**ADVENTURE PATH PLUG-INS** 

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## Legendary Villains: Evil Clerics



# LEGENDARY VILLAINS:

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7

### WRAC YOU WILL FIND INSIDE LEGENDARY VILLAINS: EVIL CLERICS

This third volume in the Legendary Villains series delves deeply into the lore and legendarium of the most devoted servants of the dark powers: evil clerics. Though not always a GM's go-to villain, these malevolent mendicants and blasphemous bishops are plentiful in fantasy games. Myriad options in the form of archetypes and domains already exist, but this book goes further in exploring the roles evil clerics can play as villains in a campaign. This book includes dozens of new feats, spells, and archetypes specially designed for evil clerics, as well as the **disease** domain and **sinweaver** prestige class, providing a wealth of options for augmenting existing cleric class features. In addition, it provides all-new options like the avatar of evil family of feats that bring an evil cleric one step closer to dreadful divinity, variant channeling feats to enrich an evil cleric's bag of supernatural tricks, and the Craft Cursed Item feat gives mischievous clerics a new way to torment their victims. Finally, this book contains a collection of malicious magic items, some to augment the armamentarium of an evil apostle and others to bedevil those who would stand in her

way, along with a pair of perilous priestly tomes replete with dark secrets, sinister spells, and other nefarious new options to make your cultists and clerics truly memorable foes.

Legendary Games was founded on the principle of delivering first-class product for your Pathfinder Roleplaying Game experience, brought to you by the very authors who design and contribute to the adventures, hardbacks, and campaign supplements you are already using. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



### 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. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

### Πευ, Ψπατ'ς Ψιτη της Αρνεητυκε Ρατη 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?

### Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with links to the official <u>Pathfinder Reference Document</u> as well as <u>d20PFSRD</u>. 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. Where appro-

priate, some links are also marked with a superscript to indicate the hardcover rulebook source for the rules in question, as follows:

### Concencs

Evil Clerics as Villains		5
Evil Clerics in the Campaign		8
Evil Cleric Prestige Classes		10
Evil Cleric Archetypes	H	15
Evil Cleric Domains		18
Evil Cleric Feats		19
Evil Cleric Spells		24
Evil Cleric Magic Items		28
Librams of Ineffable Damnation		32

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
- DEP = Official Pathfinder Roleplaying Game campaign world Asian Empires primer.
- <sup>GM</sup> = Official Pathfinder Roleplaying Game campaign world supplement focusing on gods and their magic.
- <sup>GMG</sup> = Pathfinder Roleplaying Game Game Mastery Guide
- ISM = Official Pathfinder Roleplaying Game campaign world supplement focusing on the inland sea region's magic.
- <sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures
- <sup>UCam</sup> = Pathfinder Roleplaying Game Ultimate Campaign
- <sup>uc</sup> = Pathfinder Roleplaying Game Ultimate Combat
- UE = Pathfinder Roleplaying Game Ultimate Equipment
- <sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic

#### **ABOUT LEGENDARY GAMES**



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### EVIL CLERICS AS Villains

Ah, the evil cleric: a tried-and-true classic of fantasy adventure. So often confined to her subterranean temple presiding over human sacrifices or ordering monstrous minions to do her bidding, the dark cleric has almost become a cliche. Throw in channel negative energy, a menacing laugh, an unholy symbol and you're done, right? All too often the evil cleric's motives are transparent and her powers predictable. Worse still, she almost never gets to finish her villainous monologue before PCs cut her down in her unholy tracks. We aim to change that.

Before embarking on this journey to add flavor, depth, and options to our favorite egregious ecclesiastics, we should explore why the evil cleric makes such a memorable antagonist.

Perhaps the most disturbing aspect of the evil priest is her connection to the sacred (or, in this case, profane)—she quite literally has a god on her side. Just as a crusader is the hammer of god, the evil cleric represents the will of an immortal, sometimes omniscient and omnipotent being with a grand-scale agenda that has little use for pathetic mortals. Think Randall Flagg, antagonist of *The Stand*, controlling the actions of animals and humans alike, spitting dark prophecies, and slinging necromantic curses at opponents.

Not all men and women of the dark cloth walk around openly smiting the innocent. There is a more insidious figure who hides in holy places, the smiling snake who promises knowledge and power in a deity's name only to draw us into the clutches of the adversary. Many priests who publicly exemplify their faith's tenets have dark secrets hidden in the rectory. Nicolae Carpathia



of the Left Behind series notoriously wields his charm and intellect to amass an army of followers ready to serve his evil purposes. Only when it is nearly too late does Nicolae reveal his true colors by brutally disfiguring and murdering dissenters. His divinely granted abilities make him a difficult foe to best, and none but Jesus himself can stop this avatar of destruction and evil. Arguably the most dangerous villain of Roger Zelazny's Night in the Lonesome October is The Vicar, an unassuming country parson later revealed to be a servant of the Elder Gods and a ruthless player in the game to summon those gods to earth. Rasputin, who many believe to be connected with the downfall of imperial Russia, exerted his clerical influence on the Romanov family in a time of strife. Anastasia's portrayal of the Russian mystic leaves little doubt of Rasputin's morality, painting him as an evil sorcerer able to summon demons and cast malevolent magic. The Hierophant of The Gamers: Dorkness Rising is another villain who performs dark deeds behind the holy cloth. Priests who take advantage of children, televangelists who con believers into giving up worldly wealth to enter heaven destitute, and cult leaders such as David Koresh and Jim Jones are real-life examples of the priest with a hidden agenda.

Hollywood is rife with murderous reverends, even though for many years fictitious depictions of the clergy focused on the positive. The 1930 Motion Picture Production Code successfully censored troublesome portrayals of priests for decades. Eventually, the silver screen abandoned this pearl-clutching and we can now point to many film examples of the evil cleric. *Night of the Hunter's* Reverend Harry Powell uses his faith to endear himself to a widow and murder her before hunting down her children. Driven by his religious zeal, Cardinal Roark of *Sin City* devolves into cannibalism alongside a notorious serial killer. These priests hid a psychotic thirst for mayhem behind their collars.

Though not bone-chillingly wicked, corrupt priests also make for compelling villains. In the film *Ladyhawke*, the Bishop of Aquila levies a curse at two young lovers after his own claim to the beautiful Isabeau is thwarted. Similarly, Cardinal Richelieu's obsession with power eclipses his own faith in God and eventually draws the ire of the Three Musketeers. Dostoevsky's Grand Inquisitor sees man's freedom as a divine mistake, and views the church's power as a method to rule the masses with a cruel iron fist. The corrupt cleric uses her influence and her followers' faith to achieve selfish ends.

Unlike their counterparts in fact and realistic fiction, evil clerics in fantasy pack an especially potent punch. In addition to winning followers through sheer force of personality and claims to divinity, priests in fantasy can channel their gods' power in tangible ways. Caleb, servant of the First Evil and final foil to *Buffy the Vampire Slayer*, channels inhuman strength, rejuvenation, and minor psychic ability through his deity. Thulsa Doom proves a worthy adversary for Conan the Barbarian, exhibiting perfect control over his followers and shapeshifting into terrible beasts. These are the sort of villains that test a character's mettle.

#### A MACCER OF FAICH

The common thread connecting these characters is a belief that they act according to their god's will. In some ways this is a more frightening concept than an evil king trying to extend his reign or an evil wizard seeking immortality. These unholy-rollers are truly ordained from on high or below—and the implications are staggering. An evil cleric can easily bring an army of the faithful into the fray if she wishes, or call down the wrath of her deity.

While dark clerics are unanimously pious, there is more than one reason for adherence to a profane faith. Some evil clerics were good once, perhaps high-ranking officials in a holy church. The powers of leadership and devotion form a heady cocktail, and sometimes even bastions of light consume far too much of it. In time the pursuit of power corrupts the once benevolent reverend. Her soul



stained beyond redemption, she is cast out or chooses to seek another path, one that will grant her the earthly pleasures and personal power she now craves. Instead of atoning for her transgressions, she accepts the patronage of a new deity.

Other clergy were evil all along. Sociopaths and those twisted by horrific abuses see the church of a dark god as a ladder out of the chaos and impotency of mortal life. A child whose family was slaughtered by monsters often dreams of revenge, but not all children orphaned by violence grow up to become heroes. Anakin Skywalker, touched deeply by loss, had the potential to become a savior. Instead, he turned from the teachings of his master and embraced a darker power. Anakin saw the dark side not as a quick route to glory, but a weapon with which he could protect his wife and avenge the fallen. For some aspiring dark clerics, the only way to defeat the monsters is to become one.

#### AVACARS OF EVIL

Still another sort of cleric walks a very different path to damnation. She is touched by the fell hand of an evil deity, just as some claim to have been saved or redeemed by a holy power. Perhaps she brushed elbows with death and was pulled back from the brink by the Princess of Pestilence; perhaps a harrowing week of torture opened her mind to the alien intellect of the Midnight Master. Whatever the situation, in her mind she was *chosen*, handpicked to join the ranks of a dread priesthood. In some cases it's all in her head. The mortal mind has many ways of coping with terrifying events.

Occasionally the gods do notice mortals and mark their favorites for greatness. If the chosen mortal withstands the testing crucible thrust upon her, she emerges tempered by divine favor

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as a fearsome force, now tethered to the will of that god. Essentially, she becomes a mortal avatar of her deity.

While ordinary clerics channel power borrowed from a deity, avatars are living receptacles for this power. A basic cleric carries a holy symbol that affirms her connection with the divine and acts as a focus for channeling. An avatar's holy symbol is melded into her flesh, and she cannot ever truly conceal it or part from it. An avatar gains her power through the Unholy Scar feat and the appropriate additional feat to reflect the powers granted by her particular deity. See the Avatar of Evil Feats section for more information and specific options available.

### GUIL CLERICS IM GRE CAMPAIGN

An evil cleric's antagonism is not limited to combat encounters. Evil clerics make excellent villains in a kingdom-building campaign or for characters with Leadership. Utilize options found in *Pathfinder Roleplaying Game Ultimate Campaign* to establish the cleric as the leader of an organization intent on thwarting the PCs. Doing so introduces the cleric as a villain early in the campaign. Designing an organization and buildings controlled by the cleric adds to her capabilities. By attributing events that befall a character's own organization to the evil cleric, a GM can build up to a more meaningful final conflict between the party and an ultimate villain.



#### EVIL CLERIC BUILDINGS

Some evil clerics operate solo, forced into secret by a generally good or neutral-aligned society. Still, a cleric's high Charisma and Wisdom scores make her the perfect candidate to lead an evil organization, most commonly a cult. Some larger churches and cathedrals house evil-aligned clerics and their followers, but this is rare in most societies. Creating a building or complex of buildings to house a cleric's organization adds depth and flavor to any campaign. You can use the buildings and organizations rules or the smaller-scale rooms and teams rules from Pathfinder Roleplaying Game Ultimate Campaign to model an evil cleric's tangible influence in the campaign. The buildings under her control add resources and societal clout the evil cleric can use to foil PCs, and her villainous lair makes a great adventuring ground for the party.

Rooms favored by evil clerics include: altar, bell tower, burial ground (typically unholy to facilitate raising undead minions), ceremonial room, confessional, crypt, false front, infirmary, reliquary, sanctum, statue, and summoning chamber. Other rooms not listed here can add flavor and function to an evil cleric's hideout, as well. A cleric of the Midnight Master, for instance, simply must have her own torture chamber. The false front is especially beneficial to the deceiver archetype, who by nature poses as a cleric of a good deity, but many evil clerics find that hiding in plain sight is the best option to avoid detection. A confessional might be found in any cathedral or church, but a sinweaver in particular could use this room as a power source. Add traps and secret rooms to buildings owned by clerics of the Lord of Murder or Our Lady of Wasps. These clerics may choose to operate out of a thieves' guild rather than a church, or at least have assassins and thugs on the payroll.

#### EVIL CLERIC DOWNCIME EVENCS

Whether or not PCs are using the <u>downtime</u> <u>rules</u> described in *Pathfinder Roleplaying Game Ultimate Campaign*, evil clerics certainly can act from behind the scenes in order to harry their rivals in a variety of ways. A GM can select one of the specific events presented here or attribute regular events such as fires, monster attacks, scandals, and schisms to the machinations of an evil cleric. At lower-level PCs can feel the menacing presence of a shadowy villain, a person with just as much (if not more) power and influence as themselves. At higher levels, the GM can push PCs into a direct confrontation with the evil cleric and her minions with <u>downtime events</u> such as the following.

**Assassination Attempt**: Assassins hired by an evil cleric storm a PC's building and attempt to assassinate her. Fortunately, the PC was not present at the time of the event, and her employees were able to fend off the would-be killers. Even so, the assassins managed to kill or wound one or more of the PCs' employees, and the PC loses 2d4 points of Labor. A PC may attempt a DC 25 Diplomacy or Intimidate check to involve local officials. A success means that the investigation is successful and an agent of the evil cleric is arrested. A failure results in the loss of 1d6 points of Influence. PCs who find and punish the perpetrator (personally or with hired help) gain 1d4 points of Influence.

**Ransom**: An evil cleric sends a team to kidnap one of the PC's contacts, followers, managers, or even a cohort. The cleric leaves an anonymous ransom note detailing the task or payment necessary to secure the safety of the NPC taken. PCs who wish to determine the person responsible must succeed 1d6 DC 25 Diplomacy or Intimidate checks to discover the names and location of the agents involved. The PCs have two options available to resolve this event. First, the PCs may acquiesce to the request to provide ransom. The ransom should be significant but still appropriate to the PCs' wealth by level (GM's discretion). The second option is for PCs to directly confront the evil cleric, or more likely a group of her minions, at APL +1. Failure to recover the kidnapped NPC results in the loss of 1d4 points of Labor and Resources as well as a loss of 2d4 Influence for every week the NPC is missing.

**Spread Rumors**: Using her own position of authority and her followers' wagging tongues, an evil cleric spreads vicious rumors about a PC or her organization. For every successful DC 25 Diplomacy or Bluff check made by the evil cleric, the PC loses 1d3 points of Influence. The evil cleric may only make one such check every 1d6 days. A successful DC 30 Diplomacy check can be made to counter each rumor, gaining back 1 point of Influence. A PC can succeed 1d4 DC 30 Diplomacy or Intimidate checks to discover the rumors' source.

**Subvert Recruits**: Rather than recruiting her own managers and teams, an evil cleric can "steal" employees from a PC's organization. Once per week, an evil cleric may attempt a DC 30 Bluff or Diplomacy check to convince a PC's team to join her organization. If the evil cleric's Leadership score (or character level + Charisma modifier) is higher than the PC's, there is a 25% chance that an additional team abandons its employer in favor of the cleric. Each time an evil cleric successfully subverts a team in this way, the PC loses 1d4 points of Influence and must hire a new team at normal cost to replace the renegades.

### SIJIL CLORIC PRESCICE CLASSES

The following prestige class may be taken by any evil divine caster who meets the prerequisites, but is a particularly appealing option for a cleric of an evil deity.

#### SINWEAVER (PRESCIGE CLASS)

A typical cleric draws power from a deity to impose his or her will on the mortal world. Sinweavers are unique. The sinweaver worships a deity whose tenets and ultimate goals match her own, but through study of metaphysics and the mortal psyche she achieves terrible power by consuming and manipulating the sinful thoughts and deeds of others. Sinweavers are often found preying upon a congregation of neutral or evil worshippers, an evil organization, or a corrupt institution. Since the spark of sin dwells within all sentient creatures, however, sinweavers move in many circles, and they never go hungry. Thus many sinweavers hide in plain sight—brothels, taverns, and prisons are all excellent power sources—and the creatures whose sins power this magic are rarely aware of a sinweaver's presence.

Hit Die: d8

**Requirements**: To qualify to become a sinweaver, a character must fulfill the following criteria.

Alignment: Any evil.

**Skills**: Knowledge (religion) 3 ranks, Sense (Motive) 3 ranks.

**Special**: Must hear the confession of a sentient creature that egregiously committed one of the seven cardinal sins (GM's discretion) or discuss the nature of sin with a willing evil outsider of 5 HD or greater.

**Spells**: Ability to cast 2nd-level divine spells. **Class Skills**: The sinweaver's class skills are Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (local), Knowledge (planes), Knowledge (religion), Profession (Wis), and Sense Motive (Wis).

#### Skill Ranks at Each Level: 2 + Int modifier.

**Channel Energy (Su)**: The sinweaver's class level stacks with levels in any other class that grants the channel energy ability.

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Cable 1: Sinweaver							
Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Special	Spells per day/spells known	
1st	+0	+0	+0	+1	channel energy, detect sin, sin pool, consume con- fession, sin power	- 10	
2nd	+1	+1	+1	+1	sinful aura	+1 level of divine class	
3rd	+2	+1	+1	+2	sin power	+1 level of divine class	
4th	+3	+1	+1	+2		+1 level of divine class	
5th	+3	+2	+2	+3	sin power	+1 level of divine class	
6th	+4	+2	+2	+3		+1 level of divine class	
7th	+5	+2	+2	+4	sin power	+1 level of divine class	
8th	+6	+3	+3	+4		+1 level of divine class	
9th	+6	+3	+3	+5	sin power	+1 level of divine class	
10th	+7	+3	+3	+5	final confession	+1 level of divine class	

**Detect Sin (Sp)**: A sinweaver can detect the presence of sin. Any sinful surface thoughts or sins committed within the past 24 hours register when a sinweaver uses this ability. The amount of information revealed by this ability depends on how long she studies a particular area or subject.

- •**1st round:** Presence or absence of sin. Note that only good outsiders, paladins, and some good clerics have a complete absence of sin.
- •2nd round: Number of sinful auras in the area and the location of the most potent auras present. The most potent auras are those of creatures who have recently committed an egregious crime (such as murder or assault) and those of powerful evil creatures.
- •**3rd round:** The potency and location of each aura. If an aura is outside of the sinweaver's line of sight, she discerns its direction but not its exact location.

**Sin Pool (Su)**: At 1st level, a sinweaver gains a pool of sin points, supernatural energy extracted from the sins of creatures around her that she can use to fuel her sin powers and enhance her spells. The sinweaver's sin pool can hold a maximum amount of supernatural energy equal to 3 + her sinweaver level. Each day, when preparing spells, the sinweaver's sin pool fills with this dark

energy, gaining a number of points equal to 3 + 1/2 her sinweaver level. Any points she had from the previous day are lost. She can also regain these points through the drink sin class feature. The sin pool can never hold more points than the maximum amount noted above; points gained in excess of this total are lost.

Points from the sin pool are consumed by the sinweaver's sin powers. In addition, the sinweaver can expend 1 point from her sin pool as a free action whenever she casts a divine spell. If she does, she can choose to increase the caster level by 1 or increase the spell's DC by 1. She can expend no more than 1 point from her pool on a given spell in this way.

**Consume Confession (Su)**: At 1st level, a sinweaver can consume the metaphysical energy produced by a sentient creature's sins as a standard action. To do this she must verbally interact with the creature for a minimum of 10 minutes to produce a confession. This adds a number of points to her sin pool correspondent to the type of sin consumed (see Table: Consume Confession). Points gained in excess of her sin pool's maximum are lost. Creatures affected by this ability suffer no ill effects. A successful Will save (DC equal to 10 + the sinweaver's class level + the sinweaver's Charisma modifier [minimum 1]) negates the ef-

II

#### IS CHAC A SIN?

The seven cardinal sins, also known as the seven deadly sins, are a hierarchy of vices meant to encompass the most egregious deeds humanity is capable of. The cosmology of most fantasy settings is not based upon Judeo-Christian beliefs; therefore, sins are not necessarily condemned by a creature's deity. For the sinweaver's purposes, however, these acts all count as sins. Any acts that fit the following categories are considered sins: lust, gluttony, greed, sloth, wrath, envy, and pride.

Examples of lust include infidelity in a monogamous relationship and attempting to coerce a creature into intimacy. Gluttony becomes sinful when a creature enjoys an excess of food or drink while others starve. Greed often manifests as hoarding currency, stealing, or extortion. Sloth is a bit tricky to define, but consider creatures that fail to act on their own or others' behalf when given the means and opportunity as slothful. Wrath is at the heart of assaults and murders of all sorts. Envy is typically confined to the mind, but often leads to spreading rumors, plotting against others, and even murder or theft. Pride is defined as a narcissistic fascination with the self or one's own accomplishments.

The two main factors that determine the strength of a sin are guilt and harm. If a creature feels extremely guilty about deeds or recurring thoughts (such as impiety toward her deity or resentment of a family member) the metaphysical energy generated by the sin is stronger. Grant 1 additional sin point to any such sin confessed (GM's discretion). The most important factor in determining the magnitude of a sin, however, is if a creature was harmed as a result. A creature who kills another for a reason other than self-defense commits a hefty sin, for instance, regardless of how she feels about the murder. See Table: Consume Confession for more information.

Cable 2: Consume Confession				
Sin Type	Sin Points Gained			
Sinful surface thoughts*	1			
Actively planning a nonviolent sin	2			
Actively planning a violent sin	3			
Nonviolent sin recently committed (i.e. infidelity, theft)	4			
Violent sin recently committed (i.e. murder, assault)	5			

\*All sentient creatures, save perhaps good outsiders or extremely pure-minded paladins and clerics, are assumed to possess minor sinful surface thoughts. A stray moment of lust, coveting another's possessions, or jealousy of a rival are all considered sinful for this purpose, regardless of the creature's personal beliefs.

fect and makes the creature immune to consume confession for 24 hours.

**Sin Power (Su)**: The sinweaver learns to convert the metaphysical energy of sin into divine power. At 1st level and every 2 levels thereafter, the sinweaver learns a new sin power selected from the following list. A sin power cannot be selected more than once. Once a sin power is selected, it cannot be changed. Most sin powers require the sinweaver to expend points from her sin pool to function. Unless otherwise noted, the saving throw DC for a sin power is equal to 10 + 1/2 the sinweaver's level + the sinweaver's Charisma modifier.

*Copy Visage (Su)*: The sinweaver can spend 1 point from her sin pool to assume an illusory disguise as *disguise self*. If she expends 2 points from her sin pool instead of 1, the duration increases to 10 minutes per level.

Drink Sin (Sp): As a swift action, the sinweaver can spend 2 points from her sin pool to forcibly consume the sin energy of a sentient creature. A successful melee touch attack deals 1d6 points of damage per sinweaver class level (maximum 10d6). She gains temporary hit points equal to the damage dealt. The temporary hit points disappear 1 hour later.

*Empower Channel (Su)*: The sinweaver can spend 1 point from her sin pool to add 1d6 to her channel energy ability damage or healing roll.

*Opposing Channel (Su):* A sinweaver with this sin power can spend 2 points from her sin pool to channel positive energy if she gains channel negative energy from her deity, or vice versa.

Metaphysical Barrier (Su): As a swift action, the sinweaver can spend 1 point from her sin pool to create a barrier of divine magic that protects her from harm. She gains a +4 shield bonus to her AC for 1 minute.

Sin Sense (Su): As a swift action, the sinweaver can spend 1 point from her sin pool to enhance her senses. She gains darkvision (60 feet) or, if she already has darkvision, increases the range of her darkvision by an additional 60 feet. At 4th level, she may gain scent. At 8th level, she may gain telepathy (100 feet) and can communicate with any creature with an Intelligence score of 3 or greater. At 10th level, she may gain blindsight. Each sense counts as one use of this ability. She cannot have more than one use of this ability active at a time. This effect lasts for a number of minutes equal to the sinweaver's Charisma modifier (minimum 1).

Spell Resistance (Su): As a standard action, the sinweaver can spend 1 point from her sin pool to grant herself spell resistance for a number of rounds equal to her Charisma modifier (minimum 1). This spell resistance is equal to 10 + her sinweaver level and cannot be suppressed, but it can be ended as a free action on her turn.

Transgressing Weapon (Su): As a standard action, the sinweaver can expend 1 point from her sin pool to enhance her weapon. The weapon is treated as magic for the purposes of overcoming damage reduction. At 2nd level, the weapon gains a +1 enhancement bonus, which increases by 1 for every 2 levels beyond 2nd (to a maximum of +4 at 8th level). These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5. A sinweaver can also use this power to add one of the following weapon special abilities: anarchic, axiomatic, bane, keen, unholy, or vicious. Adding these special abilities replaces an amount of enhancement bonus equal to the ability's cost. Duplicate special abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added to it before any other weapon special abilities can be added. The benefits are decided upon when the power is used, and they cannot be changed unless the power is used again. These benefits only apply to weapons wielded by the sinweaver; if another creature attempts to wield the weapon, it loses these benefits, though they resume if the sinweaver regains possession of the weapon. The sinweaver cannot have more than one use of this ability active at a time. This effect lasts for a number of minutes equal to to the sinweaver's Charisma modifier (minimum 1).

Tempter's Knowledge (Su): As a swift action, the sinweaver can spend 1 point from her sin pool to gain a +4 profane bonus to all knowledge checks. In addition, she may make a knowledge check untrained. This effect lasts for a number of minutes equal to the sinweaver's Charisma modifier (minimum 1).

**Sinful Aura (Su)**: Starting at 3rd level, a sinweaver can cloak herself in a sinful aura for 1 round per sinweaver level. These rounds need

not be consecutive. The tempting echoes of lust and wrath play across her features, lending a wicked loveliness to her appearance. The sinweaver gains a +4 profane bonus to her Charisma score and radiates a 10-foot aura that corrupts the thoughts of nearby creatures. Creatures within the aura must succeed at a Will save (DC 10 + the sinweaver's class level + the sinweaver's Charisma modifier) or become distracted by sinful thoughts for 1d4 rounds. A creature cannot be affected by a sinweaver's sinful aura more than once in 24 hours.

Final Confession (Su): At 10th level, a sinweaver can force a final confession from a dying creature and raise a shade composed entirely of sin energy from the creature's body. She may also use this ability on a corpse within 24 hours of the creature's death. A successful Will save (DC 10 + the sinweaver's class level + the sinweaver's Charisma modifier) prevents the shade from rising. The creature is slain when the shade rises. The shade rises as a wraith. Unlike a normal wraith, this sin shade wraith cannot create spawn and is completely under the sinweaver's control. The sin shade receives a +4 bonus on Will saves made to halve the damage from positive channeled energy and it cannot be turned or commanded. The sin shade has a number of hit points equal to half the sinweaver's total. The sin shade uses the sinweaver's base attack bonus and base save bonuses. A sin shade is active for a number of hours equal to the sinweaver's class level; when the duration of this ability ends, the sin shade dissipates and the affected soul is able to move on.

### SUIL CLERIC ARCRECUPSS

Archetypes appeal to many players, since they can achieve specific powers not found in the base class without giving up precious levels to multiclassing or prestige classes. These archetypes encompass a variety of options, from the charlatan to the ordained assassin.

#### DECEIVER (EVIL CLERIC ARCRECYPE)

Sometimes the foulest evil hides in the very heart of righteous places. The deceiver is the wolf that lurks among sheep, the innocuousseeming vines that choke a majestic garden, the skull behind the smile. Deceivers worm their way into congregations of good deities and use their trickery to mock the very gods they pretend to worship. To the deceiver's flock she is a wise and beneficent healer; in reality, she preys on her followers while secretly serving her true deity.

**Alignment**: Deceivers can be of any evil alignment.

**Weapon and Armor Proficiency**: A deceiver is not proficient with medium armor or shields.

**Skills**: Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Knowledge (Religion), Knowledge (Planes), Knowledge (Arcana), Perform (Cha), Sense Motive (Wis), and Spellcraft (Int) are class skills for the deceiver.

**Practiced Deception**: The deceiver focuses much of her time and energy on concealing her true nature from her congregation and other clerics. A deceiver may select only one domain from her deity's list of domains. In addition, a deceiver selects one domain available to a cleric of a good deity that she is able to mimic when she reaches 4th level (see mimic below). Deceivers often gravitate toward the trickery domain but are not restricted to this option.

**Liar's Token (Su)**: A deceiver's unholy symbol is expertly carved to resemble the holy symbol of a specific good-aligned deity. The deceiver must rededicate her unholy symbol to her true god once per day when she prepares her spells. This process takes an additional 30 minutes of prayer. If the deceiver neglects to perform this ritual, the unholy symbol ceases to function for the purpose of channeling until she repeats the ritual.

Cable 2: Deceiver Spontaneous Spells			
Spell Level	Spontaneous Spell		
1st	undetectable alignment		
2nd	disguise self		
3rd	misdirection		
4th	suggestion		
5th	triggered suggestionACG		
6th	symbol of persuasion		
7th	mass suggestion		
8th	project image		
9th	overwhelming presence <sup>uM</sup>		



**Ecclesiastical Farce (Su):** At 1st level, a deceiver adds an amount equal to 1/2 her cleric level (minimum 1) + her Charisma modifier (minimum 0) to any Charisma-based skill check made to deceive others about her true faith. In addition, she may make a Bluff check in the place of a Knowledge (Religion) or Perform (oratory) check when professing faith in her false deity or requesting a person to perform an act in that deity's name. She may use this ability an amount of times per day equal to her Charisma modifier.

**Imitate Aura (Su)**: At 1st level, a deceiver's aura always detects as good. A successful Spellcraft check with a DC equal to 10 + the deceiver's Wisdom modifier + the deceiver's cleric level determines the true nature of the deceiver's aura.

**Mimic (Sp):** At 4th level, the deceiver is able to mimic the abilities available to a cleric of the good deity she pretends to worship in the following ways:

- •Channel positive energy by expending two uses of her channel negative energy ability.
- •At 1st level, a deceiver selects one domain available to clerics of a good deity. She can use one of that domain's powers by expending two uses of her own domain power of the equivalent level.
- •Prepare and cast a spell with the good descriptor at a slot two levels higher than the spell's level. She does not need to atone for any spells of opposing alignment cast in this way.

**Shift Blame (Su):** The misdeeds of the deceiver er never come back to haunt her. Instead, innocent patsies and rivals find themselves arrested or publicly accused of her crimes. At 8th level, when the deceiver convinces another to commit an evil act, any witnesses (including any creatures involved in the act) must succeed on a Will save (DC 10 + 1/2 the deceiver's cleric level + her Charisma modifier) or believe the person who physically committed the act to be fully responsible. Any action taken by the deceiver to induce the creature to perform that evil act is erase from their memory, as <u>memory lapse APG</u>. A deceiver may use this ability once per day.

**Spontaneous Casting:** A deceiver does not gain the ability to spontaneously cast *cure* or *inflict* spells by sacrificing prepared spells. However, a deceiver can spontaneously cast the spells listed in Table 2: Deceiver Spontaneous Spells by sacrificing a prepared spell of the noted level or above.

#### SACRED STINGER (CLERIC ARCRETYPE)

While typically found in the service of Our Lady of Wasps, sacred stingers are a subtle but deadly arm of many churches, striking with precision to further the agendas of cruel high priests and priestesses. Sacred stingers are clerics who forsake tedious study of spells and religious lore to train in the martial arts and the use of poisons.

**Alignment:** Sacred stingers can be of any nongood, non-lawful alignment.

**Weapon and Armor Proficiency:** Sacred stingers are proficient with all simple weapons and the following martial weapons: elven curve blade, flail, kukri, rapier, spiked chain, and whip. They are also proficient with light and medium armor. They are not proficient with shields.

**Skills:** Acrobatics (Dex), Craft (Int), Escape Artist (Dex), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Stealth (Dex), Knowledge (local) (Int), Linguistics (Int), and Sense Motive (Wis) are class skills for a sacred stinger. **Diminished Spellcasting:** A sacred stinger chooses only one domain and gains one fewer spell of each level than normal. If this reduces the number to 0, she may cast spells of that level only if they are domain spells or if her Wisdom score allows bonus spells of that level.

**Bonus Feats:** A sacred stinger gains a bonus feat at 1st level, then again at 5th level and every five levels thereafter (to a maximum of six at 20th level). These bonus feats must be chosen from the following list: Combat Expertise, Gang Up, Improved Critical, Pounce, Weapon Focus, or Vital Strike. Alternatively, she can select one of the following rogue talents for which she qualifies in lieu of a bonus feat: camouflage, coax information, fast stealth, lasting poison, swift poison. At 10th level, a sacred stinger may also choose from the following feats: Critical Focus, Deadly Finish, Exotic Weapon Proficiency, Hurtful, Improved Vital Strike, Mobility, and Weapon Specialization.

At 20th level, a sacred stinger may also choose from the following feats: Greater Weapon Specialization, and Greater Vital Strike (a sacred stinger may take this feat even if she does not meet the prerequisite base attack bonus).

**Poison Use (Ex)**: At 8th level, a sacred stinger is trained in the use of poison and cannot accidentally poison herself when applying poison to a weapon.

### SUIL CLERIC DOMAINS

The following domain is available to an evil cleric who worships a god with disease in her portfolio.

#### DISEASE DOMAIN

The most well-known deity who grants the disease domain to her followers is the Princess of Pestilence, but other deities who revel in undeath and corruption may also grant these powers. A cleric with the disease domain sees the spread of plague and affliction as her divine duty, and actively cultivates these ailments in her own person. To her, transmission of a disease is a gift, and succumbing to that disease is a holy death.

**Granted Powers**: Gruesome boils and pustules erupt from your skin and spray foes with a sickening liquid. You spread disease wherever you go but do not perish from the effects.

**Nauseating Bolt (Sp)**: As a standard action, you burst one of your many pustules and unleash a bolt of pus. You can target any single foe within 30 feet as a ranged touch attack with this bolt. It you hit the foe, the target is nauseated for 1 round and sickened an additional round for every two cleric levels you possess. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Carrier (Su)**: Your ability scores can never drop below 1 as a result of a disease. At 4th level, you can be infected by a disease without suffering any ill effects. At 8th level you can choose to spread a disease you are currently carrying as a melee touch attack. You can use this ability a number of times per day equal to 1/2 your cleric level. This ability otherwise functions as *contagion*.



**Domain Spells:** 1st—*ray of sickening*, 2nd—*ghoul touch*; 3rd—*contagion*, 4th—*plague carrier*, 5th—*greater contagion*, 6th—*epidemic*, 7th—*plague storm*, 8th *horrid wilting*; 9th—*cursed earth*.

### STAL GLERIC REACS

The following feats appeal to a wide variety of evil clerics. These variant channeling feats give clerics an option to further augment a core class feature in powerful new ways, and the Craft Cursed Item feat allows an evil cleric (or any spellcaster) to purposefully create innocuouslooking magic items that unleash devastating consequences on the possessor. Several additional feats are contained in the Librams of Ineffable Damnation section (see page ??); while this book assumes that only those perusing those dread tomes are able to master those feats, at the GM's option they could be generally available in the campaign.

#### Craft Cursed Item

You may intentionally craft a cursed item as if you were crafting a regular magic item.

Prerequisite: Caster level 3rd.

**Benefit**: You can create a wide variety of cursed items. Crafting a cursed item takes 1 day for each 1,000 gp in the normal item's price. To create a cursed item, you must use up raw materials costing half of its base price. You may create cursed armor, weapons, and wondrous items with this feat.

You can also place a curse upon an existing magic item if it is one that you could make. Doing so costs half the raw materials and half the time it would take to craft that item.

#### **Noxious** Channel

When you channel energy to harm living creatures they are also sickened.

**Prerequisites**: Channel negative energy 4d6 class feature, evil alignment, Cha 13+.

**Benefit**: When you channel to harm living creatures, the foul energy radiating from your unholy symbol causes revulsion and queasiness if you expend two daily uses of the ability. Creatures that fail their save against take damage as usual and also are sickened for a number of rounds equal to your Charisma modifier.

#### Pestilential Channel

Your channel negative energy spreads disease. **Prerequisites**: Channel negative energy 6d6 class feature, worshiper of a god of disease or undead, Cha 13+.

**Benefit**: When you channel negative energy to harm living creatures, you can expend three daily uses of your ability to spread plague and disease. Creatures that fail their save against your channel take damage as usual and also are affected as *contagion*.

#### Shadow Channel

Your channel negative energy unleashes the darkness within your soul.

**Prerequisites**: Channel negative energy 2d6 class feature, worshiper of a god of darkness, disease, or undead, Cha 13+.

**I**9

**Benefit**: When you channel negative energy, magical *darkness* emanates from your unholy symbol for a number of rounds equal to 1/2 your cleric level.

If your channel negative energy deals 4d6 or more points of damage, you may choose to expend two uses of channel energy in order to create *deeper darkness* with the same duration in a 30-foot-radius emanation centered on your unholy symbol.

#### AVACAR OF EVIL FEACS

Evil clerics are the closest mortal servants of their fell deities, and the dark apotheosis of their devotion is to truly become an extension of her god's will and power in the mortal world. A cleric who wishes to become an avatar of evil must first take the Unholy Scar feat; this is the cornerstone of the avatar of evil feat tree. The cleric then selects the appropriate feat for her deity. Just as a cleric may serve only one god, a cleric may become only one type of avatar. Each feat provides a set of benefits to the cleric countered by a specific drawback and a special obeisance that must be performed to maintain her deity's favor.

#### Unholy Scar

You did not choose the path to evil; it quite literally chose you. You are the selected arbiter of your god's will in the mortal realm. Your unholy symbol is fused to your blood, bone, and indeed your very spiritual essence. To remove or destroy this holy symbol would mean your death. Your will is shackled inexorably to that of your god, and your reward is power and purpose that others can only dream of.

**Prerequisites:** Cleric of an evil deity. **Benefit**: You are a chosen avatar of your deity. The symbol of your deity is etched into your skin by ritual scarification, a gruesome birthmark of sorts that symbolizes your rebirth into the service of your god. This mark functions in all ways as an unholy symbol. When you use your unholy scar to channel negative energy, the DC for living creatures to resist full damage is increased by 2. In addition, your unholy scar makes you aware of any action or item that could adversely affect your standing with your deity, including magical affects, as *phylactery of faithfulness*.

**Special**: You may not forsake your deity's tenets. If you directly defy your deity or go one week without prayer (such as the daily ritual to prepare your divine spells), you are effected by *bestow curse* (GM's discretion). The second time you are permanently blinded. If you commit a third offense, you lose all powers granted by your Avatar of Evil feats. An atonement may negate previous offenses at the GM's discretion. Only a *miracle* can remove the unholy scar and allow a reformed evil cleric to retrain any of these feats.



20

Once an evil cleric selected the Unholy Scar feat, you become eligible to select an Avatar of Evil feat appropriate for her deity. At the GM's option, other classes may select these feats, but they generally should be reserved for divine spellcasters or creatures who have taken an oath or vow in service to evil or who are otherwise constrained by a code of conduct that demands true allegiance to evil.

#### Bestial Avatar

You are an avatar of the god known as the Annihilator and Demolisher of Worlds. You have a gift for destruction and unrestrained physical might, and can assume of the form of beasts.

**Prerequisites**: Cleric of the Annihilator, Unholy Scar.

**Benefit**: As a swift action, you may rage as a barbarian for a number of rounds equal to 1/2 your cleric level per day. You do not gain any rage powers from this ability. If you also possess levels in barbarian, you count as 2 levels of barbarian higher for abilities granted to you by your rage powers.

Add the following spells to your cleric spell list: 3rd—*beast shape I*; 4th—*beast shape II*; 5th *beast shape III*; 6th—*beast shape IV*; 7th—*greater polymorph*; 8th—*polymorph any object*; 9th—<u>*clash*</u> *ing rocks*<sup>APG</sup>.

**Drawback:** Because you reject logic and reason in favor of raging destruction, you take a –2 penalty to all Intelligence-based checks.

**Special**: You must destroy an object of value or significance to another person once per week. Your ultimate goal is to help release the Annihilator from his prison, and you seek to accomplish this goal in any way possible.

#### Clandestine Avatar

You are an avatar of the god known as the Keeper of Secrets and Lord of Murder. You possess a talent for death and memory magic. You also gain a limited use of sneak attack. **Prerequisites**: Cleric of the Keeper of Secrets, Unholy Scar.

**Benefit**: You gain the spell-like ability touch of amnesia. When you touch a living creature, they forget what happened from that moment back to the begging of their last turn, as <u>memory lapse</u><sup>APG</sup>. You may use this ability a number of times per day equal to your Charisma modifier.

In addition, as a swift action, you may gain sneak attack for one round, as per a rogue of a level equal to your cleric level –4. You may use this ability a number of times per day equal to 1/2 your cleric level.

Add the following spells to your cleric spell list: 3rd—<u>mindlocked messenger</u><sup>ACG</sup>, 4th—<u>forgetful</u> <u>slumber</u><sup>ARG</sup>, phantasmal killer; 5th—prying eyes, <u>wreath of blades</u><sup>UC</sup>; 6th—circle of death; 7th—finger of death; 8th—greater prying eyes, mind blank; 9th—power word kill.

**Drawback:** The staggering amount of dark secrets you keep makes you especially prone to memory loss. You take a –2 penalty on Will saves against mind-affecting spells. If any of your mental statistics are reduced to 0, you must succeed a DC 20 Will save or be affected by <u>amnesia<sup>GMG</sup></u>. This insanity may be cured normally.

**Special**: You may never reveal a secret entrusted to you except to another cleric of the Keeper of Secrets of your level or higher, or to the Keeper of Secrets himself.

#### Cosmic Avatar

You are an avatar of the horrific, alien gods from beyond the stars. You are a bastion of madness, though your own mind is not easily swayed by earthly or divine forces.

**Prerequisites**: Cleric of one of the Outer Gods, Unholy Scar.

**Benefit**: You gain a +2 profane bonus to resist mind-affecting spells and effects. When you channel negative energy, creatures that fail their Will save to resist full damage are affected by *confusion* for a number of rounds equal to your Charisma modifier. Add the following spells to your cleric spell list: 3rd—<u>call the void</u><sup>DEP</sup>; 4th—black tentacles; 5th— <u>hostile juxtaposition</u><sup>UC</sup>, mind fog; 6th—true seeing; 7th—insanity, <u>walk through space</u><sup>UC</sup>; 8th—symbol of insanity; 9th—time stop.

**Drawback:** Choose one type of <u>madness</u><sup>GMG</sup> from the following list: mania, phobia, multiple personality disorder, paranoia, or psychosis. You are permanently afflicted with this insanity as a result of glimpsing the true form of one or more of the Outer Gods. This madness functions as described in the *Pathfinder Roleplaying Game Game Mastery Guide*.

**Special**: You revel in madness and seek to summon the Outer Gods to your world. Once per year, you must use a conjuration (calling) spell to call a creature from the dimensions beyond the stars (GM's discretion). Creatures with the mythos descriptor, as described in the *Gothic Campaign Compendium* and *Mythic Monster Manual* from Legendary Games, are ideal candidates for this calling. You must make the necessary offerings to call this creature as detailed in the spell's entry, and if you are of insufficient level to performing a calling spell you may instead sacrifice a number of sentient creatures equal to one-half your cleric level to appease your eldritch patrons.

#### Diabolical Avatar

You are an avatar of the god known as the King of Hell, called Asmodeus on many worlds. Your god grants you command of devils and fiendish creatures, as well as the ability to cast powerful spells not normally available to clerics.

**Prerequisites**: Cleric of the King of Hell, Unholy Scar.

**Benefit**: You may spontaneously cast a *summon monster* spell in place of any spell you have prepared. The *summon* spell is of the same level as the spell sacrificed, and you may only summon devils or fiendish creatures in this way.

Add the following spells to your cleric spell list: 3rd—*lesser geas*; 4th—<u>*hellmouth lash*<sup>ARG</sup></u> (fire only); 5th—<u>*damnation stride*<sup>ARG</sup></u>; 6th—<u>*contagious*</u> <u>flame</u><sup>APG</sup>; 7th—<u>firebrand</u><sup>APG</sup>; 8th—demand; 9th—<u>fi-</u> <u>ery body</u><sup>APG</sup>.

**Drawback:** You take 50% extra damage from holy weapons and spells with the good descriptor.

**Special**: Once per month, you must create a magical or mundane contract that gives one party an advantage over the other.

#### Monstrous Avatar

You are an avatar of the goddess known as the Monstrous Mother, sometimes called Lamashtu. You possess the ability to shapeshift into frightening creatures and cause strange afflictions in others. You are extremely fertile, but any child you deliver is a twisted hybrid of your race and something alien.

**Prerequisites**: Cleric of the Monstrous Mother, must be female, Unholy Scar.

**Benefit**: You add the following spells to your cleric list and may spontaneously cast them by sacrificing a prepared cleric spell of the same level or higher: 1st *cause fear*; 2nd *alter self*, <u>flesh-</u> <u>curdle<sup>ISM</sup></u>, <u>unnatural lust<sup>UM</sup></u>; 3rd <u>monstrous physique</u> <u>I<sup>UM</sup></u>; 4th <u>monstrous physique III</u><sup>UM</sup>; 5th baleful polymorph, <u>monstrous physique III</u><sup>UM</sup>; 6th <u>monstrous</u> <u>physique IV</u><sup>UM</sup>; 7th monstrous birth<sup>\*</sup>; 8th mass charm monster; 9th shapechange.

In addition, your channel negative energy and *inflict* spells cause sympathetic birthing pains in living creatures, regardless of gender. Creatures that fail their save take a penalty equal to onehalf the level of the spell or one-half the number of dice of damage dealt by your channeled negative energy (minimum -1) on attack rolls, skill checks, and ability checks for a number of rounds equal to your Wisdom modifier. If you expend two uses of channel negative energy, creatures failing their save do not take additional damage but are staggered for 1 round on a failed save. This is a pain effect.

**Drawback:** You take a –2 penalty on Charisma checks and Charisma-based skill checks, and you are considered a monstrous humanoid in addition

22



to your actual type, whichever is least beneficial, for the purpose of spells, effects, and abilities whose effects vary based on your type, such as *bane* weapons and a ranger's favored enemy.

**Special**: Once every three years, you must become pregnant and bring the child to term. The gestation period for any of your offspring is nine months. While pregnant, you receive a +2 profane bonus to AC and CMD, but since the welfare of your unborn child is important to both you and the Monstrous Mother, combat should not be entered lightly during this time. If a critical hit is confirmed against you while pregnant, you gain a temporary negative level for 24 hours as a sign of Lamashtu's disfavor (DC 20 Will negates). If you are killed while pregnant and returned to life, you gain one more negative level than usual.

#### Putrid Avatar

You are an avatar of the goddess known as the Princess of Pestilence. You have an affinity for undeath, and your powers to control undead creatures are augmented.

**Prerequisites**: Cleric of the Princess of Pestilence, Unholy Scar.

**Benefit**: You may spend a use of channel energy to grant yourself undead immunities for a number of rounds equal to your Wisdom modifier. If you have the undead lord archetype you may animate a ghoul using your corpse companion ability. The creature's Hit Dice may not exceed your cleric level.

**Drawback:** You are extremely susceptible to hunger and must consume one pound of raw flesh per day to avoid starvation, even if you become undead. You permanently lose 1 hit point per Hit Die you possess (including all Hit Dice you gain after taking this feat) and you gain the <u>negative</u> <u>energy affinity</u> special quality.

**Special**: You may never refuse any offering of food or drink, and may never use positive energy to harm undead creatures.

#### Umbral Avatar

You are an avatar of the god known as the Midnight Master and the Dark Prince of Pain. You are a master of shadow magic and adept at producing painful wounds.

**Prerequisites**: Cleric of the Midnight Master, Unholy Scar.

**Benefit**: You may spontaneously cast <u>sympa-</u> <u>thetic wounds</u><sup>GM</sup> in place of any spell of 2nd-level of higher. Whenever you successfully attack with a spiked chain, you may add 1d4 points of negative energy damage as a swift action.

Add the following spells to your cleric spell list: 2nd <u>inflict pain<sup>OA</sup></u>; 3rd—<u>gloomblind bolts<sup>ARG</sup></u>; 4th shadow conjuration; 5th—shadow evocation; 6th— <u>inflict pain (mass)<sup>OA</sup></u>, shadow walk; 7th—greater shadow conjuration; 8th—greater shadow evocation; 9th—shades. **Drawback:** You permanently lose 1 hit point per Hit Die you possess (including all Hit Dice you gain after taking this feat) and you gain the <u>light</u> <u>blindness</u> special quality.

**Special**: You must indulge in the act of giving or receiving pain for one hour each day. If you are dealing pain to a willing or unwilling target, the target must remain alive for the full hour of your obeisance.



### **SUIL CLERIC SPELLS**

The following spells are accessible to all clerics but are especially popular among evil clerics. These spells represent a wide variety of clerical interests. The new spells presented here are as follows: 2nd—*lesser diabolical aspect*, 3rd—*corpse swarm*, 4th—*unearthly chorus*; 5th—*diabolical aspect*; 6th—*infernal contract*; 7th—*monstrous birth*; 8th—*greater diabolical aspect*, *induce amnesia*.

#### **CORPSE SWARM**

**School** conjuration (summoning); **Level** antipaladin 3, cleric/oracle 3, druid 3

**Casting Time** 1 standard action

**Components** V, S, M (the dried exoskeleton of an insect)

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

**Target** one corpse or corporeal undead **Duration** 1 min./level

Saving Throw Fortitude negates (object); Spell Resistance yes

You summon a number of <u>cockroach swarms</u> (one per three levels, to a maximum of six swarms at 18th level), as described in *Pathfinder Roleplaying Game Bestiary 2*, to erupt from the corpse touched. Each swarm ignores you but attacks other living creatures nearby. The swarms are not otherwise under your control. You may target a specific corpse only once with this spell.

#### **DIABOLICAL ASPECT, LESSER**

**School** transmutation [evil]; **Level** antipaladin 1, cleric 2, sorcerer/wizard 2, witch 2

Casting Time 1 standard action Components V, S Range personal Target you Duration 1 minute/level Saving Throw none; Spell Resistance no

You take on the aspect of an evil outsider, including some of its physical characteristics. You gain darkvision with a range of 60 feet, electricity or fire resistance 5, and a +4 bonus on saves against poison, and you also gain the benefits of *protection from good*.

#### DIABOLICAL ASPECT

School transmutation [evil]; Level cleric 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S` Range personal Target you

Saving Throw none; Spell Resistance no

This spell functions like *lesser diabolical aspect*, except you gain the <u>see in darkness</u> supernatural ability, fire resistance 10, immunity to poison, and DR 5/good. In addition, you sprout black leathery wings allowing you to fly at a speed of 30 feet (average maneuverability). Your natural weapons and any weapons you wield are considered evil-aligned for the purpose of overcoming damage reduction.

You are treated as a lawful evil outsider or your actual type, whichever is worse, for the purpose of spells, magic items, class features, and other effects that vary based on your type, such as *bane* weapons or a ranger's favored enemy.

#### **DIABOLICAL ASPECT, GREATER**

**School** transmutation [evil]; **Level** cleric 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

Target you

Saving Throw none; Spell Resistance no

This spell functions like *lesser diabolical aspect*, except you gain the <u>see in darkness</u> supernatural ability, DR 10/good, immunity to fire and poison, and resistance to cold and electricity 10. You gain leathery black wings that allow you to fly with a speed of 60 feet (good maneuverability), and you can telepathically communicate with all non-good creatures within 100 feet, even if you do not share a common language.

Once during the spell's duration, you can ex-

pend 3 rounds of the spell's remaining duration to summon one or more devils to aid you, as if casting *summon monster VI*. You may summon only devils with this ability, but you may summon any devil of CR 5 or lower as a 5th-level monster and any devil of CR 6 to 8 as a 6th-level monster. You can enhance the power of this summons to duplicate *summon monster VII* (treating any devil of CR 9 or 10 as a 7th-level monster), but each round the devils remain present causes one minute of the *greater diabolical aspect* spell to elapse. You can dismiss the summoned devils at any time as a standard action, and if your *greater diabolical aspect* spell ends, any summoned devils immediately disappear.

You are treated as a lawful evil outsider or your actual type, whichever is worse, for the purpose of spells, magic items, class features, and other effects that vary based on your type, such as *bane* weapons or a ranger's favored enemy.

#### **INDUCE AMNESIA**

**School** necromancy; **Level** sorcerer/wizard 8, cleric 8

Casting Time 1 round Components V, S Range medium (100 ft. + 10 ft./level) Duration instantaneous

Saving Throw Will negates; Spell Resistance yes

The affected creature suffers from a continuous amnesia effect. A character suffering from amnesia cannot remember things; his name, his skills, and his past are all equal mysteries. He can build new memories, but any memories that existed before he became an amnesiac are suppressed. Worse, the amnesiac loses all class abilities, feats, and skill ranks for as long as his amnesia lasts. He retains his base attack bonus, base saving throw bonuses, combat maneuver bonus, combat maneuver defense, total experience points, and hit dice (and hit points), but everything else is gone until the amnesia is cured. If a character gains a class level while suffering from amnesia, he may

25

use any abilities gained by that class level normally. If the class level he gained was of a class he already possess levels in, he gains the abilities of a 1st-level character of that class, even though he is technically of a higher level in that class. If his amnesia is later cured, he regains all the full abilities of this class, including those gained from any levels taken while he was suffering from amnesia.

*Remove curse* does not remove *induce amnesia*. *Greater restoration, heal, limited wish, miracle, or wish* can restore the creature.

#### **INFERNAL CONTRACT**

**School** enchantment (compulsion) [evil, language-dependent, mind-affecting]; **Level** sorcerer/wizard 6, cleric 6

**Casting Time** 1 standard action

**Components** V, M (a piece of parchment, ink, and a pen)

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

**Saving Throw** none; **Spell Resistance** no A creature who signs this contract, whether willingly or through some other magical compulsion, is bound to the letter of the document as if by the spell *geas*. The contract appears to be mundane in nature, and a creature must succeed a Spellcraft check of a DC equal to 10 + the creator's caster level + the creator's casting ability score modifier to realize the magical nature of the contract. The contract must clearly state what the creature signing is required to do.

A remove curse spell ends the effects of an *infernal contract* only if its caster is at least two levels higher than the contract creator's caster level. *Break enchantment* does not end the terms of then *infernal contract*, but *limited wish*, *miracle*, and *wish* do. The signer's death also ends the *infernal contract*, unless a clause within the contract specifically states otherwise.

#### **MONSTROUS BIRTH**

26

**School** conjuration (creation); **Level** cleric/ oracle 7, druid 7, witch 7 **Casting Time** 1 standard action



**Components** V, S, M (a vial of mother's milk) **Range** close (25 ft. + 5 ft./2 levels) **Target** one living humanoid or monstrous humanoid

**Duration** 1 round/level

**Saving Throw** Fortitude partial (see text); **Spell Resistance** yes

You create the seed of newborn life inside the target's abdomen, causing it to gestate and swell with horrific rapidity. If the target succeeds on its Fortitude save, it is staggered for 1 round by the turmoil in its abdominal cavity but suffers no other ill effects. If the initial save is failed, you create a blighted, mutated fetal duplicate of the target inside its own abdomen. The target is staggered and is treated as if carrying a medium load, and each round at the end of its turn it must succeed in another Fortitude save to prevent the abomination from growing further.

A second failed save allows it to continue growing, causing the target to become nauseated and to be treated as if carrying a heavy load. On a third failed save, the abomination bursts open the target's abdomen from within, dealing 2d4 points of Strength, Constitution, and Dexterity damage and 2d6 points of bleed damage. The target is no longer considered to be carrying a heavy load but remains nauseated and staggered.

Once the abomination has erupted from the target's abdomen, the target may continue attempting a Fortitude save each round at the end of its turn. One successful save ends the nauseated condition and a second successful save ends the staggered condition. Both conditions are ended immediately by *heal* or *regenerate*.

The abomination itself resembles a smaller version of the target, naked and bloody and its features and form twisted and malformed. It shares the base statistics, feats, skills, and exceptional abilities of its parent, but is one size category smaller and has only half its parent's hit points. If the target was affected by any harmless spell or magic item effects at the time the *monstrous birth* tears free of its body, the abomination shares those effects.

The newborn creature gains two claw attacks and a bite attack as primary natural weapons; if it already has these natural attacks, they deal damage as if it were the same size as its parent. The abomination attacks its unwilling parent in preference to other targets, but if unable to reach that target it attacks any living creature other than the caster.

The abomination's is born in agony and it is immune to pain effects and cannot be staggered or stunned. However, its broken body blood and fluids constantly, causing it to take 1d6 points of bleed damage per round. The abomination dies when the spell ends, collapsing into a pile of reeking offal.

If the caster spends 10 minutes casting this spell on a willing or helpless target and expends 50 gp in alchemical reagents and sacred oils and incense per Hit Die of the target, the duration is increased to 1 hour per level and the abomination takes bleed damage only once per hour.

#### **UNEARTHLY CHORUS**

**School** evocation (mind-affecting); **Level** bard 4, cleric 4

Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Targets all creatures in a 15-ft. radius burst Duration See text Saving Throw Will negates; Spell Resistance

yes

Your voice is echoed by a powerful chorus of heavenly or abyssal voices, making your words ring with the certainty of dogma in the ears of nonbelievers and the faithful alike. Creatures who do not succeed a Will saving throw are fascinated, deafened, and possibly knocked unconscious. Each creature within the burst is affected according to its Hit Dice.

5 HD or less: The creature is unconscious, deafened, and fascinated for 3d4 rounds, then deafened and fascinated for 2d4 rounds, then fascinated for 1d4 rounds.

*6 or 7 HD*: The creature is deafened and stunned for 2d4 rounds, then fascinated for 1d4 rounds.

*8 or more HD*: The creature is fascinated for 1d4 rounds.

Creatures that cannot hear are not affected by *un*earthly chorus. The effect is not language dependent.

27

### EVIL CLERIC MAGIC ICENS

The following items may be crafted by any character who meets the prerequisites, but are especially useful to evil clerics. Some of these items are cursed items that an evil cleric with the Craft Cursed Item feat might delight in crafting to give or sell to a gullible enemy. The cursed items included here include the *cloak of weakness*, *phylactery of heresy*, *eau de pourritere*, *ring of stammering*, and *desecrating aspergillum*. The magic items listed by price are: *eau de attrait*, *hymenoptera's hand*, *adaptive unholy symbol*, *heaven's bane*, *famine*, *altar of the umbral mirror*, *altar of binding*, and *funereal shroud*.

#### **Cursed Items**

cloak of weakness -1	1,000 gp
phylactery of heresy	1,000 gp
eau de pourriture	1,600 gp
cloak of weakness -2	4,000 gp
desecrating aspergillum	7,805 gp
cloak of weakness -3	9,000 gp
cloak of weakness -4	16,000 gp
cloak of weakness -5	25,000 gp

#### **Magic Items**

eau de attrait	1,600 gp
Hymenoptera's hand	2,400 gp
adaptive unholy symbol	5,040 gp
Heaven's bane	33,500 gp
famine blade	63,000 gp
altar of the umbral mirror	80,000 gp
altar of binding	120,000 gp
funereal shroud	125,000 gp



#### **ADAPTIVE UNHOLY SYMBOL**

**Aura** moderate enchantment; **CL** 7th **Slot** none; **Price** 5,040 gp; **Weight** 1 lb.

#### DESCRIPTION

Excerpts from profane scripture are etched into this magical silver unholy symbol. Once per day, when a cleric presents this unholy symbol and speaks the command word, she can replace one of her domain powers with another domain power. The new domain power must be part of her deity's portfolio and must be at the same class level as the original domain. The effects persist for 1 hour, after which the cleric's original domain power returns.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous item, *prayer*, creator must be cleric level 7th; **Cost** 2,540 gp

#### **ALTAR OF BINDING**

Aura strong conjuration; CL 10th Slot none; Price 120,000 gp; Weight 40 lbs. DESCRIPTION This wooden, portable altar bears carvings of winged angelic and demonic creatures in shackles. Any *planar ally* or *planar binding* spell cast within 5 feet of this altar benefits the caster in a variety of ways. First, any payment requested by the outsider for its services is decreased by 50%. In addition, the caster receives a +4 competence bonus to any Knowledge (planes) or Linguistics checks to determine the outsider's true name, if it has one. Limitations for the alignment of the called creature still apply to clerics casting *planar ally*, and called creatures can still refuse to commit any act that would go against its nature or be suicidal.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *planar ally*, *suggestion*; **Cost** 60,000 gp

#### **ALTAR OF THE UMBRAL MIRROR**

Aura strong varied; CL 10th Slot none; Price 80,000 gp; Weight 40 lbs.

#### DESCRIPTION

A cracked silver mirror inlaid into this ebon wood portable altar reflects strange wisps of shadow that move through the broken shards with liquid grace. When a cleric spends 8 hours praying and meditating nearby, any spells with the shadow descriptor that she casts are considered maximized for the next 24 hours. These spells are prepared at their normal level slot instead of 3 spell slots higher. Gazing into the broken mirror in meditation subtly leeches away some of the cleric's life essence. A cleric who uses this item more than once per week must succeed a DC 20 Will save or take 1d4 negative levels as a piece of her soul drains into the maw of the Midnight Master.

The *altar of the umbral mirror* can be damaged by the touch of sunlight. If the altar is exposed to bright daylight, the item must make a DC 20 Will save or disintegrate into worthless black dust.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, Maximize Spell, *shadow evocation*, *shadow conjuration*, creator must be a cleric of the Midnight Master; **Cost** 40,000 gp

#### **CLOAK OF WEAKNESS**

#### Aura faint abjuration; CL 5th

**Slot** shoulders; **Price** 1,000 gp (-1), 4,000 gp (-2), 9,000 gp (-3), 16,000 gp (-4), 25,000 gp (-5); **Weight** 1 lb.

#### DESCRIPTION

This cursed item appears to be a *cloak of resistance*, but has the opposite function. Instead of granting a resistance bonus to all saving throws, the cloak grants a -1 to -5 penalty to all saving throws.

#### **CONSTRUCTION REQUIREMENTS**

Craft Cursed Item, *bestow curse*, creator's caster level must be three times the cloak's penalty; **Cost** 500 gp (+1), 2,000 gp (+2), 4,500 gp (+3), 8,000 gp (+4), 12,500 gp (+5)

#### **Desecrating Aspergillum**

Aura faint conjuration; CL 5th; Price 7,805 gp; Weight 4 lbs

#### DESCRIPTION

This cursed item functions as an <u>everflowing</u> <u>aspergillum</u><sup>UE</sup>, except that any mundane or holy water placed into this +1 battle aspergillum turns into unholy water. A desecrating aspergillum counts as an evil-aligned weapon for the purposes of overcoming damage reduction. Not only can this item foil a holy cleric or paladin, it is a powerful weapon in the hands of an evil wielder.

#### **CONSTRUCTION REQUIREMENTS**

Craft Cursed Item, *create water*, *curse water*, **Cost** 3,905 gp

#### EAU DE ATTRAIT

**Aura** faint conjuration; **CL** 4th **Slot** none; **Price** 1,600 gp; **Weight** 1 lb.

#### DESCRIPTION

A blue satin tassel dangles from the bulb of this bulb-shaped perfume bottle of clear glass. The dispenser can hold up to 50 doses of magically

29

enhanced perfume. Any liquid dispensed from this bottle acts as a fine perfume, granting a +4 competence bonus to Charisma-based checks for 24 hours.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, heroism; Cost 800 gp

#### **EAU DE POURRITURE**

Aura faint conjuration; CL 4th **Slot** none; **Price** 1,600 gp; **Weight** 1 lb. DESCRIPTION

A black satin tassel dangles from the bulb of this sleek, hexagonal perfume bottle of rose-tinted glass. The dispenser can hold up to 50 doses of perfume. This haute accessory is especially appealing to vampiric nobility, and unfortunately many ladies and gentlemen unknowingly endanger their lives trying to copy the latest courtly trend. Any liquid dispensed from this bottle attracts undead within 100 miles. Undead creatures within range receive a Will save (DC 15) or are drawn irresistibly toward the scent, which lingers on the skin for 24 hours after application. The perfume's wearer receives no bonus to command any undead beckoned by the perfume. Though this item is usually the result of failure to create eau de attrait by an inexperienced crafter, darker souls occasionally gift eau de pourriture to a rival, intending discomfort at best and assassination at worst.

#### **CONSTRUCTION REQUIREMENTS**

Craft Cursed Item, *detect undead*, *suggestion*; **Cost** 800 gp

#### FAMINE BLADE

Aura strong abjuration and necromancy; CL 10th

Slot none; Price 63,000; Weight 2 lbs. DESCRIPTION

These serrated daggers are forged of dark steel with a strange, oily sheen. Its obsidian hilt is encrusted with three blood-red garnets.



This +1 unholy dagger enables its wielder to cast ghoul hunger<sup>ISG</sup> as a cleric of 5th level once per day. When *famine* pierces a creature's flesh, it acquires a taste for its target and gains the *bane* ability, granting the weapon an additional +2 enhancement bonus and an extra 2d6 points of damage when attacking that creature until the creature is slain. This ability is only useable once per day.

The Princess of Pestilence is said to gift these blades to her most devout followers, urging them to tantalize the living with a taste of her relentless hunger. There are rumors of a more powerful version of this blade sometimes wielded by the goddess herself.

#### CONSTRUCTION REQUIREMENTS

Craft Magical Arms and Armor, ghoul hunger ISG, summon monster I, unholy aura, creator must be evil; Cost 31,500

#### **FUNEREAL SHROUD**

Aura strong varied; CL 13th Slot head; Price 125,000; Weight 3 lbs.

#### DESCRIPTION

This sable cloak is embroidered with glistening, magical thread woven into intricate patterns: 10 golden threads, 20 silver threads, 30 copper threads, and 40 jet black threads. The threads' functions are as follows:

- Golden: *blasphemy* (DC 20)
- Silver: slay living (DC 20, 12d6+13)
- · Copper: animate dead
- Jet black: deeper darkness

The cloak may be used once per round. The cloak has the following magical properties when activated.

- Black feathers grow from the collar of this cloak when undead creatures are within 20 feet. The effects of the spell *desecrate* effect the area with the cloak as the center of the radius.
- The wearer may command any weapon she wields to become an *unholy* weapon. This is in addition to any abilities the weapon may already have (unless the weapon already is an *unholy* weapon).
- The cloak provides the benefits of *magic circle against good*. This protection does not stack with similar protection from other sources.

Once all its magical threads have unraveled, the cloak loses its powers and the threads turn into worthless dust.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, *detect* undead, *animate dead*, *deeper darkness*, *magic circle against good*, *slay living*, *blasphemy*; creator must be evil; **Cost** 62,500 gp

#### **HEAVEN'S BANE**

Aura moderate varied; CL 8th Slot none; Price 33,500; Weight 8 lbs.

#### DESCRIPTION

This short but heavy staff of ash is capped with a spiked unholy symbol. It can be wielded as a +1 unholy heavy mace, and it also allows use of the following spells:

- <u>dread bolt</u><sup>UM</sup> (2) (1 charge)
- magic circle against good (3) (1 charge)
- vision of hell<sup>UM</sup> (3) (1 charge)
- unholy blight (4) (2 charges)

#### **CONSTRUCTION REQUIREMENTS**

Craft Magical Arms and Armor, Craft Staff, <u>dread bolt</u><sup>UM</sup>, magic circle against good, unholy blight, <u>vision of hell</u><sup>UM</sup>, creator must be evil; **Cost** 16,750

#### HYMENOPTERA'S HAND

Aura faint transmutation; CL 3rd Slot hand; Price 2,400; Weight 1 lb.

#### DESCRIPTION

Five retractable syringes are concealed within the knuckles of this black and yellow striped leather glove. As part of a successful melee touch attack, the wearer of *hymenoptera's hand* may pierce the targeted creature with one of these syringes as a swift action. The poison or potion stored in the selected syringe is injected into the target creature. In addition, the glove's wearer gains a +4 competence bonus on checks made to craft poisons and can never accidentally poison herself. The wearer can refill one syringe as a standard action. Doing so provokes an attack of opportunity.

#### **CONSTRUCTION REQUIREMENTS**

Craft Wondrous Item, poison use; **Cost** 1,200

#### **PHYLACTERY OF HERESY**

Aura faint divination; CL 1st Slot headband; Price 1,000 gp; Weight —

#### DESCRIPTION

This cursed item appears to work like a *phylactery of faithfulness*, but instead guides the wearer to commit acts that will adversely affect her alignment or cause her to lose favor with her deity.

#### **CONSTRUCTION REQUIREMENTS**

Craft Cursed Item, *detect chaos*, *detect evil*, *detect good*, *detect law*; **Cost** 500 gp

#### **RING OF STAMMERING**

**Aura** faint divination; **CL** 3rd **Slot** ring; **Price** 3,500 gp; **Weight** —

#### DESCRIPTION

Delicately carved letters and symbols spell out the alphabets of four languages around the inside of this silver ring. The wearer gains the ability to read and understand the four languages whose alphabets are inscribed on the ring. This item functions similarly to a <u>ring of eloquence</u><sup>ACG</sup>, save for one embarrassing flaw. The wearer cannot speak the languages granted by the ring, and attempts to find the words to express herself in any language are characterized by stuttering, stammering, and slurring words together, incurring a –2 penalty to Bluff, Diplomacy, Intimidate, and Perform (oratory) checks. Also, if the wearer is deafened and attempts to cast a spell with a verbal component, the chance of spell failure is increased to 30%.

#### **CONSTRUCTION REQUIREMENTS**

Craft Cursed Item; *comprehend languages*, <u>fumbletongue</u><sup>UM</sup>; **Cost** 1,750

### LIBRAMS OF INCREABLS DAMNACION

While clerics do not utilize spellbooks to cast magic, there exist unholy texts of power that, when studied, provide a wealth of spells, feats, and information to bring a cleric closer to her deity. The books detailed here are *Nythria's Memory Shards*, a book prized by followers of the Keeper of Secrets, and *The Book of Assignations*, a text authored by evil clerics of Our Lady of Wasps. While these volumes contain a vast amount of divine knowledge, studying them should not be taken lightly. Each book is a magical in nature and the words of power written therein can have disturbing effects on the reader.

#### **Book of Assignations**

The spells and pieces of knowledge imparted in this text combine with wanton illustrations of carnal conquests. A sorority of evil priestesses dedicated to Our Lady of Wasps penned this book to describe their unique practice of the faith. Our Lady of Wasps is not Herself evil, but these clerics reveled in Her gifts for sowing chaos, reaping vengeance, and inspiring lust in others. *Varied handwriting styles found throughout the text* 



In addition to the powerful secrets outlined in the Book of Assignations, descriptions of techniques to achieve greater physical pleasure that would make a harlot blush accompany the graphic illustrations within the margins.

#### READING

The Book of Assignations is bound in canary yellow leather with pieces of onyx studding its spine. The book requires one week of initial study before any of its benefits can be accessed. Learning any of the secrets within the text requires one additional week of study, and learning a spell requires one day.

Any cleric of Our Lady of Wasps who reads this text finds herself tempted to the darker nature of her goddess, and must succeed a DC 15 Will save at the end of every week she spends studying the text or feel compelled to commit an evil act related to achieving revenge, seeking pleasure, or breaking laws.

#### BENEFICS

Reading *The Book of Assignations* allows a creature to gain access to Faux Familiar and Venomous Channel, two new feats that emulate Our Lady of Wasps' affinity for stinging vermin. In addition, the book teaches the reader to cast spells normally unavailable to clerics, including two new spells that can be learned only from this text. Finally, a creature who spends four weeks studying *The Book of Assignations* gains a permanent +4 competence bonus to Charisma-based checks made to seduce another creature, as well as a +4 competence bonus to Bluff checks made against any creature seduced.

#### FEACS

This tome details its authors' quest to emulate their goddess in matters of the flesh as well as magic. Creatures who study the book gain access to the feats Faux Familiar, which grants a pseudofamiliar in the form of a wasp, and Venomous Channel, a variant channeling feat that allows a creature to infuse her channel negative energy with poison.

#### FAUX FAMILIAR

You gain the ability to call a magical wasp that does your bidding and has some limited abilities possessed by familiars.

**Prerequisites**: Divine spellcaster, worshipper of Our Lady of Wasps.

**Benefit**: You gain a Tiny wasp that functions similarly to a wizard's familiar with limitations. You may communicate with and command your wasp in the same way a wizard would with her familiar. The wasp functions as a wizard's familiar for purposes of determining its Hit Dice, hit points, attacks, saving throws, and skills. The wasp pseudo-familiar has an Intelligence of 7. You gain Alertness and empathic link from your pseudo-familiar. Once per day, the wasp may deliver a touch spell you have prepared. The wasp may move items and perform tasks appropriate to its Strength and Intelligence. The base creature granted by Faux Familiar is as follows.

**CR 1/4** 

#### WASP

**XP 100** N Tiny vermin

**Init** +3; **Senses** darkvision 60 ft.; Perception +5

#### DEFENSE

**AC** 14, touch 14, flat-footed 17 (+2 Dex, +2 size) **hp** 5 (1d8) **Fort** +2, **Ref** +3, **Will** +1

#### OFFENSE

**Speed** 15 ft., fly 40 ft. (good) **Melee** sting +3 (1d2–2 plus poison)

#### STATISTICS

**Str** 8, **Dex** 16, **Con** 10, **Int** 7, **Wis** 13, **Cha** 11 **Base Atk** +1; CMB –1; CMD 12 **Feats** Weapon Finesse **Skills** Fly +3, Perception +5

#### SPECIAL ABILITIES

**Poison (Ex)**: Sting—injury; *save* Fort DC 12; *frequency* 1/round for 4 rounds; *effect* 1d2 Dexterity damage; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

#### **VENOMOUS CHANNEL**

Poisonous energy flows from your unholy symbol.

**Prerequisites**: Channel negative energy class feature, must have read the *Book of Assignation* 

**Benefit**: Whenever you channel negative energy to deal damage, creatures that fail their save take 1 point of Constitution damage. This is a poison effect.

#### SPELLS

After studying this text for one week, a cleric learns to better harness the powers of lust, vengeance, and the wasps associated with her goddess. She may prepare one of more of the following spells as a cleric spell, including spells not normally available to clerics, treating them as cleric spells of the following levels: 1st—*charm person*, <u>youthful appearance</u><sup>UM</sup>; 2nd—<u>*euphoric cloud*<sup>ACG</sup>, *summon swarm* (wasps only); 3rd—<u>*reckless infatuation*<sup>UM</sup>, *whip of wasps\**; 4th—*vermin shape I* (wasp only); 5th—*dominate person; watchful wasp\*, vermin shape II* (wasp only), <u>wreath of</u> <u>blades</u><sup>UC</sup>; 6th—<u>vengeful outrage</u><sup>UM</sup>, <u>waves of ecsta-</u> <u>sy</u><sup>UM</sup>; 7th—<u>phantasmal revenge</u><sup>APG</sup>; 8th—demand; 9th—dominate monster.</u></u>

#### WATCHFUL WASP

**School** conjuration (creation); **Level** sorcerer/ wizard 5, cleric 5, druid 5

**Casting Time** 1 standard action **Components** V, S, M (a bit of paper and a needle)

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

**Duration** 1 hour/caster level or until discharged, then 1 round/caster level

Saving Throw none; Spell Resistance no

As mage's faithful hound, except you conjure a giant wasp that buzzes loudly if any Small or larger creature approaches within 30 ft. of it. Instead of a bite, the wasp delivers a wicked sting (+6 attack bonus, 1d8+6 points of piercing damage, plus poison). The watchful wasp's poison is equivalent to that of a giant wasp: type poison (injury); save Fortitude DC 18; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

#### WHIP OF WASPS

**School** conjuration (creation); **Level** bard 3, sorcerer/wizard 3, cleric 3, druid 3, summoner 3, witch 3

**Casting Time** 1 standard action **Components** V, S, M (stinger of a wasp) **Range** 0 ft.

**Duration** 1 round/level (see text) **Saving Throw** none; **Spell Resistance** yes As <u>whip of spiders</u><sup>ACG</sup>, but you instead summon hundreds of Diminutive wasps. Any creature you strike with the whip takes swarm damage as if it were attacked by a wasp swarm (2d6 points of damage plus poison and distraction).

As a standard action, you can transform the whip into a wasp swarm (all squares of the swarm must be within 15 feet of you); thereafter it functions as *summon swarm*. The wasp swarm has 6 hit points and persists in that form for 2 rounds or until the the end of this spell's duration, whichever comes first.

#### Nythria's Memory Shards

Scribbled, halting writing depicts a random collection of remembered spells and techniques interspersed with first-person accounts of assassinations and heists. Nythria, a powerful cleric of the Keeper of Secrets and his eyes and ears in the mortal world for decades, recorded this tome as she lay dying from a knife wound to the gut. For years Nythria kept the secrets of the Lord of Murder. As her life's blood flowed before her eyes, she realized that this knowledge would die with her. She created an instruction manual of sorts as a last act of defiance against the god who, she realized, had ultimately betrayed her.

The Keeper of Secrets saw this not as a disadvantage but as an opportunity to train the worthy in His murderous arts. He bade another member of His order to retrieve the book, and to this day it remains in the hands of the faithful, constantly changing owners through deceit, theft, and murder.

#### READING

Nythria's Memory Shards appears to be a simple stack of loose-leaf parchment bound by a scrap of dark leather and tied with a black ribbon. The book requires one week of initial study before any of its benefits can be accessed, due to the rambling nature of the text. Learning any of the secrets within the text requires one additional week of study, and learning a spell requires one day.



A creature who reads this book is haunted by the acts described therein and the nature of Nythria's demise. Each night after studying this tome, a creature must succeed a DC 21 Will save or be affected by a *nightmare* in which the creature suffers Nythria's death, commits murder, or is victim to one of the murders detailed in the text.

#### BENEFICS

Studying Nythria's Memory Shards grants access to the following feats: Bleeding Channel and Staggering Blow. In addition, a cleric can gain the ability to cast many additional spells not normally available to her class, as well as several new spells. A creature who spends four weeks studying this tome gains a permanent +2 competence bonus to Bluff, Disguise, and Stealth checks. These skills become class skills for the creature.

#### FEACS

This collection of memories explores the secrets

#### **FALL OF LIVING MASKS**

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.

of death, murder, and subterfuge. A creature who studies Nythria's dark manifesto gains access to the following new feats.

#### **BLEEDING CHANNEL**

When you channel negative energy to harm a living creature, dozens of tiny gashes slice into the creature's skin, spilling its blood. These wounds are resistant to mundane healing.

**Prerequisites**: Channel negative energy 2d6 class feature, must have studied *Nythria's Memory Shards* 

**Benefit**: When you channel to harm living creatures, myriad cuts open on the victim's skin. If a creature fails its Will save, it takes an amount of bleed damage equal to 1/2 the number of dice of damage your channeled negative energy deals.

#### **STAGGERING BLOW**

Your combined knowledge of anatomy and mastery of your weapon allow you to incapacitate an opponent with a single strike.

**Prerequisites**: Weapon Specialization, Heal 10 ranks

**Benefit**: When you make a successful melee attack with your specialized weapon, as a swift action you can direct your attack at a vital area of a creature's body. The target must succeed on a Fortitude save (DC 10 + one-half your cleric level + your Wisdom modifier) or be staggered for a number of rounds equal to your Wisdom modifier.

#### SPELLS

After study of this text for one week, a cleric discovers new ways to magically command the forces of death, necromancy, and secrets. She may prepare one of more of the following spells as a cleric spell, including spells not normally available to clerics, treating them as cleric spells of the following levels: 1st—<u>anticipate peril</u><sup>UM</sup>, detect secret doors, disguise self; 2nd—see invisibility, <u>share</u> <u>memory</u><sup>UM</sup>, invisibility; 3rd—<u>locate weakness</u><sup>UC</sup>, <u>twi-light knife</u><sup>APG</sup>; 4th—greater invisibility, phantasmal killer, steal face\*; 5th—flood of memories\*, <u>wreath</u> <u>of blades</u><sup>UC</sup>; 6th—circle of death, <u>unwilling shield</u><sup>APG</sup>; 7th—finger of death, murderous touch\*; 8th—mind blank, clone; 9th—obscure identity\*, power word: kill.

#### **FLOOD OF MEMORIES**

36

**School** enchantment (compulsion) [mindaffecting]; **Level** bard 4, cleric 5, sorcerer/wizard 5, witch 5

Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target all creatures in a 15-ft. radius burst Duration see text Saving Throw Will negates; Spell Resistance This spell functions like *confusion*, except affected creatures believe that they are living out the memories falsely implanted by the spell. The *confusion* effect lasts for 1 round/level, but even after the effect ends creatures' minds are drawn back to the memories they experienced, and take a -2 penalty to saves against mind-affecting spells for 1 hour/the caster's level.

#### **MURDEROUS TOUCH**

School necromancy [death]; Level cleric 7 Casting Time 1 standard action Components V, S Range touch Target one living creature Duration instantaneous Saving Throw Fortitude partial; Spell Resistance yes

Your hand glows with dark, necromantic energy. When you touch a living creature, negative energy flows from your hand into your victim and opens a throbbing wound in the creature's heart. If the creature fails a Fortitude save, it is instantly slain. If the Fortitude save is successful, the creature is staggered for one round but takes no damage.

#### **OBSCURE IDENTITY**

**School** abjuration; **Level** cleric 9, sorcerer/wizard 9

**Casting Time** 10 minutes

**Components** V, S, M (jewel worth 25,000 gp) **Range** touch

Target self or one willing creature

**Duration** see text

Saving Throw none; Spell Resistance yes

Obscure identity erases the memory of one willing creature from the minds of all others. Friends, family, and past associates cannot remember her. Any creatures who interact with the subject of this spell after the casting form memories of her as normal, but are not able to speak the creature's name or verbally discuss her actions, though they may do so in writing.

#### **STEAL FACE**

**School** necromancy [evil]; **Level** cleric 4, sorcerer/wizard 3, witch 3

Casting Time 1 standard action Components V, S, M (a honed razor) Range touch Target living creature or fresh corpse touched Duration see text

Saving Throw Reflex negates; Spell Resistance no

You attempt to steal the face of one living or recently slain creature. When you touch a creature, a razor magically springs from your hand and expertly flays the creature's facial skin. The creature receives a Reflex save to move out of the razor's way. A creature who fails its save takes 3d6 points of

damage and is left horribly disfigured. Only *regeneration, limited wish, miracle,* or *wish* can restore the creature's stolen visage.

You now have a perfect mask of living skin in the likeness of the affected creature. Donning this mask grants you the effects of *disguise self*, with a +4 to the Will save DC to disbelief the illusion. Family, friends, and associates of the creature whose face you stole believe you to be that person unless they make a Will save to disbelieve the illusion.

The mask lasts for 1d4 days before decomposition sets in. Soaking the mask in a bowl of fresh blood or use of the spell *gentle repose* stalls decay.

37

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38



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