

Obsidian Apocalypse:

# SINISTER & VILE FEATS





## ANSWER TO APOCALYPTIC DESIRES

In response to the spoken supplications of those mortal souls under your sway, you can burn, char, and warp the very living fabric of the universe as you choose. Few powers are outside your smoldering jurisdiction, and you command truly terrible might when begged upon bended knee to act. The ripe realms of humanity—and their doom—are your gift, your birthright, your scorched and soiled plaything.

**Prerequisites:** Bright-Burning Tempter, 2 levels in antipaladin, 1 level in wishcrafter (ifrit sorcerer archetype).

**Benefit:** You may spend one use of your touch of corruption, as your choice of free action or immediate action, to activate any one of the following abilities for one round:

- gain the effects of *air walk* or *water walk*
- bypass all fire resistance of one target without immunity to fire, or cause one target with immunity to fire to take half fire damage from your next attack that deals fire damage
- destroy one unattended, non-magical object touched (up to 10 cubic feet of non-living matter) as per *disintegrate*
- gain the *flaming burst* quality on all attacks
- use the effects of *king's castle*
- take the form of a fire elemental, as per *elemental body II*

A supplicant must specifically state that he or she wishes for you to use some measure of power in this way, although you are free to interpret the request in a manner pleasing to you. For example, if a supplicant were to say “I wish that we knew what was going on inside this building,” you would be within your rights to scry on the interior using a spell, as normal.

However, you might instead use *air walk* to get atop the building and then enter through a window, or you might simply destroy the door—or a wall.

You may instead expend 2 uses of your touch of corruption to grant the benefits of this ability to a supplicant within 30 feet until the end of your next turn; in this way, you could exchange the places of any two allies, grant an ally the *flaming burst* quality on all her attacks, or briefly give one ally the benefits of *elemental body*.

## AWARENESS ON DARK WINDS

While it is assuredly true that you are “territorial,” you have also laid claim to hunting-grounds which extend from horizon to horizon. You possess the deadliest of supernatural senses, capable of hearing the whispers of certain terrible secrets upon the far-away breeze and of stealing visions from those whom you stalk, cripple and consume. With the blasphemous gifts given over by your mighty patron, you are truly the most fearsome of all predators, making your prey of all those who live. None who have glimpsed the hidden rites or heard uttered the forbidden lore of your order shall ever sleep safely, knowing that you listen in the blackness.

**Prerequisites:** Senses of the Shrike, track class ability.

**Benefit:** You can hear your name, your title, and the name of Pazuzu whenever they are spoken aloud within 10 miles per character level. If a sentient creature within this range activates Senses of the Shrike, you know the rough distance to it and the immediate direction it is in. Against those creatures you gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks, as well as a +2 bonus on weapon attack and damage rolls against them. This bonus stacks with both the favored enemy and studied target class features.

In addition, any creature who has spoken your name, your title, or the name of Pazuzu within the last 24 hours is treated as a studied target or a member of your favored enemy type—regardless of the creature’s actual type—for purposes of the quarry class ability. You do not need line of sight to the creature to denote it as your quarry. When Senses of the Shrike is triggered, you may immediately choose to mark the creature triggering it.

Once per day, if you consume some portion of a creature that activated Senses of the Shrike within the last 24 hours, you clearly experience the first moment your target heard or read your name, your title, or the name of Pazuzu (your choice). You perceive that moment with perfect clarity in your mind’s eye, as if you were actually there, although you possess only the powers of sight and hearing. You cannot smell, taste, or feel anything. If you choose to perceive a moment that did not occur—for example, if you attempted to see the first moment the creature heard your chosen name, but it had never heard your name—then your attempt is wasted.

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

## BLOOD OF THE GREAT NECROPOLIS

You carry within you a sickness pulled down from inky heavens, writhing with the singular power of growing, contagious unlife and the crimson-choked extinction of worlds. You alone comprehend the spreading, seething majesty that dwells within you, flowing from your dark veins to infect the land, and—with great sacrifice—the might of unstoppable armies becomes yours to command.

**Prerequisites:** Master of the Burning Necropolis; if you are a living caster, you must have at some point contracted necromancia (*Obsidian Apocalypse* campaign setting, page 187), whether or not you are now cured.

**Benefit:** You gain 1 additional Necropolis token per day. In addition to your other options, you may now expend one Necropolis token as a free action while casting *summon monster* to add the bloody skeleton variant to one skeleton you summon. As a free action once per round, you may deal 1 damage to yourself. If you do, target one destroyed bloody skeleton of your choice within your aura of desecrate (see below). It returns to unlife with 1 hit



point and begins fast healing immediately rather than after one hour. This special damage overcomes hardness and damage reduction of all kinds, and this damage may not be reduced in any way; this effect uses potent conjuration and necromantic magic which, to be channeled into the world, requires the sacrifice of blood and soul.

You also possess a permanent aura that functions as per *desecrate*; you are treated both as an altar and as the source of the desecration. This effect has a radius of 10 feet plus 10 feet for every Necropolis token you have in your pool.

#### BRIGHT-BURNING TEMPTER

You have a rare gift for knowing the darkest desires which crawl, shriek, bubble, and boil in the mortal heart. Your incredible power comes, in part, from momentarily quenching the deepest and most forbidden of thirsts. With your formidable and potent presence at their side, heroes, rogues, and villains alike might triumph over impossible odds—only to lay the spoils of their victory at your feet, choking back tears of gratitude and quivering adulation for you.

**Prerequisites:** 2 levels in antipaladin, 1 level in wishcrafter (ifrit sorcerer archetype).

**Benefit:** Now, when you use your wishbound arcana class ability to grant the wish of a creature, it is then forever after considered a supplicant for the purposes of this feat. When addressing a supplicant, you add your antipaladin levels to your sorcerer level for the purposes of accessing your heart's desire and twisted wish class features.

You may choose to heal a living supplicant with your touch of corruption as if they were undead. You may spend 2 uses of that ability to also remove the effects of disease, exhaustion, fatigue, paralysis, poison, sleep

effects, and stunning from the supplicant; this effect acts as the paladin's mercy class ability, although this ability never removes the disease of addiction. A supplicant must verbally request your touch before being healed in this way; if you choose to harm your supplicant rather than to heal them, the supplicant receives no save against your cruelty.

In addition, you may warp your touch of corruption to augment your wishbound arcana in two ways. When granting a wish to a supplicant, as a free action you may expend a number of daily uses of touch of corruption, up to your sorcerer level, to evoke one or both of the following effects:

Apply any one metamagic feat you know to the spell as it is cast. To use this effect, you must spend uses of touch of corruption equal to the increase in spell slot level prompted by using the metamagic feat. Cause a living creature benefited by your spell to become addicted to the power, as per the disease of minor addiction; this costs one use of touch of corruption. You may choose to spend additional daily uses of touch of corruption; if you do, increase the intensity of the addiction by one level for each daily use spent, from minor to moderate to severe. The DC to resist or overcome this addiction is  $10 + 1/2$  your character level + your Charisma modifier.

#### DANCE OF BEAUTIFUL EXECUTION

Your technique is flawlessly lethal, combining in exact measure the elegance of shocking speed and the deadliness of overwhelming power. While some cowards prefer to hide behind heavy steel, you are a creature of swiftness and pride above all things. When you send those foolish enough to face you shrieking into eternity, words



of your greatness surely echo from their cold lips in a last, ecstatic gasp of horror.

**Prerequisites:** Snakebite striker (brawler archetype), touch of corruption class ability.

**Benefit:** While you are wearing light armor or no armor, add your antipaladin level to your brawler level for the purposes of determining your unarmed strike damage and your sneak attack damage; include this bonus when calculating the damage you deal with the close weapon mastery class ability. Also add your antipaladin level to your brawler level when determining the effect of martial training and your AC bonus.

You also gain a +2 profane bonus to a skill of your choice. This skill must be a class skill for both brawler and antipaladin: for example, Intimidate or Sense Motive. This bonus, once chosen, may not be changed. If you have 10 or more ranks in the skill you chose, the profane bonus increases to +4.

In addition, once per round you may attack with touch of corruption as a single attack—rather than as a standard action—when using brawler's flurry.

#### DARKLY POTENT PUPPET

The shadow of a deep and alien soul is bound tightly to you, coiled around each and every one of your actions, and this entity benefits in unexpected ways from your martial study of elemental, otherworldly power. The two of you slide over and between one another, each seeming at times to be a mere reflection of the other. With each step you take in your burning research, the fleshy marionette that answers your command has grown more powerful...and more dangerous.

**Prerequisites:** Demon-Haunted Drifter or Devil's Gate, Elemental Adeptness.

**Benefit:** While in dim or lower lighting, as a standard action you may cause your eidolon (instead of yourself) to receive any benefit you would normally gain from elemental fist or from any revelation you possess. Similarly, you may also expend a standard action to designate your eidolon (instead of yourself) as the origin of a revelation's effect. You may spend 1 ki or grit to use this ability as a free action instead of a standard action. As an example, if you had access to the stone mystery with the clobbering strike, mighty pebble, and shard explosion revelations, you could expend a standard action to let your eidolon use clobbering strike or mighty pebble and then spend 1 ki or grit to have your shard explosion (used by expending a swift action) emanate from your eidolon instead of you.

In addition, add your levels in all other classes to your summoner level for the purposes of the maker's call and transposition class features. If you are at least 6th level, you may expend 1 ki or grit to use the maker's call class feature an additional time per day.

#### DEMON-HAUNTED DRIFTER

There's another soul that rides beside you, and its name is death.

**Benefit:** While in an area of dim or lower lighting, as a standard action you may spend 2 grit to instantly call forth your eidolon, as per *summon eidolon*, or to enhance your eidolon, as per *lesser evolution surge*. This is a spell-like ability; your character level is the caster level for this effect, and you use Charisma to determine the bonus to your concentration check.

At your 9th character level, you may instead spend 3 grit to produce an *evolution surge*; at 13th level, you may spend 4 grit to instead activate *greater evolution surge* or *transmogrify*.

#### DEVIL'S GATE

Through your will and whispers in black places, powerful inhuman forces enter the world to do your bidding...for good or ill.

**Benefit:** While in an area of dim or lower lighting, you may spend 2 ki to instantly call forth your eidolon, as per *summon eidolon*, or to enhance your eidolon, as per *lesser evolution surge*. This is a spell-like ability; your character level is the caster level for this effect, and you use Charisma to determine the bonus to your concentration check.

At your 9th character level, you may instead spend 3 ki to produce an *evolution surge*; at 13th level, you may spend 4 ki to instead activate *greater evolution surge* or *transmogrify*.

#### ELEMENTAL ADEPTNESS [COMBAT]

Your incredible martial skills are greatly enhanced by a sharp mystic prowess, springing to the battlefield at your command from focused study into the power of mysterious and sublime elemental forces.

**Prerequisite:** Elemental Fist.

**Benefit:** You may only use Elemental Fist to deal a single type of energy damage. When you take this feat, choose one of the following energy types to be proficient with: acid, cold, electricity, or fire. After you choose an energy type, gain a single revelation from the following mystery corresponding to that energy type: flame (fire), stone (acid), wind (electricity), or winter (cold). For the purposes of Elemental Adeptness, you are considered to have the revelation class feature and to be an oracle of your level, and you may select Extra Revelation as a monk bonus feat, combat feat, or ninja trick.

As a standard action, you may evoke any spell from your chosen mystery's spell list as a spell-like ability. Activating this ability costs 1 ki or grit per level of the listed spell; thus, a 10th-level character with the winter mystery could spend 5 ki or grit to use icy prison as a spell-like ability. Your character level is the caster level for these spell-like abilities, and you use Wisdom to determine the bonus to your concentration check. The DC of the saving throw against

this power, if any, is  $10 + 1/2$  your level + your Wisdom bonus.

### EXEMPLAR OF THE GRAVE

You serve the powers of death with terrifying loyalty and grim, iron-shod savagery, boldly striding that thin and crimson-streaked line between life and unlife. When you call upon the might of your dark god, the flesh and blood you wear become little more than a tattered cloak: merest trappings which billow behind as you violently carve the will of your master into the unready, unwilling, and unworthy world.

**Prerequisite:** Warpriest with the death blessing.

**Benefit:** If you are a living creature, whenever you use the minor death blessing, you are also healed by negative energy and harmed by positive energy for the duration of the blessing, as if you were undead. In addition, spells and effects that target undead or have specific effects against undead—such as *Command Undead*, *halt undead*, and *searing light*—affect you as if you were undead. The profane bonus to saves against disease, mind-affecting effects, paralysis, poison, and stunning provided by this blessing increase to +4, and you become immune to both exhaustion and fatigue.

If you are an undead creature, whenever you use the minor death blessing, you instead gain an unnatural aura: normal animals and vermin do not willingly approach within 30 feet of you, unless the animal's master makes a Handle Animal, Ride, or wild empathy check (DC  $10 +$  your class level + your Wisdom score). Normal animals and vermin without a master, or with no master present, are frightened in your presence with no save. At 10th level, whenever you use the minor death blessing, you also gain the benefits of lifesense: you automatically notice and locate all living creatures within 30 feet, obviating cover and concealment, just as if you possessed blindsight.

If you are a living character, you may choose to gain the unnatural aura and lifesense effects for the duration of the blessing. This is a full-round action that costs 2 uses of your blessing.

### FLESH OF MANY SKINS

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

**Prerequisites:** Wild shape class feature, non-good alignment.

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

When you enter this state, choose one form you could adopt by other means; for example, a 4th-level druid could choose a Small or Medium animal, as per *beast shape I*. For the duration of wild shape, you may choose to reshape your body with a full-round action. By doing so, you may adopt any other form available to you via wild shape; for example, a 4th-level druid could change from a Medium wolf into a Small horned owl. There is no limit to the number of times you may choose to change shape. However, if you ever shift back to your true form, the effects of wild shape end as normal.

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

In addition, while in this form normal animals and vermin do not willingly approach within 30 feet of you unless the animal's master makes a Handle Animal, Ride, or wild empathy check (DC  $10 +$  your class level + your Wisdom score). Normal animals and vermin without a master, or with no master present, are frightened in your presence with no save.

### FROZEN SHADE OF THE WASTES

Raised high in the esteem of one of the fiendish lords that rule the now-barren land, you are granted even greater power to carve his icy will into yielding, shrieking flesh. These incredible gifts mimic many of those attributed to heretic oracles and witches who would pretend to some mastery over your cruel lord's portfolio, but the cold majesty of your will outshines the most potent of their feeble dabbings.

**Prerequisites:** Neutral evil, patron deity of evil, Shadow of the Wastes.

**Benefit:** Whenever a creature fails a saving throw and takes cold damage from one of your druid spells, it is slowed (as *slow*) for 1 round. Spells that allow no save do not slow creatures. At 11th level, the duration increases to 1d4 rounds.





Whenever you cast a touch or ranged touch spell, you may infuse the magic with cold as a swift action. This grants the spell the cold descriptor, and adds 1d4 points of cold damage to the spell's effect. If the spell allows a saving throw, a successful save negates this additional cold damage.

Add the following spells to your druid spell list:

3rd—*draconic reservoir* (may absorb fire, but that energy is released as cold)

4th—*wall of ice*, *freezing strike* (as *flame strike*, but with the cold descriptor and dealing cold instead of fire damage)

5th—*ice body*, *icy prison*

6th—*cone of cold*

7th—*freezing sphere*

8th—*polar ray*

9th—*icy prison*, *mass*

In addition, you may spontaneously cast *frostbite* in place of any spell of 1st level or higher, and *frigid touch* in place of any spell of 2nd level or higher.

You may never again light a fire, including a torch or candle, nor use a sun rod, alchemist's fire, or firearm of any kind. You may not consume cooked meat, nor anything that has been baked or fried, nor drink any liquid that has been warmed by a hearth. Violating any of these tenets instantly destroys your personal token.

In addition, you gain vulnerability to fire.

**Special:** Your personal token now radiates faint auras of evocation and necromancy magic.

### GLACIER OF HATE

You burn with slow, chill wrath; you strike with the power of a screaming ice storm. You breathe with the strength of cold murder in the night; your voice is frozen agony in pitiless winter. Your blood flows with that shattered numbness known only to the doomed and dying as their extremities crackle and fall off—one by one—blackened and shriveled.

**Prerequisite:** 1 level in antipaladin.

**Benefit:** You gain *ray of frost* as an at-will spell-like ability. Your antipaladin level is the caster level for this and all other spell-like abilities granted by this feat (see below); you use Charisma to determine the bonus to your concentration check. The saving throw against these special spell-like abilities, if any, has a DC of 10 + 1/2 your character level + your Charisma bonus.

When using your touch of corruption, you may choose to deal half its damage as cold damage, similar to that of a *flame strike* effect. If you do, a creature that fails a saving throw against your cruelty is also slowed (as *slow*) for 1 round. At 11th level, the duration increases to 1d4 rounds.

You also gain access to the following spell-like abilities, similar to those gained from Sorcerous Damnation, which are activated by spending daily uses of touch of corruption:

- *biting wind*, *endure elements*, *frigid touch*, *frostfield*—1 touch

At 6th level, you also gain access to the following effects:

- *algid aura, draconic reservoir* (may absorb fire, but that energy is released as cold), *ice spears, wall of ice*—2 touches

At 12th level, you also gain access to the following effects:

- *cone of cold, icy prison, mythic endure elements* (self only)—3 touches

When you take this feat, remove all spells with the fire descriptor from your spell lists. You cannot cast any spells or use any spell-like ability with the fire descriptor, nor activate them using scrolls, wands, or any other magic devices.

You may never again light a fire, including a torch or candle, nor use a sun rod, alchemist's fire, or firearm of any kind. You may not consume cooked meat, nor anything that has been baked or fried, nor drink any liquid that has been warmed by a hearth.

In addition, you gain vulnerability to fire.

You are considered to meet all prerequisites for the Winter Shade of the Wastes; should you select that feat, for its purposes your antipaladin level is used in place of a druid level.

### GOLDEN EMPEROR OF THE NECROPOLIS

Your obscene investigations have truly reached their blasphemous and brilliant apex; all the world must shudder at your name. With dark knowledge locked away behind your shining eyes, the merest brush of your hand unleashes armies that shake the ashen earth, burning like a twisted, sunlit river of molten steel. Unspeakable, luminous legions march tirelessly at your wordless command, raining arrow and flame, boot and blade down upon all who would dare defy you. Nothing but scorched earth and smoking, blood-caked crater remain of those too foolhardy to flee at the glorious thunder of your approach.

**Prerequisites:** Master of the Burning Necropolis and Undying Zealots of the Necropolis, Knowledge (religion) 13 ranks. In addition, you must possess the blood, flesh, or bone of Asi Magnor (see pages 152–154 of the *Obsidian Apocalypse* campaign setting) before you may select or use this feat. Thus, you must either be a direct descendant of the ancient Shaan Emperor himself or you must bear as regalia or raiment some object that incorporates a trace of his physical essence.

**Benefit:** You gain 1 additional Necropolis token per day. In addition, you may summon a mob of gold-clad skeletal champions when casting *summon monster VI*. Stats for this force appear below with all necessary rules; in these, the bonuses from Master of the Burning Necropolis are already applied. Each such mob is a creature of the 6th level list for the purposes of your spell-casting or spell-like ability usage; thus, you could summon 1d4+1 mobs of gold-clad skeletal champions as an 8th-level spell. Each mob is considered a single undead creature for the purposes of spending

Necropolis tokens: thus, you could spend 2 Necropolis tokens upon summoning a mob to give the gold-clad skeletal champions both the burning skeleton and the zealot undead qualities.

If you choose to manually detonate a mob of zealot gold-clad skeletal champions, the explosion deals 15d6 points of damage—half fire, half negative energy—to all creatures within 10 feet of the mob as well as to all those trapped within; a Reflex save (DC 31) halves this damage. The mob likewise detonates if reduced to 0 hit points.

### MOB OF GOLD-CLAD SKELETAL CHAMPIONS

NE Huge undead—Medium members; the area occupied by a mob is completely shapeable, much like a swarm, though the mob remains in contiguous squares

**Init** +2; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 21, touch 8, flat-footed 21 (+6 armor, –2 Dex, +5 natural, +2 shield)

**hp** 325 (30 HD; 20d8+10d10+180)

**Fort** +3 **Ref** –1 **Will** +2; channel resistance +4

**DR** 5/bludgeoning, fire resistance 10; **Immune** cold, undead traits

**Weaknesses** mob traits (Note: a mob takes +50% damage from spells or effects that affect an area, such as splash weapons and many evocation spells); electricity vulnerability (a gold-clad creature takes +50% damage from electricity, regardless of whether a saving throw is allowed and whether the save is a success or failure).

### OFFENSE

**Speed** 15 ft.

**Melee** mob longsword attack (8d6); distraction (DC 18)

**Ranged** mob longbow attack (8d6); 100 ft. range, may be divided as per ranged volley (see below)

### STATISTICS

**Str** 21, **Dex** 7, **Con** —, **Int** 11, **Wis** 8, **Cha** 22

**Base Atk** +2; **CMB** +7 (+2 on grapple for each square of the mob which surrounds a target); **CMD** 15

**Feats** Cleave, Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (longsword)

**Skills** Intimidate +12, Perception +5, Stealth –12

**Distraction (Ex)** Any living creature vulnerable to a mob's damage that begins its turn in the mob's square must succeed at a Fortitude save or be nauseated.

**Light Fortification (Ex)** Whenever a sneak attack or critical hit is scored against a gold-clad creature, there is a 25% chance that the extra damage is negated and damage is rolled normally.

**Pack Maul (Ex)** If a creature is inside this mob's square, the mob may make a grapple attack with a +2 bonus for every square with which they surround their target. If the mob succeeds, the creature is grappled and takes mob attack damage each round it remains grappled by the mob, in



addition to the mob attack damage they take for being in a square occupied by a mob. The victim is considered grappled, but the mob is not; a mob cannot be tripped, grappled, or bull rushed.

**Ranged Volley:** Mobs with ranged attacks can make a volley against one or more creatures within their ranged attack range (100 feet). As a full-attack action, if they have line of effect, the mob may deal their mob attack damage to a creature in range, or split their damage up among multiple creatures. For example, a mob dealing 8d6 damage could deal 6d6 to one target and 1d6 apiece to two others.

### GUNS OUT OF THE GRAVE

You don't stay dead, and you bow to none. Possessed of a soul that burns with hatred and an unquenchable thirst for vengeance, you're a shade too rough and an ounce too mean to stay buried...or scorching down in the hot-spot. On the lonely prairie wind, you ride upon the songs of the dead, your guns blazing with hellfire and your boots striding implacably over ashen, blood-splattered soil.

**Prerequisites:** Grit pool, undead type.

**Benefit:** If you are destroyed while you have at least 1 grit, you rise again in 2d4 days, much like the rejuvenation ability of a ghost. If you have no grit when you are destroyed, you instead rise after 1d10 years.

If your firearms are removed from whatever remains of your body after your "destruction," they return to your possession when you rise via a teleportation effect similar to that of a *called* weapon with a range in miles equal to your Hit Dice. If these weapons were broken or destroyed in the intervening time, they are fully repaired upon your return. If your firearms are prevented from returning to you by magic or distance, you instead gain a sense of their location, similar to the sense murderer ability of a revenant.

In addition, you may spend 1 grit to perform any of the following special deeds:

*Desolate Cry:* As a move action, you may cause all those within 30 feet who can hear you to become shaken (no save) until the beginning of your next turn. When its duration would expire, you may maintain this ability for an additional round as a free action by spending 1 grit. This ability also destroys all mundane and non-magical vegetation in the area, causing it to blacken and crumble to dust. It otherwise functions as the dirge of doom bardic performance.

*Ghost Rider:* You may cast *phantom steed* as a spell-like ability, using your Hit Dice in place of caster level. Much like the mount of a graveknight, this skeletal apparition has a distinctive look and keeps the same appearance each time it is summoned.

*Hideous Wound:* As a swift action, you may apply the special effect of any one melee attack type you possess (such as a vampire's energy drain or a ghoul's paralysis) to a single

firearm attack you make. You must choose to use this ability before making the attack roll.

*Shake Off Control:* You gain an immediate, additional Will save to obviate the effects of Command Undead or similar abilities.

### HAUNT OF THE DANCING CORPSEYARD

With a pass of your eerie hand, mausoleums and crypts swing wide to disgorge their treasures—and your personal army. The very earth screams and vomits forth creaking and charnel bounty—offering burst caskets, twisted iron, and cracked headstones—all to become your weapons of war. Lurching, hungry, teetering, unliving matter of every type dances to your dark whim, mindlessly slaying at your cold command.

**Prerequisites:** Spellcaster level 3rd, Spell Focus (necromancy). A bard may take this feat without fulfilling either of these prerequisites.

**Benefit:** You gain *lesser animate objects* as a 2nd-level spell and *animate objects* as a 5th-level spell; these are always necromancy effects as well as transmutation spells for you. Only a character with this feat may cast these spells in this way: if added to a wand (or other spell trigger item) or scribed as a scroll (or other spell completion item), the item functions only for characters with this feat. If you prepare spells from a spellbook, these two spells are added to your repertoire and may only be copied by characters with this feat; otherwise, they are added to your list of spells known.

When the spell is cast, the animated objects subtly warp, taking on an appearance of the caster's choice: they may change colors, becoming paler or darker, or grow more tattered, more ostentatious, more crooked, more clean-edged, or more grim as you see fit. Any objects you animate also gain your rune, as per *arcane mark*, and possess your scent for purposes of tracking.

For each rank of Knowledge (engineering) you possess, you may specify one "iconic object"—built using the normal Construction Point rules for animated objects and including the haunted construction flaw—which you may call up seemingly from nothing. For example, if you chose the headsman's scythe as one of your iconic objects, you could animate one or more such scythes as Small objects, even if no scythes or suitable materials for animation were nearby. Objects that you animate in this way appear adjacent to you, move as you direct them, and then crumble to dust when the spell's duration expires. These constructs are harmed by positive energy, as if they were undead. In addition, spells and effects that target undead or have specific effects against undead—such as Command Undead, *detect undead*, *halt undead*, and *searing light*—affect your constructs as if they were undead.

### KILLER WITH STYLE [COMBAT]

You have a deadly flair, an uncanny wit, a most-disarming glamour, and a cutting charm equaled in razor-sharpness only by your swift, workmanlike lethality. While big, bad



trouble certainly has a way of seeking you out, you have an equally flawless, suavely adept reaction to it. Whether you seek out the most insane of danger or simply find it forever crashing in upon you, there is no doubt that you live—and thrive—in the most interesting of all possible times.

**Prerequisites:** Panache pool, 1 level in ninja.

**Benefit:** You may spend panache in place of ki, or expend ki in place of panache.

In addition, the kama, katana, kusarigama, nunchaku, sai, shortbow, short sword, shuriken, siangham, and wakizashi are all treated as one-handed melee piercing weapons for the purposes of regaining panache, swashbuckler finesse, swashbuckler weapon training, swashbuckler weapon mastery, and for the purposes of all deeds. If you are using a ranged weapon such as a shortbow or shuriken, you regain panache in this way only when you confirm a critical hit or make a killing blow on a target within 30 feet.

You also gain a +2 bonus on one skill of your choice. This skill must be a class skill for both ninja and swashbuckler: for example, Bluff, Escape Artist, Sense Motive, or Slight of Hand. This bonus, once chosen, may not be changed. If you have 10 or more ranks in the skill you chose, this bonus increases to +4.

#### LETHAL TOYCHEST [NECROMANTIC]

Though the world may be dying, rotted-through, and cursed, that does not mean it cannot still dance. You have immense power over endless fatal playthings and innumerable death-dealing puppets; your pawns leap to their feet skipping, cavorting, and killing to the joyous tune hidden within your heart. As the last shuddering gasps of pain escape from this tortured and broken world, you shall spin rapturously in the glittering, drifting dust, surrounded by friends...and lovers.

**Prerequisite:** Haunt of the Dancing Corpseyard.

**Benefit:** Constructs you animate are healed by negative energy and harmed by positive energy, as if undead. They also share your alignment. These constructs may now gain the benefits of your inspirational bardic performance abilities—inspire courage, inspire competence, inspire greatness, and inspire heroics—as if it were a sentient ally, but it is otherwise still a mindless creature.

In addition, for the purposes of Bone Armor (page 43 of the *Obsidian Apocalypse* campaign setting), you are now always considered to be within 30 feet of a corpse; the armor which encases you is crafted from whatever nearby materials you desire, and takes on whatever appearance you designate.

#### MADNESS MANTRA [COMBAT]

When the going gets tough, the tough go object knuckled-pancake loonie-biscuits and scream to themselves.

Whether you're actually out-of-your-skull, of course, is hardly the issue; when you're hip-deep in lethal violence,

at least, you have the capability to distract, mislead, confuddle, redirect, and horrify those who would do you harm. You do this by unleashing a thunderous or whispering, dangerously calm or ear-blindingly frantic torrent of jokes, babble, verse, laughter, tears, cackles, and scribble-speckled insanity that is—as you choose—equal or lesser parts ice cream koan, pun, prayer, word-salad schizophasia, curse, and stream of cosmically profound theological insight, all mixed up and shotgunned out of the frontal lobe.

Or perhaps you use only single-word precision-strikes, shaking your foes to the core as they eye you.

Regardless, you are difficult to strike, as your words unravel the nerve and the foresight of any who face you. They cannot hit what they cannot comprehend; they cannot kill what they cannot feel...living.

Behind the secret self.

GROWING.

**Benefit:** When you are targeted with a melee or ranged attack within 30 feet, you can spend an immediate action to make a Linguistics check. You can use the result as your choice of AC or touch AC against that attack.

If the result of this check is lower than your normal AC, you may ignore the roll and use your normal AC. To use this ability, you must be aware of the attack in question, and you may not be flat-footed to the attacker. This effect is language-dependent and mind-affecting, and your attacker must be able to hear you.

Because this is an immediate action, you may only use this ability to defend against a single attack each round.

#### MASTER OF THE BURNING NECROPOLIS

Your interactions with mind-rending necromantic energies, borne from this cursed land of agony and darkness, have left you dangerously adept at manipulating the sick sparks of unlife. While lesser fools cower and flee at the dread sight of walking corpses, you have become lord over such small monstrosities; you survive in the shadows behind a lethal wall of rot and tatters which slays at your command.

**Prerequisites:** Skeleton Summoner, exposure to Nightwall effects (page 183 of the *Obsidian Apocalypse* campaign setting).

**Benefit:** Each undead you conjure with *summon monster* gains a +4 enhancement bonus to Strength and Charisma for the duration of the summoned creature. This bonus does not stack with the bonus gained from Augment Summoning.

In addition, you gain 1 Necropolis token, and your pool of Necropolis tokens refreshes each time you prepare your spells. When you cast *summon monster*, you may expend 1 Necropolis token to summon a skeletal version of the creature you summon, applying the skeleton template to that creature. Alternatively, you may expend 1 Necropolis

token to add the burning skeleton variant to any one skeleton you summon.

Normal: You may summon a skeletal version of one of the creatures on a spell's summoning list only once per day.

### RAKISH BLACKGUARD

You possess a cool and daring insouciance coupled with the most maddening and lethal of magnetism. Your dark bravado is legendary, matched only by the fluidity of those murderous strikes you can unleash in the blink of an eye and between the beats of a heart. Against your grace, your slick nonchalance, and your violent charm, all are ultimately rendered into corrupted, crippled, and helpless playthings.

**Prerequisites:** Panache pool, touch of corruption class ability.

**Benefit:** When using an attack to deliver your touch of corruption, your touch is considered to be a light one-handed melee piercing weapon for all purposes, including such situations as regaining panache, all deeds (including precise strike), and swashbuckler finesse, swashbuckler weapon training, and swashbuckler weapon mastery. You may spend daily uses of your touch of corruption as if it were panache, and may likewise spend points of panache to activate your touch of corruption.

You also gain a +2 profane bonus on one skill of your choice. This skill must be a class skill for both swashbuckler and antipaladin; for example, Bluff, Ride, or Sense Motive. This bonus, once chosen, may not be changed. If you have 10 or more ranks in the skill you chose, this bonus increases to +4.

In addition, when you use fiendish boon, you may now choose to add the conductive special quality to your weapon, which uses a +2 bonus. If you also possess Weapon of Ferocious Spirit, adding the conductive quality only uses a +1 bonus.

### RECOLLECTION OF THE SELF'S UNMAKING

You have felt everything that makes you come unraveled, laid bare and broken like a soiled marionette with all the strings cut away. Now, you carry with you the raw and still-bleeding wounds of this unimaginable psychic trauma, and—when you reach out with your power—you can briefly fling open the rusted gates to that buried insanity and let others come face-to-face with some sick echo of all you have endured. Those forced into direct confrontation with your twisted, screeching grey-matter are brutalized by the horrors churning within, making your mind the deadliest and yet most subtle of weapons.

**Prerequisites:** Spellcaster level 3rd. In addition, you must have previously experienced some terrible mental anguish such as being possessed by a demon, being magically compelled to act directly against your nature, or being isolated for an extended period with the mad undead.

**Benefit:** You may cast any mind-affecting spell as a full-round action rather than as a standard action; the spell you choose must have a normal casting time of one standard action, and it must allow a Will save to reduce or negate the effect.

If you choose to cast in this way, any target that fails its normal save against your spell effect also takes 1d10 damage per spell level of the spell and 1d4 points of Wisdom damage. Any creature suffering damage from this effect automatically reads your surface thoughts just as if it had successfully used *detect thoughts* on you for 3 rounds.

Choose one mental ability score: Intelligence, Wisdom, or Charisma; you can use Recollection of the Self's Unmaking a number of times per day equal to 3 + your modifier in that ability score. You may choose to use this ability an additional time per day by taking 1 ability damage to that ability score as a free action.

### SANGUINE INTENSITY

You surge with vital arcane strength, diminished not the least bit by the fell transition to accursed unlife. In fact, the crimson ties of ichor and pain which empower you have been, if anything, greatly bolstered by this change. As you desire, you could even pass for a creature in the prime of health, the very picture of hale and hearty, rosy-cheeked cheer. Those who witness your bloodrage while you are disguised are overcome with fear.

**Prerequisites:** Bloodrager class, undead creature type.

**Benefit:** You substitute Charisma for all class abilities and effects that use your Constitution score, and the bonuses you gain from bloodraging are now necrotic rather than mind-affecting. Thus, you may bloodrage for a number of rounds per day equal to 4 + your Charisma modifier, plus 2 additional rounds each day per level. You also gain a +4 profane bonus to Strength and Charisma while bloodraging, as well as a +2 profane bonus on Will saves and a –2 penalty to Armor Class. This increase to Charisma grants you 2 hit points per Hit Die, and it increases the DC of your bloodrager spells, as with *eagle's splendor*, but does not grant you additional spells per day. Unlike a living bloodrager, you are not fatigued when your bloodrage ends.

If you take this feat after your transition to undeath, you may retrain any number of spells known, as you see fit, much like a sorcerer reaching 4th level. Thus, you might choose to lose *phantom blood* in exchange for another 1st-level spell such as *blurred movement*. If you have the undead bloodline, you may choose another bloodline (subject to GM discretion) at this time.

In addition, you add *disguise self* as a 1st-level spell known; you may use it only to appear as a living member of your species. While this illusion is in effect, any creature within 30 feet of you who witnesses you take damage or enter a bloodrage becomes shaken (no save) for a number of rounds equal to half your bloodrager level (minimum 1).





This effect does not cause an existing shaken or frightened condition, regardless of source, to become a frightened or panicked condition. This is a mind-affecting fear effect.

#### SENSES OF THE SHRIKE

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

**Prerequisites:** Divine caster with Pazuzu as a patron.

**Benefit:** Choose a specific name and title for yourself. You gain the scent ability, but you can only detect sentient creatures who have spoken this name, title, or the name of Pazuzu aloud within the last 24 hours. For each time beyond the first that a creature has spoken one of these words aloud within the past 24 hours, its scent increases by one step: if they were spoken two times, it possesses a strong scent; three times, and it possesses an overpowering scent. If you have line of effect to a creature who possesses an overwhelming scent because of this feat, and you are within 30 feet of it, you are also considered to have blindsight for that creature.

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

#### SHATTERSOUL INVULNERABILITY [COMBAT]

You were never meant to be: an unnatural and unclean creature born from a union of hateful opposites, spat into

a decayed and dying world which loves you not. So be it; you survive nonetheless, against forces and horrors that can scarcely comprehend you. On a whim you may clothe yourself in a spectral, life-sustaining field far more potent than any blade or curse. Wordlessly you can turn aside attacks that would render any lesser creature into a spray of blood and aching ash. When the last light of the world finally fades, you will still stand.

**Prerequisites:** Genesai (see pages 26–29 of the *Obsidian Apocalypse* campaign setting) with the shattersoul blade alternate racial ability.

**Benefit:** You may expend one daily use of your shattersoul blade, as an immediate action or a swift action, to gain any one of the following abilities for one round per class level: Whenever an opponent rolls to confirm a critical hit against you, your AC is treated as +4 higher than normal. You gain temporary hit points equal to 1d10 + 1 per level. If you succeed at a Fortitude saving throw against an attack that has decreased effect on a successful save, you instead avoid the effect entirely. Any manufactured weapon that successfully strikes you suffers damage equal to 1/2 your level + your Constitution modifier. This damage is dealt to the weapon even if the strike fails to overcome your DR (see below).

Alternatively, you may instead expend one daily use of your shattersoul blade as an immediate action to gain one of the following benefits until the beginning of your next turn: You gain the benefits of the light fortification armor

property. You gain DR 1/—. This DR increases by 1 for every three levels you possess. For example, at 12th level you would have DR 5/—. You gain SR equal to 10 + 1 per character level.

- The effects of this ability now stack with one another, but not with themselves. For example, you could expend 2 daily uses of your shattersoul blade, using two immediate actions, to gain +4 AC against all rolls to confirm critical hits as well as a pool of temporary hit points, but you could not use this ability twice to gain +8 AC or a pool of temporary hit points larger than 1d10 + 1 per caster level.

You may use any of these abilities as a reflexive action, at any time during an opponent's action before damage is rolled.

If you have Fade Out (page 45 of the *Obsidian Apocalypse* campaign setting), you may use that ability immediately after rolling a Reflex save, obviating the results of your Reflex roll.

### SHADOW OF THE WASTES

Ordained as a sinister druid of the wasteland, you carry a powerful effigy of evil that crawls with the deepening cold of the wastes.

**Prerequisites:** Neutral evil, patron is an evil god.

**Benefit:** Add the following spells to your druid spell list.

0—*disrupt undead*, *ray of frost*  
1st—*ghost sound*, *touch of fatigue*  
2nd—*chill touch*, *spectral hand*  
3rd—*ghoul touch*, *invisibility*  
4th—*displacement*, *ray of exhaustion*  
5th—*animate dead*, *phantasmal killer*  
6th—*nightmare*, *waves of fatigue*  
7th—*circle of death*, *shadow walk*  
8th—*mass invisibility*, *waves of exhaustion*  
9th—*horrid wilting*, *weird*

Remove all spells with the fire descriptor from all your spell lists (not just your druid spell list). You cannot cast any spells with the fire descriptor, nor activate them off scrolls, wands, or any other magic devices. In addition, you may not use wild shape to take the form of any creature with the fire subtype.

**Special:** As part of this feat, you create a personal token that ties your soul and your doings to the fell power of the wastes. This potent object is treated as a wooden unholy symbol that radiates faint necromancy magic. If your token is ever destroyed, your connection to the shadowy heart of the land is severed and all benefits of this feat are lost until another is created. This process requires a journey to the wastelands and an *atonement* spell cast by a fellow worshiper of your dark god.

### SORCEROUS DAMNATION

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

**Prerequisites:** 2 levels in antipaladin, Eldritch Heritage.

**Benefit:** Add the first four bonus spells from your chosen bloodline to your antipaladin spell list at the appropriate spell levels. For example, if you had the shadow bloodline, you would add *ray of enfeeblement* as a 1st-level antipaladin spell and *shadow conjuration* as a 4th-level antipaladin spell. If you instead had the efreeti bloodline, you would add *enlarge person* as a 1st-level antipaladin spell, *scorching ray* as a 2nd-level antipaladin spell, *fireball* as a 3rd-level antipaladin spell, and *wall of fire* as a 4th-level antipaladin spell.

In addition, you may select a special sorcerous damnation ability—see below—in place of any of the following antipaladin class abilities: channel negative energy (4th level), fiendish boon (5th level), aura of despair (8th level), aura of vengeance (11th level), aura of sin (14th level), aura of depravity (17th level). You choose whether to gain each special sorcerous damnation at the same level when you would gain the corresponding antipaladin class ability.

Sorcerous damnation abilities draw on the power of an antipaladin's touch of corruption. These abilities always duplicate the effects of a single specific spell, chosen when the sorcerous damnation is selected, and are spell-like abilities. Your antipaladin level is the caster level for these spell-like abilities, and you use Charisma to determine the bonus to your concentration check. Each sorcerous damnation has a minimum level requirement; an antipaladin who does not meet this requirement cannot select that sorcerous damnation ability. Each sorcerous damnation ability costs daily uses of your touch of corruption to activate the spell-like ability; the exact amount is listed after the sorcerous damnation ability. The saving throw against a sorcerous damnation, if any, is equal to 10 + 1/2 your antipaladin level + your Charisma bonus.

Whenever you reach a level of antipaladin where sorcerous damnations are available, you may choose to keep your normal antipaladin class ability or to gain an appropriate sorcerous damnation of that level. For example, upon reaching 5th level, you might choose to keep your fiendish boon or to select a spell such as *scorching ray* or *blur* as your sorcerous damnation ability; using this spell-like ability would cost 2 uses of touch of corruption. If you had the efreeti bloodline, as noted before, you could instead select *fireball* as your sorcerous damnation.

You may always choose to select a spell of lower level than the spell level listed for your sorcerous damnation, or even a sorcerous damnation of a lower level. Once a specific spell is chosen as a sorcerous damnation ability, it cannot be changed.



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#### 4TH-LEVEL SORCEROUS DAMNATION

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

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#### 5TH-LEVEL SORCEROUS DAMNATION

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

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#### 8TH-LEVEL SORCEROUS DAMNATION

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

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#### 11TH-LEVEL SORCEROUS DAMNATION

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

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#### 14TH-LEVEL SORCEROUS DAMNATION

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

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#### 17TH-LEVEL SORCEROUS DAMNATION

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

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### TERRIFYING BLOW [COMBAT]

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In the shattered remains of a broken world, you have made yourself the king of rough, brutal beasts. You fling your foes around like so many rag dolls, sending the limp bodies of all those who would oppose you into—and through!—stone walls and wooden doors alike, scattering your frightened opponents before you like tenpins. This uncanny ability builds upon itself; with each new focused technique you learn, you become all the more horrifying as a close-quarters combatant.

**Prerequisite:** Claw or slam natural attack.

**Benefit:** You may use the awesome blow combat maneuver, as if you had the Awesome Blow feat, a number of times per day equal to your Strength modifier (minimum 1). As normal, if your awesome blow is successful, you deal your slam damage; if you do not possess a slam attack, you deal your claw damage instead. If you possess both a claw attack and a slam attack—for example, if you are a djinni, failed-apotheosis mimic, or another creature with a natural slam attack who has gained a claw attack from a source such as the half-fiend template, or if you naturally possessed claws and gained a slam attack from becoming a vampire—you may choose which type of damage you deal after each time you successfully use an awesome blow combat maneuver.

You also fulfill all the prerequisites for both Awesome Blow and Mighty Blow (although you must still have Awesome Blow in order to use Mighty Blow). If you ever gain Awesome Blow, you may use the awesome blow

combat maneuver according to the rules above, and for its purposes you are considered to be one size category larger.

Any creature within 30 feet of you or of your target that witnesses you successfully execute an awesome blow combat maneuver—including your target—must succeed at a Will save (DC 10 + your Hit Dice + your Strength modifier) or be shaken for 1 round. This area is measured from the final position of your opponent as well as from your own square.

If you ever gain both Awesome Blow and Mighty Blow, and also possess Power Attack and Improved Bull Rush, you may use the awesome blow combat maneuver as an attack rather than as a standard action. As an attack, you may use it at the end of a charge action, employ it as an attack of opportunity, or use it multiple times per round as part of a full-attack action. In addition, if your maneuver roll is a natural 20, you can immediately attempt to confirm a critical by rolling another combat maneuver check with the same modifiers as the attack just rolled. If the critical is confirmed, the attack deals double damage, your opponent flies twice as far, and any damage your opponent takes from hitting an obstacle is doubled.

**Special:** This feat may be taken multiple times. Each time it is taken, you are considered to be an additional size category larger when using the awesome blow combat maneuver, and the DC to avoid being shaken after witnessing your successful maneuver increases by +2. In addition, any objects struck by your opponent's movement suffer double damage; this special damage increases each time you take the feat; for example, an object struck would suffer triple damage if you had taken this feat three times.

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### TITAN FROM THE ASHES

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Your devotion to the Elder Gods makes you nearly impervious to the weak magic of foolish, lesser arcanists; with great sacrifice, you may momentarily clothe yourself in the skin of the Armageddon Engine itself. Turning back bolts of lightning, darts of occult power, and even rays of disintegration, your flesh is truly the stuff of world-ending and unstoppable glory. Against such power, what creature—or army—could possibly avail?

**Prerequisites:** Worshiper of the Elder Gods, grit pool.

**Benefit:** As a full-round action, you may expend 1 grit to give yourself, or a summoned creature you control, the tarrasque's carapace ability (see below) until the beginning of your next turn. Alternatively, you may ritualistically deal 1 point of ability damage to yourself to evoke the ability as a standard action, while spending 1 grit as a swift action. This ability damage overcomes immunities and damage reduction of all kinds, and this damage may not be reduced or avoided in any way. If you choose to deal Constitution damage, you instead use this ability as a swift action, while spending your grit as a free action. If you do not possess a Constitution score—because you are undead, a construct, or for any other reason—you may instead deal Charisma damage to gain this benefit.

**Tarrasque's Carapace (Su)** Your skin automatically deflects all cones, lines, rays, and *magic missiles* harmlessly, rendering you immune to such effects. There is a 1% chance per character level you possess that a deflected effect reflects back in full force at the caster; otherwise, it is simply negated.

#### DESIGNER'S COMMENTARY:

This feat is appropriate for a particularity mad and nihilistic swashbuckler, replacing grit with panache. In addition, this feat is particularly appropriate for use with the Demon-Haunted Drifter feat, especially in a game full of those who worship the Elder Gods.

#### TRUMPET OF THE DEMON-SLAYING SOUL [COMBAT]

Your glorious blade shines all the more brightly upon the grim and ashen waste of your world. Pitted against the most overwhelming of darkness and most sickening of horror, you have learned to harden your soul—and the sharp extension of its blade—to a razor's edge and a mirror shine. When your living weapon of lightning and thunder screams forth its righteous song, all those who would oppose you are like dry chaff before the blazing whirlwind.

**Prerequisites:** Exalted (see pages 24–26 of the *Obsidian Apocalypse* campaign setting) with the soulsword alternate racial ability.

**Benefit:** You may draw forth and wield your soulsword one additional time per day; this ability stacks with Zebadiah's Blood (page 53 of the *Obsidian Apocalypse* campaign setting). Whenever you strike with your soulsword, you may freely choose to deal sonic damage or slashing/piercing damage with your soulsword, rather than electricity damage. Sonic damage dealt with your soulsword ignores all object hardness. If you chose to do slashing/piercing damage, add your Strength modifier to the damage. During any round in which you dealt sonic or slashing/piercing damage in this way, you suffer –20 to all Stealth checks until the beginning of your next turn; your presence is made obvious both from the overwhelming, sun-like brightness and from the thunderous, triumphant ringing that cascade from your blade.

In addition, you may choose to draw your soulsword as a full-round action rather than as a standard action. When you draw it in this way, the weapon lasts for only 1 round per level, rather than 1 minute per level, and your soulsword gains a 19–20/x2 critical range. This special increase to critical range is an inherent property of the weapon—like that of a short sword—so it stacks with either the *keen* property or Improved Critical.

If you are a paladin, you may use divine bond to add the *shock*, *shocking burst*, or *thundering* qualities to a weapon—your soulsword or any other—by paying the requisite enchantment cost. Likewise, if you are a lord of darkness, you may use fiendish boon to add any of the qualities above or the *axiomatic* quality. If you are a magus, you may use your arcane pool to add the *axiomatic* property.

#### UMBRAL LEGIONS

You command the darkness, a general in shadow, and the tenebrous forces of the outer void bow to your iron will. At your silent order, unliving armies crawl into a horrified world; through you, the powers of chill and inhuman masters carve their desires into pale and icy flesh.

**Prerequisites:** Touch of corruption class feature, 3rd character level.

**Benefit:** As a full-round action, you may expend 1 daily use of touch of corruption to summon 1d3 lesser shadows or 1 shadow as if using *summon monster II*. Your antipaladin level is the caster level for this and all other spell-like abilities granted by this feat (see below); you use Charisma to determine the bonus to your concentration check. The saving throw against these special spell-like abilities, if any, has a DC of 10 + 1/2 your character level + your Charisma bonus.

At 7th level, you may spend 2 daily uses of touch of corruption as a full-round action to use *black tentacles* or *summon monster IV* as a spell-like ability; you may use this special spell-like ability only to summon an umbral shepherd or 1d4+1 shadows.

At 11th level, you may spend 1 daily use of touch of corruption as a standard action to use *dimension door*. This magical transportation must begin and end either in an area with dim (or lower) lighting or in an area that contains tentacles summoned via this ability. In addition, you may expend 1 daily use of touch of corruption to use *shadow projection*.

At 14th level, you may expend 3 daily uses of touch of corruption as a swift action to use *black tentacles* or to summon 1d3 lesser shadows or 1 shadow.

At 19th level, any tentacles you summon with this ability deal an additional 2d6 cold damage on a successful grapple. In addition, you may create a special aura around you as a swift action by spending at least 2 daily uses of touch of corruption; the aura emanates out to a 20-foot radius. You and all allies within the aura (including tentacles summoned via this ability) may roll two dice—rather than one—when making an attack roll or a saving throw; you always take the better result. This aura lasts for 1 round, plus 1 round for every 2 daily uses of touch of corruption you expended to create the aura. You may dismiss the aura at any time as a free action, but all daily uses of touch of corruption spent to activate the effect are lost.

#### UNDYING ZEALOTS OF THE NECROPOLIS

Your intensive travels, occult explorations, and obscene research have yielded up great insight into the volcanic and tempestuous power of unlife. With terrible precision and grim sacrifice, you have unlocked a dark mystery, giving you command over an army of swift, lethal, and unquestioning soldiers more than willing to kill—and to die with explosive furor—in your name. You build your empire from the ashes,



carving fear into the world from behind a wall of rust and smoking bone shards.

**Prerequisites:** Master of the Burning Necropolis. In addition, you must have survived direct exposure to the desertbloom (see page 182 of the *Obsidian Apocalypse* campaign setting).

**Benefit:** You gain 1 additional Necropolis token per day. Along with all other options at your command, you may expend 1 Necropolis token as a free action while casting any *summon monster* spell to add the zealot special quality (see below) to all undead summoned by the spell.

A zealot undead adds 10 ft. to its base movement speed. In addition, upon its destruction it erupts with a wet wave of fiery, necrotic energy, dealing 1d6 damage for every 2 Hit Dice it has (rounded down, minimum 1). Much like *flame strike*, half of this damage is dealt as fire and the other half is dealt as negative energy. This damage is dealt to all creatures within 10 feet of the undead; a Reflex save (DC 10 + 1/2 the zealot's hit dice + the zealot's Charisma modifier) halves this damage.

In addition, you may use a standard action to manually detonate one zealot undead under your control. To detonate the zealot in this way, you must possess line of sight and line of effect to it, but you are not otherwise limited by range. If you also possess Blood of the Great Necropolis, a zealot undead—unlike a standard exploding skeleton—may also be given the bloody skeleton variant; in this case, a zealot bloody skeleton which has been detonated may be returned to 1 hit point by following Blood of the Great Necropolis as normal.

### VERY SHARPEST OF SOULS

There are many—now lost—who have faded from the wretched world, their spirits brutally ground down into the ash and dust, wiped out in the desolate, daily struggle of mere survival. Not you. Instead, your desire for existence has only grown quicker and deadlier, at once fiercer and more razor-edged. May all the distant heavens weep for one who faces off against the naked wrath of your unsheathed impulse.

**Prerequisites:** Genesai (see pages 26–29 of the *Obsidian Apocalypse* campaign setting) with the shattersoul blade alternate racial ability, Weapon Focus, Wis 13.

**Benefit:** You may summon your shattersoul blade as a move action rather than as a standard action.

When you evoke your shattersoul blade, you may choose for this spiritual extension of your will to take the specific form of any one melee weapon type for which you possess Weapon Focus. For example, if you were an inspired blade (swashbuckler archetype) with both Weapon Focus (rapier) and Weapon Focus (dagger), you could choose for your shattersoul blade to be treated for all purposes as either a rapier or a dagger—but not both—upon being formed. If your shattersoul blade takes the form of a specific weapon,

it gains all the base properties of that weapon, including reach, damage type, and special rules; however, its base damage does not change. Thus, if you were to form your shattersoul blade into a scythe, it would be a two-handed slashing and piercing weapon with a ×4 critical and the trip special weapon feature in addition to making melee touch attacks. It would deal 1d4 damage (rather than 2d4) + 1 damage per level, and it would likewise deal 1d6 + 2 damage per level to a chaotic or lawful creature. If you possessed Shattersoul Sabre (page 51 of the *Obsidian Apocalypse* campaign setting), it would deal 1d8 damage and 2d6 damage, respectively.

Your special shattersoul blade may only be used as a melee weapon while it is transformed; you cannot throw or make ranged attacks with the weapon unless you also possess Soul Strike (page 51 of the *Obsidian Apocalypse* campaign setting). If you possess that feat, you may throw your weapon as an attack, which activates Soul Strike without expending an additional daily use of shattersoul blade. Throwing your shattersoul blade ends Very Sharpest of Souls, and your thrown weapon instead uses the rules of Soul Strike until the end of your turn. The following round, you could summon another shattersoul blade as a move action, as normal.

### WALK OF THE WENDIGO

Your terrible devotions to the icy-black winds of winter grant you eerie and otherworldly potency, making you into something both beyond flesh and beyond cursed. You have become half-spirit, a swift and ageless source of eternal strife, a monster subsisting upon the fear and mad hunger of innocents and damned alike. Wherever the darkness and the frigid cold rule, you shall exist as a gnawing sickness, a shadow on the storm, a whisper of murder...and of howling, crimson-stained need.

**Prerequisites:** Winter Shade of the Wastes, either as a druid with Frozen Shade of the Wastes and Shadow of the Wastes, or as an antipaladin with Glacier of Hate.

**Benefit:** You gain *wind walk* as an at-will spell-like ability, although you may only use this power in areas with an ambient temperature of 40 degrees Fahrenheit or below.

You may attempt to drag a pinned foe into the air with you, and in so doing expose the victim to a powerful curse of cannibalistic madness. If you pin a grappled foe or if your opponent is otherwise physically helpless, you can attempt to move into the sky with your unwilling target using your spell-like ability. While doing so, you automatically succeed on all concentration checks made to use *wind walk*. Each round, your victim can attempt a new Will save (DC 10 + 1/2 your character level + your choice of Wisdom or Charisma modifier) to turn solid again. If your target succeeds at this Will save, he will begin to fall if he cannot fly. If you return to the earth with your victim still in tow, the target becomes exposed to the supernatural curse of wendigo hunger:



Curse; save Will (DC 10 + 1/2 your character level + your Wisdom or Charisma modifier, your choice); onset 1 minute; frequency 1/day; effect 1d4 Wis damage (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he or she seeks out an individual of his or her race to kill and devour. As long as the curse persists, each time the victim devours any member of his or her own species, he or she is immediately cured of all ability damage, regardless of source.

If you are a living creature, you do not age as long as at least one sentient creature suffers the effects of your curse. Additionally, each evening at sunset, you become younger by a number of days equal to the number of sentient victims so afflicted. This effect cannot make you younger than the base starting age for your race. If you are slain by violence or disease, you rise as a non-mindless undead of some kind (GM's choice) if at least one sentient creature still suffers the effects of your curse.

If you are an undead creature with this feat, and you are destroyed, you rise again in 2d4 days—much like a ghost with rejuvenation—so long as at least one sentient creature suffers the effects of your curse.

#### WHISKEY-SOAKED DRIFTER

"Hells, son...course I can shoot straight. Just maybe need a pint or two first, is all. My hands get to shaking if haven't had my medicine."

You've seen the worst kinds of horrors, and they ride alongside you to this very damn day. You long ago stopped climbing, and slid sooner rather than later all the way to the bottom of the bottle. You were looking for solitude, peace of mind, and maybe—just maybe—a little bit of

forgiveness. What you got was numbness, but you can sometimes call that "good enough."

One of these days, you might just drown your sorrows for good...but it turns out the kind of sorrow you've got is a strong swimmer.

When bad news howls on the wind and blood starts to run, when those black storm clouds roll in and the thunder of gunfire begins to pound in your veins, you reach for a drink just as fast as for your bullets. If your compatriots can pour you into your boots and get you facing in the right direction, though, you're lightning-swift death in the flesh.

**Prerequisites:** Grit pool, living creature.

**Benefit:** In most all circumstances, you are considered to have recently imbibed alcoholic drinks of a number just under 1 plus double your Constitution modifier. If you are ever completely cut off from alcohol for 24 hours—such as by being imprisoned, trapped or caved-in—you become exhausted until you begin drinking again. You retain this penalty until you imbibe alcohol of any kind or until you retrain this feat upon leveling.

You can purposefully drink a tankard of ale, one full beer, or one shot of strong alcohol to gain 1 temporary grit point. Drinking in this way is a standard action that provokes attacks of opportunity. You can have a maximum number of these temporary drunken grit points at any one time equal to half your character level, rounded down (minimum 1). Drunken grit points, if they are not spent, last for 1 hour.

Immediately after consuming more than one drink purposefully, you suffer the effects of being sickened, and you retain this penalty for 1 hour. This penalty stacks; for



example, if you have purposefully drunk 3 drinks in the last hour, you would suffer a -4 penalty on all skill checks. As long as you have at least 1 drunken grit in your system, the penalty from sickened is neither applied to your firearm attacks nor to your firearm damage; additionally, you may use your move action to make a single firearm attack even while nauseated. During any round in which you have spent grit, ignore any penalty from the sickened condition, regardless of the source.

If you also have Drunken Brawler, each time you consume alcohol you must choose whether to gain the benefits of Whiskey-Soaked Drifter or of Drunken Brawler; you may gain both benefits, of course, by drinking sufficient quantities of alcohol.

At 11th level, you become immune to fear while you have at least 1 drunken grit in your system.

### WINTER-HEARTED DRIFTER [GRIT]

*"Maybe I'm a bad man. Maybe it doesn't matter."*

*"Every damn one of the so-called 'good folk' I ever met was a liar or a cheat of some kind or another; seems to me that every hero and every lawman ever lived done somebody wrong for their own benefit, somewhere down the line. Me? I'm just a bit more honest—more plain-spoken, if you will—than the rest of the villains out there in the great wide world: the banker who owns this here farm, the fat politician ready to ship your boy off to war, the local hangin' judge hungry to look the other way for a sweet bit of kick-back."*

*"Not me. No, sir. I'm easy, just as simple as sunset and snowfall: give me what I came here for, or I'll kill everyone you ever met."*

You show little enough emotion, when you so desire, your face a grim and impassive mask that's equally terrifying and impossible to read. To say that you have an icy mien, a chill demeanor, or a particularly frigid, dark sort of temper is only scratching the surface; whatever it is that pumps in your veins is a shade colder than blood. Long as you've been alive, you've known that you were different. There's a hard, black ocean of bleak and bitter rage inside you, just waiting for you to unleash it.

**Prerequisite:** Grit pool.

**Benefit:** Your hands are icy to the touch, and you are remarkably pale; any clothing you wear is considered to be a cold weather outfit. As a swift action, you may spend 1 grit to gain a +10 competence bonus on Bluff checks made to lie and a +5 competence bonus on Bluff checks made to feint for ten minutes. At 11th level, during these ten minutes you are also immune to fear. If you are normally immune to fear—such as from having the undead type or otherwise having immunity to mind-affecting effects—you instead radiate an antipaladin's aura of cowardice during these ten minutes. If you are not normally immune to fear, you may spend 2 grit as part of your swift action to activate both of these abilities simultaneously.

All of these are supernatural effects.

If you have a non-good alignment, you are also considered to have Elemental Fist for the purposes of fulfilling the prerequisites of Elemental Adeptness, but only with the energy type of cold. You can also see through falling snow and sleet without taking any penalties on Perception checks, given enough light that you can see normally. During winter months—or while you are in an area with an ambient temperature of 40 degrees Fahrenheit or lower—you gain a +2 insight bonus on Initiative checks and Reflex saving throws.

If you are evil, you may now select Glacier of Hate, using your gunslinger level in place of the required antipaladin level, and points of grit in place of daily uses of touch of corruption. If you possess Glacier of Hate, you are never prohibited from using a firearm. Furthermore, you can select Winter Shade of the Wastes and Walk of the Wendigo, using your gunslinger level in place of the required antipaladin level for both. Finally, if you possess the undead creature type, you can select Guns out of the Grave in the same manner as the other listed feats. All these feats are forever-after considered to be grit feats for you. If your alignment changes to neutral or good, you immediately lose access to the corresponding benefits listed above, but you regain them instantly upon falling from grace one more; thus, you never require an *atonement* spell unless you are also a divine caster.

### WINTER SHADE OF THE WASTES

The black and brackish cold which runs in your veins seethes into the world around you with the darkest kind of killing hate; your excruciating devotion to the Midnight Lord grants you both incredible power and terrible weaknesses. Forever unwelcome and alone, your very presence exudes the most unpleasant of chills, marking the movement of shadow over the world as you pass; your mere gaze shudders and collapses the unworthy power of fire magics.

**Prerequisites:** Neutral evil, patron deity of evil, Frozen Shade of the Wastes, Shadow of the Woodlands.

**Benefit:** You are always considered to be at the center of a cold snap with a radius of 100 feet. Wherever you linger for more than 1 minute, the ambient temperature around you drops by 10 degrees. At the beginning of your turn each round, you are the center of a 5 ft. radius *quench* effect, cast at your druid caster level; you may suppress this effect with a move action. In addition, when a fire spell is cast within the radius of your *quench* effect, you may use an immediate action at will to dispel it with the *quench* spell-like ability.

You gain use of the freeze special attack ability (see below) for all natural and unarmed attacks. In addition, you may choose to gain the special abilities of an ice elemental (in addition to the abilities you normally gain) whenever you use wild shape, regardless of the form you take.

**Special:** You recoil from torches, holy or running water, and strongly presented holy symbols. You must stay at least 10 feet away from open flames, running water, holy water, and

holy symbols, and you cannot touch or make melee attacks against a creature holding you at bay with such an object or substance. Holding you at bay in this manner requires a standard action. After 2 rounds of being held at bay, you may attempt to overcome your revulsion of the object by attempting a DC 25 Will save. If you succeed on this save, you function normally during the current round. The DC of the Will save increases by 2 for every additional deterrent (for example, if someone brandishes both a torch and a holy symbol at you).

You cannot enter a private home or dwelling unless invited in by someone with the authority to do so.

**Freeze (Ex):** Those hit by an ice elemental's slam attacks must succeed as a Reflex save or suffer frostbite. The Reflex save DC is (10 + ice elemental's hit dice + ice elemental's Con modifier). Those that fail suffer cold damage equal to the elemental's slam attack each round for 1d4 rounds. If a heat source is available (such as a torch), as a move action a freezing character can use the heat source to thaw himself and avoid future damage. If an ice elemental strikes a creature that is already freezing, the amount of damage the creature takes each round is not increased, but the duration of the cold damage is extended by +1d4 rounds.

Creatures that hit an ice elemental with natural weapons or melee attacks (other than reach attacks) take freezing damage as though they were hit by the elemental's slam attack.

#### SINGER OF PRAISE, BARD ARCHETYPE

Some souls have faith that moves hearts and mountains alike. These folk are born to inspire both courage and glorious obedience, gifted in their very bones with an unshakable zeal and driven toward the service of a single god and goal—for good or for ill. Whether a proselytizer, community leader, missionary, divine envoy, or charismatic preacher, a singer of praise lives a life propelled exclusively by the commandments and doctrines of an ever-resounding faith.

**Weapons and Armor:** A singer of praise is proficient in all simple weapons and one martial weapon of her choice, which must be the same as her deity's favored weapon or otherwise appropriate to her culture and faith, and she is proficient with light armor and shields (except tower shields). She can, as normal, cast bard spells while wearing light armor and using a shield without incurring the normal arcane spell failure chance. If she casts a spell with a somatic component while wearing medium or heavy armor, she incurs a chance of arcane spell failure, as normal for bards and other arcane spellcasters. A multiclass bard still has the normal arcane spell failure chance for arcane spells received from other classes. The Arcane Armor Training and Arcane Armor Mastery feats function normally.

**Spells:** The spells cast by a singer of praise are divine in origin just as much as they are arcane; any effect or special ability that resists either form of magic (e.g., history of heresy) affects all spells cast by the singer of praise.

**Saves:** A singer of praise receives Reflex and Will saves as a cleric of her level rather than as a standard bard, effectively exchanging the values of those saving throws.

**Skills:** A singer of praise receives skill points per level equal to 4 + her Intelligence modifier, rather than 6 + her Intelligence modifier. Also, remove the following skills from her list of class skills: Acrobatics, Bluff, Disguise, Escape Artist, Sleight of Hand, and Stealth. Add Heal to her list of class skills.

**Aura:** A singer of praise who worships a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment, as per a cleric of her level; see *detect evil* for details.

**Divine Melody:** At 1st level, a singer of praise gains 1 mystery, appropriate to her deity, as would an oracle. Add the spells from this mystery to the list of bard spells known by the singer of praise. A singer of praise does not gain revelations as would an oracle, but she is considered to have the revelation class feature for the purposes of Extra Revelations. This ability replaces bardic knowledge.

**Choir of the Faithful:** At 1st level, a singer of praise may grant the benefits of her inspirational bardic performance abilities (inspire courage, inspire competence, inspire greatness, and inspire heroics) to allies, but only those who share her deity or are within one step of her deity's alignment. For example, a singer of praise who worships a neutral good deity could grant bonuses from inspire courage to a paladin who worships any god (or none), but can only affect a chaotic neutral ranger or a lawful neutral wizard if those characters also worship the same deity. This ability modifies bardic performance, but does not replace it.

**Song of the Sacred:** At 2nd level, a singer of praise gains one cleric domain, sub-domain, or inquisition appropriate to her deity, as would an inquisitor. This ability replaces versatile performance.

**Unshakable Faith (Ex):** At 2nd level, a singer of praise gains the bonuses of the well-versed class ability, but only against effects created by creatures of an alignment opposed to her deity or by another enemy of her faith. This ability modifies well-versed, but does not replace it.

**Righteous Hymn (Su):** At 5th level, a singer of praise gains the ability to channel energy as a cleric of her bard level minus 4. She may channel energy a number of times per day equal to her Charisma modifier. This ability replaces lore master.

**Soul's Crescendo:** At 10th level, a singer of praise receives the benefits of a sorcerer bloodline appropriate to her deity, adding bonus spells of the bloodline to her bard spells known. For the purposes of bloodline abilities, she is treated as a sorcerer of her bard level minus 6. This ability replaces jack of all trades.



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