full flower.

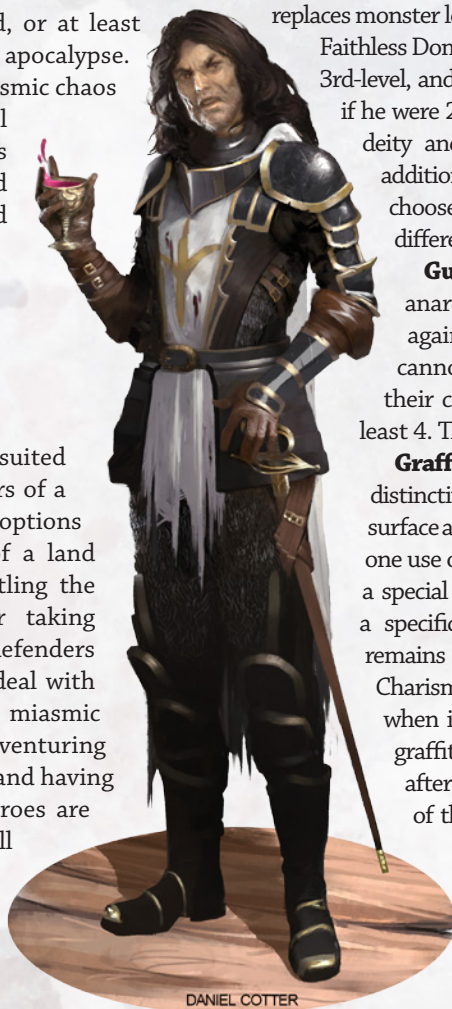
Seditious Spells: An anarchist can select and cast spells from the inquisitor list or the *mesmerist*^{OA} spell list. She casts these spells as divine spells but can use any holy or unholy symbol as a divine focus. All spells from both class lists are considered to be on her spell list for the purpose of using spell-completion and spell-trigger items. This replaces monster lore and track.

Faithless Domain: An anarchist does not gain a domain until 3rd-level, and his domain powers function in all respects as if he were 2 levels lower. He is not beholden to any single deity and can select any domain or subdomain. In addition, every 3 levels after 3rd the anarchist may choose to abandon her current domain and select a different one in its place. This alters domain.

Guarded Thoughts (Su): At 2nd level, an anarchist gains a +2 bonus on saving throws against divinations. In addition, her alignment cannot be detected by divination effects, unless their caster level exceeds her inquisitor-level by at least 4. This replaces *detect alignment*.

Graffiti (Su): At 3rd level, an anarchist can create a distinctive mark, image, or short message on any solid surface at will, as the *arcane mark* cantrip. She can expend one use of her judgment as a full-round action to create a special enchanted graffiti that ridicules and defames a specific named individual. As long as the graffiti remains in place, that individual takes a –2 penalty on Charisma checks and Charisma-related skill checks when interacting with any creature that can see the graffiti. This penalty increases by –1 every four-levels after 3rd. The anarchist can increase the duration of this graffiti to 8 hours by spending two uses of her judgment, or to 24 hours by spending three uses of her judgment.

At 6th-level, she can expend two daily uses of her judgment to create insulting graffiti that persists for 1 hour per inquisitor-level. Alternatively, she can expend one use of her judgment to create a terrifying piece of threatening graffiti. The graffiti's effect can be set to trigger as if it were a *glyph of warding*; however, rather than holding a spell effect the triggered graffiti functions as an Intimidate check, either to demoralize or to alter a creature's attitude, combined with a short message of up to one word per inquisitor-level. The Intimidate check is rolled at the time the graffiti is triggered; the anarchist does not



know in advance how effective her intimidation will be.

At 9th-level, an anarchist can expend three daily uses of her judgment to create insulting graffiti that persists for one day per inquisitor-level. In addition, she can spend 10 minutes or more creating a more elaborate graffiti image or message imbued with supernatural power. This imbues the *arcane mark* with the effect of a single mind-affecting spell she knows, identical in effect to a spell glyph created with *glyph of warding* or *greater glyph of warding*. The anarchist must spend 10 minutes and expend one daily use of his judgment for each-level of the spell.

This replaces solo tactics and the teamwork feats normally gained at 3rd, 6th, and 9th level. Creating graffiti expends daily uses of the anarchist's judgment but does not otherwise follow the rules for judgments.

Free Your Mind (Sp): At 5th level, an anarchist can *detect charm*^{ASoL}, as per the spell, for a number of rounds per day equal to her inquisitor-level. These rounds do not need to be consecutive. Activating this ability is a swift action. In addition, she adds *detect charm*^{ASoL} and *suppress charms and compulsions*^{ASoL} to her spells known. This replaces *discern lies*.

Incite Riot (Su): At 12th level, an anarchist can expend two uses of her judgment to incite a riot with shouted polemics and inflammatory rhetoric combined with salacious gossip and biting calumny. Each enemy within 30 feet is affected as if by a *song of discord* for as long as it can hear the anarchist. A successful Will save (DC 10 + 1/2 the anarchist's inquisitor-level + her Charisma modifier) negates the effect, and that creature is immune to this ability for 24 hours. Inciting a riot is considered one of the anarchist's judgments and follows the normal restrictions of her judgments.

At 15th-level, an anarchist can expend an additional daily use of her judgment to cause the riot to continue even after she ceases participating in the combat, whether because she has been incapacitated or has simply left the area. The riot continues for a number of additional rounds equal to the anarchist's Charisma modifier (minimum 1 round), after which all affected creatures gain a new saving throw each round at the beginning of their turn to end the effect, with a cumulative +1 bonus on their save for each round after the first.

At 18th-level, an anarchist can affect all enemies within 60 feet with this ability.

This ability replaces the teamwork feats normally gained at 12th, 15th, and 18th-level.

Free Thinker (Ex): At 17th level, an anarchist gains immunity to compulsions and mind-affecting divinations. This replaces slayer.

BLACK MAGE (KINETICIST ARCHETYPE)

There are those who merely dabble in atrocity & damnation, turning back from the brink of utter madness before comprehending the most-potent and wicked of soul-shattering, world-rending magics. Then there's a black mage, who takes their devotion to decadence and destruction to a whole new level.

Prerequisites: A black mage must first possess both the *dark elemental*^{HA} and the *elemental annihilator*^{OA} archetypes.

Horrid & Flexible Magics (Ex): A black mage may freely choose – as she wishes – to use either her Constitution score or her Intelligence score to determine her damage with wild talents, the DCs of all Constitution-based wild talents, the durations of wild talents with Constitution-based durations, her bonus on concentration checks for all wild talents, and any other class-related effects.

This choice is not permanent, and may be changed at any time without requiring an action: if a black mage possesses an Intelligence of 18 – and a Constitution of 16 – and she is the target of a *feeblemind* effect, for example, she automatically uses her Constitution score until such time as the effect is removed.

This alters the key ability score of wild talents.

Enough To Sunder Universes (Su): At 1st level, a black mage gains Burning Thunder of Omninkinesis and Heir to Power Unstable as bonus feats.

Relic-Staff (Su): At 1st level, a black mage gains a masterwork staff without cost; if this staff is lost, damaged or destroyed, it returns to her – restored to full hit points – the next time she wakes. She may not use any supernatural kineticist class abilities unless she is in possession of this staff. A black mage is always considered to have her hands free for purposes of kinetic blast, gather power and all other kineticist class features as long as she is holding only her staff.

All of a black mage's wild talents are considered to be both arcane and divine in origin just as much as they are psychic; any effect or special ability that resists any form of magic — such as the *History of Heresy*^{UCam} trait — is applied to all spells and supernatural or spell-like abilities a black mage uses.

Energies Only of Darkness: A black mage always deals half damage, rounded down, to any target that is undead or that is a living creature with negative energy affinity, such as a dhampir. This halving of her damage is applied after all damage reduction and energy resistances have already

been calculated and applied. In addition, A black mage may never gain the Kinetic Healer utility wild talent.

Such Strength in Sacrifice: Although a black mage does not gain the internal buffer class feature, she is considered to possess



that ability for purposes of the Force-Focusing Oath feat.

Immortality Within My Grasp: A black mage is always considered to possess the Craft Wondrous Item feat – as well as to be a caster of her character level – but only for the purpose of creating a lich’s phylactery.

GORE FIEND (VIGILANTE ARCHETYPE)

While some vigilantes practice restraint in their actions, a gore fiend knows only brutality, feeding on those weaker than them. While some try to restrain themselves, even the most noble of gore fiends are savage monsters, living to gorge themselves on the flesh of others.

Evil Vigilante (Ex): A gore fiend’s vigilante identity must be evil. A gore fiend whose vigilante identity becomes non-evil cannot gain new levels as a vigilante or gain viscera points until they feast upon the corpse of a creature they have killed, changing their alignment back to evil.

This ability alters dual identity.

Feasting Fangs (Ex): A gore fiend gains a bite attack which deals 1d6 damage plus 1 ½ times their Strength modifier. The gore fiend treats this as a manufactured weapon for the purposes of how many times they can attack with it, and all other natural attacks the gore fiend may possess are treated as secondary natural attacks if used in the same round as this bite attack. Whenever a gore fiend deals at least 1 point of damage with their bite attack against a living creature in combat, they gain 1 point of viscera.

A gore fiend can spend 1 viscera point as a free action to **rage** as per the **unchained barbarian**^{PU} class feature for a number of rounds equal to the gore fiend’s Constitution modifier. A gore fiend can only gain 1 viscera point per round, and viscera points last for 24 hours or until they are spent. A gore fiend can only possess 1 viscera point at a time. At 6th level and every 6 levels thereafter, a gore fiend can possess an additional viscera point.

Dealing damage to a helpless or unaware creature or on a creature that has fewer Hit Dice than half the gore fiend’s character level does not allow them to gain any viscera points, as the surge of energy from combat is as important as the devoured flesh to a gore fiend. A construct cannot take this archetype, but an undead creature can, using their Charisma modifier instead of their Constitution to determine the duration of their rage and how many times they can use their auto cannibalization class feature, treating their rage as a supernatural ability.

This ability replaces vigilante specialization.

Rage Power: At 2nd level, a gore fiend gains a **rage power** as though they were an **unchained barbarian**.

They also treat themselves as an **unchained barbarian** of their class level for the purpose of selecting **rage powers** and their effects. All natural attacks the gore fiend gains through **rage powers** are treated as primary natural attacks unless they would normally be treated as secondary natural attacks (such as hooves). At 4th level and every 2 levels thereafter, a gore fiend can select a rage power in place of a vigilante talent.

This ability replaces the 2nd level vigilante talent and alters vigilante talents.

Auto Cannibalization (Ex): At 3rd level, as a move action gore fiend can eat a part of their own body, dealing an amount damage to themselves equal to their character level to gain 1 viscera point. A gore fiend can use this ability a number of times per day equal to their Constitution modifier (minimum 1), although they cannot spend viscera points gained from this ability on their visceral healing class feature. This damage cannot be reduced by damage reduction and ignores temporary hit points.

This ability replaces unshakable.



Visceral Healing (Ex): At 5th level, a gore fiend can spend 1 viscera point as a move action to heal a number of hit points equal to their level. This ability replaces startling appearance.

Furious Rage (Ex): At 11th level, whenever a gore fiend spends a viscera point to enter a rage, they instead enter a greater rage. This ability replaces frightening appearance.

Tyrant Fangs (Ex): At 17th level, whenever a gore fiend gains a viscera point from their bite attack, their foe also takes 2 points of Constitution damage. This ability replaces stunning appearance.

Blood Rage (Ex): At 20th level, whenever a gore fiend spends a viscera point to enter a rage, they instead enter a mighty rage. This ability replaces vengeance strike.

HELLION (VIGILANTE ARCHETYPE)

When the souls of the damned pass through this world, they don't always end up where they should. At times, destiny intervenes, saving the soul of those who still have business in this world. Hellions are those who have been saved from such a fate, given a second chance at life to live as they choose. Some hellions take the chance to redeem themselves, while others use their newfound power to sow suffering and pain.

Aura of Evil (Su): The power of a hellion's aura of evil (see the detect good spell) is equal to their hellion level, even if they are not themselves evil, being treated as evil for the purposes of spells and other abilities that are dependant on their alignment.

Damned Loyalty (Ex): When a hellion is killed, their soul is instantly claimed by the lower planes. In time, the hellion's soul is transformed into an evil outsider appropriate to the greatest sins the hellion reveled in while they lived (if any). A lawful hellion is sworn to devils, a chaotic hellion is sworn to demons, and a neutral hellion is sworn to daemons.

Any character attempting to resurrect a slain hellion must succeed at a caster level check equal to 11 + the hellion's level or the spell fails. That character cannot attempt to resurrect the hellion again until the following day, though other characters can attempt to do so.

Hellfire (Su): A hellion can control one of the most dangerous forms of energy in existence, hellfire. As a free action, a hellion can ignite 1 weapon which they are currently

wielding (including natural weapons) in hellfire. A weapon wreathed in hellfire deals an additional +1d6 profane damage (profane damage is unable to be reduced by fire resistance). At 8th level and again at 16th, the hellfire deals an additional +1d6 damage. A hellion can maintain their hellfire for a number of rounds per day equal to 3 + ½ their hellion level, and can end this effect as a free action. If a creature's hit points are reduced to 0 or lower from this damage, it is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

This ability replaces the 2nd, 8th, and 16th level vigilante talents.

Consuming Hellfire (Su): At 5th level, whenever the hellion successfully damages a foe while their hellfire is active, they can choose to spend 1 round of their hellfire as a swift action to engulf the foe in flames. Treat this as though the foe had caught fire, except it lasts for a number of rounds equal to the hellion's Charisma modifier and the Reflex save to put it out is 10 + ½ the hellion's level + their Charisma modifier. This hellfire can be extinguished instantly by

dousing it with holy water, but not normal water, instead requiring a successful reflex save to put it out.

At 8th level and again at 16th, this ability deals an additional +1d6 profane damage per round.

This ability replaces startling appearance.

Cursed Hellfire (Su): At 11th level, whenever the hellion successfully attacks a foe while their hellfire is active, they can choose to spend 2 round of their hellfire as a swift action to force the target to make a Will saving throw (DC 10 + ½ the hellion's level + their Charisma modifier) or be cursed as per bestow curse. If a creature dies while affected by this curse, it is unable to be brought back to life until the curse is removed.

This ability replaces frightening appearance.

Damning Hellfire (Su): At 17th level, whenever the hellion uses their consuming hellfire ability, they can spend an additional 2 rounds of their hellfire to cause their foe to gain 1 negative level for each round they are on fire. If a creature gains an amount of negative levels equal to their hit die, the hellion can decide to destroy their soul as

a free action; a creature whose soul has been destroyed can only be brought back to life by a miracle or wish spell. Destroying a creature's soul is an evil act.

This ability replaces stunning appearance.



ORDER OF THE BLOOD KNIGHT (CAVALIER ORDER)

A cavalier who belongs to the order of the blood knight has pledged himself to a life without mercy. He has realized that in battle there is no kindness, no beauty, no nobility. When the ground is watered with the blood of enemies, there is naught left but to tread a path through the blood of the slaughtered until the next day of battle dawns. Those who live, live; those who die, die. Life is not about victory but survival, and the test of battle is the test of worthiness. A cavalier of this order does not bother to test himself against the weak; they will perish in the inevitable reaping to come.

Edicts: The cavalier must never show mercy to an enemy that surrenders. He cannot tend the wounds of the injured, and he must deliver a coup de grace to helpless foes whenever possible, during battle if not immediately threatened and immediately afterwards if not. He despises healing magic items as tools of the weak and destroys them when possible, though he can accept healing spells and effects (but not from magic items) used by comrades in battle and he does not steal or vandalize equipment belonging to comrades.

Challenge: Whenever an order of the blood knight cavalier issues a challenge, he deals 1 point of bleed damage on a successful hit against the target of his challenge. This bleed damage increases by 1 for every four levels the cavalier possesses. This bleed damage does not stack with itself, but it is increased by 1 each time the cavalier confirms a critical hit against the target of his challenge.

Skills: An order of the blood knight cavalier adds Perception (Wis) and Spellcraft (Int) to his list of class skills, and he can make Spellcraft checks untrained. If he has ranks in the skill, he receives a bonus on the check equal to 1/2 his cavalier level (minimum +1) as long as the check involves healing magic.

Order Abilities: A cavalier that belongs to the order of the blood knight gains the following abilities as he increases in level:

Crimson Flow (Ex): At 2nd level, whenever the cavalier deals

bleed damage to a creature, the DC of Constitution checks or Heal checks to halt that bleed damage or stabilize while dying is increased by 3. This modifier increases by 1 at 6th level and every 4 levels thereafter.

In addition, the cavalier becomes unnaturally attuned to healing magic and can use a full-round action to examine an item to determine if it has magical healing powers. This functions as *detect magic* but affects only a single touched item, and it only detects the magical auras of items that create effects of the conjuration (healing) school.

Rain of Blood (Su): At 8th level, whenever the cavalier is within 10 feet of the target of his challenge, all injured enemies within 10 feet take 1 point of bleed damage. This stacks with bleed damage from other sources. In addition,

he can expend two daily uses of his challenge to afflict a single creature within 30 feet with the *hemoculysis spellblight*TM; a successful Fortitude save (DC 10 + 1/2 the cavalier's class level + his Charisma modifier) negates this effect.

Blood Sympathy (Su): At 15th level, whenever the target of the cavalier's challenge is taking bleed damage and would benefit from a magical healing effect, the cavalier can expend one daily use of his challenge as an immediate action to "steal" the effect of that healing from the target of his challenge, allowing him to gain the benefits of that healing instead. A successful Fortitude save (DC 10 + 1/2 the cavalier's class level + his Charisma modifier) allows the target to retain the healing effect for itself; however, this magical healing does not halt any bleed damage dealt by the cavalier.

The cavalier can use this ability on a creature with fast healing or regeneration, allowing him to similarly steal the curing effects of that ability from the target for a number of rounds equal to one-half his cavalier level. If the target successfully saves, it regains hit points normally with its fast healing or regeneration, but that ability does not halt the bleed damage dealt by the cavalier for a

number of rounds equal to one-half the cavalier's level.

The cavalier must have line of sight to the target of his challenge and the target must be within 60 feet in order to use this ability.



RIVEN MEDIUM (MEDIUM ARCHETYPE)

Some scholars of the occult regard mediums as dangerous people with corrupted souls, because they use their bodies as vessels for other entities. While this may or may not be true for most mediums, riven mediums are the most likely source of those scholars' beliefs. This is because these mediums' minds are impure, being able to unleash the personality of a dark creature as an act of will. The dark personality enhances a riven medium's magic, but also make him vulnerable to evil magic.

Riven mediums become two personalities sharing a single body. Both the cruel "dark personality" and the original medium think of themselves as the true form, and they must learn to work together to achieve their joint goals. More often than not, riven mediums eventually become their dark personality, and the normal personality may only be brought forth when required by social custom or a need for obscurity and stealth arises. Unfortunately, the dark personality of a riven medium is often a more violent, unforgiving personality (which can lead to conflict between the two versions of the same character).

Alignment: Any. A riven medium has two alignments (see the dark personality ability), of which at least one must be evil. While a riven medium can be of any alignment, most that are good-aligned find that the actions taken and thoughts made while the dark personality is manifested eventually make them neutral.



Dark Personality (Ex): A riven medium's dark personality is an alter ego that has a different personality than his own, an outgrowth of the corruption within his soul. The dark personality shares memories and basic goals with the riven medium's normal personality but goes about meeting those goals in a different manner. The dark personality is often ugly and monstrous, and may even think it has a different race or gender than the medium's. Indeed, the dark personality often has his or her own name, may have different body language and facial expressions from his normal personality, and may attempt to maintain independent relationships and strongholds (though the alter ego's limited time in existence often makes this difficult). The dark personality even has his or her own alignment (which is selected by the player, but must be different from the riven medium's normal alignment, and must be evil). The change in alignment only affects the riven medium while in her dark personality, as far as *detect* spells are concerned, but he is susceptible to other alignment effects as detailed under the vulnerability to corruption ability.

Example: Daron is a neutral good riven medium. His dark personality is called Zarath. Zarath is lawful evil, and more interested in seeing an ordered world ruled by the powerful than promoting the greatest good. Zarath is aware he exists only when called on by Daron, but seeks to build his own circle of like-minded friends during the hours he exists. Zarath does not dislike Daron, but feels his normal personality is too soft and innocent to survive in the harsh world the medium lives in. As Daron, the character detects as good; as Zarath, the same character is lawful evil, is not revealed by a *detect good* spell, but is detected as lawful and evil by a *detect law* and *detect evil* spell, respectively.

Manifest Corruption (Su): By allowing the corruption inherent within a riven medium's soul to overcome him, his dark personality manifests as a swift action. When using manifest corruption, the riven medium increases the DCs of his medium spells by 1, gains a +2 morale bonus on Will saves, and becomes immune to fear effects. The increase to save DCs also applies to spells granted by spellcasting spirits such as the archmage, not just the medium's base spells. Whenever he casts a spell that deals damage while using manifest corruption, he can cause one creature that took damage from the spell to also take 1 point of bleed damage. The amount of bleed damage increases to 2 points at 5th level and to 1d6 points at 13th level. Bleed damage from this ability does not stack with itself, and bypasses any damage reduction the creature might possess.

A riven medium can use manifest corruption once per day for 10 minutes per riven medium level. The riven medium's dark personality manifests until manifest corruption's duration expires, his magic is interrupted (as with an *antimagic field*), or he expends another use of his manifest corruption ability. When a riven medium is in mortal peril, such as when combat starts, he must

succeed at a Will save (DC = 20 + 1/2 his medium level) or manifest his dark personality (which counts as a use of manifest corruption). At 8th level, a riven medium can manifest corruption two times per day; this increases to three times per day at 12th level, four times per day at 15th level, and five times per day at 17th level. At 9th level, the duration of manifest corruption is doubled. This ability replaces the spirit bonus at 1st level and shared seance.

Vulnerability to Corruption (Ex): Because of the corruption present within a riven medium, he is more susceptible to some types of magic. A riven medium suffers a -4 penalty on Will saves against effects cast by evil creatures. If the riven medium's normal personality is not evil, when he is affected by an effect that varies depending on the target's alignment, he is treated as either his normal alignment or as evil, suffering the worst possible effect. For example, a good-aligned riven medium is subject to both smite good and smite evil effects.

DESIGNER'S NOTE: THE RIVEN MEDIUM

Nythria's greatest and most gruesome accomplishment was the secret room in which she stored hundreds of faces stolen from both the living and the dead. Nythria's Shards of Memory describes in great detail the origin of her most prized masks, sometimes the faces of monarchs and other powerful dignitaries, and the painstaking care she took to replenish supplies of fresh blood in which to soak her treasures. Nythria donned a different face for each assassination or spying mission she undertook, to the point that glimpsing her own face in the mirror seemed strange to her. Nythria insists in her memoirs that anyone capable of casting steal face can curate such a collection, but boasts that none will ever be as extensive as hers. The final lines of the text mourn the loss of the collection, which will surely wither and decay without her care.

Protection Aura (Su): At 8th level, when using manifest corruption, a riven medium projects a field which protects him. He gains DR 5, as a psychic^{OA} with the abomination discipline, changing the type of DR each time manifest corruption is used. The DC of his medium spells increases by 2 (instead of by 1). This ability replaces the increase to spirit bonus at 8th level and propitiation.

Corruption Rising (Su): At 15th level, a riven medium's corruption becomes more prominent. When using manifest corruption, the DR value increases to 10 and the DC of his medium spells increases by 3 (instead of by 1). This ability replaces trance of three.

Corruption Ascendant (Su): At 20th level, a riven medium's corruption becomes ascendant in his soul. When using manifest corruption, the DC of his medium spells increases by 4 (instead of by 1), and the DR provided by protection aura requires two types to overcome instead of one; for example, cold iron and magic. This ability replaces astral beacon.

CRUSADER ARCHETYPES

While evil often seems ascendant in the face of an eldritch invasion from beyond, there are certainly those who seek to stand in the breach and drive back the forces of darkness. There is no shortage of cavaliers, clerics, inquisitors, paladins, and rangers devoted to driving back the tide of evil outsiders. Some may represent the more jaded side of a crusade, where righteous certitude has given way to moral compromise, like the vindictive bastard^{AHH} archetype or the low templar^{ISWG} prestige class, but many hold true to their ideals. Any class specializing in thwarting foes from the lower planes may find themselves drawn to adventure into the heart of darkness, to seal the ruptured gates that grant their enemies access to the mortal world and to throw down the earthly tyranny established by their otherworldly foes.

GRAIL KNIGHT (PALADIN ARCHETYPE)

Where the land is wracked and tormented by the hosts of hell and the spawn of the pit, you see the hope for its healing and redemption. The infestation of the infernal is a disease, a blight, and you will expunge it through fire and sword in one hand, and the gentle cup of purification and restoration in the other.

Fiendfinder (Su): A grail knight is devoted to the cleansing of a wounded land and purging it from the influence of a fiendish race. She must select a single subtype of evil outsiders, such as demons, devils, daemons, kytons, qlippoths, demodands, or oni. She can detect outsiders of that type at will, as if she had cast detect demons^{DHH} (though affecting her chosen subtype, if not demons). Much as when using her *detect evil* ability, she can concentrate on a single item or creature within 60 feet as a move action, gaining information about that item or creature as if she had concentrated for three rounds with *detect demons*. This replaces the mercy normally gained at 3rd level.

Landwarden (Ex): At 3rd level, a grail knight becomes inured to the terrors and torments of her chosen wounded land, and an expert on its dangers and how to survive there. She treats that wounded land as her avored terrain, as the ranger class feature. The bonus granted by this ability begins at +2 and increases by 1 for every 5 levels after 3rd; however, she does not gain additional types of favored terrain. A grail knight gains immunity to any tainted plague endemic to her chosen wounded land. This replaces divine health.

Celestial Channeling (Su): At 4th level, a grail knight can expend two uses of her lay on hands ability to channel heavenly energies in a manner similar to a cleric channeling positive energy, treating her paladin level as her cleric level for this purpose. However, rather than healing living creatures or damaging undead, she can instead heal outsiders with the good subtype or to harm outsiders with the evil subtype (as the Alignment Channel feat). For the purpose of this ability, creatures with an aura of good, such as paladins and good-aligned clerics of good-aligned deities, are treated as outsiders with the good subtype, and creatures with an aura of evil, such as antipaladins

and evil-aligned clerics of evil deities, are treated as outsiders with the evil subtype. This replaces channel positive energy.

Fiendslayer (Ex): At 4th level, a grail knight has mastered the art of battling her chosen subtype of evil outsiders and driving them forth from her wounded land. She gains a +1 competence bonus on attack rolls, caster level checks, Will saves, and Intimidate, Perception, and Sense Motive checks against creatures of that subtype. This bonus also applies to the save DC of spells, spell-like abilities, and supernatural abilities she uses against her chosen subtype. This bonus increases by 1 for every 4 levels after 4th. In addition, on the first successful attack each round a grail knight makes against her chosen subtype, she deals an additional 1d6 points of damage; this increases by 1d6 for every 4 levels after 4th. This replaces the use of smite evil normally gained at 4th, 10th, and 16th level.

Holy Grail (Su): At 5th level, as a standard action a grail knight can forge a consecrated bond with a cup, goblet, or chalice inscribed with her holy symbol, infusing it with power for 1 minute per level. As long as it is infused with divinity, the grail sheds light as a *light* spell, and the grail knight can perform the following actions with it:

As a swift action, fill the cup with cool, refreshing water at will.

As a full-round action, she can fill the cup with holy water; this holy water loses its virtue 1 round after leaving the grail, so it cannot be stored for later use.

As a full-round action, she can fill the cup with water and expend one use of her lay on hands ability while giving an ally a drink. When rolling to see how many hit points of damage are healed by her lay on hands ability, the grail knight can reroll all 1's.

In addition, she can expend 1 minute of her grail's duration as a standard action to perform one of the following feats:

Bless weapon: She can anoint her weapon, as if she had cast *bless weapon*.

Bless the land: She can pour out water upon the land and bless it, granting the effect of either consecrate or *sacred space*^{APG} for 1 hour.

Daylight: Increase the radiance shed by her grail to equal that of a *daylight* spell.

Guard the helpless: As a swift action, she can grant the benefit of *sanctuary* to herself and one adjacent ally. This effect persists until the beginning of her next turn. If her ally is helpless, this *sanctuary* effect persists until the ally is no longer helpless or until the grail knight's consecrated bond ends. The save DC is Charisma-based.

Heal the land: She can pour out water upon the land and purge it from impurities and the influence of fiends. This functions as *dispel magic* against a single conjuration (creation) or transmutation effect affecting the ground, water, or plant life within 30 feet, as long as that effect was created by a creature with the evil subtype or an aura of evil. The paladin uses her class level as her caster level for this caster level check. This can dispel permanent effects but cannot reverse instantaneous effects.

Living water: She can fill the trail with pure, live-giving water



that slakes hunger and thirst as well as healing damage. Drinking a sip of this water is a move action that has the same effect as eating a *goodberry*, and each time she uses this ability she creates enough water for 2d4 sips.

Neutralize poison: She can use *neutralize poison* on any substance poured into the grail.

Sacred shield: She can invoke an aura of holy force around the grail. This protects her like the *shock shield*^{UC} spell, but if the shield is dismissed the damage dealt is celestial energy that deals 2d4 points of damage to evil creatures, 1d4 to neutral creatures, and no damage to good-aligned creatures (Reflex half). The save DC is Charisma-based.

Transmute potion: She can convert the spell effect of any potion poured into the grail into a potion of any conjuration (healing) spell of the same level or lower. The potion can then be consumed (a potion can be poured into the grail and then consumed in the same round as a full-round action) or poured back into its original container (as a move action).

The grail must be held in at least one hand to perform any of the above abilities. This replaces the use of divine bond gained at 5th level.

Cup of Mercy (Su): At 6th level, a grail knight gains the ability to enhance her lay on hands ability when giving an ally a drink as a full-round action that provokes attacks of opportunity. In addition, to the hit points healed by her lay on hands ability, she may select any one *mercy* available to a 3rd-level paladin, granting her ally that benefit as well. She may select a different mercy each time she administers a cup of mercy. She does not gain mercies when using lay on hands as a swift or standard action.

At 12th level, she can apply the benefits of two mercies, choosing from those available to a 9th-level paladin. If either mercy has a prerequisite, she must choose the prerequisite as well.

At 18th level, she can apply the benefits of three mercies, choosing from those available to a 12th-level paladin. If either mercy has a prerequisite, she must choose the prerequisite as well.

This replaces the mercies normally gained at 6th, 12th, and 18th level.

Divine Bond (Su): A grail knight gains this ability at 9th level, and it functions as though she were 4 levels lower than her actual level. She also can expend uses of this ability to activate her holy grail ability.

Celestial Censure (Su): At 9th level, a grail knight's celestial channeling becomes more potent against evil outsiders of her chosen subtype (see fiendslaying) when her holy grail is in hand and infused with divinity. Evil outsiders of this subtype are stunned for 1 round on a failed save against her celestial channeling, and those whose Hit Dice are less than half her paladin level are banished back to their home plane on a failed save. Outsiders whose Hit Dice exceed the grail knight's paladin level are immune to this effect. This replaces the mercy normally gained at 9th level.

Consecrated Cup (Su): At 15th level, whenever a grail knight is in combat with evil outsiders of her chosen subtype (see fiendslaying) and her holy grail is in hand and infused with divinity, she is surrounded by a specialized *holy aura*. The caster level of this effect is equal to her paladin level and the save DC is Charisma-based; however, its effects apply only against attacks and effects created by evil outsiders of her chosen subtype. If she drops the grail, the *holy aura* persists until the end of her next turn. If she regains her grip on the grail before that time, the *holy aura* continues uninterrupted; otherwise, the effect ends. This replaces the mercy normally gained at 15th level.

MOON HOWLER (SUMMONER ARCHETYPE)

Moon dogs^{B5} are steadfast opponents of evil, but cannot be everywhere at once. They sometimes ally with other celestials to combat fiends preying on innocent mortals on the Material Plane, prowling by night against insidious invaders. They also sometimes befriend young summoners who seem receptive to their approach, granting them special abilities; these summoners are called moon howlers. In return, moon howlers are expected to act for the cause of good, and occasionally perform tasks for moon dogs when they ask for assistance. Because moon dogs like to work in packs, they find a way to ensure that moon howlers who are close to each other know who they are, thus forming associations or organizations of moon howlers.

Alignment: Any good. A moon howler who becomes non-good

loses this archetype, and cannot regain it unless he returns to his former alignment and atones for his deeds (see the atonement spell description).

Diminished Spellcasting: A moon howler has one fewer spell slot of each level than a regular summoner. If this reduces his number of spell slots of a particular level to zero, he can cast spells of that level only if his Charisma allows bonus spells of that level. This ability alters the summoner's spellcasting.

Eidolon: A moon howler's eidolon must have the quadruped base form, and at least somewhat resemble a moon dog. This ability alters eidolon.

Summon Monster (Sp): In addition to the normal choices a moon howler has when using this spell-like ability, when using *summon monster VII*, he may summon one moon dog instead. When using *summon monster VIII*, he may summon 1d3 moon dogs, and when using *summon monster IX*, he may summon 1d4+1 moon dogs. This ability alters the *summon monster* spell-like ability.

Lick (Su): At 4th level, as a standard action, a moon howler can lick a character to provide a *cure light wounds* effect to the target. Alternatively, a moon howler can kiss quickly (peck) the target. At 8th level, a lick may instead produce one of the following effects: *neutralize poison* or *remove disease*. Caster level equals the moon howler's level. The *cure light wounds* effect is replaced by *cure moderate wounds* at 8th level, by *cure serious wounds* at 12th level, and by *cure critical wounds* at 16th level. The *cure wounds* spell-like ability is usable at will by the moon howler, but can affect a given recipient only once per day; it can only be used to heal, not to inflict damage. A lick that provides the effect of *neutralize poison* or *remove disease* expends one use of the moon howler's *summon monster* spell-like ability. This ability replaces shield ally, greater shield ally, and merge forms.

Bay (Su): At 6th level, as a standard action, a moon howler can produce one of the following effects when he howls or barks. Each bay is a sonic effect that functions as the spell of the same name (caster level equal to the moon howler's level) except as noted below. Save DCs are 10 + 1/2 the moon howler's level + the moon howler's Charisma modifier. A creature that successfully saves against one of these effects is immune to that bay effect, created by that howler, for 24 hours. Using bay expends one use of the moon howler's *summon monster* spell-like ability. The level at which these effects are gained is indicated in parenthesis. The following effects, marked with a *, affect only evil creatures. This ability replaces maker's call, transposition, aspect, and greater aspect.

Scare (at 6th): As per the spell *scare**.

Fear (at 8th): As per the spell *fear**. Alternatively, it can instead be used to create a 15-ft.-radius spread centered on the moon howler.

Holy Smite (at 8th): As per the spell *holy smite*, except range is close (25 ft. + 5 ft./2 levels) rather than medium.

Dismissal (at 10th): This effect works as per the spell *dismissal*, except it targets one evil extraplanar creature.

Greater Fear (at 18th): As per the spell *fear**, and the cone range is 60 feet. Alternatively, it can instead be used to create a 30-ft.-radius spread centered on the moon howler.

CURSED ARCHETYPES

One way to introduce a touch of horror into a wide variety of character classes is to introduce the power of a curse to their history and heritage. Characters that might otherwise have simply trained and studied to hone their natural gifts and acquired skills are instead burdened with a glorious or terrible purpose that cumburs their destiny. Many also acquire curses as a result of living near lands where curses run rampant, be they realms of Gothic-style horror or demon-haunted wastelands where the essence of chaos and destruction rains down and taints all the lands nearby. These curses might arise naturally, as an accident of birth, or may be brought back by travelers, crusaders, or questing heroes back from the wars and carrying with them all unknowing the insidious and pernicious blight that will one day befoul their family tree.

This section presents an array of simple class archetypes to help facilitate making accursed characters of many kinds, granting them a curse equivalent to an oracle's curse in place of some of their traditional class features. All accursed archetypes presented here also gain the following class features.

Acquainted with Sorrow (Ex): You are a magnet for misfortune, taking a -1 penalty on saving throws against curses and harmful emotion effects other than fear. However, you gain a +1 bonus on saving throws against compulsions (other than emotion effects) and fear. In addition, you are quick to recognize curses, gaining a +2 bonus on Knowledge or Spellcraft checks related to curses, including identifying the true nature of cursed magic items.

If you are a spellcaster, you add the following spells to your list of spells known and your class spell list: 1st-*doom*; 2nd-*oracle's burden*^{APC}; 3rd-*bestow curse*; 4th-*remove curse*; 5th-*major curse*^{UM}. If these spells are already on your class spell list at a different spell level, you may use the lower of the two spell levels to prepare or cast them. This does not alter their level for the purpose of crafting magic items.

Impoverished (Ex): An accursed or doomed character's starting wealth as a 1st-level character is halved.

DOOMED DRUID (DRUID ARCHETYPE)

Druids use the power of nature, but not all such powers are benign. A druid often falls under a curse, either as a price of power, or as a consequence of events. The druids that fall under such curses are often headstrong individuals, some being the nobility of druidic society, others with fey or monster

blood in their veins.

Spells: A doomed druid is a spontaneous spellcaster rather than preparing spells as a normal druid does. He uses **Table 1: Doomed Druid and Shaman Spells Known** to determine how many spells he knows of each level, choosing them from the druid spell list. At 4th level and every even-numbered level thereafter he can choose to learn a new spell in place of one he already knows of the same level. He loses access to the spell being replaced and now can cast the new spell. He can swap only a single spell at each level, and must choose whether to swap a spell when he learns new spells for that level.

A doomed druid uses **Table 2: Doomed Druid and Shaman Spells per Day** to determine how many spells of each level he can cast per day. He gains additional spell slots he can use each day based on his Wisdom score.

A doomed druid's spellcasting otherwise follows the rules for spontaneous spellcasters. This alters spells.

Cursed Defense (Ex): When carrying a

light load and not wearing armor, a doomed druid adds his Wisdom bonus (if positive) as a dodge bonus to his Armor Class and CMD.

This bonus is halved if the doomed shaman uses any spell or effect that grants her an armor bonus to AC. A doomed druid can use a shield (other than a tower shield) in conjunction with this ability.

Doomed Druid's Curse (Su): A doomed druid suffers under a oracle's curse. All references to the oracle class, spell list, or levels instead apply to the druid equivalent. This replaces venom immunity and timeless body.

Patron (Ex): A doomed druid has a witch's patron similar to that of a witch and adds the spells granted by her patron to her list of known spells. This is in addition to the "spells known" from **Table 1: Doomed Druid and Shaman Spells Known**.

DOOMED SHAMAN (SHAMAN ARCHETYPE)

Shamans use the power of nature and the spirits that inhabit it, but not all such powers are benign. A shaman often falls under a curse, either as a price of power, or as a consequence of events. Such shamans often become heroes among their people, combining elan and mystical ability.

Spells: A doomed shaman is a spontaneous spellcaster rather than preparing spells as a normal shaman does. He uses **Table 1: Doomed Druid and Shaman Spells Known** to determine how many spells he knows of each level, choosing them from the shaman spell list. At 4th level and every even-numbered level thereafter he can choose to learn a new spell in place of one he already knows of the same level. He loses access



Table 1: Doomed Druid and Shaman Spells Known

Class Level	Spells Known									
	0	1	2	3	4	5	6	7	8	9
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	1	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

Table 2: Doomed Druid and Shaman Spells Per Day

Class Level	Spells Per Day								
	1	2	3	4	5	6	7	8	9
1st	3	—	—	—	—	—	—	—	—
2nd	4	—	—	—	—	—	—	—	—
3rd	5	—	—	—	—	—	—	—	—
4th	6	3	—	—	—	—	—	—	—
5th	6	4	—	—	—	—	—	—	—
6th	6	5	3	—	—	—	—	—	—
7th	6	6	4	—	—	—	—	—	—
8th	6	6	5	3	—	—	—	—	—
9th	6	6	6	4	—	—	—	—	—
10th	6	6	6	5	3	—	—	—	—
11th	6	6	6	6	4	—	—	—	—
12th	6	6	6	6	5	3	—	—	—
13th	6	6	6	6	6	4	—	—	—
14th	6	6	6	6	6	5	3	—	—
15th	6	6	6	6	6	6	4	—	—
16th	6	6	6	6	6	6	5	3	—
17th	6	6	6	6	6	6	6	4	—
18th	6	6	6	6	6	6	6	5	3
19th	6	6	6	6	6	6	6	6	4
20th	6	6	6	6	6	6	6	6	6

to the spell being replaced and now can cast the new spell. He can swap only a single spell at each level, and must choose whether or not to swap a spell when he learns new spells for that level.

A doomed shaman uses **Table 2: Doomed Druid and Shaman Spells per Day** to determine how many spells of each level he can cast per day. He gains additional spell slots he can use each day based on his Wisdom score.

A doomed shaman's spellcasting otherwise follows the rules for spontaneous spellcasters. This alters spells.

Nature's Doom (Su): A doomed shaman gains an oracle's curse, treating her shaman level as her oracle level for all purposes.

Spirit Magic: A shaman adds her spirit magic spells to her list of spells known, and at 4th level adds the spirit magic spells of her wandering spirit to her list of spells known, but only for the current day. She does not gain an additional spell slot of each level with which to cast her spirit magic spells; however, she can cast her spirit magic spells with any spell slot she has of the appropriate level. This alters spirit magic.

Doomed Dodge (Ex): When carrying a light load and not wearing armor or wielding a shield, a doomed shaman adds his Charisma bonus (if positive) as a dodge bonus to his Armor Class. This bonus is halved if the doomed shaman uses any spell or effect that grants her an armor or shield bonus to AC.

ACCURSED BLOODRAGER (BLOODRAGER ARCHETYPE)

A bloodrager's furious fighting style and magical power arises from her tainted bloodline, but this power comes with a terrible price. The same blood that fuels a bloodrager's strength also carries a curse.

Blood Curse (Su): An accursed bloodrager gains an oracle's curse, treating her bloodrager level as her oracle level for all purposes.

Bonus Feats: An accursed bloodrager gains one bonus feat at 6th level but does not gain additional bonus feats thereafter. This alters bonus feats.

ACCURSED INVESTIGATOR (INVESTIGATOR ARCHETYPE)

An investigator seeks out secrets of many kinds, sometimes uncovering lost lore or the answers to secrets that mortals were not meant to know. That forgotten doom now dogs his every step as he continues seeking the truth, carrying with him the bitter knowledge that truth can definitely hurt.

Secret Curse (Su): An accursed investigator gains an oracle's curse, treating his investigator level as his oracle level for all purposes. Effects of her curse that normally would be based on Charisma are instead based on Intelligence for an accursed investigator. This replaces poison lore, poison resistance, and poison immunity.

ACCURSED KINETICIST (KINETICIST ARCHETYPE)

Wielding the power of the elements, a kineticist's power often springs unbidden into being with maturity, but for others these powers arise in response to some terrible psychic trauma. The effects of such a traumatic unfolding of psychic power linger and taint body, mind, and soul with a curse.

Kinetic Curse (Su): An accursed kineticist gains an oracle's curse, treating her kineticist level as her oracle level for all purposes. Effects of her curse that normally would be based on Charisma are instead based on Constitution for an accursed kineticist.

Utility Wild Talent: An accursed kineticist gains her first utility wild talent at 3rd level, gaining additional wild talents every 3 levels thereafter. She can replace one of her utility wild talents with a different wild talent of the same level or lower at 9th, 12th, and 18th levels, rather than the levels normally allowed. This alters wild talents.

ACCURSED MEDIUM (MEDIUM ARCHETYPE)

A medium meddling with vengeful spirits leaves him open to curses and obsessions of all kinds. Most mediums are able to protect themselves with the help of their channelled spirits or are able to rid themselves of unwanted power through an astral trance, but some are too wound up in worldly affairs to be able to free themselves this way.

Medium's Obsession (Su): An accursed medium gains an oracle's curse, treating her mesmerist level as her oracle level for all purposes. This replaces ask the spirits, astral journey and trance of three.

ACCURSED MESMERIST (MESMERIST ARCHETYPE)

A mesmerist sometimes must pay a price for his power, or for breaking away from the individual or power that gave him power in the first place. The cursed mesmerist operates under a curse or mental block. Some spend their life hiding this from the public and their own followers, others make it an ideal for others to emulate.

Mesmeric Doom (Su): An accursed mesmerist gains an oracle's curse, treating her mesmerist level as her oracle level for all purposes. This replaces mental potency and glib lie.

ACCURSED OCCULTIST (OCCULTIST ARCHETYPE)

An occultist digs around in the dregs of the past, and sometimes finds all kinds of nasty curses. Others are born under an unlucky star and delved into occultism to find a possible cure.

Occult Curse (Su): An accursed occultist gains an oracle's curse, treating her occultist level as her oracle level for all purposes. Effects of her curse that normally would be based on Charisma are instead based on Intelligence for an accursed occultist. This replaces outside contact.

ACCURSED PSYCHIC (PSYCHIC ARCHETYPE)

The powers of the mind are often honed through careful study, but what is a gift for some is a nightmare for others, an inescapable connection with every mind around them. This connection may become more than just mental, binding them to the doom and destiny of those they have contacted, and leaving them open to the predations of shadowy figures of the psychic plane.

Psychic Curse (Su): An accursed psychic gains an oracle's curse, treating her psychic level as her oracle level for all purposes. Effects of her curse that normally would be based on Charisma are instead based on Intelligence for an accursed psychic.

Phrenic Amplification: An accursed psychic gains her first phrenic amplification at 5th level, gaining additional amplifications every 5 levels thereafter. This alters phrenic amplification.

ACCURSED SORCERER (SORCERER ARCHETYPE)

A sorcerer gains magic from his blood, but sometimes at a high cost. The same blood that fuels the sorcerer's magic can also bring a curse.

Blood Curse (Su): An accursed sorcerer gains an oracle's curse, treating her sorcerer level as her oracle level for all purposes.

Bloodline Feats: An accursed sorcerer gains one bloodline feat at 2nd level but does not gain additional bloodline feats thereafter. This alters bloodline feats.

ACCURSED SPIRITUALIST (SPIRITUALIST ARCHETYPE)

A spiritualist attracts the jealousy of other spirits, and in turn learns to channel some of the power of their ire.

Spirit Curse (Su): An accursed spiritualist gains an oracle's curse, treating his spiritualist level as his oracle level for all purposes. Effects of her curse that normally would be based on Charisma are instead based on Wisdom for an accursed spiritualist. This replaces fused consciousness and call spirit.

ACCURSED SUMMONER (SUMMONER ARCHETYPE)

A summoner makes pacts with otherworldly creatures. For some, this requires a price, in the form of a curse.

Planar Curse (Su): An accursed summoner gains an oracle's curse, treating his summoner level as his oracle level for all purposes. This replaces aspect and greater aspect.

ACCURSED WITCH (WITCH ARCHETYPE)

A witch, mistress of curses, sometimes labors under a curse or hex herself. This curse is intimately woven into the source of her power, her patron might be an enemy of whoever cursed her or the curse might be a magical mark or condition from her patron.

This is a witch archetype with an oracle's curse.

Witch's Curse (Su): An accursed witch gains an oracle's curse, treating her witch level as her oracle level for all purposes. Effects of her curse that normally would be based on Charisma are instead based on Intelligence for an accursed witch.

Certain martial-focused revelations and spells impair a witch's spellcasting. If she is using any revelation or spell that grants her an armor or shield bonus, she has a 10% chance of spell failure when casting a spell with a somatic component. This spell failure chance stacks with any spell failure chance existing armor or shield.

Hex: An accursed witch gains her first hex at 1st level but does not gain her next hex until 3rd level, gaining additional hexes every 3 levels thereafter. This alters hex.



FEATS OF THE WOUNDED LANDS

The following feats are designed for use in campaigns on the border of a **wounded land**, a fallen nation corrupted and blighted by chaos and evil and warped almost beyond recognition. Such wounded lands may be relatively small, hidden canyons, valleys, or caverns where a gateway to eldritch lands beyond leaches its taint into the surrounding territory. In others, however, such breaches have ruptured into full-blown cataclysms, unleashing entire nations of roaring fiends and their corrupted minions. At the GM's option, the feats below may be available only to creatures dwelling in such a wounded land, or at least in relatively close proximity, such as a bordering crusader kingdom or lawless barbarian waste, where characters might have been exposed to the physical, mental, and spiritual corruption of raw and elemental hate. Alternatively, they could be taught or passed down in secret societies or through blasphemous rites in places where corruption lies hidden but the sinister secrets nevertheless endure.

Absorb Violent Energies

You are a walking, smoldering battery for hyper-lethal doses of flesh-rending, bone-shattering and soul-scorching power; those titanic forces which ripple over you – and through you! – re-charge the god within ... even as they tear-apart every cell of your mortal being.

Prerequisites: You may not be a hydrokineticist with cold blast.

Benefit: You gain supernatural vulnerability to cold. This effect is a one-time penalty; this effect does not stack (see Special, below). Choose any one of the following:

- Damage reduction 1/–
- Fire resistance 5
- Electricity resistance 5
- Sonic resistance 5

You gain the ability chosen. Whenever you take damage that is partially or totally negated by use of this feat, you are treated as if you had used the Gather Power class ability as a move action in the previous round.

If you possess the Incredible Hidden Power feat, you gain neither the benefits nor the drawbacks of this feat while in your social identity.

Special: You may gain this feat multiple times. Each time this feat is chosen, you may choose a different type of energy resistance. If you choose the same type of resistance, the effects of this feat stack. If you possess this feat, you may select it again in lieu of any utility wild talent or in place of a Dampened Versatility feat.

Apocalyptic Survivor

You are the near-feral survivor of a corrupted apocalypse, staying hidden in the shadows of a wounded land or escaping into the questionable safety of the borderlands beyond.

Prerequisites: Stealth 1 rank, Survival 1 rank, native to a wounded land or bordering territory

Benefit: You gain a +2 bonus on saving throws against disease and poison, and you have natural immunity to tainted plagues in your native wounded land. You can contract such diseases and even infect others, though you never manifest symptoms yourself. You gain a +1 bonus on attack and damage rolls with improvised weapons, and you gain a +1 bonus on Stealth and Survival checks; this bonus is increased to +2 within your native wounded land or against evil outsiders, and to +4 against evil outsiders within your native wounded land.

Special: You must select this feat as a 1st-level character.

SAMPLE TAINTED PLAGUE

Type disease (supernatural), contacted, ingested, or inhaled; **Save** see below; **Onset** 1 day; **Frequency** 1/day; **Effect** 1d6 Con and 1d6 Wis; **Cure** 2 consecutive saves.

In a wounded land, everything from the air you breathe to the ground under your feet is infused with primordial chaos, evil, and corruption. The simple act of living in such an environment exposes travelers to a wasting sickness that rots both body and mind with a supernatural disease. A creature whose Constitution damage equals its Constitution score is consumed by rot from the inside out, its body reduced to moldering filth 24 hours later. Taking Wisdom damage equal to a creature's Wisdom score causes that creature to become insane (GM's discretion as to type of insanity) even if the Wisdom damage is later healed.

The save DC to resist a tainted plague varies depending on a creature's exposure to the wounded land. Creatures exposed by physical contact alone can resist the tainted plague with a successful DC 13 Fortitude save. The DC increases to 15 for those who breathe the air of the wounded land, and to 20 for creatures who eat or drink anything native to the wounded land (unless they use *purify food and drink* or similar magic first). A spell such as *life bubble*^{APG} grants complete protection from a tainted plague.

Awareness on Dark Winds

While it is assuredly true that you are 'territorial,' you have also laid claim to hunting-grounds which extend from horizon to horizon. You possess the deadliest of supernatural senses, capable of hearing the whispers of certain terrible secrets upon the far-away breeze and of stealing visions from those whom you stalk, cripple and consume. With the blasphemous gifts given over by your

mighty patron, you are truly the most fearsome of all predators, making your prey of all those who live. None who have glimpsed the hidden rites or heard uttered the forbidden lore of your order shall ever sleep safely again, knowing that you listen in the blackness.

Prerequisite: Senses of the Shrike feat; Track class ability

Benefit: You can hear your name, your title or the name of Pazuzu spoken aloud within a range of 10 miles per character level; you know the immediate direction to – and the rough distance toward – any sentient creature who activates your Senses of the Shrike ability within that range. You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures who have activated your Senses of the Shrike ability, as well as a +2 bonus on weapon attack and damage rolls against them. This bonus stacks with both the favored enemy class feature and the studied target class feature.

In addition, any creature who has spoken your name, your title or the name of Pazuzu within the last 24 hours is treated as your though it were a studied target or a member of your favored enemy type – regardless of the creature's actual type – for purposes of the Quarry class ability, and you do not need to have line of sight to the creature to denote it as your quarry. Immediately upon hearing your Senses of the Shrike ability activate, you may choose to mark the speaker in question.

Once per day, if you consume some portion of a creature who has activated your Senses of the Shrike ability within the last 24 hours, you are able to clearly “see” the first time your target heard or read either your name, your title or the name of Pazuzu (your choice). You perceive the circumstances of the moment in question with perfect clarity, as if you were actually there, although you possess only the power of sight and hearing in that moment (you do not smell the area, for example). If you choose to perceive a moment that did not occur – for example, if you attempted to see the first moment that your opponent heard your chosen name, and your opponent had never actually heard it – then your attempt is wasted.

Blazing Bolts Against the Darkness

There are some apocalyptic battles – of shining & valorous good versus the bleakest & most-repugnant of evil – which might best be won while clad in heavy steel plate, arrayed with massive blade & shield, shouting a thunderous challenge to the

pure forces of wickedness. Against more subtle and pernicious foes, however, especially those who cloak themselves in shadows & lies to prey upon the unwitting, then you slay from the shadows.

Prerequisite: Gray Paladin^{UI} archetype

Benefit: You may freely select – and gain – the Divine Hunter^{UC} archetype despite losing the Aura of Justice class feature to both archetypes along with the alterations imposed upon your Aura of Resolve.

In addition, if you take at least one paladin oath (as the Oathbound^{UM} archetype) and also take levels in the slayer, inquisitor, or ninja class, the gunslinger class with the Mysterious Stranger^{UC} archetype, your levels in those classes stack with your paladin levels for the purpose of your smite evil class feature. Against a target you smite, you can deal precision damage, such as sneak attack damage, even if the target

has concealment (but not total concealment).

This ability may also be of use with the Comprehend the Corrupted Trait.

Burning Thunder of Omnikinesis

From within the blazing heart of the storm, you can fold lightning into a torrent of caustic, deep-stone chemicals; you may twist glittering ice into raging steam & terrible flame; you may bend the fundamental forces of the universe into alien shapes as you desire and back again, as you see fit.

Benefit: You may choose, as a free action, to take a -40 penalty on all Stealth checks until the beginning of your next turn; during this time, you illuminate the area around you as if you were carrying a sunrod. You must be using this ability to Gather power.

If you possess the Incredible Hidden Power feat, you may not use any benefits of this feat while in your social identity.

While this ability is active, whenever you use a feat, Trait, wild talent, kinetic blast or kineticist class ability that deals acid, cold,



electricity, or fire damage, you may change the damage dealt to one of the other three energy types as a swift action. This changes the descriptor of the effect, if any, to match the new energy type. Any non-damaging effects remain unchanged unless the new energy type invalidates them; such effects are subject to GM discretion.

You can use this ability a number of times per day equal to 3 + your Constitution modifier.

Note: If you are an Overwhelming Soul^{OA}, an Elemental Ascetic^{OA}, or otherwise use an ability score other than Constitution as your key ability score of wild talents, you can instead use this feat's benefit a number of times per day equal to 3 + your relevant ability score modifier.

You may always accept a single point of Burn as a free action to use the benefit of this feat an additional time per day; in addition, use of any ability which reduces the Burn cost of an effect – such as Gather power, Internal Buffer, expending daily uses of Lay on Hands or accepting a Blood Curse – may likewise obviate this cost.

Special: If you are a sulì, you may gain this as a bonus feat in lieu of any utility wild talent or in place of a Dampened Versatility feat. This technique is especially popular in conjunction with the Absorb Violent Energies feat.

By Blackest Ink

Your power & potential have grown exponentially, for you have unlocked the art of casting from the scribbles of arcane writing.

Prerequisite: Kineticist class, character level 5th

Benefit: You gain the ability to read scrolls and to cast arcane spells from a scroll as if you had a caster level of your class level -4. You can decipher all scrolls, using your Use Magic Device skill in place of Spellcraft, and you do not need to cast read magic in order to decipher a scroll. Furthermore, you gain a +1 bonus to your Intelligence score for purposes of determining the level of spell you can cast from a scroll; this bonus increases by +1 at 10th level and every 5 levels thereafter (to a maximum of +4 at 20th level).

Special: This ability may always be selected in place of any Dampened Versatility feat, and is thus is very popular with those who possess the Black Mage archetype.

Comprehend the Corrupted

You possess wisdom of such incredible & unerring acuity that you may sense the bright spark of goodness – though buried deep, dormant & perhaps long-silenced – hidden within the cold, stony heart of even the most corrupt, vile and seemingly-irredeemable of villains.

Prerequisite: Non-evil alignment, Sense Motive 3 ranks

Benefit: Whenever a creature within 60 feet attacks you or an ally, as a free action you can make a Sense Motive check, opposed by that creature's Bluff check. If your Sense Motive check succeeds, you can determine whether the creature has the potential to be swayed to your side by your actions, by your words, by outside circumstance beyond your control or by some combination of those factors. Creatures that are innately evil, such as evil undead,

antipaladins, evil clerics of evil deities, and creatures with the evil subtype, are instantly revealed as such unless their alignment aura is disguised by magic. You also can determine if a creature is not evil but is under a charm or compulsion effect, or if a creature is entirely mindless and driven only by instinctual urges.

For creatures that do not fit into any of the above categories, a successful check gives you a useful hunch or clue about the creature's motivations in attacking you, including a misguided good-aligned creature, a lawful soldier simply following orders, a case of mistaken identity, or even a case of the creature being forced to attack under duress or blackmail. The specifics of what is learned are up to the GM, but a successful check should provide some useful insight. A failed check may mark the target as suspicious but gives relatively little information.

You must have line of sight to the creature and be able to clearly specify that creature, even if it is disguised, polymorphed, has partial concealment, or otherwise is hiding its identity. You can use this feat once per round as a free action. You also can use this feat as a move action to reflect on the motivations of a creature who attacked you or an ally within the past minute.

At the GM's option, you also can use this feat to gain insight into the motivations of a creature performing other types of actions besides attacking, such as theft or breaking into a building.

Cruel Kiss of Thunder

You are the violent tempest, the crackling whirlwind, the blistering scream of the storm.

Prerequisite: Antipaladin level 1st; Druid or Cityskin Warlock with the Air or Weather Domain; Soul of Bloody Streets or Tidalwave of Rot feat

Benefit: You gain the rare cantrips of breeze and jolt as at-will spell-like abilities. Your character level is the caster level for these abilities; you may use Intelligence, Wisdom or Charisma (your choice) to determine your concentration check bonus. You may include both your antipaladin levels and your druid levels when determining your caster level whenever you cast any divine spell with the [air] or [electricity] descriptor; if you do so, the spell also gains the [evil] descriptor.

When using your touch of corruption, you may choose for half of the damage to be dealt as electricity damage, similar to the effect of a flame strike spell. If you do, a creature that fails a saving throw against your cruelty is also blinded or deafened — your choice, as per the spell blindness/deafness — for 1 round. At 11th level, the duration increases to 1d4 rounds.

All spells from the Djinni, Elemental (Air) and Stormborn bloodlines are considered bloodline spells for purposes of Sorcerous Damnation. You are also considered to have the Wind Mystery and the Revelation class feature, and to be an Oracle of your class level, for purposes of the Extra Revelation feat.

Special: If you are a cityskin warlock with this feat, you may choose the Empty Skies Over Bustling Streets feat in place of any of the following antipaladin class abilities: channel negative energy

(4th level), [fiendish boon](#) (5th level), [aura of despair](#) (8th level), [aura of vengeance/domination](#) (11th level), [aura of sin](#) (14th level), [aura of depravity](#) (17th level).

Dark Force Adept

Fear is the path to anger, to hate, to suffering... and to power.

Prerequisite: Non-good alignment; arcane pool, grit, ki, panache, or touch of corruption class feature

Benefit: You may freely spend ki points, arcane pool, grit, panache, and daily uses of touch of corruption interchangeably, using any of them in any combination to activate any power which may be activated by any of the others.

You gain access to the spell-like abilities below, similar to those gained from the Sorcerous Damnation feat, which you may activate by expending the listed amount of ki, arcane pool, grit, or daily uses of touch of corruption.

Your character level is the caster level for these spell-like abilities, and you use Charisma to determine your concentration check bonus. The saving throw against these special spell-like abilities, if any, is equal to $10 + \frac{1}{2}$ your character level + Charisma bonus.

feather fall (self only), *jump* (self only) – 1 point

telekinetic charge (self only) – 2 points

haste (self only) – 3 points

telekinesis – 4 points

mythic haste^{MA} (self only) – 5 points

Special: If you are a time thief, you may freely spend motes of time interchangeably with the class feature pools normally allowed for this feat.

Fiendfoe

You are a practiced hunter of demons, devils, and all their unholy ilk.

Prerequisite: Knowledge (planes) 5 ranks

Benefit: You gain a +2 bonus on Knowledge (planes) checks to identify evil outsiders and their abilities, and on Spellcraft checks to identify spells or spell-like abilities they cast (and at the GM's discretion, magic items they have created). This bonus also applies on Sense Motive checks to sense enchantments created by evil outsiders and on caster level checks you make against evil outsiders (including checks to overcome spell resistance). You gain a +1 bonus on weapon damage rolls, and this bonus is doubled if the evil outsider has damage reduction that is not normally penetrated by whatever weapon you are wielding.

Special: You may select this feat more than once. Its effects stack.



Fierce Fiendish Brilliance

Your fierce brilliance hides blasphemous secrets, profane studies and the cruel heart of a stone-cold killer: by the power of unspeakable blessings and grotesque sacrifices without number, you have forged yourself into the most terrifying of unarmed combatants: capable of breaking the body of your opponent utterly with fist, claw & occult thunder ... and then of rending their tortured soul apart to feed.

Prerequisite: Elemental Ascetic^{OA} archetype, see Special, below

Benefit: You may freely gain the Dark Elementalist^{HA} archetype despite losing the Elemental Overflow class feature to both archetypes.

You may choose to use either your Intelligence score or your Wisdom score, as you desire, to determine your damage with wild talents, the DCs of all Constitution-based wild talents, the durations of your wild talents with Constitution-based durations, your bonus on concentration checks for all wild talents, and any other class-related effects.

This choice is not set in stone, and may be changed at any time without requiring an action: if you possess an Intelligence of 18 – and a Wisdom of 16 – and you are the target of an effect that increases your Wisdom by +4, for example, you automatically use your Wisdom score until such time as the effect is removed.

Special: If you are the worshiper of an evil deity, you may gain this ability as a Faith Trait rather than as a Feat. If you do so, all abilities granted this feat and all of your wild talents become divine in origin just as much as they are psychic; any effect or special ability that resists either form of magic — such as History of Heresy — is applied to all supernatural, spell or spell-like effects that you create. In addition, you cannot use any divine or psychic abilities unless you are in direct possession of your deity's favored weapon or an unholy symbol specific to your dark faith. You are always considered to have your hands free for purposes of Kinetic Blast, Gather Power and all other kineticist class abilities as long as you are only holding the favored weapon of your deity or an unholy symbol of your deity.

In addition, you may never refuse any direct order from any higher-level divine caster in service to your evil deity, up-to and including such suicidal orders as performing a coup de grace upon yourself and then voluntarily failing the Fortitude save.

You may not directly harm any divine caster who serves the will of your dark god; if ordered to do so by a higher-level divine caster in service to the faith, you may instead take your own life. In addition, you may not deliberately speak any lie to a higher-ranking divine caster in service to your god, including bluffing, stating half-truths with the intent to deceive, exaggerating, telling white lies or practicing any other type of intentional misdirection; this restriction applies to all forms of verbal, non-verbal, magical and written communication.

If you knowingly and willingly break this restriction, you

lose access to this Trait and your antipaladin abilities until such time as you receive the benefits of an atonement spell cast by a worshiper of your deity.

Flesh of Many Skins

When you gleefully abandon the form of your birth and dive deep into the dark possibilities of other life, you can choose to take the shape not of any rational form, but instead of that strange, adaptive and incomplete proto-beast lurking beneath sanity and echoing out of ages best buried and long forgotten. You can, as you desire, become a tangled and incomplete mass of interlocking organic parts: feathers, claws, jaws, membranes, tentacles, half-formed serpents, strands of muscle-tissue, flexible bones, exposed organs, coiled worms, oozing branches and a myriad of other slick, incomplete components comprise the slithering totality of your fluid form.

Prerequisite: Wild shape class feature; non-good alignment

Benefit: Whenever you use the wild shape ability, you may choose to manifest your transformation not as any single natural creature but rather as a “all/none.” This ability lasts for 10 minutes per druid level, rather than 1 hour, as normal.

When you enter this state, you initially choose one specific form that you can otherwise adopt; thus, if you were a 4th level druid, you could choose any one Small or Medium animal, as per the beast shape I spell. For the remaining duration of this wild shape ability, you may freely choose to spend one full-round action reshaping your body; upon doing so, you may adopt any other form that is normally available to you via use of your wild shape ability: thus, you could change from a Medium size wolf into a Small-size horned owl as a full round action. Thereafter, you could take the shape of a Small-size hunting cat as another full round action, return to your wolf shape, or choose any other form available to you. If you ever shift back to your true form, your use of wild shape ends as normal.

While in this form, you gain some of the benefits of a swarm made up of Tiny creatures, and take only half damage from slashing and piercing weapons. You are also immune to any spell or effect that targets a specific number of creatures – including single target spells such as *disintegrate* – although you gain no immunity to mind-affecting spells. You can still be grappled or bull rushed, and you may still enter a grapple or perform grapple actions, but you cannot be tripped. In addition, you do not deal swarm damage but instead attack and deal damage with the normal attacks of your temporarily chosen form. You also suffer a –10 penalty on saving throws against spells or effects that affect an area, such as many evocation spells or grenade-like weapons. If the area attack does not allow a saving throw, you instead take double damage.

In addition, while in this form normal animals and vermin do not willingly approach within 30 ft. of you unless the animal's master makes a Handle Animal, Ride, or wild empathy check (DC 10 + your class level + your Wisdom score). Normal animals and

vermin without a master — or without a master present — will not willingly approach within 10 feet of you, becoming frightened for 1 round (no save) if they begin their turn within this radius if their Hit Dice are less than one-half your character level.

Force-Focusing Oath

Those tempestuous, furious occult energies which you wield are strange, untamed and fiendishly complex in their inhuman obediences; such elemental spirits dance wordlessly to the screams of your subconscious fears, regrets and unspoken desires far more than they obey any sane or logical “rules”.

Thus ... as you live by a self-imposed code of honor, so your depth of power grows.

Benefit: You may take vows, much like a monk. Adherence to these vows adds to your buffer rather than to your ki pool, but the ability otherwise functions identically. Thus, if you were a 12th level kineticist with a Vow of Silence, you would possess a total buffer of four: two for being a kineticist of 11th level or higher, plus two for your Vow.

NOTE: Additional vows, especially those appropriate for use with this feat, can be found in *Gothic Grimoires: To Serve a Prince Undying* and the *Gothic Campaign Compendium* from Legendary Games.

Special: You may select this as a Dampened Versatility feat.

Feir to Power Unstable

Breathe in, flex. Hold.

The universe shudders.

And then the crash.

Even the still, eerie silence in the half-second before your strike is made deadly, for you were born into a legacy of madness, agony and vast occult thunder, gifted by blood and brutal training alike with the raw potency to wrench-open gaping holes in reality itself. Only those who share your name, lineage and title may stand by your side with any safety: all others who approach the eye of your storm are thrown down, torn to jagged & smoldering shreds.

Prerequisite: Kineticist 1st level, or rage or bloodrage class feature.

Benefit: Whenever you use the Gather Power class ability, all Tiny or smaller unattended objects within 30 feet of you – including all items weighing less than a pound such as pebbles, coins, dried leaves, stray bits of litter, shreds of cloth and individual sheets of paper – automatically roll or slide 10 feet toward you as if gently pulled. Ambient dust particles, along with all airborne vapors, fogs and gases within the area (30 ft.) are all likewise drawn 10 feet closer to you.

Objects that enter your square in this way stop upon moving just before contacting you and do not enter your space, though effects that move on their own (such as a cloudkill spell) may move into your space and harm you.

Held, wielded and attended objects are not affected in

this way, although a creature holding an item that otherwise would be affected by your Gather Power may feel a slight tug.

Depending on your Elemental Focus, your Expanded Element and your choice of simple blast(s), the results of your Gather Power ability may have additional effects, as described here. Unless otherwise noted, these effects last as long as you continue using Gather Power and continue until the beginning of your next turn:

– *aether (telekinesis) and blood focus (hydrokinesis)*: Living creatures within 30 feet feel pain and may bleed slightly from eyes, ears, and nose. This deals no damage, but untrained animals or similar non-sentient creatures with Intelligence 2 or less seek to leave the area unless controlled. Tiny droplets of blood in the area flow or even drift through the air towards you.

– *air blast (aerokinesis) and gravity blast (chaokinesis)*: Air rushes towards you and flying creatures and objects within 30 ft. of you take a -4 penalty on Fly checks, and a -4 penalty to CMD against combat maneuvers that would push them closer to you, such as bull rush, drag, or reposition. Ambient dust particles, airborne vapors and gases within the area are drawn 20 feet toward you instead of 10 feet.

– *cold blast (hydrokinesis) and negative blast (chaokinesis)*: Small non-magical flames within 30 ft. of you are instantly extinguished. An attended or held flame may be shielded from this effect as an immediate action; otherwise, it is likewise automatically extinguished. The ambient temperature within 30 ft. drops by one category (see *Cold Dangers* in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*) and a thin but harmless layer of frost appears on all objects and creatures within 10 feet of you.

– *earth blast (geokinesis)*: Unattended stone, brick, clay and metal objects within 30 feet move 10 feet towards you; objects weighing more than 5 pounds are unaffected, though they may bend, warp, chip, inch or edge toward you slightly. Unattended, non-magical glass sheets less than one inch thick within the area crack; if contained in a light metal frame, such glass objects may instead shatter completely as their frame bends. Tiny or smaller unattended objects weighing less than a pound that are composed primarily of stone, brick, clay or metal are drawn 20 feet toward you instead of 10 feet.

– *electric blast (aerokinesis)*: All unattended metal objects of up to 5 lbs. within the area move 20 ft. toward you; heavier objects made primarily of metal or other conductive materials may char, warp, melt or edge toward you slightly. Tiny or smaller unattended objects weighing less than a pound that are composed primarily of metal or other conductive materials are drawn a full 30 feet toward you instead of 10 feet. If you are in a modern or sci-fi setting, all electrical lighting – including light-bulbs and flashlights – flickers erratically within a 30-ft. radius; objects such as cars, cellphones, computers and other more complex objects with an electrical power source or electrical components cease to function until the beginning of your next turn.

– *fire blast (pyrokinesis)*: All non-magical flames within 30 feet flare brightly for a moment, raising the level of illumination by one step (see [Vision and Light](#) in the *Pathfinder Roleplaying Game Core Rulebook*), then pull toward you before they are extinguished when you stop using Gather Power. An attended flame may be protected in some way as an immediate action; otherwise, it is likewise extinguished. If all sources of light in the area are extinguished in this way, you can be seen to shed dim illumination in a 5-ft. radius until the beginning of your next turn. The ambient temperature within 30 ft. rises by one category (see [Heat](#) in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*).

– *water blast (hydrokinesis; see also blood focus, above)*: All standing liquids in a 30-ft. radius bulge, swell, and trickle towards you as if flowing downhill. All unattended objects in the area weighing less than 5 lbs. that contain, hold or bear a total weight of liquid exceeding the empty mass of the container move 10 feet toward you. Heavier objects holding large masses of liquid may bend, warp, bulge or edge toward you, as well. If you are outdoors and standing on dry ground – unless you are in a desert or another unusually dry area – one quarter-inch of standing water pools around your feet in a 10-ft. radius, drawn up from the soil; this dissipates naturally with time, like rainwater.

– *wood blast (phytokinesis)*: All living plants in the area bulge, growing by a fraction of a centimeter, all-but-imperceptibly. All unattended wooden objects of up to 5 lbs. within the 30-ft. area move 10 ft. toward you. Living plants in this area creak and bend towards you, while heavier loose objects made primarily of wood may bend, warp, inch, or edge toward you slightly. Tiny seeds, petals, twigs, leaves, or smaller unattended objects weighing less than a pound that are composed primarily of wood or living plant material are drawn 20 feet toward you instead of 10 feet.

Special: Any creature that is a member of your family automatically succeeds on all saving throws against all kineticist class abilities you use. Such a creature is likewise immune to any energy damage you deal with kineticist class abilities and receives damage reduction (/–) equal to twice its HD against any physical damage you deal with kineticist class abilities.

Incredible Hidden Power

By day, you walk streets and fields as an ordinary, mild-mannered mortal seemingly of no account, yet those walking beside you do not guess at the grand miracles to which you are heir. You seem innocuous and beneath notice, yet with the merest twist of your will, reality bends unseen, and when you call upon it, YOU HAVE THE POWER.

Prerequisite: Kineticist 1st level, or rage or bloodrage class feature.

Benefit: You gain both the [Dual Identity](#) and [Seamless Guise](#) class features of the [Vigilante](#)^{UI} as well as the Transformation Sequence ability of the [Magical Child](#) archetype. At 7th level,

you gain the Quick Change Social Talent; at 13th level, you also gain the Immediate Change Social Talent.

While in your social identity, you take a –4 penalty to your Strength modifier for the purpose of Strength checks and combat maneuver bonus, but gain a +2 bonus to Escape Artist and Stealth checks.

If you possess the [Elemental Overflow](#) class feature, you are always considered to be suppressing your Overflow while in your social identity; the visual effects – and benefits – of your Overflow do not automatically return when you use utility wild talents, although you may not accept Burn while in your social identity.

If you have the rage or bloodrage class feature, you lose that class feature while in your social identity. However, while in your social identity, you may spend rounds of rage or bloodrage to trigger a special hidden rage that does not affect your physical ability scores or Armor Class but allows you to gain the benefits of any rage powers you possess as if you were raging, as well as the bonus on saves vs. mind-affecting effects normally gained from rage. If you have the ability to cast spells, you also can expend 2 rounds of rage and increase the casting time of a spell to a full-round action (or double the casting time, if 1 round or greater) in order to conceal your spellcasting. By taking your time and focusing in this way, you may attempt a Bluff check with a +5 bonus against the Sense Motive of any observer to convince them that you were just fidgeting and not casting a spell. The DC of any concentration checks you make while casting a spell in this way is increased by 5.

Special: This feat may be selected as a bonus feat for the Dampened Versatility class feature.

Initiate of Thanatokinesis

Power over the very energies of death and unlife, dancing like flickers of cinder & ash upon your pale fingertips. There are more ways – unnatural though they may be – to access the dark gifts of the corpse-born than mere heredity; by your deep scholarly studies, the fabled Necromancy of Blood's Path now lies within your living grasp.

Prerequisite: By Blackest Ink; kineticist class; character level 5th

Benefit: Choose any one necromancy spell whose spell level is no higher than one-half your character level; this spell must have a total casting time of one standard action or less. For example, if you were a character of 12th level or higher, you could choose *circle of death* but not *create undead*.

You may, as a standard action, use this chosen spell as a spell-like ability; you must accept one point of burn for every two levels of this spell (rounded up). Thus, if you were a character of 6th level or higher, you could gain use of *animate dead* as a spell-like ability; you would need to accept two points of burn to activate this ability.

You cannot activate abilities granted by this feat while in direct sunlight.

The DC for saving throws against all spell-like abilities granted by this feat is equal to 10 + ½ your character level + your Constitution modifier or your Intelligence modifier (your choice). You use your

chosen modifier on concentration checks when using these abilities and your character level as your caster level. All abilities gained from this feat are subject to the limitations above; thus, abilities activated in this way instantly cease their duration if you enter direct sunlight.

Special: You may gain this feat multiple times. Each time you gain this feat, you choose another necromancy spell of a level no higher than one half your character level with a total casting time of one standard action or less; you may also use this spell ability as described above.

You may gain this ability in place of a Dampened Versatility feat, in place of a Utility Wild Talent or in place of any Limited Versatility feat of any type.

Designer's Note: This ability is particularly well-known amongst Black Mages, and among those who serve the Horseman of the Apocalypse, particularly the Horseman of War.

Redeemed Scoundrel

Battered and bruised by the worst excesses of your old life, you possess no lack of sympathy for those souls still trapped in a vicious circle of violence, debt, addiction and rage.

Prerequisite: Good alignment.

Benefit: You gain a +1 bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks when dealing creatures with a chaotic or evil alignment. This bonus is doubled to +2 when interacting with brigands, thieves, bandits, con artists, criminals, and their ilk.

In addition, you may select any two rogue class skills; these are always class skills for you. In lieu of these class skills, you may select a single rogue talent of your choice. You must meet any prerequisites for that rogue talent, and it cannot be a rogue talent that grants a bonus on attack rolls, damage rolls, or Armor Class, nor one that grants a combat feat, modifies sneak attack, or involves using a weapon or unarmed strike.

Rot Fiend

You exult in burying your fangs in the living and the dead alike.

Prerequisite: Feasting fangs class feature.

Benefit: You can gain viscera points from dealing damage to a corporeal undead with your bite attack. If you are incorporeal, you can gain viscera points from dealing damage to an incorporeal undead with your bite attack.

Normal: You only gain viscera points from dealing damage to living creatures with your bite attack.

Senses of the Shrike

You have an unnerving power, much like your dark patron, to seek out certain vile utterances upon the wind; you know who speaks your title in vain or dares to whisper the blasphemous name of your master.

Prerequisite: Divine caster with Pazuzu as a patron; this includes clerics, druids, warpriests and other classes such as the Falconer of

Pazuzu, Mountebank, Singer of Praise or even a Roar of Rovagug devoted to the King of Wind Demons

Benefit: Choose a specific name and a specific title for yourself. You gain the scent ability, but only with respect to sentient creatures who have spoken this name, title or the name of Pazuzu aloud within the last 24 hours. For each additional time a creature has spoken one of those specific words aloud within the past 24 hours, their scent is increased by one step: if your name, title or the name of Pazuzu is spoken a second time, they have a strong scent; if it is uttered a third time, they possess an overpowering scent. If you have line of effect to a creature who possesses an overwhelming scent because of this feat and are within 30 ft. of them, you are also considered to have blindsight for that creature.

Special: You may choose to alter this feat for a specific setting, substituting a different evil deity or major background villain for Pazuzu.

Sorcerous Damnation

Your inherent magical abilities, drawn from a mysterious legacy, are enhanced greatly by the pacts and sacrifices you have made to the darkest of powers.

Prerequisite: Antipaladin level 2nd, Eldritch Heritage

Benefit: Add the first four bonus spells from your chosen bloodline to your antipaladin spell list at the appropriate spell levels.

Thus, if you had the Shadow bloodline, you would add ray of enfeeblement as a 1st level antipaladin spell and shadow conjuration as a 4th level antipaladin spell; if you instead had the Efreeti bloodline, you would add enlarge person as a 1st level antipaladin spell, scorching ray as a 2nd level antipaladin spell, fireball as a 3rd level antipaladin spell and wall of fire as a 4th level antipaladin spell.

In addition, you may select a special sorcerous damnation ability — see below — in place of any of the following antipaladin class abilities: channel negative energy (4th level), fiendish boon (5th level), aura of despair (8th level), aura of vengeance (11th level), aura of sin (14th level), aura of depravity (17th level). This special sorcerous damnation replaces the appropriate antipaladin class ability.

Sorcerous damnation abilities draw on the power of an antipaladin's touch of corruption. These abilities always duplicate the effects of a single specific spell, chosen when the sorcerous damnation is selected, and are spell-like abilities. An antipaladin's class level is the caster level for these spell-like abilities, and she uses Charisma to determine her concentration check bonus.

All sorcerous damnation abilities have a minimum level requirement to select them; an antipaladin who does not meet this requirement cannot select that sorcerous damnation ability. All sorcerous damnation abilities require the antipaladin to expend daily uses of her touch of corruption to activate the spell-like ability; the exact amount is listed after the sorcerous damnation ability. The saving throw against an

antipaladin's sorcerous damnation spell-like ability, if any, is equal to $10 + 1/2$ the antipaladin's class level + the antipaladin's Charisma bonus.

Whenever you gain a new level of antipaladin, you may choose to keep your normal antipaladin class ability or to gain an appropriate sorcerous damnation of that level. For example, upon reaching 5th level, you might choose to keep your fiendish boon or to select a spell such as *scorching ray* or *blur* as your sorcerous damnation ability; using this spell-like ability would cost two uses of touch of corruption. If you had the Efreeti bloodline, as noted above, you could instead select *fireball* as your sorcerous damnation.

You may always select a lower level spell than the spell level listed for your sorcerous damnation, if you desire; in addition, you may always select a sorcerous damnation of a lower level. Once a specific spell is chosen as a sorcerous damnation ability, it cannot be changed from that slot.

4th level Sorcerous Damnation

- 1st level spell from your bloodline (1 touch)
- any 1st-level sorcerer/wizard spell (2 touches)
- 2nd level spell from your bloodline (2 touches)

5th level Sorcerous Damnation

- any 2nd level sorcerer/wizard spell (2 touches)
- 3rd level spell from your bloodline (2 touches)

8th level Sorcerous Damnation

- any 3rd level sorcerer/wizard spell (2 touches)
- 4th level spell from your bloodline (2 touches)
- any spell from any class of 2nd level or lower (3 touches)

11th level Sorcerous Damnation

- any 4th level sorcerer/wizard spell (2 touches)
- 4th level spell from your bloodline (1 touch)

14th level Sorcerous Damnation

- any 5th level sorcerer/wizard spell (2 touches)
- 5th level spell from your bloodline (1 touch)
- 6th level spell from your bloodline (3 touches)
- any spell from any class of 3rd level or lower (2 touches)

17th level Sorcerous Damnation

- any 6th level sorcerer/wizard spell (3 touches)
- 7th level spell from your bloodline (3 touches)



Thrallborn

You and your ancestors were enslaved by horrific invaders from the lowest pits of the outer planes and forced into servitude, yet you endured it all despite their attempts to work you to death.

Prerequisites: Native to a wounded land or bordering territory.

Benefit: You gain a +2 bonus on checks for any one Craft, Perform, or Profession skill of your choice. In addition, you are naturally immune to tainted plague effects from your native wounded land, and you gain a +2 bonus on saving throws against effects that would cause you to become exhausted, fatigued, nauseated, or sickened. However, you take a -2 penalty on saving throws against mind-affecting effects used by evil outsiders.

Special: You must select this feat as a 1st-level character.

Thrashing Heart of the Shockwave

You hold true power, channeling raw and untamed energies that cannot be constrained by mere flesh and blood.

Prerequisites: Antipaladin level 1st; Druid or Cityskin Warlock with the Cruel Kiss of Thunder feat.

Benefit: You gain all the benefits of the Dark Force Adept feat. In addition, any creature blinded or deafened by your touch of corruption also gains vulnerability to electricity for as long as they remain blinded or deafened. You likewise gain immunity to electricity effects used by that creature for the same duration.

In addition, you may freely deal one or more points of Constitution damage to yourself, at any time, to add 2 uses of touch of corruption to your daily allotment for each point of damage you deal. This damage may not be reduced or avoided in any way.

Twisted Flesh

You were once afflicted by a tainted plague, but rather than bringing death you recovered with a strange alteration to your physical form.

Prerequisites: Con 13, native to a wounded land or bordering territory.

Benefit: You gain a +1 natural armor bonus to AC and also gain energy resistance 2 against cold, electricity, and fire. The hideous appearance of your corrupted and scarred flesh also grants you a +2 bonus on Intimidate checks. However, you take a -1 penalty on all other Charisma checks and Charisma-based skill checks, and a -1 penalty on Fortitude saves. You have natural immunity to any tainted plague from your native wounded land.

Special: You must select this feat as a 1st-level character.

Warp Sense

You have trained in readiness against fiendish creatures who walk between worlds to unleash their evil.

Prerequisites: Knowledge (planes) 5 ranks, Sense Motive 5 ranks, Spellcraft 5 ranks

Benefit: Whenever a creature uses a spell or effect from the conjuration (teleportation) subschool to appear within 60 feet of you, you can attempt a Sense Motive check (DC 10 + the caster level of the effect) as a free action to detect that teleportation. If successful, you are not surprised by teleporting creature, you can always act in the surprise round if there is one, and you gain a +4 bonus on your initiative check if combat with the teleporting creature(s) begins within 1 minute of noticing the teleportation.

You can select one specific subtype of chaotic or evil outsider, such as devils, demons, glipphoths, demodands, kytons, proteans, azatas, or daemons. You are especially sensitive to teleportation used by creatures of that subtype, gaining a +5 bonus on your Sense Motive check to detect them.

The DC to detect such teleportation is increased by 5 if the teleporting creature is using nondetection, or by 10 if using *mind blank* or a similar effect.

Warped Mind

Rather than being overwhelmed by mind-blasting distortions of reality, you gain perverse clarity bordering on mad certainty from your exposure to inhuman sights and impossible distortions of reality.

Prerequisites: Wis 13, native to wounded land or a bordering territory.

Benefit: You must use your Wisdom modifier instead of your Dexterity modifier on initiative checks. You also gain a +1 bonus on Will saves, except those related to *confusion* or insanity; you instead take a -1 penalty on such saving throws. A creature attempting to read your mind or communicate with you by telepathy becomes dazzled for 1d4 rounds unless it succeeds on a Will save (DC 10 + 1/2 your character level + your Wisdom modifier) as its perceptions are warped and distorted by the strangeness of your subconscious thoughts. A creature failing its saving throw by 5 or more is also confused (as the *confusion* spell) for 1 round in addition to being dazzled for 1d4 rounds. Creatures with the chaotic subtype are immune to this effect.

Special: You must select this feat as a 1st-level character.

HORROR MAGIC ITEMS

The following magic items are of particular use to characters in horror campaigns, although they may prove valuable to those who simply wish to emulate their powers.

RAZOR CLAW GUARDS

Aura faint conjuration; **CL** 5th

Slot hands; **Price** 3,000 gp (normal), 5,000 gp (cold iron or silver), 8,000 gp (adamantine); **Weight** 3 lbs.

DESCRIPTION

These simple black metal claws seem as though they were design to fit onto the limbs of a humanoid. Any creature who wears these on their hands gains a pair of claw attacks as primary natural weapons. These claws deal 1d4 damage (1d3 damage for small wearers) with a 19-20 critical threat range and a x2 critical multiplier. A creature can only wear one set of these on their hands at a time, and razor claw guards can be enhanced as though they were manufactured weapons, being treated as both manufactured and natural weapons for the purpose of spells and effects. A creature wearing a set of *razor claw guards* and a *razor mouthguard* that have not already been enhanced can choose to bond them, being able to enhance both sets as though they were 1 weapon. Doing so increases the cost of enhancing them by 50%, and enhancements do not work if both sets are not worn together.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *beast shape I*; **Cost** 1,500 gp (normal), 2,500 gp (cold iron or silver), 4,000 gp (adamantine)

RAZOR MOUTHGUARD

Aura faint conjuration; **CL** 5th

Slot face; **Price** 3,000 GP (normal), 5,000 GP (cold iron or silver), 8,000 GP (adamantine); **Weight** 3 lbs.

DESCRIPTION

This black metal mouth guard fits easily into the mouth of a humanoid. Any creature who wears this mouthguard gains a bite attack as a primary natural weapon that deals 1d6 damage (1d4 damage for small wearers) with a 19-20 critical threat range and a x2 critical multiplier. A creature can only wear one mouthguard at a time, and a *razor mouthguard* can be enhanced as though it was a manufactured weapon, being treated as both a manufactured and natural weapon for the purpose of spells and effects. A creature wearing a set of *razor claw guards* and a *razor mouthguard* that haven't already been enhanced can choose to bond them, being able to enhance both sets as though they were 1 weapon. Doing so increases the cost of enhancing them by 50%, and enhancements do not work if both sets are not worn together.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *beast shape I*; **Cost** 1,500 gp (normal), 2,500 gp (cold iron or silver), 4,000 gp (adamantine)

MENTAL CORRUPTIONS

Insanity and madness are often featured in fantasy, but in a campaign where corruption infuses all around it, the idea of insanity takes a more central place. However, the insanity described here is not the painful real-world type of mental illness that can destroy lives and families. Instead, the feats presented here are intended to mirror the kind of fantastic madness that one might see in fantasy fiction and film, representing the seed of corruption springing into the mind of the incautious or weak-willed who delves too deeply into secrets man was not meant to know, or who has beheld signs too awful and mind-shattering to be comprehended. Someone with this type of madness might believe themselves the only sane person in an insane world, now burdened with a glorious purpose to give themselves over to absolute obsession.

Bright-Burning Super-Sanity

They say that a mind is a terrible thing to waste, but when the chips are down and the darkness is closing-in all around you, it can make a most-excellent rocket fuel. And honestly, what has sanity ever done for you, anyway?

Prerequisites: Class ability to accept Burn; see Special, below

Benefit: You may choose to reduce the Burn cost of any ability you use by one or more points. To do so, you must choose – when activating your ability – to willingly accept an additional randomly-determined Bright-Burning Super-Sanity effect, detailed on the table below. If you choose to accept an additional effect or additional effects while activating an ability, the final cost of your ability is reduced by one point of Burn for each roll on the chart below that you choose to make.

If you have the Heir to Power Unstable feat, this is treated as negating a point of Burn via the Gather Power class ability for purposes of that feat. In addition, you always add

the number of Bright-Burning Super-Sanity effects (see below) currently affecting you to your Combat Maneuver Bonus for any ability granted by that feat in addition to adding your Burn total.

This decision to reduce Burn cost in this way must be made at the time your ability is activated, before the result of your roll is known. Any effect gained in this way lasts until your Burn is removed normally.

Special: You may select this feat in place of a Dampened Versatility feat, in place of a Utility Wild Talent or in place of any Limited Versatility feat of any type.

This ability is often selected in conjunction with the the Sharp-Edged Semi-Sanity feat and the Narcokineticist Family Trait.



Table 3: Bright-Burning Super-Sanity chart (roll 1d20):

d20	Effect
1	You gain a random phobia (roll on the Random Phobia chart, below; you may gain this effect multiple times but may not gain a single phobia more than once)
2	You lose all ability to speak any language except Protean
3	You become easily frustrated, bitter and irritable; any time you suffer more than your HD in hit points of nonlethal damage, fail a Fortitude save, fail an attack roll or fail an unopposed check, you fly into a rage – as per the spell, no save – for one minute.
4	You can no longer recognize or distinguish between faces, voices, species or body-types, including those of friends, family and enemies.
5	You lose any immunity to fear you might possess and suffer an additional -4 penalty on all saves vs. fear.
6	You begin talking, laughing or singing to yourself. Loudly. You suffer a -10 penalty on all Stealth checks (you may gain this effect multiple times; the effects stack as you quickly become louder and louder).
7	You become brutally honest. You suffer a -20 penalty on all Bluff checks and a -10 penalty on all Diplomacy checks.
8	You are overwhelmed with crippling paranoia: you cannot receive the benefit from – nor attempt – the Aid Another action, you are not considered to be an ally for purposes of flanking and you cannot willingly accept assistance (including healing) from another creature.
9	You must use a move action to Gather Power every round unless you are using a full-round action to Gather Power.
10	You gain a random obsession (roll on the Random Obsession chart, below; you may gain this effect multiple times but may not gain a single obsession more than once)
11-12	You gain one point of Mind Burn (you may gain this effect multiple times)
13	Your alignment shifts by one step toward Chaotic Neutral for 24 hours (you may gain this effect multiple times; if you are already Chaotic Neutral, re-roll)
14	You become easily overwhelmed, getting lost in flights of feedback-fueled panic; any time you suffer more than your HD in hit points of lethal damage, fail a Reflex save or lose an opposed check, you are stunned (no save) for 1d4 rounds.
15	If you fail a saving throw against any mind-affecting effect, you can attempt a new saving throw at the beginning of your next turn. If the save succeeds, that effect ends and you instead become confused – as per the confusion spell – for a number of rounds equal to your hit dice.
16	Your behavior becomes hideously and markedly inhuman; this affects your appearance, your posture, your voice, your scent (due to sweat, drool and other bodily secretions & scents) and even the non-verbal sounds and movements you make. At your choice, you become bestial, robotic & corpse-like, eerily elegant or in some other way easily distinguishable as dangerous and unnatural; you cannot pass as a sane human, even with magical effects such as veil. You suffer a penalty equal to twice your hit dice on all Charisma-based skill checks and ability checks except Intimidate.
17	Your madness bleeds into the reality around you and becomes infectious: re-roll, and the nearest living & sentient creature suffers the result. You may gain this effect multiple times.
18	You gain a +1 bonus on all Intimidate, Knowledge (arcana), Perception, and Use Magic Device skill checks. You may gain the benefit of this effect more than once per day; this effect stacks, to a maximum skill check bonus equal to your hit dice.
19	You gain use of the Madness Mantra feat.
20	Roll twice, taking both results

No effect may be gained more than once per day, except as noted above; if you would otherwise gain the same effect a second time, you instead take the closest available result, rounding down if your roll was 9 or lower & rounding up if your roll was 14 or higher.

Table 4: Random Phobias (roll 1d20):

d20	Type of Phobia
1	GM's choice of any object within 60 ft.
2	Fire
3	Cold (includes temperatures below 50 degrees Fahrenheit and all creatures with the [cold] subtype)
4	Electricity
5	Acid
6	Loud noise (including firearms, modern-era equipment, the sound of thunder, music, musical instruments and any creature capable of dealing sonic damage)
7	Authority figures, including judges & city watch
8	Darkness
9	Bright light
10	Solitude
11	One item from the Random Obsession chart, below; you may not thereafter gain it as an obsession. You may gain this effect multiple times, re-rolling on the chart below each time.
12-13	Dead things (includes undead)
14-15	Sharp objects (includes anything capable of dealing slashing or piercing damage)
16	All living, sentient members of a different race/species
17	Snakes (includes anything with serpentine features)
18	Bugs (includes anything with insect-like or arachnid features)
19	Clowns, toys and similar objects
20	Roll twice, taking both results

Phobia Note: You must stay at least 5 feet away from the source of your terror; you may not choose to move closer to such an object, creature or substance if it is within 20 ft. If you come into physical contact with the object of your horror, you are nauseated (no save).

Table 5: Random Obsession (roll 1d20):

d20	Type of Phobia
1	Gambling
2	Food
3	Alcohol
4	History, including anything over 50 years old
5	Religious iconography
6	Attractive members of your own race/species
7	Puzzles, riddles and mazes
8	Personal hygiene
9	Art, including paintings and sculpture
10	Mechanically-complex objects, including constructs
11	Your own reflection, including the sound of your own voice
12	Lies, especially questions of self, truth & identity
13	Cute animals
14	Architecture & plants
15	Novel tactile experiences, such as the feel of silk
16	Counting, such as determining the number of grains of rice poured in front of you
17	National pride & patriotism; usually including majestic animals, such as lions and eagles
18	Bad jokes
19	Exotic scents & smells
20	Roll twice, taking both results

Obsession Note: If you observe or otherwise sense the subject of your obsession, you must move closer to such an object or substance if you are able, attempting to hold and caress it; you may not make attacks against a creature holding – or representing – such an object or substance except to initiate an attempt to disarm or hold them still.

You are automatically fascinated by the object of your obsession, although this effect may be broken in any of the normal ways.

If left alone and to your own devices, you will indulge in your obsession exclusively. For example, if you possessed an obsession with religious iconography, you might begin drawing holy symbols upon every available surface – including your own bare skin – if given the time and opportunity.

Narcokineticist

Better living through psycho-chemistry? With a mere twist of will, you can knock the doors of perception clear off their rusty hinges and scrub your third eye to a crystal-shining gleam. Only when you need plenty of raw power – and fast! – and don't care too much about the side-effects, of course. It's not habit-forming.

Benefit: Whenever you roll for a random Bright-Burning Super-Sanity effect, you may additionally choose to roll 1d8 on the following chart:

Blood Sap: You gain a +1d4 alchemical bonus to Strength and a +1d3 alchemical bonus Dexterity for 30 minutes; after, you are slowed (as per the spell *slow*) for 1d3 hours

Daemon Seed: You gain a +1d4 profane bonus to saves and skill checks and a +1d6 profane bonus to one skill for one hour; in addition, there is a 15% chance – at the end of that hour – that you suffer from both blindness and deafness for the next hour

Opium: You gain +1d8 temporary hit points and a +2 alchemical bonus on all Fortitude saves; you also suffer from fatigue for the duration of this hour

Silvertongue: You gain a +1d2 alchemical bonus to Charisma for one hour and a +2 alchemical bonus on all saves against mind-affecting effects for 1d4 hours

Starspore: You gain darkvision with a range of 60

feet, the ability to see invisible creatures – as the *see invisibility* spell – and vulnerability to sonic damage for one hour

Zerk: You gain a +1 alchemical bonus to initiative and a +1d4 alchemical bonus to Strength for one hour, and

You are treated as if you had just consumed a single dose of *Strange Fluids*^{NLFS}

Roll 1d6 twice, taking both results

Special: You may select this feat in place of a Dampened Versatility feat, in place of a Utility Wild Talent or in place of any Limited Versatility feat of any type.

Sharp-Edged Semi-Sanity

You have a little more control over your dive into madness than most. Of course, just a little control can be a very, very dangerous thing.

Benefit: Any time that you roll for a random Bright-Burning Super-Sanity effect, you roll twice; after the results are seen, you may freely select either roll. Once per day, you may discard both such results and instead choose a 16.

Special: You may select this feat in place of a Dampened Versatility feat, in place of a Utility Wild Talent or in place of any Limited Versatility feat of any type.

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