

# ØBSIDIAN

## A PØCALYPSE



POST-APOCALYPTIC SURVIVAL HORROR CAMPAIGN SETTING



# OBSIDIAN APOCALYPSE

## POST-APOCALYPTIC SURVIVAL HORROR CAMPAIGN SETTING

A dark star fell from the sky bringing with it the end of all things! The sanctity of the world known as Abaddon was shattered when a global apocalyptic event of a meteor impacting the planet causing a destructive ecological and eldritch change. Now there is no day or night, just never ending Apocalypse. An undead world ruled by fear and horror. Undead nightmares prowl the darkest forest with malevolent ghouls, grim demonic fiends and horrific vampires prey on a fearful populace. The world is dominated by the monstrosly powerful immortal evils that reigns supreme over this world. And with all this the mysterious force known as Nightwall. Evil dominates the world to be challenged by noble heroes fighting to take back a world that should belong to them. Are you willing to take up the fight?

Inside this book you will find you'll need to embark on adventures in the exciting setting of Obsidian Apocalypse:

- Four toolkit setting templates: Infernus Risen – Angels and Demons have been brought to this world and engage in battles all over this world; World of the Elder Gods - The meteor is actually a prison from unusual monsters that breaks open and escapes to this world; Pandemic Contagion - A super powerful virus begins infecting, mutating and killing people of this world; and World of the Undead - Undead raise due to the necromantic energy in the meteor.
- Highly detailed regions and history, new organizations to launch your campaign
- 7 new races usable as player characters.
- Over 90 new feats and over 100 new spells.
- All new monsters and monster templates.
- And much more.



# OBSIDIAN APOCALYPSE

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*If your right eye causes you to sin, gouge it out and throw it away. It is better for you to lose one part of your body than for your whole body to be thrown into hell. ~ Matthew 5:29 ~*

## DEDICATION:

TO CARLA PAMPELLONE PORTER, I WILL LOVE YOU ALWAYS NO MATTER WHERE YOU ARE. INFINITY TIMES INFINITY...



● College of Purity

● Agreston

● Schymiertov

● Occluded Sanatorium

● Wolf's Kitchen

○ Citadel of Smoke

○ Resource Center Alpha Seven

● Ebon Arbor

● Razor's Refuge

● Hannah's Redoubt

● Lanath

● Basalt Citadel

● Lesser Wylsthe

● Red Haven

● Ombregarde

● Blackheath

● Goat's Hollow

○ Blood Market

● Graywharf

● Beacon Mount

● N'grel



# CHAPTER



THE WORLD OF ABADDON

# 100 YEARS AGO

## THE HEAVENS CRY OUT

From out of the dark and forbidding heavens hurtles a great meteor, black as night itself. Carving through Abaddon's atmosphere, it calves into massive sections and rains down upon the world in great shards, obliterating cities and shattering the living rock. Tidal waves swamp over islands and drown the coasts; volcanoes ignite; the ground quakes.

More than eight in ten of the sentient beings of Abaddon die in moments. No sorcery, no prayer, no force of arms, no cunning with the builder's craft can stand against the destruction. Those who survive find themselves in the ruins of civilization, surrounded by corpses, overwhelmed by death, and living beneath a soot-black sky.

Their suffering does not end there. The meteor was a black, hellish thing, turgid with necrotic energy. The survivors witness in horror as the fragments and dust of the meteor wake the dead. Few of the remaining cities survive the onslaught of their own deceased.

The deaths, the trauma, the spiritual and necromantic energy—all released at once—change something fundamental on Abaddon. A rarity and a curiosity before the Cataclysm, psionic abilities emerge amongst the survivors and the few children born of these years. Perhaps a reaction to the failings of magic and prayer, these powers are a sea change of the mind—a singular gift that permits a few to survive.

## PANDEMIC OF ASH

A great ash fall comes down upon Abaddon, made of particles of the obliterated meteor, combined with volcanic ash, vaporized water, and the miasma rising from the charnel piles of the deceased. Nowhere is spared from this blanket of greasy soot. It brings with it necromantic plagues, infused with horrible persistence and beyond all the healing magics yet known. These diseases cut a swathe through the surviving plants, animals, and people; what they do not kill are often changed, made strange and suited to this dark, death-ruled world.

## COLD BLACK WINTER

The Pandemic of Ash fills the sky with dust and smoke that persists to this day. It looms as black as night, and the warmth of Abaddon's sun can barely penetrate it. In its wake, the Cold Black Winter falls. The glaciers march from the poles, swallowing up lands that have now passed into legend, and reducing the great forests and jungles to frozen rot. Crops do not grow, animals cannot graze, and only magic and alchemy keep the huddled survivors alive in their ruins and caves. A century later, the cold is abating, though with terrible slow-

ness. The sky is now a perpetual twilight, a dim gloaming, a gray-black cloud that blocks out sun and stars and moon.

## THE NIGHTWALL FALLS

For the first time, the necromantic and psionic energies suspended in Abaddon's atmosphere blend and create a storm of energy known as a Nightwall. Grounding out onto Abaddon's surface like a necrotic aurora borealis, the Nightwall psychically empowers those caught within and charges them with negative energy, all while strengthening the undead that stand within its unearthly glow. Though few if any comprehend them, Nightwall events continue today, but less often and with less intensity than just after the Cataclysm. Survivors recall that the Nightwall was all but permanent over much of the land, creating a golden age for the undead and for the power of the mind.

## DEATH WALKS

The first great undead empire arises from the ashes out of the tomb cities of the Shaan. Waking with their servants and warriors, the great warrior-kings of the past open the sealed portals of their necropolis, united under the banner of the Shaan's greatest king, the mummy Asi Magnor. The undead emperor rips through the surviving Shaan and the shambling hordes of directionless undead the Cataclysm had birthed. Ruthless and brutal, he seems the natural inheritor of a dead world.

# 75 YEARS AGO

## THE DYING WORLD

The world seems dead or dying at first glance, and few spots of true life persist in the seething cauldron of unlife. Even so, living folk hide away in the few surviving cities, towns, and villages—huddled in caves or vaults deep underground. These secret people bear the first generation of post-Cataclysm children. Perhaps in compensation for all the deaths past and present, these families are large and fecund—and begun in youth. Of the children who survive childhood, many more than expected manifest psychic or magical abilities. Despite this encouraging happening, tidings continue to worsen as these tiny communities must weather not only the scant resources and many dangers of their new world, but also the apparent futility of their struggle.

## CLIMATE CHANGE

The worst effects of the Cold Black Winter begin to ease and some small amount of warmth returns to Abaddon. The icecaps cease their advance and hold steady, but not before swallowing up much of the sea and most of the moisture from the air. Abaddon is now a place of frozen deserts and permafrost and ashen dunes, where the only heat comes

## THE CATACLYSM

The fall of the meteor is known by many names, as is the meteor itself and its remnant fragments. The fall is most often called the Cataclysm, but different races and peoples have their own terms, such as Night Fall, the Rising, the End of Times, and the Blackness. The meteor itself is frequently nameless—speaking of it is considered bad luck, as though it might call another—but a few call it the Father of Death, Godshatter, Fallen Sky, and the Omenstone.

## NECROMANTIC DISEASE

Even today, the Pandemic of Ash is not yet over. Wanderers in the wastes or those who happen upon fragments of the meteor may find themselves infected with strange new diseases. Those brought back to civilization grow into short-lived plagues before they burn themselves out. Some of these infections may be intelligent, while others may be able to infect the dead—or even inanimate rock.

## THE DEATH OF THE FORESTS

The jungles and forests of Abaddon are all but destroyed. While magic and sacrifice have protected the germ of life in a few places, and seeds have drifted in from other planes, there is little but rot where once the great woods rose and the jungle canopies made the sky dark and green. Famine is only ever a hair's breadth away, and the only reliable sources of sustenance are magic and fungi.

## CELESTIALS & FIENDS

The Cataclysm trapped large numbers of celestials and fiends alike. Though opposing forces, they find a common resentment in their entrapment and common enemies in the undead who regard them as dangerous wild cards, though the angels more than the fiends. Both have been forced to settle and have interbred with the mortal populace—or even each other.

## THE SHAAN

The Shaan were a great empire long before the Cataclysm, one that fell into decline soon before Abaddon changed forever. Renowned as philosophers, artists, and alchemists, they had long forgotten their warlike past until the legions of old rose from the tomb cities after the Cataclysm. There is nothing left now of the Shaan, save for empty tombs and some dimly remembered philosophies of calm and detachment that seem to have little to no application on Abaddon today.

## CHAINS OR DEATH?

It may seem there is little choice between slavery and death, but freedom cannot be enjoyed in death. Many of Abaddon's people hold a pragmatic and fatalistic mindset, considering slavery better than death. In the domains of a few undead lords, favored slaves are all but free, save for the ability to leave. In others, some are pampered like pets or prized possessions. While it always constrains one's freedom, slavery wears many faces in this land.

from the great cracks in the earth, the volcanoes, and the few unshrouded places where the sun can reach. The dust and smoke remain in the atmosphere, sustained by the erupting volcanoes and the smoke pouring from the cracks in the world's crust, causing a perpetual twilight that will last centuries.

## TRAPPED

New people and beings begin to arrive on Abaddon—only to find they cannot leave—trapped by the necromantic and psionic energy infusing the planet, combined with the souls of the dead. Adventurers, angels, spirits, demons and elementals, and planar beings of all kinds are stuck on Abaddon like insects in a jar. They must try and make a new life and place for themselves on the shattered world.

## LIFE PERSISTS

The survivors and their children begin to emerge from the depths to found new settlements and to pick over the ruins of the lost cities for anything that can help them rebuild

and live on. News of other survivors comes as a welcome surprise, but these fragile settlements are easy prey for the undead armies.

## THE HUNGER

With so many undead to feed and so few mortals to feed upon, the undead factions begin to battle one another over their hunting grounds and spoils of the flesh. Having drawn perhaps a third of the known world beneath his sway, Asi Magnor meets his first real challenger: a vampire named Calix Sabinus. Sabinus thwarts one of Asi Magnor's armies at the Battle of Black Crescent and defies the mummy's imperial ambitions, uniting many lesser undead powers under his banner against the emperor.

## THE ANGRIEST ANGEL

A celestial angel known as Zebadiah becomes trapped upon Abaddon. An agent of law and a servant of the gods of light on another plane, Zebadiah is appalled and horrified by what he finds on Abaddon. Unnoticed by the warring undead

powers, he moves amongst the living, learning from them and scheming to make a better future.

## 50 YEARS AGO

### WARS OF THE DEAD

The decades of wars among the undead consume many years, many lives, and many unives. The constant demand from all sides for new troops and sustenance makes living survivors the most valuable resource. Many fledgling survivor communities are swallowed up into the unliving empires, while the more canny undead set up “farms” to raise flesh to feed and renew their armies. Foul experiments and punishments—intended to control the living populations or make self-sufficient spawning grounds—lead to the birth of the harrowed, half-dead abominations that could not exist on any other world. These atrocities become part of the mundane hardships of war, poured on top of the daily struggle for mere survival.

### THE CHANGE

Losing ground against a renewed assault by Asi Magnor, Calix Sabinus switches to the defensive tactics of a war of attrition and spends his empire’s looted treasure to pay plane-trapped mercenaries to fight in his stead. In a passionate frenzy he studies lost and forbidden arts, finally transcending his vampiric form to become a lich. Power renewed and armies rebuilt, he again goes on the offensive, seeming virtually unstoppable.

### THE CHILDREN OF ZEBADIAH

While the undead powers continue to war with one another, Zebadiah works to find and unite other stranded celestials. They move in secret amongst the mortal populace, fathering hundreds of children with mortal women and taking mortal seed into their own bodies to birth young infused with their angelic power. These children, called exalted, are destined to become protectors and symbols of hope for the living, though fear and resentment surround many of these pregnancies.

### BATTLE OF THE DEAD

Throughout Abaddon, Asi Magnor’s legions continue to clash with Calix Sabinus’ army of mercenaries, personal spawn, and alliances of lesser undead. Both the undead emperor and the vampiric lich lend their own strength in many of these battles. Some living communities aid Sabinus, seeing enslavement as a better prospect than death at the hands of Asi Magnor’s ravaging hordes. The struggle is epic, but Calix Sabinus’ adaptability and cunning win the day in most confrontations. Asi Magnor is slowly but surely beaten back to the gates of the Shaan necropolis.

## OF GODS AND DEVILS

Following the great battle at the gates of Asi Magnor’s necropolis, Zebadiah and a wing of celestials sweep in, hoping to strike down Calix Sabinus. While Calix is severely wounded in the mighty battle, he manages to destroy many angelic cohorts and even defeat Zebadiah himself. In a humiliating act, the mortal mercenaries of Calix Sabinus’ employ raise the angel’s broken body as a battle standard for the remainder of this last great conflict. Calix banishes the angel to forever live beyond his lands in the wilderness, binding his command with great magics and consigning Zebadiah to an eternity as a mere observer.

### SABINUS’ TRIUMPH

Holding Zebadiah’s broken and tortured form aloft as a battle standard, Calix Sabinus’ mercenaries penetrate Asi Magnor’s lines with great ease, the undead falling before the angel’s radiance as as candles melt before a flame. The lich’s forces overwhelm Magnor’s battle lines and cut down the undead emperor, burning his body and scattering his ashes to the winds. Calix Sabinus becomes the uncontested ruler of the known world.

### BLOOD AS FLESH

Thought destroyed in the necromantic inferno of the Cataclysm, beings called the khymer manage to overcome their bodiless state and now walk the land in their old bodies, confusing and unnerving undead and mortals alike. Their cities were considered dead, their people destroyed, but now they have reappeared in search of relics and knowledge from before the Cataclysm to make themselves whole again.

### THE RETURN OF LIFE

With so much undead strength spent in the wars, mortals begin to freely colonize Abaddon’s wastes in old ruins and new settlements alike. Birth rates remain high, and the arrivals of wanderers from the other planes often form nuclei around which new settlements grow. True to his word, Calix Sabinus offers protection to human settlements under his sway in exchange for a life of slavery, but it will take some time before his armies can renew themselves and reassert his authority over his demesne.

## 10 YEARS AGO

### LIFE IN CHAINS

In the decades following the war, Calix Sabinus imposes his dominion over his lands, placing near every mortal settlement in chains, each under an undead lord as a pyrrhic reward for loyal wartime service. These vassal lords, squabbling over the crumbs from Calix’s table, take very different

approaches to the mortals under their care. The cruel tyrants take to callous indifference, while others patronize their underlings and treat them as pets. All the while, the people struggle as they have since the Cataclysm, and—despite the depredations of their lords—their population grows and grows as their rulers and superiors fight and posture.

## DEAL WITH THE DEVIL

While they cannot yet win their freedom, the mortal mercenaries who fought for Calix Sabinus win some security for themselves and their families. Where Asi Magnor would have had them killed, eaten, or made into undead to bolster his armies, Calix Sabinus and his allies are more interested in “farming” them. While some suffer these horrible ends, most work as slaves, supplying their toil and blood while the occasional person is selected as a tithe in exchange for safety, security, and protection. In the dire circumstances of Abaddon, this does not seem such a terrible deal to strike.

## RISE OF THE EXALTED

First seeded by Zebadiah and his angels, the exalted are now found all across Abaddon, now brought into being by those celestials who escaped massacre at the hands of Calix Sabinus. Most new exalted are fathered or mothered by an exalted rather than a pureblooded celestial. While these souls of light never gather in great numbers, their presence seems to comfort the enslaved populace. Bands of exalted and their allies begin to prey upon the slavers and trade caravans of the undead lords in acts of unprecedented open defiance.

## OUT OF THE WILDS

From the deep wilds, the lykians—previously little but a rumor—make themselves felt, traveling as traders, working as mercenaries, and preying upon unwary travelers. Perhaps they have always existed as hidden lycanthrope tribes, but with the Cataclysm they have come into their own, both unable to hide and lacking reasons to do so. Numbers swelling, they have been forced out of the deep wilds and the frigid deserts into contact with civilization—such as it is.

## THE HARROWED GHETTOS

As undead lords take their seats as rulers of living towns and cities, many find personal “diversions” amongst the mortal populace. Others punish their serfs with foul visitations for both true and imagined slights or rebellions. At the same time, their undead troops act like all occupying armies, with or without official sanction. These horrid acts produce an explosion of harrowed, “royal” bastards and foundling children of undead rule. Neither fully mortal nor fully dead, they found their own communities in the undead-ruled cities and towns, seeking a place for themselves and causing trouble as they do so.

## THE SLAVE TRADE

With no need for ordinary food or the other staples, the undead lords trade mortals as others would cattle. Using their slaves as a basis for currency, the lords vie for the skilled, strong, or merely fertile—even selling children before they wail their first cries. Slaver caravans crisscross the wastes from settlement to settlement in search of lifeblood, while slaving parties both undead and mortal scour the wastes for bands of survivors they can turn in for a reward.

## THE PETTY WARS

While Calix Sabinus’ alliance was never the strongest, without the common enemy of Asi Magnor to unite them, the petty undead lords begin to turn upon each other. Open warfare does not yet erupt, but the various powers participate in constant clashes and deadly intrigues. For whatever reason, Calix Sabinus has not seen fit to put a stop to this. He may even be behind the infighting, as it prevents his lords from uniting and challenging his position. There is one positive of these pointless clashes, though: The gladiatorial contests between slave champions of different lords provide a way in which a slave can become “chainless”—a true free man, one of very few in this benighted world.

## Now

## THE FIGHT FOR FREEDOM

With the undead lords concentrating on their infighting and Calix Sabinus withdrawing into the lofty seclusion of imperial rule, the time has come for mortals to reassert themselves over the unnatural rule of the damned. Generations after the Cataclysm, the children of the new age suffer neither from nightmares of those fateful years nor the memory of things lost. They dream of what might be and chafe under the rule of the undead—not content to be safe, they crave freedom. With rebellions on the rise, the peoples of Abaddon trade stories of the exalted and other heroes around their night fires to inspire and embolden each other. Many seek the ruins of the past to find secrets of their people and others, but the most valuable lore and treasures are controlled by undead aristocrats. They are obstacles to the living reclaiming their rightful place as masters of their own destiny, and they must be toppled.

## THE OSIRIAN UPRISING

Ever since the Cataclysm, the osirians have been a thorn in the side of the undead lords and still hold some of the few free cities remaining. This has not prevented a great many of them falling to the chains of slavers or to the executioner’s axe. Their vaults have been invaded and their people dragged out, killed, or captured on the whim of an undead lord. The osirians have, however, known freedom. More so than any other people, they despise the whips and bonds



of their undead overseers, a hate which has spilled out as a direct uprising against the ghost lord Kalbna. While he has managed to keep this affair largely secret, an army of former slaves, osirians, and others has taken several settlements in his domain. Their numbers swell with every passing week, readying themselves to take on the lord himself.

## HOPE'S LIGHT

For the first time in generations, a choice few have seen the light of Adaddon's sun pierce the clouds that blanket the sky. Here and there, now and then, a shaft of light strikes through the darkness, almost blinding in its intensity before the clouds snuff it out once more. Even so, this brief and blinding glimpse of radiance is enough to reignite feelings of hope in people who had all but given up—and strike fear into the cold hearts of those undead vulnerable to it.

## FOOTSTEPS OF ZEBADIAH

Though he is barred from Calix Sabinus' lands, Zebadiah prowls the edge of his binding like a tiger in a cage. Wandering the ashen deserts, he meets with bandits, adventurers, refugees, and wanderers in a variety of guises to hear news and dispense wisdom and aid where he can. His words and influence still breach the border, even if he does not, stirring up the lich's empire with every utterance.

## DISUNITY OF DEATH

Calix Sabinus' alliance is falling apart at the seams. The undead lords cannot keep their ambitions or their mutual hatred under wraps for long, and their squabbles and skir-

mishes are rapidly becoming assassinations and battles. They form their own alliances outside of Sabinus' hierarchy, and some factions even risk spreading mortal and undead dissent against their emperor's rule—a house divided against itself. Some of the undead lords may even sympathize with the mortal rebels or, at least, are willing to ally with the rebels for some short-term gain against their rivals.

## ANGRY GHOSTS

The spirits released during the Cataclysm were scared, confused, and barely sentient. An outpouring of pain and suffering, they lashed out at anything that came close and—being little more than necromantic energy—animated the dead with abandon. The character of the dead is now different, though. Those who die today hold hatred for the lords in their minds and cries of freedom on their lips. The ghosts of today are the spirits of vengeance, no allies to the undead lords or to Calix Sabinus. Even the dead themselves are turning against the powers that be.

## THE SPIRIT KNIFE

Psions were almost unknown before the Cataclysm, and what little tutelage available came from the secretive order known as the Spirit Book. As psions proliferated during the Cataclysm, the Spirit Book—almost shattered along with every other pre-Cataclysm organization—took on new purpose and strength. As the undead began to extend their rule, the Spirit Book stood against them, renaming itself the Spirit Knife. The organization trains and hones psychic warriors as they ready for an opportune time to strike a blow for freedom against the undead oppressors. This new purpose

not only fulfill their modern passion for freedom but also the dreams of the psions of old: to lift psionics as a force as strong and important as magic.

## HOW ABADDON CHANGED

When the dark star fell, it brought an excess of negative energy mixed with wild, uncontrolled magical energy born of unknown stars and the emptiness of the void. From the moment it hit the atmosphere, to the second it struck the world—and in the minutes, days, and years thereafter—that energy has roiled through the planet and wrought catastrophic changes on the planet, its inhabitants, and even the very magic that permeates the world.

The first consequence of the Cataclysm was the complete disruption of the planet's dimensional field. Pocket dimensions tied to the world imploded, sucking in massive amounts of wild and negative magic and annihilating all within. Bags of holding and similar items became conduits for deadly blasts of dark, matter-twisting magic as they were ripped asunder.

Beings that naturally or frequently traversed dimensions found themselves transported through a miasma of ripped dimensions, negative energy, and chaotic magic. Teleporters and plane shifters seeking to flee the disaster were ripped apart in transit. Planar entrances and exits became holes in space that disgorged floods of destructive magical power, in many cases destroying the very places people were fleeing from and to.

A shockwave of wild magic spread across the world, disrupting magical items and spells and making them attract magical energies. The explosive wild magic and negative energies ripped apart those laden with magical items and spells and those holed up in magically defended abodes as their spells failed or triggered en masse. Those in flight, thinking themselves out of danger, faced long descents—if they managed even to survive the destructive whorling of their magic.

These disruptions virtually eliminated the planet's most powerful, most wealthy, and most experienced figures, as they were the locus of the most powerful spells and magical items. The only magical items that survived this shockwave were those buried underground or sealed away in non-magical surroundings. The gutting of magical knowledge and power by the destruction of the magically powerful and their abodes was incredible.

The combination of planar trauma and negative energy prevented the flow of positive energy for a time, almost wholly removing the effects of healing power. Innumerable people perished from wounds that, in a mere short time

before, could have been magically healed away. Those who tried to channel such powers became fonts of uncontrolled negative energy that killed them and all those nearby.

The living perished by the tens of millions, and in the dark storm of negative energy arose the same numbers. Even uncontrolled minor undead hold an inborn hatred of the living, and the powerful undead now found almost nothing to resist their strength. Bodies erupted out of graveyards shorn of their blessed protections, and those slain by the Cataclysm twitched and rose to their feet, turning to prey upon the living.

The saviors of the living during this time period were a highly unlikely pairing—the ghouls and their ghastly masters, and the vampires. After exulting in their new power and their ability to slaughter and feed as they wished in a land with no sun, they soon came to realize the rapidly increasing scarcity of the living. The ghosts and vampires realized their hungers required the living to flourish, lest they devolve into maddened desires for blood and flesh that could no longer be sated, and began to take steps—at first hesitant, then extremely forceful—to protect their own future.

Other undead, not tied to such corporeal appetites, had no such qualms. Still, the intelligent among them knew they couldn't reproduce; it takes the living to make more undead. As the monstrous egos of the undead lords clashed and their armies took shape, the need to replace fallen minions stirred a pragmatic yet ruthless desire to shepherd their living assets. And so the living were corralled and rounded up as slaves and breeding stock for a new generation of undead. Those who resisted were slain and raised as more compliant undead minions. Possessed of no desire but to hunt the living, the free-willed undead still roaming the land were hunted down by their undead kin to safeguard the priceless humanoid cattle.

The combination of wild magic and negative energy that swept the world inflicted catastrophic harm on the natural ecology. With the lack of sunlight, only two types of plant life survived: those species mutated in the Cataclysm to endure on the energies of death and rot, and the fungi, which could live on the decaying plant life all around. Many of the plants turned poisonous or inedible to normal creatures—or became predators themselves.

Necromantic and wild magics inundated bodies and spirits alike, and even sentient creatures changed and adapted. Elves, ever part of the environment, changed with uncanny speed to reflect the new world they lived in—or, rarely, managed to defy it and cling to an old paradigm that no longer existed. The dwarves fought the change with all their tenacity, and succeeded only in cursing their entire race. Gnomekind's emotional links to the First World were crushed under a tide of negative energy, giving the entire race a black mindset and an affinity for the undead. The halfling race degenerated

from lucky, easy-going folk with ties to the land into feral, seemingly cursed savages clawing for survival.

Humankind shifted and split. Those shepherded by ghosts and vampires or clinging to ancient ways grew tough and resistant—veritable fountains of life energy their masters found appealing, and the best of cattle. Those under the care of wights, mummies, and other undead found an affinity for negative energy and became almost half-undead themselves, dispirited and grim souls slaving away until their masters decided to convert them into undead. One free race of men took part in a massive magical ceremony, forever branding themselves with evolving tattoos to resist the necromantic powers around them.

The tearing and healing of the dimensional tides had several more effects, the first and most noticeable being its effect on summoned and conjured beings. The ravaged dimensional barriers lost their ability to serve as conduits for travel. While the Obsidian Veil could be punched through to pass into Abaddon, it proved impassable in the opposite direction. Dimensional magic—whether teleporting, creating dimensional hideaways, or other powers—became limited to extremely short durations or distances, and its users risked exposure to wild death energies prowling the Obsidian Veil.

Creatures called through the Obsidian Veil found themselves stranded and unable to return home, their essential natures rapidly and forcibly changed. Even death or destruction could not send them home, but instead wiped their existence out entirely. Summoned creatures fared even worse; with their true selves called and hurled into battle by callous spellcasters, the end of the spell only returned their self-control rather than returning them to their points of origin.

The extraplanar beings that survived their first battles almost inevitably turned on their masters or escaped. They spread into the wild and intermixed with the native wildlife to such an extent that it is now common practice for arcane casters to summon extraplanar entities as breeding stock and food. Such creatures were hardly free of extraplanar influences, which spread to those that consumed them. Spirits and entities outside the Obsidian Veil marked the world as a black hole—one in which all who responded disappeared into.

The new Obsidian Veil bars all divine traffic of souls and prayer, preventing any deity from seeing or hearing a thing, and cutting them off from gaining power from their followers. The souls of the departed do not pass the Obsidian Veil into other worlds; they either dissipate into the ravaged world-aura of the planet or become infused with negative energy and return as the motivating forces for yet more undead. Extraplanar minions sent in to assess the situation

could not return home, so the divine powers cannot be sure if anything lives on the world at all.

The outsiders trapped in Abaddon have tempered their beliefs in response to their circumstances. Severed from the static and extreme influence of their home planes and greater entities thereon, they now compromise in ways that resemble mortal mindsets and views, knowing they can be slain forever on this world and that no more of their kind will come willingly. They too have been gathering, herding, recruiting, and capturing mortals, with an eye toward creating progeny that can carry onward if they themselves are slain—all while following their instincts to further their own cause and alignment, and granting them the emotional subsistence they crave.





# CHAPTER



RACES OF ABADDON

# STANDARD RACES

## DWARVES

### AKA: THE LOST, THE LORN, THE DOOMED-FOLK.

The vaults and tunnels of the dwarves were all but annihilated during the cataclysm. The earth was shattered and reformed by the impact, and the vaulted cities that lay beneath got the worst of it. What should have been safe shelters from the impact were split asunder as the ground cracked. Ancient and dormant volcanoes blew, taking the dwarven forts with them. Built close to the living, liquid rock, other dwarven settlements were flooded with searing lava, their populace burned alive and buried in the liquid stone.

Those few dwarves who survived, the surface dwellers, and the scattering that made it out of the cities weren't spared. As a long-lived species full of life-energy, they somehow caught the worst of the plagues of the Pandemic of Ash. Huge numbers of the survivors perished, the remainder rendered sterile by the terrible disease as it tore its course through their bodies.

The very youngest dwarves are a hundred years old, and no more have been born since the meteor fell. The dwarves are a scattered, broken people existing in small bands, hopeless and resigned to their fate as a dwindling people. They wander in squat, armored wagons, trading their crafting skills, taking trustworthy mortal apprentices to preserve their skills, or squandering their lives in battle by seeking a "good death."

### PERSONALITY

Dwarves have become dour and fatalistic, melancholy and serious. Everything they try to do has a hint of pointlessness to it since there are no children to carry on. Some kill themselves; some wander to find some hope in the world; others lash out blindly at the universe. Some few still cling to the hope that a cure can be found and that their race can be restored.

### PHYSICAL DESCRIPTION

Dwarves are short and stocky, about a foot shorter than most humans, with burly bodies that are broad yet compact. Dwarves are universally bald, having shorn their hair in mourning for their lost people, a ritual observed in all but the most dire of circumstances. Many have also woven bone beads into their beards to mark companions and family who have died since the cataclysm; female dwarves do the same, only with earrings. The death-sworn dwarves seeking a glorious demise have gone a step further by shaving their beards to signal their madness and pain.

## RELATIONS

Dwarves are a beaten people, but they share that sense of loss with most other races of Abaddon, giving them a common bond. The dwarves consider the humans to be their natural successors and who they have struggled to pass their secrets on to, though they are frequently disappointed by them.

## ALIGNMENT

With the demise of the dwarven people, their viewpoint has been shattered into a million pieces. In putting themselves back together, the survivors have rebuilt their psyches in many different ways. Dwarves are found across all alignments and change their alignment relatively frequently.

## DWARVEN LANDS

The dwarven kingdoms are gone, consumed by rock and fire—though rumors persist that Nazgrand survives, trapped beneath the earth. Even so, the dwarven people have nowhere to call home. Forced onto the surface, many dwarves now call their caravans home; if not, then the free human settlements or even the newly dug vaults of the osirians.

## RELIGION

Unusually for a people so badly treated by seemingly supernatural events, the dwarves still honor the old gods. Even more than that, they worship their ancestors and swear oaths upon their names. With so many dead, this worship is more abstract than done to honor specific, heroic ancestors, with "by the dead" being the most common dwarven oath and prayer.

## LANGUAGES

Dwarves begin play speaking Common and Dwarven. Dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

## NAMES

Dwarves have harsh-sounding first names that use many consonants and z's. Their last names usually describe some notable trait about them and often change throughout their long lives.

**Male Names:** Azar, Kalgon, Bran, Tzanda, Hjorn, Garash, Zalin

**Female Names:** Agath, Bryny, Zarianne, Kyat, Trysta, Gazara

**Worn Names:** Rockbreaker, Forgehammer, Redbeard, Broadbeam, Gutbelly, Proudnose

## ADVENTURERS:

Dwarven adventurers are those searching for something, whether it is fatalistic—seeking a good death, or optimistic—seeking Nazgrand or a cure for their condition. Either way,

## DWARF RACIAL TRAITS

**+2 Constitution, +2 Wisdom, -2 Charisma:** Dwarves are both tough and wise, but a bit gruff.

**Medium:** Dwarves are Medium creatures and have no bonuses or penalties due to their size.

**Slow and Steady:** Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

**Darkvision:** Dwarves can see in the dark up to 60 feet.

**Defensive Training:** Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.

**Wary Appraiser:** Dwarves receive a +2 racial bonus on Sense Motive skill checks, as they've had to learn quickly how to assess people and whether they are trustworthy.

**Hatred:** Dwarves receive a +1 bonus on attack rolls against undead due to their learned hatred of the damned following the cataclysm. Enmity with goblinoids has been all but forgotten, as they are—after all—not the undead.

**Hardy:** Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

**Stability:** Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

**Stonecunning:** Dwarves receive a +2 bonus on Perception checks to notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

**Weapon Familiarity:** Dwarves are proficient with battleaxes, heavy picks, and warhammers. They also treat any weapon with the word "dwarven" in its name as a martial weapon.

### ALTERNATE RACIAL ABILITIES

**Shaven Madness:** Some dwarves succumb to sorrow and desperation so deeply that they fall into a terrible and fatalistic melancholy, seeking a glorious death in battle after battle. Having completely shaven off their beards as a sign to other dwarves, they are treated with no small amount of distrust; these dwarves receive a -2 penalty to all Charisma-based checks when dealing with dwarves. They also gain a +2 racial bonus to Intimidate and a +1 morale bonus to Will saves while in combat. This morale bonus stacks with the Will save bonus gained during a barbarian's rage. This racial ability replaces stonecunning racial trait.

**Desperate Survivor:** After nearly a century of surviving in the wilderness, some dwarves become well attuned to the hazards of a harsh life. These dwarves gain a +2 racial bonus to Heal and Survival checks and may use Survival in place of Knowledge (nature) to identify predatory animals and dangerous plants. This racial ability replaces the stonecunning racial trait.

**Hopeful Seeker:** Some dwarves have dedicated their lives to finding hidden cities and fortresses that might have survived the cataclysm long ago. They travel the world desperately, looking for clues and dodging innumerable dangers to find some spark of their race. These dwarves gain a +2 bonus to Knowledge (geography) and Diplomacy. This racial ability replaces the wary appraiser racial trait.

the dwarves have little left to lose and are far more willing than most to entertain "crazy schemes."

## ELVES

### AKA: THE BROKEN, DEADWOODS, THE ROTTEN-PEOPLE.

The elves were spared some of the worst of the initial cataclysm. Their lands were some of the furthest from the impact point, though—of course—many great forests were flattened by the impact and the shockwave. What really affected the elves was not the meteor itself, but rather the Cold Black Winter that followed. Ash fell, the sky turned dark, and without sunlight the forests began to yellow and die. Where the dwarves were all but destroyed in a single catastrophe, the elves had to endure watching and feeling their world starve and die.

Still, some clung on, maintaining their groves through great sacrifices of magic and through sheer tenacity and hope.

However, it was not enough once the Pandemic of Ash took hold and the undead armies began to march. The elves were left with nothing of their old lives, and they began to change.

The elves of the plains became the ash elves. They wandered the frozen deserts in loose tribal bands, doing what they had to in order to survive, becoming cold and barren like the wastes themselves.

In the rotting forests the surviving elves began to bond with the only life flourishing after the cataclysm, the mushrooms and toadstools. From the rotting remains of the old arboreal fortresses, new forms of life began to spring. The Myconian elves have become the keepers of these strange, new forests of fibers and caps, of rot and damp.

Some few elves refuse to admit defeat and have retained their old powers and affinities, buoyed up by apocryphal tales of a surviving forest far to the south and west. These tales are told by Elthorien, a wandering preacher. He and his cult of Weald elves keep the faith alive, nurture living plants where they

## ELF RACIAL TRAITS

**+2 Dexterity, +2 Intelligence, -2 Constitution:** Elves are nimble, both in body and mind, but their form is frail. (Ash elves replace their -2 Constitution penalty with a -2 Charisma penalty.)

**Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.

**Normal Speed:** Elves have a base speed of 30 feet.

**Low-Light Vision:** Elves can see twice as far as humans in dim light. (See Additional Rules in the *Pathfinder Core Rulebook*.)

**Elven Immunities:** Elves are immune to magic sleep effects and gain a +2 racial saving throw bonus against enchantment spells and effects. (Myconian elves replace their +2 racial saving throw bonus against enchantment spells and effects with a +2 racial bonus to saves against poisons and diseases.)

**Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

**Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.

**Weapon Familiarity:** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows). They also treat any weapon with the word "elven" in its name as a martial weapon.

### ALTERNATE RACIAL ABILITIES:

**Spore Carrier (Su):** Some Myconian elves have been so infused with the spores of their mushroom homes that they leave those spores wherever they travel. Some of these mushrooms are quite poisonous. Whenever the elf deals damage with an unarmed strike or natural attack, she may infect the target with poisonous spores (*type* injury; *save* Fort DC 10 + 1/2 elf's character level + elf's Constitution modifier; *frequency* 1/round for 6 rounds; *effect* 1 Con damage; *cure* 1 save). Elves with this ability often have lichen or mold growing in their hair or underneath their fingernails. This racial ability replaces the elven magic racial trait.

**Weald Attuned (Su):** Some Weald elves take it upon themselves to preserve and spread the old forests as best they can, abstaining from other magics and weapon training to focus on this task. Weald elf sorcerers with the verdant bloodline treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Weald elf oracles with the wood mystery treat their Charisma score as 2 points higher for all sorcerer spells and class abilities. Weald elf spellcasters with the Plant domain use their domain powers and spells at +1 caster level. This racial ability replaces the elven magic and weapon familiarity racial traits.

**Waste Ambusher (Ex):** Ash elves often turn to banditry and the old art of the ambush in order to survive and strike at hated undead foes. These elves receive a +2 racial bonus to stealth checks and a +2 racial bonus to initiative checks and attack rolls made in a surprise round. This racial ability replaces the elven magic racial trait.

can, and pursue stories of the distant forest as they spread faith in its existence.

## PERSONALITY

Ash elves are distant and cold, a people of few words whose focus is survival. They prefer to disappear into the background and then strike—or comment—without warning.

The Myconian elves are obsessive, strange, creepy and somewhat "still." Very little seems to provoke them, and they tend to stare, unblinking, for long periods without realizing they are upsetting others.

The Weald elves chatter incessantly about the forest and about the words of Elthorien, constantly trying to spread the faith. They smile too much and too often, considering the state of the world, and have an unshakable faith in Elthorien and the Weald that cannot be quenched. Like the true members of any faith, these beliefs make the Weald elves hard to be around for those who do not share their ideas.

## PHYSICAL DESCRIPTION

The elves have retained their height and their pointed ears. Otherwise, their description differs according to their type.

Weald elves retain their appearance from before the cataclysm and make a point of dressing in the old style and keeping the old ways as best they can. Without the natural resources to make the clothing of old, though, they must use human-made cloth to imitate those old styles.

Ash elves have pale, ivory skin and long ash-grey hair with eyes like burning coals. They are taller than normal elves and wear tight clothing that emphasizes their painfully thin, almost anorexic bodies, hiding this all away beneath tightly bound cloaks that protect them from the cutting wind.

Myconian elves dress in clothing made from leather and the shells of the giant insects that now feast upon the rotting forests. Their skin is grey and their eyes a milky white-in-white. Long strands of straggly, greasy black hair cling limply to their bodies. There's something almost amphibious about them; they feel cold and clammy to the touch and move in a smooth and slick, almost oily cadence.

## RELATIONS

The elves all grieve, but the ash elves and the Myconians have become one with the new world and come to terms with the change. While the ash elves can be hard on travelers within their territory, both they and the Myconians are part of the new world that is emerging and deal with it as it is.

Paradoxically, the Weald elves want to both preserve things as they are and to change them—to force them to be as they were. They evangelize and send their faithful out into the world to seek the Weald, clashing with many, both undead and mortal, in their quest for new converts.

## ALIGNMENT

The elves have retained their strong emotions and capricious nature, even the ash elves, who merely hide these qualities beneath a veneer of aloofness. Weald elves tend toward chaotic good, while ash elves and Myconian elves tend toward neutral.

## ELVEN LANDS

The ash elves call the wastelands their home and have small settlements scattered throughout them. They live where others might not even consider habitable, using magic and hard-won survival skills to wrest an existence from them.

The Myconian elves claim the rotting forests for their own, living amongst the giant insects and mushrooms that sprout from the rot and ruin. They carve their homes into the caps, casting webs and building bridges between them to create aerial cities amongst the ruins of the old.

Weald elves are wanderers; their spiritual home is the distant Weald or wherever their leader Elthorien resides. Otherwise, the road is their home as they spread the word of the Weald.

## RELIGION

The Weald elves have rejected the old elven pantheon. Instead, they worship the Weald and see Elthorien as its prophet, something of a blasphemy in the eyes of the other elves. The ash elves continue to worship the old gods, though day-to-day survival removes much of the impetus for such things. In the dead forests the Myconian elves have given new names to the old gods and replaced their icons with those more suited to their new setting: gods of poison, disease, rot, hallucination, and growth from death.

## LANGUAGE

Elves begin play speaking Common and Elven. Elves with high Intelligence scores can choose from the following: Celestial, Draconic, Gnoll, Gnome, Goblin, Orc, and Sylvan.

## NAMES

Elves retain their old style of names; male and Female Names alike tend to use rolling, soft sounds reminiscent of liquid. Young ash elves tend to have more sibilant names,

akin to the whisper of wind and sand, while Myconian elves have altered their last names to reflect the modern decay of the forests.

**Male Names:** Shalarass, Dorien, Gildamar, Eloias, Hallender

**Female Names:** Sarwane, Goloria, Elthshar, Syrene, Lisspha

**Family Names:** Strongbark, Leafgreen, Longstride, Spearshaft, Fareye

**Myconian Family Names:** Rottenbough, Bogbank, Sporeshower, Barkfilth, Stinkhorn

## ADVENTURERS

Some weald elves break from the cult by becoming apostates, trying to restore the green in their own way and looking for fulfillment and satisfaction outside the faith. The ash elves wander beyond the wastelands as outcasts or are driven to seek something more than mere survival. The Myconian elves come out of the rotten forests in search of trade and to act as assassins and poisoners for the right price.

## GNOMES

**AKA: OSSES, SCURRIERS.**

Gnomes survived the cataclysm better than the dwarves, as their delvings were shallower and did not suffer the same catastrophic damage as the deeper cities. They were also sheltered from the worst of the Cold Black Winter and the Pandemic of Ash, as their cities and towns had survived almost intact and had more stores set aside than did many other settlements.

During the aftermath, the gnomes hunkered down and looked after their own, wholly refusing refugees and barring—or even killing—those who came seeking help. However, the gnomes rolled over almost instantly when the undead armies came marching. They put up little resistance to Calix Sabinus and, once chained by him, took to providing for his armies, crafting their weapons and armor and, worst of all, making the chains and necromantic materials that have bound slaves for a generation.

The gnomes are favored pets of the undead lords; they have been placed in charge of the other slaves, given tasks that normal slaves cannot be trusted with, and allowed into the castles as servants and crafters. All of these privileges have earned the gnomes a deep sense of hatred and distrust.

So deep does this hatred run that gnomes are called “osses” (“bones” in Old Elvish) for their closeness to the undead. They are also called “scurriers” because they’re always scurrying about their master’s business. So bad has gnomish reputation become that the very word “gnome” is used as a substitute for “traitor” amongst survivors and slaves.

## GNOME RACIAL TRAITS

**+2 Constitution, +2 Charisma, -2 Strength:** Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

**Small:** Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Slow Speed:** Gnomes have a base speed of 20 feet.

**Low-Light Vision:** Gnomes can see twice as far as humans in dim light. (See Additional Rules in the Pathfinder Core Rulebook.)

**Defensive Training:** Gnomes get a +4 dodge bonus to AC against monsters of the giant type.

**Gnome Magic:** Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights*, *ghost sound*, *prestidigitation*, and *speak with animals*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

**Intimacy:** Gnomes receive a +1 bonus on attack rolls against undead due to their close relationship with and understanding of these creatures.

**Illusion Resistance:** Gnomes gain a +2 racial saving throw bonus against illusion spells or effects.

**Keen Senses:** Gnomes receive a +2 racial bonus on Perception skill checks.

**Obsessive:** Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.

**Weapon Familiarity:** Gnomes treat any weapon with the word "gnome" in its name as a martial weapon.

### ALTERNATE RACIAL ABILITIES

**Sycophant:** Some gnomes are skilled at currying favor and flattering in order to climb up the social ladder. These gnomes receive a +2 racial bonus to Diplomacy checks to influence a creature's attitude. This racial ability replaces the intimacy racial trait.

**Rebel:** Gnomes who rebel against their family and rulers become outcasts from both their own society and the races who hate them. These gnomes learn harsh lessons in survival in their fight to free their people from the cruel undead. They gain Endurance as a bonus feat. This racial ability replaces the obsessive racial trait.

**Close with Death:** Some gnomes are so close with their undead masters that they become immersed in the negative energy that powers their masters. They add +1 to the DC of any saving throws against necromancy spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*disrupt undead*, *touch of fatigue*, *bleed*, and *ray of enfeeblement*. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier. This racial ability replaces the gnome magic racial trait.

## PERSONALITY

Gnomes tend to be tight-lipped and self-contained. They weather insults without reaction and grovel obsequiously to their undead masters or any they think hold power over them. Subservience and patience are all but bred into gnomish society in this time, and it's the rare gnome that breaks free from that conditioning and stereotype.

## PHYSICAL DESCRIPTION

The gnomes of Abaddon stand about three feet in height. Shocks of hair rise from their heads, usually bleached white, jet black, bilious green, or blood red, though other colors have been known to appear. Their skin tends to be striking in color as well: browns that are almost black, pale hues that are almost pure white, and other pale tones with hints of colors like green or blue. Gnomes tend to have oversized facial features—noses, eyes, ears—which can be a little unsettling.

## RELATIONS

Gnomes are favored by their masters, who hold the power of life and death over them, which is all the gnomes particularly care about. Even then, their masters do not particularly like

them; they simply find the gnomes useful or amusing to have around. The other races universally dislike and resent the gnomes, a feeling that often spills over into racial violence.

## ALIGNMENT

Gnomes have had to force down their natural tendency toward tricks and playfulness, and this repressed desire has made many of them cruel. They have grown numb to the suffering of others and far too focused on their own survival and needs. Thus, most gnomes have become lawful evil.

## GNOMISH LANDS

All the gnomish lands that survived the cataclysm fall under the sway of the undead lords. Very few retain anything like independence, though even those settlements are little more than working slums whose residents are taxed to the point of starvation and poverty. Even so, these slums are better places to live than most settlements under the sway of the dead.

## RELIGION

Most gnomes continue to worship their old gods, crediting them with guiding the gnomish race and allowing them

## HALFLING RACIAL TRAITS

**+2 Dexterity, +2 Charisma, -2 Strength:** Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.

**Small:** Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

**Slow Speed:** Halflings have a base speed of 20 feet.

**Cast Iron Stomach:** Halflings receive a +2 racial bonus on all saving throws against poison and disease.

**Filed Teeth:** Halflings receive a 1d3 bite as a primary natural attack.

**Keen Senses:** Halflings receive a +2 racial bonus on Perception skill checks.

**Squirmy:** Halflings receive a +2 racial bonus on Escape Artist and Acrobatics skill checks.

**Weapon Familiarity:** Halflings are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

### ALTERNATE RACIAL ABILITIES

**Civilized:** Some halflings manage to break free from the feral dregs of their origins and learn to live among civilized people, learning new skills as they go along. These halflings receive one bonus skill rank per level. This racial ability replaces the filed teeth racial trait.

**Fast:** Some halflings are fleet of foot and quick to snatch the freshest bits of food before rot settles in. These halflings have a base speed of 30 feet. This racial ability replaces the slow speed and cast iron stomach racial traits.

**True Savage:** Some halflings have fallen so far out of civilization that they are little more than intelligent predators. They hunt the wastes for fresh meat in terrible cannibalistic packs, eschewing weapons in favor of bare fists and teeth. Occasionally, these savage halflings bond with groups of adventurers after being cast out from a pack or becoming the last survivors of destroyed packs. These halflings gain Improved Unarmed Strike as a bonus feat. This racial ability replaces the weapon familiarity racial trait and the halfling's ability to speak Common. A halfling with this racial ability must put a point into the Linguistics skill in order to read and write Common.

to survive in such numbers. A few toadying gnome slaves now worship the gods of the dead and offer thanks for their protection.

### LANGUAGES

Gnomes begin play speaking Common, Gnome, and Sylvan. Gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

### NAMES

Gnomes tend to have short, punchy first names and more descriptive family names that describe the family business. Their family names are slow to change, as a new reputation must be firmly established to displace the tradition of centuries.

**Male Names:** Adrek, Calman, Britak, Farrow, Gildan

**Female Names:** Leilei, Terai, Joola, Nesta, Fluri

**Family Names:** Fallburrow, Cooper, Smith, Chandler, Tinker

### ADVENTURERS

Few gnomes take up as adventurers. Those who do join the adventuring life tend to have rebelled and been cast out by their own family and clan. Despite this stand they've taken, adventuring gnomes are still not trusted. Whatever their story, life as a gnomish adventurer in Abaddon is a difficult one.

## HALFLINGS

**AKA: RAT-KIN, MAGGOT FOLK, CORPSE-BREATH, VERMIN.**

Of all the races of Abaddon, the halflings fell the furthest. They once held a position of safety and security, shielded by the human kingdoms and living in idyllic rural bliss. From this they were thrust into a daily fight for survival and a famine too serious for most to cope with.

Everything the halflings regarded as civilization was torn away: crops, farms, safety, security—all of it. They were reduced almost instantly to animals, tearing at each other over scraps of food; fighting, squabbling, and murdering each other over so much as a single turnip.

Things only got worse as time wore on. The halflings lost almost every semblance of civilization that they ever had; they almost even lost their language. Soon, the only things left to live on were the corpses of the dead and the withering remains of the survivors. In order to live, the halflings became eaters of the dead, living ghouls, gnawers of rot and ruin and filth. They wallowed in refuse and bones, finding their new place in the post-cataclysm world as humanoid vermin.

Their corpse-eating ways have persisted. They still lurk in the shadows of the cities—rooting in trash heaps for scraps, and in the necropoli—gnawing on bones; iron stomachs and filed teeth are all they need to eke out a living. Most regard

the halflings as pests to be put down or, because so many become ghouls and ghouls, a genuine danger to be destroyed.

## PERSONALITY

Halflings are barely civilized, if indeed at all. They are savage animal-men with perverse appetites, strange ways, and arcane dominance games. Twitchy and flighty, they are quick to anger, like cornered rats.

## PHYSICAL DESCRIPTION

Halflings are barely three feet tall; most are even smaller because of their tendency to hunch over. They have ropey knots of muscle, round potbellies, and pale, clammy flesh that brings a maggot to one's mind. Most are bald, having lost their hair down the generations, and stare with wide, limpid eyes suited for grubbing around in the dark and filth. Most have filed their teeth down to points, better for chewing and ripping at raw flesh and for cracking open bones.

## RELATIONS

Most other races no longer regard halflings as fully sentient, instead considering them to be little better than animals. For many, halflings hold a similar status to that of kobolds and goblins: a dangerous, intelligent pest.

## ALIGNMENT

Halflings are one step away from animals and are rarely concerned with much more than safety, shelter, and their next meal. They are almost all neutral; those that are not have usually had access to some civilizing influence.

## HALFLING LANDS

Halflings live in the shadows of settlements and have no real place to call their own. In the larger cities, the graveyards and spoil-heaps have been all but given over to them. They are left to gorge on the dead and the trash as they will, a seemingly useful purpose so long as they do not get out of hand.

Religion If halflings retain any religion, it is not that of their ancestors and appears to have regressed to an animistic, tribal worship of the other vermin that share their disgusting habitat with them, the Mother Rat being chief amongst this new pantheon.

## LANGUAGE

Halflings barely speak Halfling and Common, often with a strong patois coupled with atrocious grammar and pronunciation. Halflings with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, and Goblin, overheard and picked up in dribs and drabs.

## NAMES

Halflings have lost the old art of naming and no longer know their lineages. They call each other by nicknames, typically reflecting some deed or trait they are recognized by.

**Halfling Names:** Longtooth, Bonecracker, Many-Child, Bloodletter, Knife

## ADVENTURERS

Some few halflings, typically the more intelligent, have some dim inkling of their greater purpose and destiny, and thus find ways to leave the heaps and take up with adventuring parties. They are disgusting and vicious vermin, but they have their uses on the road.

## HUMANS

Perhaps no other race has lost as much nor retained as much as the humans of Abaddon. Once spread across the world in great empires and glorious kingdoms, the humans were the most populous and arguably the most influential race on the planet. However, following the cataclysm, all of these vaunted empires fell into dust and ruin. Centuries of knowledge were lost and entire civilizations were annihilated; numerous ethnic groups were wiped out, and those few who survived found themselves facing deadly plagues and hordes of undead.

These few humans cling to what civilization they can find. Holing themselves up in fortress cities, the valiant survivors have spent the last several generations scraping what living they can from the ash and dust, all while facing down ceaseless attacks from the undead. Embracing militarism, xenophobia, and zealous nationalism, the remaining free humans shun every other race—and all too often, humans from other regions—in order to hold onto what little shreds of territory they have left.

The humans that do not fearfully huddle in the fortress cities often find themselves either in chains at the undead's feet or wandering the wilderness competing with deadly elves, feral halflings, and savage humanoids for whatever bits of food and territory they can find.

## PERSONALITY

Given the choice between slavery, starvation, and oppression, humans are as fatalistic and dour as can be expected. Most humans take an all-or-nothing approach in life, swearing to uphold or defend an ideal, place, or even a person in order to justify their short and too-often brutal lives. This zealous dedication has allowed humans to survive without falling into a suicidal melancholy and to maintain their relatively sparse civilizations in the face of unimaginable odds.

## PHYSICAL DESCRIPTION

The cataclysm greatly reduced the grand variety of hair colors and skin tones once found in humans. Most humans these days appear a pale, ghostly white or an ashen gray, while retaining the facial structures and hair colors of their ancestors.



## HUMAN RACIAL TRAITS

**Ability Scores:** To represent their varied nature, human characters gain a +2 racial bonus to one ability score of their choice.

**Size:** Humans are Medium creatures and receive no bonuses or penalties due to their size.

**Base Speed:** Humans have a base speed of 30 feet.

**Bonus Feat:** Humans select one extra feat at 1st level.

**Skilled:** Humans gain an additional skill rank at 1st level and one additional rank whenever they gain a level.

### ALTERNATE RACIAL ABILITIES

**Heart of the Fortress:** Many humans of the fortress cities train their entire lives in the fine art of combat and weaponry. These humans select a single fighter weapon group, gaining proficiency with all weapons in that group. This racial ability replaces the human's bonus feat.

**Heart of the Wastes:** Some humans living in the wastes focus all their energy on survival in the harsh ash lands of Abaddon. These humans receive a +2 racial bonus on Perception and Survival checks as well as a +2 racial bonus on Fortitude saves to resist poisons and diseases. This racial ability replaces skilled.

**Heart of the Twilight:** Humans living under the dreadful rule of the undead have adapted over time to the dark conditions they are forced to work under. These humans receive low-light vision. This racial ability replaces normal vision and the human's bonus feat.

Humans often indicate their origins by their hair style or through their tattoos and piercings. However, the undead discourage such independent thought from their slaves, and the owners of such slaves will shave them bald and forbid any distinguishing clothing. By stripping the humans of their identity and ancestry, the undead ensure that the slaves captured from the fortress cities will be hard-pressed to organize a revolt.

### RELATIONS

Human relations with the other races depend largely on location. Humans dwelling in the fortress cities embrace a particularly nasty form of xenophobia that demands they lash out at anything seen as foreign, let alone nonhuman. However, even these humans make exceptions in rare circumstances. Dwarven and elven caravans are sometimes allowed to trade with human cities from outside the walls, but only if the trade proves valuable and only if it's too much trouble to simply steal the cargo by attacking the caravan.

Humans who have chosen to roam the wilderness often have respectful but cautious relations with the various elvenkind; however, distrust and fear preclude any meaningful alliances. For all other races, these humans have nothing but fear and hate.

The unfortunate humans living under the rotting boot of the undead have little time to begrudge their fellow nonhumans slaves. Rather, they reserve all of their malice for the gnomes and their undead lords.

### ALIGNMENT

Most humans tend toward lawful alignments, while chaotic exceptions live as rebels in the fortress cities or work to escape from undead slavery. Humans follow a wide range of moral philosophies; good, evil, and neutral humans can be found everywhere.

## THE LOST

Not all of the ruins and artifacts buried in the ash and wastes of Abaddon belong to the broken races that eke out an existence today. Some belong to the Lost, those races made extinct by the cataclysm and the numerous plagues that scoured the world of most of its life. Among the Lost were the hybrid races, such as half-orcs and half-elves, who were particularly vulnerable to the diseases that ravaged their parents. Ever since then, the offspring of such pairings are either stillborn or horribly mutated; they live short, cruel lives before a painful death. Combined with the growing distance between the races and the rise of the undead, these races are all but a faint memory of a better time.

### HUMANS LANDS

Most of humanity lives in fortified city-states, which are typically ruled by terrible despots. The leaders of these cities distract the populace from their depredations with wild propaganda about undead sympathizers and by encouraging xenophobia and paranoia, painting an ugly picture of the outside world compared to the security within the city's walls. The city-states train their inhabitants in armed combat for the inevitable day their city faces the undead hordes and their slave armies. Most humans not living in the city-states live short, mean lives in slavery to the undead, only to be reanimated into undead slavery. Humans living in the wilderness are few and far between, finding themselves face to face with dangers that make slavery a tempting option.

### LANGUAGE

Humans speak Common. Humans with high Intelligence scores can choose any languages they want, except for secret languages such as Druidic.

## NAMES

Humans have maintained the old naming traditions of a first birth name and a second family name. Many humans take pride in long-surviving lineages, while other families have changed their last names to show familial pride or to hide some past family shame.

**Male Names:** Abraham, Joseph, Lot, Luke, Mark

**Female Names:** Ayah, Bethel, Mary, Naomi, Ruth

**Family Names:** Archer, Bladetwist, Cobbler, Potter, Schroeder

# NEW RACES OF ABADDON

## EXALTED

The exalted are the direct offspring of angelic outsiders mated with the humans of Abaddon. The unique circum-

stances of Abaddon make this pairing a more common event than it might be in other parts of the multiverse. The angels here are thrust into closer contact with mortals than they are used to, cut off from the gods and entities that they serve and forced to make new lives for themselves.

Exalted are fair-skinned humanoids with a heavenly aura and a glow of peace and natural grace, opposite the nature of the changed world surrounding them. In a world such as Abaddon—even more so than in other violent and sinful worlds—the exalted understand that they are fighting for a lost cause and all they can do is to delay the inevitable while providing some last shreds of hope.

Most exalted are the direct offspring of angels and mortals, though some are the result of the union of two exalted or from bloodlines that include exalted blood in their past. Regardless of their origins, all exalted consider themselves to be children of Zebadiah: The greatest angel to walk Abaddon and the progenitor of the exalted bloodline through his love for mortal women. The one who gave purpose and direction to the angels who found themselves stranded in Abaddon.

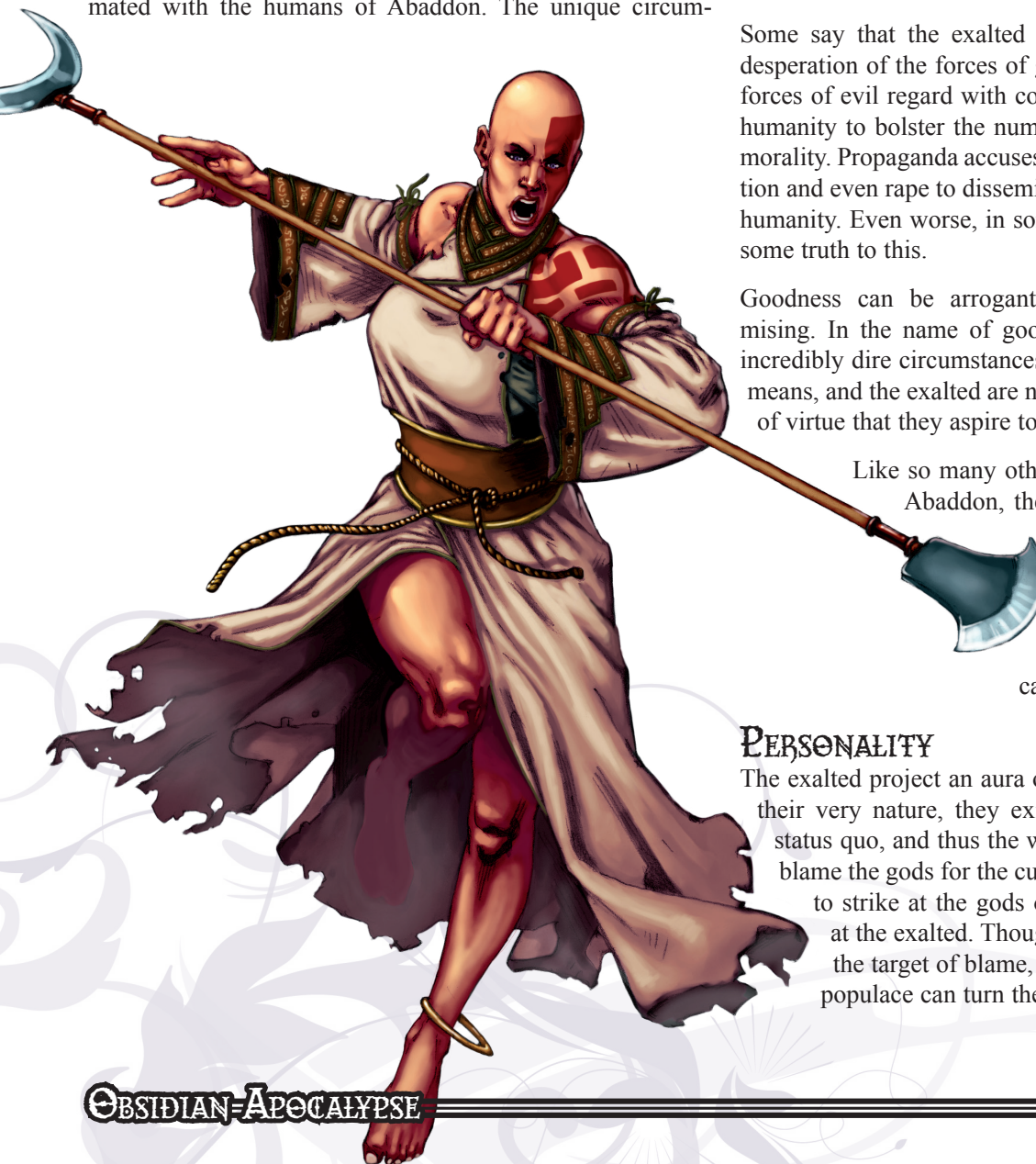
Some say that the exalted are an indication of the sheer desperation of the forces of good and law on Abaddon. The forces of evil regard with contempt the angels' mating with humanity to bolster the number of agents for rightness and morality. Propaganda accuses Zebadiah's followers of deception and even rape to disseminate their divine spark amongst humanity. Even worse, in some instances there may well be some truth to this.

Goodness can be arrogant, judgmental, and uncompromising. In the name of good and law, especially in these incredibly dire circumstances, the ends can justify the many means, and the exalted are not always the faultless paragons of virtue that they aspire to be.

Like so many other races and groups throughout Abaddon, the exalted find themselves rootless, wandering in small groups or individually. They try to make what positive difference they can, when they can, where they can. It can be a lonely life.

## PERSONALITY

The exalted project an aura of defiance and desperation. By their very nature, they exist in opposition to Abaddon's status quo, and thus the whole world rejects them. Many blame the gods for the current state of affairs and, unable to strike at the gods or their messengers, they strike at the exalted. Though they are twice removed from the target of blame, they are the only ones an angry populace can turn their revenge upon.



## EXALTED RACIAL TRAITS

**Outsider:** Due to their mixed human and angelic heritage, exalted are considered to be native outsiders with the lawful subtype. Exalted have mortal ancestors or a strong connection to the Material Plane; meaning, they can be raised, reincarnated, or resurrected just as other living individuals can. Exalted need to breathe, eat, and sleep. Exalted are usually of lawful alignment; if it changes, they still retain the lawful subtype. Any effect that depends on alignment affects exalted as if they were of a lawful alignment, no matter their true alignment. Exalted overcome damage reduction as if their natural weapons and any weapons they wield were lawfully aligned.

**Celestial Diversity:** Exalted are very diverse and varied, giving them a +2 bonus to any two ability scores.

**Medium:** As Medium creatures, exalted have no special bonuses or penalties due to their size.

**Normal Speed:** Exalted have a base land speed of 30 feet.

**Darkvision:** Exalted can see in the dark up to 60 feet.

**Divine Spells (Sp):** Exalted may pick any two of the following divine spells: *bless water*, *cure light wounds*, *hide from undead*, *protection from chaos*, or *remove fear*. These chosen divine spells act as spell-like abilities that can be used once per day with a caster level equal to the Hit Dice of the exalted.

**Hand of Grace:** Exalted gain a +1 racial bonus on all saving throws.

**Languages:** Exalted begin play speaking Common and Exalted. Exalted with a high Intelligence score can choose from the following: Celestial, Draconic, Dwarven, Elven, Gnome, and Infernal.



## ALTERNATE RACIAL ABILITIES

**Angelic Wings (Su):** As an immediate action, the exalted can manifest a set of translucent, multicolored angelic wings. This ability functions as the witch's flight hex using the exalted's Hit Dice as the witch level for the hex. Exalted who already have the flight hex add two to their level when determining the duration of this ability. This racial ability replaces the divine spells racial trait.

**Elemental Resistance (Su):** Exalted have electricity resistance 5 or cold resistance 5. This racial ability replaces the hand of grace racial trait.

**Soulsword (Su):** Three times per day as a standard action, the exalted can create a 3-foot-long beam of bright white light, made partially from a piece of their soul and wielded as if it were a short sword. Attacks with the *soul sword* are melee touch attacks. The *soul sword* deals 1d6 points of electricity damage plus 1 point per two levels (maximum +10). Because the blade is immaterial, Strength modifiers do not modify damage dealt by the *soul sword*. The *soul sword* also deals 1d8 points of electricity damage plus 2 points per two levels (maximum +20) to undead, evil, and chaotic creatures. The *soul sword* lasts 1 minute per level. This racial ability replaces the divine spells racial trait.

Exalted tend to be thoughtful and long-suffering; many develop a martyr complex over time, feeling unappreciated by and even turning on the people they have tried to help, who seem to be ungrateful at best. No matter the setbacks or disappointments—often as they are—the exalted always seem able to pick themselves back up and carry on, though.

The exalted strive to be open, to care, and to understand the state of the world and the problems of the people in it. Unfortunately, this tendency leaves them open to being exploited, which they are. It is difficult, even for the most determined of exalted, to maintain a face of calm, peace, and goodness; even when it breaks down, though, some small seed of their nature remains: the trust and belief in the essential goodness of man.

## PHYSICAL DESCRIPTION

The exalted are considered beautiful by mortal standards. Typical exalted are of medium height and build, with light skin ranging from milky white to glowing tan. For some

reason, all exalted, male and female alike, are bald and cannot grow hair upon their heads.

The divine blood from their angelic side reacts with the inherent sin of their mortal body to produce swirling patterns on their skin, which appear as tribal tattoos; none are born without these marks. Those who slip from their high moral expectations find themselves marked even more, as their divine blood mixes with the unavoidable blasphemy of living day to day in the realities of Abaddon.

## RELATIONS

Due to the angelic nature of the exalted, other inhabitants of Abaddon will avoid developing any relations with them, fearing retribution from the great powers. Exalted, by their nature, are open, caring, and understanding, but many forces in the world have foolishly taken this as a weakness. Those who have failed to seize control over an exalted have come to know what the term “divine fury” truly means.

## ALIGNMENT

Most exalted are lawful by nature and do not veer from that position; most are also good. Exalted inherit a powerful moral compass from their divine aspect and usually have a defined and absolute sense of right and wrong that they are powerless to alter. Eventually, the sheer grind of living day to day in the desperate situation of Abaddon chips away at the edges of these beliefs, but the exalted are markedly more devoted to their particular alignment than is most of Abaddon. While all too many exalted fall to evil, an exalted falling to chaos is unheard of.

## EXALTED LANDS

The exalted have no homeland. They can be found scattered around the world, avoiding each other more than seeking others of their kind, as exalted in numbers attract too much attention from the undead and the forces of chaos. Older exalted take into their care exalted children who have reached their teenage years, teaching them of their birthright and their history before releasing them to wander the lands alone. These connections bind the exalted with a sense of racial oneness; without it, they would be nothing more than singular, isolated freaks of nature.

While there's no particular place that the exalted call home, they do make pilgrimages to places they consider holy: the ground where Zebadiah first set foot upon Abaddon, the stained land where Gabriel fought Calix Sabinus, and the sites of various martyrdoms. These holy sites serve as stopping and meeting points on their endless journeys across the world.

## RELIGION

Most exalted hold pious beliefs in one of the deities, despite their apparent abandonment of Abaddon. Most who don't worship a deity hold to cult worship of their founder Zebadiah, turning to him as their new "god" in the absence of the old gods. Zebadiah has done what he can to discourage this belief, but it continues to grow.

## LANGUAGE

The exalted have developed a unique language derived from the structure of the Celestial tongue and with a terminology derived from Common and their own history, stories, and points of reference. Exalted only speak this language to other exalted and don't acknowledge non-exalted who speak it. Exalted also speak the Common tongue and the Celestial language in its pure form.

## NAMES

All exalted share the same family name of "Al Zebadiah" as a mark of respect to their spiritual father. All Exalted are named on the seventh day after their birth by their divine parent, though they may also carry a separate mortal name.

**Male Names:** Amon, Chiram, Darnass, Esdras, Itai, Lemuel, Matyas, Taneli, Xyphon, Zuriel

**Female Names:** Abra, Brachah, Elisavet, Hephzibah, Kefira, Matea, Ora, Parash, Yona, Zapheth

**Family Names:** Al Zebadiah

## ADVENTURERS

Exalted cannot help but be thrust into a life of adventure. If they are found, they will be hunted. Even if they try to hide, their over-developed sense of right and wrong will soon force them into harm's way. Exalted are doomed to be adventurers, as it is the only way of life that can give them real purpose and a chance of survival.

## GENESAI

Genesai are the result of demonic outsiders mating with angelic outsiders, defying all that both sides of the eternal conflict between good and evil consider inviolate. In other worlds and planes of existence, this pairing might be all but unthinkable, but the nature of Abaddon as a "planar trap" throws these opposites together far more often than elsewhere. Whatever the agents of good and evil have against each other, as outsiders they at least share the same origin.

The genesai become outcasts the moment they are born. They are almost always abandoned by their parents, either to be raised by mortals who take pity on the child, to perish in the wilderness, or—very rarely—to be raised by sympathetic animals such as wolves. Some very few can survive without caregivers simply due to their unnatural physiology and capabilities, growing up feral in the blasted landscape. Scattered as they are, the genesai tend to find each other and form communities, bands, tribes, and clans that become their real families. These groups adopt genesai they find and raise them into what little heritage and secrets they have left.

The genesai are hunted by almost all forces and factions to be found on Abaddon. This universal animosity tends to make them consummate survivors, skilled at evasion or combat, capable of defending themselves, and possessed of a siege mentality that binds them strongly to their clan. The genesai understand that they are a constant reminder of all that is wrong in the shattered and broken world, a reminder which some people cannot help but be hostile toward. Some accept that fate and hate the world back, while others struggle to perform heroic deeds and lead by example, trying to right wrongs and to make a safe place for their people. When push comes to shove, though, a genesai will do whatever is necessary to survive.

## PERSONALITY

As outcasts and victims of intense hatred and scrutiny, the genesai tend to be extremely slow to trust. However, they are extremely loyal to those they regard as friends, holding little distinction between friend and family. Anyone who isn't

“family” is considered with all the suspicion and hostility one might normally reserve for negotiations with an out-and-out enemy. The genesai are born pessimists and tend to expect the worst out of any situation. While this behavior means they are always prepared for danger, it can make them seem dour and unfriendly. Genesai humor tends to be cynical and scathing, centered around irony, sarcasm, and schadenfreude.

## PHYSICAL DESCRIPTION

Genesai are humanoid in appearance, albeit fairly idealized: slightly taller than the average human and appearing slightly more fit and beautiful. Genesai are unique in appearance, tanned a red-gold hue with an aura of unnatural “wrongness.” This aura unnerves animals and people alike, disconcerting them and tending to make them unconsciously mumble blessings to themselves or reflexively recoil in disgust. Most genesai also have physical indications of their unnatural birth, such as two small horns protruding from their forehead and a supernatural mark on their forehead, branded by their clan as part of their induction into the “family.”

Where the offspring of outsiders and mortals often display their origin more ostentatiously, most hints of a genesai’s origin tend to be a little more subtle. These hints may be present in a forked tongue or unnaturally colored eyes or hair, things that one would actively need to look for and try to pick out. Their short horns can even be hidden by suitably styled hair. Apart from their brand, they can almost pass for human in many circumstances.

## RELATIONS

Due to the dual nature of the genesai, many other inhabitants of Abaddon shun them and avoid developing any sort of relationship with them. They often draw fire from exalted looking to purge their evil and unnatural being from the world as well as from infernals who seek to control and use genesai to their own ends. The undead view them as potentially dangerous rivals and err toward destroying them where they can. Genesai tend only to have positive relations with other unsettled peoples or with communities where, from dint of effort and sacrifice, they have carved a niche of understanding and loyalty.

## ALIGNMENT

The typical genesai is true neutral because of the balance of opposites in their basic nature. They do not often veer from that position, particularly not into good or evil alignments, though they may find themselves leaning toward either chaos or law alignments depending on their upbringing and life experiences. The genesai nature itself is one of strange possibility; thus, they often find it difficult to be judged for actions others unquestionably call good or evil. They’ve seen the extremes of good and evil for themselves and find such hardline opinions distasteful.



## GENESAI RACIAL TRAITS

**Outsider:** Due to their mixed angelic and demonic heritage, genesai are considered to be native outsiders. Unlike true outsiders, though, genesai have a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living individuals can. Genesai need to eat and sleep unlike true outsiders, who require neither.

**+2 Constitution, +2 Wisdom, -2 Charisma:** Genesai are quite sturdy and wise, but can be uncomfortable around others.

**Medium:** As Medium creatures, genesai have no special bonuses or penalties due to their size.

**Normal Speed:** Genesai have a base land speed of 30 feet.

**Darkvision:** Genesai can see in the dark up to 60 feet.

**Dual Minded:** Genesai receive a +2 racial bonus to Will saves to resist mind-affecting spells and abilities.

**Terrifying:** Genesai receive a +4 racial bonus to Intimidate checks.

**Spell-like Abilities (Sp):** Genesai receive *protection from good* and *protection from evil*, usable as spell-like abilities once per day with a caster level equal to their Hit Dice.

**Unnatural Aura:** Animals become uneasy around genesai due to their dual nature. Dogs will bark and horses will become unruly, even people feel generally uneasy. Genesai take a -4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +4 dodge bonus to AC against animals. The starting attitude of animals toward genesai is one step worse than normal.

**Languages:** Genesai begin play speaking Common and Celestial. Genesai with a high Intelligence score can choose from the following: Abyssal, Elven, Exalted, Halfling, and Infernal.



## ALTERNATE RACIAL ABILITIES

**Planar Anomaly:** These genesai gain a +1 racial bonus to hit and to damage against outsiders, including each other, due to their unique insight into the failings and weaknesses these extraplanar beings. This racial ability replaces the dual minded racial trait.

**Shattersoul Blade (Su):** A number of times per day equal to 3 plus their Constitution modifier (minimum of +1), these genesai can summon a 3-foot-long scintillating shard as a standard action. The shattersoul blade is equivalent to the exalted's *soulsword*, as both are made from pieces of their respective unnatural souls. Attacks with the shattersoul blade are melee touch attacks that deal 1d4 points of damage plus 1 point per level (maximum of +10). Since the blade is immaterial, the Strength modifier of the wielder does not affect its damage dealt. To lawful or chaotic creatures, the shattersoul blade deals 1d6 points of damage plus 2 points per level (maximum of +20). The shattersoul blade lasts 1 minute per level. This racial ability replaces the spell-like abilities racial trait.

**Walking Terror:** Animals dislike genesai. Animals within 10 feet of these genesai must make a Will save (DC 10 + half the genesai's level + the genesai's Charisma modifier) or become shaken. Animals that have more Hit Dice than the genesai are immune to this effect. This is a mind-affecting fear effect. This ability replaces the unnatural aura racial trait.

## GENESAI LANDS

Though they are new to Abaddon, the genesai have done their best to fit into a world that just wants to destroy them. They have no true homeland and live a nomadic existence at the margins of what civilization is left, though some of the larger and more successful clans are looking for a home. Occasionally, a clan of genesai will settle within a defensible position such as a cave system, ruin, or fortress, or mingle in a friendly town, whether hidden or integrated.

## RELIGION

As offspring of the agents of eternal powers and concepts combined, the genesai do not agonize over the existence of deities, though they do argue over what the deities and their servants actually are, as this relates directly to their own existence. As such, genesai don't tend to worship any gods, though they may offer thanks to fate, luck, or destiny as

disembodied concepts when something goes well for them and equally curse those same ideas when something goes wrong.

## LANGUAGE

Genesai speak Common and either Celestial or Infernal as native languages. When picking additional languages, either Celestial or Infernal must be their third tongue spoken, after which they are free to pick up any language thanks to their wandering nature.

## NAMES

Because of their traumatic connection between good and evil, genesai normally name themselves in a very unusual way. The name of their exalted parent is reversed and adopted as their surname, while their first name is the reversed name of their infernal parent.

**First Names:** Tamait, Nogrog, Imanazi, Imoy, Etaceh, Ragiba, Dada, Nihtab, Noyreg, Tides

**Family Names:** Leimar, Lok, Rusiudra, Dazay, Tathsra, Leiru, Muorahc, Anid, Sacrof, Tewil

## ADVENTURERS

Genesai adventurers have often lost their clans or have been cast out for breaking the few, inviolate laws of their “families.” Some not scooped up by clans are raised to adulthood by adoptive parents; these genesai, restless despite their—hopefully loving—homes, leave to seek their fortune and, perhaps, others of their kind. Still others leave as agents of the clan, seeking riches and weaponry in order to help defend the family and to help them carve out some sort of life in this harsh and unforgiving world.

## HARROWED

The harrowed are one of the most despised and feared races of Abaddon. They are no less than the result of the unholy and abominable union between mortal humanoids and the foul undead. To the subjugated populace, the very existence of the harrowed is a constant reminder of their undead overlords who have taken over Abaddon. These creatures are royal bastards, neither fully mortal nor fully undead, caught between the two worlds.

The origin of some harrowed is all too understandable, as some undead have both mortal and immortal lusts. However, not all are the result of vampire lords and ladies exercising their rights and pleasures over their mortal subjects. Harrowed are just as easily birthed from even more terrifying circumstances: organized defilement and punishments for resistance meted out by undead armies, children conceived while the partner was possessed, or even unnatural magical experiments performed by liches.

Harrowed are treated by their parents and the powers of Abaddon much depending on the circumstances of their birth. Those deliberately conceived by an undead lord hold positions much like those of illegitimate children in any noble family. They might receive money and even be treated as a minor noble, they might even rise in the ranks of their sire or dam’s house to become a trusted lieutenant—if never a true leader.

If they were produced from a punishment or a chance embarrassment, then they are treated no better than any other mortal peon, though the general populace will likely still resent them for being a reminder of their subjugation and because of their perceived privilege, even if it is not genuine.

Harrowed exist in large numbers now, especially in cities controlled by the undead and in freshly conquered lands. They serve as a means of subjugation and conversion, a “mingling” of populations such as happens on other

worlds during occupations. While the harrowed nobility are far smaller in number and exist on a rarefied level, some “common” harrowed have banded together into their own communities and ghettos within the cities, making them safer but more alienated from the other peoples who surround them.

## PERSONALITY

Harrowed inherit a detached viewpoint from their undead parentage, a separation in outlook from the material and mortal realm. However, these ideas are accompanied by many of the drives and desires of humanity. This detachment and lack of empathy coupled with mortal desires—albeit dimmed—make the harrowed passionate, ambitious, and more



## HARROWED RACIAL TRAITS

**Living Dead:** The harrowed are a very unique race, said to be somewhere between life and death, an unholy fusion of the living and the undead. A harrowed has the following features:

- Harrowed have the darkvision 60 ft. racial trait.
- Harrowed gain a +2 racial bonus on saving throws against disease and mind-affecting effects.
- Harrowed take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.
- Harrowed are harmed by positive energy and healed by negative energy. A harrowed with the fast healing special quality still gains its benefits.
- Harrowed only need to eat, sleep, and breathe half as much as a normal being of similar size. They can hold their breath for a number of rounds equal to four times their Constitution score before risking drowning or suffocating.

**+4 Strength, -2 Dexterity, -2 Charisma:** Harrowed are quite powerful; however, they are not agile or nimble and lack social manners and graces.

**Medium:** As Medium creatures, harrowed have no special bonuses or penalties due to their size.

**Normal Speed:** Harrowed have a base land speed of 30 feet.

**Undead Killer:** Thanks to their familiarity with the undead, harrowed gain +1 bonus on attack rolls against undead.

**Languages:** Harrowed begin play speaking Common. Harrowed with a high Intelligence score can choose from the following: Giant, Gnome, Goblin, Infernal, and Orc.



### ALTERNATE RACIAL ABILITIES

**Almost Human:** Some harrowed are more living than dead. These harrowed count as living dead and humanoid (human) for any effect related to race, including feat prerequisites and spells that affect humanoids. They can pass for humans without using the Disguise skill. This racial trait replaces the darkvision granted by the living dead racial trait. These harrowed must eat, sleep, and breathe as much as a normal being of similar size.

**Shade:** These harrowed are born from terrible experiments or strange rites involving incorporeal undead such as shadows. They receive a +4 bonus to Stealth checks while in dim or dark lighting. Additionally, they receive cold resistance 5. This racial ability replaces the harrowed's lack of penalties from energy-draining effects granted by the living dead racial trait.

**Blood Lust:** These harrowed were born from forbidden trysts with vampires and display their undead parent's hunger for blood. They receive a bite attack as a secondary natural attack that deals 1d6 points of damage. This racial ability replaces the undead killer racial trait.

than a little selfish, sometimes to the verge of being sociopathic. Despite all this, the harrowed do form relationships with those persistent in their interest or those whom they are interested in all their own. Those who prove themselves useful or necessary to a harrowed are most likely to receive their loyalty, a loyalty unlikely to change—another trait inherited from their undead parents.

### PHYSICAL DESCRIPTION

Harrowed vary in appearance, but often appear quite human. However, they normally have skin of inhuman coloration, either chalk white or an unhealthy grey pallor. Their skin is slightly translucent at times, revealing the musculature beneath, while sometimes takes on a slight oily sheen like a rainbow or darkens like spoiled meat. Finally, they tend to have white hair and red or black eyes uncharacteristic of the average human.

### RELATIONS

Whatever their social status or position, the harrowed are generally seen as part of the ruling classes simply due to their nature. This perceived position tends to make them resented and hated by the subjugated humanoids; at best, they might be grudgingly accepted based on their personal conduct. The harrowed tend to feel as part of a common cause with the other half-breed races of Abaddon who, like the harrowed, are often caught between two worlds and share the experience of being disjointed and rejected. The exceptions to this feeling of kinship include the khymer, who regard themselves as truly undead, and the exalted, who regard the harrowed as a terrible abomination and an injustice wrought upon the helpless population. The lykians tend to regard the harrowed as unnatural, complaining that they have “no scent,” which is as wrong to a lykian as being invisible or incorporeal would be to another race.



## ALIGNMENT

Harrowed are typically pulled in two directions by their heritage; thus, harrowed of all alignments exist. The detachment of their undead taint leads them toward neutrality, while their mortal desires and diminished conscience pull them down the path of chaos. Some seek to bind their churning desires within a cage of lawful beliefs, and some are swayed to the causes of either good or evil, though bastard harrowed tend to fall in line with the evil designs of their sires and dams.

## HARROWED LANDS

Some harrowed live within the houses of the ruling undead classes. Others live in human settlements—if not mingled with the general populace, then in the harrowed ghettos colloquially known as “graveyards.” These areas often only hold to local laws and are considered apart from the rest of the town or city, though they are still subject to the lord’s oversight and discipline. The harrowed within make their livings mostly as sell-swords, crafters of fine goods, or adventurers, bringing wealth back to their homes.

## RELIGION

The harrowed typically pay only lip service to religions. They tend to be self-interested and see little to gain from devoting themselves to a god, especially in Abaddon. When they do worship a deity, it tends to be whichever god is worshipped by the whole of the local populace or by their sire or dam. These tend to be gods of evil, death, and shadow, even if the harrowed does not conform to that alignment or definition themselves; after all, it is as good an idea to appease a dangerous god as it is to worship an altruistic one.

## LANGUAGE

The harrowed speak Common and learn the languages of their surroundings, if they bother to learn any other languages at all.

## NAMES

Bastard harrowed take their family name from their sire or dam, whereas their first name conforms to the naming conventions of the people or culture upon whom they were foisted. Their last name is prefaced by “Sir” or “Dam” to indicate the gender of their undead progenitor. Thus, the name of a typical bastard harrowed might be Aran Sir Drakul, which would read as Aran, son of Lord Drakul. Common harrowed have mortal names like any other, but tend to only go by their first names in all dealings.

**Male Names:** Determined by culture of mortal parent

**Female Names:** Determined by culture of mortal parent

**Family Names:** Sir Drakul, Dam Orien, Sir Lykas, Dam Abraxiel, Sir Xaddan

## ADVENTURERS

The harrowed often become adventurers: the bastards because they have something to prove or because their ambitions are frustrated, the commoners because adventuring is often the only way to pick themselves up out of squalor and carve a place of respect and power. Abaddon is a dead and dying world, so it seems fitting that the harrowed, a half dead people, should pick over its bones for things of value and use.



## INFERNAL RACIAL TRAITS

**Outsider:** Due to their mixed human and demon heritage, infernals are considered to be native outsiders with the chaotic subtype. Infernals have mortal ancestors or a strong connection to the Material Plane; thus, they can be raised, reincarnated, or resurrected just as other living individuals can. Infernals need to breathe, eat, and sleep. Infernals are usually of chaotic alignment; if it changes, they still retain the chaotic subtype. Any effect that depends on alignment affects infernals as if they were of a chaotic alignment, no matter their true alignment. Infernals overcome damage reduction as if their natural weapons and any weapons they wield were chaotically aligned.

**Celestial Diversity:** Infernals are very diverse and varied, giving them a +2 bonus to any two ability scores.

**Medium:** As Medium creatures, infernals have no special bonuses or penalties due to their size.

**Normal Speed:** Infernals have a base land speed of 30 feet.

**Darkvision:** Infernals can see in the dark up to 60 feet.

**Claws (Ex):** Infernals have a pair of vicious claws, giving them two claw attacks. These attacks are primary attacks that deal 1d4 points of damage.

**Infernal Taint (Sp):** Infernal characters gain one special ability chosen from the list below to reflect the specific effects of their demonic, tainted blood. Unless otherwise specified, none of these abilities may be taken more than once.

- **Acid Resistance:** Acid runs like water off the flesh of this infernal. Infernals with this ability gain acid resistance 5.
- **Barbed Flesh:** Sharp barbs stud the infernal's skin. These infernals are always considered to be wearing armor spikes, which deal (at the infernal's discretion) an extra 1d6 points of piercing damage on a successful grapple attack. These spikes count as a martial weapon. Infernals with this ability can perform a regular melee attack (or off-hand attack) with the spikes, which count as a light weapon in this case. Infernals who use the spikes to make an attack cannot attack with another off-hand weapon in the same round, and vice versa.
- **Cold Resistance:** Tainted blood keeps this infernal warm from within. Infernals with this ability gain cold resistance 5.
- **Electricity Resistance:** Lightning holds no fear for this infernal. Infernals with this ability gain electricity resistance 5.
- **Fiendish Anatomy:** The internal organs of this infernal are placed differently than those in normal humanoids. Infernals with this ability who suffer a critical hit may make a Fortitude save (DC 15 + opponent's Base Attack Bonus) to treat the critical hit as a normal hit. This ability does not affect damage dealt by sneak attacks.
- **Fire Resistance:** This infernal can endure flames of any intensity. Infernals with this ability gain fire resistance 5.
- **Poison Resistance:** Like their fiendish ancestors, these infernals have little to fear from poisons. Infernals with this ability gain a racial bonus on saving throws against poison effects equal to their Hit Dice.

**Languages:** Infernals begin play speaking Common and Infernal. Infernals with a high Intelligence score can choose from the following: Abyssal, Celestial, Draconic, Dwarven, and Elven.

### ALTERNATE RACIAL ABILITIES

**Infernal Magic (Su):** Infernals may pick any two of the following arcane spells: *cause fear*, *magic missile*, *protection from law*, *ray of enfeeblement*, and *shocking grasp*. These spells can be used once per day as spell-like abilities with a caster level equal to the infernal's Hit Dice. This racial ability replaces the infernal taint racial trait.

**Luck of the Devil:** Infernals gain a +1 luck bonus to all saving throws. This racial ability replaces the infernal taint racial trait.

**Venomous Bite:** Infernals gain a natural bite attack that deals 1d6 damage. The bite is a primary attack; however, if the infernal currently wields a manufactured weapon, then it becomes a secondary attack. A number of times per day equal to the infernal's Constitution modifier (minimum 1/day), the infernal can coat a wielded weapon with venomous saliva. Applying venom in this way is a swift action. Venom—injury; save Fort DC 10 + 1/2 infernal's Hit Dice + infernal's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. This ability replaces the claws racial trait.



## INFERNALS

Infernals are the offspring of demonic outsiders and humanity upon Abaddon or the result of a tainted bloodline throwing up a child bearing the mark of past transgressions of natural law. Infernals are relatively common on Abaddon, given

the nature of the world as a “planar trap” and the natural proclivities of the demons who find themselves here, as they are trapped, frustrated, and have only a few playthings to assuage their boredom.

Infernals are the cast-off spawn of these bored demons and succubi. A great many of them inhabit Abaddon, multiplying as a result of intermarriage and the strength of demonic blood now coursing through the bloodlines of mortal communities. Self-reliant and cynical, the infernals are often shapers, doers, and makers; they are ambitious and defiant, channeling the strength and rebellious nature of their demonic heritage to force their way up and out and to make their mark upon the world.

Infernals are the epitome of defiance in the face of adversity. Despite their dual nature, they fit into the fractured world of Abaddon as neatly as a jigsaw piece, thriving while others are ground under, despite the dubious status of their birth and the suspicions of most people. Ironically, the “demon children” are perhaps Abaddon’s best hope against undead domination, though it remains to be seen whether rule by those of demon blood would be any better than rule by the legions of the dead.

## PERSONALITY

Infernals present a mask of wry, scathing sarcasm, making light of the most horrific situations with gallows humor and a keen sense of irony. They are intensely loyal to those they consider their brothers-in-arms, a behavior that compensates for their often extremely fractured and difficult childhoods and parental situations outside the enclaves of infernals. Their devil-may-care attitude has become a racial stereotype, one they both consciously try to live up to and try to confound in equal measure.

## PHYSICAL DESCRIPTION

Infernals have red skin and horns—sometimes pronounced, sometimes more subtle—that arch back over their heads from their brow. Infernals also have sharp, elongated nails that can be extended into claws. Often, they have pronounced canines and incisors, forked tongues, and other subtle demonic traits, including lightly glowing or unnaturally colored eyes and hair, sometimes reaching a deep black. Some even have tail stubs or long, pointed tails, useful for expressing themselves but useless for anything else. Infernals tend to stand taller than normal humans and have arrogant demeanors, dressing and holding themselves in a way to capitalize on their unnatural beauty or ugliness derived from their demonic parent.

## RELATIONS

Infernals try to be gregarious and can be found across Abaddon in all kinds of company, whether they’re welcomed or not. As they can rarely resist pricking at an inflated ego, infernals can grate on those who take themselves too seriously, especially the exalted—a favored target of infernals. Otherwise, the infernals are distrusted but tolerated practically everywhere and by all other races. Only the ruling undead find reason to loathe them; however, the hatred that the infernals return may simply be a function of their lordly positions rather than any inherent racial hatred.

## ALIGNMENT

Infernals tend to be creatures of chaos, disliking order and—save where they find common cause with each other for something like survival—squabbling over the tiniest difference in opinion. In contrast, one will find infernals across the full spectrum of good and evil, from reluctant heroes to spiteful villains and all things in between.

## INFERNAL LANDS

Infernals integrate themselves into existing communities and, unlike many other races, rarely ghettoize themselves, preferring to remain relatively intermingled with other peoples. The infernals have founded their own city, Moab. A chaotic city in constant flux with no cohesive rulership, this settlement is burrowed into, onto, and around harsh and uncompromising mountains. It is spared conquest only because of its location and its relative lack of worth to any would-be conquerors. If united, though, it might become a genuine force in Abaddon and a mecca for infernals everywhere.

## RELIGION

Infernals tend to regard the whole establishment of religion as a sort of elaborate scam and a means of control. They reject organized religion entirely, the temples and tithes and formal prayers—all of it. However, they do engage in personal, private worship, typically of trickster gods, as well as those of thieves, assassins, and others at the margins of society: those they regard as the “true” gods behind the scam as a whole. Deities of luck are often popular second choices, as infernals recognize the necessity of having luck on your side, whatever you might do.

## LANGUAGE

Infernals speak Common and Abyssal as their starting languages and tend to learn Celestial as a third language, if only so they can insult the exalted effectively on their occasional meetings.

## NAMES

Infernals name themselves with a single word, typically one as tongue-twisting and difficult as possible for those who do not know the Abyssal tongue or lack the teeth and fork necessary for proper pronunciation. Last names are only used outside their home cities to identify where they are from; for example, the last name of an infernal from Moab would be al-Moab.

**Male Names:** Korax, Qa, Stien, Xykon, Xazarian

**Female Names:** Karybdis, Shakalar, Pheniak, Cerys, Gwynnea

## ADVENTURERS

Infernal rebellions often put them at odds with the established order, and a swift exit is sometimes called for. The transient nature of an adventurer’s life is perfect for avoiding

the entanglements that lead to imprisonment or execution, as many an adventurer has moved on before their “crimes” are found out. Infernals are not averse to seeking wealth for themselves, and while they don’t necessarily try to better their people, they tend to prefer doing business with other infernals. Many infernals are curious about their past and their demonic bloodlines, a curiosity that leads them to investigate the doings of demons and lore of the planes. They also seek ways to throw off the shackles of the undead lords, an aim much hastened if the infernals can acquire powerful artifacts and ancient magics.

## KHYMER

The khymer are descendants of those killed, or at least physically destroyed, by the meteor that struck Abaddon. The necromantic radiation emanating from the blast had many long-lasting effects on Abaddon and its people. For the inhabitants of one city, though, it meant liquefaction followed by mingling with the ravaging light. This process infused the liquid remains with negative energy, which coupled with the latent remnants of that people’s native psionic abilities.

The khymer are a people reduced to a pool of alien blood. They have been infused with powerful psionic energy, but depend upon corpses as vessels to travel in. Without host corpses, they are vulnerable, exposed to extremes of heat and cold and unable to hold weapons or wear armor.

In order to survive, the khymer find freshly killed bodies and ooze into them, reshaping them into a familiar, idealized form, filling their veins and flesh and turning the body into a meat puppet for their own purposes. After a time, the host inevitably breaks down and falls apart from trying to contain the khymer’s psionic and necromantic energies.

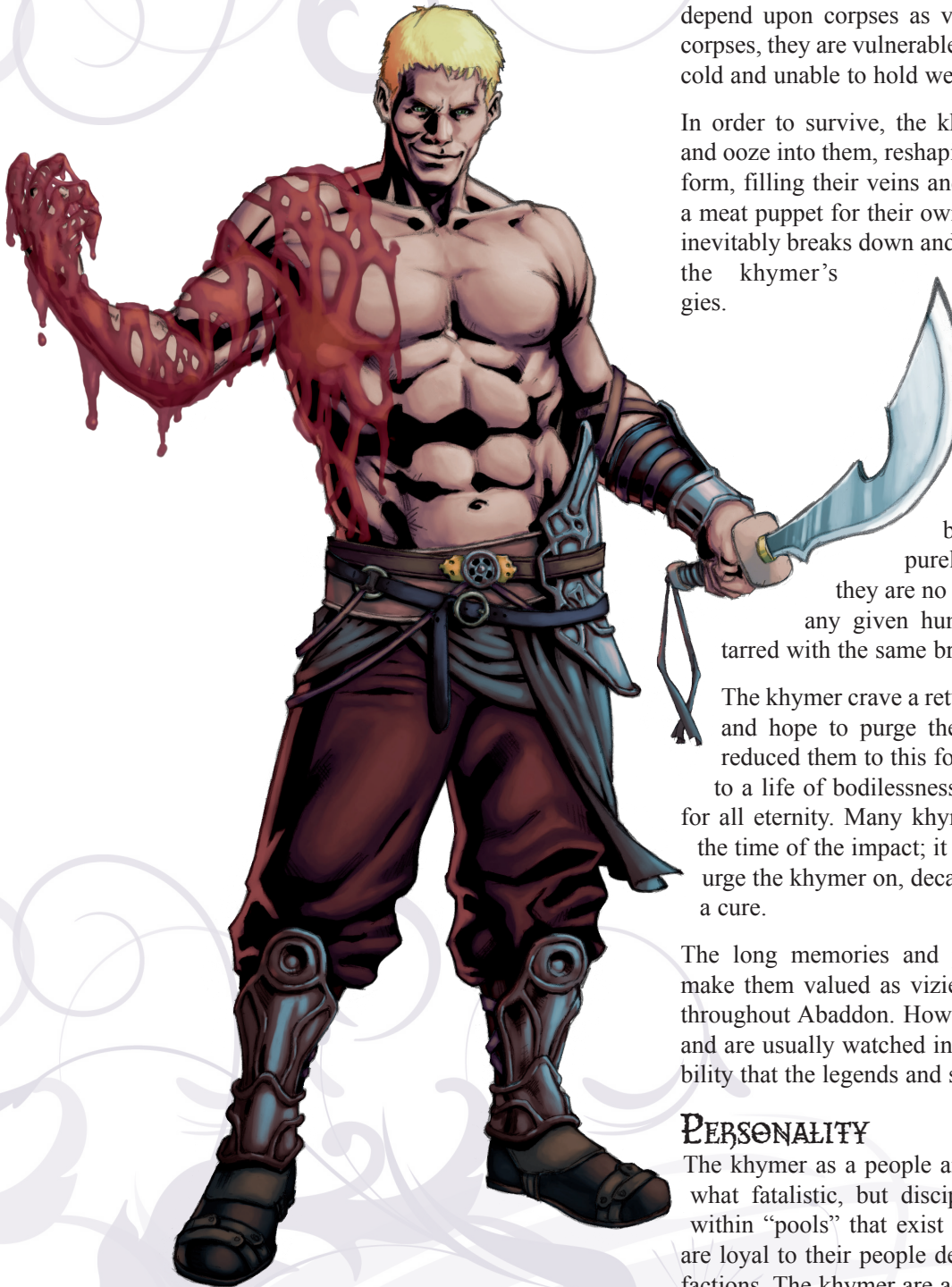
The normal reaction to a khymer is disgust. Many folk tales portray them as body snatchers that make their hosts do things against their will. Distasteful as the khymer might be, though, they use dead bodies purely as a matter of necessity, and they are no more inherently good or evil than any given human. Unfortunately, they are all tarred with the same brush.

The khymer crave a return to their original physical form and hope to purge the necromantic radiation that has reduced them to this foul, toxic liquid and damned them to a life of bodilessness, jumping from corpse to corpse for all eternity. Many khymer are remnants of minds from the time of the impact; it is their memories and bodies that urge the khymer on, decade after decade, in their quest for a cure.

The long memories and psionic prowess of the khymer make them valued as viziers, tutors, and advisors to many throughout Abaddon. However, they are rarely fully trusted and are usually watched in order to guard against the possibility that the legends and stories about them are true.

## PERSONALITY

The khymer as a people are introspective and quiet, somewhat fatalistic, but disciplined. They are largely unified within “pools” that exist for the khymer people, and they are loyal to their people despite the divisions between their factions. The khymer are acutely aware that they seem alien



## KHYMER RACIAL TRAITS

**Aberration Type:** Khymer have no humanoid form. The impact of the meteor, infused with negative energy, broke down the khymer's humanoid form into a sentient blood-like substance that retained their original psionic abilities. In this new form, the khymer discovered they could invade bodies of humanoid corpses and by some unknown means could genetically reconstruct these "vessels" into their original humanoid form for a limited time. The vessels normally last a month, at which time the vessel "burns out" from the khymer's energy, reverting the khymer to its blood form and necessitating another corpse to invade as a new vessel. These characteristics give khymer the following abilities:

**Medium:** As Medium creatures, khymer have no special bonuses or penalties due to their size.

**Normal Speed:** Khymer have a base land speed of 30 feet.

**Darkvision:** Khymer can see in the dark up to 60 feet.

**Diversity:** Khymer are very diverse and varied, giving them a +2 bonus to any two ability scores.

**Toxic Blood:** The khymer's blood form is highly toxic and poisonous to both the living and undead. Any creature that attempts to bite, swallow whole, or blood drain a khymer in blood form will know of their toxic blood and will often become unwilling or unable to use that attack against that khymer again. Any that persist or are forced to swallow khymer blood must make a Fortitude save (DC 15 + the khymer's Constitution modifier) or take 1d6 points of Strength damage each round for ten rounds or until consecutive two successful Fortitude saves are made to purge the blood.

**Disease Immunity:** A khymer is immune to disease, whether magical or non-magical.

**Naturally Psionic:** Khymer gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.

**Enhanced Psionics:** At will, khymer can enhance their natural psionic powers and abilities beyond the levels of normal psions. Anytime a khymer enhances one of its abilities, it must make a Fortitude save (DC 25). On success, it takes 1 point of Con damage. On failure, it takes 2 points of Con damage and is staggered until the end of its next turn. Only one effect can be enhanced at a time; the khymer must roll a new Fortitude save each time it enhances one of its abilities. This enhancement can be one of the following effects: A khymer can expand its power point total at the expense of its body vessel. A khymer doing so recovers 5 power points, which are added to the khymer's power point reserve as if they had been gained by resting overnight.

A khymer can manifest its powers to greater effect. All variable numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (multiply 1½ times the damage total of the augmented power). Saving throws and opposed checks (such as the one you make when you manifest *dispel psionics*) are not affected, nor are powers without random variables. Using this ability does not increase the power point cost of the power.

A khymer can manifest its powers farther than normal, increasing the range of a power with a range of close, medium, or long by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level. Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected. Using this ability does not increase the power point cost of the power.

A khymer can manifest its powers for longer than normal. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this ability.

**Unnatural Metabolism:** Khymer do not heal physical ability damage normally; instead, all damage must be healed magically. If a khymer enters a new body, all damage is healed automatically.



to "solid" humanoids and that they are, indeed, becoming more alien in form and psychology as time goes on.

### PHYSICAL DESCRIPTION

In their natural form, khymer appear as pools of dark blood with a faint unnatural glow to them. This glow pains the eyes of the observers slightly, like staring at a source of strong ultraviolet light. They radiate a combination of negative and psionic energies that, unshielded by a host body, makes other beings around them uncomfortable. While in their

blood form, they can ooze about and solidify into a jelly-like substance capable of extending pseudopods and performing basic physical actions, but cannot act with any finesse.

Their physical form is a host corpse that they have invaded and reshaped into an idealized physical form as they imagine or remember themselves. While infected, the host body is essentially reanimated and is considered alive for matters such as breathing and eating. Infection by khymer causes the of the host body to become its eyes. While the khymer is very

## KHYMERS AND BODY SWITCHING

A khymer can sustain a body for up to one month before requiring a new one. If a khymer is at 50% or less of its total HP or its current body vessel is within 2 weeks of expiring, the khymer can willingly separate from its current body. When it expires, the khymer's body vessel falls to dust and the khymer reverts into its natural blood state. In their blood form, khymer can only survive for a number of hours equal to 2D12 plus their Constitution modifier before they congeal and die. A khymer in blood form can fit through spaces three sizes smaller than itself, but takes a -10 penalty on all Dexterity-based checks and melee attack rolls. They also cannot wear armor or cast any spells requiring verbal components. They retain any ability scores they had in their old body with a reduced speed of 20 feet.

Integrating into a new body is a long and private process that takes all of the khymer's attention. The body must have flesh on it, cannot have been dead for more than one month, and must be from a Medium humanoid creature. The process takes eight hours to complete. If this process is disrupted by an attack or destruction of the body, the khymer must begin the process again with a new body. Once integrated into the new body, the khymer is healed of any physical ability damage it retained from its old body.

much tied to the body, they can choose to abandon it in an emergency.

## RELATIONS

The khymer are respected, but not trusted, by almost all the factions and forces at play on Abaddon. They are known to be scholars and powerful psionics, which makes them useful, but their unnatural physiology and need for a constant flow of dead makes them sinister and, in many eyes, untrustworthy. The undead do not mind the khymer so much. Already being dead and using the bodies of the dead themselves, they see nothing so terrible about what the khymer do; however, the khymer's insatiable curiosity and constant "poking" at ancient magic, psionics, and lore makes them nervous. Other than with adventuring parties, the khymer usually find themselves alone in a crowd with only each other to turn to for company, should they desire it.

## ALIGNMENT

The khymer are almost all neutral, and their alignment along good and evil determines to which "pool" they owe their fealty and loyalty. Those of Monad are true neutral, while those of Quiddity are neutral good, and those of Rubicund are neutral evil. Each pool differs in what they are willing to do in order to cure the khymer condition. Those of other alignments are singletons, wanderers cut off or self-exiled from the pools.

## KHYMER LANDS

The khymer claim three lands under their dominion, each being a lake infused with the necromantic energy of the

meteor and the psionic energy of many departed souls. Monad is the site of their once-great city, now submerged in a sea of blood. Quiddity was once a natural lake, now corrupted by a fragment of meteor that fell into it. Rubicund is the site of one of the last great battles between the mortal kingdoms and the undead.

## RELIGION

The khymer hold a reverent and religious respect for the psionic field of Abaddon itself, which is made up of the thoughts and feelings of every living and unliving being on and beneath its surface. They accredit this overmind with all the abilities and powers normally associated with a god in other cultures and refer to it as the Noö.

## LANGUAGES

The khymer speak Common and Khymer, a unique form of telepathy that carries as far as a normal humanoid voice, which can only be spoken and understood by khymer.

## NAMES

The khymer always refer to themselves as "We" or "Us," but do carry individual names split by the gender of their body-forms, though how they determine gender is anyone's guess. They also have Family Names and lines, with the offspring choosing from which parent to take their family name.

**Male Names:** Ahote, Kanti, Nadie, Sinopa, Wakiza, Yahto

**Female Names:** Elsu, Hinto, Kitchi, Lansa, Maka, Shiriki, Tasunke

**Family Names:** Angeni, Fala, Istars, Lomasi, Satinka, Yepa

## ADVENTURERS

The khymer are driven to cure their body-swapping ways and to remove the negative radiation infusing their whole beings. This drive has become a ravening need to know, to understand, to comprehend, that has led them to search out knowledge of all kinds from all across Abaddon, not only to find their cure but merely to sate these desires. Many khymer become adventurers as a way of delving into Abaddon's past and to learn secrets that they simply can't let go.

## LYKIANS

Abaddon's werewolf lycanthropes, most commonly called lykians, are one of the most unusual residents of the world. Unlike standard lycanthropes, lykians are born as lycanthropes. They do not suffer from the lycanthropic disease; instead, they are considered a separate humanoid race with the shapechanger subtype. Before the apocalypse, many carried the curse of lycanthropy, but due to unknown, powerful forces of magic, the curse took on a new form from which the lykians have evolved directly. Lykians, unlike lycanthropes, have only one physical form, despite their shapechanger subtype. They are considered by many

to be extremely bestial, hostile, and brutish, like their canine lineage. Their primal nature often usurps and controls their cognitive and reasoning abilities.

All lykians have primal, wolf-like traits and features, which makes them and lycanthrope werewolves virtually indistinguishable by all but a few. Thus, both are equally persecuted and hunted by human and undead alike. Lykians are organized in a rigid clan structure, with the more powerful families dominating the weaker and smaller clans. Whether dominance is exerted and maintained through brute force, political pressure, or some other means varies from one clan to the next. Lykians get along with outsiders, seeing themselves as part of a united bloodline.

Nomadic lykians form up their clan into wandering bands, most of which move on foot from temporary settlement to temporary settlement, staying until prey gets scarce. Most of these bands carry what they need on their backs; only wealthy and successful clans have caravans or beasts of burden. Otherwise, the clan travels light, wearing their wealth as jewelry and carrying their pups in double papooses, front and back. They usually travel at night, following the play of shadows to conceal their passing. For some settlements, the only warning that a lykian clan has passed by in the night is the slaughtered livestock, picked clean.

These nomadic routes are laid out and marked with scent and marker poles. The lykian clans do not tolerate other clans using their stopping points and routes, which they jealously guard from encroachment. However, they seem happy to let other, more pastoral humanoids settle in these places.

Jungle lykians travel much less than nomadic lykians. The jungles of Abaddon—strange and deadly as they are—are some of the few fecund and productive places left. Jungle lykians keep a single resting place and range through the jungle around their settlement, like spurs on a wheel, rotating their hunts from day to day. They use their natural stealth and great leaping ability to take to the trees, staying clear of the dangerous jungle floor as much as possible.

Some few lykians make their way to what passes for civilization, hiring themselves out as mercenaries or taking up with adventuring bands. These lykians could be curious about their humanoid heritage, perhaps are on trade missions for their clans or, most often, are outcasts from their clan, tribe, family, and pack for some transgression or crime.

Trust issues dog these lykians because of their “untrustworthy” shapechanger heritage and their habit of eating carrion and humanoid flesh. Usually, only lowly criminals and the lower orders of undead will hire them.

## PERSONALITY

Lykians are creatures of animal instincts. They usually belong to a clan and very rarely interact with any other humanoid race—when sustenance is scarce, though, those races become the lykians’ food. Lykians living in the few remaining jungle areas are quite fierce, feral, and quicker to show their aggressive side.

## PHYSICAL DESCRIPTION

Lykians bear a strong resemblance to werewolves and hybrid wolf-men. They are very tall, averaging seven feet, and have physically dominating physiques. Their feral eyes vary in color; yellow, blue, and grey are common. They often have large canines or fangs and an abundance of body hair, which ranges from very short to long and shaggy.

## RELATIONS

Lykian enemies are primarily humanoids and the undead. A longstanding feud has boiled between them, mainly because the lykians resort to



## LYKIAN RACIAL TRAITS

**Monstrous Humanoid:** Lykian are similar to humanoids, but with wolf-like physical traits.

**+4 Dexterity, -2 Intelligence, -2 Charisma:** The lykian's bestial nature causes them to suffer in social interactions and reasoning, though their physical abilities are greatly improved.

**Medium:** As Medium creatures, lykians have no special bonuses or penalties due to their size.

**Darkvision:** Lykians can see in the dark up to 60 feet.

**Normal Speed:** Lykians have a base land speed of 30 feet.

**Claws (Ex):** Lykians have a pair of vicious claws at the end of their limbs, giving them two claw attacks. These attacks are primary attacks that deal 1d4 points of damage.

**Diseased Bite (Ex):** Lykians gain a natural bite attack that deals 1d3 damage. The bite is a primary attack; however, if the lykian currently wields a manufactured weapon, then it becomes a secondary attack. A number of times per day equal to the lykian's Constitution modifier (minimum 1/day), the lykian can coat a weapon it wields with their diseased saliva. Applying diseased saliva in this way is a swift action. Diseased Saliva—disease, injury; save Fort DC 10 + 1/2 lykian's Hit Dice + lykian's Constitution modifier *onset* 1 days; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex damage; *cure* 2 consecutive saves.

**Shadowy Stalker (Su):** Attacks made against lykians while they are in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment, it only increases the miss chance.

**Sprinter:** Lykians gain a +10 ft. racial bonus to their speed when using the charge, run, or withdraw actions.

**Born Survivors:** The lykians' animalistic heritage enhances their physical skills, giving them a +2 racial bonus on Climb and Survival checks.

**Vulnerabilities:** Lykians are vulnerable to silver attacks, taking double damage from attacks made with silver weapons. Languages: Lykians begin play speaking Common and Lykian. Lykians with a high Intelligence score can choose from the following: Elven, Halfling, Infernal, and Dwarven.



### ALTERNATE RACIAL ABILITIES

**Howl (Su):** Once per hour as a standard action, the lykian can emit a thunderous howl. Any non-lykians within 20 feet must make a Will saving throw (DC 10 + 1/2 the lykian's level + the lykian's Charisma modifier) or become shaken for 1d4 rounds. Non-lykians that succeed the save cannot be affected again by the howl from any lykian for 24 hours. Non-lykians that fail the save who are already shaken become frightened for 1d4 rounds instead. This racial ability replaces the claws racial trait.

**Scent (Ex):** The lykian gains the scent ability. This racial ability replaces the bite and born survivors racial traits.

**See in Darkness (Su):** Lykians can see perfectly in darkness of any kind, including that created by *deeper darkness*. This racial ability replaces the darkvision and shadowy stalker racial traits.

using other humanoids as a food source. Most intelligent undead mistrust or hate lykians; nobody outside the factions and few within know why or how this hatred started, but it has persisted for the last two decades.

### ALIGNMENT

As with anyone in Abaddon, lykians are survivors and do what is needed to survive. While they are not cruel for cruelty's sake, they will do anything to protect themselves or their clan. It is very rare to find a lykian with a rigid moral structure.

### LYKIAN LANDS

Lykians are a nomadic race and live off the land. While a few lykians dwell in the jungle areas of Abaddon, they can be found anywhere.

### RELIGION

Due to the unique events of Abaddon, most lykians do not have a set religious belief system in place.

### LANGUAGE

In addition to Common, lykians speak a difficult language that is a mixture of animal-like sounds, growls, postures, and scents.

### NAMES

The lykians are named with clan name first, surname second, and given name last. An example of a lykian name is Roughide Growltongue Swiftclaw.

### ADVENTURERS

Lykians are adventurous by nature and they are commonly found as members of more open-minded adventuring groups or as fodder in mercenary bands.



## OSIRIANS

According to ancient lore, the osirians were the first intelligent species to emerge on Abaddon, chosen by the gods to be their first creation on this world. They were, and are, a regal and proficient people famed for their skill with their hands and their swiftness, as dangerous archers and fencers and makers of technical wonders and fine crafts.

The position of the osirians as the favored of the gods did not spare them from the cataclysm that turned Abaddon upside down. Already giving way to some of the other species, the osirians were struck a hammer blow by the fall of the meteor. Their ancestral homelands were some of the worst affected by the necromantic miasma and negative energies released by the impact.

The osirians died in droves from the impact, from its aftermath, and from the lingering effects of the necromantic radiation, which subverted their bodies day by agonizing day. So many of the osirians rose again as zombies, skeletons, and ghosts that they quickly learned harsh lessons in dismemberment before burial and the necessity of building secure and warded tombs.

Exhausted, beleaguered, and desperate, the osirians sought a solution to their problems, a way to live with the intense negative radiation that had so changed Abaddon and themselves. Eventually, they found a way to live with their affliction and even to use it as a weapon against the undead that still tormented them.

Ancient osirian body art was combined with alchemical knowledge to mark and infuse their flesh with channels of necromantic obsidian. This obsidian was ground into dust and worked into the flesh in arcane patterns to draw and store the necromantic energy from their bodies and their surroundings, helping them weather the radiation and live some semblance of a normal life. These alterations also allowed them to channel the power to their own ends and to strike back against the undead. Despite their newfound power and their natural capabilities, though, they could do little to liberate the lands already swarming with the dead.

The osirians have retreated to their surviving cities and underground vaults. Some eke out an existence beneath the view of the undead, living free but hard lives, while others fall into slavery as their scant lands are constantly besieged.

## PERSONALITY

Osirians have an extremely pragmatic mindset and tend to view everything as a problem that requires solving. They often think in a linear fashion, a way considered stereotypically “male” in humans. Practical problems are usually more to their taste than esoteric ones, and they often become frustrated by philosophical or religious discussions—

topics they consider insoluble and, thus, irrelevant. It isn't true that they have no aesthetic or appreciation of art or culture, only that their “engineer's” viewpoint colors everything that they do.

## PHYSICAL DESCRIPTION

Osirians have extremely dark skin, which comes in a variety of subtle, dark tones—from midnight blue, to a purplish aubergine hue, through to reddish or greenish tints. Similarly, their hair is usually a deep black, which makes their eyes and teeth stand out in stark contrast. Osirians are usually shorter than humans by an inch or two and tend toward a slightly more curvaceous or stocky build.

## RELATIONS

Osirian pragmatism is considered a strike against them when they cooperate with other races of Abaddon, since most races—if not all—are known for doing dubious things in order to survive. This tendency, of course, includes the osirians, but as pragmatists they tend to err on the side of caution in their dealings with others, especially the undead or those with



## OSIRIAN RACIAL TRAITS

**+2 Dexterity, +2 Charisma, -2 Wisdom:** Osirians are quite agile and nimble, but too often reckless and overconfident.

**Medium:** As Medium creatures, osirians have no special bonuses or penalties due to their size.

**Normal Speed:** Osirians have a base land speed of 30 feet.

**Crafty:** Osirians are born craftsmen, gaining a +2 racial bonus to one Craft or Profession skill of their choice.

**Necromantic Hellfire (Sp):** At will, an osirian can project an energy ray that has two distinct effects. Living creatures hit by necromantic hellfire become fatigued for 1 round/level. This ability has no effect on creatures that are already fatigued. This ability has a range of 30 feet and requires a ranged touch attack to hit. Unlike with normal fatigue, this effect ends as soon as its duration expires. To undead creatures, necromantic hellfire has the same effect as *disrupt undead*.

**Necrotic Resistance:** Osirians receive a +2 racial bonus to saves against spells and effects that deal negative energy damage or inflict negative levels.

**Racial Bonus:** Osirians gain a +4 racial bonus on Stealth checks.

**Quick Reactions:** Osirians receive Improved Initiative as a bonus feat.

**Languages:** Osirians speak Common. Osirians with a high Intelligence score can choose any languages they want, except for secret languages such as Druidic.



undead traits. The presence of a free osirian can also cause problems, as osirians who are not subjugated slaves are usually considered extremely dangerous and may be killed on sight by the undead lords and their forces.

### ALIGNMENT

Osirians tend to belong to neutral alignments, but osirians can be found across all the different alignments. Whatever else they might believe tends to bond osirians together, as they recognize they are a marginalized and oppressed people who depend upon each other to survive.

### OSIRIAN LANDS

The osirians live in their ancestral cities for the most part, whether enslaved and crushed or still free. Of their free towns and cities, the great spired city of Prax stands in defiance of the destruction of Abaddon and the forces of the undead. As the free capital of what remains of the osirian people, it is protected from invasion by cunning defenses, artifice, and magic. A few other, smaller settlements also remain free, though they exist at the margins of survivability and are often besieged by the undead lords. Even smaller bands of osirians have taken to underground vaults, hidden from sight, secret dungeons from which their bands lead raids against the undead; there, they strive to carve out a new living, out of sight, beneath the blackened earth.

### RELIGION

Osirians, as the first race of Abaddon, still believe themselves to be the chosen of the gods. They worship a wide and cosmopolitan variety of gods that they refer to collectively as “makers.” They particularly favor gods associated with craft, trade, and industry, while many also choose to worship gods of magic.

### LANGUAGE

In addition to Common, osirians speak their own stilted language to one another. They pick up other languages from those they trade with, typically elves and dwarves.

### NAMES

Osirian names, following the tendency of their language, are made from chopped up sounds with abrupt stops and sudden shifts between consonants. Their first names always have two syllables. Their last names start with one syllable, to which they add new syllables as they perform great deeds or works; in this way, the osirians denote their rank and worth in their society. Familial ties are denoted by “son of” or “daughter of” following the matriarchal or patriarchal lines independently, when it is needed. Most osirians can recite their lineage over five generations or more.

**Last Names:** Bar, Creltis, D’Shalgar, Kriks, T’skel-tah-reh

**Male Names:** Gartok, D’nar, Da-Varr, Cav’tun, Mik’qua

**Female Names:** Fehtahl, Lexa, T’nstaph, Feah, Klixxis

### ADVENTURERS

Osirian adventurers tend to be escaped slaves or free osirians seeking either revenge or the artifacts and power needed to free their people from the undead lords. The osirian vaults and free cities need every resource that they can get, as freeing—and supplying—slaves is no easy task without coin. The dead cities and great tombs of Abaddon provide a wealth of resources and riches that can provide for all these ends. Thus, osirians often find themselves wandering the land, looking to change their fortune with powerful artifacts and the riches of the dead.

# CHAPTER



FEATS AND SPELLS

# NEW FEATS

## A PIECE OF HEAVEN [EXALTED]

*Reaching deep into himself, the exalted is able to—in some small way, for some short time—redress the balance between good and evil, dark and light.*

**Prerequisites:** Exalted, Wis 12.

**Benefit:** By spending a hundred silver (or the equivalent amount of silver), the exalted can cleanse a small (no more than 10 ft. by 10 ft.) area or pool of water of necromantic or evil taint—at least, until the creeping influence of Abaddon overcomes it once again. Plants may sprout here for a season, the water might be cool and refreshing for a time, but inevitably the taint engulfing the whole world will return. The silver is blackened and destroyed in the process, crumbling into stinking black dust.

## ANIMATION BY TOUCH [NECROMANTIC]

*You may now animate corpses into skeletons or zombies merely by touching them—such is the power you hold in manipulating negative energy.*

**Prerequisites:** Ability to cast the *animate dead* spell, Death Touch.

**Benefit:** This necromantic feat works in all respects as the *animate dead* spell, except that you need only touch a corpse and no material component is needed. Only one undead creature may be animated every time this feat is used, though you may still control multiple creatures. The maximum number of undead created in this way that you may control is equal to 2 HD per caster level, and count toward your limit for *animate dead*, regardless of other sources.

## ARCANE RAGE

*You can channel arcane energy to extend your rage.*

**Prerequisites:** Ability to cast 3rd-level arcane spells, ability to rage.

**Benefit:** You can channel arcane energy to extend the duration of your rage. At the beginning of a rage, you may take a free action (does not provoke an attack of opportunity) and sacrifice one of your spells for the day (1st level or higher) to gain a number of bonus rounds of rage equal to the level of the sacrificed spell. These rounds do not count against your normal rounds of rage per day, but you are still fatigued by them at the end of the rage, as normal.

## ARGENT SPELL [METAMAGIC]

*The pure essence of silver laces your spells, making them more harmful to lycanthropes.*

**Benefit:** Any physical damage from your spells is considered silver damage. Any other spell effects are unchanged. For example, if an argent *ice storm* spell

normally deals 10 points of bludgeoning damage and 6 points of cold damage, it would instead deal 10 points of silver damage and 6 point of cold damage.

Casting a spell as an argent spell requires an additional material component (a piece of silver worth at least 1 sp, such as a silver coin) in addition to its usual material component (if any). Unlike typical Metamagic Feats, using this feat does not affect the casting time of the spell, even for characters who cast spells without preparation such as bards and sorcerers.

**Special:** An argent *magic weapon* or *magic fang* spell allows the weapon to be treated as silver for the purposes of overcoming damage reduction or regeneration.

**Note:** Silver damage is not a new type of damage and does not allow a spell to bypass normal protections against the unmodified version. However, any damage that penetrates the target's defense counts as silver damage. In other words, creatures are not more vulnerable to argent spells than to normal ones unless they are vulnerable to silver or have silver-bypassed special defenses, such as damage reduction/silver or regeneration (silver weapons).

## AUGMENT UNDEAD [NECROMANTIC]

*The undead you animate are more powerful.*

**Prerequisite:** Spell Focus (necromancy).

**Benefit:** Each undead creature you create using *create undead*, *create greater undead*, *animate dead*, or similar spells gain 2 additional hit points per HD and a +2 enhancement bonus to Strength.

## BANE OF EVIL [PALADIN]

*You are the ultimate bane of all evil, capable of inflicting catastrophic damage in a single blow.*

**Prerequisite:** Greater Smite Evil.

**Benefit:** Each use of your smite evil ability forces the target to succeed on a Will save (DC 10 + 1/2 your paladin level + your Charisma modifier) or become stunned for 1 round and sickened for a number of rounds equal to your Charisma modifier (if any, minimum of 1 round).

## BANE OF LAW & CHAOS [GENESAI]

*As crossbreeds, despite their neutrality, the genesai embody the axis of good and evil and are antithetical to creatures that exist on the axis of law and chaos, tearing them apart at a spiritual level.*

**Prerequisites:** Genesai, base attack bonus +3.

**Benefit:** The genesai gains a +1 luck bonus to hit and damage against creatures with the law or chaos subtype.

## BAT WINGS [INFERNAL]

*The infernal has a pair of neatly folded bat wings on their back, which can be extended to allow the infernal to fly for short periods of time.*

**Prerequisites:** Infernal, must be taken at character creation.

**Benefit:** The wings are weak and not fully formed, but allow the infernal to fly with average maneuverability for brief periods (a number of rounds equal to her level plus her Constitution modifier) up to three times a day at a speed of 30 feet.

### BLESSED TOUCH

*Your touch instills the target with a jolt of holy power.*

**Prerequisite:** Ability to lay on hands.

**Benefit:** At the cost of one use of lay on hands, your touch grants one good-aligned character or creature a morale bonus equal to your Charisma modifier on attack rolls and saving throws against fear attacks for a number of rounds equal to your paladin level. You may not use this ability on yourself.

### BONE ARMOR [NECROMANTIC]

*When near the inanimate dead, your negative energy tears the bones from the ground and from within corpses to cover you in a strong, horrific suit of armor.*

**Prerequisite:** Specialist Wizard (necromancy).

**Benefit:** This feat may be used once per day. For a number of minutes equal to your wizard level you are encased in a suit of armor made from the bones around you. This armor provides a +6 armor bonus and does not entail a chance of arcane spell failure or an armor check penalty.

**Special:** You must be within 30 feet of bones or corpses when you attempt to use this feat. Any attempt without nearby dead bodies is wasted, and you may not attempt this feat again that day.

### CANNIBALISM [LYKIAN]

*The character can eat the heart of a defeated enemy to gain its strength.*

**Prerequisites:** Lykian, non-good alignment, Heal 2 ranks, Survival 2 ranks.

**Benefit:** Once per day, the lykian can eat the heart of an animal, beast, humanoid, magical beast, or monstrous humanoid that he has defeated. Eating the heart heals 1d8 points of damage +1 per Hit Die of the defeated foe; the maximum bonus to the roll is equal to the lykian's character level. It takes a minimum of one minute to remove and eat an enemy's heart.

**Special:** You can take this feat multiple times to gain additional uses per day.

### CASTING OUT THE UNCLEAN

*You have learned to use your divine power to cast out demons and devils.*

**Prerequisite:** Ability to channel energy.

**Benefit:** By expending one use of channel energy, you may endeavor to turn evil outsiders. This feat functions exactly like the Turn Undead feat, except that it only affects outsiders and the DC to turn outsiders is reduced by -5.

### CHALLENGE LIFE [NECROMANTIC]

*Your mastery of negative energy lets you challenge the soul of a living creature with just your touch. Weaker creatures will drop before you, their souls fleeing in terror until you have left the area.*

**Prerequisites:** Ability to cast 5th-level wizard spells, Knowledge (arcana) 6 ranks.

**Benefit:** By making a successful melee touch attack against a living creature, you may attempt to force the soul from its body by charging it with negative energy. The target must make a Will save against a DC equal to your character level plus your Intelligence modifier or fall into a deep coma (helpless, cannot be woken) for 1d6 minutes.

### CLEANSING FLAMES [DIVINE]

*Your divine power wreathes your weapon in holy fire.*

**Prerequisite:** Channel energy class feature.

**Benefit:** By expending one use of channel energy, you temporarily make one of your weapons *flaming*, causing it to deal +1d6 additional points of fire damage per hit. This ability does not stack with a weapon that already possesses it, but it does stack with other special abilities. The effects of this feat last for a number of rounds equal to your Charisma modifier (minimum 1 round).

### CONSECRATE SPELL [METAMAGIC]

*You can infuse your spells with a holy power, making them more difficult for evil creatures to resist.*

**Prerequisite:** Good-aligned caster.

**Benefit:** You may consecrate any spell, granting saving throws against it a +2 DC to all evil-aligned beings. A consecrated spell uses up a spell slot of two levels higher than the actual level of the spell; this requirement increases to three levels higher if the consecrated spell also benefits from the effects of the Consecrated Spell Focus feat.

### CONSECRATED SPELL FOCUS

*You have developed a technique to focus your spells to bring down evil.*

**Prerequisite:** Good-aligned caster.

**Benefit:** All of your spells that specifically target a creature with an evil alignment (does not include non-targeted spells such as *fireball*) gain an additional +1 DC to any saving throw prompted by its effects.

### CONSUME MIND [NECROMANTIC]

*Grabbing an opponent's head in both hands, you create a mental link with them by channeling negative energy through*

*their skull. The target loses some of their mental abilities, which you gain for a limited time.*

**Prerequisites:** Ability to cast 5th level wizard spells, Spell Focus (necromancy), Knowledge (arcana) 8 ranks, Challenge Life.

**Benefit:** By making a successful melee touch attack against an opponent, you force them to make a Will save (DC 10 + 1/2 your character level + your Wisdom modifier).

If the target fails the save, you deal 1d4 Intelligence and 1d4 Wisdom damage to him and add the same amount to your own ability scores. This effect lasts ten minutes. You may attempt this feat only once a day.

**Special:** This feat only works if you grab the opponent's bare head. If they are wearing any type of helmet or head covering, this feat will not work.

### CONSUME SPELL

*You counter a spell and absorb the energy unleashed to power another spell.*

**Prerequisite:** Caster level 3rd.

**Benefit:** Whenever you use the counterspell action and successfully counter a spell, you absorb the energy of your opponent's magic and can use part of it to power a spell at least one level lower than it. When cast, the powered spell does not consume a prepared spell or take a spell slot. However, you must use the power you have absorbed on the next spell you cast or lose it. For example, if you counter and consume a 4th-level *ice storm*, you can then cast a 1st-, 2nd-, or 3rd-level spell that you have prepared (or, if you do not prepare spells, one that you know) without losing the spell or slot. If the next spell you cast is 4th level or higher, you lose the consumed energy. This feat cannot consume 1st-level spells.

### DEATH TOUCH [NECROMANTIC]

*Calling upon the negative energy present all around you, you can drain the very life from any creature by the merest touch. Flesh itself will shrivel and rot as you rob your victims of the very essence of their life.*

**Prerequisites:** Knowledge (arcana) 8 ranks, Decay, ability to cast arcane spells of 6th level or higher.

**Benefit:** By making a successful melee touch attack with a spell against a living creature, in addition to its normal effect, you may attempt to slay them outright by channeling a bolt of powerful negative energy through them. When you touch, roll 1d6 for every caster level. If the total roll is equal to or greater than the creature's current hit points, it dies immediately. If the total is less than the creature's current hit points, the death touch has no effect. Using both the spell and this touch attack is considered a single standard action.

### DECAY [NECROMANTIC]

*You are able to channel negative energy through your body and blast opponents with it, rapidly aging them and forcing their bodies to suffer the effects of decay normally reserved for bodies long dead.*

**Prerequisites:** Knowledge (arcana) 8 ranks, ability to cast arcane spells of 6th level or higher.

**Benefit:** Once per day you may fire a blast of negative energy at any target within 20 feet. The target must succeed on a Fortitude save of DC 10 + 1/2 your caster level + your Charisma modifier. On a failed save the target's body begins to decompose, rotting swiftly and horribly. The stench of death emits from the withering body, causing each living creature within 20 ft. to make a Fortitude save of DC 10 + the target's Constitution modifier or become sickened. Each target loses 1d6 hit points + 1 hit point per caster level. The target's body heals slowly; after a number of days equal to the hit points lost from this feat do the effects of this feat disappear.

**Special:** When using this feat, the character may declare that he is specifically targeting a limb. The target must succeed a Fortitude save (DC 10 + 1/2 your caster level) to resist. On a failed save the target limb becomes withered and worthless and may not be used for 1d4 days. Any held weapon will be dropped if the arm holding it is targeted, while targeting a leg will force the opponent to fall prone.

### DIVINE TOUGHNESS [CLERIC]

*Your body is hardened by your faith.*

**Prerequisites:** Toughness, ability to channel energy, ability to cast 3rd-level divine spells.

**Benefit:** You gain +3 hit points and damage reduction 2/evil.

### DIVINE WRATH [EXALTED]

*The exalted is overcome by anger, rage, and regret over the state of Abaddon and enters a powerful frenzy during which little can stand before her righteous fury.*

**Prerequisites:** Exalted, base attack bonus +5.

**Benefit:** The exalted enters a rage that grants a +2 sacred bonus to her attack and damage rolls; however, she suffers a -2 penalty to AC. She also gains a number of temporary hit points equal to half her level, rounded up. This rage lasts for the duration of the current combat and only be called upon once per day.

### DRAIN LIFE ENERGY [NECROMANTIC]

*You have the ability to drain the life from a living creature. Draining life energy heals you and can temporarily increase your hit points beyond their maximum.*

**Prerequisites:** Death Touch, Knowledge (arcana) 8 ranks, ability to cast arcane spells of 5th level or higher.

**Benefit:** Once per day, you may automatically attempt to drain the life energy from any target within 10 feet. The target must succeed a Fortitude save (DC 10 + 1/2 your HD + your Constitution modifier) to resist this power. If the save fails, you deal 1d4 points of damage +1 point of damage per caster level to the target. These drained hit points are immediately added to your own hit points. Any hit points over your maximum are treated as temporary hit points and fade at a rate of one every hour.

### EMPOWERED DEATH [METAMAGIC]

*Your death spells are more powerful than those cast by most other spellcasters.*

**Prerequisite:** Any necromantic feat.

**Benefit:** When you prepare a spell with the death descriptor, select one numerical variable such as duration or damage. This variable is doubled when the spell is cast. An empowered death spell uses up a spell slot one level higher than normal.

**Special:** The effect of this feat stacks with any other feat or spell-enhancing ability.

### EMPOWER UNDEAD [NECROMANTIC]

*The undead you create and animate are truly awesome creatures that are much more resistant to channeled positive or negative energy than normal.*

**Prerequisites:** Ability to cast the *animate dead* spell, Augment Undead.

**Benefit:** Whenever this feat is used when animating or creating undead (whether through a spell or another necromantic feat), those undead creatures gain a channel resistance equal to 1 plus 1 per three caster levels you possess. This effect stacks with any existing channel resistance those creatures have.

### ERUPT [KHYMER]

*As a desperate measure the khymer can concentrate its form inside its host to burst it asunder in a toxic explosion.*

**Prerequisites:** Khymer, Str 13, base attack bonus +3.

**Benefit:** As a last ditch measure or at the point of death, the khymer can explode their host body, rupturing it and scattering its substance—and that of its host—over a wide area. Everything within 15 feet of the khymer, whether friend or foe, takes 4d4 acid damage (no save) and becomes afflicted with the khymer's toxin. The khymer itself takes 1d6 damage and must wait the same number of rounds to reform its liquid body, during which time they may take no actions and is considered helpless.

### EVIL SENSE

**Prerequisites:** Good-aligned, must be taken at character creation.

**Benefit:** You can sense the existence of evil-aligned beings within 30 feet. Unlike *detect evil*, this feat does not grant any

sense of direction, number, power, or identity—simply the presence or absence of evil.

### FADE OUT [GENESAI]

*Truly belonging to neither good nor evil, neither material nor planar, some genesai are able to fade from existence momentarily, rendering them immune to harm.*

**Prerequisites:** Genesai, Wis 15.

**Benefit:** As a full-round action, the genesai can vanish from existence. Once vanished, she must select a location within her normal move distance; at the end of the following turn, she reappears at that location. While vanished she doesn't exist at all and cannot be harmed in any way. Using this ability uses one summon of a shattersoul blade. This ability can be performed reflexively to avoid threats that would normally prompt a Reflex save, such as incoming damage, traps, and explosions by using this ability before attempting the Reflex save. Choosing to use the ability to avoid threats must be made before the Reflex save is rolled.

### FORMER SLAVE [OSIRIAN]

*The osirian once wore the chains and collar of the undead lords and worked in gangs to raise their cities and tend to their needs. He has broken free and will never be a slave again.*

**Prerequisites:** Osirian, must be taken at character creation.

**Benefit:** The osirian gains a +1 bonus to his Will save and gains Escape Artist as a class skill. If he already has Escape Artist as a class skill, he gains a +2 competence bonus to Escape Artist checks.

### FREE OSIRIAN [OSIRIAN]

*The osirian grew up in one of the few proud and free osirian settlements, living as close to a normal osirian life as is possible in Abaddon, changed as it is.*

**Prerequisites:** Osirian, must be taken at character creation.

**Benefit:** The osirian gains a +1 bonus to her Reflex save and gains Craft as a class skill. If she already has Craft as a class skill, she gains a +2 competence bonus to skill checks made in a single type of craft, chosen when this feat is taken.

### GHOST BLOODED [HARROWED]

*The harrowed is the offspring of a ghost possessing their father or mother at the time of conception. This auspicious birth bestows a measure of the spectral being's power on the harrowed.*

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The harrowed can become a ghostly, incorporeal figure once per day for a number of rounds equal to 1/2 their character level. While incorporeal, he gains all of the usual benefits associated with that special quality, but may still strike with and be struck by magical weapons, spells, or spell-like abilities; these attacks do half damage whether he is attacking or being attacked.

### GHOST SPELL [METAMAGIC]

Your spells can affect the ethereal plane and the incorporeal creatures residing there.

**Benefit:** Casting a spell augmented with this feat causes the spell to manifest in the ethereal plane. The augmented spell affects all incorporeal and ethereal creatures in the area. Creatures that are not incorporeal are unaffected by the spell.

The augmented spell uses up a spell slot one level higher than the spell's actual level.

### GHOUL BLOODED [HARROWED]

The harrowed is a descendant of a ghoul's bloodline and holds a greater measure of power from that line than most.

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The harrowed has stubby claws on the ends of his fingers that resemble brittle, broken, or overgrown nails. These claws can be used to make a single claw attack that deals 1d4 damage and paralyzes the target for 1d4 rounds, much like the touch of a full ghoul. The DC to resist the paralysis effect is 10 + 1/2 the harrowed's level + the harrowed's Charisma modifier. Elves, undead, and constructs are immune to the paralysis effect.

### GREATER BREW POTION [ITEM CREATION]

You have discovered alchemical methods for brewing potions more efficiently.

**Prerequisites:** Brew Potion, Improved Brew Potion, Caster Level 9th, Craft (alchemy) 7 ranks.

**Benefit:** As Brew Potion, except that you can use known spells up to 5th level that target one or more creatures. The cost for using spells up to 3rd level is determined identically to the Improved Brew Potion feat (spell level × caster level × 25 gp), but the cost for using spells of 4th or 5th level is determined identically to the Brew Potion feat (spell level × caster level × 50 gp).

### GREAT EXORCISM [CLERIC]

You have a greater ability to cast out demons and devils.

**Prerequisites:** Ability to channel energy, Casting Out the Unclean.

**Benefit:** By expending one use of channel energy, you may endeavor to turn evil outsiders. This feat functions exactly like the Turn Undead Feat, except that it can only target evil outsiders.

### GREATER NEGATIVE ENERGY BLAST [NECROMANTIC]

Your negative energy strengthens as you become more closely linked with undeath.

**Prerequisites:** Ability to cast 6th level arcane spells, Negative Energy Blast.

**Benefit:** You gain the ability to fire a ray of negative energy. On a successful hit, the attack deals 1d6 points of negative energy damage plus 1 point per caster level to the target. A successful Will save (DC 10 + 1/2 your character level + your Charisma Modifier) by the target halves the damage of this ability.

**Special:** Because this power deals negative energy damage, it can be used to heal undead instead of harming them.

### GREATER SMITE EVIL [PALADIN]

Your smite evil ability is even more potent.

**Prerequisite:** Smite Evil 2/day.

**Benefit:** Once per day, your smite evil supernatural ability inflicts an additional point of damage per paladin level.

### GREATER TURN UNDEAD

When you channel energy to turn undead, they are more susceptible to your efforts.

**Prerequisite:** Turn Undead.

**Benefit:** When you channel energy to turn undead, increase the save DC by +2.

### GREATER TATTOOS [OSIRIAN]

The markings impressed into the osirian's skin are much more complex, detailed, and all-encompassing than usual, increasing their capacity to store and use negative energy.

**Prerequisites:** Osirian, Master Craftsman (tattoos) or access to someone with this feat.

**Benefit:** The damage done by necromantic hellfire is raised to 1d8 and its range is increased to 60 feet. The osirian gains a +1 bonus to hit with its necromantic hellfire.

**Special:** This feat requires extensive tattoo work, taking one day and costing 1000 gp.

### HELLFIRE AND DAMNATION [OSIRIAN]

This osirian has learned to use his marks to modulate the frequency of the negative energy he can unleash, harming the living as well as the dead.

**Prerequisites:** Osirian, Knowledge (arcana) 4 ranks, base attack bonus +3.

**Benefit:** The osirian's necromantic hellfire affects living creatures as well as the undead and has its full effect against harrowed.

### HOLY ANGER

Your righteous fury drives your strikes deeper against demons and other evil outsiders.

**Prerequisite:** Good alignment.

**Benefit:** You gain a +1 holy bonus to attack and damage rolls against evil outsiders.



### HOLY AURA OF THE RIGHTEOUS [DIVINE]

*You can channel your divine energy to create a powerful aura that blinds your enemies.*

**Prerequisite:** Ability to channel energy.

**Benefit:** Once per day, by expending one use of channel energy you may envelop yourself in divine light for a number of rounds equal to 1 + your Wisdom modifier. While this effect is active, all characters and creatures with evil alignments within 30 feet must make a Reflex save (DC 10 + 1/2 your character level + your Charisma modifier) or be blinded.

**Special:** A version of this feat that affects good-aligned characters, Unholy Aura of the Wicked, also exists.

### HOLY CHAMPION [DIVINE]

*You have been chosen by your deity and charged with destroying evil.*

**Prerequisites:** Ability to cast 3rd-level divine spells, good alignment.

**Benefit:** You gain a +1 sacred bonus to either attack or damage rolls against evil characters and creatures. You must make this choice when you take this feat, and it cannot be changed.

**Special:** This feat may be taken multiple times to stack its effects. Each time you select this feat, you must choose whether the new bonus applies to your attack or damage rolls.

**Special:** Evil characters may take a similar feat, Unholy Champion, gaining a +1 profane bonus instead of a sacred bonus..

### HOLY RAGE

*The presence of evil drives you into an almost-uncontrollable frenzy.*

**Prerequisites:** Good alignment, Holy Anger, base attack bonus +4, Evil Sense, *detect evil* or Improved Evil Sense

**Benefit:** While fighting evil outsiders or undead you fly into a rage much like that of a barbarian. This ability grants you a +2 bonus to Strength and Constitution, but you also suffer a –2 penalty to AC. These effects expire instantly when you are no longer actively engaged in combat with evil outsiders or undead, leaving you fatigued for a number of rounds equal to the number of rounds you raged. This effect is automatic; if you wish to suppress it you must make a Will save (DC 5 + the highest single CR of your opponents) each round. Succeeding on this save suppresses the rage but fatigues you; this fatigue does not increase the number of rounds of fatigue suffered when the rage expires if it is used.

### HOLY/UNHOLY FLAMES [CLERIC]

**Prerequisites:** Ability to channel energy, Cleansing Flames.

**Benefit:** By expending one use of channel energy, you may add the *holy* (if you channel positive energy) or *unholy* (if you channel negative energy) descriptor to one of your weapons, causing it to deal +2d6 points of damage to evil or good creatures, respectively.

This descriptor does not stack with weapons that already possess it, but it does stack with other descriptors, including Flaming granted by the feat Cleansing Flames—although the use of both requires the expenditure of two channel energy usages. This feat remains in effect for rounds equal to the cleric's Wisdom modifier (minimum 1 round).

### HOLY FURY

*Your divine fury makes any weapon you wield especially lethal.*

**Prerequisites:** Base attack bonus +8, good alignment, Holy Anger, Holy Rage.

**Benefit:** While you are under the effect of Holy Rage, you are considered to have the Improved Critical feat for any weapon you use against an evil outsider or undead creature.

### HOST'S FORM [KHYMER]

*The khymer can suppress its ability to reform the flesh of its host into its own image, retaining the form of the creature whose body it has possessed.*

**Prerequisites:** Khymer, Wis 13, Disguise 4 ranks.

**Benefit:** The khymer can take over a fresh body while retaining the physical appearance—though not the capabilities or statistics—of that form, essentially gaining a near-perfect disguise.

### IGNITE [INFERNAL]

*The infernal can wreath his body in an unnatural black flame, which protects him from his enemies while searing their flesh.*

**Prerequisites:** Infernal, base attack bonus +5, Con 14.

**Benefit:** Once per day, the infernal can ignite his body for a number of rounds equal to his level. This ability does not harm his armor, weapons, or gear. Anyone striking the infernal takes 1d4 points of fire damage; anyone grappling him—or grappled by him—takes 4d4 points of fire damage.

### ILLUSIONARY FLANKER

*Your illusions appear solid and perfect, distracting even the keenest opponents.*

**Prerequisites:** Spell Focus (illusion), caster level 7th.

**Benefit:** Your illusions are so real that they are considered allies for the purposes of determining if a target is flanked. If the target succeeds a Will save (DC based on the spell level of the illusion used) against the illusion, this feat has no effect.

### IMPROVED BONE ARMOR [NECROMANTIC]

*As your powers strengthen, your ability to manipulate negative energy in new and strange ways grows.*

**Prerequisite:** Bone Armor.

**Benefit:** The armor bonus of your Bone Armor feat is improved by +2, for a total of +8. All other effects and restrictions of the Bone Armor feat still apply.

### IMPROVED BREW POTION [ITEM CREATION]

*You have discovered alchemical secrets that ease the process of brewing potions.*

**Prerequisites:** Brew Potion, Caster Level 5th, Craft (alchemy) 5 ranks.

**Benefit:** As Brew Potion, except that all costs are halved. When you create a potion using this feat, the base price of the potion you create is its spell level × its caster level × 25 gp.

### IMPROVED EVIL SENSE

*Your ability to sense evil is greater than before.*

**Prerequisites:** Evil Sense, good alignment, Wis 13.

**Benefit:** Your inherent sense of evil increases in range to 60 feet and you now have an idea of the potency of evil you're sensing, expressed by the Game Master using the table from *detect evil*. The direction and identity of the sensed evil are still unknown.

### IMPROVED SPELL CRITICAL [METAMAGIC]

*Your attack spells have a greater chance of targeting a vulnerable location.*

**Prerequisite:** Spell Critical.

**Benefit:** When choosing this feat, you must select the same type of combat spell previously chosen for your Spell Critical feat. This feat improves spells of the chosen type, increasing their critical damage multipliers by 1 (for example, from ×2 to ×3).

**Special:** Taking this feat multiple times allows you to apply its effects to multiple types of spells. You cannot take this feat more than once for each type of spell.

### INFERNAL POWER [INFERNAL]

*The demonic blood within the infernal's veins manifests as additional demonic powers.*

**Prerequisite:** Infernal.

**Benefit:** The infernal gains access to an additional infernal Power from their racial power list.

### LACE SPELL: ELEMENTAL ENERGIES [ELDRITCH]

*You lace your spells with elemental energy, increasing their damage.*

**Prerequisites:** Int 15, caster level 5th.

**Benefit:** When you take this feat, choose a single-target spell and one of the following elements: acid, cold, electricity, fire, or sonic. When successfully cast, the chosen spell deals +1d6 points of elemental damage of the chosen type to its target, assuming the spell takes effect and the target fails any available saving throw. You cannot change the element chosen to lace the spell. Spells that affect targets differently based on the success or failure of a saving throw (such as *disintegrate* or *slay living*) inflict the additional damage regardless of the result of the save.

**Special:** You may only lace a spell with a single effect: one type of energy, bane, or alignment. You may take this feat multiple times, choosing a different element each time.

### LACE SPELL: ENEMY BANE [ELDRITCH]

*You increase the damage done by spells you cast against certain types of creatures. Some people claim to hear an intense cackling sound when a bane-laced spell strikes its intended target.*

**Prerequisites:** Int 15, caster level 5th.

**Benefit:** You increase the damage a spell deals when you cast it on a specific type of creature. When you choose this feat, choose a spell and a type of creature. Any spell that deals damage inflicts 10% more damage (rounded down) against creatures of the chosen type.

**Special:** You may only lace a spell with a single effect: one type of energy, bane, or alignment. You may take this feat multiple times, choosing a creature type each time. Choose a creature type from the list below:

- Aberrations
- Animals
- Constructs
- Dragons
- Elementals
- Fey
- Giants
- Humanoids (choose subtype)
- Magical beasts
- Monstrous humanoids
- Oozes
- Outsiders, chaotic
- Outsiders, evil
- Outsiders, good
- Outsiders, lawful
- Plants
- Undead
- Vermin

### LACE SPELL: HOLY/UNHOLY [ELDRITCH]

*Lacing your spells with energy makes them more effective against good or evil targets.*

**Prerequisites:** Int 15, caster level 5th.

**Benefit:** You give extra power to a spell cast against either an evil or a good opponent. When taking this feat, select

a spell and whether you wish to make it holy or unholy. You cannot take this feat more than once. You cannot lace an evil spell with holy energy or a good spell with unholy energy. Spells laced with holy or unholy energy are changed in these ways:

- Holy. Changes the spell's descriptor to good and adds a +2 bonus to the save DC for any targets that are of evil alignment.
- Unholy. Changes the spell's descriptor to evil and adds a +2 bonus to the save DC for any targets that are of good alignment.

**Special:** You may only lace a spell with a single effect: one type of energy, bane, or alignment.

### LACE SPELL: LAWFUL/CHAOTIC [ELDRITCH]

*Lacing your spells with energy makes them more effective against lawful or chaotic targets.*

**Prerequisites:** Int 15, caster level 5th.

**Benefit:** You give extra power to a spell cast against either a chaotic or lawful opponent. When taking this feat, select a spell and whether you wish to make it lawful or chaotic. You cannot take this feat more than once. You cannot lace a lawful spell with chaotic energy or a chaotic spell with lawful energy. Spells laced with lawful or chaotic energy are changed in these ways:

- Lawful. Changes the spell's descriptor to lawful and adds a +2 bonus to the save DC for any targets that are of chaotic alignment.
- Chaotic. Changes the spell's descriptor to chaotic and adds a +2 bonus to the save DC for any targets that are of chaotic alignment.

**Special:** You may only lace a spell with a single effect: one type of energy, bane, or alignment.

### LICH MADE [HARROWED]

*The harrowed was created by the foul experiments of a lich; its true father is magic, necromancy itself.*

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The harrowed is born of magic and is inherently magical. Its unarmed strikes are considered to come from magical weapons with no bonus. Any effect that grants a bonus to the harrowed's unarmed strikes or natural attacks gains a +1 feat bonus.

### LIQUID SURVIVAL [KHYMER]

Through force of will and manipulation of their personal substance, the khymer is able to last longer without a body.

**Prerequisites:** Khymer, Con 13.

**Benefit:** The time a khymer can survive without a body is measured in minutes instead of rounds. It can live indefinitely in a sealed container such as an amphora or barrel.

### LOPING STRIDE [LYKIAN]

*The character can run at speed for hours on end over great distances.*

**Prerequisites:** Lykian, Con 14, Wis 13.

**Benefit:** When not in a combat situation and when traveling overland, the Lykian can go into a trance-like running state used most frequently by outriders to their nomadic convoys, increasing their base speed to 45 feet and their travel rates accordingly.

### MAGNIFY DAMAGE [NECROMANTIC]

*Your powers over negative energy are immense. You may surround a single opponent in a negative energy field that amplifies the effects of all damage suffered by the target as long as the field remains in place.*

**Prerequisites:** Caster level 5th, Negative Energy Blast.

**Benefit:** A creature hit by negative energy blast must make a Will save (DC 10 + 1/2 your character level + your Charisma Modifier). If this save fails, the target becomes surrounded by a field of negative energy. While in the presence of this field, the target takes an additional 2 points of damage for each attack it suffers. This field follows the target and lasts for a number of rounds equal to your highest caster level.

**Special:** The effects of this feat can be ended prematurely by using *dispel evil* or *dispel magic*.

### NECROMANTIC MASTERY [NECROMANTIC]

*Your necromantic powers are more powerful than those of most other spellcasters.*

**Prerequisites:** Spell Focus (necromancy), ability to cast divine or arcane spells.

**Benefit:** Necromantic spells you cast are treated as if your caster level is one higher.

### NEGATIVE ENERGY BLAST [NECROMANTIC]

*By channeling negative energy through your body, you can fire blasts from your hand at far-away enemies.*

**Prerequisite:** Any other necromantic feat.

**Benefit:** You have the ability to fire blasts of negative energy. This acts as any other ranged attack and requires a roll to hit. On a successful hit, the attack deals 1d4 damage plus 1 point of damage for every two caster levels you possess (round down). On a Will save (DC 10 + 1/2 your character level + your Charisma modifier), the target takes half damage.

**Special:** Because this power deals negative energy damage, it can be used to heal undead instead of harming them.

### NEGATIVE ENERGY DRAIN [OSIRIAN]

*With a touch, the osirian can siphon off negative energy from the undead, drawing it into their marks to charge his body.*



**Prerequisites:** Osirian, Knowledge (arcana) 4 ranks, base attack bonus +3.

**Benefit:** With a touch attack, the osirian can attempt to drain negative energy from a targeted undead creature, who must make a Fortitude save (DC of 10 + 1/2 the osirian's level + Constitution modifier). On a failed save, the undead loses 5 hit points, which are transferred to the osirian, up to his maximum hit points. Additionally, the undead creature is sickened for one round by the assault.

#### PREHENSILE TAIL [INFERNAL]

*The infernal sprouts a long tail dexterous enough to be used as an extra arm.*

**Prerequisites:** Infernal, Dex 15.

**Benefit:** The infernal's tail is strong and limber enough to act as an additional off-hand, allowing for a third attack with a light weapon such as a dagger, using the character's usual off-hand penalty. The tail is dexterous enough to open and close doors, but cannot perform delicate operations such as picking locks or loading crossbows.

**Special:** The penalties for an additional limb would normally need to be mitigated with Multi-Weapon Fighting. This feat benefits from either Two-Weapon Fighting or Multi-Weapon Fighting, but not from Improved or Greater Two-Weapon Fighting.

#### REALIGN ITEM [ITEM CREATION, GENESAI]

*The genesai's burning soul strips back the preconceived notions around magical items, liberating them for anyone to use.*

**Prerequisites:** Genesai, appropriate item-creation feat.

**Benefit:** The genesai can bathe an item in their shattersoul, consuming a use of that ability for the day. This ability strips away the alignment requirements of an item by making it neutral. This ability does not remove any of the item's other powers. To use this ability, the genesai must spend one-tenth of the normal cost of the affected item in gemstones, which burn up in the process.

#### REPLICATE THE DIVINE [NECROMANTIC]

*The accomplished necromancer has such potent control over negative energies that he may replicate many of the powers that worshippers of death call upon from their deities. Through the careful manipulation of negative energy, you can now cast spells normally reserved for clerics of the death domain.*

**Prerequisite:** Any other necromantic feat.

**Benefit:** When taking this feat, immediately choose one spell from the death domain of a level you may ordinarily cast. You may now prepare and use the chosen spell as you would any arcane spell and as if you were a cleric of the appropriate level.

**Special:** This necromantic feat may be taken more than once to choose another spell from the death domain. You must be a sufficient caster level to cast the chosen spell before you select it.

#### RESIST POSSESSION

*Your spirit is strongly bound to your physical form.*

**Prerequisite:** Int 13 or Wis 13 or Cha 13.

**Benefit:** You gain a +4 bonus to any Will save required to resist possession of your physical form by a spirit, *magic jar*, or similar means.

### SACRED ARMOR [DIVINE]

*You are able to sheath yourself in a radiant suit of holy armor for a short period of time.*

**Prerequisites:** Ability to channel energy, good alignment.

**Benefit:** Once per day as a free action, you can expend one use of channel positive energy to wrap yourself in holy power in the form of a suit of translucent plate armor. This armor grants you damage reduction 2/— and lasts for a number of rounds equal to half your caster level (rounded down).

**Special:** Evil characters may select a similar feat (Profane Armor) that has the same effect but uses channel negative energy and is unholy in nature.

### SCAB ARMOR [KHYMER]

*The khymer's thick blood can be forced through its host's skin, encrusting its flesh and covering its body in tough, leathery scabs.*

**Prerequisites:** Khymer, Con 13.

**Benefit:** By sacrificing 5 hit points, the khymer can give its host body a natural armor bonus of +1; sacrificing 10 points increases this effect to a +2 bonus; for 20 hit points, +3. The armor reduces the character's maximum hit points for the day, and as such cannot normally be healed. The armor lasts for a day before flaking and breaking off. This effect can be combined with other armor, but removing that armor also breaks off the scabs and removes the natural armor bonus.

### SHATTERSOUL SABRE [GENESAI]

*Through practice and force of will, the genesai can concentrate her soul into a more powerful sword with which to strike down her enemies.*

**Prerequisites:** Genesai, Wis 13.

**Benefit:** The genesai's shattersoul blade's damage advances by one die-type; thus, the default damage is now 1d8, and the damage against lawful or chaotic creatures is now 2d6. Additionally, the blade can now be summoned for twice its normal duration.

### SOUL STRIKE [GENESAI]

*The genesai reaches deep into her soul and creates a mental blade, striking with the essence of her unnatural being over a distance.*

**Prerequisites:** Genesai, Wis 15.

**Benefit:** The genesai can reach out with her shattersoul blade to strike at a distance, expending one use of her sword summoning for the day. This ability is a ranged touch attack that strikes for 1d10 points of damage plus the genesai's usual bonus; or 1d12 points of damage plus her bonus against lawful or chaotic creatures. This attack is treated as a thrown weapon with a range increment of 20 feet.

### SPELL CRITICAL [METAMAGIC]

**Prerequisites:** Base attack bonus +4, Weapon Focus (missile spells, ray spells, or touch spells).

**Benefit:** When choosing this feat, you must select the same type of combat spell previously chosen for your Weapon Focus feat. This feat improves spells of the chosen type, doubling their critical threat range/x2.

**Special:** This feat may be taken multiple times to apply it to a different type of combat spell. However, its effects do not stack. This feat does not stack with the Improved Critical feat or similar feats.

### SPIRIT DISSERTATION [NECROMANTIC]

*Now truly knowledgeable of the necromantic art, you can change your sphere of consciousness almost at will to pry into the realms of the dead. Though you run the risk of gaining a reputation for conversing with spirits of those long since dead, you can now gain ages-old wisdom from people and creatures that have passed from this world and journeyed into the next.*

**Prerequisites:** Augment Undead, Replicate the Divine.

**Benefit:** You can speak directly with the spirits of the dead. This is a supernatural ability that works identically to *speak with dead*. You may only use this ability once per day.

### SPIRIT FORM [NECROMANTIC]

*As your powers grow, you master the ability to change yourself and your gear into an insubstantial spirit form.*

**Prerequisites:** Knowledge (arcana) 10 ranks, Spirit Dissertation, Spell Focus (Necromancy), ability to cast 6th-level sorcerer or wizard spells.

**Benefit:** Once per day you may assume the form of a ghost for a number of minutes equal to your highest caster level. Apply the ghost template to your character to determine your abilities while in spirit form.

### STEADFAST FAITH

*Your faith in the good of the world shields you from some of the effects of evil spells.*

**Prerequisite:** Good alignment.

**Benefit:** You gain +1 holy bonus on saving throws against spells cast by evil casters. This bonus increases to +3 against spells with the evil descriptor.

### SUPPRESS THE DIVINE [EXALTED]

*It is wise, sometimes, to hide one's divine origins from the view of others; many exalted have learned the trick of doing so.*

**Prerequisites:** Exalted, Wis 12, Bluff 4 ranks.

**Benefit:** The exalted can suppress its divine nature, pushing it deep inside. Upon doing so, the exalted appears to be a normal human, even to magical observation. The exalted cannot use his soulsword or divine powers while suppressed.

## TORCH FIGHTER

*You're used to leading the team into dark, scary places.*

**Prerequisite:** Improved Unarmed Strike.

**Benefit:** You may use a torch as if it were your unarmed strike. The torch does the same damage as your unarmed strike, and you gain no bonus or penalty to striking with the torch. If you make a successful melee attack, your opponent must make a DC 15 Reflex save or catch on fire. Once on fire, the opponent must take a full-round action to extinguish the flames or suffer 1d6 points of fire damage each round for 5 rounds.

**Special:** At the GM's discretion, certain creatures may not be at risk for catching on fire.

## TOUCHED BY THE DEAD

*You have been touched by death and are both cursed and blessed by a near-death experience.*

**Prerequisite:** Recovered from less than 0 hit points or returned to life.

**Benefit:** You are shrouded in the smell of death and suffer a –2 penalty on all Bluff, Diplomacy, Intimidate, and other social interaction checks. You are able to blend in with the undead; mindless undead creatures see you as one of their own and will not interfere with you unless you attack them. You are considered undead for purposes of the *detect undead* spell.

## TOXIC SPRAY [KHYMER]

*With a gurgling roar, the khymer spits a stream of its own toxic substance at an enemy.*

**Prerequisites:** Khymer, Str 13, Dex 13.

**Benefit:** The khymer can hock a stream of their own bodily fluid at a target within 15 feet at the cost of 1d4 hit points, doing a poison attack as if their substance had been swallowed.

## UNSCRY

*You can shield yourself from magical scrying, often deflecting it to another source.*

**Prerequisites:** Wis 13, divine caster level 9th.

**Benefit:** Any attempt to scry your location has its DC increased by 10. In addition, should a scry attempt against you fail by 10 or more, the person attempting to scry you is given false information. Only the most powerful magic (such as a *wish* spell) can pierce the veil of unscry.

## UNDEAD HUNTER

*You are an expert at finding the undead.*

**Prerequisites:** Wis 13, ability to detect either undead or evil with a spell, spell-like, or supernatural ability.

**Benefit:** You gain *detect undead* as a spell-like ability that you may use at will.

## UNDEAD'S FOE

*You are an expert at fighting the undead.*

**Prerequisites:** Wis 13, Undead Hunter.

**Benefit:** You gain a +2 morale bonus on attack rolls against undead.

## VAMPIRE BLOODED [HARROWED]

*The harrowed is a descendant of a vampire's bloodline and holds a greater measure of power from that line than most.*

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The harrowed has small, pointed fangs. They are useless as a normal melee weapon, but can drain blood and life-force. A vampire-blooded harrowed can feed upon a grappled opponent. If the harrowed establishes or maintains a pin, it drains blood from its victim, dealing 1 point of Constitution damage. The harrowed heals 5 hit points for each point of Constitution it drains. Any hit points the harrowed gains over its normal maximum are treated as temporary hit points that fade after one hour. The feeding continues as long as the target remains pinned.

## VAULT DWELLER [OSIRIAN]

*The osirian was raised in a vault, one of the survival shelters of the osirians, buried beneath the earth.*

**Prerequisites:** Osirian, must be taken at character creation.

**Benefit:** In the dank darkness beneath Abaddon's surface, the osirian has learned to endure great hardships and to find his way around the deep, dark places within the rock. He gains a +1 bonus to Fortitude saves and gains Knowledge (dungeoneering) as a class skill. If he already has it as a class skill, he gains a +2 competence bonus to Knowledge (dungeoneering) checks.

## WICKED TONGUE [INFERNAL]

*The tongue of the infernal is forked or barbed, literally as well as metaphorically.*

**Prerequisites:** Infernal, Cha 13.

**Benefit:** The infernal gains a +2 racial bonus to two of the following skills: Bluff, Diplomacy, Intimidate, or Perform (act, comedy, oratory, or sing). This feat may be taken multiple times, but may not be applied to the same skills.

## WIGHT BLOODED [HARROWED]

*The harrowed is a descendant of a wight's bloodline and holds a greater measure of power from that line than most.*

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The harrowed can make a touch attack; if successful, the target must make a Fortitude save (DC 10 + 1/2 the harrowed's character level + the harrowed's Charisma modifier) or become sickened for 1d6 rounds and the harrowed heals 5 hit points.

### WINGED SOUL [EXALTED]

*A pair of faint wings made from nothing but light erupts from the back of the exalted, beating and lifting her up into the air.*

**Prerequisites:** Exalted, lawful good alignment, character level 5.

**Benefit:** By expending one use of her soulword summoning, the exalted can sprout wings from her back, allowing her to fly at a speed of 30 ft. with good maneuverability. She cannot summon her soulword at the same time she is flying. This effect lasts for one minute per character level.

### ZEBADIAH'S BLOOD [EXALTED]

*The exalted is part of Zebadiah's direct lineage. Thus, he has much more powerful angelic blood flowing through his veins.*

**Prerequisites:** Exalted, must be taken at character creation.

**Benefit:** The exalted can use his divine power and soulword an extra time per day. Additionally, his blood acts like holy water against the undead. Creating a vial of holy water by bloodletting deals 1d4 hit points of blood loss to the exalted; this blood must be used within a day before it solidifies and becomes useless.

### ZOMBIE BORN [HARROWED]

*The harrowed is the result of a "punishment" meted out upon a resistant community by an undead lord, visiting the horrors of undead flesh upon the people in order to teach them not to be defiant.*

**Prerequisites:** Harrowed, must be taken at character creation.

**Benefit:** The zombie-born is, perhaps, the very lowest caste of harrowed that can exist; they are always commoners. The zombie-born gains damage reduction 5/slashing, making it extremely resilient and sought after as mercenaries and guards.

## NEW SPELLS

### ALCHEMIST SPELLS

#### 1ST LEVEL ALCHEMIST SPELLS

**Anticipated Attack:** Next attack against you suffers a -20 penalty.

**Cadaverous Form:** Your appearance becomes corpse-like, providing bonuses to AC and disguise.

**Vile Stench:** Enshrouds the target in a sickening smell.

#### 5TH LEVEL ALCHEMIST SPELLS

**Spine Tendril:** Creates a bony tendril that disarms or grapples.

### ANTIPALADIN SPELLS

#### 1ST LEVEL ANTIPALADIN SPELLS

**Deepen Wounds:** A wave of negative energy makes the target more susceptible to damage.

#### 4TH LEVEL ANTIPALADIN SPELLS

**Lifefeech:** Induces limited immortality by draining the life force of a sacrificed creature.

### BARD SPELLS

#### 0-LEVEL BARD SPELLS

**Dark Baubles:** Causes an object to throw deep shadows.

**Twinge:** Afflicts target with a surprising jolt of pain.

#### 1ST LEVEL BARD SPELLS

**Curse of Warts:** Covers the subject's body in unsightly warts.

**Raqel's Secret Desires:** Reveals the desires and fears of the victim, giving you bonuses to Cha-based checks.

#### 2ND LEVEL BARD SPELLS

**Diabolic Cry:** An infernal, terrifying scream emanates from a single nearby point.

**Violent Retching:** Severely nauseates the target.

#### 3RD LEVEL BARD SPELLS

**Detect Dreams:** Grants you the ability to see the dreams of sleeping beings.

**Feign Death:** Causes you or a single creature you touch to fall into a cataleptic state.

#### 4TH LEVEL BARD SPELLS

**Detect Curse:** Reveals whether the target is afflicted by a curse.

#### 5TH LEVEL BARD SPELLS

**Harnagad's Undead Crew:** Summons a crew of undead servitors to sail or row a ship for the caster.

#### 6TH LEVEL BARD SPELLS

**Feign Death, Mass:** Causes multiple creatures you touch to fall into a cataleptic state.

### CLERIC SPELLS

#### 0-LEVEL CLERIC SPELLS

**Dark Baubles:** Causes an object to throw deep shadows.

#### 1ST LEVEL CLERIC SPELLS

**Animate Dead, Minor:** Animates one animal corpse of no more than 1 HD.

**Burning Brand:** Lights a torch with a burst of divine fire.

**Cadaverous Form:** Your appearance becomes corpse-like, providing bonuses to AC and disguise.

**Deepen Wounds:** A wave of negative energy makes the target more susceptible to damage.

**Detect Shapechangers:** Allows you to sense the presence of creatures with the shapechanger type, regardless of their current form.

**Explosion of Gore:** Summoning negative energy into a dead body causes it to explode.

**Gather Corpses:** Causes corpses within range to levitate into the air on a cloud of negative energy.

**Harper's Anticoagulant:** Causes the target to continue bleeding after being damaged.

**Numb Pain:** Relieves the target of pain.

## 2ND LEVEL CLERIC SPELLS

**Corpse Flesh:** Transforms the targeted creature's skin into dead flesh.

**Decompose Corpse, Greater:** Turns non-animated corpses touched by the caster to dust.

**Examine Coffin:** Touching any sealed burial receptacle reveals its contents to you without disturbing it.

**Fuse Skeletal Remains:** Causes skeletal remains to fuse with the target's skeleton.

## 3RD LEVEL CLERIC SPELLS

**Diabolic Cry:** An infernal, terrifying scream emanates from a single nearby point.

**Feign Death:** Causes you or a single creature you touch to fall into a cataleptic state.

## 4TH LEVEL CLERIC SPELLS

**Feed Darkling:** Drains life force from the target and transfers it to an outsider as temporary hit points.

**Lust for Undeath:** Imbues targeted undead with turn resistance.

**Teleport Coordinates Transfer:** Allows you or the target to teleport to an area as if it were familiar to the target.

## 5TH LEVEL CLERIC SPELLS

**Force Corporeality:** Causes an incorporeal creature to become corporeal and unable to assume incorporeal form.

## 6TH LEVEL CLERIC SPELLS

**Blazing Light:** Projects a damaging ray of light.

**Coma:** Puts a living creature into a coma.

**Crucify Foe:** A mass of bony arms shoots up from the earth, grasping at the target.

**De-vein:** Draws out the veins of the target creature with one swift motion.

**Feign Death, Mass:** Causes multiple creatures you touch to fall into a cataleptic state.

**Lifeleech:** Induces limited immortality by draining the life force of a sacrificed creature.

**Virulence:** Infects the subject with several diseases, which strike immediately.

## 7TH LEVEL CLERIC SPELLS

**Necromancer's Touch:** Bestows upon the creature touched the ability to *animate dead*.

## 8TH LEVEL CLERIC SPELLS

**Corpse Storm:** A rain of corpses bombards the area, carried by a black cloud of negative energy.

## 9TH LEVEL CLERIC SPELLS

**Crucify Foe, Mass:** A mass of bony arms shoots up from the earth, grasping at multiple targets.

**Sunfire Tomb:** Entombs a target at the center of the sun forever.

**Judgment of Akosh:** Fills the target with waves of crippling pain.

## DRUID SPELLS

### 1ST LEVEL DRUID SPELLS

**Deepen Wounds:** A wave of negative energy makes the target more susceptible to damage.

**Mask Scent:** Conceals all odors emanating from a creature or object.

### 2ND LEVEL DRUID SPELLS

**Decompose Corpse, Greater:** Turns non-animated corpses touched by the caster to dust.

**Icebolt:** A bolt of razor-sharp ice launches from the palm of your hand at a target.

### 3RD LEVEL DRUID SPELLS

**Feign Death:** Causes you or a single creature you touch to fall into a cataleptic state.

**Mark of Air:** Imbues the subject with a Dexterity bonus and a secondary power.

**Mark of Earth:** Imbues the subject with a Strength bonus and a secondary power.

**Mark of Fire:** Imbues the subject with a Dexterity bonus and a secondary power.

**Mark of Frost:** Imbues the subject with a natural armor bonus and a secondary power.

**Mark of Water:** Imbues the subject with a Constitution bonus and a secondary power.

### 5TH LEVEL DRUID SPELLS

**Mark of Air, Greater:** Imbues the subject with the ability to fly and a secondary power.

**Mark of Earth, Greater:** Imbues the subject with damage reduction and a secondary power.

**Mark of Fire, Greater:** Imbues the subject with fire resistance and a secondary power.

**Mark of Frost, Greater:** Imbues the subject with cold resistance and a secondary power.

**Mark of Water, Greater:** Imbues the subject with water breathing and a secondary power.



**Molten Blast:** Creates a tiny portal that releases a stream of lava.

## 6TH LEVEL DRUID SPELLS

**Exhalation of Spores:** You exhale a cone-shaped cloud of deadly spores.

**Feign Death, Mass:** Causes multiple creatures you touch to fall into a cataleptic state.

**Healing Interdiction:** A powerful curse prevents all forms of healing, magical or otherwise.

**Virulence:** Infects the subject with several diseases, which strike immediately.

## 9TH LEVEL DRUID SPELLS

**Sunfire Tomb:** Entombs a target at the center of the sun forever.

## INQUISITOR SPELLS

### 0-LEVEL INQUISITOR SPELLS

**Dark Baubles:** Causes an object to throw deep shadows.

### 1ST LEVEL INQUISITOR SPELLS

**Anticipated Attack:** Next attack against you suffers a -20 penalty.

**Burning Brand:** Lights a torch with a burst of divine fire.

**Deepen Wounds:** A wave of negative energy makes the target more susceptible to damage.

**Identify Diviner:** Reveals the identity of a creature that is scrying you.

**Raqel's Secret Desires:** Reveals the desires and fears of the victim, giving you bonuses to Cha-based checks.

### 3RD LEVEL INQUISITOR SPELLS

**Diabolic Cry:** An infernal, terrifying scream emanates from a single nearby point.

## MAGUS SPELLS

### 0-LEVEL

**Web Splat:** Creates a tiny spiderweb that has the strength of an average person.

### 1ST LEVEL MAGUS SPELLS

**Blast of Cold:** Projects a bolt of cold from your fingertip.

**Cadaverous Form:** Your appearance becomes corpse-like, providing bonuses to AC and disguise.

**Harper's Anticoagulant:** Causes the target to continue bleeding after being damaged.

**Web Strand:** Creates a rope-like strand of spiderweb that has the strength of an above-average person.

### 2ND LEVEL MAGUS SPELLS

**Arcane Healing:** Drains spell levels to produce healing energies.

**Icebolt:** A bolt of razor-sharp ice launches from the palm of your hand at a target.

**Netherblade:** Creates a sword-like beam of negative energy in your hand.

**Pierce:** A bolt of force destroys defensive force effects.

## 3RD LEVEL MAGUS SPELLS

**Induce Vulnerability:** Makes targets vulnerable to an energy type of your choosing.

**Ratenev's Vampiric Weapon:** Enchants a weapon, which then revitalizes the wielder when it sheds blood.

**Seek the Soulless:** A cone of strange energy deals 1d6 points of damage/level to nonliving creatures and objects.

## 4TH LEVEL MAGUS SPELLS

**Chains of Vengeance:** Wraps chains of fire around the target.

**Coldscream:** You emit a shrill shriek of intense cold and sound.

**Flaming Corrosion:** Emits a cone of flaming acid from your hand.

**Gaze of Destruction:** Your next spell becomes a gaze attack.

**Soul Burst:** Summons a 20-ft.-radius burst of energy that inflicts 1d6 point of damage/level to living creatures.

## 5TH LEVEL MAGUS SPELLS

**Cross of Lightning:** As *lightning bolt*, except four lightning bolts leap from you in different directions.

## 6TH LEVEL MAGUS SPELLS

**Flesh to Ice:** Turns the target, along with all its carried gear, into a mindless ice-statue.

**Healing Interdiction:** A powerful curse prevents all forms of healing, magical or otherwise.

**Ice to Flesh:** Restores a creature turned to ice to its normal state.

## ORACLE SPELLS

### 0-LEVEL ORACLE SPELLS

**Dark Baubles:** Causes an object to throw deep shadows.

### 1ST LEVEL ORACLE SPELLS

**Deepen Wounds:** A wave of negative energy makes the target more susceptible to damage.

**Explosion of Gore:** Summoning negative energy into a dead body causes it to explode.

**Numb Pain:** Relieves the target of pain.

**Raqel's Secret Desires:** Reveals the desires and fears of the victim, giving you bonuses to Cha-based checks.

### 2ND LEVEL ORACLE SPELLS

**Examine Coffin:** Touching any sealed burial receptacle reveals its contents to you without disturbing it.

**Fuse Skeletal Remains:** Causes skeletal remains to fuse with the target's skeleton.

## 4TH LEVEL ORACLE SPELLS

**Lust for Undeath:** Imbues targeted undead with turn resistance.

## 5TH LEVEL ORACLE SPELLS

**Force Corporeality:** Causes an incorporeal creature to become corporeal and unable to assume incorporeal form.

## 6TH LEVEL ORACLE SPELLS

**Crucify Foe:** A mass of bony arms shoots up from the earth, grasping at the target.

## 9TH LEVEL ORACLE SPELLS

**Crucify Foe, Mass:** A mass of bony arms shoots up from the earth, grasping at multiple targets.

**Sunfire Tomb:** Entombs a target at the center of the sun forever.

## PALADIN SPELLS

### 1ST LEVEL PALADIN SPELLS

**Burning Brand:** Lights a torch with a burst of divine fire.

**Numb Pain:** Relieves the target of pain.

## RANGER SPELLS

### 1ST LEVEL RANGER SPELLS

**Detect Shapechangers:** Allows you to sense the presence of creatures with the shapechanger type, regardless of their current form.

**Mask Scent:** Conceals all odors emanating from a creature or object.

### 2ND LEVEL RANGER SPELLS

**Decompose Corpse, Greater:** Turns non-animated corpses touched by the caster to dust.

## SORCERER/WIZARD SPELLS

### 0-LEVEL SORCERER/WIZARD SPELLS

**Black Rainbow:** Allows the target to see in full color when using darkvision.

**Dark Baubles:** Causes an object to throw deep shadows.

**Twinge:** Afflicts target with a surprising jolt of pain.

**Web Splat:** Creates a tiny spiderweb that has the strength of an average person.

### 1ST LEVEL SORCERER/WIZARD SPELLS

**Blast of Cold:** Projects a bolt of cold from your fingertip.

**Bone Weapon:** Imbues a bone weapon with a bonus to attack and damage.

**Cadaverous Form:** Your appearance becomes corpse-like, providing bonuses to AC and disguise.

**Corpse Flesh:** Transforms the targeted creature's skin into dead flesh.

**Detect Shapechangers:** Allows you to sense the presence of creatures with the shapechanger type, regardless of their current form.

**Gather Corpses:** Causes corpses within range to levitate into the air on a cloud of negative energy.

**Harper's Anticoagulant:** Causes the target to continue bleeding after being damaged.

**Identify Diviner:** Reveals the identity of a creature that is scrying you.

**Raqel's Secret Desires:** Reveals the desires and fears of the victim, giving you bonuses to Cha-based checks.

**Vile Stench:** Enshrouds the target in a sickening smell.

**Web Strand:** Creates a rope-like strand of spiderweb that has the strength of an above-average person.

## 2ND LEVEL SORCERER/WIZARD SPELLS

**Animate Dead, Minor:** Animates one animal corpse of no more than 1 HD.

**Arcane Healing:** Drains spell levels to produce healing energies.

**Blood Whip:** Draws out the victim's blood and hardens it into a whip-like weapon.

**Decompose Corpse, Greater:** Turns non-animated corpses touched by the caster to dust.

**Energy Lash:** Creates a whip of energy that extends from the palm of your hand.

**Examine Coffin:** Touching any sealed burial receptacle reveals its contents to you without disturbing it.

**Icebolt:** A bolt of razor-sharp ice launches from the palm of your hand at a target.

**Mark of Air:** Imbues the subject with a Dexterity bonus and a secondary power.

**Mark of Earth:** Imbues the subject with a Strength bonus and a secondary power.

**Mark of Fire:** Imbues the subject with a Dexterity bonus and a secondary power.

**Mark of Frost:** Imbues the subject with a natural armor bonus and a secondary power.

**Mark of Water:** Imbues the subject with a Constitution bonus and a secondary power.

**Mask Scent:** Conceals all odors emanating from a creature or object.

**Netherblade:** Creates a sword-like beam of negative energy in your hand.

**Pierce:** A bolt of force destroys defensive force effects.

**Shrapnel Globe:** Creates a sphere that explodes into a cloud of shards on impact, dealing 1d6 points of damage/2 levels.

**Violent Retching:** Severely nauseates the target.

## 3RD LEVEL SORCERER/WIZARD SPELLS

**Detect Curse:** Reveals whether the target is afflicted by a curse.

**Detect Dreams:** Grants you the ability to see the dreams of sleeping beings.

**Feign Death:** Causes you or a single creature you touch to fall into a cataleptic state.

**Fuse Skeletal Remains:** Causes skeletal remains to fuse with the target's skeleton.

**Induce Vulnerability:** Makes targets vulnerable to an energy type of your choosing.

**Seek the Soulless:** A cone of strange energy deals 1d6 points of damage/level to nonliving creatures and objects.

**Ratenev's Vampiric Weapon:** Enchants a weapon, which then revitalizes the wielder when it sheds blood.

#### 4TH LEVEL SORCERER/WIZARD SPELLS

**Bone Burst:** Causes the target's bones to grow suddenly in unnatural directions.

**Bone Fabrication:** Transforms bones into finished items.

**Chains of Vengeance:** Wraps chains of fire around the target.

**Coldscream:** You emit a shrill shriek of intense cold and sound.

**Feed Darkling:** Drains life force from the target and transfers it to an outsider as temporary hit points.

**Flaming Corrosion:** You emit a cone of flaming acid from your hand.

**Gaze of Destruction:** Your next spell becomes a gaze attack.

**Mark of Air, Greater:** Imbues the subject with the ability to fly and a secondary power.

**Mark of Earth, Greater:** Imbues the subject with damage reduction and a secondary power.

**Mark of Fire, Greater:** Imbues the subject with fire resistance and a secondary power.

**Mark of Frost, Greater:** Imbues the subject with cold resistance and a secondary power.

**Mark of Water, Greater:** Imbues the subject with water breathing and a secondary power.

**Persistent Missiles:** Projects bolts of *magic missile* that return to you instead of disappearing.

**Soul Burst:** Summons a 20-ft.-radius burst of energy that inflicts 1d6 point of damage/level to living creatures.

**Teleport Coordinates Transfer:** Allows you or the target to teleport to an area as if it were familiar to the target.

#### 5TH LEVEL SORCERER/WIZARD SPELLS

**Cross of Lightning:** As *lightning bolt*, except four lightning bolts leap from you in different directions.

**Elemental Shroud:** Covers undead creatures animated by you with a shroud of energy.

**Lifelleech:** Induces limited immortality by draining the life force of a sacrificed creature.

**Molten Blast:** Creates a tiny portal that releases a stream of lava.

**Overcome Force:** Protects a creature from damage dealt by force effects.

**Spine Tendril:** Creates a bony tendril that disarms or grapples.

**Teleport Block:** Creates an area in which teleportation spells do not function.

**Teleport Redirect:** Redirects the destination of a teleport spell to one of your choice.

#### 6TH LEVEL SORCERER/WIZARD SPELLS

**Blood Tentacles:** Creates horrible tentacles from the blood of surrounding corpses.

**Bones of Adamantine:** Reinforces nearby skeletons with magic, granting them damage reduction.

**Coma:** Puts a living creature into a coma.

**Conditional Spell:** Stores a spell in a creature or object to go off in a predetermined circumstance.

**Exhalation of Spores:** You exhale a cone-shaped cloud of deadly spores.

**Feign Death, Mass:** Causes multiple creatures you touch to fall into a cataleptic state.

**Flesh to Ice:** Turns the target, along with all its carried gear, into a mindless ice-statue.

**Harnagad's Undead Crew:** Summons a crew of undead servitors to sail or row a ship for the caster.

**Ice to Flesh:** Restores a creature turned to ice to its normal state.

**Teleport Tracer:** Reveals the destination of a teleportation spell cast nearby.

**Virulence:** Infects the subject with several diseases, which strike immediately.

**Wall of Spiders:** Creates a wall of tiny poisonous spiders.

#### 7TH LEVEL SORCERER/WIZARD SPELLS

**Corpse Storm:** A rain of corpses bombards the area, carried by a black cloud of negative energy.

**Electrical Deluge:** As *lightning bolt*, except the bolts arc from you in all directions in a single plane.

**Eyeburst:** Sears the target's face, causing its eyes to boil and possibly rupture.

**Tlu Mganga's Night Bolt:** A flood of pure, starless night erupts from your hand.

#### 8TH LEVEL SORCERER/WIZARD SPELLS

**Chains of Antimagic:** Creates magical chains that bind the target and suppress magic.

**Disintegration Field:** Creates an area that destroys matter.

**Healing Interdiction:** A powerful curse prevents all forms of healing, magical or otherwise.

**Mark of Death:** Provides immunity to all death effects and a secondary power.

**Necromancer's Touch:** Bestows upon the creature touched the ability to *animate dead*.

#### 9TH LEVEL SORCERER/WIZARD SPELLS

**Duplicate:** Creates a temporary duplicate of you and your gear.

**Judgment of Akosh:** Fills the target with waves of crippling pain.

**Obliterate Life:** Annihilates a living target, causing it to vanish from existence.

**Tendrils of Eternal Night:** Creates a 10-ft. portal of darkness from which shadowy tentacles emerge.

## SUMMONER SPELLS

### 0-LEVEL SUMMONER SPELLS

**Web Splat:** Creates a tiny spiderweb that has the strength of an average person.

### 1ST LEVEL SUMMONER SPELLS

**Vile Stench:** Enshrouds the target in a sickening smell.

**Web Strand:** Creates a rope-like strand of spiderweb that has the strength of an above-average person.

### 2ND LEVEL SUMMONER SPELLS

**Shrapnel Globe:** Creates a sphere that explodes into a cloud of shards on impact, dealing 1d6 points of damage/2 levels.

### 3RD LEVEL SUMMONER SPELLS

**Feed Darkling:** Drains life force from the target and transfers it to an outsider as temporary hit points.

**Teleport Coordinates Transfer:** Allows you or the target to teleport to an area as if it were familiar to the target.

### 4TH LEVEL SUMMONER SPELLS

**Teleport Block:** Creates an area in which teleportation spells do not function.

**Teleport Redirect:** Redirects the destination of a teleport spell to one of your choice.

### 5TH LEVEL SUMMONER SPELLS

**Molten Blast:** Creates a tiny portal that releases a stream of lava.

**Teleport Tracer:** Reveals the destination of a teleportation spell cast nearby.

**Wall of Spiders:** Creates a wall of tiny poisonous spiders.

### 6TH LEVEL SUMMONER SPELLS

**Virulence:** Infects the subject with several diseases, which strike immediately.

### 8TH LEVEL SUMMONER SPELLS

**Chains of Antimagic:** Creates magical chains that bind the target and suppress magic.

### 9TH LEVEL SUMMONER SPELLS

**Duplicate:** Creates a temporary duplicate of you and your gear.

## WITCH SPELLS

### 0-LEVEL WITCH SPELLS

**Black Rainbow:** Allows the target to see in full color when using darkvision.

**Dark Baubles:** Causes an object to throw deep shadows.

**Twinge:** Afflicts target with a surprising jolt of pain.

**Web Splat:** Creates a tiny spiderweb that has the strength of an average person.

### 1ST LEVEL WITCH SPELLS

**Animate Dead, Minor:** Animates one animal corpse of no more than 1 HD.

**Blast of Cold:** Projects a bolt of cold from your fingertip.

**Bone Weapon:** Imbues a bone weapon with a bonus to attack and damage.

**Corpse Flesh:** Transforms the targeted creature's skin into dead flesh.

**Curse of Warts:** Covers the subject's body in unsightly warts.

**Explosion of Gore:** Summoning negative energy into a dead body causes it to explode.

**Identify Diviner:** Reveals the identity of a creature that is scrying you.

**Raqel's Secret Desires:** Reveals the desires and fears of the victim, giving you bonuses to Cha-based checks.

**Vile Stench:** Enshrouds the target in a sickening smell.

**Web Strand:** Creates a rope-like strand of spiderweb that possesses the strength of an above-average person.

### 2ND LEVEL WITCH SPELLS

**Blood Whip:** Draws out the victim's blood and hardens it into a whip-like weapon.

**Decompose Corpse, Greater:** Turns non-animated corpses touched by the caster to dust.

**Icebolt:** A bolt of razor-sharp ice launches from the palm of your hand at a target.

**Mark of Air:** Imbues the subject with a Dexterity bonus and a secondary power.

**Mark of Earth:** Imbues the subject with a Strength bonus and a secondary power.

**Mark of Fire:** Imbues the subject with a Dexterity bonus and a secondary power.

**Mark of Frost:** Imbues the subject with a natural armor bonus and a secondary power.

**Mark of Water:** Imbues the subject with a Constitution bonus and a secondary power.

**Violent Retching:** Severely nauseates the target.

### 3RD LEVEL WITCH SPELLS

**Detect Curse:** Reveals whether the target is afflicted by a curse.

**Detect Dreams:** Grants you the ability to see the dreams of sleeping beings.

**Feign Death:** Causes you or a single creature you touch to fall into a cataleptic state.

**Induce Vulnerability:** Makes targets vulnerable to an energy type of your choosing.

### 4TH LEVEL WITCH SPELLS

**Bone Burst:** Causes the target's bones to grow suddenly in unnatural directions.

**Bone Fabrication:** Transforms bones into finished items.



**Coldscream:** You emit a shrill shriek of intense cold and sound.

**Feed Darkling:** Drains life force from the target and transfers it to an outsider as temporary hit points.

**Gaze of Destruction:** Your next spell becomes a gaze attack.

**Mark of Air, Greater:** Imbues the subject with the ability to fly and a secondary power.

**Mark of Earth, Greater:** Imbues the subject with damage reduction and a secondary power.

**Mark of Fire, Greater:** Imbues the subject with fire resistance and a secondary power.

**Mark of Frost, Greater:** Imbues the subject with cold resistance and a secondary power.

**Mark of Water, Greater:** Imbues the subject with water breathing and a secondary power.

**Teleport Coordinates Transfer:** Allows you or the target to teleport to an area as if it were familiar to the target.

### 5TH LEVEL WITCH SPELLS

**Elemental Shroud:** Covers undead creatures animated by you with a shroud of energy.

**Spine Tendril:** Creates a bony tendril that disarms or grapples.

**Teleport Block:** Creates an area in which teleportation spells do not function.

**Teleport Redirect:** Redirects the destination of a teleport spell to one of your choice.

### 6TH LEVEL WITCH SPELLS

**Blood Tentacles:** Creates horrible tentacles from the blood of surrounding corpses.

**Coma:** Puts a living creature into a coma.

**De-vein:** Draws out the veins of the target creature with one swift motion.

**Feign Death, Mass:** Causes multiple creatures you touch to fall into a cataleptic state.

**Flesh to Ice:** Turns the target, along with all its carried gear, into a mindless ice-statue.

**Harnagad's Undead Crew:** Summons a crew of undead servitors to sail or row a ship for the caster.

**Ice to Flesh:** Restores a creature turned to ice to its normal state.

**Lifeleech:** Induces limited immortality by draining the life force of a sacrificed creature.

**Teleport Tracer:** Reveals the destination of a teleportation spell cast nearby.

**Wall of Spiders:** Creates a wall of tiny poisonous spiders.

### 7TH LEVEL WITCH SPELLS

**Corpse Storm:** A rain of corpses bombards the area, carried by a black cloud of negative energy.

**Tlu Mganga's Night Bolt:** A flood of pure, starless night erupts from your hand.

### 8TH LEVEL WITCH SPELLS

**Healing Interdiction:** A powerful curse prevents all forms of healing, magical or otherwise.

**Mark of Death:** Provides immunity to all death effects and a secondary power.

**Necromancer's Touch:** Bestows upon the creature touched the ability to *animate dead*.

### 9TH LEVEL WITCH SPELLS

**Judgment of Akosh:** Fills the target with waves of crippling pain.

**Obliterate Life:** Annihilates a living target, causing it to vanish from existence.

**Tendrils of Eternal Night:** Creates a portal of darkness from which shadowy tentacles emerge.

## SPELL DESCRIPTIONS

### ANIMATE DEAD, MINOR

**School** necromancy; **Level** cleric 1, sorcerer/wizard 2, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (an onyx gem worth at least 1 gp)

**Range** touch

**Target** one Tiny animal corpse touched

**Duration** 1 day/level

**Saving Throw** none; **Spell Resistance** no

This spell allows the caster to animate the corpse of a Tiny animal as a skeleton or zombie, as per *animate dead*. At the end of the spell's duration, the corpse disintegrates, consumed by the necromantic energies flowing through it.

### ANTICIPATED ATTACK

**School** divination; **Level** alchemist 1, inquisitor 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round/level

You peer momentarily into the future, far enough to be warned of a coming attack. When you are attacked during the spell's duration, that attack suffers a -20 luck penalty. After that attack, the spell ends.

### ARCANE HEALING

**School** necromancy; **Level** magus 2, sorcerer/wizard 2

**Casting Time** 1 minute

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

On casting this spell, you may convert up to one spell level per caster level you have into healing energies. Every two spell levels drained in this manner may be used to heal 1d8+1 points of damage. For example, as a wizard you might choose to sacrifice your prepared *magic missile* and *shield* spells to heal yourself or another for 1d8+1 hit points; as a sorcerer you might give up a 5th level spell slot to heal 2d8+2 hit points. Treat the prepared spells or spell slots converted as cast for the day until you renew your allotment of spells.

### BLACK RAINBOW

**School** transmutation; **Level** sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living being touched

**Duration** 10 minutes/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell allows you or another to see in full color when using darkvision, with exactly the same degree of detail as normal sight in full daylight.

### BLAST OF COLD

**School** evocation [cold]; **Level** magus 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./level)

**Target** 1 creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A blue-white bolt of screaming cold energy emanates from your fingertip and strikes a single target as a ranged touch attack, inflicting 1d6 points of damage per two caster levels (maximum 5d6).

### BLAZING LIGHT

**School** evocation; **Level** cleric 6

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** ray

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 10d8). An undead creature takes 1d6 points of damage per caster level (maximum 20d6), while an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 20d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 10d6).

### BLOOD TENTACLES

**School** necromancy [evil]; **Level** sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (dirt from the grave of a strangling victim)

**Range** medium (100 ft. + 10 ft./level)

**Area** 20-ft. radius spread

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell draws the blood from all corpses and dying creatures in the area, killing those still alive and forming horrible tentacles of clotted, black blood. Dying creatures are allowed a Fortitude save to avoid the spell's effects, but

slain creatures are not. One tentacle is created per affected corpse (up to 1/caster level; maximum 20 tentacles). These tentacles always remain attached to the bodies from which they were drawn, lashing out and flailing at the caster's foes within reach. Each tentacle is 10 feet long (Large) and saves as the creature from which it was created. Each has AC 15, 1 hp/HD of its host creature + 1 hp/2 caster levels, half the attack bonus of its host creature, and a Strength of 19.

The tentacles' CMB use your caster level as their base attack bonus and receive a +4 bonus due to their Strength as well as a +1 size bonus. Roll only once for all tentacles each round, rather than individually, and apply the result to all creatures in the area of effect. If the tentacles successfully grapple a foe, that foe takes 1d6+4 points of damage and gains the grappled condition. Grappled opponents cannot move without first breaking the grapple or succeeding at a grapple check to become the grappler. The tentacles receive a +5 bonus on grapple checks made against opponents they are already grappling, but cannot move foes or pin those foes. If the tentacles succeed on their grapple attack against an opponent they are already grappling, they deal no further damage and instead begin to drown the target, blocking access to the air for as long as the target remains grappled. All rules for drowning apply. The tentacles do not provoke attacks of opportunity.

### BLOOD WHIP

**School** necromancy; **Level** sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

This spell, a favorite amongst arcane casters with a knack for using blood magic, converts a wounded creature's blood into a weapon that will continue to harm it. A valid target for this spell must have blood, must have taken hit point damage (not including temporary hit points) during the current encounter, and must not be immune to critical hits.

If all these conditions are met, the magic of the spell draws out a measure of the target's blood (causing 1d6 damage) and hardens it into a whip-like weapon. Starting on the round after the spell is cast, at the beginning of the caster's action, the whip lashes at the creature from which it was created. This melee attack has a base attack bonus equal to the caster level + caster's Intelligence modifier. If the *blood whip* hits, it inflicts 1d6 points of damage + 1 point per caster level (maximum +5). The *blood whip* follows its target and is not considered as occupying a space. The whip does not threaten, make attacks of opportunity, or provide flanking; it does nothing other than lash the target creature until the spell expires.

The caster does not need to concentrate to maintain the spell once it has found its target. Once cast, the spell cannot be shifted to a different target, nor can a single creature

be the target of more than one *blood whip* at a time. Even if the target is reduced below 0 hit points, the *blood whip* continues to lash it until the creature dies or the spell ends. If the target dies or receives any form of magical healing while this spell is still active, then the *blood whip* is immediately dispelled.

### BONE BURST

**School** transmutation [pain]; **Level** sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** one living creature/3 levels, no two of which may be more than 30 ft. apart

**Duration** instantaneous

**Saving Throw** Fortitude half; **Spell Resistance** yes

The bones of those affected by *bone burst* experience sudden, random growth spurts in unnatural directions. This process often leaves the target physically deformed and is very painful. Targets take 1d4 points of damage per caster level (maximum 10d4); a successful Fortitude save halves this damage. Targets who fail their saving throw also take 2d4 points of Charisma damage and have their movement rate halved until the damage caused by this spell is magically healed.

### BONE FABRICATION

**School** necromancy; **Level** sorcerer/wizard 4, witch 4

**Casting Time** see text

**Components** V, S, M (the bones that serve as source material for the spell)

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

**Target** up to 10 cubic ft. of bone/level

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

Using this spell, you may convert up to 10 cubic feet of bones per caster level into a product crafted of bone. Typical items include walls, chairs, and tables, but can be virtually any physical object the caster imagines. Creatures and magic items cannot be created or transformed by this spell. The quality of the produced item is equivalent to that of its constituent bones: fresh bones create strong items, while old and brittle bones produce shoddier, less durable ones.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 full round per 10 cubic feet of material to be transformed by the spell. Used in conjunction with *animate dead*, this spell can create truly bizarre items: a chair that walks, for instance, or a moving wall of bones. When creating animated bones, consider each 10 cubic foot of material the equivalent of 2 HD of undead. As with transforming inanimate bones, the caster can create virtually anything within her casting limitations. The types

of combinations and special effects allowed are at the discretion of the GM.

### BONE WEAPON

**School** necromancy; **Level** sorcerer/wizard 1, witch 1  
**Casting Time** 1 standard action  
**Components** V, S, M (the bone to be affected by the spell)  
**Range** touch  
**Target** one non-magical bone  
**Duration** 1 minute/level  
**Saving Throw** Will negates (object); **Spell Resistance** yes (object)

This spell transforms a bone into a weapon for the duration of the spell, after which it crumbles into powder. A Medium-sized bone functions as a club or light mace, while a Large-sized bone functions as a greatclub. Other weapon types are possible if the bone to be transformed is first shaped with *bone fabrication*. Regardless of its type, the bone weapon also gains a +1 enhancement bonus to attack and a +3 enhancement bonus to damage. You are considered proficient with the weapon for the duration of the spell; however, giving the *bone weapon* to another character does not transfer this temporary proficiency.

### BONES OF ADAMANTINE

**School** transmutation; **Level** sorcerer/wizard 6  
**Casting Time** 1 round  
**Components** V, S, M (300 gp of adamantine per HD of skeletons affected)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one or more animated skeletons  
**Duration** permanent  
**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

One or more skeletons within range with total Hit Dice equal to 1 HD/caster level gain damage reduction of 10/adamantine. The damage the affected skeletons take from piercing and slashing weapons is halved prior to subtracting from their DR. When casting this spell on objects created through *bone fabrication*, consider each 10-ft. cube of material as 5 HD worth of skeletons.

### BURNING BRAND

**School** evocation [fire, good]; **Level** cleric 1, inquisitor 1, paladin 1  
**Casting Time** 1 standard action  
**Components** V, M (a torch)  
**Range** touch  
**Effect** a brand of divine flame  
**Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** yes

You cause a torch to ignite in a burst of divine fire. You can use the *burning brand* to make touch attacks against opponents, dealing 1d6 points of fire damage or 2d6 against undead opponents and evil outsiders. Half of this damage is divine and bypasses any fire resistance. The brand can also be used as a ranged weapon with a range

increment of 10 ft. However, once the brand is thrown, the spell ends after the attack is resolved.

### CADAVEROUS FORM

**School** transmutation (polymorph); **Level** alchemist 1, magus 1, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Target** you  
**Duration** 10 minutes/level (D)

This spell causes your skin to wither and turn to the sickly gray of a long-dead corpse. You appear in all ways as a zombie of your own size and species. Necromancers often use this spell to hide among the undead.

It can also be used to fool enemies into expending their anti-undead magic and items uselessly against the living necromancer instead of his undead servitors. The thick leathery skin produced by this spell provides you with a +2 natural armor bonus (or a +2 enhancement bonus to your existing natural armor) and a +10 circumstance bonus on Disguise checks made to look like a zombie.

### CHAINS OF ANTIMAGIC

**School** conjuration; **Level** sorcerer/wizard 8, summoner 8  
**Casting Time** 1 standard action  
**Components** V, S, M (a link of iron chain)  
**Range** close (25 ft. + 5 ft./level)  
**Target** one creature or object  
**Duration** 10 minutes/level  
**Saving Throw** Reflex negates; **Spell Resistance** yes

You wrap the target in magical chains that not only bind with the strength of real chains, rendering the victim immobile and helpless, but also suppress any active spells, spell-like abilities, or supernatural abilities, including magic items.

This spell also conveys the effects of *antimagic field* on its target; it cannot activate any new spells, spell-like abilities, or supernatural abilities, and cannot be affected by those others cast.

### CHAINS OF VENGEANCE

**School** evocation [fire]; **Level** magus 4, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one creature  
**Duration** 1 round/level  
**Saving Throw** Reflex partial; **Spell Resistance** yes

Chains of fire wrap around the target, rendering it helpless and dealing 2d6 points of fire damage to it each round. The subject may attempt to break free, which requires a Strength check (DC 25) or an Escape Artist check (DC 30). These attempts, however, inflict an additional 2d6 points of fire damage upon the subject regardless of outcome. Others may attempt to help, but they suffer 1d6 points



of fire damage if they try. On a successful Reflex save, the target becomes entangled instead of helpless. In this case, the DCs of the Strength check and Escape Artist check to escape are each reduced by 10.

### COLDSCREAM

**School** evocation [cold, sonic]; **Level** magus 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Effect** cone-shaped burst

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

You emit a chilling shriek that inflicts 1d6 points of damage per level (maximum 10d6). Half of this damage is cold damage, and half is sonic. You may also designate one object in the area of the spell that must make another Reflex saving throw; if it fails, the object shatters.

### COMA

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

**Casting Time** 1 standard action

**Components** S, M (a mixture of ground spices)

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

**Target** one living creature

**Duration** 1 hour/level

**Saving Throw** Will negates; **Spell Resistance** yes

You put a living creature into a coma. The subject falls prone immediately—alive, but unconscious and unable to take actions. Non-magical attempts to wake the creature automatically fail. A *freedom* spell will immediately awaken the target, and the coma can be countered with *dispel magic*.

### CONDITIONAL SPELL

**School** evocation; **Level** sorcerer/wizard 6

**Casting Time** 10 minutes

**Components** V, S

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

**Target** one creature or object

**Duration** 1 day/level or until discharged

**Saving Throw** Will negates; **Spell Resistance** yes

This spell stores a spell of 3rd level or lower in a targeted creature or object. You must cast *conditional spell* and the stored spell at the same time, as per *contingency*, paying all costs associated with the stored spell. The casting time of *conditional spell* is the minimum total for both castings; if the stored spell has a casting time longer than 10 minutes, then use that time instead. Upon casting *conditional spell*, you must also specify a spell that triggers the stored spell, referred to as the impetus spell. When anyone casts the impetus spell upon the subject of *conditional spell*, the stored spell immediately releases from the subject in a manner predetermined by you upon casting *conditional spell*.

For example, you store *fireball* within your friend the barbarian and designate *lightning bolt* as the impetus spell. When anyone next casts *lightning bolt* with the barbarian in its area, a *fireball* will be cast, originating from the barbarian, in the manner you chose when you cast *conditional spell*. For example, you might have caused the spell to be cast “at the individual who cast *lightning bolt*,” or “100 feet straight ahead,” or “at the subject’s feet.” The barbarian still suffers damage from the *lightning bolt* normally if it hits.

As another example, you could also designate an inanimate object, such as a door, as the subject, with an impetus spell of *knock*, and a stored *web* spell to be cast in the area around the door. As a final example, you could set an impetus spell of *charm person* that, when cast upon a cohort, causes the stored spell *dispel magic* to be cast on the cohort.

A target and its gear may have only one *conditional spell* active at a time; for example, you could not cast this spell on both a barbarian and the barbarian’s axe. Any subsequent *conditional spell* cast on a creature already the subject of one will not take effect. If the impetus spell does not affect the target because of a successful save or spell resistance, the stored spell still triggers. If the stored spell cannot be cast as designated by the caster for any reason, including range or line of sight, the spell has no effect and the *conditional spell* is lost.

### CORPSE FLESH

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

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute/level (D)

**Saving Throw** Will negates; **Spell Resistance** yes

This spell transforms the targeted creature’s skin into dead flesh. The skin begins to wither and die within a split second, inflicting 2d4 points of Charisma damage. While the spell is in effect, the target resembles a zombie or similar undead and gains a +5 circumstance bonus on Disguise checks to pass as undead. Once the spell ends, the target’s skin reverts to live flesh but remains scarred; these scars fade as the Charisma damage heals.

### CORPSE STORM

**School** necromancy [evil]; **Level** cleric 8, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, F/DF (the severed head of a good-aligned cleric, ritually prepared at a cost of 2,500 gp)

**Range** long (400 + 40 ft./level)

**Area** 40-ft. radius, 20-ft. height

**Duration** 1 round/level

**Saving Throw** Will partial, see text; **Spell Resistance** yes

This spell bombards the affected area with a cyclone of corpse parts—heads, severed limbs, and torsos—that spins and swirls in the air, carried by a black cloud of negative energy. Creatures within the affected area suffer 3d6 points of bludgeoning damage each round they remain in the area of effect. Additionally, creatures in the affected area must make a Will save or be panicked for as long as the spell persists; those that make a successful Will save are shaken, rather than panicked, for the duration of the spell. Panicked creatures inside but on the outer edge of the area may flee as normal; however, those further into the affected area are treated as cornered by the flying body parts. These creatures will cower and will not attack, using the total defense action until the spell ends.

When the spell expires, the corpse parts fall to the ground. The entire affected area is then treated as difficult terrain until the remnants are cleared.

### CROSS OF LIGHTNING

**School** evocation [electricity]; **Level** magus 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, M (fur and a glass cross)

**Range** 120 ft.

**Area** four 120-ft. lines

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This spell operates as *lightning bolt*, except that four bolts leap from you simultaneously and in different directions. One bolt travels in a direction of your choice, while the other two travel away from you at opposite 90-degree angles to the first bolt, and the last bolt travels in the opposite direction of the first. Each bolt inflicts 1d6 points of damage per level of the caster (maximum 15d6 per bolt).

### CRUCIFY FOE

**School** necromancy [evil]; **Level** cleric 6

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./level)

**Target** one creature

**Duration** 1 round/level (D)

**Saving Throw** none; **Spell Resistance** no

The ground erupts as a mass of grasping skeletal arms shoot up from the earth beneath the target. The arms attempt to grasp the target, making a grapple check that does not provoke attacks of opportunity. The mass of arms determines its CMB by using your caster level as its base attack bonus and receives a +6 bonus due to its Strength and a +2 size bonus, for a total of +8. If the grapple is successful, the arms raise the target ten feet into the air, gripping it tightly as the skeletal monstrosity takes the shape of a crucifix. The crucifix saps the life from the victim's body, inflicting 1d2 points of Constitution drain each round. The target may attempt to extract itself from the crucifix, making a CMB roll or Escape Artist check against the crucifix's CMD (10 + the crucifix's CMB). If the target breaks

free, it will drop the ten feet to the ground. A target still in the clutches of the crucifix at the end of the spell's duration is dropped to the ground as the crucifix falls apart and returns to the earth. If the target is still alive when it hits the ground, it falls prone unless it can make an Acrobatics check or use some other means to arrest its fall.

### CRUCIFY FOE, MASS

**Level** cleric 9

**Target** one creature per level, no two of which can be more than 30 ft. apart

This spell functions like *crucify foe*, except that it affects multiple creatures.

### CURSE OF WARTS

**School** necromancy; **Level** bard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a piece of dead skin)

**Range** touch

**Effect** living creature touched

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

Upon failing its save, the target of your touch attack immediately becomes covered in warts from head to toe. The warts cause no physical harm of any kind; they are purely cosmetic. They vanish if the subject receives the effects of a *remove curse* or *remove disease* spell. Otherwise, the warts must be physically removed; for example, a successful DC 15 Heal check will surgically remove them and a Craft (alchemy) check will create a tincture that can dissolve the warts. Once removed, the warts will not return spontaneously. When seen by intelligent races that place value on physical beauty, those affected by *curse of warts* receive a –2 penalty on all Charisma-based checks, decreased to –4 if the target of the Charisma-based check is (or could be) sexually attracted to the subject.

### DARK BAUBLES

**School** evocation (darkness); **Level** bard 0, cleric 0, inquisitor 0, oracle 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, M/DF (a small black spider)

**Range** touch

**Target** object touched

**Duration** 10 minutes/level

**Saving Throw** none; **Spell Resistance** no

This spell causes an object to throw deep shadows in a 20-ft. radius, decreasing the light level of the area by one step, down to darkness (normal light becomes dim light, and dim light becomes darkness). The effect is stationary, but can be cast on a movable object. Shadows cast by objects affected by *dark baubles* will not function in areas of magical light. A *dark baubles* spell is sufficient to counter and dispel the effects of a *light* spell, or another spell with the light descriptor, of equal level.



### DECOMPOSE CORPSE, GREATER

**School** necromancy; **Level** cleric 2, druid 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S, M (a pinch of dried fungus)

**Range** touch

**Target** one corpse or corporeal undead

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

Using this spell, you rapidly decompose a single corpse of Huge or smaller size, turning it into a fine, powdery dust. The corpse can no longer be magically animated or otherwise become undead, nor will *raise dead* have any effect. However, this spell does not interfere with *resurrection*. A non-animated corpse gets no saving throw, and the spell has no effect on living matter.

If the spell is cast upon a corporeal undead creature, it must make a Fortitude save. If the save fails, the target instantly turns to dust as detailed above. If it succeeds, the target suffers 2d6+1/level (maximum +10) points of damage. If the spell inflicts enough damage to destroy the target, it then turns into the same fine dust and can no longer be animated or raised again, as detailed above. If the spell does not inflict enough damage to destroy the undead creature, then the spell has no further effect.

### DEEPEN WOUNDS

**School** necromancy; **Level** anti-paladin 1, cleric 1, druid 1, inquisitor 1, oracle 1

**Casting Time** 1 standard action

**Components** V, S, M (a blood-soaked bandage)

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

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

You unleash a minor wave of negative energy that does not damage its target, but instead makes it more susceptible to damage. On a failed Fortitude save, the target suffers an additional 2 points of damage from melee and ranged attacks as well as from any spells that inflict hit point damage.

### DETECT CURSE

**School** divination; **Level** bard 4, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./level)

**Area** one creature, object, or area within range

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell reveals to you whether a creature, object, or area is currently affected by a curse. You can determine the exact nature of the curse with a successful Knowledge (arcana) check (DC 20 + caster level of the curse; DC 25 if the caster level is unknown). The spell can penetrate barriers; however, one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt will block it.

### DETECT DREAMS

**School** divination; **Level** bard 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, F (a dreamcatcher worth 150 gp)

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

This spell grants you the ability to see the dreams of sleeping beings. It can also reveal the presence of creatures with the ability to intrude upon dreams, such as animate dreams, night hags, or a spellcaster using *dream*. The amount of information revealed depends on how long you study a particular area or subject:

*1st round:* Presence or absence of dreams. Dreams are present in sleeping mortal creatures with an Intelligence of 1 or higher. The presence of dream creatures in the area (but not their number or type) is also detected.

*2nd round:* Number of dreaming beings and the emotional intensity of those dreams. The number and relative power of dream creatures in the area can also be discerned.

*3rd round:* By focusing on a single target, you can see its dreams. You can also determine the exact types of all dream creatures in the area of effect.

*One minute or more:* For each full minute that you focus on a dreaming individual, you can make a DC 15 Knowledge (arcana) check to determine one of the following: a) one great desire of the individual; b) one significant event in past month of the individual's life (e.g., two days ago the subject killed three orcs); c) one significant life event of the individual (e.g., the subject's mother died when he was six).

### DETECT SHAPECHANGERS

**School** divination; **Level** cleric 1, ranger 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a silver coin)

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** no

The caster can sense the presence of creatures with the shapechanger subtype regardless of their current forms. This spell also detects other creatures in the affected area that are currently using spells or other abilities in order to assume forms other than their natural ones. The amount of information gained depends on how long the caster studies a particular area or subject.

*1st round:* Presence or absence of shapechangers or form-altered creatures.

*2nd round:* Number of shapechangers and number of form-altered creatures in the area, as well as the exact location and power level (see chart below) of the strongest (highest CR) of all those creatures.

*3rd round:* The location and power level of each shapechanger and form-altered creature in the spell's area. If a creature is outside the caster's line of sight but within the spell's area, then the spell reveals its direction but not its exact distance.

CREATURE CR	POWER LEVEL
0–3	Dim
4–6	Faint

Each round, you can turn to detect creatures in a new area. The spell can penetrate barriers; however, one foot of stone, one inch of common metal, a thin sheet of lead, or three feet of wood or dirt will block it.

### DE-VEIN

**School** necromancy [death]; **Level** cleric 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

Calling upon the powers of unlife to your aid, you draw out the creature's veins with one swift motion—literally pulling them out through the skin to land at your feet as the victim dies in unspeakable agony. Even if the creature succeeds on its Fortitude save, it still takes 3d8 points of damage plus 1 per caster level and suffers bleed equal to one quarter of the damage taken (minimum 1 bleed damage).

### DIABOLIC CRY

**School** evocation [sonic]; **Level** bard 2, cleric 3, inquisitor 3

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft. radius spread

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

An infernal, terrifying scream emanates from the point targeted by this spell. All within the area of effect are stunned for 1d4 rounds and suffer 1d8 points of sonic damage per 2 caster levels (maximum 5d8). A successful Fortitude save halves the damage and negates the stunning effect.

### DISINTEGRATION FIELD

**School** transmutation; **Level** sorcerer/wizard 8

**Casting Time** 1 round

**Components** V, S, M (a lodestone and a pinch of dust)

**Range** medium (100 ft. + 10 ft./level)

**Area** one 10 ft. cube/5 levels (S)

**Duration** 1 round/level

**Saving Throw** Fortitude partial; **Spell Resistance** yes

This spell fills an area with a faint, shimmering green field of energy. All creatures and objects within or entering the area of effect take 2d6 points of damage per caster level (maximum 40d6). Any creature reduced to 0 or fewer hit points by this spell is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected on that round; however, it is subject to the field's effects on the following round. A creature or object that makes a successful Fortitude save

instead takes 5d6 points of damage, but still disintegrates if reduced to 0 or fewer hit points. Even an object passing quickly through the field, such as a fired arrow, remains subject to the field's effects. Like *disintegrate*, this spell affects magical matter or energy, such as *forceful hand* or a *wall of force*, but not a *globe of invulnerability* or an *antimagic field*.

### DUPLICATE

**School** conjuration (creation); **Level** sorcerer/wizard 9, summoner 9

**Casting Time** 1 round

**Components** V, S, M (two perfectly matched diamonds worth at least 1,000 gp each)

**Range** personal

**Target** you

**Duration** 1 round/level

You create a temporary duplicate of yourself and your gear. Your duplicate takes on every aspect of your being, including your race, class, and level. This duplicate is not a clone; you control the duplicate as surely as you control yourself, for you and it are a single person: one mind with two bodies. You and your duplicate do not have to stay together and can do anything within your normal capabilities independently.

The duplicate is an exact replica of you at the moment you cast *duplicate*. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. However, the duplicate does not carry lingering spell effects—neither beneficial ones such as *cat's grace*, nor harmful ones such as *slow* or *doom*—regardless of your condition when you cast the spell. While you and the duplicate can cast spells on each other, the effects of spells cast on your duplicate are not automatically shared with you and vice versa. The duplicate cannot be commanded to hurt you any more easily than you can be commanded to harm yourself.

Spells cast by the duplicate deduct from your spell total. For example, if you are a wizard and have one *lightning bolt* spell prepared, when the duplicate casts the spell, it will then no longer be available to you. When the duplicate uses charged items (or items, class abilities, spell-like abilities, and supernatural abilities with a number of available uses per day), those uses count against your total number of daily charges or uses. A summoner's duplicate cannot summon its eidolon if the summoner has already done so.

If the duplicate dies, the spell ends. If you die, the duplicate becomes a permanent version of you, and its gear becomes "real" while your gear disappears. You suffer an immediate, permanent negative level as your soul transfers into your duplicate form. This duplicate is now "you"; it can cast *duplicate* again when it has an available prepared spell or spell slot.

You cannot have more than one duplicate at a time, and a duplicate cannot have a duplicate. This spell cannot be

made permanent, other than by the death of the caster as mentioned before.

### ELECTRICAL DELUGE

**School** evocation [electricity]; **Level** sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S, M (a lodestone and a square plate of iron)

**Range** 100 ft.

**Area** burst centered on you, 200-ft. diameter and 5-ft. height

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

This spell works as *lightning bolt*, except that lightning arcs from you in all directions in a single plane, 5 feet high, to a distance of 100 feet. This effect inflicts 1d6 points of electricity damage per level of the caster (maximum 15d6) to all within the area except you.

### ELEMENTAL SHROUD

**School** evocation [acid, cold, fire, electricity, or sonic]; **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** one undead creature

**Duration** permanent

**Saving Throw** none; **Spell Resistance** no

You cover undead creatures that you have created with a shroud of energy. This energy can be of whatever type you wish: acid, cold, electricity, fire, or sonic. Acid shrouds drip with dark, bubbling effluvia; cold shrouds are icy blue and glistening; electricity shrouds crackle with lightning; fire shrouds appear to be molten and burning; and sonic shrouds appear as distortions in the air accompanied by a shrill shriek. Undead affected by this spell gain +2 turn resistance and +2 natural armor; additionally, they inflict an additional 1d6 points of corresponding elemental damage when they strike a foe. They also inflict 1d6 points of damage when touched or when struck by natural weapons. An undead creature may have only one elemental shroud cast upon it at a time.

### ENERGY LASH

**School** evocation [force]; **Level** sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a strip of leather)

**Range** personal

**Effect** a whip of force

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** yes

You create a whip made of force that extends out of the palm of your hand. For the duration of the spell, you can wield the whip as though you were proficient with it. When attacking using the whip, add your Intelligence modifier instead of your Strength modifier. The weapon has a 15-ft. natural reach and inflicts 1d6 points of force energy

damage plus 1 point for every two caster levels (maximum +5 at 10th level). You can make trip attacks using the *force whip* without provoking attacks of opportunity, and you will not be knocked prone if the attempt fails by 10 or more.

If a creature you attack with the *force whip* has spell resistance, make a caster level check (1d20 + caster level) against that spell resistance the first time the *force whip* strikes it. If the creature resists the *force whip*, it is dispelled. Otherwise, the weapon acts normally against that creature for the duration of the spell.

### EXAMINE COFFIN

**School** divination; **Level** cleric 2, oracle 2, sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V, S, M (a small glass lens)  
**Range** touch  
**Target** coffin, sarcophagus, or burial niche touched  
**Duration** 1 round/level (D)  
**Saving Throw** none; **Spell Resistance** no

This spell allows you to see the contents of any sealed burial receptacle you touch. The spell magically illuminates the coffin's interior (as a *light* spell), although it does not enable you to view inside a casket protected by magical means, lead sheeting, or a false bottom. Upon touching the coffin, you receive a cursory view of the coffin's interior that does not reveal hidden objects or precise details, only the general and obvious contents; doing so requires a standard action. If you are still touching the receptacle on the next round, you may make a Perception check, requiring a full-round action, to locate any objects within that are not in plain view or to gather additional details; however, you still won't see objects concealed by an appropriate barrier, as described before. The caster may touch and examine multiple coffins until the spell expires.

### EXHALATION OF SPORES

**School** necromancy [disease]; **Level** druid 6, sorcerer/wizard 6  
**Casting Time** 1 standard action  
**Components** V, S, M/DF (a piece of flesh from a plague victim)  
**Range** 30 ft.  
**Area** cone-shaped burst  
**Duration** 1 round/level  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

You exhale a cone-shaped cloud of deadly spores. Those in the cloud's area of effect must make a Fortitude save or take 1d3 points of Dexterity damage and 1d3 points of Intelligence damage as the spores germinate and spread through the brain and nervous system. Victims must make a Fortitude save each subsequent round up to the spell's maximum duration or continue to take ability damage as described before. The cloud is only infectious on the round it is discharged.

### EXPLOSION OF GORE

**School** necromancy; **Level** cleric 1, oracle 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Effect** one Small or Medium corpse/level in a 20-ft. radius, see text

**Duration** instantaneous

**Saving Throw** Reflex partial; **Spell Resistance** no

Summoning negative energy into a dead body, you cause a Small or Medium corpse to explode in a shower of gore and bone. Each exploding corpse causes 1d8 points of damage to every creature within a 5-ft. radius and covers them with gore, blinding them. A successful Reflex save halves the damage and negates the blinding effect.

A blinded creature can take a full-round action to wipe the gore from its face and clear its vision.

This spell only affects true corpses, not the undead, which are already under the influence of negative energy.

### EYEBURST

**School** evocation; **Level** sorcerer/wizard 7  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature  
**Duration** instantaneous  
**Saving Throw** Fortitude partial; **Spell Resistance** yes

A spark of blazing energy leaps from your hand and explodes in the target's face, searing it and boiling the viscous fluid in its eyes, possibly causing rupture. You must succeed on a ranged touch attack to strike your target. The target of *eyeburst* takes 1d6 points of damage per 2 caster levels (maximum 10d6). On a successful Fortitude save, the target takes half the damage and is blinded, which can be reversed with *remove blindness*. Should the target fail the Fortitude save, its eyes burst from their sockets. Eyes destroyed in this fashion can be restored using *regeneration*, *limited wish*, *miracle*, or *wish*. The blinding effect of this spell does not affect creatures without eyes.

### FEED DARKLING

**School** necromancy; **Level** cleric 4, sorcerer/wizard 4, summoner 3, witch 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** one living creature  
**Duration** instantaneous, 1 hour/level; see text  
**Saving Throw** none; **Spell Resistance** yes

By draining hit points from a target, *feed darkling* increases the hit points of a summoned outsider. You must succeed on a ranged touch attack to strike your target. The subject takes 1d6 points of damage per two caster levels (maximum 10d6), and the outsider you chose as the recipient gains temporary hit points equal to the damage inflicted. The outsider cannot gain more temporary hit points than the subject's current hit points plus

Constitution, which would be enough to kill the subject. The temporary hit points gained disappear after one hour.

### FEIGN DEATH

**School** necromancy; **Level** bard 3, cleric 3, druid 3, sorcerer/wizard 3, witch 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** willing creature touched  
**Duration** 10 minutes/level (D)  
**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

This spell allows you or a single creature you touch to fall into a cataleptic state that resembles death. While in this state, the subject can hear, smell, and taste, but cannot feel or see. The subject need not eat, breathe, or drink while affected by this spell.

Any damage suffered while in this state is halved; additionally, while in this state the subject is immune to paralyzing and mind-affecting effects, energy drain, and poison. However, the poison remains in the subject's system and affects the subject normally once *feign death* ends.

Checking whether a creature is the subject of *feign death* requires a DC 30 Sense Motive check. Magical means to uncover this spell include *deathwatch* or *status*. If the subject wishes to end the spell prematurely but has no way to communicate this wish to the caster, it must succeed on a Will save to dispel *feign death* by itself; this attempt may be repeated every minute after failure.

### FEIGN DEATH, MASS

**School** necromancy; **Level** bard 6, cleric 6, druid 6, sorcerer/wizard 6, witch 6  
**Components** V, S, M (material components)/F (focus)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one creature per level, no two of which can be more than 30 ft. apart

This spell functions like *feign death*, except it affects multiple creatures.

### FLAMING CORROSION

**School** evocation [acid, fire]; **Level** magus 4, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** 45 ft.  
**Area** 45-ft. cone  
**Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes

You blast a cone of burning acid from your hand that inflicts 1d6 points of damage per level (maximum 10d6), half being fire damage and half being acid damage. Additionally, you can designate one creature in the area of effect to be completely doused in the dangerous gout of liquid. That

creature must make a second Reflex saving throw; if either save fails, the creature sustains maximum damage.

### FLESH TO ICE

**School** transmutation; **Level** magus 6, sorcerer/wizard 6, witch 6  
**Casting Time** 1 standard action  
**Components** V, S, M (a small prism)  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one creature with flesh  
**Duration** instantaneous  
**Saving Throw** Fortitude negates; **Spell Resistance** yes

The target, along with all its carried gear, turns into a mindless, inert ice statue. If this ice statue is broken, melted, or damaged, the target—if ever returned to its original state—keeps those deformities. A creature affected by *flesh to ice* is not dead; however, it does not seem alive when considered with spells such as *deathwatch*.

### FORCE CORPOREALITY

**School** transmutation; **Level** cleric 5, oracle 5  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./level)  
**Effect** ray  
**Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** yes

A ray of green light shoots from your fingertips, turning an incorporeal subject corporeal. You must succeed on a ranged touch attack to strike your target. If incorporeal, your target becomes corporeal and unable to assume its incorporeal form for the duration of the spell. The creature can move and attack, but loses all bonuses associated with incorporeality. An incorporeal undead affected by this spell cannot use any supernatural abilities, spell-like abilities, or spells to alter its substance, such as *ethereal jaunt*. Once the duration expires, the target automatically assumes incorporeal form again.

### FUSE SKELETAL REMAINS

**School** necromancy; **Level** cleric 2, oracle 2, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** close (25 ft. + 5 ft./2 levels)  
**Target** one Small or Medium creature  
**Duration** 1 minute/level (D)  
**Saving Throw** Will negates; **Spell Resistance** yes

Hundreds of bones shoot forth from the soil and fly toward your chosen target, where they pierce its body and fuse to its skeleton or exoskeleton. This process transforms the creature, which becomes encased in a shell of skeletal fragments that increases its size category by one step, providing a +2 size bonus to Strength, a –2 size penalty to Dexterity (to a minimum of 1), and a –1 size penalty to its attack rolls and AC. The thick, bony shell of armor grants DR (1/2 caster level, maximum 10)/– and a natural

armor bonus of +1 per caster level (maximum +20). Over the spell's duration, the target's type is considered undead for purposes of spells, spell-like abilities, and supernatural effects that affect undead. Once the spell expires, the bones fall away, leaving the subject fatigued and inflicting 1 point of damage for each minute the subject was under the effect of the spell.

### GATHER CORPSES

**School** necromancy; **Level** cleric 1, sorcerer/wizard 1  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one corpse/level  
**Duration** 1 minute/level  
**Saving Throw** none; **Spell Resistance** no

This spell calls out to the dead, causing one corpse per caster level within range to levitate on a cloud of negative energy. These corpses move directly toward you at 5 feet per round, each one dropping into a square adjacent to you as soon as it arrives. If you move, any corpses still levitating will follow you. Once the spell ends, all levitating corpses drop to the ground and remain there, still dead.

### GAZE OF DESTRUCTION

**School** transmutation; **Level** magus 4, sorcerer/wizard 4, witch 4  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** personal  
**Target** you  
**Duration** 1 minute/level or until discharged (D)  
**Saving Throw** none; **Spell Resistance** no

You treat the next offensive, single-target spell of 3rd level or lower that you cast as a gaze attack with a range of 50 feet. You possess the gaze attack for a full round. Use all the normal rules for gaze attacks; foes can avert their eyes or take whichever actions they would normally take when dealing with a creature with a gaze attack.

Victims make saving throws normally allowed by the spell affected by *gaze of destruction*, using the affected spell's level instead of the spell level of *gaze of destruction*. For example, a *charm person* gaze would allow a Will saving throw, as would a *corpse flesh* gaze, while a *violent retching* gaze would allow a Fortitude save. Spells that require attack rolls or do not allow saving throws cannot be turned into gaze attacks by this spell. Thus, *acid arrow* would not become a gaze attack, as it is not an appropriate target of *gaze of destruction*. Spells beneficial to the target, such as *bull's strength* or *spider climb*, also cannot be made into gaze attacks.

### HARNAGAD'S UNDEAD CREW

**School** necromancy; **Level** bard 5, sorcerer/wizard 6, witch 6  
**Casting Time** 10 minutes

**Components** V, S, M (the bones or remains of a drowned sailor)

**Range** 0 ft.

**Target** one ship

**Duration** concentration, up to 1 hour/level

**Saving Throw** none; **Spell Resistance** no

This spell summons a crew of undead servitors to sail or row a ship for you. These undead will automatically know how to crew the ship as long as you maintain concentration. If your concentration breaks, the undead simply fail to do anything until you continue to concentrate on directing their actions. A bard who casts this spell must direct the crew through singing of encouraging sea shanties. Up to five undead crewmembers may be summoned per caster level. These crewmembers are treated as Medium-sized skeletons with the additional ability of Profession (sailor) +5. While these crewmembers will not fight or otherwise engage an enemy in combat, they can and will operate ballistae or catapults; they are also considered proficient with any siege weaponry on board the ship.

### HARPER'S ANTICOAGULANT

**School** necromancy; **Level** cleric 1, magus 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** S, M/DF (a live leech or mosquito)

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

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes

You make an arcane gesture with one hand, targeting a single creature within range. The subject must make a Fortitude save or its blood becomes dangerously thin. For one round per level of the caster, each successful attack against the creature acts as if it were made with a wounding weapon (lose 1 additional hp/round from each consecutive attack). This bleeding can be halted with a successful DC 15 Heal check or with any spell or effect that cures hit point damage.

### HEALING INTERDICTION

**School** necromancy; **Level** druid 6, magus 6, sorcerer/wizard 8, witch 8

**Casting Time** 1 full round

**Components** V, S, M/DF (a piece of flesh from an intelligent humanoid)

**Range** medium (100 ft. + 10 ft./level)

**Target** one living creature

**Duration** 1 day/level

**Saving Throw** Will negates; **Spell Resistance** yes

You place a powerful curse on the subject that prevents all forms of healing, magical or otherwise, from taking effect. If the target fails its Will save, then the spell prevents all means of recovering hit points and ability damage. Cure spells and spells with the healing descriptor automatically fail when directed at a creature affected by *healing interdiction*. Additionally, that creature cannot recover





damage through natural healing, use of the Heal skill, or use of the fast healing or regeneration abilities until the spell expires, the creature dies, or *healing interdiction* is removed. Healing interdiction can be removed by casting *remove curse*, *limited wish*, *miracle*, or *wish*.

### ICE BOLT

**School** evocation [cold]; **Level** druid 2, magus 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature or object

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. If you succeed on a normal ranged attack roll, the bolt inflicts 2d6 points of piercing damage and 1d6 points + 1 point per level (maximum +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, the bolt has no effect.

### ICE TO FLESH

**School** transmutation; **Level** magus 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** medium (100 ft. + 10 ft./level)

**Effect** one target

**Duration** instantaneous

**Saving Throw** see text; **Spell Resistance** yes

This spell reverts a creature turned to ice to its normal state, restoring both life and gear. The creature must make a DC 15 Fortitude save to survive the process. Any creature that has been changed to ice, regardless of size, may be restored.

### IDENTIFY DIVINER

**School** divination; **Level** inquisitor 1, sorcerer/wizard 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, F (a mirror)

**Range** see text

**Target** magical sensor

**Duration** 1 minute/level

**Saving Throw** none; **Spell Resistance** no

If you are aware that you are being scried, either through a Will save or a *detect scrying* spell, *identify diviner* will reveal to you the identity of the creature scrying you. This spell only reveals the name of the diviner, not the diviner's location or anything other details. Normal proof against divination magic (such as *non-detection*) can protect the diviner's identity.

### INDUCE VULNERABILITY

**School** transmutation; **Level** magus 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S, M (a piece of leather that has been exposed to a particular energy type)

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

**Target** one creature/5 levels

**Duration** 1 minute/level

**Saving Throw** Fortitude negates; **Spell Resistance** yes



You afflict one or more creatures with a vulnerability to an energy type of your choosing (acid, cold, electricity, fire, or sonic). Those affected by this spell suffer +50% energy damage from attacks using that energy type. If an affected creature has any sort of resistance to that energy type, this spell nullifies that resistance for its duration; during that time, such a creature suffers normal damage rather than +50%. Natural immunity to an energy type (i.e., immunity not granted by a spell) cannot be affected by *induce vulnerability*.

### JUDGMENT OF AKOSH

**School** necromancy [evil, pain]; **Level** cleric 9, sorcerer/wizard 9, witch 9

**Casting Time** 1 standard action

**Components** V, S

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

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

**Duration** permanent

**Saving Throw** Will negates; **Spell Resistance** yes

This spell fills those who fail their Will save with excruciating waves of pain. The pain imposes a –4 penalty to all attack rolls, skill checks, and ability checks. A target afflicted with *judgment of akosh* must succeed on a concentration check (DC 20 + spell level) to cast a spell or use a spell-like ability; the –4 penalty from the spell applies to this roll as well.

This effect can be removed by *greater restoration*, *limited wish*, *miracle*, or *wish*.

### LIFEELECH

**School** necromancy [evil]; **Level** cleric 6, sorcerer/wizard 5, witch 6

**Casting Time** 10 minutes

**Components** V, S, F (see text)

**Range** personal or touch

**Target** you or creature touched

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

By sacrificing a victim through the use of *lifeleech*, you achieve a limited form of immortality. Your sacrifice must be a sentient creature of the same type as you, and it must be helpless—bound, if nothing else—while you cast the spell.

At the culmination of the spell, you strike down upon the victim with a coup de grace. If the victim dies from this attack, its life force is transferred to you or a target touched by you. The recipient of the life force gains immunity to aging effects for 1 month per Hit Die or level of the creature sacrificed.

A creature slain by this spell can only be restored to life by a successful *resurrection*, *true resurrection*, *wish*, or *miracle* spell.

### LUST FOR UNDEATH

**School** necromancy; **Level** cleric 4, oracle 4

**Casting Time** 1 round

**Components** S, DF

**Range** 30 ft.

**Area** 30-ft. burst centered on you

**Duration** instantaneous

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

When you cast this spell, a burst of energy bolsters undead in the area, giving them a surge of unholy vitality that strengthens their ability to shrug off attempts to destroy

them. Any undead affected by this spell gain +2 turn resistance, and those with existing turn resistance have it increased by +2. When cast at 11th level, the bonus increases to +3; when cast at 15th level, it increases to +4. Finally, at 19th level, it increases to +5. This spell affects a maximum of 2 HD of undead per caster level.

### MARK OF AIR

**School** evocation [air]; **Level** druid 3, sorcerer/wizard 2, witch 2

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level or until discharged

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The energy contained in this spell creates a white, swirled mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity as well as the ability to conjure a shield of swirling air, which provides a +5 deflection bonus to Armor Class for 10 rounds. Using the shield of air ability is a standard action that immediately dismisses the *mark of air*.

### MARK OF AIR, GREATER

**Level** druid 5, sorcerer/wizard 4, witch 4

As *mark of air*, except that the mark allows the subject to fly with a speed of 40 feet (good maneuverability) for the spell's duration or until the subject uses the *greater mark's* ability: invoking a wall of churning air that functions as *wind wall* for 10 rounds.

### MARK OF DEATH

**School** evocation [death]; **Level** sorcerer/wizard 8, witch 8

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 hour/level or until discharged

**Saving Throw** Will negates (harmless), see text; **Spell Resistance** yes

The energy of this spell creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain immunity to all death effects as well as the ability to launch a pale gray ray of energy, which requires a ranged touch attack to hit a target. A creature struck by this ray must make a Fortitude saving throw or suffer 1 point of Constitution drain per caster level (maximum 20); even those who save suffer 2d4 points of Constitution damage. Using this ray of death ability immediately dismisses the *mark of death*.

### MARK OF EARTH

**School** evocation [earth]; **Level** druid 3, sorcerer/wizard 2, witch 2

**Casting Time** 1 round

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level or until discharged

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength as well as the ability to conjure and throw a large mass of rock; doing so requires a normal ranged attack roll against a single target within medium range (100 ft. + 10 ft./level) and inflicts 5d6 points of damage if the rock hits. Using this mass of rock ability is a standard action that immediately dismisses the *mark of earth*.

### MARK OF EARTH, GREATER

**School** evocation [earth]; **Level** druid 5, sorcerer/wizard 4, witch 4

As *mark of earth*, except that the mark grants the subject damage reduction 10/magic for the spell's duration or until the subject uses the *greater mark's* ability: a 40-ft. cone of earth and rock blasted from the caster's hand that inflicts 6d6 points of damage. A successful Reflex saving throw reduces this damage by half.

### MARK OF FIRE

**School** evocation [fire]; **Level** druid 3, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level or until discharged

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The energy contained in this spell creates a red, flame-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity as well as the ability to cast a ray of fire from their palm; doing so requires a ranged touch attack against a single target within medium range (100 ft. + 10 ft./level) and inflicts 4d6 points of fire damage if the ray hits. Using this ray of fire ability is a standard action that immediately dismisses the *mark of fire*.

### MARK OF FIRE, GREATER

**School** evocation [fire]; **Level** druid 5, sorcerer/wizard 4, witch 4

As *mark of fire*, except that the mark provides 20 points of fire resistance each round for the spell's duration or until

the subject uses the *greater mark's* ability: a 6d6 *fireball* with a 20-ft. radius spread, emanating from a point within medium range. A successful Reflex saving throw reduces the damage dealt by half.

### MARK OF FROST

**School** evocation [cold]; **Level** druid 3, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level or until discharged

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 natural armor bonus due to the hard, icy coating protecting their skin as well as the ability to conjure a spear of ice. This spear can be thrown once as a ranged attack, which inflicts 3d6 points of cold damage if it hits. Using this spear of ice ability is a standard action that immediately dismisses the *mark of frost*.

### MARK OF FROST, GREATER

**School** evocation [cold] **Level** druid 5, sorcerer/wizard 4, witch 4

As *mark of frost*, except that the mark provides 20 points of cold resistance each round for the spell's duration or until the subject uses the *greater mark's* ability: a burst of cold with a 20-ft. radius spread, emanating from a point within medium range, that deals 6d6 damage. A successful Reflex save reduces the damage dealt by half.

### MARK OF WATER

**School** evocation [water]; **Level** druid 3, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Effect** creature touched

**Duration** 10 minutes/level or until discharged

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

The energy contained in this spell creates a blue, wavy mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Constitution as well as the ability to cast a geyser of water from the palm of their hand; doing so requires a ranged attack roll against a single target within medium range (100 ft. + 10 ft./level) and inflicts 3d6 points of damage if the geyser hits. Additionally, the geyser knocks its target prone unless it makes a successful Reflex save. Using this stream of water ability is a standard action that immediately dismisses the *mark of water*.

### MARK OF WATER, GREATER

**School** evocation [water]; **Level** druid 5, sorcerer/wizard 4, witch 4

As *mark of water*, except that the mark allows the subject to breathe water for the spell's duration or until the subject uses the *greater mark's* ability: teleportation of the caster away from any completely submerged location to the surface of the water directly above. If something solid is blocking the surface of the water directly above, the marked character will be shunted in a random direction to an appropriate location. If the body of water has no surface—for example, an underwater cave filled to the top—then the spell fails.

### MASK SCENT

**School** illusion (glamer); **Level** druid 1, ranger 1, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S, M (a small red herring)

**Range** touch

**Effect** one creature or object weighing no more than 100 lbs./level

**Duration** 10 minutes/level (D)

**Saving Throw** Will negates (harmless, see text); **Spell Resistance** yes (harmless, see text)

This spell conceals all odors emanating from a creature or object. Creatures with the scent ability do not gain their bonus to Survival rolls to track those affected by *mask scent*. The spell does not mask scents that the target has previously left in its wake, but it does prevent the creature from leaving any new scents. If the spell is cast upon a creature that uses its musk or stench for offense or defense (e.g., a ghost, skunk, or troglodyte), then those abilities cannot be used for the duration of the spell if the creature fails a Will save to prevent *mask scent* from negating their use.

### MOLTEN BLAST

**School** conjuration (summoning) [earth, fire]; **Level** druid 5, summoner 5, sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** 80 ft.

**Area** 80-ft. line

**Duration** instantaneous, see text

**Saving Throw** Reflex half; **Spell Resistance** no

You create a tiny gate to the Elemental Plane of Fire. Through this gate, lava jets like a small volcano. Though the lava loses some of its intense heat as it enters the Material Plane, it still inflicts 1d6 points of fire damage per caster level (maximum 15d6). Targets of this spell who fail a Reflex save become covered in a thin layer of rocky, stiff residue as the lava cools. These victims suffer a –4 penalty to Dexterity until they remove the hardened lava. Removing the rock is a full-round action that provokes attacks of opportunity.

## NECROMANCER'S TOUCH

**School** necromancy; **Level** cleric 7, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S, M (the severed hand of a slain necromancer)

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

You bestow upon a creature the ability to *animate dead* for a number of times equal to your caster level over the spell's duration. When the spell expires, any skeletons or zombies created by the target of *necromancer's touch* immediately fall under your control. At this point, the limit of undead you can control increases by 4 HD per level of the spell's target. Undead created by the target of this spell crumble to dust 24 hours following their creation, at which point the total number of HD of undead that you may control reverts to normal.

## NETHERBLADE

**School** necromancy; **Level** magus 2, sorcerer/wizard 2

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Effect** sword-like beam

**Duration** 1 minute/level (D)

**Saving Throw** none; **Spell Resistance** yes

A 3-ft. beam of negative energy springs forth from your hand. The blade strikes as a melee touch attack and imparts negative energy, inflicting 1d8 points of damage plus 1 point per 2 caster levels (maximum +10) against living opponents. Because the blade is immaterial, your Strength modifier does not increase the damage dealt by the *netherblade*. The *netherblade* does no damage to constructs and heals undead for half the damage dealt to them, up to their maximum hit points.

## NUMB PAIN

**School** enchantment [mind-affecting]; **Level** cleric 1, oracle 1, paladin 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** yes (harmless)

You can touch a creature to ease its physical pain. If the target rests while affected by this spell, it will regain 2 additional hit points every hour until fully healed or until the spell ends. Creatures affected by *numb pain* are not fazed by normal aches and pains and do not suffer any fatigue-related penalties during the spell's duration. In addition, the target receives a +4 resistance bonus to any spells with the pain descriptor. As a side effect of this spell,

the target cannot feel pain and will not feel anything if struck until the spell ends. The target may continue to take actions while reduced to negative hit points as if staggered rather than dying, although it will still lose hit points each round until healed, the spell ends, or it takes enough damage to die.

## OBLITERATE LIFE

**School** necromancy [death]; **Level** sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

Calling upon ancient pacts and forgotten powers, you annihilate a target, causing it to vanish from existence. Only a *wish* or *miracle* spell, followed by *true resurrection*, can restore the target to life again. A target that makes a successful Fortitude save suffers 10d6 points of damage instead of being annihilated. If this damage is enough to kill the target, it is annihilated as if it had failed the saving throw.

## OVERCOME FORCE

**School** abjuration; **Level** sorcerer/wizard 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 10 minutes/level or until discharged

**Saving Throw** none; **Spell Resistance** no

This spell protects a creature from damage by force effects, such as *magic missile*, in a manner similar to *protection from energy*. When the spell absorbs force damage equal to 12 points per caster level, *overcome force* ends. This spell also provides the creature touched with a special ability: the creature can move through a *wall of force* once, completely ignoring it. If the creature uses this ability, the spell ends immediately afterward. *Overcome force* does not grant the creature the ability to attack through a *wall of force*, only to move through it.

## PERSISTENT MISSILES

**School** evocation [force]; **Level** sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M (a handful of marbles, one per missile invoked)

**Range** medium (100 ft. + 10 ft./level)

**Target** up to five creatures, no two of which can be more than 15 ft. apart

**Duration** concentration, up to 1 round/level

**Saving Throw** none; **Spell Resistance** yes

This spell acts nearly the same as *magic missile*. However, missiles created by this spell do not disappear when they strike their target; instead, they return to you and orbit

harmlessly until your next action, at which time they may be directed against targets again.

Attacking with these missiles is a standard action and precludes casting another spell. The missiles remain active for the spell's full duration. As long as you retain concentration, you may direct the missiles to attack any target within range.

### PIERCE

**School** evocation [force]; **Level** magus 2, sorcerer/wizard 2  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** medium (100 ft. + 10 ft./level)  
**Target** one creature or object  
**Duration** instantaneous  
**Saving Throw** none; **Spell Resistance** yes

You hurl a bolt of force energy that has two effects. First, if you succeed at a ranged touch attack you automatically destroy (dispel) any one defensive spell of 2nd level or lower with the force descriptor, such as *mage armor* or *shield*, affecting the target. *Pierce* will even suppress *bracers of armor* or a *ring of force shield* for 1d4 rounds. If your attack roll would also hit the target as a normal ranged attack, discounting any Armor Class bonus from dispelled force effects, you inflict 1d8 points of damage per two caster levels (maximum 5d8) to the target. If the target has multiple defenses with the force descriptor, you may target a specific one you are aware of (e.g., through observation and a Spellcraft check, *mage sight*, or prior knowledge of the target). Otherwise, roll randomly to determine which effect is dispelled.

### RAQEL'S SECRET DESIRES

**School** divination; **Level** bard 1, oracle 1, sorcerer/wizard 1, witch 1  
**Casting Time** 1 standard action  
**Components** V, M (a page from a personal journal)  
**Range** touch  
**Target** creature touched  
**Duration** 1 round/level  
**Saving Throw** Will negates; **Spell Resistance** yes

With a touch and a few moments' concentration, this spell reveals the victim's subconscious desires and fears. For the duration of the spell, you gain an insight bonus of +1 per caster level (maximum +5) to all Charisma-based skill checks involving the victim. The victim has no idea they have been manipulated in any fashion.

### RATENEF'S VAMPIRIC WEAPON

**School** necromancy; **Level** magus 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S  
**Range** touch  
**Target** weapon touched  
**Duration** 1 round/level  
**Saving Throw** none; **Spell Resistance** yes

You touch a weapon belonging to you or an ally, imbuing it with the ability to drain life. Half the damage inflicted by the *ratenef's vampiric weapon* against a living opponent is granted as temporary hit points to the weapon's wielder. These temporary hit points disappear 1 hour after being gained.

### SEEK THE SOULLESS

**School** necromancy; **Level** magus 3, sorcerer/wizard 3  
**Casting Time** 1 standard action  
**Components** V, S, M (a feather, dipped in lacquer)  
**Range** close (25 ft. + 5 ft./2 levels)  
**Area** cone-shaped burst  
**Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes

You send forth a cone of strange magical energy. Within its area, living mortal creatures with souls (all creatures other than constructs, elementals, outsiders without the native subtype, and undead) find themselves surrounded by a momentary nimbus of light that protects them from the spell's influence. All those not protected suffer 1d6 points of damage per caster level (maximum 10d6). Unattended inanimate objects suffer full damage from this blast of energy.

### SHRAPNEL GLOBE

**School** conjuration (creation); **Level** sorcerer/wizard 2, summoner 2  
**Casting Time** 1 standard action  
**Components** V, S, M (one ounce of metal)  
**Range** touch  
**Effect** one metal sphere  
**Duration** 1 round/level or until discharged  
**Saving Throw** Reflex half; **Spell Resistance** y/n

You create a small metal sphere that explodes upon impact. If you drop or hurl the *shrapnel globe* any time during the spell's duration, it detonates on impact, spraying metal shards in all directions within a 20-ft. radius. Throwing or dropping the sphere is considered a standard action. The sphere has a range increment of 20 feet and the attack is resolved as if it were a splash weapon (ranged touch attack on an opponent, ranged attack against AC 5 to target a grid intersection). Creatures struck by the shrapnel take 1d6 points of damage per two caster levels (maximum 5d6).

You can give the *shrapnel globe* to another creature to use; however, doing so requires a standard action in order to attune the globe to the new possessor. Otherwise, it detonates as if you dropped it.

### SOUL BURST

**School** necromancy; **Level** magus 4, sorcerer/wizard 4  
**Casting Time** 1 standard action  
**Components** V, S, M (a feather)  
**Range** medium (100 ft. + 10 ft./level)  
**Area** 20-ft.-radius burst  
**Duration** instantaneous  
**Saving Throw** Reflex half; **Spell Resistance** yes

You summon a burst of energy that harms all living creatures with souls. Those affected by the spell take 1d6 points of damage per level (to a maximum of 15d6). Constructs, elementals, outsiders without the native subtype, and undead suffer no damage. Likewise, inanimate objects are not affected by the spell.

### SPINE TENDRIL

**School** transmutation; **Level** alchemist 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** 1 round/level

This gruesome spell causes your spine to thrust up from the base of your skull, becoming a prehensile weapon or limb-like tendril in the process. Each round, in addition to the actions you would normally make, the *spine tendril* can make either a disarm or grapple attack with a reach of 10 feet; neither of these attacks draw an attack of opportunity. The tendril is treated as being Medium-sized, with a Strength score equal to 4 plus your own and a CMB equal to your caster level plus its Strength modifier. For each round that it maintains the grapple, the *spine tendril* can inflict 1d6 points of damage plus its Strength modifier.

### SUNFIRE TOMB

**School** conjuration (teleportation) [good]; **Level** cleric 9, druid 9, oracle 9

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Will negates; **Spell Resistance** yes

You transport a creature and its equipment into the sun, where it remains, held entombed in stasis, forever. Time ceases to flow for that creature, and it grows no older; bodily functions virtually cease, and no force or effect can harm it. The creature is, however, painfully aware of the heat and light around them—the only sensations it experiences while entombed in the sun. The subject remains there unless someone casts a *freedom* spell close to where *sunfire tomb* was originally cast, whereupon the subject reappears in that locale. Magical search by *scrying*, *locate creature*, or similar divination does not reveal the fact that a creature is entombed nearby, but *discern location* does. A *wish* or *miracle* spell will not free the recipient, but will reveal where they are entombed. The *sunfire tomb* spell only functions if you know the target's name and some facts about its life. This spell is often used against creatures that hate the light of day, such as dark elves and vampires, as a fitting punishment for their misdeeds.

### TELEPORT BLOCK

**School** abjuration; **Level** sorcerer/wizard 5, summoner 4, witch 5

**Casting Time** 1 round

**Components** V, S, M (10 gp worth of gold dust)

**Range** 0 ft.

**Area** three 10-ft. cubes/level

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

You create an area that prevents the function of spells with the teleportation subtype as well as any spell-like abilities or items that replicate such spells. Spells cast from outside this area that subsequently enter it cease to function immediately upon touching its boundary. This spell may be made permanent with the *permanency* spell.

### TELEPORT COORDINATES TRANSFER

**School** divination; **Level** cleric 4, sorcerer/wizard 4, summoner 3, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

This spell allows you to mentally communicate information about a well-known location to someone else. The information you convey is accurate and detailed enough to allow the recipient to *teleport* to the area as if they were personally familiar with it. Alternatively, if you learn of a location through a spell like *discern location*, *teleport tracer*, or *legend lore*, you can use this spell to *teleport* there as if you were very familiar with it. In no way does this spell provide means of teleportation; you must provide your own.

### TELEPORT REDIRECT

**School** conjuration (teleportation); **Level** sorcerer/wizard 5, summoner 4, witch 5

**Casting Time** 1 standard action

**Components** V, S

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

**Area** 20-ft. radius

**Duration** 1 hour/level

**Saving Throw** none; **Spell Resistance** no

If any spell with the teleportation subtype is cast within the area of this spell, or if the destination of a teleportation spell falls within the area of this spell, the teleporting creature is redirected to a location you chose when you first cast *teleport redirect*. This spell may be made permanent with a *permanency* spell.

### TELEPORT TRACER

**School** divination; **Level** sorcerer/wizard 6, summoner 5, witch 6

**Casting Time** 1 standard action

**Components** S

**Range** medium (100 ft. + 10 ft./level)

**Effect** one teleportation spell

**Duration** instantaneous

**Saving Throw** none; **Spell Resistance** no

You immediately know the destination of the most recent spell with the teleportation subtype cast within the range of your spell. You know the location well enough to teleport to it immediately with no chance of error, although the spell confers no ability to teleport.

### TENDRILS OF ETERNAL NIGHT

**School** conjuration (summoning) [evil]; **Level** sorcerer/wizard 9, witch 9

**Casting Time** 1 round

**Components** V, S, M (a black pearl worth at least 5,000 gp)

**Range** medium (100 ft. + 10 ft./level)

**Area** 10-ft. diameter

**Duration** 1 round/level

**Saving Throw** see text; **Spell Resistance** yes

You create a portal to the Negative Material Plane in the ground or floor with a 10-ft. diameter. Anyone standing in this area must make a Reflex save or fall in and immediately suffer the effects as if they had been dragged into the portal. Four shadowy tentacles spring out from the portal and attempt to grapple any of the caster's enemies within reach and drag them through the portal. The tentacle's grapple attempts do not provoke attacks of opportunity. Each tentacle is 20 feet long and has an effective Strength of 24. When determining their CMB, the tentacles use your caster level as their base attack bonus and receive a +7 bonus due to their Strength and a +4 size bonus. The tentacles may be attacked normally or damaged with spells. They use your saving throws, have an Armor Class of 25, and have 3 hp/caster level. Any tentacle destroyed is immediately replaced at the beginning of your turn on the following round.

Each round that a tentacle is not grappling a creature, it will try to do so in an effort to drag the victim through the portal. Once grappled, a target will be drawn toward the portal at the rate of 10 feet per round. The target may attempt to break the grapple as normal. Once they have dragged their victim into the portal, the tentacles will continue to grapple the creature there until it dies, the creature breaks the grapple, or the spell ends. Any creature dragged into the portal must make a Fortitude save each round or gain two negative levels, unless it is immune to level drain.

The portal closes when the spell expires. When the portal closes, anyone trapped in the pit is considered slain (or simply lost if immune to level drain) unless they can cast *plane shift* or similar planar travel spells. Otherwise, victims can only be brought back by using *wish* or a similar spell.

### TLU MGANGA'S NIGHT BOLT

**School** evocation [darkness]; **Level** sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S, M (a sliver of obsidian, wrapped in black satin)

**Range** 100 ft.

**Area** 5-ft.-wide line

**Duration** instantaneous

**Saving Throw** Reflex half, see text; **Spell Resistance** yes

This spell causes a flood of pure, starless night to erupt from your hand. Writhing and crackling like obsidian lightning, it pours over those unfortunate enough to be caught in its path, ripping the flesh from their bones and robbing them of their senses. The bolt deals 1d6 points of damage per caster level (maximum 15d6); those struck who succeed on a Reflex save take half damage.

In addition, all within the path of *tlu mganga's night bolt* must succeed on a Fortitude save or be both blinded and deafened for 2d4 rounds. Those who succeed on their Reflex save to halve the damage taken gain a +2 circumstance bonus to their Fortitude save to resist the loss of their senses, as they are able to shield themselves from the worst of the bolt's energy.

This spell is most effective when cast at night or in areas of heavy shadow, such as in a narrow alleyway, twisting tunnels, or deep underground. When cast in such circumstances, *tlu mganga's night bolt* imposes a -1 circumstance penalty to all saves. Conversely, when cast in daylight or areas well saturated with light, those in its path benefit from a +1 circumstance bonus to their saves to resist its effects.

### TWINGE

**School** necromancy [pain]; **Level** bard 0, sorcerer/wizard 0, witch 0

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

You point your finger at a living target of up to Large size and afflict it with a surprising jolt of pain, causing it to drop everything in its hands unless it succeeds at a Fortitude save. The pain is instantaneous and has no further effect beyond startling the target. Animals such as horses targeted by still spell may bolt or rear if they fail their saving throw. Constructs, elementals, plants, and undead are immune to this spell.

### VILE STENCH

**School** conjuration (creation); **Level** alchemist 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M (a piece of garbage)

**Range** touch

**Effect** creature touched

**Duration** 1 hour/level (D)

**Saving Throw** Fortitude negates; **Spell Resistance** no

The recipient is enshrouded in an awful smell, reminiscent of the foulest sewers. The smell radiates outward to a 10-ft.



radius. Any living creature (except the recipient) that enters or re-enters the area of effect must succeed on a Fortitude saving throw or become sickened for as long as they remain within the area of effect and for one additional round after leaving the area of effect.

### VIOLENT RETCHING

**School** necromancy; **Level** bard 2, sorcerer/wizard 2, witch 2

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** 1 round/level

**Saving Throw** Fortitude partial; **Spell Resistance** yes

The target of this spell suffers severe gastrointestinal distress. On a failed Fortitude save, the target is nauseated for the duration of the spell. A creature succeeding on its Fortitude save is merely sickened for 1 round as it fights back the urge to retch.

### VIRULENCE

**School** necromancy [disease]; **Level** cleric 7, druid 7, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one living creature

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

The target of this spell contracts three of the following diseases: blinding sickness, bubonic plague, cackle fever, filth fever, leprosy, mindfire, red ache, shakes, and slimy doom. These diseases are contracted immediately; the onset period does not apply. Use the listed frequencies and save DCs of the contracted diseases to determine further effects. The subject receives a Fortitude save for each disease. Starting the next day, if uncured, all living creatures that come within 20 feet of the subject must save against each disease the subject carries. Each respective disease, not the spell, applies its effects to those failing their saves in this case. For the target to rid itself of the effects of this spell, each disease must be individually cured by magical means.

### WALL OF SPIDERS

**School** conjuration (creation); **Level** sorcerer/wizard 6, summoner 5, witch 6

**Casting Time** 1 standard action

**Components** V, S, M (a spider's egg sac)

**Range** medium (100 ft. + 10 ft./level)

**Effect** wall of spiders, area up to one 5-ft. square/level; see text

**Duration** 10 minutes/level

**Saving Throw** see text; **Spell Resistance** no

You cause a writhing mass of tiny poisonous spiders to appear, which instantaneously coalesce into the shape

of an impenetrable wall. This wall can be used to close a passage, to channel opponents, or protect against the elements. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall is one foot thick per caster level.

Unlike a *wall of iron*, a *wall of spiders* can be formed into almost any shape. It need not be vertical, nor must it rest upon a firm foundation; it can even be laid horizontally. A *wall of spiders* is pliant and moves at a touch, but is firm enough to walk upon should someone desire to do so.

A creature that touches the wall suffers damage equal to 25 minus the creature's flat-footed Armor Class; creatures with a flat-footed Armor Class of 25 or higher suffer no damage. In addition, a virulent poison covers the wall and fills the fangs of the spiders that comprise it. This poison deals 1d3 points of Constitution damage to living creatures for 6 rounds unless the victim succeeds on a Fortitude save to negate the damage.

It is not possible to breach a section of wall with a Strength check, as the wall is simply too pliable. However, a creature can attempt to force through a wall of spiders, but it suffers a -2 penalty to its save to resist the wall's poison when doing so. To push through the wall, a creature must make a DC 20 Strength check to move through 5 feet of wall. Moving through the wall is a full-round action. If the wall is more than 5 feet thick, then the creature ends its turn in the wall and must make another Strength check the following round to continue moving through.

A creature trapped in the wall can choose to remain absolutely still; in this case it does not suffer damage and does not need to save versus poison.

Like other magical walls, a *wall of spiders* can be destroyed by using a *disintegrate* spell or by attacking the wall with weapons. Each 5-ft. section of wall has 15 hit points per foot of thickness and a hardness of 2. A *wall of spiders* cannot be destroyed or controlled by spells that affect vermin, nor is it affected by spells that inflict hit point damage to living creatures, such as *harm*. The spiders making up the wall are entirely magical in nature and are not alive in any real sense.

### WEB SPLAT

**School** conjuration (creation); **Level** magus 0, sorcerer/wizard 0, summoner 0, witch 0

**Casting Time** 1 standard action

**Components** V, S

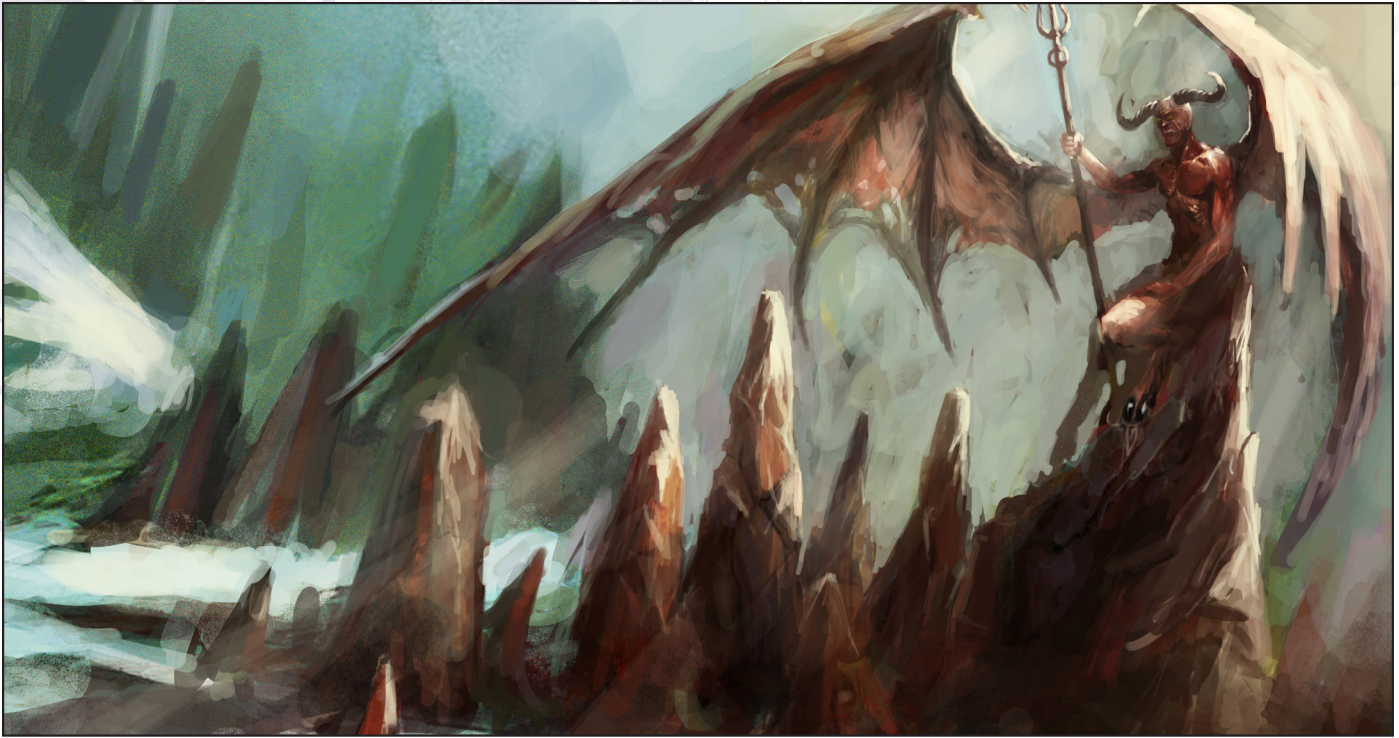
**Range** close (25 ft. + 5 ft./level)

**Area** square with 3-inch sides

**Duration** 1 round/level or until destroyed

**Saving Throw** Reflex negates; **Spell Resistance** yes

You create a tiny bit of spiderweb that possesses the strength of an average person. You can use this webbing to stick two objects together, stick an object to the floor, or attempt to stick a creature's foot to the floor or its hand to an object. You can also attempt to cover a creature's



eyes with webbing to partially blind it (everything has 50% concealment to the creature). The creature makes a Reflex save; if it fails, it must attempt a DC 10 Strength check, taking a standard action, to attempt to tear the webs away. Likewise, if you web together two objects, they can be torn apart with a DC 10 Strength check using a standard action. The webbing can support about 100 pounds, which means you could stick a 100-lb. rock to the ceiling for the duration of the spell. The web splat can be destroyed in 1 round by fire.

### WEB STRAND

**School** conjuration (creation); **Level** magus 1, sorcerer/wizard 1, summoner 1, witch 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./level)

**Effect** a strand of webbing, one inch thick

**Duration** 1 round/level

**Saving Throw** Reflex negates; **Spell Resistance** yes

You create a single rope-like strand of spiderweb that possesses the strength of an above-average person, a hardness of 2, and 5 hit points. One end of the strand is adhesive, while the rest is not, which provides many uses. For example, you could use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature to prevent it from escaping. In this case, the creature makes a Reflex save; if it fails, it must take a standard action to attempt a DC 15 Strength check to tear the strand away. The web strand can support about 200 pounds. If you use it as rope, tying it to something rather than relying on the adhesive, it proves about twice as strong as a normal rope. The web strand can be destroyed in 1 round by fire.

# CHAPTER



INFERNUS RISEN

# HISTORY

## IN WHICH AN ARCH DEVIL ACHIEVES AN INFERNAL GOAL

### 100 YEARS Ago

Lucifer and the Dukes of Hell met in the most secret corner of Malefacta, in a chamber so heavily warded against deific observation that it was a blind spot for even the most powerful evil god. There, the Prince of Darkness laid out a literally diabolical plan. This was to be Lucifer's revenge upon Asmodeus.

Lucifer knew he faced three opponents. First, there was Asmodeus and his legions. Asmodeus was far more secure on the throne of Hell with Lucifer isolated in Infernus. He would see any activity outside Infernus as Lucifer becoming a threat, and Asmodeus would not stand for that.

Second, there were the mobs of demons that delighted in destroying devils. At the least sign of weakness, they would invade Hell. They would certainly attack Lucifer in vast hordes if he moved outside of Hell. The Fallen Prince's head on a pike would be worth any number of demon lives.

Third, there were the gods themselves. The gods of law and good banished Lucifer before time was time. They had not relented on that decision since.

Therefore, Lucifer would move in secret. With the few agents left to him, including Demoriel, Caasimolar, and Lilith, the Prince of Lies began to weave his master plot.

### 50 YEARS Ago

For decades, rumors spread through the circles of Hell that Lucifer was going to recover his throne from Asmodeus. Asmodeus scoffed at such rumors. He was a deity and possessed the contract of creation. What was Lucifer compared to that? The rumors were only true in the long term, but it served Lucifer well to have Asmodeus distracted by something other than Lucifer's true efforts.

Still, the rumors raised a question: If Asmodeus was so powerful, why did Lucifer yet live?

Meanwhile, on other planes, the Dark Cardinals of Lucifer's unholy worship quietly began to wage war on the followers of Asmodeus. Rather than attack his followers openly, they used assassins to murder them in the shadows, and thieves to steal their most powerful possessions. They passed information about temples devoted to Asmodeus to paladins and clerics of good deities.

As his mortal followers suffered, Asmodeus began to weaken. His rage shook the circles of Hell, but doubt spread among his dukes.

### 25 YEARS Ago

On the Day of Smoke and Fire, Infernus partially merged with the Material Plane. Lucifer trumpeted his coup over Asmodeus: His agents had stolen the contract of creation and found the secret concealed within it. Lucifer had used it to reshape the mortal world. Now his demiplane acted as a bridge between Hell and the Material Plane.

Lucifer did not hesitate. He gathered his worshippers and his legions into Infernus. Then he threw a gauntlet in the face of Asmodeus: Lucifer offered his hand in friendship to every devil that swore fealty to him. Past betrayals would be forgotten. Siding against Lucifer in the Great Uprising was said to be immaterial. Even Belial was welcome again in Malefacta.

Even the weakest and most foolish devils realized that joining Lucifer in Infernus meant free and easy access to the souls of the Material Planes. In every devil, the lust for souls warred with their allegiance to Asmodeus.

When Asmodeus responded by declaring war on Infernus, the internal struggles ended. All those still loyal to Asmodeus rose up and stormed the walls of Lucifer's stronghold.

### 15 YEARS Ago

For ten long years, Hell besieged Infernus, and Lucifer laughed. For every one of his servants who died in battle with Asmodeus, his devils reaped five souls from the Material Plane. The most evil wizards and tyrants found themselves called into Lucifer's service and immediately transformed into horned devils.

Meanwhile, the gods were unable to assert their will and return the Material Plane to its previous state. Asmodeus had done his work with the contract of creation too well. Now that Lucifer had his secret, the nature of reality on Abaddon had to include Infernus.

While Lucifer laughed, however, Asmodeus consolidated his hold on his remaining devils. Although Lucifer had easier access to the Material Plane, the very presence of Infernus warped Abaddon to make it more hospitable to all devils, regardless of their allegiance. Asmodeus still had his priests and worshippers on Abaddon. In fact, his entire declaration of war was simply a means to strengthen the loyalty of his troops.

Realizing that he could not overwhelm Infernus, Asmodeus ordered his devils to blockade Infernus, and he began laying other plans.

### 5 YEARS Ago

On the Night of Winged Darkness, Lucifer turned his devils from defending Infernus to rampaging across Abaddon. For years, the forces of good stood between the legions of Hell

## GODS AND CONTRACTS

At the dawn of time, Asmodeus was involved in the creation of Abaddon. He crafted the contract of creation, which delineated the responsibilities of each deity taking part in creation. When he created the contract, Asmodeus hid within it a secret that he could one day use to overthrow creation.

Lucifer's agents stole the contract for their dark master, who spent years studying it. Once he discovered the secret hidden there by Asmodeus, Lucifer used it to transform Abaddon, making room for his home plane of Infernus.

The gods cannot be sure of the power granted to Lucifer by Asmodeus' secret. It is possible that Lucifer can undo all of creation, including the Outer Planes. Then again, the contract's power may only concern Abaddon itself. Though the gods do not move directly against Lucifer, they do scheme to steal the contract from Infernus. Meanwhile, they grant what power they can to their mortal followers.

and the citizens of Abaddon. But with every passing day, good weakened, and Infernus grew stronger.

During the siege of a small city, a summoned movanic deva was badly injured. Realizing that it was minutes from death, the deva made a bargain with its summoner. It taught the summoner a ritual that channeled the deva's life energy into a protective circle. Hundreds of lives were saved by the deva's efforts. This was the first Guardian Ritual.

When the mortals regrouped and drove off the devils, the deva returned to the celestial realm from which it came. However, the secret of the ritual remained, and quickly spread from place to place across Abaddon.

Desperate settlements snatched up the Guardian Ritual and put it into practice. In some cases, the summoned celestial proved too strong and refused to aid them. In others, the sympathetic celestial volunteered to spend eternity providing what amounted to a magical keep, a circle within which people could crowd to escape devils. In darker places, summoned celestials found themselves enslaved.

## New

Vast stretches of Abaddon now fall under the sway of Infernus and its devils. Some settlements have bargained with the devils, performing evil rites and making horrific sacrifices to remain free. Others survive through the concentrated efforts of celestial armies. Still others continue only through the Guardian Ritual, with captive celestials protecting them.

Lucifer's hellish influence extends even beyond the areas controlled by his devils. The presence of Infernus has twisted the very fabric of reality, changing the very traits of Abaddon. Living things have changed as well, with many

## WHY IS ANYTHING LEFT?

Abaddon is a big place, and Lucifer's forces, although vast, are finite. Time is also limited; the devils have only had five years to turn their greedy eyes on the living souls of Abaddon.

While Lucifer's forces are immortal, each devil can only be in one place at a time. They can be sent back to Infernus by various spells and by physical death outside the boundaries of Lucifer's realm. The Guardian Ritual remains a thorn in Lucifer's side. Each sanctuary must be broken by siege or by sabotage, taking up resources that could be used to reap souls.

Finally, while devils covet souls above all else, they also enjoy punishing the wicked, tempting the good, and inflicting pain and terror. Wiping out everyone on Abaddon means the end of a great deal of fun for the devils, and the end of a way for them to advance through the infernal ranks.

Inevitably, the devils will conquer Abaddon, and Lucifer will use the power and souls gained to retake his throne in Hell. Once he becomes the master of both worlds, he will likely turn his searing gaze to the Outer Planes.

more infernal creatures roaming the world. Even the vegetation and weather have changed.

Day-to-day life has become torment. Sooner or later, everyone gives in to temptation or gets tired of struggling. Strangers cannot be trusted, as they may have betrayed their fellow mortals for the worthless promise that they will survive the conquest of Abaddon. For that matter, those strangers could be demons or devils in disguise. Victories are measured in single lives saved from invading devils, and in seeing another sun rise.

Clerics face a struggle every day. On one hand, the common folk do not understand why the gods don't come to make everything right again. They have never heard of the contract of creation, and would not much care about it if they did. On the other hand, divine magic still works and can be very effective when fighting devils.

Most people, including most adventurers, have lost all hope of overcoming Lucifer and sending Infernus back to Hell. Not all hope has been lost, however. The gods still live, and still grant their power to mortals. Unlikely alliances between good and evil gods, including Asmodeus, strive together to send Infernus back to Hell.

Meanwhile, the greatest adventurers of Abaddon plan and scheme to infiltrate Infernus, storm Malefacta, and wrest the contract of creation from Lucifer's grasp. If only they could agree on who should control it...

## GM CAMPAIGN NOTES

As a GM, you need to make two decisions about this campaign model.

## CAN INFERNUS BE DRIVEN OUT?

If the contract of creation can be found in time, and its secrets unraveled quickly enough, it may contain information that would allow player characters to drive Infernus back down into Hell, where Asmodeus waits for it.

First, this should be an epic-level quest. The challenges facing the PCs are enormous. They will literally have to overcome Lucifer, who is a deity.

Second, this is an opportunity for moral and ethical issues. What do the characters have to sacrifice to accomplish their goal? How many communities will perish because the PCs are questing toward Malefacta rather than defending helpless people? If Asmodeus' priests learn of the quest, they will offer to aid. Will your player characters accept the aid of chaotic evil clerics?

If that sounds like your kind of game, then you should consider making it possible for Infernus to be driven out. Keep in mind that Asmodeus' church will absolutely betray the PCs and steal the contract of creation for their infernal deity once the characters succeed.

Remember also that the presence of Infernus has forever changed the geographical and political maps of Abaddon. Even if it is driven out, nothing will ever be the same as it was.

## ARE YOUR CHARACTERS THE BIGGEST?

Whether or not Infernus can actually be driven back to Hell, some people on Abaddon believe that it can. Perhaps your characters are running around defending communities, gradually falling back as Lucifer's control over Abaddon grows. Meanwhile, Abaddon's epic heroes quest for the contract of creation.

This sort of campaign is about hard choices. Who do your player characters save, and who must fend for themselves?

Another hard choice, mentioned earlier, is who controls the contract of creation. If your player characters work for the epic heroes, who do your player characters want to control the contract? Conflicts between your characters brought on by divided loyalties are also part of this style of game.

## ULTIMATELY

The decisions that you make before you start play will define what kind of adventures you run and how your campaign advances.

# HELL FEATS & TRAITS

*Character options when Hell comes to Abaddon.*

## TRAITS

These traits follow the standard rules for traits.

### INFERNAL TRAITS

These traits represent some taint or experience related to devils and the presence of Infernus.

#### DEVIL'S FORTITUDE

*You were born or grew up near Infernus, where temperatures are higher than normal.*

**Benefit:** You gain a +1 trait bonus on Fortitude checks to resist the effects of heat and a +1 trait bonus on Survival checks against severe weather. Survival is always a class skill for you.

#### FIENDISH WILL

*You grew up in or near a place like Blood Market, where devils often interact with mortals. You are used to being around them.*

**Benefit:** You gain a +1 trait bonus on Intimidate checks and +1 trait bonus on Will saves. Intimidate is always a class skill for you.

**Note:** See the Settlements chapter for information on Blood Market.

#### INFERNAL AWARENESS

*A long-past devilish ancestor lives on in you, and helps you stay alive.*

**Benefit:** You gain a +1 trait bonus to Perception checks and a +1 trait bonus on initiative checks. Perception is always a class skill for you.

#### MASTER'S MARK

*You have a birthmark shaped like a pentagram.*

**Benefit:** You gain a +1 trait bonus on Diplomacy and Intimidate checks against devils. Diplomacy is always a class skill for you.

## OTHER TRAITS

These traits represent some advantage of being free of devilish influence and experience.

#### BLOOD CRUSADE SOLDIER

*You trained with Blood Crusade cadre.*

**Benefit:** You gain a +1 bonus to damage rolls made against creatures with the devil subtype that you recognize as devils.

**Note:** See the Organizations chapter for information on the Blood Crusade.

#### BRIMSTONE SCHOLAR

*You have had access to lore related to Infernus over a long period of time.*



**Benefit:** You gain a +1 trait bonus on Knowledge (planes) and Knowledge (geography) checks related to Infernus. Pick one of those two Knowledge skills; it is always a class skill for you.

#### FOOL ME ONCE

*You have seen what happens to people who expect devils to keep their word, and you are determined to not let that happen to you.*

**Benefit:** You gain a +1 trait bonus on Sense Motive checks against devils. Sense Motive is always a class skill for you.

#### LIVING MEMORY

*You are at least 30 years old, and remember the time before the Day of Smoke and Fire.*

**Benefit:** You gain a +1 trait bonus on Knowledge (history) checks. Knowledge (history) is always a class skill for you.

#### WORDTWISTER

*You have learned much from the way that devils find loopholes in every contract.*

**Benefit:** You gain a +1 trait bonus on Bluff checks against devils. Bluff is always a class skill for you.

## FEATS

This section provides one general set of feats, as well as one feat tree that represents a character gradually losing his or her soul to Lucifer.

## GENERAL FEATS

### INSPIRED FAITH

*Your belief in the eventual triumph of good over evil seems laughable to many, but it makes you strong.*

**Prerequisite:** Iron Will

**Benefit:** When a creature of the devil subtype targets you with a spell or a spell-like ability that allows a Will save, you gain a +5 morale bonus on that save.

### BORN UNDER A BAD SIGN

*Devils have a hard time figuring you out.*

**Prerequisite:** Bluff 8 ranks

**Benefit:** Devils must succeed on a caster level check (DC = your total character level) to detect your alignment.

### DEVIL HUNTER

*You have been killing devils for longer than many others.*

**Prerequisite:** Knowledge (planes) 6 ranks

**Benefit:** You gain a +2 bonus on Knowledge (planes) checks to know the powers and abilities of devils. You gain a +2 morale bonus on all attack rolls and a +2 morale bonus on caster level checks to penetrate spell resistance made against creatures with the devil subtype that you recognize as devils.

## INFERNAL ANCESTRY FEATS

Note the special rules that apply to these feats at the end of this section.

### ATTUNE WEAPONS

*In the heat of combat, your link with Hell expresses itself through your weapons.*

**Prerequisites:** Devil Spawn, Hellspawn Vitality

**Benefit:** Choose lawful or evil when you take this feat. Your weapons, including natural weapons, count as that alignment for the purposes of resolving damage reduction. If your character's alignment opposes your choice, the weapon bestows one permanent negative level on your character. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level cannot be overcome in any way (including restoration spells) while the weapon is wielded.

**Special:** You can take this feat a second time to choose the other option. If you do, then your weapons count as both lawful and evil for the purposes of resolving damage reduction. If your character is chaotic good, then your character would suffer two negative levels.

### CELESTIAL SLAYER

*You have hunted celestials with magic enough to gain from the experience.*

**Prerequisite:** Ability to cast 1st-level spells, any one Infernal trait

**Benefit:** Any time an outsider with the Good subtype must make a Will save against one of your spells, increase the DC by +1.

### DEVIL'S LUCK

*The Infernal Hosts look out for their own.*

**Prerequisites:** Magical Aptitude, and any one Infernal trait

**Benefit:** You gain a +2 profane bonus on Reflex saves and a +2 profane bonus on all Use Magic Device checks.

### DEVIL SPAWN

*An ancestor literally from Hell means that you can take the heat.*

**Prerequisite:** Maker's Mark Infernal trait

**Benefit:** You gain fire resistance 2, or increase your existing fire resistance by +2.

**Special:** You can take this feat multiple times, stacking its effect.

### HELLSPAWN VITALITY

*Your Hellish ancestry makes you unusually resilient.*

**Prerequisites:** Devil Spawn, Toughness

**Benefit:** You gain Fast Healing 2.

### INFERNAL ADEPT

*Minor eldritch powers of Hell are at your disposal.*

**Prerequisites:** Devil Spawn, Hellspawn Vitality

**Benefit:** You can cast *detect good* at will, and can cast *invisibility* (self only) 1/day for every two Infernal Ancestry feats you have. Your caster level equals your total character level.

### INFERNAL GATEKEEPER

*Extraplanar prey cannot escape you.*

**Prerequisites:** Devil Spawn, Hellspawn Vitality, Infernal Adept, sorcerer with Infernal Bloodline

**Benefit:** You can cast *dimensional anchor* as a spell-like ability once per day. Your caster level equals your total character level.

### PLANAR LINGUIST

*You have a gift for gabbing with devils.*

**Prerequisite:** Any one Infernal Trait

**Benefit:** You can now speak, read, and write Celestial, Draconic, and Infernal. If you already have one of those languages, you gain no further benefit.

## SPECIAL

As you gain Infernal Ancestry feats, you accumulate additional benefits, and disadvantages.

- **2 Infernal Ancestry feats:** You gain darkvision 60 ft. If you already have darkvision, your vision range extends another 20 ft.
- **3 Infernal Ancestry feats:** You gain a profane bonus on saves vs. poison equal to +2 per Infernal Ancestry feat. You smell of blood and brimstone.
- **4 Infernal Ancestry feats:** Choose one devil type with a CR up to your level -3. You gain the ability to summon 1d3 of that type of devil, with a chance of success equal to 5% per Infernal Ancestry feat. Summoned creatures remain for a number of rounds equal to your total character level. This summoning does not guarantee that the devils will obey you. Silver weapons now do +5 damage against you.
- **5 Infernal Ancestry feats:** You gain Telepathy. You can mentally communicate with any other creature within 100 feet that has a language. You can address multiple creatures at once telepathically, although maintaining a telepathic conversation with more than one creature at a time is just as difficult as simultaneously speaking and listening to multiple people at the same time. If your alignment was good, it becomes neutral. If it was neutral on the good-evil axis, it becomes evil.
- **6 Infernal Ancestry feats:** You gain Fly 60 ft. (average) as an extraordinary ability. You gain bat wings and a barbed tail. Your alignment becomes evil, if it was not already. If your alignment was neutral on the law-chaos axis, it becomes lawful. If your alignment was chaotic, it becomes neutral. Your race becomes Outsider, and you gain alignment subtypes according to your alignment.



# THE ABADDON HYBRID PLANE

## HOW THE PRESENCE OF INFERNUS ALTERS THE MATERIAL PLANE

### REGIONS

It's worthwhile to think about the new Abaddon in terms of four regions.

#### INFERNUS

Infernus was a plane formed by Lucifer as a refuge after the Great Uprising drove him from the throne of Hell. Now, it is permanently coterminous with the Material Plane and co-existent with Hell. Anyone can walk from the Material Plane into Infernus, and vice versa.

#### PLANAR TRAITS OF INFERNUS

The planar traits of Infernus are unchanged. They are:

**Gravity:** Normal gravity. Infernus has gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply.

**Time:** Normal time. Time passes here the same as it does on the Material Plane. One hour on the Infernus equals one hour on the Material Plane.

**Size:** Finite size.

**Morphic Traits:** Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment with tangible effort.

**Elemental Trait:** None are dominant throughout, though many areas are fire-dominant.

**Enhanced Magic:** Spells and spell-like abilities with the fire descriptor (including those of the Fire domain and those that summon fire elementals or outsiders with the fire subtype) are both maximized and enlarged (as if the Maximize Spell and Enlarge Spell metamagic feats had been used on them, but the spells don't require higher-level slots).

**Impeded Magic:** Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

#### ORANGE SKY

This region is closest to Infernus. The glowing orange sky of Infernus covers most of this region. The temperature within ten miles of the border with Infernus is considered very high, and effects travelers accordingly. Devils are common here.

Extreme weather (see Weather, below) and strange terrain (see Special Terrain and Other Hazards, below) are far more common here than elsewhere. This region is growing.

Settlements like Basalt Citadel and Lesser Wysthe (see the Settlements chapter) can be found in this region.

#### BLOOD AND SCREAMS

This region is second closest to Infernus. It seldom sees any true sunlight, but experiences a normal day-and-night cycle. Temperatures are warmer than they were before the Day of Smoke and Fire, but not extreme enough to require special precautions. There is some extreme weather and strange terrain, but not as much as in Orange Sky. Devils routinely assault settlements in this region, but seldom remain here. As Orange Sky grows, this region shifts further outward.

Settlements like Blood Market and Beacon Mount (see the Settlements chapter) can be found in this region.

#### ABADDON

This region is furthest from Infernus and occasionally sees extreme weather and strange terrain. Devils sometimes raid this far, but rarely. This region is clearly shrinking as the Blood and Screams region shifts and Orange Sky expands.

Ombregarde can be found in this region (see the Settlements chapter).

#### ABADDON TRAITS

The planar traits of Abaddon have changed. They are as follows:

**Gravity:** Normal gravity. Abaddon's gravity remains unchanged. The usual rules for ability scores, carrying capacity, and encumbrance apply.

**Time:** Normal time. The presence of Infernus has not changed the flow of time on Abaddon.

**Size:** Finite size.

**Morphic Traits:** Alterable morphic. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment with tangible effort.

**Elemental Trait:** None are dominant.

**Alignment:** Mildly aligned towards law and evil. Good and chaotic creatures suffer a -2 penalty on all Charisma checks, while chaotic good creatures suffer a -4 penalty on those checks.

**Enhanced Magic:** When a creature casts an evil or lawful spell, treat that creature's caster level as 2 levels higher than normal.

## WEATHER

The presence of Infernus has affected the weather patterns of Abaddon. Cloud cover increases near Lucifer's abode. The sky near Infernus is a cloudy orange glow at all times.

If you roll on a random weather table and get a powerful storm as a result, roll on the following table.

If you choose the weather experienced by your PCs, use these sparingly.

### 1D12 RESULT

1–5 Normal powerful storm.

**6 Blood Snow:** This weather only occurs in climates where snow could normally happen. If player characters are not in such an environment, treat this result as being a normal powerful storm. Blood snow creates a *desecrate* effect, as the spell, except that it affects 1d4 miles in diameter and lasts 1d3 hours.

**7 Acid Hail:** This weather only occurs in climates where hail could normally happen. If player characters are not in such an environment, treat this result as being a normal powerful storm. An acid hail storm covers an area 1 mile in diameter for 2d16 minutes. It functions as a normal hail storm, but the hail is large enough to do 1 point of acid damage per round of exposure to the storm (Reflex DC 15 negates). Acid hail also damages vegetation and inanimate objects. Acid hail on the ground impedes movement as snow and does 1 point of acid damage to anything in it (no save). Wading through acid hail for more than an hour destroys footwear and starts eating characters' feet.

**8 Heat Storm:** Treat a heat storm as an area of severe heat 2d4 miles in diameter. A heat storm lasts 1d4 hours.

**9 Flame Cone:** This is a tornado of fire. Unlike a normal tornado, a flame cone does not extinguish normal fires. Characters in the area of a flame cone risk catching fire. They make DC 15 Reflex saves to avoid it normally. Flame cones can start grass and forest fires, burn houses and villages, and roast livestock in the fields. Characters within 100 yards of a flame cone are exposed to extreme heat, even if they have shelter protecting them from the flames. A flame cone travels thirty miles per hour (approximately 260 feet/round) in a direction chosen by the GM, and lasts 1d10 minutes.

**10 Plague of Flies:** A plague of flies is a cloud of biting flies 1d3 × 100 feet in diameter. The effect lasts 2d20 minutes. Characters within the plague of flies suffer a –4 penalty to all Perception checks. Characters within the effect must succeed on a Fortitude saving throw (DC 20) every 5 minutes. Failing one saving throw makes the character confused. If a confused character fails another saving throw, he or she becomes sickened; a sickened character that fails a saving throw becomes nauseated; a nauseated

character that fails becomes unconscious for 2d4 minutes. The flies are capable of crawling through spaces as small as one-eighth of an inch, so only a hermetically sealed shelter protects from their effects. Strong winds, magical or otherwise, dispel the cloud for the duration of the wind, after which the cloud reforms until the end of its duration.

**11 Storm of Frogs:** A storm of frogs is an abrupt deluge of poisonous amphibians. The storm is 1d6 × 50 feet in diameter. The effect lasts 1d4 × 10 seconds. Living creatures without some kind of cover over them must succeed on a Reflex saving throw (DC 15) or take 2d4 points of damage from the falling amphibians. Characters who take damage from the amphibians also suffer the effects of their poisonous slime (contact, Fort DC 15, onset 30 seconds, 1/rnd for 6 rnds, effect 1d3 Con and 1d3 Wis, cure 2 saves). A helmet, or a shield or backpack held over the head, is sufficient cover to make the Reflex save required to avoid contact unnecessary. The fall cripples the frogs it doesn't kill, so there is no need to worry about them after the storm ends.

**12 Flensing Tempest:** A flensing tempest is a hurricane-force wind full of tiny shards of glass. It covers an area 1 mile in diameter and lasts for 2d4 hours, during which time it moves at roughly 75 miles per hour (roughly 1,115 feet/round). Creatures caught in the area must make a Fortitude save or face effects based on the size of the creature (use the Hurricane line on Table 13–10: Wind Effects in the core rulebook). All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a –8 penalty on attack rolls). Perception checks based on sound are impossible—all characters can hear is the roaring of the wind. Hurricane-force winds often knock down trees. In addition, all living things take 1d3 points of slashing damage/round while exposed to the wind. Only full cover, such as behind a stone wall, is sufficient protection to negate the damage.

## SPECIAL TERRAIN AND OTHER HAZARDS

The pernicious effects of combining Infernus with the Material Plane of Abaddon have twisted the land itself. Use these example terrains to add challenge to your encounters.

**Blade Grass:** A patch of blade grass is five feet by five feet, usually encountered in glades of 1d12 patches. Blade grass appears to be silvery-green, tall grass. It can be identified for what it really is by a successful DC 15 Knowledge (nature) check. Moving through a patch of blade grass costs twice as much as moving through normal terrain. A character moving or fighting in a patch of blade grass risks being cut by the grass. Make a touch attack roll for the grass (+4 attack bonus). If the attack succeeds, the blade grass deals 1d4 points of damage and the creature's speed is reduced by half from a wounded foot. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC

15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it enters a patch of blade grass. Blade grass can be destroyed by magic and fire, as any normal vegetation can be.

**Charge Trees:** A charge tree is a thorny, spiny growth that loosely resembles a tree. Its blue color is a dead giveaway of its true nature. Touching a charge tree causes it to release a potent electrical charge. Once triggered, the charge tree attacks every living creature in a 60-foot radius for 2d6 rounds. Each round, creatures within the radius suffer 3d4 points of electrical damage (Reflex DC 15 half). Once a charge tree expends its stored energy, it cannot release any charges for 24 hours. Note that any effect that damages the charge tree triggers the effect, including magical effects that include the tree within their area and a charge tree taking damage from another charge tree. Charge trees are Large objects (AC 9, hardness 5, 120 hp).

**Hellstone:** The very material of Hell and Infernus occasionally protrudes from the surface of Abaddon. Hellstone is a dull dark-red stone with threads of scarlet running through it. Hellstone is warm enough to melt snow or ice. Lucifer knows everything that happens within one hundred feet of an outcropping of Hellstone. Hellstone is also worth 100 gp per pound, as it is a useful component of the Guardian Ritual (see The Guardian Ritual chapter for more information). Hellstone is hardness 5 with 15 hp/inch of thickness.

**Soulsunder:** Soulsunder is ground on which a devil tore the soul from a living creature, and it can be layered on top of any other terrain. The power of the sundered creature determines the size of the area. Soulsunder is 5 ft. in radius for every Hit Die the creature had in life. If a non-evil creature stands in an area of Soulsunder, the DC of any fear effect used against that creature increases by 10. Evil creatures and creatures unaffected by fear ignore this effect. Any intelligent creature that dies in an area of Soulsunder rises as a lemure 1d3 hours afterward.

## THE GUARDIAN RITUAL

### THE SECRET TO THE SURVIVAL OF SETTLEMENTS IN ABADDON

The secrets to summoning outsiders were known to clerics, sorcerers, and wizards long before the rise of Infernus and the spread of Lucifer's influence across Abaddon.

Five years ago, the mortals struggling against the inevitable conquest of their souls gained a new weapon. From a movanic deva they learned the Guardian Ritual.

The Guardian Ritual traps an outsider in the Material Plane, and forces it to use its own power to provide protection against the forces of evil. Some consider it slavery, but there are those good-aligned celestials willing to sacrifice their freedom to protect mortals.

## THE RITUAL

**Time:** 1d3 hours

**Components:** V, S, M

**Target:** One outsider

**Cost:** 1000 gp per HD of the desired outsider

**Save:** Will negates (see text)

**Spell Resistance:** Special (see text)

**Spellcraft DC:** 25 (up to ten spellcasters may assist in the ritual; each one that succeeds on a DC 10 Spellcraft check reduces the DC of the ritual check by 2). Failing this check uses up the material components of the ritual, but causes no other ill effects.

## EFFECT

The Guardian Ritual creates a magical trap: an inward-facing magic circle. When the caster summons the outsider, it may make a Will saving throw against the spell used without the benefit of any spell resistance. If it succeeds, the summoning spell fails and the materials of the ritual are used up.

If the outsider fails, the magic circle draws it in. Once it is within the circle, the outsider may pit its spell resistance against its summoner. The summoner makes a level check (1d20 + caster level) with the SR of the outsider as the DC for the check. If the summoner succeeds, the outsider is trapped. If the summoner fails, the outsider breaks free of the magic circle and may punish the summoner or simply flee.

Alternately, the outsider may impose its will on the summoner with a Charisma check (DC 15 + 1/2 the caster's level + the caster's Charisma modifier). If the outsider succeeds, the outsider breaks free of the magic circle and may punish the summoner or simply flee.

## BARGAINS

A wise caster will try to bargain with the summoned outsider. All outsiders love that which makes them strong. They seek to promote those qualities that offer them the greatest power, and covet their own survival. As beings—some might even call them concepts—of thought, will, and power, outsiders reward those who help them make their core concepts immortal.

In short:

- Aeons are dedicated to their often obscure and contradictory goals.
- Agathions love the defense of good without regard for law and chaos.
- Angels love beauty and things that destroy evil.



- Archons love pure souls and order.
- Azatas love beauty and freedom.
- Daemons love death and oblivion.
- Demons love suffering.
- Devils love souls of any sort.
- Elementals love power.
- Inevitables and axiomites hate chaos and are focused on their goals.
- Proteans love chaos and want to return the multiverse to its original chaotic state.
- Qlippoth hate all intelligent life, as it is the engine of sin, and want it destroyed.

Offering appropriate gifts to the summoned creature provides the caster a +2 bonus on the level check or Charisma check to keep it on the Material Plane.

If a caster makes a bargain with an outsider as part of the ritual and then fails to keep their side of the bargain, the magic circle breaks, the protection ends, and the outsider can act as it sees fit.

### SPECIAL MATERIALS

If Hellstone is used as part of the ritual, the summoner gets a +5 bonus to any level check to bind the outsider. If the outsider tries to impose its will on the summoner, using Hellstone as part of the ritual increases the DC by +5.

### DURATION

The protection gained from a successful Guardian Ritual lasts as long as the outsider lives inside the magic circle of

the ritual. The forces of Infernus have clearly figured out both of these loopholes.

Because Hellstone gives Lucifer the ability to know what happens around it, he has tried numerous experiments on protected settlements, including having Huge devils fly over the settlements and drop ordinary rocks on the outsiders.

When the settlements began fortifying their magic circles and the outsiders within them, the devils tried bigger rocks, siege engines, and tunneling. They have been most successful in bribing or tricking mortals into breaking the circles for them.

Any creature with an evil subtype can tell immediately when the protection ends, because the barrier preventing that creature from entering the protected area disappears. Creatures of an evil alignment (but without a subtype) that are within the area notice the feeling of unease vanish (see Protection, below). They no longer need to make saving throws, but recovery still takes time. Every ten minutes they reverse the progress of their conditions by one step, until they are no longer shaken.

### DISMISSAL

A caster may dismiss the magic circle at will. Additionally, as part of the bargaining process with an outsider, the caster may specify a time limit for the outsider's service. That limit becomes part of the circle; when it ends, the circle ends as well.

Canny summoners negotiate time limits and summon a replacement outsider immediately prior to the end of the time limit.

### PROTECTION

Once the outsider is trapped, the magic circle turns the outsider's natural power into a magical shelter. This protected area is 100 feet in diameter per Hit Die of the outsider. This protected area is spherical and does not require line of sight or line of effect; thus, it extends into the air and underground. The protection is invisible, so most settlements mark the boundary of the protection in some obvious way.

The protection prevents the passing of creatures with an alignment subtype that opposes the alignment of the bound outsider. For example, if the bound outsider is lawful good, creatures with the chaos or evil subtypes cannot enter the protected area.

Creatures of alignments that oppose the bound outsider without an alignment subtype feel uneasy as soon as they enter the area. They must make a Will save every hour they are inside the protected area. Initially, the Will save is DC 10. Every hour, the DC increases by +1. A creature that fails the save the first time becomes shaken; a shaken creature that fails the save becomes frightened; a frightened creature that

fails the save becomes panicked. Two successful saves in a row reverse that progression by one step.

The protection created by the ritual blocks line of effect for magic. It has no effect on non-magical projectiles.

## CONSEQUENCES

There are consequences for enslaving an outsider.

### SETTLEMENT ALIGNMENT

Slavery is evil. Enslaving an outsider is an evil that some settlements embrace in order to survive. Such an act changes the summoner's alignment, at least to neutral if not to outright evil. In addition, the settlement's corruption modifier increases by 1, as if the settlement's alignment were evil.

Over a long period of time (longer than any settlement has survived so far) enslaving an outsider should change a settlement's alignment to evil. Citizens not within one step of the settlement's new alignment should move away or change their moral outlook to more closely approach the overall alignment.

### FAILURE TO KEEP A BARGAIN

If the summoner makes a bargain with an outsider and then fails to keep that bargain, the outsider is free to leave. Generally, good and neutral outsiders will simply do that. Evil outsiders, however, may kill the summoner in retaliation or for no reason at all.

### ESCAPE

If an outsider escapes, the consequences to both summoner and settlement are immediate. Depending on the wrath of the outsider, the outsider's CR, and the length of imprisonment, consequences might include:

- Immediate death of the summoner.
- Immediate destruction of the settlement, which may or may not include the deaths of all citizens.
- Any aligned item that matches any part of the outsider's alignment deactivates while within the boundaries of the settlement.
- Any aligned item that matches any part of the outsider's alignment and is kept overnight within the confines of the settlement disappears, confiscated by the outsider and its allies. Confiscation may be permanent or only until the owner leaves the settlement, at the outsider's discretion.
- Inability to give birth. Depending on the outsider's rage, only animals may become infertile or it might extend to every living thing in the settlement.
- Blight and destruction of crops.
- Damnation in the afterlife.
- Loss of one's senses within the boundaries of the settlement. Generally this consequence involves losing one's



## THE HOUNDS OF HELL

For creatures that love to torment mortals—and that particularly delight in damning good souls—remarkably few devils can detect good. Those that can serve as bloodhounds, hunting the good for their higher-ranking masters. They include the ashmede (judgment) devils (CR 13), ghaddar devils (CR 16), imps (CR 1), marzach (flayer) devils (CR 11), and shadow angels (CR 16).

These alignment hunters are most often used as scouts, particularly the expendable imps. They seek out those with the strongest auras of good to corrupt—or destroy. As a result, mortals must take great care to conceal any good-aligned items they have, whether by physical or magical means. Several other devils, including gilded devils (CR 8), phistophilus (contract) devils (CR 10), and tormentor devils (CR 7) can detect thoughts. When detect good fails to find the target, these devils are put to use.

sense of hearing, sight, or taste. This loss only exists within the boundaries of the settlement.

- Automatic failure of all summoning spells or rituals targeting outsiders of the same alignment as the outraged outsider. Note that this failure applies to the summoning by any citizen of the settlement, and is not limited to summoning within the physical boundaries of the settlement.
- Loss of access to divine spells above some level. In general, spells of third level or below remain available at all times, but an outsider might appeal to the gods to deny access to divine magic. Generally, only a few casters will have access to higher-level spells, making this effect less of a punishment. Again, this loss of access applies to any citizen of the settlement, and is not limited to spells cast within the physical boundaries of the settlement.

Obviously, death and destruction are permanent. Other effects may last a season, a year, as long as the outsider was a prisoner, or for all time.

## HELL SETTLEMENTS

### EXAMPLE SETTLEMENTS AFTER INFERNUS MERGES WITH THE MATERIAL PLANE

The settlements presented here include:

- Basalt Citadel – a village run by devils, for devils
- Beacon Mount – a small city protected by a solar angel
- Blood Market – a large market town run by devils and open to almost everyone
- Lesser Wysthe – a village deceived by a succubus
- Ombregarde – a small town corrupting itself by enslaving a hound archon as its guardian

## BASALT CITADEL

LE Village

**Corruption** -2, **Crime** -1, **Economy** -1, **Law** +0, **Lore** +1, **Society** -3

**Qualities:** Insular, Notorious

**Danger:** +10

### DEMOGRAPHICS

**Government:** Magical

**Population:** 125 (100 devils; 15 hobgoblins; 10 other)

### NOTABLE NPCs

**Negator** Red Hand (LE barbed devil CR 11), current master of the Basalt Citadel

**Slaver** Kurrigast (LE erinyes CR 8), leader of the Basalt Citadel military

**Master of Ceremonies** Legast (LE Accuser Devil CR 3)

**Guardian** none

### MARKETPLACE

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 4th

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

The Basalt Citadel is a new settlement, built since the Night of Winged Darkness atop a massive outcropping of Hellstone. It is a Hell on Abaddon, and what all Abaddon will become when Lucifer's forces achieve ultimate victory.

## GUARDIAN RITUAL

The devils of the Basalt Citadel know of the Guardian Ritual, but see no reason to perform it. Instead, they study it. Occasionally they perform the ritual outside the walls, convincing—or coercing—a non-devil to be the summoner. When the ritual is complete, they test the protected area and look for weaknesses. When they tire of their sport, they destroy the magic circle and attempt to destroy the good outsider before it can flee Abaddon.

## LIFE

This is a closed, walled village in which devils take their time wresting the souls from mortal beings. Night and day, screams drift over the walls, accompanied by the infernal laughter of devils. Here, devils feast on mortal flesh. They toy with mortals, and torture them. They offer to end the games and pain in exchange for the mortal's soul.

The Basalt Citadel may hold any number of secrets. It certainly holds many abducted mortals. Many bring good magic items here to appease the devils, hoping to protect a person or community for a few days longer.

## BEACON MOUNT

LG Small City

**Corruption** +1, **Crime** -1, **Economy** +2, **Law** +4, **Lore** +1, **Society** +0

**Qualities:** Holy Site, Pious, Prosperous, Tourist Attraction

**Danger:** +5

## DEMOGRAPHICS

**Government:** Overlord

**Population:** 5,500 (3,000 humans; 700 elves; 500 dwarves; 250 half-elves; 1,050 other)

### NOTABLE NPCs

**Duke of Beacon Mount** Lord Granan Arcannegrin (LG male gnome fighter 8)

**Commander of the Watch** Unavyre Mazebane Good's Friend (LG female minotaur paladin 7)

**Holy Radiance** Bresaadi Fatalblade the Learned (LG female elf cleric 9)

**Keeper of the Guardian** Pruerrir Candliss the Fortold (NG female human wizard 9)

**Guardian** Geurilleon (NG solar angel CR 23)

### MARKETPLACE

**Base Value** 5,200 gp; **Purchase Limit** 37,500 gp;

**Spellcasting** 9th

**Minor Items** 4d4; **Medium Items** 3d4; **Major Items** 1d6

Beacon Mount was a large city before the Night of Winged Darkness. Between the predations of devils and the limited area of protection, it has shrunk considerably since then.

The city of Beacon Mount contained a centuries-old temple to the lawful good deities as well as a college of paladins. Both were important targets for Lucifer's armies once they had access to the Material Plane.

Four years ago, during a particularly heavy assault on Beacon Mount, every caster that could summon divine aid did so. One, Pruerrir Candliss, was able to summon a solar angel called Geurileon. Geurileon, seeing the devotion of the citizens as well as their desperation, volunteered to defend as much of the city as possible.

Geurilleon flew into battle with the devils, while Pruerrir and her apprentices raced to complete the Guardian Ritual in the temple. While the civil authorities raced to gather as many cityfolk as possible within the protected area, Geurilleon called forth *storm of vengeance*, *fire storm*, *destruction*, *holy word*, and *banishment*. *Slaying arrows* flew from its bow.

At last, Pruerrir signaled that the circle was ready. At Geurilleon's command, Pruerrir and her apprentices completed the circle. All around Beacon Mount, devils howled in rage as the protective barrier sprang into existence.

## GUARDIAN RITUAL

With Geurilleon in the magic circle, the protection extends 1100 feet in radius. The citizens of Beacon Mount have reinforced and fortified the temple, and modified its interior to accommodate as many people as possible. The people of Beacon Mount have expanded the temple by expedient means, building roofs out over the surrounding streets.

## LIFE

Life in Beacon Mount closely resembles normal city life from before the Night of Winged Darkness—until the devils attack.

When the Watch signals the approach of danger, the population gathers within the protected area. Until the danger passes, the citizens share food and water with visitors and sing to Geurilleon.

Many citizens visit Geurilleon every day. The solar angel seems to enjoy talking with them, and appears fascinated by the details of mortal life. For the most part, the citizens love Geurilleon and bring what gifts they can.

It is a common practice to ask Geurilleon to bless newborn children.

Beacon Mount celebrates Protector's Day, when it honors those who have fallen in combat with devils. Over the last four years it has become tradition for the Duke, the Keeper of the Guardian, and the Holy Radiance of the temple to offer Geurilleon its freedom on Protector's Day. To date, Geurilleon has declined the offer. In response, the attending citizens express their gratitude in song and in gifts.

### BLOOD MARKET

LE Large Town

**Corruption** +3, **Crime** -2, **Economy** +1, **Law** +3, **Lore** +0, **Society** -2

**Qualities:** Magically Attuned, Prosperous, Racially Intolerant (aasimar, good outsiders)

**Danger:** +5

### DEMOGRAPHICS

**Government:** Overlord

**Population:** 3,750 (1,000 devils; 700 hobgoblins; 550 humans; 400 half-orcs; 250 dwarves; 100 tieflings; 750 other)

### NOTABLE NPCs

**Auton** Angul Axelord (LE horned devil CR 16), overlord of Blood Market

**Master of Pain** Kasdexxa (LE bearded devil CR 5), commander of Blood Market's guards, called the Vigil

**Slavemaster** Aspexa Charthagnion (NE female tiefling rogue 8), runs the slave market

**Lady of the Keys** Herensuye (LE erinyes CR 8), owns the Blood Market vaults

**Chief of Scales** Ureste the Unyielding (LN male human expert 9), runs the Blood Market bazaar

**President of the Caravan of Hope** Xavkul Chandler (NE male human artificer 7), see Caravan of Hope in the Organizations chapter

### MARKETPLACE

**Base Value** 3,120 gp; **Purchase Limit** 18,000 gp;

**Spellcasting** 7th

**Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

When the Night of Winged Darkness began, Olytrius Abadrion (LN male fighter 7/aristocrat 5) was duke of a large town called Oakbridge. When the devils marched on Oakbridge, Olytrius confronted Angul Axelord, the horned devil leading the attacking army.

Olytrius bargained with the devil, offering Oakbridge as a base of power. There would be no fighting. Angul's forces could move on, knowing that they had a secure area behind them. Instead of feasting once on the souls of Oakbridge, Angul and its devils could use the town to take slaves. Olytrius pointed out that a market attracted hundreds of people every year; the devils would not need to hunt, because souls would come to them.

The horned devil accepted, sealing the deal with Olytrius' blood. Angul declared itself Auton, and changed the town's name to Blood Market.

## GUARDIAN RITUAL

No Guardian Ritual has ever been performed in Blood Market. However, the knowledge of the ritual exists in the town. Perhaps, one day, someone will come to Blood Market powerful enough to hold off the devils and their allies long enough to complete the ritual and banish the evil from the town.

## LIFE

Now, Blood Market is an open town. Anyone can come and trade, gamble, patronize brothels, consult sages and oracles, and otherwise conduct their business. Black markets operate openly; no merchandise is illegal or forbidden.

Laws are strictly enforced, as long as the victim is current with protection payments to the Vigil. Punishment for larceny of any kind is the loss of a hand. For a second offense, the punishment is death. Punishment for harming a devil is torture, followed by death. Punishment for other assaults or murder is forced service in the Vigil.

The citizens of Blood Market tell visitors that though the devils may be cruel, they are reasonable and predictable. Someone might vanish in the middle of the night, but they always know what happened and why. The devils are terrifying, but they also keep order in Blood Market. That kind of security is hard to find these days.

### LESSER WYSTHE

N Village

**Corruption** -1, **Crime** +0, **Economy** +0, **Law** -2, **Lore** -1, **Society** -1

**Qualities:** Notorious, Prosperous

**Danger:** +10

### DEMOGRAPHICS

**Government:** Autocracy

**Population:** 190 (95 human; 25 half-orcs; 20 halflings; 50 other)

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## NOTABLE NPCs

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**Mayor** Leoward Killcraft (CN male half-orc aristocrat 7)

**Chief of the Watch** Pantiln Duskwalker (N male elf warrior 6)

**Guardian Companion** Graeak Heartwound (N male half-elf cleric 3)

**Guardian** Gruzja Ala (CE succubus CR 7)

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## MARKETPLACE

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**Base Value** 845 gp; **Purchase Limit** 5,625 gp; **Spellcasting** 3rd

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

Before the Night of Winged Darkness, Lesser Wysthe was a little village built around a livery stable and an inn. The town of Big Wysthe was a day's ride away. The villagers widely regarded Big Wysthe as the black sheep of the family, sure that their homespun ways were more proper. When Lucifer turned his devils loose on Abaddon, Big Wysthe fell quickly while Lesser Wysthe seemed to escape notice.

The villagers were wary about being passed over, but eventually decided that they simply weren't big enough or good enough for the devils to notice.

One day a beautiful woman came to Lesser Wysthe. She was badly injured, which she said was from fighting with devils. Her name was Gruzja Ala. She claimed to be a celestial and offered to protect Lesser Wysthe if the village would allow her to recover there. Graeak Heartwound knew of the Guardian Ritual by then and offered to perform it for her. She accepted his offer, but suggested that the village carefully choose the spot on which to center her protection, and to fortify that spot against devilish attempts to break the magic circle.

The village took some time to complete the preparations. During that time, rumors flew of a growing romance between Gruzja and Graeak. The villagers secretly approved of the bachelor cleric finding someone—if romance kept their guardian in the village, so much the better.

That the villagers found ways for Gruzja and Graeak to be alone together fit right in to Gruzja's plans.

## GUARDIAN RITUAL

With Gruzja Ala in the magic circle, the protection extends 400 feet in radius. Because she is actually a succubus, her protection makes lawful and good characters uneasy and ultimately sick, but it also protects against lawful creatures and thus keeps out the devils.

No one in Lesser Wysthe realizes that Gruzja is a demon. The one most equipped to recognize it, Graeak Heartwound, is completely under her influence and so ignores any telltale signs.

## LIFE

Any rash of sickness among lawful or good citizens is assumed to be some strange illness, and most affected citizens move away to other places when they can stand the effect no longer.

Gruzja truly was injured in combat with devils and really did want Lesser Wysthe to shelter her while she recovered. Being loose in the Material Plane was far more interesting to her than marking time in the Abyss.

The demon plans to toy with the villagers by manipulating them, exaggerating their flaws, and exacerbating their quarrels. She enjoys causing them pain, sorrow, and suffering. She is clever enough that no one realizes she is at fault, although less naive adventurers would probably notice it right away. However, any adventurer that tries to kill Gruzja must get through the entire population of the village, since everyone is convinced that her protection defends them from devils.

And they're right. It does.

Ultimately, Gruzja plans to escape. At the height of a devil assault, she will convince one of her playthings that her power is fading and all is lost. Out of love for her, the plaything must break the circle. The villagers will die, feeling betrayed, confused, and terrified. Once safely away, Gruzja will reveal her true nature to her plaything. Once the true horror of their act crashes in, she will kill them. Then Gruzja will return to the Abyss with an impressive coup to report.

Lesser Wysthe is known for its tolerance of minor crimes like public drunkenness, breaking the peace, and picking pockets. The Watch more often laughs with the lawbreakers, breaks things up, and sends people on their way with a fatherly warning not to do it again.

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## OMBREGARDE

NE Small Town

**Corruption** +1, **Crime** +1, **Economy** +0, **Law** -7, **Lore** -1, **Society** +3

**Qualities:** Notorious, Rumormongering Citizens

**Disadvantages:** Cursed

**Danger:** +10

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## DEMOGRAPHICS

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**Government:** Council

**Population:** 1,500 (800 human; 300 dwarf; 100 half-orc; 300 other)

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## NOTABLE NPCs

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**Artisan Councilor** Zanlannan Dodox (LN male gnome expert 7)

**Labor Councilor** Otifalcon Silvershaper (NE male halfling expert 6)

**Rustic Councilor** Kevgold Fieldsmond (N male elf commoner 9)



**Watch Councilor** Thergwen Necrovore (LE female half-orc warrior 7)

**Master of the Guardian** Myrirfel Yardstick (LN male dwarf wizard 4)

**Guardian** Banga Tenbolt (LG hound archon CR 4)

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#### MARKETPLACE

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**Base Value** 1,300 gp; **Purchase Limit** 7,500 gp;

**Spellcasting** 4th

**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

When word of the Guardian Ritual reached Ombregarde, the town was on the brink of extinction. By purest chance, the local wizard Myrirfel Yardstick had been studying Hellstone. Once details of the ritual were available, Myrirfel immediately laid out the magic circle using Hellstone. As the next devilish assault began, he summoned a hound archon. The archon, Banga Tenbolt, was unable to overcome Myrirfel and found itself trapped in the magic circle.

Many of the citizens of Ombregarde were caught outside the protective circle, and were unable to outrun the devils assaulting the town. Seeing their loved ones dragged off to Infernus before their very eyes darkened the souls of the helpless survivors of the attack.

### GUARDIAN RITUAL

With Banga Tenbolt in the magic circle, the protection extends 300 feet in radius. Because the archon was summoned so quickly, the town council could not choose a particular spot for it. As a result, Ombregarde had to build a hasty shelter around the hound archon and the magic circle. Repairing and reinforcing the citizens' shelter and the celestial's prison has continued, shifting buildings and cutting off town streets.

No one in Ombregarde realizes that the Hellstone in the circle allows Lucifer to know about Banga Tenbolt, its enslavement, and every discussion that happens near the circle.

### LIFE

The citizens of Ombregarde know that things have not been going well. Despite the presence of their guardian, a string of bad luck has plagued the town. They are as yet unaware of the change wrought by enslaving a celestial, and no moral argument given has overcome the need for the protective circle. Good-aligned citizens have begun drifting away to other settlements further from Infernus, causing the overall alignment of the settlement to shift recently.

For a few weeks, citizens were allowed to visit Banga Tenbolt and express their gratitude for its protection. Eventually, Myrirfel Yardstick realized that Banga asked each and every visitor to break the magic circle. He explained to Banga's visitors the dire consequences that would ensue should its enslavement continue. The wizard then petitioned the town council to curtail further visitation. Now the only contact Banga has with the outside world is the Master of the Guardian, Myrirfel Yardstick.

As the town's population shrinks, the council debates whether to make mandatory its citizens having as many children as possible.

## ORGANIZATIONS

### ALLIES, ENEMIES, AND OPPORTUNISTS IN POST-INFERNUS ABADDON

### ARCHIVISTS' LEAGUE

**Alignment:** LN

**Headquarters:** Beacon Mount

**Leaders:** Chief Archivist Frukas Hollysharp, Preserver Pruonna Coilbone, Preserver Shatamal Soulaxe

**Prominent Members:** Collector Yenice Falkner, Collector Seatumal Quickwright

**Structure:** The Archivists' League is organized like a university, with multiple departments focusing on different academic and magical disciplines.

**Scope:** National

**Resources:** Access to numerous sources of lore, including large numbers of spellbooks.

The Archivists' League was founded after the Night of Winged Darkness, when it became obvious that the destruction of whole communities meant the loss of culture, philosophy, art, and knowledge. It set out to preserve as much as possible for as long as possible.

### STRUCTURE AND LEADERSHIP

Collector Yenice Falkner was chosen by the largest universities of Abaddon to lead the Archivists' League. Under her are two experts in preserving books and works of art, as well as numerous librarians scattered across Abaddon. The librarians have many collectors working for them. Collectors oversee the transportation of acquisitions to the various fortified libraries of the League.

### GOALS

The stated goal of the League is the preservation of as much of Abaddon's various cultures as possible, for as long as possible.

Collector Falkner, however, has a secret agenda. She has put her most trusted librarians and collectors on the watch for any lore related to Infernus and Malefacta. This Shadow League looks out for adventurers who might benefit from that lore. When they find a group of candidate adventurers, the collectors approach them with requests to acquire various books, scrolls, or artwork. These requests serve as tests. When the Shadow League finds a powerful enough group of adventurers, it will share its knowledge and ask the adventurers to steal the contract of creation from Lucifer—

assuming they can find such epic adventurers before the devils destroy Abaddon once and for all...

## PUBLIC PERCEPTION

Most see the Archivists' League as useless. Those who know of it at all think that preserving books ahead of lives is completely wrong-headed, if not outright evil. As a result, League representatives usually find themselves resented by the communities they deal with, and must share what useful knowledge they have to earn favor.

In some places, the attitudes toward the League are sharply divided along class lines. Where the poor resent the waste of resources on the League, the middle-class and rich feel differently. They hope that anything they give the League will somehow survive Hell on Abaddon and make its way back to their families "afterward," assuming there is an afterward.

Additionally, most communities severely distrust lone collectors, viewing their work for the League as little better than theft. That reputation is somewhat deserved, as collectors of the Shadow League do not hesitate to steal what is not freely given them.

## BLOOD CRUSADE

**Alignment:** NG

**Headquarters:** Beacon Mount

**Leaders:** Lady Corthana Many-Battles, Captain Lotquar Bronzeclamp, Captain Otiward Catslove

**Prominent Members:** Sergeant Walkas Stoneheart, Sergeant Curry Goblinsfoe, Sergeant Zantumal Carter, Sergeant Yllasaadi Mazebane

**Structure:** Military

**Scope:** National

**Resources:** Information related to the strengths and weaknesses of devils, tactical experience, and access to arcane forges that make good-aligned weapons.

The Blood Crusade is a training cadre of military veterans who work together to share information on fighting devils.

Roughly ten years ago, Lady Corthana Many-Battles recognized that, the war between Hell and Infernus being over, there was very little standing between the devils and the common folk of Abaddon. She reached out to her fellow veterans; though some scoffed, a core group agreed with her assessment.

Coordinating with religious officials, including orders of paladins, Lady Corthana established the Blood Crusade. She sent invitations to renowned adventurers across the land. Those that came to Beacon Mount in response received several weeks of training and an exhortation to go out and spread their knowledge and training.

Now, small units of Blood Crusade cadre are scattered around the communities near Beacon Mount. They train the

communities and any willing travelers on how to fight the invaders.

Soldiers of the Blood Crusade are primarily clerics, fighters, and paladins, but with some rangers, sorcerers, and wizards. Even so, other classes and professions are also welcome.

## STRUCTURE AND LEADERSHIP

Lady Corthana commands the Blood Crusade, but in reality this means very little as her role is mostly administrative. Her soldiers are busy training local Watch and Guard units, so the Blood Crusade itself never gathers as a unit.

Captain Bronzeclamp is in charge of training the trainers. The sergeants working for him train Blood Crusade soldiers until those soldiers are ready to go out and train other people. Captain Catslove works with artificers, blacksmiths, and others involved in crafting good-aligned items, helping them to hide their workshops and forges from devils and to distribute their wares.

In a settlement where the Blood Crusade is present, one sergeant is in charge. That sergeant trained directly with the Blood Crusade in Beacon Mount. The corporals and soldiers, each trained by the sergeant, are volunteers from the local community.

## GOALS

The Blood Crusade leadership would love to be at the front of any campaign to drive Infernus from Abaddon, but they do not believe that will happen. Rather, they believe that victory is less important than the fight itself. Standing up to the devils is the right thing to do.

Their goal is to train every community in Abaddon to fight back. As the number of free survivors shrinks, that goal gets easier to accomplish.

## PUBLIC PERCEPTION

The public has mixed feelings about the Blood Crusade.

On one hand, Blood Crusaders are more effective at fighting devils than many. They do not judge communities or expect lavish rewards. Meals and a place to sleep are enough for a Blood Crusade sergeant. Some communities welcome them for that.

On the other hand, towns with guards trained by the Blood Crusade tend to be more effective at killing devils, which in turn draws more attention from devils. Some communities see Blood Crusaders as troublemakers who rock the boat and draw too much attention to the community.

## THE BROKEN BOW

**Alignment:** LE

**Headquarters:** Blood Market

**Leaders:** Magdove Shrineblade, Syryss Flangefoot, Janstina Flamesbreath

**Prominent Members:** Aluiries Harpsorcerer, Unaora Xilson, Faela Ashghost, Zankas Painkot, Crutiln Woodsheart

**Structure:** Terrorist Cells

**Scope:** Regional

**Resources:** Vast wealth and almost unlimited information

The Broken Bow is a group of devil-worshipping rogues and assassins who gave their loyalty to Lucifer in return for a promise that they would survive the infernal conquest of Abaddon.

The vast wealth of the Broken Bow comes not only from their careers as thieves and killers, but also from their ability to bargain with their new masters. When tasked with destroying a particular Guardian Ritual magic circle (see Goals, below), the prominent members (named above) can bargain with the messenger devil for temporary use of Infernus' resources.

The almost unlimited information available to the Broken Bow comes from their devil allies. Just as the members bargain for resources, they also ask for everything from street maps to floor plans, from the names of prominent citizens to the names of the best inns in the settlement.

## STRUCTURE AND LEADERSHIP

The Broken Bow is run by whoever possesses the most powerful combination of charm, cunning, power, and skill; at the moment, Magdove Shrineblade. The Broken Bow does not use titles.

The Broken Bow is a small group, but has expanded over the last year in order to reach its goals. In each cell, there is one person who has met a single member of one other cell. Other members of a cell may know the name of the person from the other cell, but they have never met that person. A chain of cells leads back to the original cell, containing the leaders and prominent members listed above. In this way, each chain of cells is independent of the others, and prisoners or traitors cannot unravel the entire organization.

Although the core members are all rogues and assassins, the Broken Bow does not discriminate by class or profession. Anyone willing to demonstrate an allegiance to Lucifer and a delight in evil is welcome.

## GOALS

When Magdove Shrineblade bargained with a phistophilus devil named Ashcrin Nathoj, she believed that the ultimate conquest of Abaddon was inevitable. All she wanted was for her gang to survive that. She thought she was clever when she bargained for survival, rather than for dominion over some sliver of the world. She was horrified when she read the contract that she signed, finding that although she and other named members would survive, they would survive as lesser devils.

The contract specifies that Magdove, Syryss, Janstina, Aluiries, Unaora, Faela, Zankas, and Crutiln would survive if

they broke nine Guardian Ritual magic circles: one for each of the nine levels of Hell. No other members of the Broken Bow are part of the contract. The core members of the group deceive new recruits, promising survival in return for their aid, even though no such thing is assured.

## PUBLIC PERCEPTION

The public has no idea that the Broken Bow exists. If the public knew, there is no telling how horrible the mob justice would be.

## CARAVAN OF HOPE

**Alignment:** NE

**Headquarters:** Blood Market

**Leader:** Xavkul Chandler

**Prominent Members:** Ianice Silverkin, Kevhorn Nobleborn, Petice Taletreader, Victaerris Hammerhand

**Structure:** Business

**Scope:** Regional

**Resources:** Wagons, horses, fortified storage places, contact with lesser devils, and wealth to hire whatever mercenaries they need.

The Caravan of Hope is a consortium of traveling merchants that claims to trade in good-aligned weapons and armor. In reality, the company gathers them in order to sacrifice the items to their infernal masters.

## STRUCTURE AND LEADERSHIP

Xavkul Chandler is the president of the company. He lives in Blood Market, where the Auton, Angul Axelord, can keep an eye on him.

From there, Xavkul sends out his caravans under various masters, including the four prominent members listed above. The caravans consist of appropriate wagons and beasts of burden, along with teamsters and guards.

## GOALS

The ongoing goal of the Caravan of Hope is to sacrifice enough good-aligned items to appease their devilish masters. Xavkul and his lackeys believe that their service will earn them a place in the ranks of the lesser devils.

The typical Caravan of Hope purchase starts with recognizing a good-aligned item. At that point, the master of the caravan approaches the owner. The master suggests that devils can detect good-aligned people, items, and magic; thus, owning a good-aligned item could make the possessor a target of devil attacks. The caravan master then offers to take the item off the owner's hands for a cost—not a price. The master is willing to negotiate for anything up to half of the difference between cost and price, reminding the owner of the danger of devil attacks the whole time.

If the owner succumbs to the caravan master's offer, the Caravan of Hope takes the item back to one of its fortified

warehouses. From there the item makes its way back to Blood Market, where Xavkul oversees its sacrificial destruction.

If the owner refuses the master's offers, the master ends the negotiation with regret. The master's pleasant, professional facade is a lie, of course. The caravan master will send the caravan's mercenaries to steal the item, murdering the owner if need be and if they can make it look like the result of a devil attack.

## PUBLIC PERCEPTION

The Caravan of Hope is generally seen as a source of news and needed trade goods. The common folk respond to the arrival of a caravan with joy and celebration. Few people realize how the caravans manipulate the information that they deliver to increase fear, despair, and misery.

On a few occasions, good-aligned organizations have inquired after items purchased by a Caravan of Hope merchant. On these occasions, the Caravan of Hope puts on a big show of cooperating with the investigation and looking for the item in their warehouses. They do not allow outsiders into the warehouses, of course. They have always produced a replica or have been able to take inquirers to the site of a destroyed caravan. The Caravan of Hope insists that it loses just as many caravans to devils, thieves, and monsters as any other trade organization—a lie that the inquirers believe.

The Caravan of Hope says that it continues to run caravans despite the risks because it is important to keep news flowing and to keep some sense of normality alive. This only improves its public perception and solidifies its place in the post-Infernus world. Thus, it is hard to investigate and harder to stop.

## THE DEVOUT FELLOWSHIP

**Alignment:** LE

**Headquarters:** Lesser Wysthe

**Leader:** Most Humble Cruternal Trueblood

**Prominent Members:** Deacon Unarath Bearcharger, Deacon Fhaeris Foehuckle, Deacon Hollyrath Flinteye, Deacon Quicaryin Pitfoe, Deacon Zanros Warstout

**Structure:** Monastic order

**Scope:** Regional

**Resources:** Only what they can arouse within their community

The Devout Fellowship arose a few years ago, after Gruzja Ala came to Lesser Wysthe. Ironically, it arose out of concerns over infiltration by devils and devil-worshippers.

## STRUCTURE AND LEADERSHIP

The Most Humble Cruternal Trueblood leads the fellowship. When the group began, it was a bunch of frightened commoners looking to feel safer in their community. Cruternal saw their need as a crusade and started organizing them as a religious order.

Insisting that he was the same as everyone else, Cruternal began telling his brothers and sisters to refer to him as the Most Humble. Still, Cruternal is the absolute authority within the Fellowship. He appoints the deacons who lead patrols in Lesser Wysthe and the surrounding community, looking for their chosen foes.

## GOALS

The Devout Fellowship is looking for devils and devil-worshippers, which usually means whoever annoys them the most. Anyone who disagrees with the Fellowship's judgment is also called a devil or devil worshipper.

Because the Fellowship lacks any political authority and has only the most rudimentary magic, they are easily thwarted or redirected.

## PUBLIC PERCEPTION

If the Fellowship had any power, it would be frightening. Since it doesn't, most communities see it as a nuisance.

The exception is communities with only lay priests and adepts. Those communities lack the magical power to prove a Fellowship judgment false. In those tiny, isolated places the Fellowship rules with an iron fist. Coming to the Fellowship's attention or getting in their way is likely to get you drowned or stoned to death.

The only reason that any communities allow the Fellowship to continue to exist is that, once in a great while, they uncover a demon or a devil. Of course, when that happens, they have to rely on others with more power and skill to actually fight the revealed enemy. Thus, letting the Fellowship look for enemies frees up other people to do things that better help to find and eliminate the devils.

# CHAPTER



# PANDEMIC CONTAGION

# HISTORY

## 50 YEARS Ago

When the Intruder appeared among the stars, the gods sent signs and portents. They warned their priests and prophets that the Intruder was something strange and new, and that it would bring terrible destruction to Abaddon.

Many scoffed at the predictions of doom. Not because they lacked faith, but because the Intruder was outside the existing prophecies. The scoffers felt that the Intruder was far away, in the night sky, and there were more important things to worry about. Even as the glow of the Intruder intensified in the sky, no one believed that a single comet could destroy the world.

The meteorite called Intruder crashed into the sea. Great waves devastated the nearest shoreline and then...nothing happened. The seas were silent. The scoffers mocked the astrologers and diviners, but still those prophetic individuals warned all who would listen.

A few fishing vessels ventured into the area where the Intruder crashed and did not return. No one saw this as unusual. A rogue wave, a sudden storm, or any of the monsters that dwelt in the Deep might have claimed the ships. A few vanished every year. Sometimes a corpse or some wreckage would float ashore days or weeks later, but more often not.

## BREACH

A few months after the Intruder vanished into the Deep, panicked messengers from a coastal village raced into neighboring communities, screaming that their homes were under attack by a monster from the sea.

The monster, they said, crawled out of the waves under the new moon at high tide. It crushed houses beneath its loathsome bulk and devoured stones, thatch, beams, tools, livestock, and people indiscriminately.

As local military forces assembled, scouts reported from the devastated village. Nothing remained alive in the ruins. The scouts likened the tracks left by the monster to those a purple worm might leave. If it was an aquatic worm, it was larger than any ever encountered before. Likewise, if it had truly devoured living and non-living alike, its diet was unlike any worm known.

Furthermore, the scouts said that the ruins appeared to be partially melted, like wax in the summer sun. The scouts reported finding traces of some strange, vibrating residue. Some said that it set their teeth on edge, and others said it was strangely pleasant.

When local leaders consulted prophets and seers, they found the gods and omens silent on the subject of the monster. All

## GODS AND INTRUDERS

The gods of Abaddon are part of this universe. The Intruder is not. The Intruder comes from the gulf behind the stars, an ancient and alien place beyond the gods' ability to see. When the Intruder approached Abaddon, the gods saw the meteor but not what was in it. The gods saw what would happen to Abaddon but not what caused it.

Admitting this blind spot to mere mortals was unthinkable. The gods did all they could to aid the mortals fighting against the Intruder's Spawn, but prophecy and oracular visions lacked information because the alien nature of the Intruder defied the gods.

they learned was that the doom foretold by the arrival of the Intruder was happening under their very noses.

## CONTAGION

No one knows when the sickness began, exactly. All records from that time are lost. We can suppose, though, that it was similar to what the College of Purity studies today, seeking knowledge of our enemy in order to destroy it.

Some survivors from that first village, or perhaps all of them, succumbed. They cried out, writhing and feverish. Priests summoned to cure the disease found their divine magic ineffective. Some of the infected collapsed into dust. Others rose, changed.

In either case, the infection spread to those who cared for the ill—and from them to others. Undoubtedly, it took but a few days to understand that a new plague had come.

Today, when we observe infection and conversion, we know what we are seeing. Then, they did not.

## THE SHAPER PLAGUE

All living things contain whole worlds. A single tree may support several colonies of insects, bird life, and reptiles, or even mammals such as squirrels or monkeys. So too do those living things contain worlds of life, some of it so small as to be invisible to the naked eye.

Over time, we have come to understand the plague in the same way. The great, shapeless beast hatched from the Intruder brought its alien worlds with it when it first came ashore. Those who fled the first village to be attacked already carried the seeds of their own death—and the deaths of millions.

What the College of Purity now calls the Shaper Virus came to Abaddon in the egg we mistook for a meteorite. It gestated in the silt beneath the waves, in the inky depths. The sea life was infected first, and we may count ourselves lucky that local fishing vessels did not return with holds brimming with unknowable death.

The best protections against the Shaper Virus are similar to those most effective against other plagues. Those who become ill must not infect others, and quarantine or exile is required.

However, the magic most efficacious against disease had no effect against the Shaper Virus because it is not truly a disease. Rather, it is an alien species colonizing living things and converting them for its own use.

## INVASION

During the struggle with the first outbreak of the Shaper Virus, more and larger ships vanished into the Deep. Seasoned captains and veteran crews went to sea and did not return. Coastal fisher folk began reporting strange behavior in sea life and misshapen catches.

On the next coincidence of new moon and high tide, a monster came ashore again. Survivors described it as colossal and ravenous. Some described it as pale and shining in the darkness like subterranean fungi. All agreed that it seemed to absorb what it crushed under its bulk.

By the time adventurous heroes responded to the attack, the monster had vanished beneath the waves. The zone of its destruction was larger than before, and those arriving first at the scene this time found other, smaller monsters left behind.

No one had seen the like of these monsters before, though we are familiar with them now. Some were the size of horses and cows, and others were the size of dogs. A few were humanoid. All were vicious. The heroes killed all they could find, but it was too late.

The survivors had already spread the infection, and the now the heroes were infected, too.

## 25 YEARS Ago

For decades, armies and heroes threw themselves at the monsters, even as the disease spread inside Abaddon. Where the disease spread, new monsters sprang up.

## THE RETREAT

Eventually, the kings and princes of the lands listened to the advisors who said they could not win. In a great summit, they agreed to ignore political boundaries and began to retreat from the growing army of alien creatures.

Traumatized by having to kill spouses, children, parents, and siblings—who rose from their sickbeds changed, vicious, and ravenous—the refugees fled from the growing war zone.

## THE CROSSING

The Great River proved at least a temporary sanctuary. The great bridges, built in epic ages past with mighty magics, were destroyed to prevent pursuit.

## DRAGONS AND THE SHAPER PLAGUE

Among the puissant creatures of Abaddon, perhaps the most feared are dragons. Their combination of sheer physical power, great intelligence, keen senses, high mobility, and arcane facility make them major threats. Certainly, the idea of a contaminated dragon is terrifying.

Fortunately, however, two things favor other inhabitants of Abaddon becoming Contaminated.

First, dragons are proud creatures that despise anything that dilutes their bloodlines. Hybridization and contamination are things that dragons actively attack. The dragons' own efforts protect us.

Second, dragons age over many years. A dragon infected at the earliest stage of the Shaper Plague would be less than seventy-five years old now. In draconic terms, such a creature would only just be a young adult now. As such, it would have to hide its very existence from older dragons, lest they band together and slaughter the contaminated youth.

Patrols rode along the river, slaughtering all those who tried to cross from the Tainted Lands. Hooded Purifiers roamed settlements, identifying the diseased and offering them the choice: be exiled to the Tainted Lands or go to the pyre.

## 10 YEARS Ago

Volunteers were allowed to cross into the Tainted Lands, scouting the enemy and looking for a chance to kill the monster that started it all. They were allowed to send reports back across the Great River, but not to cross themselves.

Leaving the Purified Lands was a lifetime sentence then, as it is now.

## THE ONLY VICTORY

Eventually, a report reached the sanctuaries, and its news spread like wildfire through the refugee settlements and new towns: the Intruder's Spawn, the first monster, was dead.

An army of adventurous heroes created a trap. Over months, they killed Contaminated and spread supplies of flammable substances. They turned an abandoned city into a firetrap and built barricades to trap the beast.

Eventually, they caused enough devastation among the lesser ranks of the Contaminated that the first monster, the one for whom all other Contaminated were as fleas on a dog, came to destroy them. The heroes lured it into their trap and ignited a conflagration that lit the skies for miles around. Protected from the firestorm by the mightiest spells and charms, the heroes attacked the beast. They toppled walls onto it, pulled meteors from among the stars, called down lightning from clear skies, and held back nothing of their strength.

Most of the heroes fell, but so too did the monster. One surviving hero, horrifically burned by acid and already showing the first signs of infection, relayed a message to one of his companions. His companion carried the message until infection took her. She passed the message to another, and he to another, until at last word reached the sanctuaries.

## New

The draconian measures necessary to protect the sanctuaries from infection pass without comment now. The Purifiers take all those even suspected of being contaminated and force them to make the Choice. And still, the contagion appears among us.

From across the river, reports come of strange structures rising in wastes and mountains and ruined cities. Caravans of the Contaminated carry resources to the site of the first monster's death, now said to be a sea of raw chaos and the birthplace of an alien city, populated solely by the Contaminated.

No political structure remains from a mere fifty years ago. Now, a pitiful few uninfected survive in our sanctuaries, praying to the silent gods to deliver them from the Intruder's Spawn.

Some may wonder if they have become their own worst enemies; if so, they do it where no one can hear them.

## MAGIC

The schools of evocation and transmutation, both of which contain spells that can affect objects, found that the plague increased their importance in Abaddon. Their brave efforts to fight the spawn of the Intruder made them heroes to the survivors.

Since then, however, it has become obvious that scholars and wizards are irresistible targets for the Contaminated. Since only the smartest individuals retain their intelligence after becoming Contaminated, scholars and wizards constitute the main source of Primes in the Contaminated Lands. While no one in the Purified Lands truly understands this, they have noticed the frequency with which such individuals are the targets of Contaminated attacks, kidnapping attempts, and infections.

In addition, practitioners of arcane magic are seen as drains on resources. The sanctuaries can ill afford the years of study necessary to train arcane spellcasters when their spells have no effect on the enemy.

## RELIGION

The inability of the gods to observe the Contaminated directly damaged the political and social power of religion in post-Intruder Abaddon. The failure of healing magic to stop the spread of the Shaper Plague shattered faiths and led to a backlash of anger.

## MOOD AND TONE

In post-Intruder Abaddon, there are no great victories. Most choices are between the lesser of two bad outcomes. A victory is one life saved, one more day that a settlement exists, or only losing a mile to contamination rather than ten miles. Most victories require sacrifice and loss. Perhaps there is some way to stop whatever the Contaminated are doing deep in their territory, but no one yet knows what that is.

In the Purified Lands, the sanctuaries do not build churches or temples. Those structures from before the plague are now more commonly used as hospitals and quarantine centers.

The exceptions are the clergy and buildings of gods of Fire and Law, who find themselves allies of the Purifiers whether they like it or not.

The clergy of gods of Knowledge are welcome in academic sanctuaries, like the College of Purity. Though they cannot observe and report on the Contaminated directly, they lend their knowledge to the study of the plague as best they can.

Many clerics, seeking to regain the honor and prestige of their faith, volunteer to go into the Tainted Lands as scouts and to support adventurers there. Settlements in the Tainted Lands generally welcome clerics, as many mundane injuries and illnesses now threaten lives. Clerics provide structure, healing, information, and inspiration to those in the Tainted Lands.

## DISEASES & FEATS

### SHAPER VIRUS

The Shaper Virus transmits via contact between Infected or Contaminated creatures.

Infected creatures become feverish and weak. Their muscles contract and contort, as if trying to force the victim into a new shape. Hard plates may form on skin, horns or spurs may sprout from the body, and patches of skin may turn green or black.

**Type** disease, contact; **Save** Fortitude DC 15

**Onset** 2d4 hours; **Frequency** special

**Effect** special; **Cure** The Shaper Virus is immune to *diagnose disease* and *remove disease*. Only *limited wish* or *wish* can remove the virus. Victims cured with those spells are not able to take Infected feats; however, cured characters do not lose Infected feats they have already taken.

#### PROGRESS OF THE SHAPER VIRUS INFECTION

**Onset:** Save, or suffer 2d4 points of Constitution damage and 2d4 points of Intelligence damage

**Daily:** Save, or suffer 2d4 points of Constitution damage and 2d4 points of Intelligence damage



## PLAYER CHARACTERS & THE SHAPER VIRUS

A player character can be Infected, and take Infected feats. However, once a player character loses his (or her) fight against the Shaper Virus and gains the contaminated template, that character becomes an NPC controlled by the GM.

**Successful Save:** The Shaper Virus becomes dormant within the victim. The victim recovers Constitution damage normally and is eligible to take Infected feats; however, taking any of those feats starts the virus cycle again. The character taking the feat begins to suffer the effects of the virus in 2d4 hours, and must make the saving throws again with the penalty imposed by the new feat.

**Failure:** If a victim's Constitution reaches zero first, he dies. If a victim's Intelligence reaches zero first, he stops taking ability damage and acquires the contaminated template. The newly contaminated creature recovers Constitution and Intelligence normally.

## INFECTED FEATS

- Each Infected feat imposes a cumulative -3 penalty on future saves against the Shaper Virus.
- Each Infected feat reduces Charisma and Intelligence by -2. This reduction is permanent.
- Each Infected feat grants a cumulative +3 bonus on Fortitude saves against severe weather, including against fatigue caused by high altitude.
- Each time you take an Infected feat, you trigger a relapse of the Shaper Virus.
- A character with three or more Infected feats is contagious, infecting other living creatures with the Shaper Virus on contact.

## INFECTED FEATS

### ACID BARRIER

*The infection seething within you causes you to sweat an acidic slime that protects you in melee.*

**Prerequisite:** Intruder's Blessing or Supernal Protection

**Benefit:** Anyone who succeeds on a melee attack against you suffers 2d4 points of acid damage (Reflex save for half, DC 15 + your Constitution modifier)

### ACID GUSH

*The Shaper Virus provides you with additional glands in your throat and a special bladder in your torso, allowing you to spit acid with great force.*

**Prerequisite:** Intruder's Blessing or Supernal Protection

**Benefit:** You can breathe acid in a 30 ft. line as a ranged touch attack. If your attack succeeds, you deal 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until your target succeeds on a Fortitude saving

throw (DC 15 + your Constitution modifier). You may use this attack a number of times per day equal to your Constitution modifier (minimum 1).

### EXTRINSIC MIND

*Changes caused by the Shaper Virus turn your eyes a solid color. Your hair becomes thin and brittle, and your ears become little more than rudimentary nubs.*

**Prerequisite:** Intruder's Gift

**Benefit:** If you already have spell resistance, it increases by +5. If you do not, then you gain spell resistance equal to 15 + the number of Infected feats you have. This number increases as you gain more feats.

**Note:** When the player chooses this feat, he or she should choose whether the character's eyes become all white, all black, or all the color of the character's eyes before taking this feat. A character without eyes prior to taking this feat gains a pair, but they are nonfunctional.

### EXUDE ACID

*The infection boiling within you can now secrete acid through your skin during combat.*

**Prerequisite:** Intruder's Blessing or Supernal Protection

**Benefit:** Your empty-handed attacks do 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until the target succeeds on a Fortitude saving throw (DC 15 + your Constitution modifier).

### INTRUDER'S BLESSING

*Partial conversion to being one of the Contaminated grants you increased strength and health at the cost of your hair.*

**Prerequisite:** Shaper Scarring

**Benefit:** You gain +4 to Strength and to Constitution.

### INTRUDER'S GIFT

*The Shaper Virus leaves its alien imprint on you, creating a rift between you and other life on Abaddon.*

**Prerequisite:** Must have previously recovered from the Shaper Virus infection.

**Benefit:** +3 on all saves vs. spells and spell-like effects.

**Special:** You now carry the Shaper Virus. Each of your unarmed melee attacks has a 10% chance of infecting your target with the virus. Your touch has a 1% chance/minute of infecting the person you are touching with the virus, so you may want to sleep in your clothes and invest in some gloves.

### SHAPER SCARRING

*Changes caused by the Shaper Virus are permanently visible, manifesting as patches of hard, green and black tissue.*

**Prerequisite:** Intruder's Gift

**Benefit:** +3 natural armor

**Special:** This feat can be taken multiple times, each time adding +3 to your natural armor.

### SUPERNAL PROTECTION

*The gulf between this reality and you widens, increasing your resistance to magic at the cost of your hair.*

**Prerequisite:** Extrinsic Mind

**Benefit:** You gain immunity to all spells from one school of your choice, except for spells that affect objects (e.g., *disintegrate*).

**Special:** This feat can be taken multiple times, each time for a different school.

## CITIES

### THE PURIFIED LANDS

The Purified Lands appear very much as they did before the arrival of the Intruder and the Shaper Plague. However, there is far less travel than there was before the Shaper Plague began wrenching life into new forms and reshaping Abaddon.

Fifty years have passed since those golden days of blessed memory, and an entire generation has grown to adulthood in the sanctuaries. These fortified population centers are the focal points of research into the enemy and the primary bulwarks against the virus devouring all life.

All travelers must pass Purifier examination before entering a Sanctuary. Those found to be ill are turned away, to camp outside the walls until they die or their illness passes. Those obviously suffering from the Shaper Plague are burned alive immediately.

Merchants expect their wares to be scrutinized for Shaper contamination. Those carrying contaminated wares are assumed to be in league with the Contaminated. Merchants found with contaminated goods are tortured for information related to the Contaminated, and their goods are burned.

Most consider living in a Sanctuary as a badge of honor. They were lucky enough, quick enough, or smart enough to escape the plague and reach safe haven. Living in a Sanctuary means that they are free of the virus and still true to Abaddon.

At first, there were some clashes within the sanctuaries when old political rivalries, pushed into tight quarters, flared into violence. Today, however, most people realize that those old political boundaries and identities no longer exist. The current generation of survivors feels allegiance only to their Sanctuary.

The Purifiers enforce the Purification Protocols, the rules and practices that keep the sanctuaries free of the Shaper Plague. The Purifiers inspect all arrivals at a Sanctuary. They inspect all goods and livestock brought to their city. They patrol within cities, looking for Shaper outbreaks. Purifier

patrols also ride out into the countryside, looking for signs of Contaminated incursions. Those they encounter in the wilderness must prove whether they are free of the plague.

The Purifiers believe fanatically that only strict accordance with the Protocols stands between the Shaper Plague and the end of all life as we know it on Abaddon. They place a higher priority on effectively fighting the virus than they do on concepts like good and evil. While they may regret the harsh measures they have to take, they take those measures for the good of the survivors.

Complaining about the Purifiers is often seen as a sign of Shaper infection, particularly among the more fearful portion of the population. Those who feel the Purifiers are too strict complain only in the quietest tones and only among those of like minds. Even then, they admit that the Purifiers are as strict with themselves as they are with the rest of the sanctuaries.

Religious leadership has waned since the retreat from the plague. Because the gods could do so little against the Intruder, and because divine magic cannot remove the plague, the people are less in awe of the gods than they once were. Military authority has filled the vacuum, along with the Purifiers.

The servants of the gods continue their rites and rituals, and demonstrate their courage by volunteering for exile to the Tainted Lands.

### CITADEL OF SMOKE

The Citadel of Smoke represents an average Sanctuary settlement. It is a walled large town. The Citadel functions as a war college in the Purified Lands. Here, soldiers and generals study how to defend the Purified Lands from the onslaught of the Contaminated.

The Guard patrols outside the walls, while the Purifiers patrol inside. The two share the duty of guarding the city gates.

The Citadel is constantly on the watch for attacks by contaminated monsters and for outbreaks of the Shaper Virus.

The people live in constant fear, believing that rigid obedience to the Purity Protocols is the only thing protecting them from the plague. They view strangers with suspicion, but once they accept someone the community is warm and supportive.

#### CITADEL OF SMOKE

LN Large Town

**Corruption** +2; **Crime** -3; **Economy** -3; **Law** +0; **Lore** +2; **Society** -6

**Qualities** Academic, Insular, Strategic Location

**Danger** +25; **Disadvantages** Hunted

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#### DEMOGRAPHICS

**Government** Overlord



**Population** 3,300 (2,000 humans, 700 halflings, 350 elves, 200 dwarves, 50 other)

#### NOTABLE NPCs

**Noble Defender Helena Bright** (LN female human aristocrat 4/inquisitor 3)

**Guard Commander Urgric Ravensmasher** (LE male orc fighter 9/student of war 2)

**Purifier General Encinal Heath** (LN male elf bard 3/inquisitor 7)

#### MARKETPLACE

**Base Value** 1,800 gp; **Purchase Limit** 10,000 gp;

**Spellcasting** 6th

**Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

## THE COLLEGE OF PURITY

The College of Purity represents an academic institution, turned into a Sanctuary in the face of the plague.

The College focuses on studying the Contaminated and the Infected, trying to find a way to defeat the virus itself.

Although the College of Purity is as insular as any Sanctuary, it is actually quite tolerant of newcomers. The Purifiers do not enjoy the authority here that they do elsewhere, which some say may lead to the College's eventual downfall.

#### THE COLLEGE OF PURITY

LN Small Town

**Corruption** +0; **Crime** -1; **Economy** +0; **Law** +0; **Lore** +0;

**Society** +4

**Qualities** Academic, Insular

**Danger** +0; **Disadvantages** —

#### DEMOGRAPHICS

**Government** Council

**Population** 1,950 (750 humans, 250 elves, 200 dwarves, 100 gnomes, 525 other)

#### NOTABLE NPCs

**High Councilor Alden Strengate** (LG male human expert 13)

**Pious Scholar Ilyin Cursewood** (LN female elf oracle 8/lore master 2)

**Esteemed Master Lumrolor Cooper** (NG male gnome bard 8)

**Scholar Emeritus Emrael of the Last Tower** (N female elf wizard 7)

**Warmaster Davor Bonecrack** (NE male orc fighter 7)

#### MARKETPLACE

**Base Value** 1,000 gp; **Purchase Limit** 5,000 gp;

**Spellcasting** 5th

**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

## THE FAINTED LANDS

Those withdrawing from the Contaminated and the effects of the Shaper Plague were actually faster than the expansion of the contamination itself. Some people could not keep up with the pace of retreat because of illness, injury, or simply because family members could not move quickly enough. Others even chose to stand between the Contaminated hordes and the refugees.

Eventually, those across the river in the Purified Lands stopped sending boats across to rescue more refugees. Those who crossed on their own met the first Purifiers, armed with

swords and torches. Those who could turn back faced the Contaminated. Those who could not return faced the fire.

The withdrawal left behind abandoned farms and towns. Some are partially occupied by survivors desperate for shelter or the centers of roughly organized communities. Some are run by the strongest person in the area; others are run by stewards or nobles who chose to stay behind and maintain claim to their former authority.

In the Tainted Lands, the response to the Shaper Plague is not as stringent or as formalized as it is in the Purified Lands. Depending on the settlement, those suffering from the virus may be turned out into the cold, turned over to a religious hospital, or allowed to remain in their own homes.

Those who stabilize, the Infected, face prejudice in the Tainted Lands. The only difference from place to place is the degree of the prejudice. In one town, the Infected might have to use their own wells and eat in separate places. No one will touch them. In others, they might be driven out with torches and thrown rocks.

What keeps the Tainted Lands alive is trade. The scholarly centers in the Purified Lands crave information about the Contaminated and the things they make. Survivors long for heirlooms and precious objects left behind during the hasty flight from plague. For their part, the Contaminated have strange and mysterious needs of their own. Those who live in the Tainted Lands facilitate that trade.

In addition, adventurers of all stripes explore the Tainted Lands. Some raid abandoned homes, towns, churches, and towers for wealth. Others go out on commission from people in the Purified Lands. Some are survivors of the plague. Others are voluntary exiles from the Purified Lands, trying to learn the secrets of the Contaminated.

## AGRESTON

Agreston is an average community of those living with the Shaper Virus, those who could not accept the rigid discipline of a Sanctuary settlement, and those who volunteered to scout the Contaminated Lands on behalf of the sanctuaries.

The inhabitants live in a community abandoned by people who fled to the sanctuaries. The community size is based on the number of inhabitants. Before the plague, Agreston was a small town. Now, there are more buildings than there are people to live in them.

Agreston is an open, bustling community that lives with the danger of attack every day. Uncontaminated newcomers are welcome, and those struggling to understand their newly Infected condition find sympathy here. These people will even trade with the fully Contaminated, as long as the Contaminated behave themselves.

### AGRESTON

CN Village

**Corruption** -3; **Crime** -1; **Economy** -3; **Law** -2; **Lore** -3; **Society** +0

**Qualities** Notorious, Rumormongering Citizens

**Danger** +10; **Disadvantages** Plagued (5% chance per day to contract the Shaper Virus)

#### DEMOGRAPHICS

**Government** Council

**Population** 200 (75 human, 30 dwarf, 20 orc, 15 gnome, 60 other)

#### NOTABLE NPCs

**The Visionary Aidan Skyforged** (NG male elf fighter 4/ranger 4)

**The Prosperous Fearghus Goldenbeard** (LN male dwarf expert 6/aristocrat 2)

**The Enforcer Tomek Foecutter** (N male orc barbarian 4/fighter 4)

#### MARKETPLACE

**Base Value** 550 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

## OCCLUDED SANATORIUM

The Occluded Sanatorium was a monastery. When the plague struck, it found itself in the path of the withdrawal from the Shaper Virus. Rather than retreat, the abbot asked for volunteers to stay behind to treat the ill and injured and to give those infected with the virus some comfort in what could be their final hours.

Now, monks from the Sanatorium venture into the Tainted Lands, looking for those who need help. When they can, they aid settlements or escort the ill or injured back to the Sanatorium.

### OCCLUDED SANATORIUM

LG Hamlet

**Corruption** -2; **Crime** -2; **Economy** -2; **Law** -1; **Lore** -4; **Society** +1

**Qualities** Pious, Superstitious

**Danger** -5; **Disadvantages** Plagued (5% chance per day of contracting the Shaper Virus)

#### DEMOGRAPHICS

**Government** Autocracy

**Population** 55 (25 human, 20 dwarf, 10 other; all Infected)

#### NOTABLE NPCs

**Abbot Darvan Tay** (LN male Infected human monk 8)

**Brother Bulwark** (LN female Infected orc fighter 3/monk 3)

**Brother Quartermaster** (LG male Infected dwarf expert 3/monk 3)

**Brother Purity** (LN female Infected human expert 4/monk 2)

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**MARKETPLACE**

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**Base Value** 200 gp; **Purchase Limit** 1,000 gp; **Spellcasting** 3rd

**Minor Items** 1d6; **Medium Items** —; **Major Items** —

## RAZOR'S REFUGE

Razor's Refuge is a place where anyone with the strength and the will can carve out a place in society. A rough-and-tumble place, the Refuge grew in the ruins of a large town evacuated during the withdrawal from the plague. A gang of bandits moved in and set themselves up as the bosses of the place. They loot empty dwellings, raid other settlements, and generally enjoy what little time they have left before the contamination spreads and consumes them. They are structured like a large family, with a so-called Father or Mother running the gang, Elder siblings acting as lieutenants, and other siblings as the foot soldiers.

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**RAZOR'S REFUGE**

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NE Village

**Corruption** +2; **Crime** -2; **Economy** -3; **Law** +0; **Lore** +1; **Society** -2

**Qualities** Notorious, Rumormongering Citizens

**Danger** +10; **Disadvantages** —

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**DEMOGRAPHICS**

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**Government** Overlord

**Population** 175 (90 humans, 30 orcs, 15 halflings, 40 other)

**Notable NPCs**

**Mother Izora Silverrazor** (NE female human barbarian 4/ fighter 3)

**Elder Brother Tsadok Toecutter** (CE male orc barbarian 5)

**Sister Morstra Stickyfingers** (LE female dwarf rogue 5)

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**MARKETPLACE**

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**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

## THE CONTAMINATED LANDS

No one but the Contaminated understood why their pursuit stopped. Some speculated that the distance became too great, and the Contaminated forces too few, to pursue. In any event, the retreating uninfected people and livestock found that the Great River was, effectively, the barrier where pursuit ended.

The current boundary between the Contaminated Lands and the Tainted Lands is a shifting one. The Contaminated constantly devour plant and animal life, strip structures and objects for resources, and tear open the earth in search of materials. Plant life grows back, though, and animal life follows it. Even though it will inevitably be consumed by the Contaminated or the Shaper Plague, the life of Abaddon continues to renew itself.

Those Contaminated strong enough to bear resources do so constantly, barely pausing to eat. They take the found or taken goods to collection points to be sorted, accumulated, and distributed to assembly centers.

Near population centers of the Contaminated, no life exists except that dedicated to the Contaminated cause. There are neither plants nor animals nor insects. Bare, ravaged earth surrounds them. The Contaminated build only the most rudimentary and necessary of structures, since they fear no organized assault and have no need of shelter from the elements.

Contaminated population centers are easily identifiable by their alien geometries. Shapes not easily grasped by minds born of Abaddon rise above the ravaged earth. Twisted, contaminated life forms stream in and out on their missions to accumulate resources or to spread the plague.

## RESOURCE CENTER ALPHA SEVEN

This settlement is a center for Contaminated activities. Everyone within it is either contaminated or a prisoner waiting for the Shaper Virus to overwhelm them.

Day and night, Contaminated servitors bring prisoners and required materials to the resource center. Finding it is as easy as following Contaminated creatures burdened with their harvests.

Within the settlement, Harvester Alpha Seven Prime organizes incoming goods and sees to their reduction to component parts. Assembler Alpha Seven Prime leads an army of servitors in using those components to build the alien structures and devices that serve the Contaminated. Vector Alpha Seven Prime is in charge of the prisoners and infecting them.

For non-Contaminated, Resource Center Alpha Seven is Hell on Abaddon. The colors and shapes of the structures bear no resemblance to anything seen in this world before. The constant exposure to the Shaper Virus makes succumbing to its horrors inevitable. The silently coordinated activities of the Contaminated are unnerving. Their ability to draw nourishment from any organic substance is terrifying. Only the very toughest and very boldest have survived seeing the inside of a resource center like this one.

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**RESOURCE CENTER ALPHA SEVEN**

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CE Small City

**Corruption** +2; **Crime** -3; **Economy** -2; **Law** +2; **Lore** +1; **Society** -1

**Qualities** Insular, Racially Intolerant, Strategic Location, Superstitious

**Danger** +25; **Disadvantages** Hunted

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**DEMOGRAPHICS**

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**Government** Autocracy

**Population** 7,500 (2,500 Contaminated humans, 1750 Contaminated elves, 850 Contaminated dwarves, 700 Contaminated halflings, 1,700 Contaminated others)

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## NOTABLE NPCs

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**Overseer Alpha Seven Prime** (CE male Contaminated human expert 12)

**Harvester Alpha Seven Prime** (CN female Contaminated dwarf fighter 8)

**Assembler Alpha Seven Prime** (NE female Contaminated dwarf expert 7)

**Vector Alpha Seven Prime** (CE male Contaminated orc barbarian 9)

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## MARKETPLACE

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**Base Value** 3,600 gp; **Purchase Limit** 25,000 gp;  
**Spellcasting** 4th; Non-Contaminated individuals who somehow survive to trade with residents must pay 150% of normal prices for goods and services and may face mockery, insult, or even violence.

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —; All major items in Resource Center Alpha Seven are immediately disassembled for their energy and materials; any medium items awaiting disassembly are held by Assembler Alpha Seven Prime and are not for sale.

# ORGANIZATIONS

## THE CONTAMINATED

There are individual Contaminated who succumb to the virus and survive in isolated enough conditions that they do not initially encounter the Contaminated hive-mind. These individuals are of generally low intelligence as a result of the virus, and have no goal other than attacking other living beings.

This faction description is for the Contaminated who are part of the hive mind.

**Alignment:** Contaminated creatures are no longer part of Abaddon's reality, although they continue to have a physical presence. As a result, they have no alignment. The closest simulation to a recognizable alignment would be neutral evil.

**Headquarters:** Entropy Prime

**Leaders:** Overseer Entropy Prime, Assembler Entropy Prime, Vector Entropy Prime

**Prominent Members:** The Primes of the various resource centers in the Contaminated Lands

**Structure:** Insectoid hive

**Scope:** Regional

**Resources:** Everything abandoned during the retreat from the Shaper Plague

## STRUCTURE AND LEADERSHIP

Within the Contaminated Lands, the Contaminated consolidate their activities in settlements called centers. Some centers are built on pre-existing cities, others on mines, and some exist in seemingly random locations for reasons only known to the alien hive mind of the Contaminated.

Some centers focus their efforts on gathering resources from the world abandoned during the retreat from the Shaper Plague. Others receive resources from these centers, and focus their activities on construction. Ultimately, all work supports Entropy Prime.

Each center has its own leadership, but all follow a certain pattern. Highly intelligent Contaminated become Primes. There is no election or coup; the hive mind of the Contaminated simply recognizes and accepts the Prime.

Overseer Primes run each center. They coordinate all activities of gathering and deploying resources, building structures and equipment, and spreading the plague.

Assembler Primes see to the construction of mind-bending edifices, specific equipment, and other physical needs of each center and of Entropy Prime.

Harvester Primes see to the gathering of resources. They are in charge of the Contaminated who venture out into the world to gather what the center, and Entropy Prime, need. Of all the Primes, Harvesters are the most understandable. They maintain some semblance of their original thought processes, sufficient to allow them to trade with non-Contaminated groups.

Vector Primes advance the Shaper Plague. They take any prisoners from Harvesters, infect them, and share the survivors with the other Primes. They also send specific carriers out into the world to spread the infection. This is what "recruiting" looks like for the Contaminated.

## GOALS

To those uninfected by the virus and those who survive it, the goals of the Contaminated are a mystery. Observation shows that the Contaminated are stripping the world bare in order to build...something.

This collecting is, in fact, why the pursuit of the retreat slowed and eventually stopped. There was too much uninfected life within just the Contaminated Lands. The Primes focused on converting and controlling that life; they began gathering resources.

The entropic sea of raw chaos left by the death of the Intruder's Spawn holds no fear for the Contaminated. Rather, that is where Entropy Prime rises on the shores and arches out over the sea. All efforts of the Contaminated flow toward Entropy Prime.

Beyond that, the Contaminated do not communicate their goals. The Primes know, however, that they seek to open the way between Abaddon and the gulfs behind the stars, where their alien masters—ancient and antediluvian beings of god-like power—dream and hunger. Entropy Prime will be the site of the portal that liberates these ravenous intellects, allowing them to roam our universe freely.

## PUBLIC PERCEPTION

The Contaminated are a terrifying and constant threat. Most people, especially those in the Purified Lands, believe they should be burned to ash on sight.

There are some in the Tainted Lands who give the Contaminated wary respect. Though cautious of all contact, they do trade with the various centers of the Contaminated. They do not trade out of any desire to befriend the Contaminated, but rather because they need what the Contaminated have. It is a terrible choice, but it is the only one available in the Tainted Lands.

## DRACONIC DISCIPLES

The gods have failed. The wizards have failed. The Shaper Plague stalks the land both figuratively and literally in the forms of the Infected and the Contaminated. Thus, a few—in the darkest pits of despair—have turned to the most powerful living creatures on Abaddon:

The dragons.

**Alignment:** Because the alignments of dragons vary across the spectrum and the Draconic Disciples take no moral or ethical position, as an organization they are neutral. An initiate may be of any alignment.

**Headquarters:** Razor's Refuge

**Leaders:** Enlightened Master Grimak Sharptongue

**Prominent Members:** Arcane Master Atrillya Redscale, Divine Master Damyra Graysheen, Material Initiate Yudnik Azurefist

**Structure:** Cult

**Scope:** Local

**Resources:** The Draconic Disciples have an unusual relationship with material goods. On one hand, they collect everything they can and are often the wealthiest group wherever they are. On the other hand, they never use anything they collect. Instead, they are building a hoard to offer to their draconic overlords.

## STRUCTURE AND LEADERSHIP

The founders of the Draconic Disciples spend a great deal of time studying all they can learn about dragons. They know much about dragons in general and may also know great amounts about specific dragons in the region.

Typically, when a non-member expresses despair about overcoming the Shaper Plague, an initiate of the cult approaches that person and speaks of how smart and powerful dragons are, and about how their breath weapons can sometimes damage the Contaminated. If the non-member becomes enthusiastic, the initiate begins to train the non-member.

Mystery cults like the Draconic Disciples require initiation tests at various levels. Although no one can buy advancement in the cult, being able to increase the cult's hoard is a prereq-

## ALTERNATE GOALS

The goals of the Contaminated should always be apocalyptic. What they are doing should mean the end of all sanity and of life as your characters understand it. Many goals could fit within that framework:

- ♦ Entropy Prime could be built around a vast portal to the Astral Plane, burned into the fabric of the world by the death of the Intruder's Spawn. The goal could be returning a dead god's corpse to Abaddon and reviving it.
- ♦ Entropy Prime could overlook a vast portal to Hell or the Abyss. The goal could be merging the real world with either of those planes.
- ♦ Entropy Prime could be a portal to an elemental plane. The goal could be sucking Abaddon into one of those planes and converting everything into the materials and life of that plane.

uisite for advancement, as is passing increasingly difficult tests of the initiate's knowledge of dragons.

## GOALS

The Draconic Disciples wish to ally with a great wyrm dragon to destroy the Contaminated.

## PUBLIC PERCEPTION

The Draconic Disciples are a small group and not well known (DC 20 for any Diplomacy check to gather information). There is no strong public perception of them. Initiates do not discuss the cult with non-members. At best, people who know of it think of it as a silly waste of time.

At worst, they are seen as a group of people who would make any sacrifice to get a very powerful creature involved in the affairs of mortals. And that makes them very dangerous indeed.

## INTER-SANCTUARY MESSENGER SERVICE

During the retreat, many family members became separated. Once they settled into the sanctuaries, the survivors began reaching out to other settlements, trying to reunite families. Out of this need grew a courier service.

Once the courier service came into being, it was a small step for the sanctuaries to start using it to share information about the Contaminated and about the Shaper Plague. Even the Purifiers found use for it by sharing information and sending reports to their headquarters at the Immaculate Castle.

What isn't known outside the Service is that, even from its very beginning, it is a cover for smuggling valuables from Sanctuary to Sanctuary, and even from the Tainted Lands



to the markets in the Purified Lands. Since its inception, the Service has expanded into fencing stolen goods and even commissioning some thefts.

**Alignment:** Chaotic Neutral

**Headquarters:** Citadel of Smoke

**Leaders:** Rutilus Smokepeak, Commander; Boudra Splinterhoof, Captain of Horses; Iandoli Snowgrace, Captain of Riders

**Prominent Members:** Hakon Boltcutter, Abroshotor Frothelthimble, Maraedlara Swiftmare, Yantur Freeroad

**Structure:** Guild

**Scope:** Regional

**Resources:** A branch of the Inter-Sanctuary Messenger Service is likely to have 1d3 items worth 10% more than the purchasing limit of their Sanctuary, including magic items from one category higher than is typically available in that Sanctuary

## STRUCTURE AND LEADERSHIP

Each messenger service office has a boss and two lower-ranking members, one in charge of mounts and vehicles and the other in charge of couriers. Beyond that, rank mostly comes from seniority and accomplishments.

There is no difference between couriers as far as illegal activities go. If the Inter-Sanctuary Messenger Service accepts an individual as a member, that person starts with smuggling assignments. As the courier successfully completes assignments and earns trust, he or she gets more valuable assignments.

## GOALS

The primary goal of the Service is profit. The secondary goal is secrecy.

## PUBLIC PERCEPTION

The public sees couriers of the Inter-Sanctuary Messenger Service as valuable and important members of the Sanctuary. At times, public perception approaches hero worship, and the couriers love it. They maintain a swashbuckling, heroic image in their clothes, speech, and behavior whenever possible.

## PURIFIERS

The founders of the Purifier faction were individuals who felt strongly that uniform action had to be taken in all cases of infection in order to protect the uninfected during the retreat.

By the time the refugees crossed the Great River and began founding the sanctuaries, the Purifiers were part of the political structure of those settlements. As the sanctuaries formalized, the Purifiers reached out to each other and compared techniques to create the Purification Protocols.

Because the arrival of the refugees and the founding of the sanctuaries disrupted pre-Intruder political boundaries, some castles became unnecessary—and others simply too expensive to maintain. The Purifiers occupied one, christened it the Immaculate Castle, and set to building their political power.

For the common good, of course.



**Alignment:** Lawful Neutral

**Headquarters:** Immaculate Castle

**Leaders:** Cardinal General Olhas Firechosen

**Prominent Members:** Each Sanctuary in the Purified Lands has a Purifier Chapter run by a Bishop Captain

**Structure:** Military

**Scope:** Regional

**Resources:** Equipment limited to what is available in any Sanctuary, but able to rally the entire populace

## STRUCTURE AND LEADERSHIP

The Cardinal General is elected by the Bishop Captains. Since each Bishop Captain's appointment by the Cardinal General must be approved by the other Bishop Captains, this creates a tense political game whenever a Cardinal General retires. Although the system is unwieldy, it has not been used often enough to generate the kind of resentment that leads to change.

New members of the Purifiers begin as Initiate Soldiers. Bishop Captains promote those who demonstrate true zeal and understanding of the Purification Protocols to Novice Knights. It helps if the candidate is wealthy or from an important family. Novice Knights may be promoted further, to Deacon Sergeant, if the Bishop Captain feels the chapter is large enough to need additional leadership.

## GOALS

The goal of the Purifiers is two-fold. In the short term, their goals are codified by the Purification Protocols, described in the following section. In the long term, the Purifiers seek to purge the Shaper Plague from Abaddon. They seek weapons and spells to accomplish this goal, but most of their efforts go toward figuring out why and how the Shaper Plague keeps appearing in sanctuaries.

## THE PURIFICATION PROTOCOLS

In the short term, the Purifiers seek to root out the Shaper Plague from the Sanctuaries. The primary tool for this is the Purification Protocols.

- 1. Educate:** Learn the signs and progress of the Shaper Plague, so that you know the difference between it and other diseases. Teach these things to others. Hold community meetings to share the knowledge.
- 2. Observe:** It is the duty of every Purifier to know his or her neighbors and the neighborhood in which he or she lives. Any unexpected absence or change in routine may indicate an infection. Look into such events immediately.
- 3. Cooperate:** Purifiers must work together to contain outbreaks of the Shaper Plague. Be available to each other, and render each other all possible assistance.
- 4. Isolate:** In the event of an outbreak, immediately quarantine the suffering person and all immediate family. To

reduce risk of additional infection, use the immediate family to move the infected person. Quarantine must be in a free-standing building, clearly marked so that none will approach.

- 5. Communicate:** Report all outbreaks to your Purifier superiors. Bishop Captains send all outbreak reports to the Immaculate Castle for review and further action. Report as necessary from that point on, at least once per week, until the outbreak is over.
- 6. Investigate:** You must discover if anything unusual happened prior to the outbreak, or if the infected person encountered anyone new. In addition, you must learn who the infected person contacted immediately prior to the sickness.
- 7. Prepare:** You must have a funeral kiln ready.
- 8. Monitor:** Without coming into physical contact with the sick person, monitor his or her condition and that of the family. Make sure they have sufficient food and water. Continue to enforce the quarantine. As the sickness runs its course, light the funeral kiln and heat it until it will melt iron.
- 9. Burn Immediately:** If the person suffering from the Shaper Plague dies, burn the remains immediately. If the person suffering from the Shaper Plague survives and is contaminated, he or she must be burned immediately. Use whatever force is necessary to protect the Sanctuary.
- 10. Enforce the Choice:** If the person overcomes the Shaper Plague, he or she must still face a choice. Because all who are infected carry the plague, they must either go into the kiln and be burned or leave the Purified Lands completely. If the infected individual chooses to leave, your Bishop Captain will assign a troop of Purifiers to escort that person. The escort will ensure that no one comes in contact with the infected individual, and will provide all food and water for the infected individual.

## WHY THE PROTOCOLS FAIL

Despite the Purification Protocols, people in the sanctuaries still occasionally come down with the Shaper Virus. This happens for several reasons.

- Inattention to or sloppy enforcement of the protocols
- A lack of understanding about how infections work
- Interference with the protocols—a local official may deem someone who contracts the Shaper Virus and recovers to be too vital to the Sanctuary for exile. Those who recover are still infectious.
- Rebels often circumvent a Sanctuary's gates. Guilds of thieves and smugglers often bring in goods from the Tainted or Contaminated Lands, not realizing that they are also bringing in the virus. While such violations are punishable by death, greed and rebelliousness often overpower the risk.

## PUBLIC PERCEPTION

Public perception varies by social class. The ruling classes of the sanctuaries chafe at the constant presence of the Purifiers. They see the Purifiers as a nuisance, believing that they can enforce the Purification Protocols themselves. The Purifiers drain resources, including wealth, from sanctuaries. They interfere with legitimate Sanctuary activities by constantly judging whether those activities pose a risk. They insist on inspecting all goods and travelers coming into each Sanctuary, which the ruling class believes discourages trade.

The middle and lower classes, on the other hand, generally see the Purifiers as harsh but necessary. No one likes to see them on his or her doorstep, but they keep the sanctuaries relatively disease-free.

# MONSTERS

## TEMPLATE

### CONTAMINATED TEMPLATE (CR SPECIAL)

"Contaminated" is an acquired template that can be applied to any corporeal living creature. Those creatures overcome by the Shaper Virus become Contaminated. The virus affects their bodies at the most fundamental level, making them over into suitable servitors for those who sent the Intruder.

Contaminated creatures have bizarre shapes, with limbs shifted from the placements typical of the base creatures. Some have horns, bony plates, or ridges on their heads, torsos, or limbs. They are hairless and have skin colored toward festering greens, black, and virulent purples. Many contaminated creatures have transparent or translucent bubble-like body parts.

**Challenge Rating:** +2

**Type:** The contaminated creature's type changes to aberration. The creature loses any lawful or chaotic subtype.

**Alignment:** Contaminated creatures are no longer part of Abaddon's reality, although they continue to have a physical presence. As a result, they have no alignment. The closest simulation to a recognizable alignment would be neutral evil.

**Armor Class:** A contaminated creature's natural armor bonus increases by +10. If the creature did not have a natural armor bonus, it gains +10 natural armor to its Armor Class.

**Speed:** Contaminated creatures lose any mode of movement based on spells, spell-like abilities, or supernatural abilities. If this change leaves the contaminated creature without a mode of movement, it gains a land speed of 10 feet.

**Special Attacks:** Contaminated creatures lose any access to spells, spell-like abilities, and supernatural abilities. They gain the following special attacks:

## CONTAMINATED VS. UNDEAD

The viral invader from the gulfs behind the stars acts as if corporeal undead are a nuisance at worst and raw material at best. Whether intelligent or mindless, the undead hold no interest for the Contaminated.

Incorporeal creatures, whether living or dead, seem beyond the understanding of the Contaminated. They ignore incorporeal creatures.

- **Acid Touch (Ex):** The contaminated creature's natural attacks do 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until the target succeeds on a Fortitude saving throw (DC 15 + contaminated creature's Constitution modifier)
- **Acid Breath (Ex):** The contaminated creature can breathe acid in a 30 ft. line as a ranged touch attack. If this attack succeeds, it deals 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until the target succeeds on a Fortitude saving throw (DC 15 + contaminated creature's Constitution modifier). The contaminated creature may use this attack a number of times per day equal to its Constitution modifier (minimum 1).
- **Shaper Virus (Ex):** Melee attacks of contaminated creatures infect their targets with the Shaper Virus.

**Special Qualities:** Contaminated creatures lose any access to spells, spell-like abilities, and supernatural abilities. They gain the following special qualities:

- **Acid Armor (Ex):** Anyone who succeeds on a melee attack against the contaminated creature suffers 2d4 points of acid damage (Reflex save for half, DC 15 + contaminated creature's Constitution modifier)
- **Darkvision (Ex):** Contaminated creatures have darkvision to 120 feet.
- **Hive Mind (Ex):** Contaminated creatures are part of a hive mind. So long as a contaminated creature has at least 1 hit point per HD, it retains its Intelligence score. If its hit points fall below that threshold, it becomes mindless. As a mindless creature, it becomes immune to mind-affecting effects. Being part of the hive mind, what one contaminated creature knows, they all know.
- **Telepathy (Ex):** Contaminated creatures can communicate telepathically with other contaminated creatures. They can communicate at a distance of up to 100 ft. per point of Intelligence. When a higher Intelligence creature communicates with a lower Intelligence creature, the higher Intelligence creature can send information or instructions even if the lower Intelligence creature cannot respond over the same distance.



**Immunities:** Contaminated creatures are immune to spells and spell-like effects, except for those that affect objects, such as *disintegrate*.

**Resistances:** Resist acid 10. Contaminated creatures also have a +3/HD bonus to Fortitude saves against extreme weather and the effects of high altitudes.

**Ability Scores:** Strength +4, Dexterity +2, Constitution +4, Intelligence special, Charisma –6

**Intelligence:** Creatures with Intelligence scores of 6 or less have an Intelligence of 3 upon applying this template. Creatures with Intelligence of 7–14 have an Intelligence of 7 upon applying this template. Creatures with Intelligence of 15 or greater retain the base creature's Intelligence score upon applying this template.

**Skills:** A contaminated creature has the same skills as its base creature. Skill bonuses change with ability scores.

**Feats:** If the changes to a contaminated creature's ability scores mean that it no longer meets the prerequisites of a feat, it loses that feat and any feats that require the lost feat. Otherwise, the creature's feats remain unchanged.

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**SPECIAL:**

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**Diet:** Contaminated creatures are alive and need food. However, they can survive on any organic material, even the flesh and bones of corporeal undead. They do not need to cook food, and the food does not need to be fresh. Contaminated creatures of all sorts can crush bones in their teeth, pulverize bark, or chew grass into digestible mush.

**Language:** Regardless of the languages known by the base creature, all contaminated creatures can understand each other's telepathic messages. The template does not grant or remove languages.

**Treasure:** Contaminated creatures never have more than standard treasure. Any treasure they carry is bound for a resource center and is not their personal possession. Any gear used by a contaminated creature is temporarily assigned to that creature for a particular mission or activity.

# SAMPLE CONTAMINATED CREATURES

## CONTAMINATED BARGHEST

CR 6

XP 2400

NE Medium aberration (evil, extraplanar, shapeshanger)

**Init** +7; **Senses** darkvision 120 ft., scent; **Perception** +11

### DEFENSE

**AC** 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

**Hp** 57 (6d10+24)

**Fort** +8, **Ref** +8, **Will** +7

**Immunities** immune to spells and spell-like effects, except for those that affect objects (e.g., *disintegrate*); **Resist** acid 10

### OFFENSE

**Speed** 30 ft.

**Melee** bite +12 (1d6+6 plus acid touch) or 2 claws +12

(1d4+6 plus acid touch)

**Ranged** acid breath

**Special Attacks** acid breath, shaper virus

### STATISTICS

**Str** 23, **Dex** 17, **Con** 19, **Int** 7, **Wis** 14, **Cha** 8

**Base Attack** +6; **CMB** +12; **CMD** 25 (27 vs. trip)

**Feats** Combat Reflexes, Great Fortitude, Improved Initiative

**Skills** Acrobatics +12, Bluff +8, Diplomacy +8, Intimidate +8, Perception +11, Sense Motive +11, Stealth +12, Survival +11

**Languages** Infernal, Goblin, Worg

**Special Qualities** acid armor, hive mind, telepathy

### SPECIAL ABILITIES

**Acid Touch (Ex):** The contaminated barghest's natural attacks do 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until target succeeds on a Fortitude saving throw (DC 19).

**Acid Breath (Ex):** The contaminated barghest can breathe acid in a 30 ft. line as a ranged touch attack. If this attack succeeds, it deals 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until the target succeeds on a Fortitude saving throw (DC 19). A contaminated barghest may use this attack three times per day.

**Shaper Virus (Ex):** Melee attacks of contaminated creatures infect their targets with the Shaper Virus.

**Acid Armor (Ex):** Anyone who succeeds on a melee attack against a contaminated barghest suffers 2d4 points of acid damage (Reflex save for half, DC 19)

**Fortitude Bonus:** Contaminated barghests have a +18 bonus to Fortitude saves against extreme weather and the effects of high altitudes.

**Hive Mind (Ex):** Contaminated creatures are part of a hive mind. So long as a contaminated creature has at least 1

hit point per HD, it retains its Intelligence score. If its hit points fall below that threshold, it becomes mindless. As a mindless creature, it becomes immune to mind-affecting effects. Being part of the hive mind, what one Contaminated creature knows, they all know.

**Telepathy (Ex):** Contaminated creatures can communicate telepathically with other contaminated creatures. They can communicate at a distance of up to 100 ft. per point of Intelligence. When a higher Intelligence creature communicates with a lower Intelligence creature, the higher Intelligence creature can send information or instructions even if the lower Intelligence creature cannot respond over the same distance.

### ECOLOGY

**Environment** Any

**Organization** Solitary or cult (1 plus contaminated goblin tribe)

**Treasure** Standard

## CONTAMINATED HUMAN BANDIT

CR 2

XP 600

Base Creature: Human Warrior 2

NE Medium Aberration

**Init** +3; **Senses** Darkvision 120 ft.; **Perception** -1

### DEFENSE

**AC** 19, touch 14, flat-footed 15 (+3 Dex, +1 dodge, +5 natural)

**Hp** 15 (2d10+4)

**Fort** +4, **Ref** +3, **Will** -1

**Immunities** immune to spells and spell-like effects, except for those that affect objects (e.g., *disintegrate*); **Resist** acid 10

### OFFENSE

**Speed** 30 ft.

**Melee** rapier +5 (1d6+3/18-20) or punch +5 (1d3+3 nonlethal plus 2d6 acid and 1d4 points ongoing acid/round until target succeeds on a DC 17 Constitution save)

**Ranged** composite longbow +5 (1d8+3/x3), or acid breath

**Special Attacks** acid breath, shaper virus

### TACTICS

Contaminated human bandits typically attack in ambush, breathing acid and then rushing in to use their acid punches.

Generally speaking, they act as scouts for more powerful Contaminated or attack to get a specific object. For that reason, contaminated human bandits will often leave survivors behind, making off with whatever they wanted.

### STATISTICS

**Str** 17, **Dex** 16, **Con** 15, **Int** 7, **Wis** 8, **Cha** 3

**Base Attack** +2; **CMB** +5; **CMD** 18

**Feats** Dodge, Point Blank Shot

**Skills** Climb +8, Handle Animal +0, Intimidate +0, Ride +9, Stealth +7

**Languages** Common

**Special Qualities** acid armor, darkvision, hive mind, telepathy

**Gear** composite longbow (+3 Str) with 20 arrows, rapier, sap, contaminated light horse (combat trained)

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#### SPECIAL ABILITIES

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**Acid Breath (Ex):** The contaminated human bandit can breathe acid in a 30 ft. line as a ranged touch attack. If this attack succeeds, it deals 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until the target succeeds on a Fortitude saving throw (DC 17). A contaminated human bandit may use this attack twice per day.

**Acid Armor (Ex):** Anyone who succeeds on a melee attack against a contaminated human bandit suffers 2d4 points of acid damage (Reflex save for half, DC 17).

**Shaper Virus (Ex):** Melee attacks of contaminated creatures infect their targets with the Shaper Virus.

**Fortitude Bonus:** Contaminated human bandits have a +6 bonus to Fortitude saves against extreme weather and the effects of high altitudes.

**Hive Mind (Ex):** Contaminated creatures are part of a hive mind. So long as a contaminated creature has at least 1 hit point per HD, it retains its Intelligence score. If its hit points fall below that threshold, it becomes mindless. As a mindless creature, it becomes immune to mind-affecting effects.

Being part of the hive mind, what one Contaminated creature knows, they all know.

**Telepathy (Ex):** Contaminated creatures can communicate telepathically with other contaminated creatures. They can communicate at a distance of up to 100 ft. per point of Intelligence. When a higher Intelligence creature communicates with a lower Intelligence creature, the higher Intelligence creature can send information or instructions even if the lower Intelligence creature cannot respond over the same distance.

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#### ECOLOGY

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**Environment** Any

**Organization** pair, gang (2d6)

**Treasure** Standard

**Advancement** By class

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### CONTAMINATED LIGHT HORSE (COMBAT TRAINED) CR 3

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XP 800

NE Large Aberration

**Init** +3; **Senses** darkvision 120 ft., low-light vision, scent;

**Perception** +6

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#### DEFENSE

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**AC** 17, touch 12, flat-footed 14 (+3 Dex, -1 size, +5 natural)

**Hp** 19 (2d8+10)

**Fort** +8, **Ref** +6, **Will** +1

**Immunities** immune to spells and spell-like effects, except for those that affect objects (e.g., *disintegrate*); **Resist** acid 10

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#### OFFENSE

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**Speed** 50 ft.

**Melee** 2 hooves +5 (1d4+5 plus 2d6 points acid and 1d4 points ongoing acid/round until target succeeds on a DC 20 Constitution save)

**Ranged** acid breath

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** acid breath, shaper virus

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#### TACTICS

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Thanks to the hive mind and telepathy, the mounts of contaminated human bandits are full partners in combat. Their contaminated abilities make them lethal threats rather than just passive herd creatures.

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#### STATISTICS

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**Str** 20, **Dex** 16, **Con** 21, **Int** 3, **Wis** 13, **Cha** 7

**Base Attack** +1; **CMB** +7; **CMD** 20 (24 vs. trip)

**Feats** Endurance, Run

**Skills** Perception +6

**Languages** telepathy

**Special Qualities** acid armor, darkvision, hive mind, telepathy

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#### SPECIAL ABILITIES

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**Acid Breath (Ex):** The contaminated light horse can breathe acid in a 30 ft. line as a ranged touch attack. If this attack succeeds, it deals 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until the target succeeds on a Fortitude saving throw (DC 20). A contaminated light horse may use this attack five times per day.

**Acid Armor (Ex):** Anyone who succeeds on a melee attack against a contaminated light horse suffers 2d4 points of acid damage (Reflex save for half, DC 20).

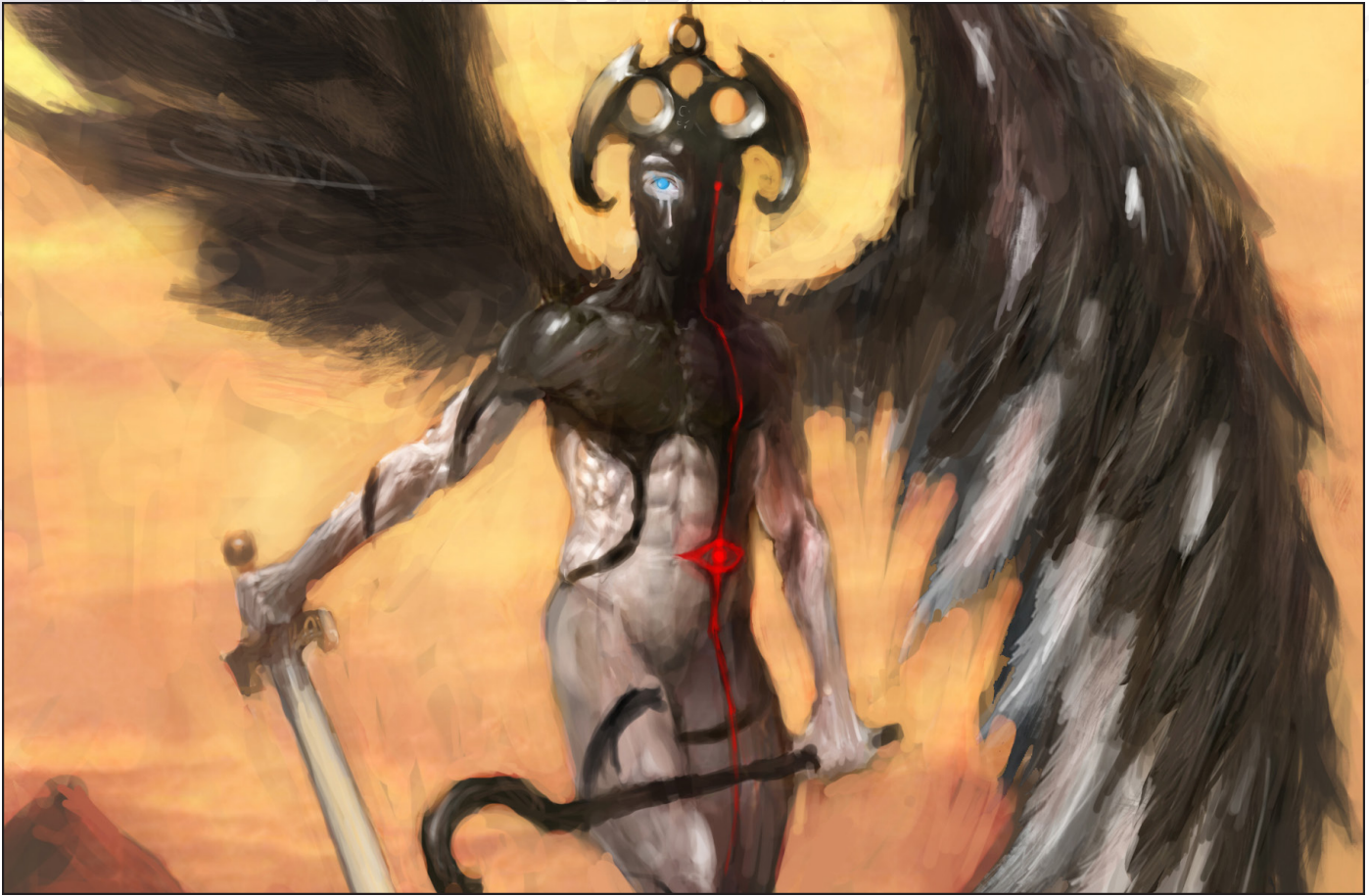
**Shaper Virus (Ex):** Melee attacks of contaminated creatures infect their targets with the Shaper Virus.

**Fortitude Bonus:** Contaminated light horses have a +6 bonus to Fortitude saves against extreme weather and the effects of high altitudes.

**Hive Mind (Ex):** Contaminated creatures are part of a hive mind. So long as a contaminated creature has at least 1 hit point per HD, it retains its Intelligence score. If its hit points fall below that threshold, it becomes mindless. As a mindless creature, it becomes immune to mind-affecting effects.

Being part of the hive mind, what one Contaminated creature knows, they all know.

**Telepathy (Ex):** Contaminated creatures can communicate telepathically with other contaminated creatures. They can communicate at a distance of up to 100 ft. per point



of Intelligence. When a higher Intelligence creature communicates with a lower Intelligence creature, the higher Intelligence creature can send information or instructions even if the lower Intelligence creature cannot respond over the same distance.

---

#### ECOLOGY

**Environment** temperate plains  
**Organization** solitary, pair, or herd (3d10)  
**Treasure** none

#### CONTAMINATED VERY YOUNG RED DRAGON CR 10

**XP** 9600  
 NE Medium Aberration (Fire)  
**Init** +6; **Senses** dragon senses, smoke vision; **Perception** +13

---

#### DEFENSE

**AC** 26, touch 12, flat-footed 24 (+2 Dex, +14 natural)  
**Hp** 103 (9d12+45)  
**Fort** +11, **Ref** +8, **Will** +14  
**Immunities** immune to spells and spell-like effects, except for those that affect objects (e.g., *disintegrate*), fire, paralysis, sleep; **Resist** acid 10  
**Weaknesses** vulnerability to cold

---

#### OFFENSE

**Speed** 40 ft., fly 150 ft. (average)

**Melee** bite +16 (1d8+9 plus acid touch) or 2 claws +16 (1d6+7 plus acid touch) or 2 wings +11 (1d4+3 plus acid touch)  
**Special Attacks** breath weapon (30 ft. cone, DC 17, 4d10 fire), acid breath, shaper virus

---

#### STATISTICS

**Str** 25, **Dex** 14, **Con** 21, **Int** 7, **Wis** 13, **Cha** 6  
**Base Attack** +9; CMB +16; CMD 28 (32 vs. trip)  
**Feats** Cleave, Improved Initiative, Iron Will, Power Attack, Vital Strike  
**Skills** Appraise +10, Bluff +9, Fly +14, Intimidate +10, Perception +13, Sense Motive +13, Stealth +14  
**Languages** Common, Draconic  
**Special Qualities** acid armor, hive mind, smoke vision, telepathy

---

#### SPECIAL ABILITIES

**Acid Touch (Ex):** The contaminated very young red dragon's natural attacks do 2d6 points of acid damage and 1d4 points of ongoing acid per round until target succeeds on a Fortitude saving throw (DC 20).

**Acid Breath (Ex):** The contaminated very young red dragon can breathe acid in a 30 ft. line as a ranged touch attack. If this attack succeeds, it deals 2d6 points of acid damage and 1d4 points of ongoing acid damage per round until the target succeeds on a Fortitude saving throw (DC 20). The contaminated very young red dragon may use this attack five times per day.

**Acid Armor (Ex):** Anyone who succeeds on a melee attack against a contaminated very young red dragon suffers 2d4 points of acid damage (Reflex save for half, DC 20).

**Shaper Virus (Ex):** Melee attacks of contaminated creatures infect their targets with the Shaper Virus.

**Fortitude Bonus:** Contaminated very young red dragons have a +27 bonus to Fortitude saves against extreme weather and the effects of high altitudes.

**Hive Mind (Ex):** Contaminated creatures are part of a hive mind. So long as a contaminated creature has at least 1 hit point per HD, it retains its Intelligence score. If its hit points fall below that threshold, it becomes mindless. As a mindless creature, it becomes immune to mind-affecting effects.

Being part of the hive mind, what one Contaminated creature knows, they all know.

**Telepathy (Ex):** Contaminated creatures can communicate telepathically with other contaminated creatures. They can communicate at a distance of up to 100 ft. per point of Intelligence. When a higher Intelligence creature communicates with a lower Intelligence creature, the higher Intelligence creature can send information or instructions even if the lower Intelligence creature cannot respond over the same distance.

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#### ECOLOGY

**Environment** warm mountains

**Organization** solitary

**Treasure** standard

**Advancement** Contaminated dragons advance as dragons, which requires recalculating ability scores at each age category. An adult or older contaminated red dragon would no longer reduce its Intelligence score, for example.

## NEW MONSTERS

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### HARVESTER OOZE

CR 3

*Harvester Ooze appears as a pool of glittering black crystals.*

**XP** 800

**N** Medium Aberration (Ooze)

**Init** +0; **Senses** blindsight; **Perception** -1

---

#### DEFENSE

**AC** 15, touch 10, flat-footed 15 (+0 Dex, +5 natural)

**Hp** 30 (4d8+12)

**Fort** +6, **Ref** +3, **Will** +2

**Immunity** paralysis, poison, stunning, spells and spell-like effects, except for those that affect objects (e.g., *disintegrate*); **Resist** acid 10

---

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** Slam +5 (2d8+3 bludgeoning plus 1d4 acid and 1 ongoing acid/round for 4 rounds or until target succeeds on a DC 15 Fort save, whichever comes first; shaper virus)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** acid armor, object ravager, shaper virus

---

#### TACTICS

Despite their mindless nature, harvester ooze can be controlled and directed by contaminated creatures' telepathy.

When undirected, a harvester ooze will dissolve the nearest living things into their basic chemicals.

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#### STATISTICS

**Str** 15, **Dex** 10, **Con** 17, **Int** —, **Wis** 8, **Cha** 1

**Base Attack** +3; **CMB** +5; **CMD** 15

**Feats** none

**Skills** none

**Languages** none

**Special Qualities** ooze traits

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#### SPECIAL QUALITIES

**Acid Armor (Ex):** Anyone who succeeds on a melee attack against a harvester ooze suffers 2d4 points of acid damage (DC 15 Reflex save for half).

**Mindless:** The ooze has no Intelligence score and is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

**Blind:** The ooze is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Note that the ooze has the blindsight special quality.

**Object Ravager (Ex):** The harvester ooze deals acid damage to objects.

**Ooze Traits:** Oozes are not subject to critical hits or flanking, and do not take additional damage from precision-based attacks, such as sneak attack.

Oozes eat and breathe, but do not sleep.

**Shaper Virus (Ex):** A harvester ooze's slam attack infects its target with the Shaper Virus.

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#### ECOLOGY

**Environment** Any

**Organization** solitary, colony (1d4+2 harvester oozes), super colony (4d12 harvester oozes)

**Treasure** None

**Advancement** none

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### INTRUDER'S GET

CR 15

These shapeless collections of bubbles are a color from another reality, one that defies words or descriptions.

**XP** 615,000

**CN** Huge (long) aberration (aquatic)

**Init** -2; **Senses** darkvision 120 ft., tremorsense 120 ft.;

**Perception** +8

---

#### DEFENSE

**AC** 30, touch 6, flat-footed 30 (-2 size, -2 Dex, +34 natural)



**Hp** 187 (22d8+88)  
**Fort** +17, **Ref** +9, **Will** +20  
**DR** 15/bludgeoning; **Immune** spells and spell-like effects, except for those that affect objects (e.g., *disintegrate*);  
**Resist** acid 10; +66 Fortitude bonus versus the effects of extreme weather or high altitudes

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#### OFFENSE

**Speed** 20 ft., swim 60 ft.  
**Melee** pseudopod slam +22/+17/+12 (5d8+8 bludgeoning plus 2d6 acid and 1d4 ongoing acid/round for 4 rounds or until target succeeds on a DC 25 Fort save, whichever comes first)  
**Ranged** spit acid +12/+7/+2 (5d6 acid in a 30 ft. line plus 1d4 ongoing acid/round for 4 rounds or until target succeeds on a DC 25 Fort save, whichever comes first); an intruder's get can use this attack up to four times/day  
**Space** 15 ft.; **Reach** 10 ft.  
**Special Attacks** engulf (DC 25, 2d6 acid and paralysis)

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#### TACTICS

An intruder get goes where more intelligent Contaminated send it. It crushes everything in its path, leaving the remains for smaller Contaminated to harvest. It attempts to engulf anything that attacks it, saving its acid spit for targets it cannot reach.

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#### STATISTICS

**Str** 26, **Dex** 6, **Con** 18, **Int** 3, **Wis** 14, **Cha** 1  
**Base Atk** +16; **CMB** +26; **CMD** +32 (can't be tripped)  
**Feats** Alertness, Athletic, Awesome Blow, Improved Bull Rush, Improved Natural Armor (x4), Improved Natural Attack (Pseudopod Smash), Power Attack, Stealthy

**Skills** Climb +15, Escape Artist -2, Perception +10, Sense Motive +4, Stealth -2, Swim +13

**Languages:** Intruder get have no language, but they can understand the telepathic communications of the Contaminated.

**Special Qualities** acid armor, amphibious, death burst, object ravager

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#### SPECIAL QUALITIES

**Acid Armor (Ex):** Anyone who succeeds on a melee attack against an intruder get suffers 2d4 points of acid damage (DC 25 Reflex save for half).

**Death Burst (Ex):** When an Intruder Get reaches zero hit points, its skin abruptly bursts, showering the area around it with acid. Everything within a 30 ft. radius takes 4d6 points of acid damage (DC 19 Reflex save for half) and 2d4 ongoing acid damage for 4 rounds. A creature can end the acid damage early with a successful Fort save (DC 25).

**Object Ravager (Ex):** An intruder get's acid attacks affect objects.

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#### ECOLOGY

**Environment** Any

**Organization** solitary, pod (1d3 intruder get), harvesting troop (1d3 intruder get, 2d12 harvester ooze, 3d8 contaminated creatures)

**Treasure** standard, carried within its body

**Advancement** Huge (22–25 HD), Gargantuan (26–30 HD), Colossal (30–50 HD)



# CHAPTER



ELDER GODS RETURN

# HISTORY

## THE GODS LIED

To understand the events following the meteor impact, we must first understand the ancient history of Abaddon. Alas, understanding it sooner would not have allowed us to prepare or to stop what happened.

Ours is not the first age of Abaddon, though it may feel like the last. The gods of Abaddon did not create this world—or this universe.

Our universe was born from swirling, abysmal chaos. Our world is an accident, born of some unknowable act of the deities that came before. These Star Gods, as we now know them, are from a place of chaos and madness. They seem to be more energy than matter.

We cannot even begin to understand why such beings might cause any semblance of order to form from the primordial chaos.

## THE FIRST AGE

Perhaps the Star Gods created the first life on Abaddon because they enjoyed seeing creatures suffer. Perhaps they wanted to be worshipped and adored. Perhaps it was merely whimsy.

In any event, this life was invertebrate, radial, and more like plants than animals.

## COMING OF THE ELDER GODS

Records from this First Age are fragmentary. Most seem like the ravings of lunatics, or of seers driven mad by gazing into the gulf of eons.

What we believe happened was a war among the gods. What we now call the Elder Gods found some interest in the Material Plane; this interest caused a rift among the gods. What resulted was less a war and more a mutual cosmic temper tantrum. Stars erupted. Worlds evaporated.

## THE SECOND AGE

When the cataclysms ended, the Star Gods vanished into the infinite gulfs behind the stars. We do not know how or why. What we do know is that the Elder Gods had Abaddon to themselves.

The first mortal rulers of Abaddon were gone. The cataclysms buried all evidence of their existence, and a new world replaced theirs. Only the upheavals of the last century revealed any sign of their strange and advanced world.

In their place rose a submarine civilization. While reptiles, the ancient ancestors of the dragons, ruled the land, an

aquatic civilization grew in the depths of the seas. Unlike civilization as we know it, this one needed no light, and never developed fire. They knew about metals, but did not forge them.

Instead, this bizarre undersea world relied on manipulating life. In the deepest trenches, aboleths ruled. They created sightless amphibious servants whose mindless forms crawled ashore and conducted the business of their awful masters.

The reptilian titans of the land attacked these servitor creatures, and unknowingly infected themselves with the mutative chaos within the submarine life forms. Numerous oozes, slimes, and aberrations were birthed from these interactions.

## THE THIRD AGE

The Star Gods were cast out of this reality; no one knows—or can know—how, why, or even if they struggled against this expulsion. We only know that our ancestors suddenly discovered that they could access a new source of power, the power of the Star Gods, who found a rift or window into our universe through which their power leaked.

Our primitive ancestors experimented with rituals and forms of worship, increasing their access to the power of the Star Gods. Though they could not return to our universe, the Star Gods could wage war with the Elder Gods of Abaddon through these rites.

These rites allowed our ancestors to war with the Elder Gods and imprison them within Abaddon, causing a great upheaval. Much was lost among the aboleths and the lost reptilian civilizations of the surface.

Once the war was over, the Star Gods receded from our ancestors' affairs. Perhaps they had expended too much power and needed to rest. We cannot know.

What we do know is that those granted power by the Star Gods ascended to become the New Gods we know. Others descended into Hell or the Abyss, becoming archdevils or archdemons.

Our very existence comes from the power of the Star Gods. As our ancestors built their first hovels, they traded with the survivors of the fallen civilizations. We learned magic from dragons. We learned druidic magic from the sahuagin and skum survivors of the aboleth kingdoms.

We lived, we grew, and millennia passed.

## 100 YEARS Ago

The meteor came. Through some malign influence, some twist of fate, or some predestined course initiated in the Second Age, the meteor struck in a way that unlocked the chthonic prison of the Elder Gods. In addition to the physical upheavals caused by the meteor, the Elder Gods unleashed their own fury upon the surface of Abaddon.

Then came the Pandemic of Ash and the Cold Black Winter.

## THE HEAVENS FALL

The Elder Gods declared war on the New Gods, the recipients of the Star Gods' power. With most all of the worshippers on Abaddon dead, only the return of the Star Gods protected our New Gods. Shocked out of their slumber by the awakening of the Elder Gods, the Star Gods threw their full might to the New Gods. Thus, most of our deities survived.

However, their planar palaces are gone. No longer have they any safe haven. Now they roam the Outer Planes, trying to gather their strength again.

## 50 YEARS AGO

Maq'thurlia, lord of the Elder Gods, raised his city of N'qrel from beneath the limitless depths of the Black Sea. The displaced seawaters formed the Entropic Marshes, a vast wasteland surrounding the city.

The land is nothing like what it was before. Mountains rise where plains once rolled. Seafloors have risen. Hills have sunk into new gulfs. Mountains now surround former metropolises, cutting them off from the rest of the land and leaving them to the carniphites who survive by eating the flesh of the dead. Whole territories now rest atop misty plateaus.

## THE CALL

At first, some citizens of Abaddon complained of hearing the whistling of pipes, imperceivable by many others. The piping grew louder and louder, until those who heard it grew mad and ran from their homes in a frenetic dance. Slowly, we learned that this was the piping of an Elder God, the Piper, who led the Mad Dancers to N'qrel, to serve Maq'thurlia.

## New

We live like rats in the walls of what was once our world. The Elder Gods stride across Abaddon apparently at random, sowing madness and destruction in their wake.

We scabble in the rubble of our old cities, struggling to survive, while we search for the secrets of the lost Second Age. It was during that time that the Elder Gods were forced into their millennia-long slumber within Abaddon. If we can learn how our ancestors sealed them away, and if the stars align to share the Star Gods' power, perhaps we can imprison the Elder Gods once again.

# RULES

*Rules changes for the rebirth of the Elder Gods*

## DIVINE DIVINATION

Because of the Elder Gods' attacks against the usurper gods of Abaddon, the homes and sanctuaries of those New Gods were destroyed. Thus, divine divination spells now require success on a concentration check (DC 25 + spell level) to succeed.

## FEATS AND TRAITS

*Character options for the rebirth of the Elder Gods*

### TRAITS

The following are campaign traits for characters after the rebirth of the Elder Gods.

#### BORN UNDER ELDER INFLUENCE

*You were born within twenty miles of an Elder God.*

**Benefits:** You get a +1 trait bonus on concentration checks made to cast a lawful spell while within 20 miles of an Elder God. If you are of lawful alignment, the penalty to your Charisma-based checks is only -1.

#### BORN UNDER ELDER PRESENCE

*You were born within five miles of an Elder God.*

**Benefits:** Treat your caster level as one higher for purposes of the check to avoid wild magic effects. If you are of lawful alignment, the penalties to your Intelligence-, Wisdom-, and Charisma-based checks are each only -1. You have an innate sense of time. You always know how much time has passed for you, even if asleep, unconscious, or dying.

#### BORN UNDER THE NEW GODS

*You are more than 100 years old, and were born before the return of the Elder Gods.*

**Benefit:** As a one-time benefit, you may cast any divine divination spell. You may cast any such spell available to a caster of your total character level, and you do not need to succeed on a concentration check to gain the benefits of that spell.

A character with this trait must be over 100 years old.

#### THE STARS WERE RIGHT

*You were raised under an ancient and almost completely forgotten tradition of worshipping the Star Gods.*

**Benefits:** You may never be a cleric of any Elder or New God. Your alignment must be chaotic. You gain a +1 resistance bonus on saves against any spell or spell-like ability that affects you and that is cast by a creature of lawful alignment.

### FEATS

The following are feats for characters after the rebirth of the Elder Gods.

## RESISTANT SANITY

*Your sense of reality resists unexpected shocks.*

**Prerequisite:** Iron Will

**Benefits:** You ignore 3 points of sanity loss caused by creatures or severe shocks. This feat does not reduce the sanity loss caused by gaining ranks in Knowledge (forbidden lore).

**Special:** You may take this feat multiple times. The benefit of this feat stacks with itself and with any resistance granted by character level or Wisdom modifier (see the Sanity rules, below).

## UNCOMPROMISING SANITY

*You were raised in a strictly rational setting.*

**Prerequisite:** None

**Benefit:** You gain a +5 bonus to both starting Sanity and maximum Sanity.

**Special:** You may take this feat multiple times. The benefit of this feat stacks with itself.

## UNSHAKEABLE SANITY

*Your mind is flexible and adapts quickly.*

**Prerequisites:** None

**Benefit:** When you roll a percentile dice for a Sanity check, subtract 10 from the result before comparing it to your current Sanity.

**Normal:** Normally in d20 games, higher numbers are better. Sanity checks are purposely the opposite.

## SANITY

In this campaign, characters experience events, beings, and knowledge beyond what mortal minds are equipped to process. These Sanity rules reflect the effects of those horrors.

### SANITY POINTS

Sanity points measure the stability of a character's mind. These points provide a way to define a character's inherent sanity, the most stability a character can ever have, and the current level of rationality that a character has, even after numerous shocks and horrid revelations.

Sanity is measured in three ways: starting Sanity, current Sanity, and maximum Sanity. Starting and current Sanity cannot exceed maximum Sanity.

### STARTING SANITY

A character's starting Sanity equals his Wisdom score multiplied by 5. Upon creation, a character's current Sanity equals his starting Sanity.

A character's starting Sanity is also the upper limit of his Sanity that can be restored by the Heal skill (see Skills, later in this section).

After creation, a character's current Sanity often fluctuates considerably and might never again match his starting Sanity. A change in a character's Wisdom score changes his starting Sanity in terms of how much Sanity the Heal skill can restore. Current Sanity, however, does not change if Wisdom rises or falls.

### CURRENT SANITY

A character's current Sanity score fluctuates almost as often as (and sometimes much more often than) his hit points.

### MAXIMUM SANITY

Ranks in the Knowledge (forbidden lore) skill simulate a character's comprehension of aspects of the dark creatures at the edges of reality. Once gained, this horrible knowledge is never forgotten, and the character consequently surrenders mental equilibrium. A character's Sanity weakens as his comprehension of these hidden truths increases; such is the way of the universe.

A character's maximum Sanity is equal to 99 minus the number of his ranks in Knowledge (forbidden lore). A character's current Sanity can never be higher than his maximum Sanity.

### MAKING A SANITY CHECK

When a character encounters a gruesome, unnatural, or supernatural situation, the GM may require the player to make a Sanity check using a percentile die (d%). The check succeeds if the result is equal to or less than the character's current Sanity.

On a successful check, the character either loses no Sanity points or loses only a minimal amount. Potential Sanity loss is usually shown as two numbers or die rolls separated by a slash, such as 0/1d4. The number before the slash indicates the number of Sanity points lost if the Sanity check succeeds (in this case, none); the number after the slash indicates the number of Sanity points lost if the Sanity check fails (in this case, 1–4 points).

A character's current Sanity is also at risk when the character reads certain books, learns certain types of spells, and attempts to cast them. These Sanity losses are usually automatic (no Sanity check is allowed); the character who chooses to undertake the activity forfeits the indicated number of Sanity points.

In most cases, a new Sanity-shaking confrontation requires a new Sanity check. However, the GM can always decide when characters make Sanity checks. Confronting several horribly mangled corpses at one time or in rapid succession may call for just one Sanity check, while the same corpses



encountered individually over the course of several game hours may require separate checks.

### GOING INSANE

Losing more than a few Sanity points may cause a character to go insane, as described below. If a character's Sanity score drops to zero or lower, she begins the quick slide into permanent insanity. Each round, the character loses another point of Sanity. Once a character's Sanity score reaches  $-10$ , she is hopelessly and incurably insane. The Heal skill can be used to stabilize a character on the threshold of permanent insanity; see The Heal Skill and Mental Treatment, below, for details.

A GM's description of a Sanity-shaking situation should always justify the threat to a character's well-being. Thus, a horde of frothing rats is horrifying, while a single ordinary rat usually is not (unless the character has an appropriate phobia, of course).

### LOSING SANITY

Characters ordinarily lose Sanity in a few types of circumstances: when encountering something unimaginable, when suffering a severe shock, after casting a spell or when learning a new spell, when being affected by a certain type of magic or a particular spell, or when reading a forbidden tome.

### SANITY RESISTANCE

Since d20 characters live in a world of magic and monsters, the GM might want to make them less susceptible to Sanity loss caused by encountering strange creatures (see Table: Sanity Loss from Creatures) by allowing them to have a

measure of Sanity resistance, which is tied to one of two attributes.

Each character can be allowed to have Sanity resistance equal to his character level or Wisdom modifier, at the discretion of the GM. (Obviously, the Wisdom alternative will produce lower Sanity resistance figures in most cases.) Sanity resistance is the amount of Sanity loss a character can ignore when he encounters a creature that requires a Sanity check.

The GM may decide that Sanity resistance also applies to certain kinds of severe shocks (although it might not apply to personally horrific experiences, such as seeing a close friend die) and to casting or learning spells.

## ENCOUNTERING THE UNIMAGINABLE

When people experience creatures and entities of unspeakable horror, this trauma costs them some portion of their minds. This instinctive reaction is part of humans, elves, dwarves, and other humanoid races.

Table: Sanity Loss from Creatures provides some default Sanity loss values for encountering creatures, based on their type and size. These are only default values—the GM can and should adjust individual monsters he deems more or less horrible than others of their size. An aasimar, for instance, hardly presents a Sanity-shaking sight, and should probably be treated as a humanoid rather than an outsider. On the other hand, a vargouille—a Small outsider appearing much like a flying, bat-winged head—might provoke a much more visceral reaction than other Small outsiders.

## TABLE: SANITY LOSS FROM CREATURES BY MONSTER SIZE

Monster Type	Up to Tiny	Small	Med	Large	Huge	Garg	Col
Aberration	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Animal	0/0	0/1	0/1	0/1d4	0/1d4	0/1d4	0/1d6
Construct	0/1	0/1d4	0/1d6	1/1d6	2/2d6	2/2d6	3/3d6
Dragon	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Elemental	0/1d4	1/1d4	1/1d6	1/1d8	1/1d10	1d4/1d10	1d4/2d6
Fey	0/1d4	1/1d4	1/1d6	1/1d8	1/1d10	1d4/1d10	1d4/2d6
Giant	0/1	0/1d4	0/1d6	1/1d6	2/2d6	2/2d6	3/3d6
Humanoid	0/0	0/1	0/1	0/1d4	0/1d4	0/1d4	0/1d6
Magical Beast	0/1	0/1d4	0/1d6	1/1d6	2/2d6	2/2d6	3/3d6
Monst. Human.	0/1	0/1d4	0/1d6	1/1d6	2/2d6	2/2d6	3/3d6
Ooze	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Outsider	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Plant	0/1d4	1/1d4	1/1d6	1/1d8	1/1d10	1d4/1d10	1d4/2d6
Undead	1/1d4	1/1d4	1/1d6	1/1d10	1d4/1d10	1d6/1d10	1d6/2d10
Vermin	0/1d4	1/1d4	1/1d6	1/1d8	1/1d10	1d4/1d10	1d4/2d6

## SEVERE SHOCKS

Situation	Sanity Loss
Surprised to find mangled animal carcass	0/1d2
Surprised to find humanoid corpse	0/1d3
Surprised to find humanoid body part	0/1d3
Finding a stream flowing with blood	0/1d4
Finding a mangled humanoid corpse	1/1d4+1
Waking up trapped in a coffin	0/1d6
Witnessing a friend's violent death	0/1d6
Seeing a ghoul (see Monsters chapter)	1/1d6
Meeting someone you know to be dead	1/1d6+1

In addition, certain types of monstrous behavior might force additional Sanity checks, much like those described under Severe Shocks, below. For instance, an aboleth is an unnerving sight, but watching one transform your best friend with its slime should certainly force another check, with losses appropriate to the situation.

In Obsidian Apocalypse, no character should need to make a Sanity check when encountering an elf, dwarf, or other standard humanoid race, or when encountering domesticated or commonplace animals. In some cases, even humanoid races such as orcs and goblins might be so common as to not cause Sanity loss.

## SPECIFIC MONSTERS AND SANITY

Some monsters have additional or variant special abilities when using the Sanity variant.

**Allip** The allip's madness ability causes the loss of 2d6 Sanity points rather than the normal effect.

**Derro** The derro's madness ability protects these creatures from any further Sanity loss. Sane derro (especially derro player characters) track Sanity points normally.

Most animals and humanoids should not cause Sanity loss. However, the GM may require it if the creature is particularly fearsome or upsetting.

## SEVERE SHOCKS

A shocking sight of a more mundane nature can also cost Sanity points. Severe shocks include witnessing an untimely or violent death, experiencing personal mutilation, losing social position, being the victim of treachery, or whatever other situation the Game Master decides is suitably extreme. The following list gives some examples of severe shocks and the Sanity loss each one provokes.

## INSANITY

Character insanity is induced by a swift succession of shocking experiences or ghastly revelations, events usually connected with dark gods, creatures from the Outer Planes, or powerful spellcasting.

Horrifying encounters can cause one of three mentally unbalanced states: temporary, indefinite, and permanent insanity.

While temporary insanity and indefinite insanity can be cured, permanent insanity cannot. Permanent insanity occurs when a character's Sanity is reduced to -10 or lower.

### TEMPORARY INSANITY

Whenever a character loses Sanity points equal to one-half her Wisdom score from a single episode of Sanity loss, she has experienced enough of a shock to prompt a Sanity check. If the check fails, the character realizes the full significance of what she saw or experienced and goes temporarily insane. If the check succeeds, the character does not go insane, but she may not clearly remember what she experienced—a trick the mind plays to protect itself.

Temporary insanity lasts 1d10+4 rounds. If the amount of Sanity lost exceeds the character's current Wisdom score, the temporary insanity lasts 1d10 × 10 hours.

Successful application of the Heal skill (Skills, below) may alleviate or remove temporary insanity.

Temporary insanity ends when the rolled duration ends, unless the GM considers it appropriate for it to end sooner.

After an episode of temporary insanity ends, traces or even profound evidence of the experience should remain. No reason exists why, for instance, a phobia should depart from someone's mind as quickly as a warrior draws his sword. What remains after even a brief episode of temporary insanity should exert a pervasive influence on the character. The character may still be a bit batty, but her conscious mind once again runs the show.

### INDEFINITE INSANITY

If a character loses 20% (one-fifth) or more of her current Sanity points in the space of 1 hour, she goes indefinitely insane. The GM judges when the impact of events calls for such a measure.

Some GMs never apply the concept to more than the result of a single roll, since this state can remove characters from play for extended periods. An episode of indefinite insanity lasts for 1d6 game months (or as the GM dictates). Symptoms of indefinite insanity may not be immediately apparent, which may give the GM additional time to decide what the effects of such a bout of insanity might be.

The state of indefinite insanity is encompassing and incapacitating. For instance, a schizophrenic may be able to walk the streets while babbling and gesticulating, find rudimentary shelter, and beg for enough food to survive, but most of the business of the mind has departed into itself: She cannot fully interact with friends, family, and acquaintances. Conversation, cooperation, and all sense of personal regard have vanished from her psyche.

It is possible for characters with indefinite insanity to continue to be played as active characters, depending on the form their madness takes. The character may still attempt to

stumble madly through the rest of an adventure. However, with her weakened grasp on reality, she is most likely a danger to herself and others.

As a rule, a character suffering from indefinite insanity should be removed from active play until she recovers. At the GM's discretion, the player of the character might be allowed to use a temporary character until the end of the story. Whether this "stand-in" character is an incidental NPC in the adventure, a character of the same level as the rest of the group, one or two levels below the rest of the characters, or even a 1st-level character, is up to the GM. Different GMs have different ways of handling this transition.

If a character goes indefinitely insane near the end of an adventure, the GM may decide to set the next adventure to begin after the insane character has recovered.

Characters suffering from indefinite insanity are in limbo, unable to help themselves or others. The Heal skill can be used to restore Sanity points during this period, but the underlying insanity remains.

After recovery, a victim retains definite traces of madness. For example, even though a character knows he is no longer insane, he might be deathly afraid of going to sleep if his insanity manifested itself in the form of terrifying nightmares. The character is in control of his actions, but the experience of insanity has changed him, perhaps forever.

### PERMANENT INSANITY

A character whose Sanity score falls to -10 goes permanently insane. The character becomes an NPC under the control of the Game Master.

A character with permanent insanity may be reduced to a raving lunatic or may be outwardly indistinguishable from a normal person; either way, she is inwardly corrupted by the pursuit of knowledge and power. Some of the most dangerous cultists in the world are characters who have become permanently insane, been corrupted by forbidden knowledge, and "gone over to the other side."

A character might be driven permanently insane by forces other than dark gods or forbidden knowledge. In such cases, moral corruption need not necessarily occur.

A character who has gone permanently insane can never be normal again (in some campaigns, a permanently insane character can be cured with the aid of powerful magic). She is forever lost in her own world. This need not mean a lifetime locked away from society, merely that the character has retreated so far from reality that normal mental functions can never be restored. She might be able to lead, within restricted bounds, a more-or-less normal life if kept away from the stimulus that triggers strong responses in her individual case. Even so, a relapse may come quickly. Her calm facade can be destroyed in seconds if even the smallest reminder of what drove her mad disturbs her fragile equilibrium.



In any event, the eventual fate of a permanently insane character is a matter for individual Game Masters and players to decide.

### GAINING OR RECOVERING SANITY

A character's Sanity score can increase during the events of a campaign. Although a character's Sanity score can never exceed 99 minus her Knowledge (forbidden lore) ranks, her maximum Sanity and current Sanity can exceed her starting Sanity.

### LEVEL ADVANCEMENT

Whenever a character gains a new level, she rolls 1d6 and adds the result to her current Sanity.

### STORY AWARDS

The GM may decide to award increases to a character's current Sanity if she foils a great horror, a demonic plan, or some other nefarious enterprise.

### RESTORING SANITY WITH MAGIC

Magic can easily cure Sanity loss, in which case Sanity becomes little more than a specialized version of "mental hit points" that includes some neat side effects (insanity). Characters can usually restore themselves to full Sanity with a day or two of rest and spellcasting.

- **Atonement:** Although this spell does not usually restore Sanity, it can be used in those rare cases when a character's own actions inadvertently led to an evil act that caused the character to lose Sanity points. If a quest or geas is combined with the *atonement* spell, Sanity points are not restored until the task is completed. A successful

use of the *atonement* spell can restore all Sanity lost from the evil acts for which the character atones.

- **Calm Emotions:** This spell cannot restore Sanity directly, but it can temporarily mitigate the effects of temporary or permanent insanity. While the spell is in effect, the targets act calmly and ignore behavior changes caused by Sanity loss.
- **Heal:** In addition to its normal effects, *heal* restores 10 Sanity points and removes all forms of temporary insanity.
- **Mind Blank:** While this spell is in effect, the subject is immune to Sanity loss.
- **Miracle:** This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10. *Miracle* even heals permanent insanity.
- **Restoration:** If the caster chooses, *restoration* can restore 1d6 Sanity points per two caster levels to the target creature (max 5d6) instead of having its normal effect.
- **Restoration, Greater:** If the caster chooses, *greater restoration* can restore the target creature to its maximum Sanity instead of having its normal effect.
- **Restoration, Lesser:** If the caster chooses, *lesser restoration* can restore 1d4 Sanity points to the subject instead of having its normal effect.
- **Wish:** This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10. *Wish* even heals permanent insanity.
- **Wish, Limited:** This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10. *Limited wish* does not heal permanent insanity.



## SKILLS

This section presents a new skill and variant rules for the Heal skill.

### THE HEAL SKILL AND MENTAL TREATMENT

The Sanity rules presented here provide a new use for the Heal skill, allowing trained healers to help characters recover lost Sanity points. The DC and effect of a Heal check made to restore lost Sanity depend on whether the therapist is trying to offer immediate care or long-term care.

#### IMMEDIATE CARE

When someone suffers an episode of temporary insanity, a therapist can bring him out of it—calming his terror, snapping him out of his stupor, or doing whatever else is needed to restore the patient to the state he was in before the temporary insanity—by making a DC 15 Heal check as a full-round action.

A therapist can also use immediate care to stabilize the Sanity score of a character whose current Sanity is  $-1$  to  $-9$ . On a successful DC 15 check (requiring a full-round action), the character's Sanity score improves to zero.

#### LONG-TERM CARE

Providing long-term care means treating a mentally disturbed person for a day or more in a place away from stress and distractions. A therapist must spend 1d4 hours per day doing nothing but talking to the patient.

At the end of this time on each day of therapy, the therapist makes a DC 20 Heal check; if successful, the patient recovers 1 Sanity point. A therapist can tend up to six patients at a time; each patient beyond the first adds 1 hour to the total time per day that must be devoted to therapy. The check must be made each day for each patient.

A roll of 1 on any of these Heal checks indicates that the patient loses 1 point of Sanity that day, as she regresses mentally due to horrors suddenly remembered.

#### KNOWLEDGE (FORBIDDEN LORE)

You know That Which Should Not Be Known. You have had horrible supernatural experiences and read forbidden tomes, learning truly dark secrets that have challenged everything you thought you knew. Since these revelations defy logic or commonly accepted fact, it does not matter how intelligent or wise you are when using this skill—only how much you have been exposed to these dark secrets.

**Check:** Answering a question about the horrible deities and secrets that lurk at the edges of reality has a DC of 10 (for easy questions), 15 (for elementary questions), or 20–30 (for difficult or really tough questions). Unlike in other fields of study, there are almost no really easy questions associated with this dark knowledge.

You can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals  $10 +$  the monster's HD. A successful check allows you to remember one piece of useful information about that monster. For every 5 points by which your check result exceeds the DC, the GM can give another piece of useful information.

The GM can decide which monsters are subject to the Knowledge (forbidden lore) skill and which monsters are subject to one of the standard Knowledge skills. For example, the GM may rule that Knowledge (the planes) is still the relevant skill for learning or knowing about outsiders, rather than allowing them to be identified by Knowledge (forbidden lore).

However, in this campaign, aberrations and oozes should be able to be identified by Knowledge (forbidden lore) rather than by Knowledge (arcana) and Knowledge (dungeoneering), respectively.

**Action:** Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

**Try Again:** No. The check represents what you know, and thinking about a topic a second time does not let you know something that you never learned in the first place.

**Special:** You cannot gain ranks in this skill by spending skill points. You can only gain ranks by reading forbidden tomes or encountering horrible creatures. Each rank you gain in this skill permanently reduces your maximum Sanity by 1 point: The more you know about the horrible truths underlying reality, the less capable you are of leading a normal life.

A character's first episode of temporary or indefinite insanity bestows 2 ranks in the Knowledge (forbidden lore) skill, thereby lowering his maximum Sanity by 2 points.

Each time a character fails a Sanity check and endures another episode of insanity, he gains an additional rank in Knowledge (forbidden lore).

For example, Caldark has 1 rank in Knowledge (forbidden lore) after reading a strange manuscript. She then steps outside, sees a chaos beast, and goes indefinitely insane, her raving mind failing to understand the strange creature. Since she has never gone insane before, her player adds 2 ranks in Knowledge (forbidden lore) to Caldark's character sheet. Caldark's Maximum Sanity is now 96 (99 minus 3 ranks of Knowledge [forbidden lore]).

You cannot take the Knowledge (forbidden lore) skill during character creation. However, the skill has no maximum rank; your level does not limit the number of ranks in Knowledge (forbidden lore) that you can acquire.

# SETTLEMENTS

## A FEW PLACES THAT SURVIVED THE REBIRTH OF THE ELDER GODS

### PLANAR ZONES

The presence of the Elder Gods has warped the very fabric of reality. As a result, the planar traits of Abaddon have changed. What is more, these changes become more severe with proximity to any of the Elder Gods.

#### THE NEW NORMAL

The traits of Abaddon after the return of the Elder Gods are as follows:

- Normal Gravity
- Normal Time
- Alterable Morphic
- No Elemental or Energy Traits: Specific locations may have these traits, however.
- Mildly Chaotic-Aligned: Lawful creatures take a -2 circumstance penalty on all Charisma-based checks.
- Impeded Magic: Lawful spells and spell-like abilities are more difficult to cast. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

#### ELDER INFLUENCE

The traits of Abaddon within twenty miles of any Elder God are as follows:

- Normal Gravity
- Erratic Time: Each day in this zone, roll a percentile die. 1-10, a day passes for every minute in this zone. 11-20, a day passes for every hour in this zone. 21-60, time passes normally. 61-70, a week passes for every day in this zone. 71-80, a month passes for every week in this zone. 81-90 a month passes for every day in this zone, 91-100, a year passes for every month in this zone.
- Alterable Morphic
- No Elemental or Energy Traits: Specific locations may have these traits, however.
- Mildly Chaotic-Aligned: Lawful creatures take a -2 circumstance penalty on all Charisma-based checks.
- Impeded Magic: Lawful spells and spell-like abilities are more difficult to cast. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

### ELDER PRESENCE

The traits of Abaddon within five miles of any Elder God are as follows:

- Normal Gravity
- Erratic Time: Each day in this zone, roll a percentile die. 1-10, a day passes for every minute in this zone. 11-20, a day passes for every hour in this zone. 21-60, time passes normally. 61-70, a week passes for every day in this zone. 71-80, a month passes for every week in this zone, 81-90 a month passes for every day in this zone, 91-100, a year passes for every month in this zone. Alterable Morphic
- No Elemental or Energy Traits: Specific locations may have these traits, however.
- Strongly Chaotic-Aligned: Lawful creatures take a -2 circumstance penalty on all Intelligence-, Wisdom-, and Charisma-based checks.
- Wild Magic: Spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane may go awry. The caster must make a caster level check (DC 15 + the level of the spell or spell-like ability) for the magic to function normally. Failure means that something strange happens; roll d% and consult the following table:

D%	EFFECT
01-19	The spell rebounds on its caster with normal effect. If the spell cannot affect the caster, it simply fails.
20-23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24-27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for one round. During this time, the targets are blinded and must make concentration checks (DC 15 + spell level) to cast spells.
28-31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close-range spells, 20 feet for medium-range spells, or 80 feet for long-range spells.
32-35	The spell functions normally, but material components are not consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). An item used to cast the spell does not lose charges, and the

effect does not count against that item's or spell-like ability's use limit.

- 36–39 The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a *heal* spell.
- 40–43 The spell does not function. Instead, a *deeper darkness* effect and a *silence* effect cover a 30-foot radius around the caster for 2d4 rounds.
- 44–47 The spell does not function. Instead, a *reverse gravity* effect covers a 30-foot radius around the caster for one round.
- 48–51 The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a *glitterdust* effect with a save DC of 10 + the level of the spell that generated this result.
- 52–59 The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this as a *glitterdust* effect with a save DC of 10 + the level of the spell that generated this result.
- 60–71 Nothing happens. The spell does not function, and material components are not consumed. The spell is not expended from the caster's mind (the spell slot or prepared spell can be used again). An item used to cast the spell does not lose charges, and the effect does not count against that item's or spell-like ability's use limit.72–98 The spell functions normally.
- 99–100 The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

## SETTLEMENTS

### BLACKHEATH

NE Small Town

**Corruption** +1, **Crime** –2, **Economy** –1, **Law** +3, **Lore** +3 (add bonus to Knowledge [history] and Knowledge [nobility] checks), **Society** –2

**Qualities:** City of the Dead, Resettled Ruins

**Danger:** 0

### DEMOGRAPHICS

**Government:** Overlord

**Population:** 350 (300 carniphites [see the Monsters of the Elder Gods section], 20 orcs, 10 various undead)

### NOTABLE NPCs

**Imperator** Aracallaba (NE male orc-carniphite fighter 9)

**Necrite** Irikaina (NE female human-carniphite cleric 7)

**Enforcer** Mogullaia (NE male dwarf-carniphite warrior 6)

**Enforcer** Blanualla (NE male orc-carniphite warrior 6)

**Enforcer** Dringencha (NE female human-carniphite warrior 5)

### MARKETPLACE

**Base Value** 1,000 gp; **Purchase Limit** 5,000 gp;

**Spellcasting** 4th

**Minor Items** 3d4+1d3; **Medium Items** 1d6+1d3; **Major Items** 1 (if a buyer rolls a natural 1 on any Appraise or Diplomacy check made to examine or purchase a locally bought magic item, that item is always cursed)

Blackheath was once a metropolis, but when the Elder Gods returned the resulting upheaval of geography killed most of the population. Newly risen mountains cut Blackheath off from the rest of the world. Those who survived the cataclysm had to eat the dead to survive.

Explorers and adventurers have now mapped paths through the mountains to Blackheath. A small clan of orcs lives among the carniphites there, and pays tributes of dead bodies to the Emperor in order to stay off the menu.

The carniphites have little use for magic or art, so Blackheath is still full of the wealth of its former glory. That alone is enough to draw those willing to risk becoming the carniphites' next meal.

### GOAT'S HOLLOW

CN Thorp

**Corruption** –3, **Crime** –4, **Economy** –4, **Law** –2, **Lore** –4,

**Society** –5

**Qualities:** Insular

**Danger:** –10

### DEMOGRAPHICS

**Government:** Dynasty

**Population:** (15 humans)

### NOTABLE NPCs

**Matriarch** Ruth Cain (CE female human aristocrat 3)

**Father** Virgil Cain (CE male human aristocrat 2)

**Aunt** Sarah Cain (blind CN female human cleric 2)

**Elder Sister** Abigail Cain (CE female human warrior 3)

**Elder Brother** Ezekiel Cain (CE male human warrior 2)

### MARKETPLACE

**Base Value** 50 gp; **Purchase Limit** 500 gp; **Spellcasting** 1st

**Minor Items** 1d4; **Medium Items** —; **Major Items** —

The Elder Gods were not completely forgotten while they lay dreaming in their chthonic prisons. Some families preserved and even revered the ancient legends of a time before the gods were gods. One of these is the Cain family of Goat's Hollow.

Cain family legend has it that they are descended from creatures that remained loyal to the Elder Gods at the end of the Second Age, when the Star Gods were building the rebellion against the masters of Abaddon. Over the millennia since the beginning of the Third Age, the Cains learned to conceal their secret. They chose to keep their blood "pure," by breeding only within their extended family.

Goat's Hollow was never more than a hamlet, and today is just a thorp. Located in temperate wooded hills, Goat's Hollow appears only on local maps.

Whether the Cains are inbred psychopaths or blood-related cultists maintaining a secret ancient tradition is entirely up to the GM.

GMs should feel free to give higher-level items to members of the Cain family. Though they are not for sale, these ancestral items defend Goat's Hollow and the family.

## GRAYWHARF

NE Village

**Corruption** +1, **Crime** +3, **Economy** +1, **Law** -9, **Lore** +1, **Society** -1

**Qualities:** Eldritch, Free City

**Disadvantages:** Soul Crushing (Anyone who spends at least 24 hours within the settlement suffers a -2 penalty on Will saves for as long as they remain in the area and for 24 hours after leaving the area)

**Danger:** 18

## DEMOGRAPHICS

**Government:** Secret Syndicate

**Population:** 75 (30 human elder hybrids [see the Monsters of the Elder Gods section]; 25 elf elder hybrids; 10 dwarf elder hybrids; 10 humans)

## NOTABLE NPCs

**Mayor** Cairath Chorster (LE female human aristocrat 7, member of the secret syndicate)

**Constable** Zanfire Trickfoot (NE male halfling warrior 6)

**Seasinger** Nerisvyre Demoneye (NE female tiefling druid 9, leader of the secret syndicate)

**Syndicate** Xangretor Under-the-Veil (NE male human-elder hybrid expert 6, runs the general store)

**Syndicate** Zinathanna Goblinfoe (NE female gnome-elder hybrid rogue 7)

**Syndicate** Janlyassa Gladomain (NE male orc-elder hybrid warrior 3, deputy of Zanfire Trickfoot)

## MARKETPLACE

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd (Increase spellcasting by +2 levels when casting divination or necromancy spells)

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

Graywharf is a coastal village, blanketed by fog nearly every night and by a miserable drizzle almost every day. Fungus grows on the sides of the rotting wooden buildings. If it were not so grim and wet, it might manage to be quaint.

Graywharf is always under Elder Influence, unless an Elder God is close enough to put it under Elder Presence.

Reasons to come to Graywharf include hunting for people kidnapped by elder hybrids and sahuagin for breeding, tracking rumors of strange relics brought up from the sea, or a chance to trade with an aboleth for Second Age magic.

## N'GREL

CE Small City

**Corruption** +4, **Crime** +4, **Economy** +3, **Law** +0, **Lore** +1, **Society** +0

**Qualities:** God Ruled, Magical Polyglot, Morally Permissive, Notorious, Unholy Site

**Disadvantages:** Treat N'grel as if permanently within an Elder Presence, regardless of where Maq'thurlia is at that moment.

**Danger:** 15

## DEMOGRAPHICS

**Government:** Theocracy

**Population:** 7,500 (5,000 human; 1,000 orcs; 500 dwarves; 500 elves; 500 other)

## NOTABLE NPCs

**The Master** Maq'thurlia (CE Elder God)

**Unholy Fool** Lady Alucaryn the Chosen (CE female human wizard 15)

**Voice of the Master** Petlamin Hawksdeath (CE male orc bard 10)

**Leader of the Mad Dance** The Piper (CN Elder God)

## MARKETPLACE

**Base Value** 5,200 gp; **Purchase Limit** 37,500 gp;

**Spellcasting** 8th (divine 7th)

**Minor Items** 5d4; **Medium Items** 4d4; **Major Items** 2d6

N'grel is a mass of non-Euclidean structures, as if a city designed by M. C. Escher sprung to mind-shattering life.

Sanity checks in N'grel are the rule rather than the exception. Constant exposure to the erratic time, wild magic, and unleashed entropy requires a Sanity check every hour at minimum.

Reasons to come to N'grel include searching for ways to translate Second Age artifacts, learning about the Elder Gods, rescuing slaves taken by the Mad Dance, or stealing a First Age relic.

## RED HAVEN

CN Village

**Corruption** -1, **Crime** -2, **Economy** -1, **Law** -1, **Lore** +2, **Society** -3

**Qualities:** Asylum, Eldritch

**Danger:** +13

## DEMOGRAPHICS

**Government:** Theocracy

**Population:** 85 (45 humans; 20 elves; 10 gnomes; 5 halflings; 5 other)

## NOTABLE NPCs

**Hierophant** Quohorn Nightsong (CN male human cleric 5)

**Psychist** Gurora Dryadskin (CN female elf expert 5)

**Orderly** Brelove Huntmaster (CN female dwarf ranger 3)

**Orderly** Aragwen Souleye (CN male human warrior 5)

**Head Keeper** Nurioyas Macehand (CN female human wizard 10, see the Lorekeepers in the Organizations chapter for more on the Head Keeper)

### MARKETPLACE

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 3rd (Increase spellcasting by +2 levels when casting divination or necromancy spells)

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

Red Haven was once a small city and home to a prison for the criminally insane. When the return of the Elder Gods brought a new, cataclysmic age to Abaddon, law and order broke down. The cells and walls of the prison cracked and fell open. The inmates escaped. Blood ran in the streets of the city.

Those who could, fled. Those who could not flee either died or bargained for their lives with the escapees. Over time, however, this willingness to comprise caused a schism between the escaped inmates. The most rational became less violent and more organized, and drove off the residents they saw as dangerous or erratic. Thus, Red Haven shrank to the size it is today.

Now, everyone in Red Haven is at least slightly insane. Those who are born sane lose their minds as they mature in the madness-infested society of the village. Some obviously have broken psyches, but many simply seem to have some quirk or odd figure of speech, which may lull visitors into a false sense of security.

The entire village is devoted to the Piper, an Elder God and leader of the Mad Dance. When not in N'Grel, the Piper is often dancing with the villagers in a vast chamber beneath the center of the village. The villagers kill outsiders who witness their rites, and often offer up blood sacrifices to their Elder God.

The madness of the villagers may give them some true insight into the Elder Gods, but getting them to share it could be very difficult and extremely dangerous.

## ORGANIZATIONS

### ALLIES AND ADVERSARIES AFTER THE REBIRTH OF THE ELDER GODS

#### LOREKEEPERS

**Alignment:** CN

**Headquarters:** Red Haven

**Leader:** Head Keeper Nurioyas Macehand (CN female human wizard 10)

**Prominent Members:** Kevgeon Seaskipper, Vicfalcon Stalkingwolf, Shaward Clayheart

**Structure:** Academic

**Scope:** Regional

**Resources:** Poverty-level

The Lorekeepers are a group of arcane scholars who believe that madness often provides insight.

Ten years ago, Nurioyas Macehand traveled to Red Haven in search of lore lost after the Rebirth of the Elder Gods. While in the village, she realized that several of the inhabitants were acting out rituals from the Second Age. They could not possibly have discovered the rituals on their own, so Nurioyas reasoned that their madness gave them insight.

She told her fellow arcane scholars of her theory. Many scoffed, but a few accompanied her to Red Haven for further studies.

#### STRUCTURE AND LEADERSHIP

The Lorekeepers determine standing within their cabal by presenting their research. Those who have uncovered the most startling or useful revelations stand above their peers. The turnover is constant and the competition is fierce.

#### GOALS

The Lorekeepers prize knowledge above all else. They do not prize practical information over the abstract. Their goal is simply to learn as much as possible about this new world.

#### PUBLIC PERCEPTION

The residents of Red Haven consider the Lorekeepers vaguely useful. Occasionally they know of lore lost in the madness and flight from the escaped inmates.

Beyond Red Haven, the few who know of the Lorekeepers consider them frustrating. The Lorekeepers could spread their knowledge of the Elder Gods and the Star Gods, but they do not. They do not care about returning Abaddon to the way it was before the Elder Gods returned.

#### LOYAL ORDER OF CARTOGRAPHERS

**Alignment:** LN

**Headquarters:** Whitewalls (a small city in the New Normal zone)

**Leaders:** Chief Cartographer Thoaver Hazelglow (LG human ranger 12)

**Prominent Members:** Chief Geometer Graaver Shortankard, Chief Geographer Rictiln Demoneye, Chief Surveyor Thalfan Quicksilver

**Structure:** Business

**Scope:** National

**Resources:** Moderate wealth, plus government support among lawful and neutral communities

When the Elder Gods rose from their subterranean slumber, the ensuing chaos smeared borders large and small. Natural landmarks vanished or were transformed. A group of map-makers resolved to rediscover who owned which pieces of land, and became a spark in the darkness of this new world.

## STRUCTURE AND LEADERSHIP

The Chief Cartographer is the boss of the Loyal Order. The other chiefs work for him. Thoaver Hazelglow and his staff make maps based on information provided by the other divisions of the Loyal Order.

The Geometer division handles education and training. Under Graaver Shortankard, they teach how to translate notes into maps, along with geometry and trigonometry.

The Geographer division explores the new Abaddon, identifying new landmarks and determining the fate of past landmarks.

The Surveyor division goes out into the world, maps the locations of landmarks, and measures borders and property lines from those landmarks.

## GOALS

The initial goal of the Loyal Order was to resolve property and border disputes peacefully and amicably, using math, maps, and reason.

## PUBLIC PERCEPTION

Because its resolution process tends to increase law and order, the Loyal Order has become a rallying point for all those confused and longing for a more rational, less random existence.

## MAD DANCERS

**Alignment:** CN

**Headquarters:** N'Grel

**Leader:** The Piper (CN Elder God)

**Prominent Members:** None

**Structure:** None

**Scope:** Global

**Resources:** The powers of an Elder God, and the wealth and equipment of all who fall prey to the dance

The Mad Dancers are a loose group of people who succumbed to the Piper's Call, and must dance their way to N'Grel to serve Maq'thurlia.

## STRUCTURE AND LEADERSHIP

Structure and leadership are completely antithetical to the Mad Dancers and the Piper. The only true thing that can be said is that the Piper, being an Elder God, is the most powerful member of the group.

## GOALS

Most people assume that the goal of the Mad Dance is to provide slaves for Maq'thurlia. The truth is that Maq'thurlia has no need for slaves. In fact, he pays no attention to mortals at all. His effect on their sanity is just part of who and what he is. His colossal size makes the death of smaller creatures inevitable unless they dodge his steps. Maq'thurlia is evil. His goals, however, only coincidentally involve Abaddon.

The Piper, on the other hand, seems very interested in mortals. He does not care about them as we understand caring and compassion, but he is interested. The Call seems to be a byproduct of the Piper's existence, and not something that he does on purpose. The Piper directs mortals to maintain N'Grel, as he spends most of his time in medium humanoid form and needs the shelter and facilities provided by the city.

## PUBLIC PERCEPTION

The Mad Dance is a curse. Only evil people try to take advantage of it by putting the weak and the unwanted in its path.

## THE CALL

GMs should treat the Call as if it were a psychic disease. Exposure occurs when within five miles of the Mad Dance.

The Mad Dance is always considered part of the Piper's domain. The Piper is always aware of the Mad Dance and what is happening to those suffering the effects of the Call.

**Onset:** Immediate

**Frequency:** 1/day until no longer within the radius of the effect

**Effect:** Characters who hear the Call begin making Will saves (DC 5, +2/day). There is a 1-in-1000 chance that the Piper is leading a particular Mad Dance. If so, increase the base DC to 15.

Each failed save causes the character to suffer a -2 penalty to all Intelligence-based skill checks. Spellcasters who fail a save must succeed on a Concentration check (DC 10) to cast any spell, or suffer a -2 penalty on any Concentration check triggered by another reason (e.g., casting defensively or taking damage). Characters who fail a save also suffer a -1 penalty per failed save to all Stealth checks.

A character that fails a save becomes twitchy, making random movements and occasionally giggling.

A character that fails 5 saves total (not consecutively) begins to dance and suffers a *geas* effect (CL 20) requiring him or her to follow the Mad Dance to N'Grel.

Even worse, that character becomes a new center for the five-mile radius range of the Call and its effects.

**Cure:** Succeeding on a saving throw delays the inevitable, but does not reverse anything. Only powerful spells such as *limited wish* or *wish* can reverse the effects of the Call once they have begun. Even those spells only reset the DC of the Will save to 5. The only permanent cure is to stay away from the Mad Dance.

## THE MAD DANCE

Those dancing under the full effect of the Call caper and prance as they move. The effect imposes a -4 penalty to Armor Class and a -10 penalty on Reflex saves. It also negates any Armor Class bonus granted by a shield held by the dancer. The dancing subject provokes attacks of opportunity each round on its turn. Dancers cannot do anything except follow the Dance.

Dancers do not stop for food, water, or rest. Treat this as a forced march that ends at N'Grel or when the dancer becomes unconscious.

Note that it is entirely possible for a dancer to lose consciousness from dancing and wake up outside the five-mile radius of the Call. Such a character, no longer under the influence of the Call, can simply walk away, confused and fatigued.

## TYPICAL MAD DANCE

A typical Mad Dance consists of 5d20 people. Half of these people are commoners. 10% are aristocrats, 10% are experts, and 20% are warriors. The remaining 10% are adventurers unlucky enough to fall under the Call's influence. Typically, each member of the dance has 1d6 levels.

A Mad Dance might be composed of the following dancers:

- 50 dancers, all level 3
- 25 commoners (10 humans, 8 elves, 5 gnomes, 2 half-lings)
- 5 aristocrats (2 humans, 1 elf, 1 dwarf, 1 gnome)
- 5 experts (2 dwarves, 2 humans, 1 gnome)
- 10 warriors (5 humans, 3 dwarves, 2 orcs)
- 2 barbarians (1 orc, 1 bugbear)
- 2 fighters (2 hobgoblins)
- 1 rogue (goblin)

This Mad Dance would be a roughly CR 12 encounter worth 21,060 XP.

## STARSPAWN

**Alignment:** CN

**Headquarters:** The Plateau of N'chrinn

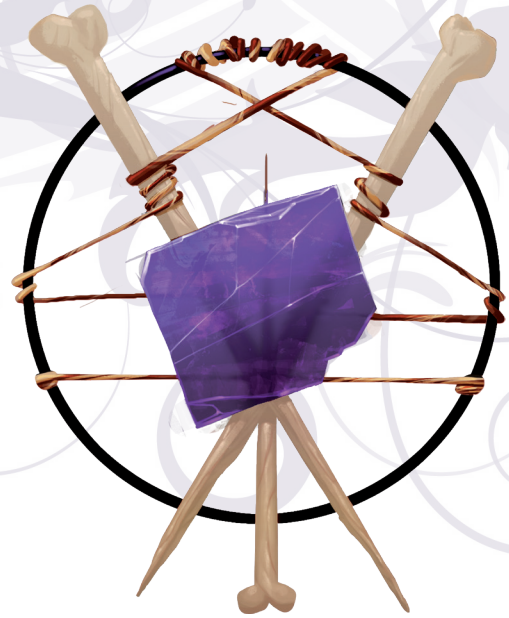
**Leader:** Archpriest Seamorn Arcanscape (CN male elf cleric 15)

**Prominent Members:** Olatrynn Lemureslayer, Syrolin Gearguts, Lorasadi Jacksalt, Hollydiana Glorygem

**Structure:** Loose religious organization

**Scope:** Regional

**Resources:** Limited to those of the members



The Starspawn are a religious faction that broke off from worshipping the New Gods about fifty years ago. When Maq'thurlia raised N'Grel from the depths of the Black Sea, it was obvious that the Elder Gods' victory over the New Gods completely restructured religious power in Abaddon.

A few ecclesiastical scholars knew of the Elder Gods and their opponents, the Star Gods. These scholars became the seeds of the Starspawn, and worked together to contact the ancient foes of the Elder Gods.

Their successes were limited at first, as the Starspawn focused on defending the New Gods. However, more recently the Starspawn have begun sending a trickle of power to their mortal celebrants.

## STRUCTURE AND LEADERSHIP

Below the Archpriest is the Congress of Archbishops. The members of the Congress elect the Archpriest from among the most learned Starspawn.

In turn, the bishops of the Starspawn elect the Archbishops from among their own numbers.

Congregations of Starspawn elect their own bishops from those who demonstrate the most knowledge, wisdom, and divine power.

If the organization were larger, there would be synods, groups of congregations, electing bishops and an archdeacon elected by the congregation would run each congregation.

Seamorn Arcanscape is old at 260 years. The Starspawn treasure him because his memories keep the time before the Rebirth of the Elder Gods alive. However, he will not live forever, and there is much discussion among the Archbishops of who is worthy to succeed Arcanscape as Archpriest.

## GOALS

Ultimately, the Starspawn would like to destroy the Elder Gods. Failing that, they want to imprison the Elder Gods again.

Beyond those goals, the Starspawn are divided. Some would like to return the Star Gods to Abaddon. Others think that would be just as bad as having the Elder Gods walking Abaddon, and want to keep the Starspawn locked in the black depths behind the stars.

## PUBLIC PERCEPTION

Nothing succeeds like success, and the more power the Starspawn wield against the Elder Gods, the more powerful they become. However, beyond their isolated plateau they are barely known.

Any Knowledge check to possess information related to the Starspawn should be at least DC 20. Characters who have the campaign trait The Stars Were Right gain a +5 bonus on these checks.

# MONSTERS OF THE ELDER GODS

## TWO TEMPLATES FOR USE AFTER THE REBIRTH OF THE ELDER GODS

## ABOLETH SERVITORS

If you want your player characters to encounter the genetically manufactured slaves of the aboleths of the Second Age, we encourage you to use the intruder's get from the Plague World chapter.

## CARNIPHITES

When the Elder Gods returned, some settlements were cut off from the rest of the world. The inhabitants struggled against cannibalism for as long as they could, but eventually had to succumb, digging up graves and devouring the rotting remains within. Over time, the flesh of dead humanoids became their only sustenance, transforming them into carniphites.

Carniphites retain many of the physical features of their original form. Their eyes become completely black. Their nails harden and blacken, becoming vicious claws. Their teeth become pointed and razor sharp. The bones in their jaws thicken, and their jaw muscles become stronger, giving carniphites a sort of muzzle. They have no external ears, and are hairless and pale.

Most carniphites are miserable, shame-filled beings who shun contact with other races. They only become aggressive when they run out of corpses and have to make more.

## TEMPLATE

Carniphite is a simple template that can be applied to any corporeal humanoid except Harrowed or Khymer. Creature type does not change. Alignment changes to evil.

**Simple:** +1 to all attack and damage rolls, +1 to CMB, +2 to AC, +1 hp/HD.

**Rebuild:** +2 Str, +2 Con, -4 Int, -6 Cha, +2 natural armor. Carniphites gain two claw attacks and a bite attack appropriate to their size. Carniphites gain Multiattack as a bonus feat.

## ELDER HYBRIDS

Over the last century, as order broke down, many of the old servants of the aboleths were able to come ashore and, meeting no resistance, combined their blood lines with those of the land-dwellers.

The resulting hybrid offspring have pale, fish-belly-white skin; large, glassy eyes; and rudimentary ears and noses.

## TEMPLATE

Elder hybrid is a simple template that can be applied to any corporeal humanoid. Creature type does not change. Alignment changes to neutral evil.

**Simple:** +1 to all attack and damage rolls, +1 to CMB, +5 to AC. They gain Darkvision 60 ft. and the light blindness special quality.

**Rebuild:** +2 Str, +2 Con, +5 natural armor. Elder hybrids gain two claw attacks and a bite attack appropriate to their size. Elder Hybrids prefer to use weapons, however.

Elder hybrids gain the Aquatic subtype and the amphibious and light blindness special qualities. They have a Swim speed of 40 ft. with the accompanying +8 bonus to Swim checks. They gain darkvision 60 ft.

Many elder hybrids speak Aquan, but they do not gain any bonus languages.

### CLAW AND BITE DAMAGE BY SIZE

Size	Claw	Bite
Fine	—	1
Diminutive	1	1d2
Tiny	1d2	1d3
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	2d8	2d6
Gargantuan	2d6	2d8
Colossal	2d8	4d6



# CHAPTER



WORLD OF THE UNDEAD

# HISTORY

## WHERE THE HISTORY OF THIS WORLD OF THE UNDEAD DEVIATES FROM THE HISTORY OF THE OBSIDIAN APOCALYPSE

### 100 YEARS Ago

The meteor struck, and spreadspreading its necromantic energies. The ecological catastrophe began.

A new kind of undead rose soon after the meteor strike, when the Nightwall fell. At first, the shambling figures seemed just like any other zombie.

When the undead rose from the Tomb Cities of Shaan, the warrior-kings of the past attacked their servants and warriors, who had risen as shambling zombies. The zombies pinned them, wore them down, and tore them apart.

### 75 YEARS Ago

Over the next twenty-five years, the shambling zombies spread out from Shaan. Anywhere they gained even a toehold, their numbers exploded as most every death added to the horde.

Even the outsiders and other extraplanar beings arriving on Abaddon weren't spared from the zombies. By the time Zebadiah arrived on Abaddon, vast hordes of zombies roamed the world and destroyed anything they could not convert into another shambler.

### 50 YEARS Ago

Most mindless undead were destroyed by the shambling zombies, while the most intelligent learned to stay away from them. A group of surviving undead under the vampire Calix Sabinus built a kingdom of walled settlements, which offered protection from the shambling hordes for refugees in return for enslavement.

Zebadiah led a wing of celestials against this kingdom. His attack did tremendous damage to the mortal and undead armies under the vampire's banner. Calix Sabinus was severely injured, but Zebadiah was defeated and brought low. Sabinus had his mortal mercenaries chain Zebadiah's broken and tortured form above the gates of their capital.

### 10 YEARS Ago

Here and there, the living who avoided the shamblers gathered in the ruins of Abaddon and began rebuilding their lives. With one eye constantly on the lookout for undead hordes, they began raising fences and walls.

Sabinus' undead kingdom still contains ghettos of Harrowed within, and slave trade between the walled settlements bustles as it did in years past.

The Exalted are welcome in most mortal settlements. Loose alliances of Exalted-centered settlements wage petty wars against the walled settlements of the undead kingdom and their slave traders. Ironically, these attacks strengthen the vampire's hold over the lesser undead nobility by uniting them against the assaults.

### Now

As Calix Sabinus struggles to hold his kingdom together, Lykians swell the ranks of mercenaries in the armies of the undead, the free settlements, and the Osirians.

The Khymer rise again in their old bodies.

The Spirit Books trains psionics, searching for the most efficient ways to use psionics against the undead.

### THE SHAMBLING HORDES

Surviving scholars—few and isolated as they are—have asked why the shambling zombies exist and why they behave the way they do. The scholars argue that, left to their own devices, the shamblers would wipe out all life on Abaddon; they ask, “Who benefits?”

Because the Obsidian Veil prevents even the gods of death from being involved in events on the Material Plane, not even they would benefit from such a world. A few suspect that some unknown force is behind the shambling zombies. It hides, some scholars say, biding its time until the balance between the living and undead tips enough to make it all-powerful; only then will it rise from hiding to rule the new world of undead.

A paltry few believers look for that force, hoping to destroy it and turn the tide against the shambling hordes.

### OTHERS

When the true nature of the shambling zombies became obvious, the dragons attacked them with elemental weapons, but even dragons grow fatigued. The younger dragons and those caught resting or unaware were pinned and torn apart by the endless zombie hordes. Over time, the dragons realized that the shamblers seemed to be learning their scents, letting the zombies track down the dragons' nests and destroy their eggs. The surviving dragons withdrew to isolated lairs, now only coming out to hunt what little food survives.

Even the most powerful titans and giants couldn't stand in the way of the horde. Although their great strength and martial prowess make them fine combatants, their size leaves them vulnerable to being surrounded and pinned by the shamblers. Even worse, giants who die while infected by shambling rot rise as shambling zombies themselves. The titans just get torn apart.

For the most part, humanoids are on their own in their fight for survival.

# RULES

## TRAITS, FEATS, AND OTHER RULES FOR A WORLD OF SHAMBLING UNDEAD

### DREAD

A world of undead is a terrifying place. The constant threat of discovery by mobs of shambling zombies erodes the confidence of even the most gallant adventurer.

For each day spent outside a safe place, a character must make a Will save (DC 5, +1 for each consecutive preceding save). This save counts as a saving throw against fear for any bonuses to saving throws, such as the halfling racial trait, fearless, or the paladin's aura of courage.

A character that fails the saving throw becomes shaken. Shaken characters continue to make the daily Will save with the base DC reset to 5, increasing as normal. A shaken character that fails this save becomes frightened.

This process repeats for frightened characters; failing the save makes them panicked. Panicked characters that fail the save become cowering. Cowering characters do not need to continue making the Will save, as their condition cannot be made worse; cowering where hordes of shambling zombies could discover you at any moment is bad enough!

A particularly terrifying event may trigger an additional saving throw, prompted at the GM's discretion.

These conditions remain until the character returns to a safe place, where every 24 hours spent there reduces the condition one step. A *remove fear* spell or effect removes all conditions.

### FEATS

These feats are for characters adventuring in this world of shambling zombies.

#### BEACON OF HOPE (GENERAL)

*Your presence improves the state of mind of your companions.*

**Prerequisites:** Cha 13, Channel Energy class feature or Lay on Hands class feature

**Benefits:** You may expend one use of Channel Energy or Lay on Hands to allow yourself and all allies within 30 feet to make an immediate Will save against any existing fear effect. Using this feat does not count as a consecutive check for the purposes of increasing the DC of dread effects.

**Special:** If you use this ability to reduce the effects of dread, succeeding on the Will save reduces the effect by one step (e.g., from frightened to shaken).

#### BEACON OF HOPE, GREATER (GENERAL)

*Your presence vastly improves the state of mind of your companions.*

**Prerequisites:** Cha 13, Channel Energy class feature or Lay on Hands class feature, Beacon of Hope, Improved Beacon of Hope

**Benefits:** If you succeed on a Will save against an ongoing, escalating effect like dread, reset the DC of that check to the original value for yourself and allies within 30 feet. Using this feat does not count as a consecutive check for the purposes of increasing the DC of dread effects.

#### BEACON OF HOPE, IMPROVED (GENERAL)

*Your presence greatly improves the state of mind of your companions.*

**Prerequisites:** Cha 13, Channel Energy class feature or Lay on Hands class feature, Beacon of Hope

**Benefits:** A successful save initiated by your Beacon of Hope removes all fear effects, including all of those brought on by dread. Using this feat does not count as a consecutive check for the purposes of increasing the DC of dread effects.

#### INDOMITABLE BRAVERY (GENERAL)

*When the constant threat of danger wears other down, you grin and stay focused.*

**Prerequisites:** Wis 13, Iron Will

**Benefits:** You gain a +2 insight bonus on saves against fear effects.

#### SLIPPERY FIGHTER (COMBAT)

*You know useful tactics against grapplers and shambling zombies.*

**Prerequisites:** Dex 13, Improved Grapple, Improved Unarmed Strike

**Benefits:** You gain a +3 competence bonus to Escape Artist and combat maneuver checks while grappled or pinned.

#### SLIPPERY FIGHTER, GREATER (COMBAT)

*You flow like water through grapplers and shambling zombies.*

**Prerequisites:** Dex 13, Improved Grapple, Improved Slippery Fighter, Improved Unarmed Strike, Slippery Fighter

**Benefits:** After you force an opponent to switch places with you, you may immediately move up to ten feet. If you move through opponents, each one moves into a space that you previously occupied. This movement does not provoke attacks of opportunity.

#### SLIPPERY FIGHTER, IMPROVED (COMBAT)

*You shift positions by grappling.*

**Prerequisites:** Dex 13, Improved Grapple, Improved Unarmed Strike, Slippery Fighter

**Benefits:** If you succeed on an Escape Artist or combat maneuver check to break the grappled or pinned condition, you may force one opponent within five feet to switch places with you.

### THICK SKINNED (GENERAL)

*You resist draining attacks.*

**Prerequisites:** Fountain of Life trait

**Benefits:** You resist 1 point of temporary ability score damage.

**Special:** You may take this feat multiple times to stack its effect.

## TRAITS

These are background traits for Undead World.

### FOUNTAIN OF LIFE

*You are of uniquely hearty stock, and heal ability score damage more rapidly.*

**Benefits:** Temporary ability damage, such as from a vampire's blood drain, returns at a rate of 2 points per night of rest (8 hours) for each affected ability score. Complete bed rest restores 3 points per day (24 hours) for each affected ability score.

**Special:** You may not combine this trait with the undead bloodline.

### FREEBORN

*You were born in one of the free settlements, not under the whip of the undead.*

**Benefit:** You gain a +1 trait bonus on saves against charm spells and effects, such as *charm person*, *command*, and *dominate person*.

**Special:** You may not combine this trait with the undead bloodline.

### LIGHT-SENSITIVE (DRAWBACK)

*Born under the ash clouds of Abaddon, you find bright lights troublesome.*

**Drawback:** You cannot see well in areas of bright sunlight or within the radius of a *daylight* spell. You take a -1 penalty on attack rolls and sight-based Perception checks under these conditions.

### SLAVEBORN

*You were born in an undead-ruled settlement, rather than one of the unprotected free settlements.*

**Benefit:** You gain a +1 trait bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks made against undead.

## SPELLS

These are new spells for your Undead World campaign.

### BLIND UNDEAD

**School:** abjuration; **Level** cleric/oracle 1, inquisitor 1

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./level)

**Target** one undead creature

**Duration** 10 minutes/level (D)

**Saving Throw** Will negates, see text; **Spell Resistance** yes

Make a ranged touch attack against a single undead creature within range. If you hit, that creature cannot see, hear, or smell living creatures. Even extraordinary or supernatural sensory capabilities—such as blindsense, blindsight, scent, and tremorsense—cannot detect or locate prey.

Non-intelligent undead creatures such as skeletons or zombies are automatically affected by this spell, receiving no Will save, and act as though no living creatures are present. An intelligent undead creature gets a single Will saving throw to sense nearby living creatures. If it fails the save but has reason to believe unseen opponents are present, it can attempt to find or strike them.

This spell ends if a living creature attempts to channel positive energy, turns or commands the affected undead, touches the affected undead creature, or attacks the affected undead (even with a spell).

### BLIND UNDEAD, MASS

**School:** abjuration; **Level** cleric/oracle 5, inquisitor 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** close (25 ft. + 5 ft./level)

**Targets** All undead creatures in a 20-ft.-radius burst

**Duration** 10 min./level (D)

**Saving Throw** Will negates, see text; **Spell Resistance** yes

As *blind undead*, but affects all undead within the burst. Hitting each undead target requires a separate ranged touch attack roll.

### HAVEN FROM UNDEAD

**School:** abjuration; **Level** cleric/oracle 3, inquisitor 3, paladin 3

**Casting Time** 1 standard action

**Components** V, S, M/DF (a 3-ft.-diameter circle of powdered silver)

**Range** touch

**Area** 10-ft.-radius emanation from touched creature

**Duration** 1 hour/level (D)

**Saving Throw** Will negates (harmless); **Spell Resistance** no

All creatures within the area of this spell gain the effects of the *hide from undead* spell. Undead creatures cannot detect living creatures within this area and cannot enter this area.

This spell has an alternate version you may choose when casting it, in which you focus *haven from undead* inward rather than outward. When focused inward, the spell binds any undead in the circle for a maximum of 24 hours per

caster level. These creatures cannot cross the boundary of the circle.

## TABLE: CR EQUIVALENCIES (EXTENDED)

This table extends the CR equivalencies for numbers of creatures, aiding GMs who want truly vast swarms of undead to menace the PCs.

Number of Creatures	Equivalent To
12	CR+7
16	CR+8
24	CR+9
32	CR+10
48	CR+11
64	CR+12
96	CR+13
128	CR+14

Some may argue that, beyond a certain point, additional monsters no longer pose an additional threat. For example, twenty-four CR 2 monsters are the equivalent of a CR 11 encounter, which is an average encounter for a party of 11th-level PCs and an epic challenge for a party of 8th-level PCs. Except, of course, characters of those levels go through CR 2 monsters like hot knives through butter. More monsters are just time consuming, right?

Not always. Shambling zombies and shocker lizards are examples of why CR equivalencies exist. The more monsters in an encounter, the tougher things truly get. In the case of shambling zombies, there can never be more than eight within five feet of a character, but a character who escapes one pin would still be surrounded by shambling zombies and still subject to their immobilize effect.

## SETTLEMENTS

### SOME SETTLEMENTS THAT DEFY THE UNDEAD HORDES.

#### EBON ARBOR

CE Village

**Corruption** -3, **Crime** -1, **Economy** +0, **Law** -1, **Lore** +3, **Society** -2

**Qualities:** Decadent, Eldritch

**Danger:** 23

#### DEMOGRAPHICS

**Government:** Magical

**Population:** 125 (80 drow, 20 orcs, 15 humans, 10 other)

#### NOTABLE NPCs

**Umbral Lady** Eildianna Shadowskin (CE female drow wizard 7th)

**Arbormistress** Xyrlove Woodsoul (NE female drow druid 7th)

**Blademaster** Horeak Dewshining (CE male drow fighter 5th)

#### MARKETPLACE

**Base Value** 625 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 4th (6th for divination and necromancy spells)

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

The cataclysm destroyed most drow settlements. Some may survive in isolated pockets deep beneath the surface world, but we cannot know. A clan of drow that escaped the collapsing underworld founded Ebon Arbor. They took over the ruins of a surface village and set about building a home for themselves.

The most interesting feature of Ebon Arbor is its palisade, which their druids have managed to grow from sickly saplings into an almost-impenetrable wall. Trees are rarer than hen's teeth on Abaddon. Growing them required intense effort, around the clock, from every available spellcaster. The living walls of Ebon Arbor would be a tourist attraction if anyone dared travel for such trivial reasons.

While the drow do take slaves, the population of the village is all free citizens. The drow rule from the top of the social hierarchy. The orcs serve as the backbone of the militia. Other races do the mundane work that keeps the village standing and fed. When they need more workers, the drow lead orc patrols to kidnap what they need.

Most of those who visit the village do so seeking the arcane secrets of drow magical traditions, hoping for some spell or information to turn against the hordes of shambling zombies.

#### HANNAH'S REDOUBT

LG Small Town

**Corruption** +1, **Crime** +1, **Economy** +2, **Law** +2, **Lore** +1, **Society** +1

**Qualities:** Academic, Defensible, *Hallowed* (can only be dispelled in small areas, CL 20 for purpose of dispelling)

**Danger:** 0

#### DEMOGRAPHICS

**Government:** Theocracy

**Population:** 1,750 (850 humans, 375 elves, 250 dwarves, 100 orcs, 50 halflings, 25 gnomes, 100 other)

#### NOTABLE NPCs

**Great Protector** Thernys Serpenthelm (LG female Exalted cleric 5th), leader of the town

**Cardinal General** Cruhorn Rosebloom (LG male elf paladin 8th), leader of the military

**Bishop Emeritus** Tholannan Under-the-Veil (NG dwarf cleric 3rd), leader of the religious college

**Elder Brother** Pantumal Taletreader (LG human cleric 3rd/fighter 3rd), leader of the Azure Flames (see the Organizations section, below)




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### MARKETPLACE

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**Base Value** 1,000 gp; **Purchase Limit** 5,000 gp;  
**Spellcasting** 5th  
**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

Hannah's Redoubt was a frontier castle before the apocalypse. Located on a rocky bluff above a river, it contained a garrison, a keep, a chapel, stables, and enough artisans and peasants to keep everyone fed and everything working.

After the world changed but refused to end, Hannah's Redoubt grew. People flocked to it, as they thought it defensible, and the military put those people to work. They built more walls, farmed more fields, and raised more houses.

The dense population of living flesh drew shambling zombies. Though deprived of any contact with their gods, the among the military and refugees found ways to focus their beliefs and use their magic to defend the town.

Still, they were relatively few in number, and every person who fell to the shambling zombies rose again as one of them. Finally, an Exalted cleric, Thernys Serpenthelm, sacrificed herself to *hallow* the town and its surrounding fields.

Thernys is not dead. She lives in a column of blue flame in the central courtyard of the redoubt's keep. She no longer eats, drinks, or sleeps, but appears to be immortal.

Her miraculous sacrifice drew other clerics and paladins to the redoubt, strengthening it against the hordes of shambling zombies.

### SANGVILLE

LE Large Town

**Corruption** +3, **Crime** -3, **Economy** +1, **Law** +6, **Lore** +0, **Society** -6  
**Qualities:** Cruel Watch, Racial Enclave (vampires), Royal Accommodations  
**Danger:** 5

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### DEMOGRAPHICS

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**Government:** Dynasty  
**Population:** 3,500 (1,000 humans, 800 elves, 750 gnomes, 500 dwarves, 100 vampires, 350 other intelligent undead)

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### NOTABLE NPCs

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**Lady** Quiiries Deville (NE female vampire sorcerer 9), ruler of Sangville  
**Lord** Belgeon Deville (LE male vampire warlord 10), consort to Lady Quiiries  
**Marshal** Yengold Deville (LE male vampire fighter 7), commander of the Sangville military forces  
**Master** Sigisdottir Deville (CE female vampire expert 9), head of the slave market

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### MARKETPLACE

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**Base Value** 2,000 gp; **Purchase Limit** 10,000 gp;  
**Spellcasting** 5th  
**Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4

Widespread inflation increases the purchase price of high quality or luxury items, such as jewelry, fine clothes or food, entertainment, weapons, and all magical items available in the settlement by +10%.

Sangville is one of the walled enclaves ruled by undead. The Deville dynasty of vampires rules the town with an iron fist.

Living beings within Sangville have sworn their fealty to the Devilles. In return, the vampires marshal their forces against

the shambling zombies. The fact that Sangville has grown to a large town is evidence enough that they are successful fighters.

In addition to undead soldiers, the Devilles actively encourage good-aligned clerics to reside in their city and help in the fight as well as construction of good-aligned temples. For more information, see the Shambling Wardens in the Organizations section.

Living beings in Sangville face varying treatment, depending on their master. Favored slaves are all but free in any case, and some others are pampered like pets. The rest work hard and hope to escape notice. It is a hard life, but it is a life.

## THE NIGHTFALL GAMES

Sangville hosts the Nightfall Games, a horrific competition that pits citizens, living and undead alike, against shambling zombies. The events held include hand-to-hand combat, mounted combat, foot races, wrestling, and more. These games are held each time the Nightwall falls and are a source of great civic pride.

Living slaves are given a holiday to attend the games, which explains why the living love the games so much—that, and the rewards. Winning an event can mean freedom for a living competitor, proclaimed by the Devilles. Practically, though, freedom usually means choosing another, hopefully kinder, master. No undead employs freed slaves, and living elsewhere means finding an open city of the living, likely under siege from armies of shambling zombies.

Undead competitors can win social or political rank, promotions in the Sangville militia, an additional allotment of slaves, or other—darker—prizes.

Shambling Wardens often compete to win further resources or privileges for their militia, including freed slaves to labor or vow service to them.

### SCHYMIERTOV

CE Small Town

**Corruption** +3, **Crime** -1, **Economy** -2, **Law** +3, **Lore** +2 (add to any Knowledge [history] or Knowledge [nobility] checks), **Society** -2

**Qualities:** City of the Dead, *Desecrated* (can only be dispelled in small areas, CL 20 for purpose of dispelling)

**Danger:** 0

#### DEMOGRAPHICS

**Government:** Overlord

**Population:** 350 (170 ghouls, 75 gnolls, 50 wights, 30 ghosts, 25 other undead)

#### NOTABLE NPCs

**Bloodspiller** Navigashix (LE wight), leader of the town

**Fleshchaser** Dmitry (CE ghoul), leader of the military

**Whip** Sergei (CE ghost), torturer and enforcer

**Mouth** Neriskan Swordheart (CE female barbarian 2), diplomat and emissary

### MARKETPLACE

**Base Value** 1,000 gp; **Purchase Limit** 5,000 gp;

**Spellcasting** 4th

**Minor Items** 3d4; **Medium Items** 1d6; **Major Items** —

Schymiertov was once nothing more than the necropolis of a great city. After the meteor fell, the pandemic of ash and rise of the shambling zombies led to the residents either dying or leaving. Their necropolis fell into the claws of Navigashix, a wight.

Navigashix had no need to fight the zombies, because it found that the undead armies of post-apocalyptic Abaddon had no interest in other undead. The shamblers only attacked ghouls, skeletons, and others if they attacked the shambling zombies or their prey. Therefore, Navigashix avoided them until the shamblers wandered off in search of living beings to kill and convert.

Since that time, a small tribe of gnoll survivors moved into the ruins outside the former cemetery. The gnolls scout for the undead and occasionally hunt live prey for those undead who require living flesh. The gnolls also conduct trade expeditions to other refuges.

### WOLF'S KITCHEN

NE Village

**Corruption** +0, **Crime** -1, **Economy** +0, **Law** -1, **Lore** -1, **Society** -3

**Qualities:** Free City, Prosperous

**Danger:** 5

#### DEMOGRAPHICS

**Government:** Overlord

**Population:** 150 (75 humans, 40 elves, 20 hobgoblins, 15 other)

#### NOTABLE NPCs

**Boss** Hannibal Raine (LE male human fighter 8), leader of the village

**Advisor** Oolastine Wolfsbane (NE female elf oracle 5), chief advisor to Boss Raine

**Captain** Carstine Pegasdottir (LE female hobgoblin fighter 6), leader of the town military

### MARKETPLACE

**Base Value** 650 gp; **Purchase Limit** 3,750 gp; **Spellcasting** 3rd

**Minor Items** 2d4; **Medium Items** 1d4; **Major Items** —

Wolf's Kitchen survived the apocalypse because it was so small. The villagers were able to build a simple wall around the center of the village, and the small population required fewer fields and animals to feed itself than did other, larger towns.

However, its small size also made it vulnerable to the first desperate and brutal gang of thugs that came along. Those thugs took over Wolf's Kitchen and imposed their own ideas of law and order.

The current boss, Hannibal Raine, seized authority by murdering the previous boss and installing his hobgoblin allies as the town militia. He has since opened trade with both Sangville and Hannah's Redoubt, bringing prosperity to his allies and the rest of the village.

Wolf's Kitchen is an open city where anyone is welcome, as long as they do not interfere with the boss and his cronies. All sorts of trade goods pass through the village, and it is a safe place to rest and recuperate—as long as you do not have anything the boss wants.

# UNDEAD ORGANIZATIONS

## ALLIES AND OPPONENTS FOR YOUR UNDEAD WORLD CAMPAIGN

### AZURE FLAMES

**Alignment:** NG

**Headquarters:** Hannah's Redoubt

**Leaders:** Pantumal Taletreader, Zanlamman Tumblebelly, Otirry Jadehorn

**Prominent Members:** Leohorn Helltalon, Shalannan Orchunter, Shaice Hollysword, Norfalcon Rushboar, Loraatis Silversgleaming

**Structure:** Religious Order

**Scope:** Regional

**Resources:** Minor magic weapons and armor, plus some potions and scrolls

After Thernys Serpenthelm's self-sacrifice to save Hannah's Redoubt, a few priests and warriors formed an order devoted to protecting her. The Azure Flames believe they have a special understanding of the world through their communication with Thernys Serpenthelm.

The Azure Flames control access to Thernys Serpenthelm. Those who wish an audience with the guardian of Hannah's Redoubt must petition the Azure Flames.

### STRUCTURE AND LEADERSHIP

The Azure Flames revere Thernys Serpenthelm as their ultimate leader. However, she is often distracted, paying attention to something beyond mortal perception. As a result, the order elects an ecumenical leader, currently Pantumal Taletreader.

Otherwise, leadership is determined by expertise and fluctuates depending on the priorities of the order.

### GOALS

The Azure Flames initially sought only to protect Thernys Serpenthelm in her column of blue flames. Their vision is

beginning to expand as they develop dogma and a system of beliefs.

### PUBLIC PERCEPTION

No one really understands Thernys Serpenthelm. Some think her miraculous transmogrification has given her some contact with the gods. Others think she is becoming the first in a new generation of deities. A few fear that she is in touch with whatever force ruined Abaddon and is becoming its avatar on this world.

As a result, most people think the Azure Flames are pompous, self-important, and judgmental. No one wants to do anything about it yet, because the order focuses on guarding the town's savior. Before the Azure Flames can start espousing dogma or taking more control of the town, they will have to demonstrate some authority.

### HOLD BREAKERS

**Alignment:** CN

**Headquarters:** Wolf's Kitchen

**Leader:** Alukain Latekin

**Prominent Members:** Rangers and barbarians dedicated to scouting, hunting, and learning about shambling zombies

**Structure:** The Hold Breakers hold authority based on their deeds. The group has no organizational structure.

**Scope:** National

**Resources:** Minor magic weapons, armor, potions, scrolls, and other items. Hold Breakers know and can train others in feats like Indomitable Bravery and the Slippery Fighter tree.

Hold Breakers are warriors who study shambling zombies in order to better defeat them. Any effective techniques the warriors find are shared, both amongst themselves and outsiders.

### STRUCTURE AND LEADERSHIP

Alukain Latekin is a powerful ranger who masters each technique the members develop. He also maintains an archive of information about the shambling zombies. He became leader by winning a competition of skills.

When a group of Hold Breakers gathers for a mission, they generally hold a wrestling match to see who should lead if a single leader becomes necessary. If the members of a particular group are known well for specific skills, then leadership rotates through the groups according to which skills the mission calls for moment to moment.

### GOALS

The Hold Breakers do not believe they can change the nature of Abaddon to wipe the shambling zombies from existence. Rather, they believe that the shamblers can be defeated and eventually overcome. Their goal is to develop and spread fighting techniques that will turn the tide.



## PUBLIC PERCEPTION

Most people, if they had to describe the Hold Breakers in a single word, would choose “effective.”

Being a Hold Breaker means that people initially respect you as a skilled warrior. The lack of structure and organization means that some Hold Breakers are unpleasant people, so the initial respect can quickly change based on the individual.

## SHAMBLING WARDENS

**Alignment:** LG

**Headquarters:** Sangville

**Leaders:** General Brenys Undershadov, Supply Captain Kriskain Gnollcloak, Training Captain Koix Oreborn

**Prominent Members:** Captain Graril Greensleeves, Captain Yengeon Littleknight, Captain Jamfire Oaklord, Captain Daveak Acidhorn, Senior Sergeant Udotumal Celestialine

**Structure:** Military

**Scope:** Regional

**Resources:** Wealthy (enough minor magic weapons and armor to equip every warden, with a few additional medium magic weapons and armor; minor magic items created by the Shambling Wardens, e.g., potions). Shambling Wardens know and can train others in the Beacon of Hope chain of feats.

The Shambling Wardens are a group of militant clerics, paladins, fighters, rangers, and druids who use the resources of the Deville dynasty to protect the town’s living inhabitants and fight the shambling horde.

Although such an alliance goes against everything that good clergy stand for, the members of the Shambling Wardens are living beings, too. They needed a place to sleep and to recuperate from battle. They needed resources. They needed to understand how to continue as they did before the apocalypse, but without the support and aid of their deities. The Devilles offered safety and resources, asking nothing in return except that the Shambling Wardens used their powers against the shambling zombies.

The Shambling Wardens have a voice in the dynastic counsel halls. They can bring anything they see as an abuse of power or as unusually cruel before the Devilles for judgment. What they cannot do is cut down Devilles or their allies in the streets.

## A NOTE ON SPELLS

No one in Sangville may cast spells or use abilities that specifically harms undead within the city walls. This rule includes turning undead or channeling divine power to damage undead. Any member of the Deville dynasty has the authority to kill an individual who violates this law.

Spells or abilities that can also harm undead, such as *fireball*, face normal restrictions, meaning the individual responsible must face trial before any execution occurs.

## STRUCTURE AND LEADERSHIP

The basic unit of the Shambling Wardens is the squad. A squad consists of four wardens and a sergeant. A watch consists of four squads, with a captain leading the fourth squad instead of a sergeant. Four watches comprise an order, with a general leading the fourth watch instead of a captain.

Leadership of squads and watches is determined by seniority. The order as a whole elects a general from the captains.

## GOALS

Ultimately, the Shambling Wardens seek to reverse the effects of the meteor and put down all the shambling zombies.

## PUBLIC PERCEPTION

Within Sangville, Shambling Wardens are seen as heroes. They risk their lives daily to protect the town from the horde.

Outside Sangville, people do not understand how such good people could ally with vampires. They know the Shambling Wardens do good, but also see them as traitors to all living beings.

## SOULSEEKERS

**Alignment:** NE

**Headquarters:** Sangville

**Leaders:** Thersaadi Hollysharp, Flahanna Windsailor, Walgold Catseye

**Prominent Members:** Horril Dodox, Belvin Arboshate, Thomorn Bushranger, Yrix Pinebone, Jamgretor Millstone

**Structure:** Criminal Gang

**Scope:** Regional

**Resources:** Each gang has a few minor magic items, including weapons and armor. The Soulseekers were created in an attempt to coordinate the slave market, encouraged by the vampire masters of places like Sangville.

Soulseeker gangs are recognized as legitimate businesses in vampire-controlled territory. Local militias protect them, and they are welcome within town walls. These protections are important to the gang, as it keeps greedy or impoverished vampires from enslaving the slavers.

## STRUCTURE AND LEADERSHIP

A slavery ring that wants to join the Soulseekers receives horses, wagons, identification, and an assigned territory in which to hunt for slaves. In return, each gang must pay a percentage of its sales to the local leadership. The local leadership passes a percentage of its take to the Soulseeker leadership.

## GOALS

The Soulseekers have no goals except wealth and survival.

## PUBLIC PERCEPTION

Perception varies according to the gang controlling the local territory.

Some Souleseekers take slaves by force: raiding villages, murdering anyone too old or infirm to serve, and then burning the village down. Obviously, the public perception of these gangs is that they are criminals who should be driven away, jailed, or executed according to local law.

Other gangs, though, act as trade caravans. While conducting trade, they compare the local state of things with that in the nearest vampire-controlled settlement. They talk about the safety enjoyed by those under vampire rule. They persuade locals to join the caravan and live in the vampiric strongholds. These gangs are seen as potentially dangerous, but useful for commerce and information.

# MONSTERS

## A NEW BREED OF ZOMBIE FOR A NEW WORLD

### SHAMBLING ZOMBIES

Shambling zombie is a template that can be applied to any corporeal fey, humanoid, or monstrous humanoid.

### CHALLENGE RATING

The Challenge Rating of a shambling zombie depends on the creature's total number of Hit Dice, as follows:

HD	CR	XP
1/2	1/2	200
1	1	400
2	2	600
3-4	3	800
5-6	4	1,200
7-8	5	1,600
9-10	6	2,400
11-12	7	3,200
13-16	8	4,800
17-20	9	6,400
21-24	10	9,600
25-28	11	12,800

### ALIGNMENT

Always neutral evil

### TYPE

The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. It

uses all the statistics and special abilities of the base creature, except as noted here.

### ARMOR CLASS

Natural armor is based on the shambling zombie's size:

SIZE	NATURAL ARMOR BONUS
Tiny or smaller	+0
Small	+1
Medium	+2
Large	+3
Huge	+4
Gargantuan	+7
Colossal	+11

### HIT DICE

Remove HD gained from class levels (to a minimum of 1) and change racial HD to d8s. Shambling zombies gain a number of additional HD based on the following table:

SIZE	BONUS HIT DICE
Tiny or smaller	—
Small or Medium	+1 HD
Large	+2 HD
Huge	+4 HD
Gargantuan	+6 HD
Colossal	+10 HD

Unlike zombies, shambling zombies do not use any ability modifiers to determine bonus hit points.

### SAVES

Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

### DEFENSIVE ABILITIES

Shambling zombies gain all of the qualities and immunities granted by the undead type. Like most other zombies, they gain DR 5/slashing.

### SPEED

Winged shambling zombies can still fly, but their maneuverability drops to clumsy. If the base creature flew by magical means, so can the shambling zombie. Retain all other movement types.

### ATTACKS

A shambling zombie retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature. It also gains a slam attack that deals damage based on the zombie's size, but as if it were one size category larger than its actual size; the following table lists the slam damage for the shambling zombie template for each base creature size:

SIZE	SLAM DAMAGE
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	3d6

## SPECIAL ATTACKS

A shambling zombie retains none of the base creature's special attacks. It gains the following:

**Immobilize (Su):** Shambling zombies can immobilize opponents within reach. Each shambling zombie within reaching distance of a character causes him to lose five feet of speed. A character whose speed drops to zero gains the pinned condition.

Spellcasting while pinned has a DC of 10 + highest CMB of the pinning shambling zombies + spell level. Using a combat maneuver or Escape Artist check to escape the pin has a DC of 10 + Strength modifier of strongest pinning shambling zombie + 3 per shambling zombie that can reach the pinned character.

The pinned character remains pinned until no shambling zombie can reach him.

**Rend (Ex):** A shambling zombie gains a rend attack against a character pinned by its immobilize ability. The damage dealt by the rend attack is equal to the shambling zombie's slam damage plus the shambling zombie's Strength modifier times 1-1/2.

**Shambling Rot (Ex):** slam; *save* Fort DC 10 + shambling zombie's Charisma modifier + 3 per shambling zombie within 5 feet; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d4 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Any corporeal fey, humanoid, or monstrous humanoid that dies while infected rises as a shambling zombie in 2d6 hours.

## ABILITIES

Strength +2, Dexterity -2. A shambling zombie has no Constitution or Intelligence score, and its Wisdom becomes 10. Unlike most other zombies, a shambling zombie's Charisma is equal to that of the base creature.

## BASE ATTACK BONUS

A shambling zombie's base attack is equal to 3/4 its Hit Dice.

## SKILLS

A shambling zombie has no skill ranks. It receives a +5 racial bonus on Perception checks and a +10 racial bonus on Survival checks.

## FEATS

A shambling zombie loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase. However, it gains Toughness as a bonus feat.

## SPECIAL QUALITIES

A shambling zombie loses the special qualities of the base creature, except for extraordinary special qualities that improve its melee or ranged attacks. A shambling zombie gains the following special qualities:

**Scent (Ex):** Shambling zombies can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Shambling zombies with the scent ability can identify familiar odors just as humans do familiar sights.

A shambling zombie can detect opponents within 30 feet by sense of smell. If the opponent is upwind, this range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted before. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal ranges.

When a shambling zombie detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The shambling zombie can take a move action to note the direction of the scent. When the shambling zombie is within five feet of the source, it pinpoints the source's location.

A shambling zombie with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow tracks. The typical DC for a fresh trail is 10 (regardless of the surface holding the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of prey, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Survival skill. Shambling zombies tracking by scent ignore the effects of surface conditions and poor visibility.

**Staggered (Ex):** Shambling zombies have poor reflexes and can only perform a single move action or standard action each round. A shambling zombie can move up to its speed and attack in the same round as a charge action.

Shambling zombies hunt in packs. Typically—though no one knows why—shambling zombies move in a mob (4d12 shambling zombies), with three or four members of the mob moving roughly forty feet away from the main group. These outliers usually detect prey first, whether by sight, sound, or scent. They then alert the main body by moaning, a unique

sound audible up to a quarter of a mile away. Upon hearing the moans, the main body moves to attack the prey.

Shambling zombies do not eat. They kill, but then move on once a target is dead. This behavior explains why their numbers exploded across Abaddon. If one shambling zombie kills a living person, that person rises as a shambling zombie. Grouped together, their ability to immobilize, rend, and infect prey increases, creating more shambling zombies, and so on.

Shambling zombies reserve their most destructive behavior for anything interfering with them that they cannot convert. Aberrations, animals, constructs, dragons, magical beasts, oozes, outsiders, plants, undead, and vermin that attack shambling zombies are likely to find themselves ripped to shreds.

## ECOLOGY

**Environment** any

**Organization** any

**Treasure** none

## SAMPLE SHAMBLING ZOMBIES

### SHAMBLING ZOMBIE GOBLIN

CR 2

XP 600

NE Small undead

**Init** +1; **Senses** darkvision 60 ft., scent; **Perception** +5

#### DEFENSE

**AC** 13, touch 11, flat-footed 12 (+1 natural armor, +1 Dex, +1 size)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +1, **Will** +3

**DR** 5/slashing; **Immunities** undead traits

#### OFFENSE

**Speed** 30 ft.

**Melee** slam +2 (1d4+1 plus shambling rot)

**Special Attacks** immobilize, rend

#### STATISTICS

**Str** 13, **Dex** 13, **Con** —, **Int** 10, **Wis** —, **Cha** 6

**Base Atk** +1; **CMB** +1; **CMD** 12

**Feats** Toughness

**Special Qualities** scent, skill bonuses, staggered

**Immobilize (Su):** Shambling zombies can immobilize opponents within reach. Each shambling zombie within reaching distance of a character causes him to lose five feet of speed. A character whose speed drops to zero gains the pinned condition. Spellcasting while pinned has a DC of 10 + highest CMB of the pinning shambling zombies + spell level. Using a combat maneuver or Escape Artist check to escape the pin has a DC of 10 + Strength modifier of strongest pinning shambling zombie + 3 per shambling zombie that can reach the pinned character.

**Rend (Ex):** A shambling zombie gains a rend attack (slam, 1d4+1) against a character pinned by its immobilize ability.

**Scent (Ex):** Shambling zombies can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Shambling zombies with the scent ability can identify familiar odors just as humans do familiar sights.

A shambling zombie can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted before. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal ranges.

When a shambling zombie detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The shambling zombie can take a move action to note the direction of the scent. When the shambling zombie is within five feet of the source, it pinpoints the source's location.

A shambling zombie with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow tracks. The typical DC for a fresh trail is 10 (regardless of the surface holding the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of prey, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Survival skill. Shambling zombies tracking by scent ignore the effects of surface conditions and poor visibility.

**Skill Bonuses:** Shambling zombies have a +5 racial bonus to Perception checks and a +10 racial bonus on Survival checks.

**Shambling Rot (Ex):** slam; *save* Fort DC 10 + 3 per shambling zombie within 5 feet; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d4 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Any corporeal fey, humanoid, or monstrous humanoid that dies while infected rises as a shambling zombie in 2d6 hours.

**Staggered (Ex):** Shambling zombies have poor reflexes and can only perform a single move action or standard action each round. A shambling zombie can move up to its speed and attack in the same round as a charge action.

### SHAMBLING ZOMBIE HUMANS

CR 2

XP 600

NE Medium undead

**Init** +0; **Senses** darkvision 60 ft., scent; **Perception** +5

#### DEFENSE

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 17 (3d8+3)

**Fort** +0, **Ref** +1, **Will** +5

**DR** 5/slashing; **Immune** undead traits

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**OFFENSE**

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**Speed** 30 ft.

**Melee** slam +4 (1d8+4 plus shambling rot)

**Special Attacks** immobilize, rend

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**STATISTICS**

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**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 16

**Feats** Toughness

**Special Qualities** scent, skill bonuses, staggered

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**SPECIAL ABILITIES**

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**Immobilize (Su):** Shambling zombies can immobilize opponents within reach. Each shambling zombie within reaching distance of a character causes him to lose five feet of speed. A character whose speed drops to zero gains the pinned condition. Spellcasting while pinned has a DC of 10 + highest CMB of the pinning shambling zombies + spell level. Using a combat maneuver or Escape Artist check to escape the pin has a DC of 10 + Strength modifier of strongest pinning shambling zombie + 3 per shambling zombie that can reach the pinned character.

**Rend (Ex):** A shambling zombie gains a rend attack (slam, 1d8+4) against a character pinned by its immobilize ability.

**Scent (Ex):** Shambling zombies can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Shambling zombies with the scent ability can identify familiar odors just as humans do familiar sights.

A shambling zombie can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted before. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal ranges.

When a shambling zombie detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The shambling zombie can take a move action to note the direction of the scent. When the shambling zombie is within five feet of the source, it pinpoints the source's location.

A shambling zombie with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow tracks. The typical DC for a fresh trail is 10 (regardless of the surface holding the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of prey, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Survival skill. Shambling zombies tracking by scent ignore the effects of surface conditions and poor visibility.

**Skill Bonuses:** Shambling zombies have a +5 racial bonus to Perception checks and a +10 racial bonus on Survival checks.

**Shambling Rot (Ex):** slam; *save* Fort DC 10 + 3 per shambling zombie within 5 feet; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d4 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Any corporeal fey, humanoid, or monstrous humanoid that dies while infected rises as a shambling zombie in 2d6 hours.

**Staggered (Ex):** Shambling zombies have poor reflexes and can only perform a single move action or standard action each round. A shambling zombie can move up to its speed and attack in the same round as a charge action.

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**SHAMBLING ZOMBIE OGRES**

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**CR 4**

XP 1200

NE Large undead

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

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**DEFENSE**

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**AC** 15, touch 7, flat-footed 15 (–2 Dex, +8 natural, –1 size)

**hp** 33 (6d8+6)

**Fort** +2, **Ref** +0, **Will** +5

**DR** 5/slashing; Immune undead traits

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**OFFENSE**

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**Speed** 30 ft. (40 ft. base)

**Melee** slam +10 (1d8+9 plus shambling rot)

**Special Attacks** immobilize, rend

**Space** 10 ft.; **Reach** 10 ft.

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**STATISTICS**

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**Str** 23, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 7

**Base Atk** +4; **CMB** +11; **CMD** 19

**Feats** Toughness

**Special Qualities** scent, skill bonuses, staggered

**Immobilize (Su):** Shambling zombies can immobilize opponents within reach. Each shambling zombie within reaching distance of a character causes him to lose five feet of speed. A character whose speed drops to zero gains the pinned condition. Spellcasting while pinned has a DC of 10 + highest CMB of the pinning shambling zombies + spell level. Using a combat maneuver or Escape Artist check to escape the pin has a DC of 10 + Strength modifier of strongest pinning shambling zombie + 3 per shambling zombie that can reach the pinned character.

**Rend (Ex):** A shambling zombie gains a rend attack (slam, 1d8+9) against a character pinned by its immobilize ability.

**Scent (Ex):** Shambling zombies can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Shambling zombies with the scent ability can identify familiar odors just as humans do familiar sights.

A shambling zombie can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted before. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal ranges.

When a shambling zombie detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The shambling zombie can take a move action to note the direction of the scent. When the shambling zombie is within five feet of the source, it pinpoints the source's location.

A shambling zombie with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow tracks. The typical DC for a fresh trail is 10 (regardless of the surface holding the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of prey, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Survival skill. Shambling zombies tracking by scent ignore the effects of surface conditions and poor visibility.

**Skill Bonuses:** Shambling zombies have a +5 racial bonus to Perception checks and a +10 racial bonus on Survival checks.

**Shambling Rot (Ex):** slam; *save* Fort DC 8 + 3 per shambling zombie within 5 feet; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d4 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Any corporeal fey, humanoid, or monstrous humanoid that dies while infected rises as a shambling zombie in 2d6 hours.

**Staggered (Ex):** Shambling zombies have poor reflexes and can only perform a single move action or standard action each round. A shambling zombie can move up to its speed and attack in the same round as a charge action.

### SHAMBLING ZOMBIE SELKIE

CR 5

XP 1,600

NE Medium undead (aquatic, shapechanger)

**Init** +2; **Senses** darkvision 60 ft., scent; **Perception** +0

### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

**hp** 39 (7d8+7)

**Fort** +2, **Ref** +2, **Will** +5

**DR** 5/slashing; **Resist** cold 10; **Immune** undead traits

### OFFENSE

**Speed** 20 ft., swim 50 ft.

**Melee** bite +7 (1d8+7/19–20), 2 claws +7 (1d6+2), slam +7 (1d6+5 plus shambling rot)

**Special Attacks** immobilize, puncturing teeth, rend, shake

### STATISTICS

**Str** 20, **Dex** 15, **Con** —, **Int** —, **Wis** 10, **Cha** 19

**Base Atk** +2; **CMB** +7; **CMD** 17

**Feats** Toughness

**Special Qualities** scent, skill bonuses, staggered

### SPECIAL ABILITIES

**Immobilize (Su):** Shambling zombies can immobilize opponents within reach. Each shambling zombie within reaching distance of a character causes him to lose five

feet of speed. A character whose speed drops to zero gains the pinned condition. Spellcasting while pinned has a DC of 10 + highest CMB of the pinning shambling zombies + spell level. Using a combat maneuver or Escape Artist check to escape the pin has a DC of 10 + Strength modifier of strongest pinning shambling zombie + 3 per shambling zombie that can reach the pinned character.

**Puncturing Teeth (Ex):** A shambling zombie selkie's teeth allow it to concentrate great force in a small area. It adds 1-1/2 times its Strength modifier to its bite attack and threatens a critical hit on a roll of 19–20.

**Rend (Ex):** A shambling zombie gains a rend attack (slam, 1d6+7) against a character pinned by its immobilize ability.

**Scent (Ex):** Shambling zombies can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Shambling zombies with the scent ability can identify familiar odors just as humans do familiar sights.

A shambling zombie can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted before. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal ranges.

When a shambling zombie detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The shambling zombie can take a move action to note the direction of the scent. When the shambling zombie is within five feet of the source, it pinpoints the source's location.

A shambling zombie with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow tracks. The typical DC for a fresh trail is 10 (regardless of the surface holding the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of prey, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Survival skill. Shambling zombies tracking by scent ignore the effects of surface conditions and poor visibility.

**Shake (Ex):** On a successful critical hit with its bite attack, a shambling zombie selkie shakes its victim back and forth with a jarring motion that can disorient the target. Creatures shaken by a shambling zombie selkie must succeed at a DC 18 Fortitude save or be dazed for 1 round. Even on a successful save, the target takes a –2 penalty on all attack rolls and skill checks for 2 rounds. A shambling zombie selkie can use this ability on any Large or smaller creature. The save DC is Charisma-based.

**Skill Bonuses:** Shambling zombies have a +5 racial bonus to Perception checks and a +10 racial bonus on Survival checks.

**Shambling Rot (Ex):** slam; *save* Fort DC 14 + 3 per shambling zombie within 5 feet; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d4 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Any corporeal fey, humanoid, or monstrous humanoid that dies while infected rises as a shambling zombie in 2d6 hours.

**Staggered (Ex):** Shambling zombies have poor reflexes and can only perform a single move action or standard action each round. A shambling zombie can move up to its speed and attack in the same round as a charge action.

### SHAMBLING ZOMBIE HILL GIANT

CR 7

XP 3,200

NE Large undead

**Init** -2; **Senses** low-light vision, scent; **Perception** +0

#### DEFENSE

**AC** 19, touch 7, flat-footed 19 (-2 Dex, +12 natural, -1 size)  
**hp** 66 (12d8+12)

**Fort** +4, **Ref** +2, **Will** +8

**Defensive Abilities** rock catching; **DR** 5/slashing; **Immune** undead traits

#### OFFENSE

**Speed** 40 ft.

**Melee** slam +17 (1d8+12 plus shambling rot)

**Ranged** rock +7 (1d8+10)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** immobilize, rend, rock throwing (120 ft.)

#### STATISTICS

**Str** 27, **Dex** 6, **Con** —, **Int** —, **Wis** 10, **Cha** 7

**Base Atk** +9; **CMB** +18; **CMD** 26

**Feats** Toughness

**Special Qualities** scent, skill bonuses, staggered

**Immobilize (Su):** Shambling zombies can immobilize opponents within reach. Each shambling zombie within reaching distance of a character causes him to lose five feet of speed. A character whose speed drops to zero gains the pinned condition. Spellcasting while pinned has a DC of 10 + highest CMB of the pinning shambling zombies + spell level. Using a combat maneuver or Escape Artist check to escape the pin has a DC of 10 + Strength modifier of strongest pinning shambling zombie + 3 per shambling zombie that can reach the pinned character.

**Rend (Ex):** A shambling zombie gains a rend attack (slam, 1d8+12) against a character pinned by its immobilize ability.

**Scent (Ex):** Shambling zombies can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Shambling zombies with the scent ability can identify familiar odors just as humans do familiar sights.

A shambling zombie can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected

at twice the ranges noted before. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal ranges.

When a shambling zombie detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The shambling zombie can take a move action to note the direction of the scent. When the shambling zombie is within five feet of the source, it pinpoints the source's location.

A shambling zombie with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow tracks. The typical DC for a fresh trail is 10 (regardless of the surface holding the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of prey, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Survival skill. Shambling zombies tracking by scent ignore the effects of surface conditions and poor visibility.

**Skill Bonuses:** Shambling zombies have a +5 racial bonus to Perception checks and a +10 racial bonus on Survival checks.

**Shambling Rot (Ex):** slam; *save* Fort DC 8 + 3 per shambling zombie within 5 feet; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d4 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Any corporeal fey, humanoid, or monstrous humanoid that dies while infected rises as a shambling zombie in 2d6 hours.

**Staggered (Ex):** Shambling zombies have poor reflexes and can only perform a single move action or standard action each round. A shambling zombie can move up to its speed and attack in the same round as a charge action.

### SHAMBLING ZOMBIE FIRE GIANT

CR 9

XP 6,400

NE Large undead (fire)

**Init** -2; **Senses** low-light vision, scent; **Perception** +0

#### DEFENSE

**AC** 18, touch 7, flat-footed 18 (-2 Dex, +11 natural, -1 size)  
**hp** 94 (17d8+17)

**Fort** +5, **Ref** +3, **Will** +10

**Defensive Abilities** rock catching; **DR** 5/slashing; **Immune** fire, undead traits

**Weaknesses** vulnerability to cold

#### OFFENSE

**Speed** 40 ft

**Melee** 2 slams +23 (1d8+11 plus shambling rot)

**Ranged** rock +10 (1d8+16)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** immobilize, rend, rock throwing (120 ft.)

#### STATISTICS

**Str** 33, **Dex** 7, **Con** —, **Int** —, **Wis** 10, **Cha** 10

**Base Atk** +12; **CMB** +24; **CMD** 30



**Feats** Toughness

**Special Qualities** scent, skill bonuses, staggered

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### SPECIAL ABILITIES

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**Immobilize (Su):** Shambling zombies can immobilize opponents within reach. Each shambling zombie within reaching distance of a character causes him to lose five feet of speed. A character whose speed drops to zero gains the pinned condition. Spellcasting while pinned has a DC of 10 + highest CMB of the pinning shambling zombies + spell level. Using a combat maneuver or Escape Artist check to escape the pin has a DC of 10 + Strength modifier of strongest pinning shambling zombie + 3 per shambling zombie that can reach the pinned character.

**Rend (Ex):** A shambling zombie gains a rend attack (slam, 1d8+16) against a character pinned by its immobilize ability.

**Scent (Ex):** Shambling zombies can detect approaching enemies, sniff out hidden foes, and track by sense of smell. Shambling zombies with the scent ability can identify familiar odors just as humans do familiar sights.

A shambling zombie can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted before. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at triple the normal ranges.

When a shambling zombie detects a scent, the exact location of the source is not revealed—only its presence somewhere within range. The shambling zombie can take a move action to note the direction of the scent. When the shambling zombie is within five feet of the source, it pinpoints the source's location

A shambling zombie with the scent ability can follow tracks by smell, making a Wisdom (or Survival) check to find or follow tracks. The typical DC for a fresh trail is 10 (regardless of the surface holding the scent). This DC increases or decreases depending on how strong the quarry's odor is, the number of prey, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. This ability otherwise follows the rules for the Survival skill. Shambling zombies tracking by scent ignore the effects of surface conditions and poor visibility.

**Skill Bonuses:** Shambling zombies have a +5 racial bonus to Perception checks and a +10 racial bonus on Survival checks.

**Shambling Rot (Ex):** slam; *save* Fort DC 10 + 3 per shambling zombie within 5 feet; *onset* 1d4 hours; *frequency* 1/day; *effect* 1d4 Con, this damage cannot be healed while the creature is infected; *cure* 2 consecutive saves. Any corporeal fey, humanoid, or monstrous humanoid that dies while infected rises as a shambling zombie in 2d6 hours.

**Staggered (Ex):** Shambling zombies have poor reflexes and can only perform a single move action or standard action each round. A shambling zombie can move up to its speed and attack in the same round as a charge action.



# CHAPTER



MASTERS OF ABADDON

# ASI MAGNOR

Sheathed in fragrant wrappings and armored by magic and sheer age, the undead emperor Asi Magnor conquered the world both before his death and after. He radiates malevolence and power, desiring to clutch the world in his claw-like hands or to crush it beneath his sandaled feet.

## BACKGROUND

Asi Magnor was born into a long and unbroken line of kings in the desert kingdom of Shaan. Shortly before the Cataclysm, the Shaan were known as a peaceful and cosmopolitan people with ornate and elaborate death rituals. In the time of Asi Magnor, though—some three thousand years before the Cataclysm—they were a war-like people with great command of magic.

When Asi Magnor ascended to the throne of the Shaan Empire, he levied an enormous army from their mountain cities and set out to conquer new lands for the Empire. Magnor proved an immensely powerful warrior-priest and a talented, if brutish, commander. Land after land fell to the Shaan until they held nearly the entire known world under their dominion.

While the emperor bled his client states dry, his empire took slaves in enormous numbers. Magnor's harem swelled with thousands of concubines and wives, who gave him innumerable heirs. His children interbred with the many peoples of the world and returned, once grown, to their "native" lands to act as rulers in Asi Magnor's stead.

After a time, Asi Magnor sought to conquer the only thing left opposing him: death itself. The Shaan held long traditions of elaborate death rituals and often raised undead to guard their fabulous necropolis. To return as some husk did not appeal to Magnor—he wanted to live forever—so he bent his will toward rejecting undeath for some other path.

At this he failed, time and again. Approaching death, Magnor in his bitterness took his legions with him into his grand necropolis. None returned; all were interred with him as he died—legions of the dead to protect the greatest and richest tomb ever conceived.

When the Cataclysm struck and the great meteor fell from the sky, Asi Magnor—who had once rejected the idea of his own undeath—rose from the grave. With him came also the warrior kings interred elsewhere, along with their servants, their soldiers, their wives and concubines, their horses, and everything once living contained in their tombs. The sacred geometry of the necropoli amplified the energy of the meteor, driving the legions of the dead to pour from their tombs under the command of Asi Magnor. To swell the ranks of their armies, the dead wiped out any Shaan still living—an

easy task, as they had grown weak and scholarly in the intervening millennia.

Asi Magnor, once dismissive of undeath, now embraced it and reveled in the enormous power he felt surging through his dry and creaking flesh. He raised his sword and pointed it out at the world, unleashing his legions on a land already battered and half destroyed. Overrunning nation after nation and slaughtering anyone and everyone he saw, the mummy sought to claim the world in a new empire as he had held it in life.

At first, any resistance was weak and futile. After some time, though, the vampire lich Calix Sabinus organized an alliance to stand against Magnor's legions. Though frustrated over and over again in his battles, Asi Magnor continued to grind down his enemies. Then everything changed. Coming into his full power, Calix Sabinus led a counterattack, fuelled by arcane magic and an embrace of undeath. Neither of these forces could Asi Magnor fully comprehend, rooted in the divine as he was and still not accepting in his heart of hearts that he was undead.

Calix Sabinus defeated Asi Magnor in his own necropolis city, striking him down and cutting him into pieces, which were then burned into ashes and scattered to the winds.

Since the mummy emperor's death, a succession of ancient warrior kings, wives, and concubines have squabbled over the wreckage of his mountain kingdom. Even so, rumors abound that Asi Magnor was not completely destroyed, that his ash is reforming, that rituals can revitalize him, that his withered organs in their jars still beat and pulse, and that the great priest-king may yet return to reclaim his empire with a fresh army and a new appreciation of death and the power it holds.

Meanwhile, cults of the dead seek the truth in these rumors, either to exercise power over his spirit and remains or to prevent his rise, should the talk turn out to be true.

In the ruins of Shaan Saa Halaan, the once-and-again first concubine of Asi Magnor appears to be gaining the upper hand in claiming his legacy. And so, though the Empire is broken, the lands and mountains of the Shaan may rise to be a threat once again...

### ASI MAGNOR

CR 30

**Male human mummy cleric 10 / fighter 15**

LE Medium undead

**Init** +0; **Senses** darkvision 60 ft., eyes of darkness;

Perception +20

**Aura** despair (30 ft., paralyzed for 1d4 rounds, DC 36 Will save negates)

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### DEFENSE

**AC** 25, touch 10, flat-footed 25 (+5 armor, +10 natural)

**hp** 564 (18d8+15d10+378)

**Fort** +28, **Ref** +10, **Will** +23



**DR 5/—; Immune** undead traits  
**Weaknesses** vulnerable to fire

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### OFFENSE

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**Speed** 25 ft.

**Melee** *severance* +38/+41 (2d4+10/13) or *slam* +38 (1d8+9 plus mummy rot)

**Special Attacks** *touch of darkness*, *touch of evil*, *scythe of evil*, *despair* (DC 36), *mummy rot* (DC 36)

**Cleric Spells Known (CL 10, +28 ranged touch)**

**Domains** Darkness, Evil

5th—*flame strike*, *insect plague*, *mass inflict light wounds*, *summon monster V<sup>D</sup>*.

4th—*divine power*, *giant vermin*, *shadow conjuration<sup>D</sup>*, *unholy blight*

3rd—*animate dead*, *bestow curse*, *deeper darkness<sup>D</sup>*, *prayer*

2nd—*align weapon<sup>D</sup>*, *bull's strength*, *death knell*, *deseccate*, *eagle's splendor*

1st—*bane*, *bless*, *command*, *divine favor*, *doom*, *obscuring mist<sup>D</sup>*

0—*detect magic*, *guidance*, *read magic*, *resistance*

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### STATISTICS

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**Str** 29, **Dex** 11, **Con** —, **Int** 10, **Wis** 20, **Cha** 30

**Base Atk** +28/+23/+18/+13; **CMB** +37; **CMD** 38

**Feats** Alignment Channel (evil), Alignment Channel (law), Bleeding Critical, Blind-Fight, Blinding Critical, Channel Smite, Cleave, Command Undead, Critical Focus, Critical Mastery, Deafening Critical, Exhausting Critical, Fleet, Great Cleave, Greater Vital Strike, Improved Vital Strike, Leadership, Power Attack, Quick Draw, Sickening Critical, Skill Focus (Perception), Staggering Critical, Stunning Critical, Tiring Critical, Toughness, Vital Strike, Weapon Focus (slam)

**Skills** Appraise +4, Climb +19, Diplomacy +14, Handle Animal +25, Heal +9, Intimidate +25, Knowledge (history) +4, Knowledge (nobility) +4, Knowledge (planes) +4, Knowledge (religion) +10, Perception +20, Ride +15, Sense Motive +9, Spellcraft +4, Stealth +11, Survival +15, Swim +19

**Languages** Common, Celestial, Abyssal

**SQ** channel energy (DC 25), eyes of darkness

**Combat Gear** *severance*, *scale mail*, *crook of rule*, *flail of plenty*

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### CLASS FEATURES:

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**Channel Energy (Su):** Asi Magnor can channel up to 5d6 of negative energy to harm living creatures or to heal undead, as well as for other purposes.

**Bravery +4 (Ex):** Asi Magnor receives a +4 bonus to Will saves against fear effects.

**Armor Training 4 (Ex):** This ability reduces the armor check penalty of armor by 4 and increases the maximum Dexterity bonus of armor by the same amount.

**Weapon Training 3 (Ex):** Asi Magnor receives a +3 bonus to hit with heavy blades, a +2 bonus with light blades, and a +1 bonus with axes.

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### SPECIAL FEATURES

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**Undead Traits:** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution) as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Undead do not breathe, eat, or sleep.

**Eyes of Darkness (Su):** Asi Magnor's vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. He can use this ability 5 rounds per day. These rounds do not need to be consecutive.

**Touch of Darkness (Sp):** As a melee touch attack, Asi Magnor can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for 5 rounds. Asi Magnor may use this ability eight times per day.

**Touch of Evil (Sp):** Asi Magnor can cause a creature to become sickened as a melee touch attack. Creatures sickened by this touch count as good for the purposes of spells with the evil descriptor. This ability lasts for 5 rounds. Asi Magnor can use this ability eight times per day.

**Scythe of Evil (Su):** Asi Magnor can give a weapon touched the *unholy* special weapon quality for 5 rounds. He can use this ability once per day.

**Despair (Su):** All creatures within a 30-ft. radius that see Asi Magnor must make a DC 36 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by this ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

**Mummy Rot (Su):** Curse and disease—slam; *save* Fort DC 16; *onset* 1 minute; *frequency* 1 day; *effect* 1d6 Con damage and 1d6 Cha damage; *cure* special. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic.

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### WEAKNESSES

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**Fire:** Asi Magnor is vulnerable to fire.

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### EQUIPMENT

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**Severance:** A great, two-handed sword with a blade shaped like a crescent moon, similar to an enormous sickle, and made of magical bronze. Once wielded in the service

of the Shaan sun god, it has now been corrupted to the service of the Night Serpent Who Bounds the Void. The blade counts as a +1 *weapon* in normal circumstances and a +4 *weapon* against otherworldly creatures such as ghosts or those from other planes. It is said that *severance* cuts your soul as well as your body, slaying you in two worlds. Those killed by it cannot be resurrected or raised as undead.

**Flail of Plenty:** Shaped like a farmer's flail but much smaller, this wand was once wielded by the rulers of the Shaan to bless their people and their crops. As with *severance*, the wand has been perverted and now hurls bolts of *magic missile* (CL 9th, 50 charges, 1 charge per use).

**Crook of Rule:** Once a symbol of life and justice, the *crook of rule* now acts as a *staff of evil*, channeling magic to raise the dead as warriors and to swell the wielder to grotesque proportions (50 charges, 1 charge per use of *create undead*, 5 charges per use of *righteous might*).

## CALIX SABINUS

Wings spread, maw agape, sheathed in leather and gold, and spun from the blood of thousands stands Calix Sabinus, god-emperor of the undead lords, bringer of death, destroyer of angels, a power before the Cataclysm, a tyrant after.

### BACKGROUND

Calix Sabinus was born before the Cataclysm to a family of minor nobles in the city of Aos on the island of Kathar, capital of the Xeres Islands, now the Xeres Mountains. Calix was an unremarkable third son, marked only by his above-average intelligence. Calix's father funded the boy's education with a mind to pawning him off upon the priesthood after a time, though religion was by no means to Calix's interests.

Rebelling against his father's intentions, Calix fell in with a bad crowd of younger second and third sons from other noble families. He soon took to neglecting his lessons, preferring to drink, carouse, and involve himself in these noble scions' patronage of magicians, alchemists, and other workers of the arcane.

Influenced by these fumbling explorations, Calix scandalized his family by deciding to study arcane magic rather than going silently into the priesthood. In response, his family disinherited him. Beggared though he was, he displayed a propensity for magical ability strong enough for him to progress quickly as a collegiate wizard—until this too he ruined by intently studying the forbidden practices of necromancy.

Because of his illegal studies, the college cast Calix out in disgrace. Though impoverished—now financially as well as ethically—he continued to indulge himself. By taking out credit and spending it at a fantastic rate, Calix purchased corpses on which he experimented and threw himself into Aos drinking holes and whorehouses with uncommon enthusiasm.

It was during one such sojourn into Aos' underside that he met Sabine, an alluring and sophisticated woman from the distant northern islands. Calix was enchanted by her. More important to him, though, was that she funded his necromantic studies so they could continue unabated. She even supplied a great many rare tomes for him to explore, driving him to understand the magic of death all the greater.

In time, Sabine revealed the reason for her enthusiastic interest in the dark arts. She was a vampire—and she needed him to find a cure for her condition. He was torn: his studies had twisted his mind and he had become obsessed by undeath and immortality, but here was the woman he loved rejecting the very things he sought. Their argument raged and Sabine nearly killed Calix, but the scholar finally relented. Parting company with the woman, he promised to search for a cure.

When his love returned to him two years later, Calix swore that he had found how to restore her mortality, and so they renewed their relationship. However, he soon revealed the steely core of treachery and self-interest that would serve him so well in later years. Once he lured her into his laboratory, he rendered her helpless with magics. Taking her blood, Calix turned himself undead—becoming all that he had ever wished to be—before he destroyed her.

Destroying the woman he loved to gain eternal life drove out all compassion and empathy left in Calix, and so he began taking revenge on those he felt had slighted him. He cut a swathe through his noble household of birth, killing his parents and his brothers—leaving himself the only heir to the family's estates and fortune, both of which he duly inherited—before turning his ruthless attentions upon the masters of his former college. Following this rage, Calix secluded himself, content to study forbidden magic as he had before while maintaining a base of adherents he could feed on.

The Cataclysm brought an end to his life in the shadows. As the skies burned and ash fell, the people he had controlled began to die in droves. Needing a steady supply of blood, Calix soon found himself in the peculiar position of working to preserve the lives of those cattle. He used artifacts and magic to raise legions of the undead, compelling them to shore up the city and till the ground tirelessly for what meager crops could be gathered. Those who threatened his lands—whether refugees, scavengers, bandits, or rivals—soon faced armies of dead.

In time, Calix Sabinus became an unlikely hero in the rebellion against Asi Magnor's imperial ambitions by heading an army of mortals and undead alike. While a cunning and deadly fighter, Calix couldn't take on Magnor's armies in a full frontal assault. Realizing this, he turned toward defense to give himself time enough to complete his magical studies. With his forces beaten back almost to his stronghold, Calix reemerged—transformed once again by magic, this time into the first and only vampiric lich. Nearly as powerful as a god,

the lich led his desperate army to annihilate Asi Magnor's forces in a final victory.

Since that victory, Calix Sabinus has withdrawn with his brood into his castle-laboratory in the mountain city of Aos. Leaving the undead lords to squabble and fight as they wish, he now concentrates his studies and efforts on his next transformation, whatever that might be...

## CALIX SABINUS

CR 35

### Male human vampiric lich aristocrat 2 / necromancer 20 / eldritch knight 10

LE Medium undead (augmented humanoid)

**Init** +7; **Senses** darkvision 60 ft., blindsight 70 ft. (life sight); Perception +16

**Aura** fear (60-ft. radius, DC 30)

#### DEFENSE

**AC** 26, touch 17, flat-footed 22 (+6 armor, +3 Dex, +1 dodge, +6 natural)

**hp** 294 (10d10+20d6+2d8+160); fast healing 5

**Fort** +13, **Ref** +10, **Will** +19

**Defensive Abilities** channel resistance +4; **DR** 15/magic, bludgeoning, and silver; **Immune** cold and electricity;

**Weaknesses** vampire weaknesses

#### OFFENSE

**Speed** 30 ft.

**Melee** *the burning blade* +25/+15/+10 (2d4+1d6+5 plus 3d10 on critical strikes) or slam (1d8+16 plus energy drain)

**Special Attacks** *grave touch*, spell critical, blood drain, paralyzing touch (DC 30), children of the night, create spawn, dominate (DC 30), energy drain (DC 30, 2 levels)

**Wizard Spells Known (Calix Sabinus can access all spells available in the campaign, CL 30, +24 ranged touch)**

9th—*meteor swarm* ×4

8th—*create greater undead* ×4

7th—*control undead* ×3, *finger of death* ×2

6th—*create undead* ×4, *undeath to death*

5th—*cone of cold* ×3, *wall of force* ×2

4th—*animate dead* ×5

3rd—*gentle repose*, *halt undead*, *ray of exhaustion*, *fireball* ×2, *wind wall*

2nd—*blindness/deafness*, *false life*, *ghoul touch*, *spectral hand*, *darkness*, *gust of wind*

1st—*chill touch*, *ray of enfeeblement*, *burning hands*, *charm person*, *magic missile* ×2

0—*bleed*, *disrupt undead*, *ray of frost*, *touch of fatigue*

**Opposition Schools** illusion, transmutation

#### STATISTICS

**Str** 18, **Dex** 16, **Con** —, **Int** 25, **Wis** 21, **Cha** 18

**Base Atk** +21; **CMB** +25; **CMD** 38

**Feats** Alertness, Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Brew Potion, Combat Casting, Combat Reflexes, Command Undead, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Critical Focus, Deceitful, Disruptive, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell,

Forge Ring, Great Fortitude, Heighten Spell, Improved Counterspell, Improved Initiative, Intimidating Prowess, Iron Will, Leadership, Lightning Reflexes, Maximize Spell, Persuasive, Scribe Scroll, Toughness

**Skills** Appraise +21, Bluff +22, Climb +20, Craft (alchemy) +23, Craft (armor) +23, Craft (jewelry) +23, Craft (weapons) +23, Diplomacy +5, Disguise +8, Fly +17/22, Intimidate +9, Knowledge (arcana) +31, Knowledge (history) +21, Knowledge (nobility) +23, Knowledge (planes) +21, Knowledge (religion) +21, Linguistics +31, Perception +16, Ride +16, Sense Motive +24, Spellcraft +31, Stealth +11/16, Swim +16

**Languages** Common, Celestial, Infernal, Elven, Dwarven, Draconic

**SQ** arcane bond (gold chain), arcane school (Necromancy, opposition schools Transmutation and Illusion), life sight, diverse training, change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

**Combat Gear** *shadow harness of smoke and flame*, *figurine of wondrous power (carrion fly)*, *fallen angel wings*, *the burning blade*, *the undying eye*, *staff of charming*, +4 dagger

#### CLASS FEATURES:

**Arcane Bond (Ex or Sp):** Calix is bonded to the golden chain of authority that once marked his father and, briefly, his older brother as head of House Sabinus.

**Arcane School:** Calix Sabinus is a member of the Necromancy school of magic. As such, he gains power over undead (Su), giving him Command Undead as a bonus feat, usable 7 times a day. His opposition schools are Transmutation and Illusion.

**Grave Touch (Sp):** As a standard action, Calix can make a melee touch attack that causes a living creature to become shaken for 15 rounds. If he touches a shaken creature with fewer than 30 Hit Dice with this ability, it becomes frightened for 1 round. He can use this ability 10 times per day.

**Life Sight (Su):** Calix has blindsight to a range of 70 feet, usable for 30 rounds per day. This ability only allows him to detect living and undead creatures. It also tells him whether a creature is living or undead. Constructs and other creatures that are neither living nor undead (such as harrowed) cannot be seen with this ability.

**Spell Critical (Su):** Whenever Calix successfully confirms a critical hit, he can then cast a spell as a swift action. The spell must include the target of the critical hit as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity.

**Proficiency:** Calix is proficient with simple and martial weapons, as well as all armor and shields.

#### SPECIAL FEATURES

**Undead Traits:** Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save



(unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution) as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage. Undead do not breathe, eat, or sleep.

**Gaseous Form (Su):** As a standard action, Calix can assume *gaseous form* at will (CL 5th), remaining gaseous indefinitely with a fly speed of 20 feet with perfect maneuverability. If reduced to 0 hit points in combat, Calix assumes *gaseous form* and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (He can normally travel up to 9 miles in 2 hours.) Damage dealt to Calix while he is in *gaseous form* has no effect. Once at rest, Calix is helpless. After regaining 1 hit point after 1 hour, he is no longer helpless and heals at 5 hit points per round.

**Rejuvenation (Su):** When Calix is destroyed, his phylactery (which is hidden in a safe place far from where he chooses to dwell) immediately begins to rebuild his body nearby. This process takes 1d10 days; if the body is destroyed before that time passes, the phylactery starts the process anew. After this time passes, he awakens fully healed. He does not automatically regain any gear left behind on his old body. Calix keeps his coffin and his phylactery separate in two heavily fortified dungeons on the furthest northern and southern mountaintops of the Xeres Mountains.

**Slam Attack:** Calix has a slam attack that does 1d8+16 damage and causes energy drain. His natural weapons are treated as magic weapons for overcoming damage reduction. This attack is infused with negative energy and can be used to heal undead or, as a full-round action, Calix can use the ability to heal himself.

**Blood Drain (Su):** Calix can suck blood from a grappled opponent. When he establishes or maintains a pin, he drains the victim's blood, dealing 1d4 points of Constitution damage. Calix heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points) each round he drains blood.

**Fear Aura (Su):** Creatures with less than 5 HD in a 60-ft. radius that look at Calix must succeed on a DC 30 Will save or become frightened. Creatures with 5 HD or more must succeed at the same Will save or be shaken for 32 rounds. A creature that successfully saves cannot be affected again for 24 hours. This is a mind-affecting fear effect.

**Paralyzing Touch (Su):** Any living creature Calix hits with his touch attack must succeed on a DC 30 Fortitude save or be permanently paralyzed. Remove paralysis or any spell that can remove a curse (see *bestow curse*) can free the victim. The effect cannot be dispelled. Anyone paralyzed seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

**Children of the Night (Su):** Once per day as a standard action, Calix can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves. These creatures arrive in 2d6 rounds and serve him for up to 1 hour.

**Create Spawn (Su):** Calix can create spawn out of those he slays with blood drain or energy drain, provided that the slain creature is humanoid. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of Calix and remains enslaved until his destruction. Calix can control no more than 64 enslaved spawn at once; any he creates beyond this limit become free-willed undead. Calix may free an enslaved spawn in order to enslave a new spawn, but a vampire or vampire spawn cannot be enslaved again after being freed.

**Dominate (Su):** Calix can crush the will of humanoid opponents and animals within 30 feet as a standard action. His target must succeed on a Will save (DC 30) or fall instantly under his influence, as though by a *dominate person* spell (CL 12th).

**Energy Drain (Su):** A creature hit by Calix's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks he makes.

**Change Shape (Su):** Calix can use this ability to assume the form of a dire bat or wolf, as *beast shape II*.

**Shadowless (Ex):** Calix casts no shadows and shows no reflection in a mirror.

**Spider Climb (Ex):** Calix can climb sheer surfaces as though under the effects of a *spider climb* spell.

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#### WEAKNESSES

**Garlic:** Calix cannot tolerate the strong odor of garlic and will not enter an area laced with it.

**Holy Symbols:** Calix recoils from mirrors or strongly presented holy symbols. These things don't harm him—they merely keep him at bay. When recoiling, he must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against the creature holding it. Holding Calix at bay takes a standard action. After 1 round, he can make a DC 25 Will save to overcome his revulsion toward the object and function normally.

**Cannot Enter Homes:** Calix cannot enter a private home or dwelling unless invited in by someone with the authority to do so. This limitation does not apply within his direct dominion, where everything belongs to him as its rightful and absolute lord and there is no private property.

**Vulnerabilities:** Reducing Calix's hit points to 0 or lower incapacitates him but doesn't always destroy him. However, certain attacks can slay him. Exposing him to direct sunlight staggers him on the first round of exposure and destroys him on the second consecutive round of exposure. Each round of immersion in running water inflicts damage to him equal to 1/3 of his maximum hit points; if reduced to 0



hit points in this manner, he is destroyed. In both of these cases, he is driven back to his phylactery, which begins to reform him. Driving a wooden stake through his helpless heart (a full-round action) instantly slays him and prevents him from escaping to his phylactery. If the stake is removed, he returns to life unless his head was previously severed and anointed with holy water, a process which destroys him, returning him to his phylactery to be renewed.

#### EQUIPMENT

**Shadow Harness of Smoke and Flame:** The strapping and toughened leather of this harness forms a magical shield around Calix Sabinus that grants a +2 deflection bonus to AC and fire resistance 10. It also wreathes him in smoke and shadow, providing a +5 bonus to Stealth.

**Figurine of Wondrous Power, Carrion Fly:** When animated, the *carrion fly* grows to the size of a warhorse, taking on the characteristics of a pegasus but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the *carrion fly* reverts to a tiny statuette.

**Fallen Angel Wings:** This pair of great bat wings was permanently implanted into Calix Sabinus' back using dark sorcery. Some even claim they are Zebadiah's wings, morphed and preserved using necromancy. They can be concealed as a cloak of black feathers or activated to spread as great bat wings. When activated, Calix can fly with a speed of 60 feet (average maneuverability) with a +5 competence bonus on Fly checks.

**The Burning Blade:** Crafted from a single piece of obsidian and infused with necromantic energy, the *burning blade* is a +1 *flaming burst scythe*. Anyone slain by the *burning blade* rises as a skeleton under the control of the wielder, blasted black by the unnatural fire.

**The Undying Eye:** In his fortress laboratory, Calix maintains a perfect sphere of necromantic obsidian, six feet in diameter. In its depths he can scry at great distances with almost undefeatable power. The *undying eye* is considered to be a *crystal ball* with *see invisibility*, *telepathy*, *true seeing* and *detect thoughts*.

**Other Items:** Calix carries a *staff of charming* on the rare occasions he holds court, an implicit threat and a way to keep his more recalcitrant minions in line. He keeps a +4 *dagger* as a reserve weapon in case his *burning blade* is taken.

## REIKENJO, THE FIRST

This monstrosity of flesh has myriad dripping tentacles that seem to writhe of their own accord. At the heart of this mess of viscera is the vague form of a man, his eyes gleaming with hatred and dark cunning.

## BACKGROUND

When the Shaper Virus began to spread among the people of Abaddon, some scholars and churgeons began to speculate on its beginning. There had to be an origin for the infection—a first victim, there had to be a patient zero.

Reikenjo was supposedly the first human exposed to the Intruder, the meteor that introduced the Shaper Virus contagion. As the tale goes, he had been fishing at the time the meteor hit, and was blown to shore by the impact. He landed in a tangled heap, his body shattered by the catastrophe. Somehow, he managed to drag himself back to his village. Though the village healers set his broken bones, Reikenjo continued to complain of pains in his arms and neck. He also suffered from a fever that could not be broken, and frequently fell into delirious sleeps where he would babble in a strange tongue. Physicians confined him to bed, telling him all he needed was rest. The infection spread slowly, with Reikenjo exhibiting only the most superficial of signs. Over time his hair fell out, and numerous disturbing growths began to appear on his body. Specialists were called in, but even the best magical healers made no progress in curing the man. Instead, more villagers began to exhibit similar symptoms.

Eventually, Reikenjo was in desperate need of aid. The greatest churgeons flocked to the site, eager to prove themselves, and clerics were on hand to lend magical aid. Eager villagers crowded the makeshift hospital, desperate to see an end to the contagion that was rapidly promising to be their death. As the first scalpel touched the victim's flesh, a writhing tentacle burst out to grab the nearest physician by the neck, burning his flesh with dripping acid and slamming the man deep into a nearby wall. Within a few short minutes, everyone in the room had been torn to shreds. The patient seemed to be everywhere at once, tearing men apart with both his tentacles and blasts of sorcery.

The hospital was quickly turned into a charnel house, blood and gore coating every surface. The villagers huddled outside were too scared to intervene, refusing to enter until a cloaked figure was seen fleeing into the night. Eventually, most of the villagers were overcome by curiosity and entered the site of the ill-omened surgery. Most of them grew sick shortly thereafter, leaving nothing behind. The name of the original village has long since been forgotten, lost in the caverns of time. Such are the origins of the Shaper Virus, at least according to popular legend.

The monstrous Reikenjo displays a unique trait among the sufferers of the Shaper Virus. He alone seems to have kept some semblance of intelligence, though most people no longer believe that his mind is his own. His sorcerous powers seem evidence enough that something from the meteor crash must have inhabited the body of the poor fisherman. He is known to be able to take on his original form—a man of simple means who shows only the faintest symptoms of

some kind of infection. In this guise he enters unsuspecting settlements, limping and seeming somewhat ill. When the locals try their best to heal the poor soul, he unleashes his true nature. Wringing the necks of any within tentacle reach, he leaves the town a ruin of contagion. So it is that Reikenjo has become something of a bogeyman in a world full of nightmares—a rare feat, indeed.

The most disturbing part of Reikenjo's tale is that the settlements he picks do not seem entirely random, though they do not conform to the planning of any mortal creature. Some villages he passes over entirely; others he skips, allowing a brief respite before he doubles back to infect them. As more and more towns succumb to the Shaper Virus, some scholars are beginning to note a disturbing pattern. When plotted, the eldritch nature of the sign formed by the fallen settlements is enough to drive even the undead nobles and fierce infernals of Abaddon to take notice and quiver with fear.

## REIKENJO

CR 30

9,830,400 XP

CE Medium aberration

Init +7; Senses darkvision 120 ft.; Perception +5

### DEFENSE

AC 41, touch 14, flat-footed 37 (+4 armor, +3 Dex, +23 natural, +1 dodge)

hp 517 (45d8+315); regeneration 20 (fire)

Fort +21, Ref +18, Will +29

**Defensive Abilities** amorphous anatomy, infectious blood; **DR** 15/cold iron and epic; **Immune** cold, electricity, fear; **SR** 41

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** 8 tentacles +47 (2d6+13/19–20 plus 2d6 acid plus mutated shaper virus and grab)

**Space** 5 ft., **Reach** 5 ft. (15 ft. with tentacles)

**Special Attacks** acid, mutated shaper virus

**Spells Known (CL 20th, concentration +27 (+31 defensive))**

9th (6/day)—*astral projection*, *dominate monster* (DC 26), *power word kill*

8th (6/day)—*maze*, *polymorph any object* (DC 25), *symbol of insanity* (DC 25)

7th (7/day)—*ethereal jaunt*, *epidemic* (DC 24), *greater polymorph*

6th (7/day)—*disintegrate* (DC 23), *greater contagion* (DC 23), *repulsion* (DC 23)

5th (7/day)—*cloudkill* (DC 22), *dominate person* (DC 22), *magic jar* (DC 22), *nightmare* (DC 22)

4th (7/day)—*animate dead*, *black tentacles*, *crushing despair* (DC 21), *dimension door*

3rd (8/day)—*fireball* (DC 20), *fly*, *hold person* (DC 20), *slow* (DC 20)

2nd (8/day)—*blur*, *bull's strength\**, *darkness*, *scorching ray*, *spider climb*

1st (8/day)—*charm person* (DC 18), *comprehend languages*, *mage armor\**, *magic missile*, *magic weapon*

0 (at will)—*acid splash*, *bleed* (DC 17), *daze* (DC 17), *detect magic*, *jolt*, *mage hand*, *prestidigitation* (DC 17), *ray of frost*, *read magic*

\*included in statistics

### STATISTICS

**Str** 35, **Dex** 16, **Con** 23, **Int** 14, **Wis** 17, **Cha** 24

**Base Atk** +33; **CMB** +45 (+49 when grappling); **CMD** 59

**Feats** Alertness, Combat Casting, Combat Reflexes, Dodge, Empower Spell, Extend Spell, Heighten Spell, Improved Critical (slam), Improved Initiative, Improved Natural Armor, Improved Natural Armor, Improved Natural Armor, Intensified Spell, Iron Will, Maximize Spell, Mobility, Power Attack, Quicken Spell, Sickening Spell, Silent Spell, Still Spell, Toughness, Weapon Focus (slam)

**Skills** Climb +68, Escape Artist +51, Intimidate +55, Knowledge (arcana) +47, Knowledge (nature) +47, Survival +51

**Languages** Common, Abyssal, Infernal

**SQ** change shape (human, *polymorph self*), multiple personalities

### SPECIAL ABILITIES

**Acid (Su):** Reikenjo's tentacle attacks deal an extra 2d6 damage and an additional 1d4 damage 1 round after the initial attack.

**Amorphous Anatomy (Ex):** Reikenjo's bizarre anatomy defies logic, making it very difficult for others to deal lasting damage. He has a 50% chance to avoid critical hits, is immune to polymorph effects, and recovers from effects that cause blindness or deafness after 1 round.

**Change Shape (Su):** Reikenjo can alter his appearance to look like a regular human. When in this form, he gains a +20 bonus to Disguise checks.

**Mutated Shaper Virus (Su):** Disease—injury; *save* Fort DC 18; *onset* 2d4 hours; *frequency* special; *effect* special; *cure* special.

Reikenjo's attacks rapidly spread the Shaper Virus. Anyone that takes damage is subjected to the virus. Note that the initial save DC is higher than usual for the disease.

The Shaper Virus is immune to *diagnose disease* and *remove disease*; only *limited wish* or *wish* can remove it. Victims cured of the virus cannot take Infected feats; however, cured characters do not lose Infected feats they have already taken.

See Progression of the Shaper Virus for more details on its effects.

**Infectious Blood (Ex):** Creatures that confirm a critical hit against Reikenjo in melee are sprayed with his infectious blood, subjecting them to the Shaper Virus.

**Multiple Personalities:** The chattering voices that control Reikenjo grant him a number of unique powers. He casts



spells as a 20th level sorcerer, though he has no bloodlines. Unlike a normal spontaneous caster, metamagic feats do not increase the casting time of his spells. Reikenjo can also cast a single spell with an action of one standard action or less as part of a full-attack action while still being able to perform his tentacle attacks. This ability can be combined with metamagic feats as normal, allowing him one regular spell and one quickened spell in addition to his full-attack routine. For example, Reikenjo could make his 8 tentacle attacks, cast one spell that would normally be a standard action (such as an empowered *fireball*), as well as one spell as a swift action (such as a quickened *fireball*).

## THE ANGEL ZEBADIAH

Half beautiful, half monstrous, the angel Zebadiah bears the scars of his losses and defeats down one side of his body, which is stripped back to burnt and blackened musculature, like a diagram in some wizard's book on the anatomy of the dead. Zebadiah's eyes gleam with the feral anger of a caged animal, as though he paces back and forth in his mind, confined to a hellish reality even as he is accustomed to soaring between the planes. While Zebadiah is a hero, the closest many will ever get to the gods again, he scares you...

### BACKGROUND

Zebadiah arrived on Abaddon seventy-five years ago from his own plane, where he labored in the service of a god of justice and law. He has since been trapped, as have many other planar creatures.

Finding a dark and devastated world, Zebadiah immediately set out to create havens of peace and tranquility, to restore the land and the people to dignity. He failed again and again, though, outnumbered by the forces of darkness, death, and evil and stymied by a broken-spirited populace beyond hope of saving.

The terrible necessities of life on Abaddon ground down Zebadiah, now cut off from his god and much of his power. Seeking any way to better the fortunes of Abaddon, the angel began to intermix his angelic bloodline—as well as the blood of other angels—with those of surviving humans and demihumans to stiffen their resolve and to give them more of a chance against their oppressors. The exalted, questionably the product of these labors, have made their fathers and mothers proud as they continue to rise up against evil.

Zebadiah became fixated upon Calix Sabinus as his great enemy, dismissing Asi Magnor as a tyrant. Zebadiah saw something far more dangerous in the vampire, as he was then: an ambition and a will to challenge the gods themselves, now absent from Abaddon. This obsession led to Zebadiah's greatest humiliation; defeated by Calix at the gates of Asi Magnor's fortress, the angel found his burned and crippled body held aloft by the vampire as a battle standard.

## GODS AND CONTRACTS

Many cults view Zebadiah as a god and offer prayers and glorification to him. Whether the angel approves or not, this worship appears to grant divine power to those who hold him in such esteem.

No temples or churches are dedicated to Zebadiah, but his followers keep secret small shrines and personal effigies, often carved from wood or bone.

**Names:** Zebadiah, The Angry Angel, The Half-Burned, The New God, Blood-Father.

**Symbol:** Two wings, one skeletal and one full-feathered

**Favored Weapon:** Warhammer

**Domains:** Fire, Glory, Liberation, Sun

Broken in spirit and body and with a terrible geas laid upon him, Zebadiah has been banished from Calix Sabinus' lands. He can only wander in the wilderness, aiding his children where he can and lashing out in anger against the undead lords who do not enjoy the vampire lord's protection.

Zebadiah might be a hero, an angel and a lingering echo of the gods, but he is now quite mad. An obsessive avatar of revenge and justice, he is willing to sacrifice almost anything to bring down Calix Sabinus and to break the backs of undead rule, a course that may well lead him and his followers down the road of evil.

Kept from his target, Zebadiah now sits in the middle of a web of followers, whom he sends out to save angels and other forces for good and law as they fall into Abaddon's prison dimension. When opportunities arise, he coordinates the breeding of new exalted and strikes with terrible wrath.

### ZEBADIAH

CR 30

#### Male solar fighter 7

LG Large outsider (angel, extraplanar, good)

**Init** +9; **Senses** darkvision 60 ft., low-light vision, *detect evil*, *detect snares and pits*, *true seeing*; Perception +37

**Aura** protective aura

#### DEFENSE

**AC** 43, touch 16, flat footed 37 (+8 armor, +6 Dex, +1 dodge, +19 natural, -1 size; +4 deflection vs. evil)

**hp** 478 (29d10+319) regeneration 15 (evil artifacts, effects, and spells)

**Fort** +30, **Ref** +17, **Will** +25

**DR** 15/epic and evil; **Immune** acid, cold, petrification;

**Resist** electricity, fire; **SR** 34

#### OFFENSE

**Speed** 50 ft., fly 75 ft. (average)

**Melee** *hammer of vengeance* +36/+31/+26/+21/+16/+11 (1d10+17)

**Melee** *sword of wrath* +34/+29/+24/+19/+14/+9 (1d10+1d6+17)



**Space** 10 ft.; **Reach** 10 ft.

**Spell-Like Abilities (CL 20th)**

Constant—*detect evil, detect snares and pits, discern lies* (DC 21), *true seeing*

At will—*align weapon, break enchantment, continual flame, control weather, find the path, fire trap, greater dispel magic, holy smite, invisibility* (self only), *lesser restoration, meteor swarm, remove curse, remove disease, remove fear, resist energy, speak with dead, waves of fatigue*

3/day—*heroes feast, holy aura, heal, incendiary cloud, permanency, resurrection, waves of exhaustion*

1/day—*delayed blast fireball, foresight, greater restoration, greater teleport, shapechange, sunburst*

**Spells Prepared (CL 20th)**

9th—*implosion, mass heal, miracle, storm of vengeance*

8th—*fire storm, holy aura* ×2, *mass cure critical wounds* ×2

7th—*destruction, dictum, repulsion, holy word, regenerate*

6th—*greater dispel magic, heroes' feast, mass cure moderate wounds, undeath to death, word of recall*

5th—*break enchantment, breath of life, dispel evil, plane shift, righteous might, symbol of sleep*

4th—*cure critical wounds* ×3, *death ward, neutralize poison* ×2, *sending*

3rd—*cure serious wounds, daylight, invisibility purge, magic circle against evil, prayer, protection from energy, wind wall*

2nd—*align weapon, bear's endurance, bull's strength, consecrate, cure moderate wounds* ×2, *eagle's splendor*

1st—*bless, cure light wounds* ×3, *divine favor, entropic shield, shield of faith*



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**STATISTICS**

**Str** 34, **Dex** 22, **Con** 30, **Int** 27, **Wis** 27, **Cha** 29

**Base Atk** +29/+24/+19/+14/+9/+4; **CMB** +32; **CMD** 47

**Feats** Alertness, Cleave, Critical Focus, Dazzling Display, Deadly Aim, Deadly Stroke, Dodge, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Shatter Defenses, Toughness, Weapon Focus (warhammer), Weapon Specialization (warhammer)

**Skills** Climb +21, Craft (weaponsmith) +45, Diplomacy +37, Fly +35, Handle Animal +24, Intimidate +29, Knowledge (history) +37, Knowledge (nature) +37, Knowledge (planes) +37, Knowledge (religion) +37, Perception +37, Sense Motive +37, Spellcraft +37, Stealth +28, Survival +41, Swim +21

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (*alter self*)

**Equipment** *harness of martyrs, hammer of vengeance, sword of wrath*

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**CLASS FEATURES**

**Bravery +2:** Zebadiah receives a +2 bonus to Will saves made against fear effects.

**Armor Training 2:** Zebadiah reduces the armor check penalty of any armor he wears by two and increases the maximum dexterity bonus by two.

**Weapon Training 1:** Zebadiah receives a +1 bonus to attack and damage rolls made with hammers.

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**SPECIAL FEATURES**

**Spells:** Zebadiah can cast divine spells as a 20th-level cleric. He does not have access to domains or other cleric abilities.

**Spell-Like Abilities:** Zebadiah has learned to replace some of his natural angelic abilities with powers that mimic arcane magic.

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**EQUIPMENT**

**Harness of Martyrs:** A memorial made from the tanned skin of those who have fallen against the forces of the undead, the *harness of martyrs* was given to Zebadiah after his great defeat to hold his tortured flesh together. The *harness of martyrs* is +5 *studded leather armor* that reduces the damage done to him from sneak attacks and critical hits to normal damage.

**Hammer of Vengeance:** Battle-scarred and enormous, the *hammer of vengeance* is a Large +5 *undead bane warhammer*.

**Sword of Wrath:** Wreathed in flame when drawn, the *sword of wrath* is a Large +5 *flaming keen longsword*.

# CHAPTER

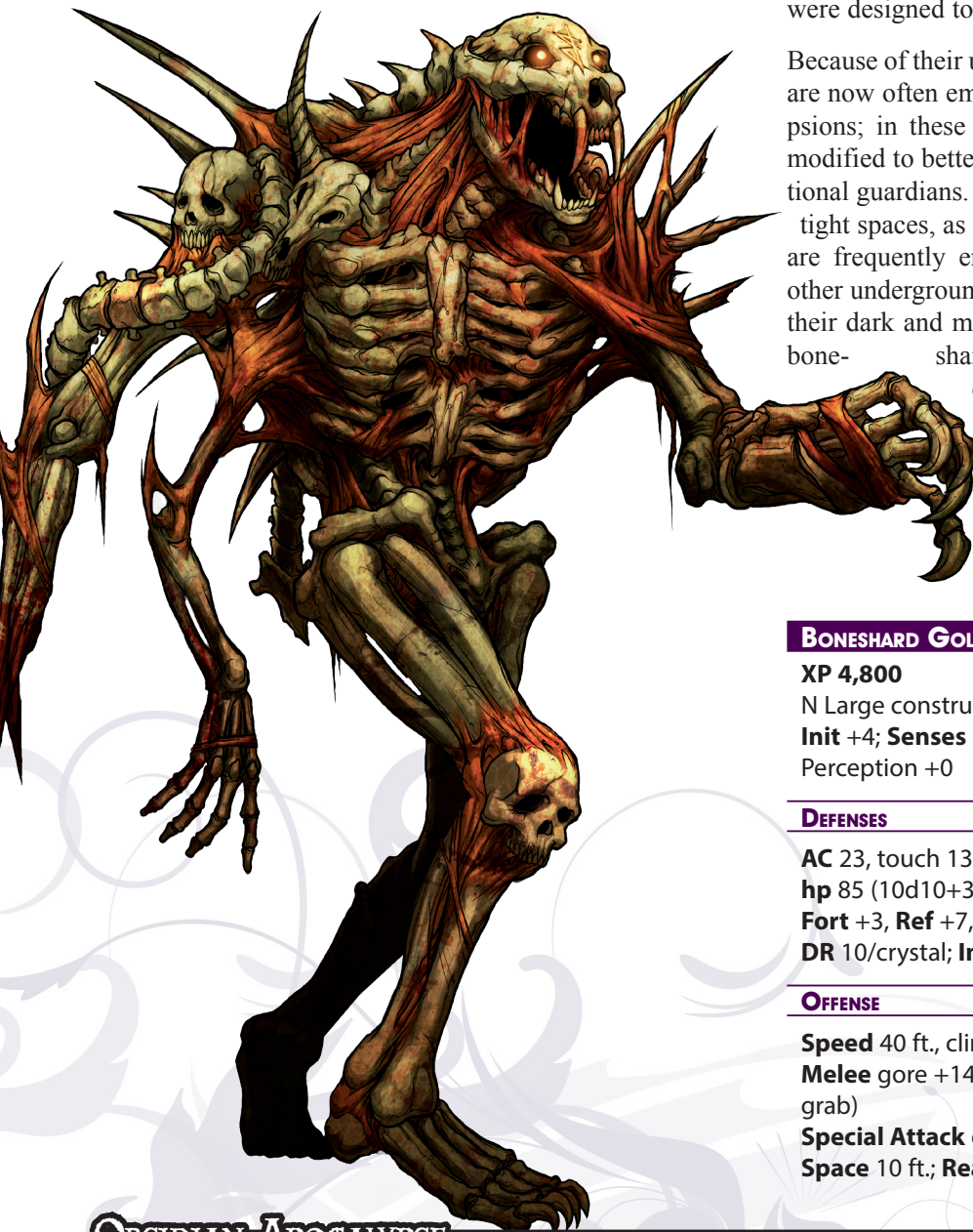


DANGERS OF ABADDON

# NEW MONSTERS

## BONESHARD GOLEM

The creature before you moves across the sand in a coiling slither, its every undulation made with silent and sinister grace. It resembles nothing so much as a massive white centipede, fully half again the length of a man. Close observation reveals that its body is constructed from the bones of bleached skeletons, bound together by leathery wrappings of sinew and tendon. As it draws closer, its head looks to be the desiccated skull of a horse. Its jaw incessantly clicks open and shut, though no sound emerges from its long-dead throat. Pinprick lights of sickly yellow burn in its long-empty eye sockets, suggesting a dark malevolence behind the thing's



creation. It draws ever closer, and suddenly rears to strike with a burst of terrifying speed.

### DESCRIPTION

The boneshard golem is not an undead creature, as its appearance would at first suggest, but rather a construct of collected parts. It is assembled from the bones of at least half a dozen humanoid corpses into the shape of an enormous arthropod; spines and ribs form the body, with arm and leg bones assembled irregularly to shape the creature's legs. The creature's head is typically fashioned from the skull of a horse or a goat, although any appropriately sized skull will do the job; humanoid skulls are not unknown, nor are "decorations" of horns or antlers taken from some other dead creatures. Prior to the animating ritual, the creature's body is bound with strips of sinew, tendon, hide, or flesh. Frightening in appearance and formidable in battle, the boneshard golem also has an array of special abilities that aid it in combat against living psionic creatures, the enemies the first of these constructs were designed to guard against.

Because of their unusual speed and agility, boneshard golems are now often employed as hunters for particularly powerful psions; in these cases, the golem's abilities will likely be modified to better suit the task. These golems remain exceptional guardians. They are particularly effective in narrow or tight spaces, as their size is mostly in their length, and they are frequently employed to guard tombs, catacombs, and other underground chambers where their creators carry on in their dark and malevolent works. As with most golems, the boneshard golem is completely mindless; it may only act in accordance with the instructions of its creator or in its own defense. The creators of such creatures will typically instruct their golems to hide in large crevices in the floors, walls, or ceilings of narrow tunnels so that they can surprise intruders.

### BONESHARD GOLEM

CR 8

XP 4,800

N Large construct

**Init** +4; **Senses** darkvision 60 ft., low-light vision; Perception +0

### DEFENSES

**AC** 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

**hp** 85 (10d10+30)

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

**DR** 10/crystal; **Immune** construct traits, magic

### OFFENSE

**Speed** 40 ft., climb 40 ft.

**Melee** gore +14 (1d8+5), 4 pseudopods +9 (1d6+2, plus grab)

**Special Attack** gaze of creeping dread, haste

**Space** 10 ft.; **Reach** 10 ft.



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**STATISTICS**

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**Str** 20, **Dex** 18, **Con** —, **Int** —, **Wis** 11, **Cha** 10  
**Base Atk** +10; **CMB** +16; **CMD** 30

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**ECOLOGY**

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**Environment** any  
**Organization** solitary or gang (3–4)  
**Treasure** none

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**SPECIAL ABILITIES**

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**Gaze of Creeping Dread (Su):** This ability causes a target within 30 feet to become shaken for 1 round and lose 1 power point. A DC 17 Will save negates the effects of this ability; the save DC is Charisma-based. **Terror-fed Abomination (Su):** When a creature subject to gaze of creeping dread fails its Will save, the boneshard golem who generated the gaze heals 1 hit point. Additionally, if the target loses a power point, it is transferred to the boneshard golem. If a boneshard golem has any power points at the start of its turn, the boneshard golem may spend 1 power point as a swift action, gaining fast healing 5 for 1 round.

**Haste (Su):** After it has engaged in at least 1 round of combat, a boneshard golem can haste itself once per day as a free action. The effect lasts a number of turns equal to the boneshard golem's Dexterity bonus (usually 4 rounds), but is otherwise the same as the *haste spell*.

**Bone Shower (Ex):** Once per day as a standard action, a boneshard golem may spray a cloud of sharp bone shards from its mass in a 15-ft. cone, dealing 3d4 points of slashing damage. If the boneshard golem has any power points, it may spend them to augment this attack; each power point spent increases the damage by 1d4. This effect mimics the swarm of crystals psionic power.

**Immunity to Magic (Ex):** A boneshard golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against it, as noted below.

A magical attack that deals cold or fire damage slows a boneshard golem (as the *slow spell*) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains the excess as temporary hit points. A boneshard golem gets no saving throw against attacks that deal electricity damage.

## PARAGON BONESHARD GOLEM

With a little extra effort and some additional research, one can create a boneshard golem of exceptional ability. There is a 1% chance that a boneshard golem created in the standard manner will inexplicably become a paragon boneshard golem. While paragon boneshard golems cannot hurl showers of razor-sharp bone shards as can their lesser

counterparts, their bodies are tougher and more effective in combat and they can emit concussive blasts of mental energy.

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**PARAGON BONESHARD GOLEM**

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**CR 11**

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**XP 12,800**

N Large construct

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +0

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**DEFENSES**

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**AC** 23, touch 14, flat-footed 19 (+5 Dex, +10 natural, –1 size)**hp** 107 (14d10+30)**Fort** +4, **Ref** +9, **Will** +4**DR** 15/crystal; **Immune** construct traits, magic

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**OFFENSE**

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**Speed** 40 ft., climb 40 ft.**Melee** gore +18 (1d8+5), 4 pseudopods +13 (1d6+2 plus grab)**Special Attack** gaze of creeping dread, haste**Space** 10 ft.; **Reach** 10 ft.

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**STATISTICS**

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**Str** 20, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 10**Base Atk** +14; **CMB** +20; **CMD** 35

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**ECOLOGY**

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

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**SPECIAL ABILITIES**

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**Gaze of Creeping Dread (Su):** This ability causes a target within 30 feet to become shaken for 1 round and lose 1 power point. A DC 17 Will save negates the effects of this ability; the save DC is Charisma-based.

**Terror-fed Abomination (Su):** When a creature subject to gaze of creeping dread fails its Will save, the paragon boneshard golem who generated the gaze heals 1 hit point. Additionally, if the target loses a power point, it is transferred to the paragon boneshard golem. If a paragon boneshard golem has any power points at the start of its turn, the paragon boneshard golem may spend 1 power point as a swift action, gaining fast healing 5 for 1 round.

**Haste (Su):** After it has engaged in at least 1 round of combat, a paragon boneshard golem can haste itself once per day as a free action. The effect lasts a number of turns equal to the paragon boneshard golem's Dexterity bonus (usually 5 rounds), but is otherwise the same as the *haste spell*.

**Psychic Discharge (Su):** Once every 1d4 rounds in combat, as a move action the boneshard golem may unleash a psychic discharge. A crushing wave of dread, this discharge is so powerful that those caught within feel like they have been hit by a charging bull, and their bodies respond as such. The psychic discharge affects those within a 10-ft. radius centered on the boneshard golem. It deals 3d6+6 damage to those affected, knocks them prone,

and leaves them shaken for 1d3 rounds (DC 17 Will save for half damage and to avoid being shaken and knocked prone). The save DC is Charisma-based, and the ability is considered mind-affecting.

**Immunity to Magic (Ex):** A paragon boneshard golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against it, as noted below.

A magical attack that deals cold or fire damage slows a paragon boneshard golem (as the *slow* spell) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains the excess as temporary hit points. A paragon boneshard golem gets no saving throw against attacks that deal electricity damage.

## CREATION

Creating a boneshard golem requires a piece of psionically attuned crystal costing at least 2,000 gp, or a similarly attuned gemstone valued at least 5,000 gp. This item must first be prepared through one month of meditation, eight hours per day by an intelligent psionic creature of at least 14 Hit Dice. Preparing the item requires no check as long as the meditation is uninterrupted; any interruption requires the process to start again.

The body of the boneshard golem must be prepared from the bones and tissue of at least six corpses. The crafter may gather additional corpses if desired to provide a head and ornamentation (such as spikes or spines, horns, and antlers). The tissue used to bind the bones must be reasonably fresh, must come from corpses that provided bones to the golem's body, and must be cured in a special alchemical process. Curing requires at least 4 hours per day for one month to complete and ingredients costing 2,000 gp. At the end of the month, the crafter must make a DC 20 Craft (alchemy) check or begin the process anew. Any tissue the crafter attempted to cure over the month goes to waste. Once the requisite materials have been prepared, animating the golem requires a ritual. In this ritual, one must sacrifice a living, intelligent, and conscious psionic creature of at least 6 Hit Dice. At this point, those participating in the ritual must cast *animate objects*, *geas/quest*, *haste*, *dispel magic*, and the cantrip *mending*, memorized or spontaneously cast as a sixth-level spell. The creator must have a caster level of at least 14. Completing the ritual traps the victim's soul within the specially prepared psionic crystal or gemstone, which will then power the golem's special abilities.

To intentionally create a paragon golem, the caster level must be at least 16, the cost of all materials involved cost 50% more, and the Craft (alchemy) check required to successfully prepare the body has an increased DC of 26.



## CRION

*This diminutive humanoid creature has the legs of a goat, a completely hairless body, and ruby red eyes shaded by a wide-brimmed hat.*

### CRION

CR 5

XP 1,600

CE small fey

Init +8; Senses low-light vision; Perception +5

### DEFENSE

AC 19, touch 16, flat-footed 14 (+4 Dex, +1 dodge, +3 natural, +1 size)

hp 44 (8d6+16)

Fort +4, Ref +10, Will +6

DR 5/cold iron; SR 16

### OFFENSE

Speed 40 ft.

Melee 2 claws +10 (1d4+5)

Ranged rock +10 (1d6+7)

Special Attacks maniacal dancing, stunning laugh, rock throwing (100 ft.)

Spell-like Abilities (CL 4th; concentration +5)

At will—*animate rope*, *shatter* (DC 13), *stone shape*

1/day—*stone tell*

### STATISTICS

Str 21, Dex 19, Con 14, Int 8, Wis 10, Cha 13

Base Atk +4; CMB +8; CMD 23

**Feats** Dodge, Improved Initiative, Improved Natural Attack (claw), Mobility  
**Skills** Acrobatics +15, Bluff +12, Craft (rope) +10, Perception +11, Perform (dance) +12, Stealth +19  
**Languages** Common, Sylvan  
**SQ** stone stride

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## ECOLOGY

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**Environment** temperate forests  
**Organization** solitary, pair, or gang (3–6)  
**Treasure** standard (rope, stone shears, other treasure)

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## SPECIAL ABILITIES

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**Maniacal Dancing (Su):** A crion can force interlopers to partake in its festivities. As a standard action, a crion can cause a single sentient creature within 30 feet to dance uncontrollably until it faints from exhaustion. The subject can take no actions while dancing, but is not considered helpless. The target must make a successful DC 13 Will save each round to break the enchantment. This is a mind-affecting effect. Fey are immune to this ability. The save DC is Charisma-based.

**Stone Stride (Su):** This ability works like tree stride, except it requires loose boulders at least as large as the crion and only has a range of 30 feet. The crion can use this ability once per round as a standard action.

**Stunning Laugh (Su):** Three times per day as a standard action, a crion can unleash a strange laugh that stuns all creatures within a 30-ft. burst for 1d2 rounds (Fortitude DC 14 negates). This is a sonic, mind-affecting effect. Fey are immune to this ability. The save DC is Charisma-based.

Unlike their ancestors, crions are bald and have developed cloven hooves, wicked cat-like claws, and fur covering the lower half of their bodies. While these natural defenses have helped them survive the Cataclysm, they are disgusted by these changes and hide beneath enormous, wide-brimmed hats. Crion clothing and tastes have changed along with their bodies. Crions always carry a large leather purse containing a pair of shears, which they use to snip hair from others. They save these plucked hairs in their pouch so they can later weave ropes using the animate rope spell-like ability.

Gone are the days of carefree dancing and erstwhile pranks. Instead, crions dance and perform rituals every midweek at night to protect themselves from undead predation. The crions react with violence against any who disturb these rituals. Any non-crions who take part may wake to find themselves horribly maimed, scalped, or impregnated—if they don't exhaust themselves to death first by dancing to the crions' mocking laughter.

## DARK CHERUB

*This little creature has the rough appearance of a small winged child with bat-like wings. Though skeletal, it moves with a sense of purpose not usually found in such creatures.*



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## DARK CHERUB

**CR 3****XP 800**

NE Small undead

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

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## DEFENSE

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**AC** 16, touch 16, flat-footed 11 (+5 Dex, +1 size)**hp** 30 (4d8+12)**Fort** +1, **Ref** +6, **Will** +6**Immune** undead traits

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## OFFENSE

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**Speed** 20 ft., fly 30 ft. (good)**Melee** two claws +9 (1d6+1) and bite +3 (1d6+1)**Space** 5 ft.; **Reach** 5 ft.

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## STATISTICS

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**Str** 13, **Dex** 20, **Con** —, **Int** 7, **Wis** 14, **Cha** 16**Base Atk** +3; **CMB** +3; **CMD** 18**Feats** Improved Natural Attack (claws), Weapon Finesse<sup>B</sup>, Weapon Focus (claws)**Skills** Fly +16, Stealth +16

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## ECOLOGY

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**Environment** Any**Organization** Single or flock (2–12)**Treasure** None

Though they look like infant skeletons with bat-like wings, dark cherubs are made from the bones of many creatures and are akin to homunculi.

## EYE THIEF

The insectile creature creeps down the face of the statue, its eyeless face sporting two oval suckers and a pair of feathery antennae. Much like its face, its feet also end in suction cups. Its body is covered with a rough hard shell, which ends in a long tail equipped with a stinger the size of a dagger.

### EYE THIEF

CR 5

XP 1,600

N Small aberration

Init +7; Senses blindsight 60 ft., scent; Perception +0

### DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 26 (4d8+8)

Fort +3, Ref +4, Will +5

### OFFENSE

Speed 30 ft., climb 30 ft., fly 10 ft. (poor)

Melee tail +5 (1d4+2 plus poison)

Special Attacks eye removal, poison

Spell-Like Abilities (CL 4th; concentration +5)

At will—*deeper darkness*, *sleep* (DC 12)

### STATISTICS

Str 14, Dex 17, Con 15, Int 5, Wis 14, Cha 12

Base Atk +2; CMB +3; CMD 16

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Climb +12, Fly +5, Stealth +11; Racial

Modifiers +6 to Climb

Languages Aklo (cannot speak)

SQ immobility

### ECOLOGY

Environment warm lands

Organization solitary, pair, nest (3–7)

Treasure incidental

### SPECIAL ABILITIES

**Eye Removal (Ex):** An eye thief may place its suckers on a helpless Small, Medium, or Large living creature and attempt to extract its eyes. The victim must make a DC 14 Fortitude save for each eye, losing it on a failure. The eye thief will continue its attempts to remove the victim's eyes each round, adding a cumulative +1 to the save DC for each attempt until it is disturbed. A target that has lost a single eye suffers –2 to attack rolls and all skills that require depth of field. A target that loses both eyes is blinded. A victim's eyes may be healed with *regenerate*, *miracle*, or similar magic.

**Immobility (Ex):** Eye thieves have extremely powerful suckers on the tips of their limbs, effectively granting them a Strength score of 28 for grapple attempts to remove a victim's eyes as well as bull rush or trip attacks. Successfully pulling an eye thief away from its victim inflicts 1d6 points



of damage to the victim as their flesh tears away with the monster.

**Poison (Ex):** sting—injury, save Fort DC 14; frequency 1/round for 4 rounds; effect victim paralyzed until successful save, cure 1 save

Eye thieves are nightmarish creatures that leave devastation in their wake. Their specialized diet of eyes makes hating them one of the few things that all humanoids agree upon. While eye thieves need only feed once a week, they will gorge themselves when they can, be it on a farmer's herd of cattle, a group of sleeping pilgrims, or a tribe of goblins.

Eye thieves are more intelligent than their insect-like appearance suggests. Using their spell-like abilities, they will stalk potential victims for days until they find a safe time to strike, usually when their prey camp. The beasts aren't afraid to fight, though. If an adventurer falls in combat, his party members might find an eye beast feeding on him after a short time. The eye thief will slash anyone who comes near with its venomous tail in hopes of making another meal. Settlements near nests of eye thieves suffer from constant attacks, becoming less able to defend themselves as more settlers lose their eyes. It's not unknown for entire towns to abandon their homes to escape from the creatures. An eye thief that feeds on at least eight eyes in a single night will lay a clutch of eggs, which hatches after a month. The nymphs remain with their parent for six months, growing rapidly to adulthood, when they will fly off to find their own hunting ground.

## HARGILA

This gaunt creature appears halfway between a bird and a humanoid. Large wings grow from its back, and its two thin

arms end in sharp, scaly claws. Its long neck and stork-like head are bald and fleshy, and keen eyes peer from behind its sharp beak.

## HARGILA

CR 5

XP 1,600

LE Medium monstrous humanoid

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +10

### DEFENSE

**AC** 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)

**hp** 51 (6d10+18)

**Fort** +5, **Ref** +6, **Will** +6; +4 vs. necromantic effects

**Immune** disease, poison; **Resistance** negative energy 10

### OFFENSE

**Speed** 30 ft., fly 40 ft. (poor)

**Melee** bite +10 (1d8+3), 2 claws +9 (1d4+3)

**Special Attacks** baleful strike, breath weapon (15-ft. cone, once every 1d4 rounds, Fort DC 16, sickened 1 minute)

**Spell-like Abilities (CL 5th; concentration +8)**

Constant—*hide from undead* (DC 14), *nondetection*

3/day—*chill touch* (DC 14), *suggestion* (DC 16)

1/day—*charm monster* (DC 17)

### STATISTICS

**Str** 17, **Dex** 12, **Con** 16, **Int** 14, **Wis** 13, **Cha** 16

**Base Atk** +6; **CMB** +9; **CMD** 20

**Feats** Flyby Attack, Skill Focus (Bluff), Weapon Focus (bite)

**Skills** Bluff +12, Fly +6, Intimidate +12, Knowledge (religion) +8, Perception +10, Stealth +10

**Languages** Abyssal, Common, Infernal

### ECOLOGY

**Environment** wastelands

**Organization** solitary, pair, or flock (3–8)

**Treasure** standard

### SPECIAL ABILITIES

**Baleful Strike (Su):** A hargila deals an extra 1d6 points of damage to undead creatures with its melee attacks.

Debate swirls over the origins of the hargila. Are they descendants of harpies, now devolved into a more bestial state, or are they carrion birds, granted intelligence and fell purpose? Whichever the case, the hargila are silver-tongued schemers, manipulating the people and happenings of Abaddon by posing as benevolent saviors while harvesting the fruits of misery and death.

Hargila feed on dead and undead flesh. They delight in creating these commodities through cunning and guile,



usually by inciting violent uprisings in communities controlled by undead lords or in mortal herds controlled by undead shepherds. Hargila view humanoids as useful tools and food sources, but they truly despise the undead and seek their destruction whenever possible. This animosity extends to races tainted by negative energy, such as harrowed and khymer.

Although they much prefer to convince others to fight for them, hargila are nevertheless capable combatants. A constant diet of carrion gives them foul, stinking breath, and constant exposure to the horrors of Abaddon allows them to resist the attacks of those undead capable of detecting them. While a hargila stands six feet tall with a wingspan of nine feet, it only weighs 50 pounds because of its hollow bones.

# NECROMANTICALLY INFUSED CREATURE

Abaddon is a dying planet, choked with countless dead and strange, sinister necromantic phenomena. It's no wonder then that some who walk the lands have been forever altered by the dark energies that infuse their surroundings.

A living creature exposed to small amounts of necromantic energy for some time may gain traits that set it apart from the world of the living. One could be infused with this dark essence by repeated exposure to a Nightwall or necromantic slime, or from contact with several powerful undead or a necromancer's experiments. No one is certain why some become infused while others do not. It may rest on the "open-minded" nature of those who possess undiscovered psionic abilities or who actively practice the psionic disciplines. In the end, some reasons may remain unknown forever.

A necromantically infused creature is readily identifiable, as it is encased in a shell of unnatural energy that appears to wrap the body like a second skin. Outside observers can only see swirling ripples and whorls of energy. While facial features, hair, and other broad features appear as outlines, no visible details underneath are apparent—the field is completely opaque. The field is typically a deep green, blue, or violet, and it may shift over time or in different lighting conditions.

Necromantically infused is an acquired template that can be added to any living, non-construct creature, referred to hereafter as the base creature. A necromantically infused creature uses the statistics and special abilities of the base creature, except as noted.

**Challenge Rating:** +3

**Alignment:** Usually chaotic (any); these energies warp the mind of the base creature, but do not necessarily alter its moral disposition.

**Type:** The base creature's type remains unchanged. It gains the augmented subtype if it does not already possess it, and it retains any other subtypes it possesses. Its size remains unchanged.

**Aura:** Negative aura. Cure spells restore one less hit point per die rolled. Inflict spells deal 1 less damage per die rolled. The necromantically infused creature also adds +1 negative energy damage to every die of damage they roll.

**Armor Class:** The field of necromantic energy is semi-tangible, slowing and deflecting physical attacks, granting a defense bonus to the base creature's armor class based on its size (see the following table). This bonus does not stack with the armor bonus provided by medium or heavy armor, but it does stack with that provided by light armor or by shields.

- Fine or Diminutive: +0
- Tiny: +1
- Small: +2
- Medium: +3
- Large: +4
- Huge: +7
- Gargantuan: +10
- Colossal: +14

**Hit Dice:** Increase all current and future Hit Dice of the base creature by one dice type, to a maximum of d12. If the base creature has a Hit Die of d12 or higher, it does not change.

**Necrotic Ray (Su):** Once per day as a full-round action, a necromantically infused creature may focus its energy into a ray attack with a maximum range of 60 feet. This effect manifests as a ray of crackling violet energy, which streaks towards its intended target. This attack requires a ranged touch attack. This ray deals negative energy damage equal to 1d6 points plus 1 point per 4 HD of the infused creature. For every four HD of the infused creature, it may use the ray attack one additional time.

**Spell-like Abilities:** A necromantically infused creature with an Intelligence, Wisdom, or Charisma of 8 or higher gains a cumulative number of spell-like abilities based on its Hit Dice (see the following table). Unless otherwise noted, each ability can be used once per day. The caster level of these abilities is equal to the creature's Hit Dice or to the caster level of the base creature's spell-like abilities, whichever is higher.

**1–2:** *touch of fatigue, ray of enfeeblement*

**3–4:** *inflict light wounds (2/day)*

**5–6:** *command undead, false life*

**7–8:** *inflict moderate wounds (2/day)*

**9–10:** *ray of exhaustion, vampiric touch*

**11–12:** *inflict serious wounds (2/day)*

**13–14:** *animate dead, enervation*

**15–16:** *inflict critical wounds (2/day)*

**17–18:** *waves of fatigue, circle of death*

**19–20:** *harm (2/day)*

**Abilities:** Increase the ability scores of the base creature as follows: Str +4, Dex +2, Cha +2.

**Base Attack Bonus:** A necromantically infused creature receives the base attack bonus associated with its new Hit Dice.

**Skills:** A necromantically infused creature receives a +4 circumstance bonus to all Intimidate checks due to the swirling field of energy that enshrouds its.

**Feats:** The energy field surrounding the necromantically infused creature improves its speed and reflexes, granting it Lightning Reflexes and Combat Reflexes.

**Special Qualities:**

A necromantically infused creature gains the following special qualities:

- Low-light vision
- +4 to all Fortitude saves to resist the onset and effects of poison and disease
- Acid and electricity resistance of 5 each; cold resistance 10
- Damage reduction 5/holy

### CHARNEL HOUSE HOUND – CR 2

#### (NECROMANTICALLY INFUSED RIDING DOG)

This mangy, repulsive hound lopes forwards, seeming to drag the shadows with it as a haze of violet energy shrouds it.

#### XP 600

CN medium animal (augmented)

**Init** +3; **Senses** low-light vision; Perception +8

**Aura** negative energy aura

#### DEFENSES

**AC** 17, touch 13, flat-footed 14 (+3 Dex, +1 natural, +3 untyped)

**hp** 15 (2d10+4)

**Fort** +5 (+9 against poison and disease), **Ref** +8, **Will** +1

**Resistances** acid 5, electricity 5, cold 10; **DR** 5/holy

#### OFFENSE

**Speed** fly 40 ft.

**Melee** 1 bite +6 (1d6+5 plus trip)

**Special Attack** necrotic ray

#### SPELL-LIKE ABILITIES (Su CL 2)

1/day *touch of fatigue* (DC 10), *ray of enfeeblement* (DC 10)

#### STATISTICS

**Str** 19, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

**Base Atk** +2; **CMB** +6; **CMD** 18 (23 vs. trip)

**Feats** Combat Reflexes, Lightning Reflexes, Skill Focus (Perception) **Skills** Acrobatics +7 (+15 when jumping), Intimidation +3, Perception +8, Survival +1 (+5 when tracking by scent); **Racial Modifiers** +8 Acrobatics when jumping, +4 Survival when tracking by scent, +4 Intimidation

#### ECOLOGY

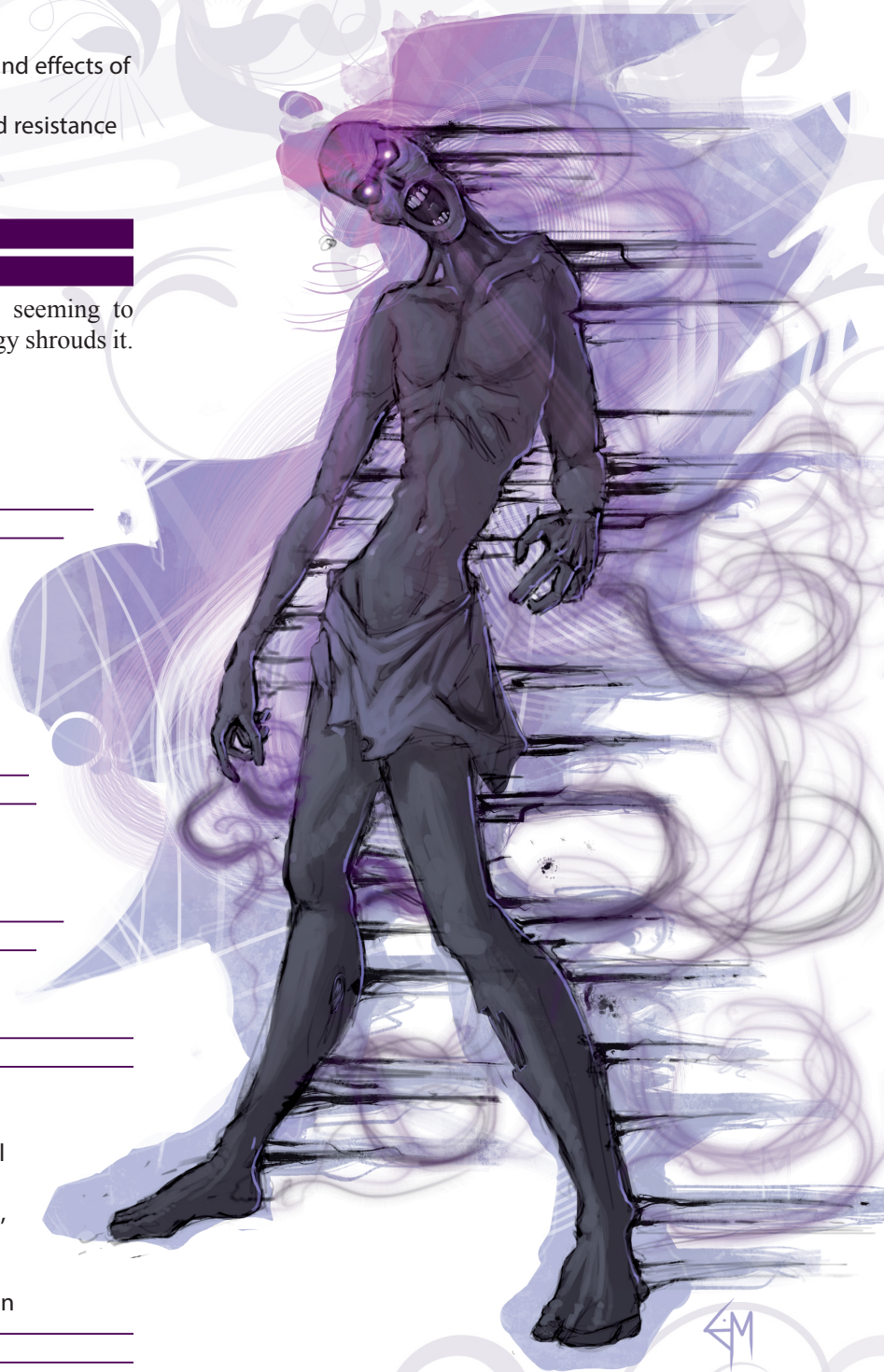
**Environment** any

**Organization** solitary, pair, or patrol (2–3 with 2 quickened zombies)

**Treasure** none

#### SPECIAL ABILITIES

**Necrotic Ray (Su):** Once per day as a full-round action, the charnel house hound may focus its energy into a ray attack with a maximum range of 60 feet. This effect manifests as a ray of crackling violet energy, which streaks towards its intended target. This attack requires a ranged touch attack. This ray deals 1d6 points of negative energy damage.



**Negative Aura (Su):** Cure spells restore 1 less hit point per die rolled. Inflict spells deal 1 less damage per die rolled. The charnel house hound also adds +1 negative energy damage to every die of damage it rolls.

#### NEUREAD

*Its friendly face sloughs off, revealing raw and bleeding flesh beneath. The eyes, formerly kind and gentle, boil into angry red orbs that stare into your soul.*

## XP 4,800

CE Medium fey (psionic)

**Init** +6; **Senses** low-light vision, deathwatch, detect psionics; Perception +16

## DEFENSE

**AC** 23, touch 18, flat-footed 15 (+6 Dex, +2 dodge, +5 natural)**hp** 97 (13d6+52)**Fort** +8, **Ref** +14, **Will** +8**Defensive Abilities** negative energy affinity

## OFFENSE

**Speed** 30 ft.**Melee** bite +12 (1d6+4) and 2 claws +7 (1d4+2 plus poison)**Ranged** +1 composite shortbow +13/+8 (1d6+4)**Special Attacks** sneak attack +5d6, light touch**Spell-like abilities (CL 7th; concentration +15)**Constant—*deathwatch*At will—*bleed* (DC 18), *stabilize***Psi-like abilities (ML 7th; concentration +15)**Constant—*detect psionics*At will—*empathic connection* (DC 19)1/day—*fold space*

## STATISTICS

**Str** 17, **Dex** 22, **Con** 18, **Int** 17, **Wis** 11, **Cha** 26**Base Atk** +6; **CMB** +9; **CMD** 25**Feats** Combat Expertise, Dodge, Ghost Attack, Improved Feint, Psionic Dodge, Psionic Fist, Weapon Finesse  
**Skills** Acrobatics +22, Bluff +24, Diplomacy +24, Disguise +32, Knowledge (local) +19, Perception +16, Sense Motive +16, Stealth +22, Use Magic Device +24; **Racial Modifiers** Disguise +8**Languages** Common, Sylvan; telepathy 10 ft.**SQ** change shape (*alter self*)

## ECOLOGY

**Environment** any**Organization** solitary or prowl (2–6)**Treasure** standard (+1 composite shortbow [+3 Str], other treasure)

## SPECIAL ABILITIES

**Poison (Ex):** A neuread's claws secrete two types of poison. As a move action, it can choose to secrete one poison or neither, never both. The neuread secretes the chosen poison in all its attacks until it chooses to change. Claws—*injury*; save Fort DC 18; frequency 1/round for 3 rounds; effect 1d4 Con damage; cure 2 consecutive save; or Claws—*injury*; save Fort DC 18; frequency 1/round for 2 rounds; initial effect 1d6 Dex damage; secondary effect unconsciousness for 24 hours; cure 1 save**Steal Face (Su):** As a full-round action, a neuread can tear the skin from the face of a Medium or Small helpless

humanoid or corporeal undead creature. Doing so deals 1d6 damage and 1d4 Charisma damage to the target, and allows the neuread to assume the guise of the target creature by using its change shape ability as a swift action. The neuread can retain this guise indefinitely, but it cannot return to a guise once it has changed to another form unless it performs steal face on the original target.

**Light Touch (Ex):** A neuread never takes penalties on attacks for doing subdual damage. Additionally, a neuread may choose to do subdual damage with its sneak attack, even if it otherwise does lethal damage or is a manufactured weapon.

Before the Cataclysm, the neureadi were like many other fey, playing pranks by imitating the forms of other creatures. However, as the world changed around them, so did they. No longer did they mimic others—now they stole identities by taking faces.



Today, most neureadi serve as spies and covert operatives for undead lords, equally comfortable assuming the face of their master's living servants or those of undead rivals. A neuread will often study its target for days before subduing them and assuming their identity, often so seamlessly that the target's own family fails to notice. When its mission is complete, the neuread will dump the victim's body—or sell it to the flesh markets—and leave confusion behind them.

In its natural form, a neuread is an average humanoid, save for its dog-like feet and horribly disfigured face. Where one has skin, it is ashen and covered with a patchwork of scars, but their faces are mostly exposed, bleeding muscle, with blood-red eyes and a wide grin filled with fangs.

## SHADOW RIPPER

*Shadowy black smoke drifts from this creature's eyes, enshrouding its skeletal form in ebony tendrils. It lunges out with long talons, seemingly reaching through its victims to tear at their shadows.*

### SHADOW RIPPER

CR 6

XP 2,400

NE Medium undead

**Init** +7; **Senses** darkvision 60 ft.; Perception +14

### DEFENSE

**AC** 17, touch 15, flat-footed 14 (+2 deflection, +3 Dex, +2 natural)

**hp** 58 (9d8+18) **Fort** +5, **Ref** +8, **Will** +6

**DR** 5/bludgeoning

**Defensive Abilities** channel resistance +4, undead traits

**Weaknesses** sunlight vulnerable

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +11 (1d6+4 plus shadow rend)

**Range** shadow ray +9 (4d6 negative energy, ranged touch)

**Space** 5 ft.; **Reach** 5 ft.

**Special Attacks** shadow blast, shadow rend

### STATISTICS

**Str** 18, **Dex** 16, **Con** —, **Int** 10, **Wis** 11, **Cha** 15

**Base Atk** +6; **CMB** +9; **CMD** 22

**Feats** Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Weapon Focus (claws)

**Skills** Climb +16, Intimidate +14, Perception +14, Sense Motive +2, Stealth +15 (+17 with shadow armor)

**SQ** shadow armor, shadow pool

### ECOLOGY

**Environment** any

**Organization** solitary, pair, gang (3–6), or pack (7–12)

**Treasure** standard

### SPECIAL ABILITIES

**Shadow Armor (Su):** A shadow ripper is surrounded by coils of shadow that deflect attacks and hide its



movements. A shadow ripper adds its Charisma bonus as a deflection bonus to its armor class and an equal circumstance bonus on Stealth checks. Additionally, it adds any points in its shadow pool to this bonus.

**Shadow Blast (Su):** As a standard action, a shadow ripper can spend points from its shadow pool to unleash necromantic energy in the following ways:

- **Shadow Ray:** By spending 1 point, unleash a ray with a range of 30 feet that deals 4d6 negative energy damage.
- **Shadow Wave:** By spending 2 points, unleash a 15-ft. cone that deals 4d6 negative energy damage (DC 16 Reflex save for half damage).
- **Shadow Blast:** By spending 3 points, unleash a 20-ft.-radius spread centered on the shadow ripper that deals 4d6 negative energy damage (DC 16 Reflex save for half damage).

A shadow ripper can spend an extra point from its shadow pool to make its chosen attack a swift action.

**Shadow Pool (Su):** A shadow ripper feeds on shreds of shadow stolen from its victims. It stores this essence as points in its shadow pool, which it uses to protect itself and

fuel its abilities. Points from this pool dissipate at 1 point per hour.

**Shadow Rend (Su):** A shadow ripper's claw attacks tear away fragments of the target's shadow even as they tear flesh. This deals 1 point of Charisma damage on a successful hit and adds 1 point to the shadow ripper's shadow pool. A creature reduced to 0 Charisma by this ability transforms into a shadow ripper in 2d20 hours.

**Sunlight Vulnerable (Ex):** When exposed to natural sunlight, a shadow ripper cannot use shadow armor, shadow blast, or shadow rend.

Shadow rippers are savage undead predators that stalk the living to feed off their shadows. Unlike the skeletons they superficially resemble, shadow rippers possess a malign intellect and are more than capable of ambushes. They prefer to hunt at dusk and dawn, when shadows are longest, but also enjoy the fleeting, dancing shadows created by firelight. They usually lie dormant during daylight hours, when they are relatively powerless.

When necromantic energy combines with shadow magic, the results can be horrific—the deadly shadow rippers are a leading example. What started as an experiment in creating an undead assassin turned tragic as the first shadow rippers turned on their creators and escaped into the wild, spreading their affliction far and wide.

Shadow rippers tend to lurk near settlements, sometimes even on the fringes of large cities. Though they need a constant source of living creatures to feed on, they prefer the shadows of sentient humanoids. In dangerous regions, shadow rippers will band together, hunting like prides of lions, to isolate and bring down enough targets to feed the band.

A shadow ripper can be created with *create greater undead* by a caster of at least 18th level.

## SKIN OF EVIL

*An inexplicable hatred for your companions possesses you. As you lash out, the black, oily substance in which you stand begins to ripple and rise, taking on a large monstrous shape with your face.*

### SKIN OF EVIL

CR 18

XP 102,400

CE Large outsider (chaotic, demon, evil, extraplanar, ooze)

Init +4; Senses darkvision 60 ft.; Perception +25

### DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 237 (25d10+100)

Fort +30, Ref +15, Will +20

**Defensive Abilities** split; **Immune** electricity, paralysis, polymorph, poison, sleep; not subject to critical hits, does not take additional damage from precision-based attacks



such as sneak attack; **Resistances** acid 12, cold 12, fire 12, slashing and piercing damage reduced by half

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slam +38 (1d10+12 plus 32 unholy damage/x2)

**Ranged** hate blast +26 (1d6/hate point unholy damage/x2)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** rage vapor

### STATISTICS

**Str** 34, **Dex** 10, **Con** 30, **Int** 5, **Wis** 10, **Cha** 8

**Base Atk** +25; **CMB** +38; **CMD** 48 (cannot be tripped in ooze form)

**Feats** Ability Focus (rage vapor), Greater Vital Strike, Improved Critical (hate blast), Improved Critical (slam), Improved Initiative, Improved Vital Strike, Weapon Focus (hate blast), Weapon Focus (slam), Vital Strike

**Skills** Intimidate +25, Perception +25, Sense Motive +20, Stealth +20

**Languages** Common, Abyssal

**SQ** body of hatred, hate drinker

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### ECOLOGY

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**Environment** any

**Organization** solitary

**Treasure** none

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### SPECIAL ABILITIES

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**Body of Hatred (Ex):** Until it feeds, a skin of evil is black, oily ooze. Once it has consumed 10 hatred points to fuel its transformation, it can use a full-round action to assume the body of hatred form. In this form, the skin of evil takes on the rough form of a victim currently affected by its rage vapor or marked by hate drinker. Its ooze-like flesh sculpting a twisted mockery of its target, the skin appears semi-hardened and keeps all of its immunities, resistances, and its split ability. Once imitating a target, the skin will attack and pursue it to the death. Though the skin appears to attack with a mockery of its victim's weapon, it is actually a natural slam attack that functions as a bane weapon against the imitated target. If the skin slays its target or is reduced to 5 hit points or less, it will revert to its ooze form unless it has marked a new target with hate drinker.

**Hate Drinker (Su):** In ooze form, the skin gains 1 point of hate for every point of damage dealt by anyone affected by its rage vapor power and for every point of damage it inflicts. It can use these points to heal 1 hit point per hate point, activate its body of hatred ability, or use hate blast, a ranged touch attack that deals 1d6 unholy damage for every point spent and marks the character struck as its new target for body of hatred if the original target is slain.

**Rage Vapor (Ex):** A skin of evil in ooze form emits a colorless, odorless vapor when stepped on by a living creature. This vapor causes those affected to snap into a homicidal rage at any living creature near them. While in contact with the skin of evil, a character must make a DC 34 Will save each round to remain unaffected. Otherwise, it will attack the nearest living being that round, whether friend or foe.

**Split (Ex):** Slashing and piercing weapons only deal half damage to the skin of evil and on a critical hit cause the creature to split into two identical skins, each with half of the original creature's current hit point total, rounded down. A skin with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

The skin of evil is an ooze demon native to the deepest pits of the Abyss. Perhaps it is the hatred of the Abyss given life, or grown from the sloughed-off flesh of newly spawned demons. Always seeking new victims to fuel their thirst for hate, these hungry and wrathful demons have seeped through the cracks in the Abyss into other planes, where they can find new targets. Hideous mockeries of their victims, an empowered skin of evil will stalk its prey for eternity, its only goal to feed from the secret hate in its victim's heart, leaving it a misshapen husk.

## SOULEATER

As the world begins to darken all around you, shadows close in—like none you have before seen. The howling face you'd only before seen out of the corner of your eye appears, leering, right in front of you. Nobody else seems to see it; they try to shake you back into a wakefulness, which will never come—and then you see nothing at all. There is only the blackness and the horrible, staring eyes of that gaping face...

### DESCRIPTION

Abaddon is a world of final destinations, from which even the souls of the dead cannot escape. Those who fall are doomed to rise and join the ever-swelling ranks of the undead. Some souls lack the strength to manifest themselves as individuals, though. Instead, they merge with each other to form a whispering, wailing mass of semi-aware mental energy, no longer recognizable as having ever been a living thing. This accumulation of the unfortunate dead can take many forms: a wailing in the wind, or—when seen in the corner of one's vision—a cloud of dust shaped of tortured faces, a sight which fades if looked at directly.

These manifestations are usually the fullest extent the living will interact with a souleater, as the ethereal substance lacks both the ability and the will to affect the material world. Sometimes, though, a rogue spirit from the Elemental Plane of Air will shape for itself a form comprised of this exotic energy from countless departed souls. Such a creature is to be greatly feared: it is difficult to see, can manipulate its pursuers' perceptions, and is difficult to harm as it has no material form.

It keeps a power even more terrifying, though. The sinister and malevolent being can convince a living, breathing creature that its worst fears have been made manifest, compelling it to fall, stone dead, to the dry and dusty ground, where the souleater can feed upon its departing essence.

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### SOULEATER

**CR 8**

**XP 4,800**

NE Large outsider (air, elemental, extraplanar)

**Init** +11; **Senses** darkvision 60 ft.; Perception +7

**Aura** aura of malevolence

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### DEFENSES

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**AC** 24, touch 15, flat-footed 19 (+7 Dex, +1 dodge, +10 natural, -1 size)

**hp** 85 (10d10+30)

**Fort** +10, **Ref** +14, **Will** +3

**SQ** incorporeal, misperception; **Immune** elemental traits

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### OFFENSE

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**Speed** fly 100 ft. (perfect)

**Melee** 2 slams +16 (1d6+4 plus fear)

**Special Attack** mortal dread

**Space** 10 ft.; **Reach** 10 ft.



the aura's effect and become immune to it for one day. Creatures with 6 or more Hit Dice are immune to the effect. The save DC is Charisma-based, and the effect is considered mind-affecting.

**Misperception (Su):** A souleater can make itself difficult to hit by affecting its opponent's perceptions. Each round, the souleater may target one opponent, who must make a DC 19 Will save or suffer a 50% miss chance on all melee and ranged attacks for the rest of that round. When an opponent affected by misperception attempts to strike the souleater, apply the miss chance from misperception to its attack first; if the attack hits, then apply the miss chance from the souleater's incorporeality. The save DC is Charisma-based, and the ability is considered mind-affecting. Misperception cannot be overcome through such means as *true seeing*, as the ability does not only fool the sense of sight.

**Fear (Su):** Any creature struck by two or more of the souleater's slam attacks in the same round (including attacks of opportunity) is affected as if by *cause fear* cast (CL 11); a successful DC 19 Will save reduces the effect to shaken for 1 round. Any creature that successfully saves against this ability becomes immune to the same elemental's fear ability and aura of malevolence for one day (once the shaken effect has worn off). The save DC is Charisma-based, and the ability is considered mind-affecting.

**Mortal Dread (Su):** As a full-round action, a souleater may focus its terrifying energies on a living victim, who falls dead immediately from the gripping supernatural terror. To use this ability, the souleater must first deactivate its aura of malevolence.

A creature making a successful DC19 Will save shakes their fear away, becoming shaken for 1 round but remaining unharmed. Succeeding on this save also renders the creature immune for one day to the mortal dread, fear, and aura of malevolence abilities of the same souleater. If a creature fails its Will save, it must succeed on a DC 19 Fortitude save to avoid instant death from fright. However, a creature that succeeds on this Fortitude save still takes 3d6 points of damage and does not become protected against further use of the same souleater's abilities. The save DC is Charisma-based, and the ability is considered mind-affecting.

Victims slain by the mortal dread ability are too weak to return as undead. Instead, they merge with the conglomerate soul-stuff from which souleaters craft their form and feed upon. Nothing short of a *wish* can return a creature slain in such a fashion to life.

#### STATISTICS

**Str** 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 16

**Base Atk** +10; **CMB** +15; **CMD** 32

**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +14, Bluff +11, Fly +26, Knowledge (planes) +5, Intimidation +11, Perception +7, Sense Motive +7, Stealth +14, Survival +7

#### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

#### SPECIAL ABILITIES

**Aura of Malevolence (Su):** A souleater continuously radiates an effect identical to *cause fear*, as cast by an 11th-level spellcaster, in a 10-ft. radius centered upon itself. Creatures that succeed on a DC 19 Will save negate

#### PARAGON SOULEATER

**CR 11**

**XP 12,800**

NE Large outsider (air, elemental, extraplanar)

**Init** +11; **Senses** darkvision 60 ft.; Perception +7

**Aura** aura of confusion, aura of displacement

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#### DEFENSES

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**AC** 24, touch 15, flat-footed 19 (+10 Dex, +1 dodge, +10 natural, -1 size)  
**hp** 207 (14d10+160)  
**Fort** +10, **Ref** +14, **Will** +3  
**SQ** incorporeal; **Immune** elemental traits

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#### OFFENSE

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**Speed** fly 100 ft. (perfect)  
**Melee** 2 slams +24 (1d6+6 plus mortal dread)  
**Special Attack** mortal dread  
**Space** 10 ft.; **Reach** 10 ft.

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#### STATISTICS

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**Str** 22, **Dex** 30, **Con** 18, **Int** 6, **Wis** 11, **Cha** 18  
**Base Atk** +14; **CMB** +21; **CMD** 41  
**Feats** Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse, Weapon Focus (slam), Wind Stance  
**Skills** Acrobatics +21, Bluff +12, Fly +35, Knowledge (planes) +5, Intimidation +16, Perception +11, Sense Motive +7, Stealth +17, Survival +7

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#### ECOLOGY

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

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#### SPECIAL ABILITIES

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**Shifting Aura:** A paragon souleater has two auras at its disposal. At the beginning of each turn, the souleater must choose which one aura will be active for the turn.

**Aura of Confusion (Su):** While this aura is active, all living creatures within a 15-ft. radius of the paragon souleater must succeed at a DC 21 Will save or be affected as if by *confusion* (CL 16). A successful save grants immunity to the aura of confusion of the same paragon souleater for one day. The save DC is Charisma-based, and the ability is considered mind-affecting

**Aura of Displacement (Su):** While a souleater must focus its abilities to twist perception of one opponent, the presence of a paragon souleater warps the perception of all those who would attack it. While this aura is active, every creature within 15 feet of the souleater must make a DC 21 Will save or suffer a 50% miss chance against the paragon souleater. Any who succeed become immune to the same paragon souleater's aura of displacement for 24 hours. When an opponent affected by the aura of displacement attempts to strike the souleater, apply the miss chance from the aura to its attack first; if the attack hits, then apply the miss chance from the souleater's incorporeality. The save DC is Charisma-based, and the ability is considered mind-affecting. This ability cannot be overcome through such means as *true seeing*, as the aura does not only fool the sense of sight.

**Mortal Dread (Su):** This ability functions like the souleater's mortal dread ability, but it affects any living being who is struck by two or more of the paragon souleater's slam attacks in a single round (including attacks of opportunity). For this ability to trigger, the paragon souleater must first deactivate its displacement ability. The save DCs of the Will and Fortitude saves are both 21. The save DC is Charisma-based, and the ability is considered mind-affecting.

## THE VOICELESS

*The humanoid shape was thin and wiry, its ashen skin a mass of scars and scaldings. When it flew closer we, it's face appeared melted and frozen into featureless scab, leaving only a pair of fiery eyes and nostril slits over the mouthless jaw. Despite the terrible burnings that the creature must have suffered, it retained a mane of long, faded red hair.*

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#### XP 4,800

CE Medium monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +15

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#### DEFENSE

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**AC** 21, touch 12, flat-footed 19 (+2 Dex, +4 mage armor, +5 natural)  
**hp** 95 (10d10+40)  
**Fort** +7, **Ref** +11, **Will** +11  
**DR** 5/magic and piercing; **Immune** mind reading, language-dependent effects; **Resistance** fire 20

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#### OFFENSE

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**Speed** 30 ft.  
**Melee** spells +11 (by spell)  
**Ranged** spells +12 (by spell)  
**Space** 5 ft.; **Reach** 5 ft.  
**Spells Known (CL 9th; concentration +13, +17 when casting defensively)**  
4th (5/day)—*obsidian flow*, *wall of fire*  
3rd (7/day)—*fireball* (DC 17), *fly*, *vampiric touch*  
2nd (7/day)—*blur*, *flaming sphere* (DC 16), *pyrotechnics* (DC 16), *scorching ray*  
1st (7/day)—*endure elements*, *feather fall*, *infernal healing*, *mage armor*, *magic missile*  
0 (at will)—*dancing lights*, *daze* (DC 15), *detect magic*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*

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#### STATISTICS

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**Str** 12, **Dex** 14, **Con** 18, **Int** 15, **Wis** 15, **Cha** 19  
**Base Atk** +10; **CMB** +11; **CMD** 23  
**Feats** Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Lightning Reflexes  
**Skills** Fly +15 (+23 with fly active), Knowledge (arcana) +15, Perception +15, Spellcraft +15, Stealth +23, Survival +15;  
**Racial Modifiers** +8 Stealth  
**SQ** mouthless, vampiric feeding



The voiceless were once a cabal of pyromancers, long ago, relentless in their pursuit of power and mastery over fire magic. Nothing seemed capable of diverting their attention from their studies—nothing, until the Cataclysm sundered the world, shattering the mountains, burning the lands, and poisoning the oceans. The leaders of the cabal decided to pit their arcane might against the wave of destruction to force the fire and smoke and miasma to leave their sanctuary unharmed. The whole cabal—masters, adepts, and acolytes—stood together in the mystical nexus of their hidden land to perform the great ritual. Despite their magical expertise, they underestimated the powers at work. The conflagration that struck wasn't only fire, ash, and brimstone—it unleashed the life force of a thousand-thousand slain, a dimensional ripple completely unknown to and unexpected by the pyromancers. Even worse, its wild magic distorted and disrupted the sorcery of the cabal. For a moment, the barrier erected by the cabal stood against the destruction, breathing confidence and hope in their hearts. Seconds later the magical backlash obliterated the masters and twisted the adepts, burning them even as they screamed incantations of power. Those were the last words they ever spoke, as their faces melted away, leaving only scars where their mouths once sat.

The voiceless are twisted creatures, no longer human and incapable of communication, and driven mad by the unending, rapacious hunger and thirst gnawing at their bowels. While they can draw upon the life of others to stave off true starvation, doing so can never satiate them. The loss of their mouth seems more than just a physical change, as the voiceless are completely impervious to any communication, whether mundane, magical, or psionic.

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#### ECOLOGY

**Environment** any

**Organization** solitary, pair, or trio

**Treasure** standard

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#### SPECIAL ABILITIES

**Mouthless (Ex):** The voiceless lack mouths and seem incapable of communicating with other creatures; even their thoughts seem incomprehensible gibberish to mind-readers. Their magic is not hindered, however, as all their spells lack verbal components. While they cannot use language-dependent spells or effects, they are also immune to them. This feature carries over between forms, even when induced by *polymorph* or similar effects.

**Vampiric Feeding (Ex):** Lacking a physical mouth leaves the voiceless unable to consume food or liquids. Instead, they sustain themselves by stealing life from others. A voiceless suffers 1d6 points of nonlethal damage from starvation and thirst each day, but it can prevent or heal this damage by sacrificing an equal number of temporary hit points gained from casting *vampiric touch* on a living creature.

## ENVIRONMENT & HAZARDS

### AIR, NECROMANTIC (CR 6)

The air surrounding a powerful divine or arcane necromancer can sometimes fill with a dark, almost tangible miasma of negative energy whenever 30 Hit Dice or more of undead are created from a single use of *animate dead*. An evil spellcaster (15th level or higher) may also choose to suffer one point of Constitution damage and make a DC 30 Spellcraft check when casting the spell to attempt to fill the air with this power as an additional effect. If the check fails, the caster suffers Constitution drain instead of Constitution damage and no effect is created.

If the check succeeds, the necromancer infects the atmosphere with negative energy, turning it into necromantic air over an area of 25 feet in radius. The air remains tainted for a number of days equal to the caster's Intelligence modifier (minimum of 1).

Good-aligned characters and creatures that enter the necromantic air automatically suffer 2d6 points of negative energy damage every round that they remain within the area, with no save. Undead within the area gain a +2 profane bonus to all attack and damage rolls.

As a standard action, a good-aligned cleric or paladin may willingly enter the infected area and expend a use of channel positive energy to attempt to destroy the necromantic air. The character doing so must immediately make a caster level check against a DC of 15 + the necromancer's caster level. If this check fails, the character suffers 1d4 points of Wisdom drain and is forever scarred by a mottled black skull on the back of his hand. If the save succeeds, the area is destroyed and the necromancer who created it suffers 2d6 points of damage and is stunned for 2d6 rounds.

## ARCANE BLEED MOLD (CR 2)

When yellow or amber mold grows undisturbed over a magical item for a century or so, it absorbs some of the magical energy from the item. The mold then radiates this energy over time, and becomes a dark green, slightly phosphorescent mold.

The arcane bleed mold completely absorbs the magical energy of the items it has overgrown. If disturbed, a 5 ft. square of the mold explodes in a blast of spores and arcane energy.

Everyone within 10 feet of the exploding mold suffers 3d6 points of damage; succeeding on a DC 15 Reflex save halves this damage.

A spellcaster can use *dispel magic* to destroy arcane bleed mold without disturbing it, turning it to harmless black sludge. The item drained by the mold is left a crumbling, devastated wreck and is completely worthless.

## ARCANE SLIME (CR 4)

This unusual slime is often found in abandoned treasure chambers, libraries, laboratories, and other locations rife with magical equipment and items. It forms when an acidic or corrosive slime oozes over a magic item and damages it.

Arcane slime is dull blue and appears wet and sticky like thick wallpaper paste. It radiates a faint aura of abjuration to *detect magic* spells and otherwise behaves much like green slime: it clings to walls and ceilings; upon sensing movement, it drops down upon unsuspecting creatures, engulfing them in its sopping, slimy "body." Arcane slime also hungers for magical items; when confronted by multiple targets, it will attack whoever exudes the most arcane energy, particularly arcane spellcasters.

A single 5 ft. square of arcane slime immediately affects any spellcaster or magical item it comes into contact with. Each round the slime remains in contact with its chosen target, the

target loses her highest-level unused spell slot for the next 24 hours or, if she has no unused spell slots remaining, she suffers 2d4 damage as her mana is drained from her living flesh.

An item affected by arcane slime immediately loses all magical properties for 2d6 rounds. Each round after the first that the item is in contact with the arcane slime reduces its caster level by one. An item completely drained of all caster levels is destroyed. These caster levels do not recover, and an item with multiple abilities may lose some as it loses caster levels. The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 2d6 damage to the victim.

Anything that causes cold or fire damage, invokes sunlight, dispels magic, or removes disease ailments destroys a 5 ft. patch of arcane slime. Arcane slime does not affect non-magical items or non-spellcasters, even ones with spell-like abilities.

## COFFIN MOLD (CR 2)

Coffin mold is a black, furry growth that feeds on the damp and rot of ancient graves, sarcophagi, coffins, and tombstones, coating them in thick sheets. Coffin mold is found in 5 ft. square patches across long-abandoned gravesites. It is commonly scattered in small clumps; in some great necropolis, however, patches 100 ft. or larger have been encountered.

When disturbed by prodding or being walked on, coffin mold deflates, losing much of its bulk and puffing a grey cloud of noxious spores into the air. Everyone within 15 feet of the mold must make a DC 15 Reflex save to avoid contracting cackle fever (see the Pathfinder Roleplaying Core Rulebook for more information). A single point of fire damage destroys coffin mold, while pouring at least a gallon of water on it allows it to be scraped away without exploding.

## CRIMSON FOG (CR 2)

Where you find scarlet mold, you will often find crimson fog, a bright red noxious gas that infects those who inhale it with a milder form of the same disease spread by the mold.

Crimson fog billows from a patch of scarlet mold when it is destroyed by fire, whether or not it was disturbed previously. Once released, these toxic vapors can float in the still air of a dungeon for long periods of time. The cloud occupies a cube with 20 ft. sides around its point of origin, and anyone entering its area of effect must make a DC 14 Fortitude save to avoid contracting slimy doom (see the Pathfinder Roleplaying Core Rulebook for more information).

Though rarely encountered, the crimson fog is a well-known hazard for tomb robbers and dungeon explorers; it can be harmlessly dissipated with a *gust of wind* or a similar spell.

## DESERTBLOOM (CR 4)

Appearing to be a patch of dead plants with brittle, brown lifeless petals, red leaves, and dark green stems, these flowers are only found in Abaddon's volcanic deserts. They provide an unexpected hazard to those unfamiliar with fungi and molds.

The plant gives off a foul, disgusting scent, which can be detected up to 30 feet away with a DC 15 Perception check. If the patch of plants is disturbed, it releases a burst of even fouler stink accompanied by a black cloud of deadly spores, which explodes upon the slightest excitement.

If the desertbloom is disturbed, creatures within 10 feet of it must make a successful DC 16 Reflex save or take 2d6 points of fire damage and 1d4 points of Constitution damage as the spores burn their lungs. The cloud instantly dissipates, but anything killed in the explosion become hosts to the rapidly sprouting shoots of a new desertbloom patch, growing to deadly maturity in 1d4 days.

The plant is easily and safely destroyed by a single point of fire or cold damage. Desert dwellers sometimes carefully harvest immature plants to be used as explosives.

## FALLING TREES (CR -)

Most of the trees on Abaddon are rotting long-dead hulks that can crumble apart or topple at the most unexpected times. Storms, lightning, and floods can easily uproot these rotten timbers and send them crashing to the ground, particularly around adventurers letting off powerful magic or swinging weapons in wild arcs.

During dangerous weather or powerful conflict, there is a 1% chance that a tree near the characters will be uprooted, sending it crashing to the ground in a random direction. Any creature in the path of the falling tree must make a DC 12 Reflex save to avoid being struck. On failure, suffer 1d6 points of damage for every five feet of the tree's height (randomly determine as  $2d4 \times 5$  feet) and make a second DC 12 Reflex check to avoid being pinned. Anyone pinned under a tree gains the pinned condition and suffers 2d4 points of subdual damage each minute. A DC 25 Escape Artist or combat maneuver check is needed to get out from under the tree.

## GLASS STORM (CR -)

The meteor impacts and the volcanic eruptions that followed them created enormous deposits of obsidian (volcanic glass) at the impact and eruption sites, and in many places there are patches of desert ground that are smooth, alien landscapes of this black glass. Elsewhere this material has been shattered and broken into tiny razor-sharp fragments that get whipped up into the air, forming dangerous and abrasive glass storms that can strip a man to the bone if he cannot find cover.

A glass storm reduces visibility to  $1d10 \times 5$  feet and provides a -4 penalty on Perception checks. A glass storm deals 1d4 points of lethal damage per hour to any creatures caught in the open, and leaves a thin coating of black sand in its wake. This razor dust creeps in through all but the most secure seals and seams, cutting skin (causing 1 bleed damage per hour until healed) and contaminating carried gear.

Without protective gear or wrappings to cover the eyes, those caught out in a glass storm for an hour must make a DC 15 Fortitude save or be permanently blinded as their eyes are worn away.

## HELLISH FOG (CR 4)

Occasionally, the spiritual veil of Abaddon becomes punctured, though this tear nearly always leads into Abaddon rather than out. When these punctures lead to the elemental plane of fire, the interaction between the spiritual energies of the two dimensions produces a hellish fog.

Hellish fog is a cloud of scalding steam that billows out from the tear in reality and randomly explodes in blasts of elemental fire. The size of the tear determines the size of the fog, though the largest patches rarely cover more than a 50 ft. square area.

A creature standing in the fog suffers 1d4 points of fire damage every round with no saving throw. Each round, the patch of the fog has a 20% chance of erupting with a blast of fire if any potential victim stands within or near it. Anyone within the fog or within 10 feet of it when it erupts suffers 8d6 fire damage (DC 15 Reflex save for half damage).

The only way to dissipate the fog—other than waiting for it to close naturally—is to repair the breach in reality with an appropriate spell or artifact. Most portals do not last more than a day in Abaddon's unforgiving spiritual climate.

## NECROMANTIC FOG (CR 4)

A dark grey, low-lying mist that swirls around the feet, necromantic fog is found in cemeteries and burial chambers. It is fed by the slow bleed of necromantic energy emanating from the corpses and channeled through their lingering spirits.

The fog clings to both the bodies of the dead and living, entering the body through the skin as a liquid or through the lungs as a vapor. Once within the body, the fog eats away at the life of the poor infected creature.

Identifying necromantic fog is difficult, as it resembles the damp, low-lying natural fog found in such places. A character must make a DC 25 Knowledge (Dungeoneering) or Knowledge (Arcana) check to discern the true nature of the fog.

A typical patch of necromantic fog fills a cube with 20 ft. sides, though the fog is visible only near the bottom and is



invisible near the top. Each round that living creatures remain within the fog, including the round they enter the fog, they take 1d6+1 points of negative energy damage as a chilling, numbing sensation envelops them. Any victim who suffers a total of 10 or more points of damage from necromantic fog within an hour also suffers one negative level for every 10 points of damage suffered; there is no limit to the number of negative levels a character can gain from the necromantic fog. Removing a negative level requires a DC 13 Fortitude save, taken once per day.

Necromantic fog of a typical volume (cube with 20 ft. sides) can be completely destroyed by a single use of channeled positive energy (as by a cleric or paladin). It can be temporarily dispersed by a *gust of wind* or similar spell, but it will reform in the cleared area within 2d4 turns of the end of the spell.

Anyone killed by necromantic fog, whether by negative levels or damage, collapses in a heap—only to rise 1d4+2 rounds later as a zombie.

Undead in the necromantic fog heal 1d6+1 hit points every turn they remain within, including the turn they enter it.

## NECROMANTIC SLIME (CR 5)

Necromantic slime is a rare and deadly find. It is normally only encountered in cemeteries and tombs, though the execution pits of the undead lords may also play host to its disgusting presence.

Necromantic slime is produced when slime comes into contact with the remains of a deceased creature that has been tainted by necromantic energy. As the slime oozes over the corpse, it dissolves the corpse into a thick sludge, black and stinking, which it absorbs while being infused with necromantic energy.

At this point, the slime has a chance of becoming a necromantic slime of a percentile chance equal to the Hit Dice of the deceased creature the slime consumed. If the slime does not become necromantic, it slowly returns to its normal hue and behavior over the following 24 hours.

Necromantic slime behaves much like green slime. It clings to walls, floors, and ceilings, and drops from elevated surfaces to feed as a reaction to movement.

A single 5 ft. square of necromantic slime causes one negative level when it first touches a creature (DC 13 Fortitude save to remove). Each following round it remains in contact with its victim, it deals 2d6 points of damage as it devours the victim's flesh—not like slime, but like a thousand tiny, needle-fanged mouths.

The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 2d6 damage to the victim.

Anything that does cold or fire damage destroys the slime, and using a *remove disease* spell or channeling at least 1d6 points of positive energy also destroys a 5 ft. patch of necromantic slime.

Necromantic slime can only dissolve fleshy materials, whether living, dead, or undead; it does not affect wood, metal, or stone. However, the slime can destroy leather and hide armors in short order; these types of armor lose one point of armor bonus each turn the slime remains in contact with them, including the round it first touches the armor.

## NIGHTWALL (CR +25%, Round Down)

A Nightwall is a rare and unusual environmental effect that appeared as the meteor fell. It occurs when great amounts of necromantic and psionic energy interact, whether through massive release and interaction of these powers or through abounding death, as when the meteor fell and killed millions.

A Nightwall increases the CR of encounters within its effects by 25%. This increase only applies to undead encounters and hazards, as other creatures and opponents are affected as badly as the player characters.

- **Blinding:** Creatures with normal vision and no normal lights (torches, candles, lanterns, etc.) or magical lights (*daylight*, *light*, or *sunburst* spells, etc.) are considered to be blinded when within the Nightwall. Those affected take a –2 penalty to Armor Class, lose their Dexterity bonus to Armor Class (if any), move at half speed, and take a –4 penalty to most Strength- and Dexterity-based skill checks, as well as to opposed Perception checks. They also automatically fail all checks and activities that rely on vision (such as reading and vision-based Perception checks). Finally, all opponents are considered to have total concealment (50% miss chance) to those affected.
- **Gaze:** Creatures affected by the Nightwall cannot use gaze attacks and are immune to gaze attacks.
- **Hearing:** A creature blinded by the Nightwall can make an opposed Perception check as a free action each round in order to locate foes (the check is compared to the DC of each respective opponent's Stealth check). A successful check lets the blinded character hear an unseen creature "*over there somewhere*." It's almost impossible to pinpoint the location of an unseen creature. A Perception check that beats the DC by 20 or more reveals the unseen creature's square; however, the unseen creature still has total concealment from the blinded creature's attack.
- **Hidden:** All opponents have total concealment from those affected by the Nightwall, prompting a 50% miss chance in combat for the affected creatures. Those affected by the Nightwall must first pinpoint the location of an opponent in order to attack the correct square. If a character affected by the Nightwall attacks without first

pinpointing the location of its target, it attacks a random square within its reach as normal with all the attendant penalties. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine the direction the creature affected by the Nightwall is facing; it attacks the closest target along that direction.

- **I See You:** If a creature affected by the Nightwall is struck by an unseen foe, the struck character immediately pinpoints the location of the attacker—until the foe moves, of course. If the unseen creature has a reach greater than 5 feet or uses a ranged attack, the struck character realizes the direction of the unseen opponent but cannot pinpoint the square of the attacker.
- **Imprecise Strikes:** Creatures affected by a Nightwall cannot deal extra damage generated by precision (for example, extra damage from a sneak attack).
- **Lessened Opportunity:** Creatures cannot make attacks of opportunity against an opponent within a Nightwall.
- **Longer Sight:** Creatures with darkvision or magical lights (*daylight*, *light*, or *sunburst* spells, etc.) can see 10 feet ahead of themselves inside a Nightwall. Any item, object, or person beyond 10 feet is considered to be in absolute darkness and gains total concealment (50% miss chance). Special detection capabilities such as blindsense or tremorsense are also restricted to this maximum range.
- **Magical Darkness:** Any region covered by a Nightwall is blanketed in an unnatural magical darkness. This darkness affects any area that a Nightwall falls upon, including underground or underwater locations.
- **Natural Disaster:** A Nightwall cannot be negated or dispelled by any means, including epic-level magic such as *wish*.
- **Reaching Out:** Those blinded by a Nightwall can grope about to find unseen creatures. Using a standard action, a character can make a touch attack with a 50% miss chance into two adjacent squares with his hands or a weapon. A successful touch attack deals no damage; rather, it pinpoints the unseen creature's current location (if present in the target square) and allows the groping character to attack his foe on his following action. If the unseen creature moves, its location again becomes unknown.
- **Short Sight:** Creatures with low-light vision or normal lights (torches, candles, lanterns, etc.) can see 5 feet ahead of themselves inside a Nightwall. Any item, object, or person beyond 5 feet is considered to be in absolute darkness and gains total concealment (50% miss chance).
- **Smell:** A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

A Nightwall has a very unusual effect on undead creatures.

- **Bolstered:** Undead within a Nightwall gain a +4 morale bonus to their initiative and can reroll saving throws against channeled positive energy.
- **Frightful Presence:** Undead within a Nightwall become very unsettling to their foes; this is a mind-affecting fear

effect. This effect occurs automatically whenever a foe views the creature, usually when it is first encountered in close combat. These effects can be resisted with a successful Will save (DC 10 + 1/2 the undead's HD + the undead's Charisma modifier). On a failed save, characters with fewer Hit Dice than the undead prompting the save (or of a lower character level than the undead's CR) becomes panicked for 1d4 rounds per HD of the undead; on a successful save, they are shaken for as long as they can see the undead prompting the save. For characters with equal or greater Hit Dice than the undead prompting the save (or equal or greater character level than the undead's CR), failing the saving throw causes them to be shaken for as long as they can see the undead prompting the save; a successful saving throw makes the character immune the frightful presence of the undead prompting the save for 24 hours.

- **Lifesense:** Undead within a Nightwall can sense the direction of all living creatures up to 120 feet away.
- **Turning Backlash:** When a cleric or paladin in a Nightwall attempts to channel positive energy to deal damage to undead, the Nightwall inflicts 1d6 points of damage +3 points per die of channeling (maximum +30) to the character channeling the energy.

A Nightwall has very unique effects on specific types of undead creatures:

- **Cause Fear:** The following undead gain *cause fear* as a spell-like ability, usable once per day at a caster level equal to their Hit Dice: allip, ghoul, ghost, greater shadow mummy, shadow, skeleton, spectre, vampire spawn, wight, wraith, and zombie.
- **Contagion:** The following undead gain *contagion* as a spell-like ability, usable once per day at a caster level equal to their Hit Dice: devourer, dread wraith, mummy lord, and nightshade.
- **Fear:** The following undead gain *fear* as a spell-like ability, usable once per day at a caster level equal to their Hit Dice: bodak and mohrg.

A Nightwall can also profoundly affect psionic creatures and powers.

- **Burn Up:** Khymer inside of a Nightwall have their body-vessel time limit reduced by 50% due to the intense levels of necromantic and psionic energies enhancing their natural corrosive and feeding effects. Once out of the Nightwall, the time limit of the Khymer's body vessel will return to normal, less the time it already lost.
- **More Power:** The necromantic and psionic energies swirling in the Nightwall fuel psionics. Those within the Nightwall can use any psionic power with a power point cost for free. In addition, all variable, numeric effects of a power are maximized as with the Maximize Power feat. A maximized power deals maximum damage, cures the maximum number of hit points, affects the maximum number of targets, and so on as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables.

Augmented powers can be maximized; a maximized augmented power deals the maximum damage (or cures the maximum hit points, and so on) of the augmented power. An empowered and maximized power gains the separate benefits of each feat: the maximum result plus 1/2 of the normally rolled result. Note that a psionic character still cannot exceed their normal power point limitations; they simply do not expend the points normally required.

## OCHRE SLIME (CR 2)

Ochre slime is a dark yellowish slime that was once the body of an ochre jelly. Ochre slime is left behind when an ochre jelly is killed but its remains are not burned. The gelatinous mass slowly breaks down and seeps into the ground, where it mixes with nutrients and organic matter in the dirt. Although it is a rare occurrence, another slime will eventually absorb this mixture of rich earth and jelly remnants, as it would any other organic matter. Over the course of a full day, the slime is transformed by this diet into a rare and unusual ochre slime, so rare that it is considered a dungeoneer's tall tale by most.

Ochre slime is acidic and eats through just about anything it comes into contact with. Unlike most slimes, ochre slime remains on the ground and never ascends walls or hangs from ceilings. Instead, it stays on the ground and attaches itself with stringy pseudopods to anything that walks over it, consuming the victim moment by moment with its acidic body mass.

A single 5 ft. square of ochre slime deals 2d4 points of acid damage per round while it devours the flesh of its prey. The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 2d6 damage to the victim. Anything that does cold or fire damage or involves sunlight destroys a 5 ft. patch of ochre slime, as does the *remove disease* spell. Ochre slime deals 1d6 points of acid damage per round to wood and metal, ignoring the hardness of metal but not of wood; however, it cannot eat through stone or glass.

## PSIONIC FOG (CR 5)

A thick dark-grey fog, this foul-smelling and unnatural weather can be found anywhere a powerful psionic creature or person (CR 10+) has been slain. When such a psionist is slain, the psionic fog has a chance of forming equal to 10% plus the CR of the slain psionist. The fog fills a circular area with a radius in feet equal to the CR of the slain psionic character times 5.

Anyone within the area of the fog cloud must make a successful DC 18 Will save or suffer 1d6 points of Intelligence damage. A cloud of psionic fog, while unintelligent, drifts toward intelligent characters or creatures (Int 2+) at a rate of 20 feet per turn. Psionic fog can be dissipated

harmlessly with a *gust of wind* spell or similar effect and will not reform once dispersed.

## SCARLET MOLD (CR 4)

Colored a brilliant red, scarlet mold shoots a thick cloud of gas if disturbed; this cloud lingers over the mold-covered square and all adjacent squares for 2d4+3 rounds. Those within this cloud must make a DC 20 Fortitude save each round, including the round they enter the cloud, or take 1d6 points of Constitution damage. Additionally, those within the cloud have a chance of becoming infected with slimy doom (see Pathfinder Roleplaying Core Rulebook).

A *gust of wind* or similar spell can be used to dissipate the gas cloud. Each 5 ft. patch of mold can release its gas once per day. Patches of mold can be destroyed by fire, but doing so releases a dose of crimson fog three rounds later (see the crimson fog section earlier in this supplement).

## SLUDGE CHAMBER (CR -)

At times, molds and slimes normally found in dungeons, tombs, and caverns can grow to be so thick and profuse that moving through them becomes difficult. The ground becomes slippery, and drooling strings of slime pull like webs of mucous at the characters trying to move through the sludge.

A sludge chamber is treated as difficult terrain, with each square counting as two squares for characters moving through it. A character moving through a sludge chamber must make a DC 15 Reflex save for each square moved through; failing the save causes the character to become stuck until the beginning of the next round.

In some instances, sludge chambers not only hinder movement, but are also a toxic, foul-smelling hazard to life and limb. In this case, creatures and characters in a sludge chamber must also make a DC 15 Fortitude save each round or become sickened for 1 round; this save is required even when the creature remains stationary.

Sludge chambers cannot be destroyed or cleared, save by heroic effort and days of hard labor.

## SPECTRAL SLIME (CR 5)

When a spectre or ghost is destroyed, its ectoplasmic remains in the material plane can cause a bright-blue, translucent patch of slime to form. This spectral slime contains the remnants of the dead ghost's mind and instincts reduced to their most primitive form. Spectral slime radiates an unnatural aura that unsettles animals within 30 feet. These animals refuse to approach the slime and will shy away from it if given any chance to do so. A DC 25 Handle Animal check is required to make an animal enter this area.

Spectral slime clings to walls, floors, and ceilings in patches, dropping down to attack when it detects movement; it grows larger as it consumes the life force of its victims.

Living creatures that come into contact with a 5 ft. patch of spectral slime gain two negative levels; for each additional round they remain in contact with it, they gain one additional negative level. Removing a negative level requires a DC 15 Fortitude save, taken once per day. For every three negative levels that a spectral slime bestows, it increases in size by 5 feet (for example, from a 5 ft. square to a 10 ft. square).

The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 2d6 damage to the victim. Anything that deals cold, fire, or holy damage destroys a 5 ft. patch, as will the *remove disease* spell.

Spectral slime does not affect wood or metal.

## STARFALLEN SLIME (CR 5)

Beautiful yet dangerous, starfallen slime is black and filled with tiny speckles that reflect light, making the slime look like the night sky—or as the night sky would if it were visible from Abaddon anything more than rarely. Starfallen slime came to Abaddon on the meteors that struck the land; post-cataclysm, they have spread throughout Abaddon and can be found in many different places.

Starfallen slime is difficult to see, requiring a DC 30 Perception check, and is typically found within or around the many crater scars left by the meteorite impacts. Most of these slimes remain within their impact craters, unless carried off by a creature to which they have attached. They speckle the landscape as fragments of the meteor that caused the cataclysm continue to rain down upon Abaddon.

Starfallen slime is short-lived, becoming harmless patches of sparkling tar within 1d6+1 days of arriving on Abaddon. Until it dies, the slime lies in wait in its crater for a creature to happen upon it, whereupon it lashes out with pseudopods and seeps into its victim's body through their pores and orifices, seeking their brain.

A starfallen slime in contact with its victim for 1d4 rounds deals 1d6 points of Intelligence and Wisdom damage per round while it devours the victim's mind. A creature reduced to zero Intelligence or Wisdom dies instantly and cannot be restored to life, even by magical means.

The slime can be scraped off during the first round it is in contact with the victim; after the first, it must be frozen, burned, or cut away, dealing 2d6 damage to the victim. Only *remove disease* spells destroy starfallen slime. Starfallen slime does not affect wood, metal, or stone, and is unaffected by cold, heat, or sunlight.

## SWOLLEN CORPSE (CR 2)

This unusual cactus grows in the deepest of Abaddon's frozen wastes and volcanic deserts. The swollen corpse looks very much like the dead body of a humanoid, even appearing to be dressed in the tattered, sackcloth clothing of a peasant. A Perception check (DC 15 + 3 for every 5 feet between the character and the swollen corpse) is required to notice that the "body" isn't what it seems to be.

When a creature passes within 20 feet of a swollen corpse, the cactus releases a cloud of poisonous spores and needles that blankets everything within 25 feet of the cactus. Creatures within this area must make a successful DC 16 Fortitude save or suffer 2d6 points of damage and 1d4 points of Constitution damage. A creature killed by this cloud has a 25% chance of serving as a host for the spores to grow a new swollen corpse. It takes 1d6+5 days for a new swollen corpse to grow to fruiting maturity, all the while swelling from water held within.

A swollen corpse that has released its spores does not require a Perception check to be identified; however, it returns to its deceptive form after 24 hours, after which it again requires a Perception check to identify.

Any type of fire damage inflicted upon a swollen corpse instantly destroys it without releasing its spores.

## TERROR STONES (CR 4)

Stone circles and standing stones are a common sight, even on Abaddon, where the druid groves—where they might have once stood—are often long destroyed. Stones are used to mark many sites of power and those held to be holy. Many have stood for longer than anyone can remember; often, any runes that marked them have long since been rubbed away, giving these sites an aura of mystery and strangeness as well as a providence that nobody understands. In most cases they are simply markers or guardians of long-forgotten magic, but they can be dangerous to adventurers at times.

Terror stones are almost identical to normal standing stones. They can be created when a cleric destroys a powerful undead by channeling positive energy or holy magic near an existing stone of suitable size. In this case, a portion of the destroyed undead's negative energy is siphoned into the nearby menhir, turning an ordinary standing stone into a terror stone. There is a 10% chance plus 2% per Hit Die of the destroyed undead that a terror stone will form.

Skeletal patterns form in the stone as it transforms over several hours. These patterns are the only visual cue that anything is wrong with the stone. Even more, because so many stones have been carved by hand with similar symbols, these markings are not a surefire way to identify a terror stone. Nonetheless, a successful DC 20 Knowledge (religion)

check can discern a normal standing stone from a terror stone.

Terror stones constantly radiate a 20 ft. radius aura of fear. Any characters or creatures that enter this area must succeed on a Will save (DC 10 + the HD of the undead that the stone was created from) or be affected as though by a *fear* spell of 8th caster level. A creature that succeeds on the Will save cannot be affected again by the same terror stone for one day.

## NEW DISEASES

### ARCANE PESTILENCE

Arcane pestilence is a magical sickness that, once contracted, is easily spread to others. One who dies of this sickness spews a toxic cloud of spores in an explosion that engulfs everything within 20 feet of the corpse; anything and everything within that area becomes tainted by the disease. Anyone touching an infected individual, an item the infected has touched, or anything the cloud has touched has a chance of contracting the disease.

Arcane pestilence causes the skin of the afflicted to glitter and their eyes to flicker with sporadic sparkles of light as the disease moves through their body. These symptoms cease upon death as their body emits the sparkling spores in all directions.

#### ARCANE PESTILENCE

**Type** disease, contact; **Save** Fortitude DC 20  
**Onset** 1 day; **Frequency** 1/day  
**Effect** 1d4 Int damage and 1d6 Con damage, spellcasters lose access to all spells as long as they are infected, anyone killed by arcane pestilence creates an area with a radius of 20 feet that remains virulent for 2d6 days; **Cure** 2 consecutive saves, instead of facing the normal DC with a *remove disease* spell, the disease can also be cured with a *dispel magic* spell against a DC of 25, as the disease is magical but quite resistant to intervention

### CURSED FIRE

Magical fire that stems from an infernal or necromantic source may infect those harmed by it with a magical disease—an unquenchable, ever-burning flame that slowly eats them away from the inside out, until nothing is left but ashes. This disease is caused by a subtle interplay of the infernal and necromantic magics native to Abaddon. Anyone that suffers damage from fire spells or weapons with a magical flame has a chance of contracting cursed fire equal to 10% plus 1% per caster level. Victims of cursed fire are flushed and feel warm to the touch. They may cough up ashes, and a faint glow may be seen to emanate from within their flesh when in darkness. Those who touch the victim may succumb to the burning poison affliction.

#### CURSED FIRE—BURNING DISEASE

**Type** disease, injury; **Save** Fortitude DC 16  
**Onset** 1 day; **Frequency** 1/day  
**Effect** 3d6 points of magical fire damage and 2 Con damage; **Cure** 2 consecutive saves

#### CURSED FIRE—BURNING POISON

**Type** poison, contact; **Save** Fortitude DC 16  
**Frequency** 1/round for 6 rounds  
**Effect** 1d4 fire damage and 1 Con damage; **Cure** 1 save

### DEMONIC PLAGUE

Demonic plague is a vile disease that spreads through contact with demonic carriers, who brought the plague from their home planes before becoming trapped on Abaddon. The touch of a demon or creature native to the lower planes can cause this disease to take root, though the demons themselves are merely carriers and do not suffer from it. Demonic plague can also spread by touching the corpse of one who suffered from it, though burning afflicted bodies can eliminate the disease and halt its spread.

Demonic plague causes lingering and terrible pain that slowly grows. Over time, the affliction can cause sufferers to writhe in agony as they are slowly worn down by the unceasing torment, an echo of the torments of the damned. The death throes of the diseased are particularly violent, as the victims often snap their own back or neck in their contortions or shatter their teeth by clamping down on their jaw.

#### DEMONIC PLAGUE

**Type** disease, contact; **Save** Fortitude DC 16  
**Onset** 1d4 days; **Frequency** 1/day  
**Effect** 1d4 Con damage and 5d6 points of damage; **Cure** 3 consecutive saves

### MANA ROT

At times, using the magical arts has consequences in the world of Abaddon. r;also , whichoften ooze that is slightly phosphorescent

Regular spells have little chance of causing this disease, but the magical energy necessary to create permanent items has a much higher chance of doing so. These items, left fallow for a long time, tend to become coated with a thin veneer of mana rot.

#### MANA ROT

**Type** disease, contact; **Save** Fortitude DC 14  
**Onset** 2d4 weeks; **Frequency** 1/day  
**Effect** 1d3 Con damage; **Cure** 2 consecutive saves

### NECROMANCIA

Coming into direct contact with the necromantic energies afflicting Abaddon can bring on disease. This supernatural illness, dredged out of the negative plane that wraps Abaddon



like a stifling blanket, is carried with necromantic spells and can affect both the living casters and targets of those spells.

Necromancia manifests as a sloughing of skin and flesh. If the disease goes untreated for too long, deep pencil-thick ulcers grow, which can dig down through the flesh to the bone. Those who die of Necromancia often (80% of the time) rise as zombies or ghouls.

#### NECROMANCIA

**Type** disease, contact; **Save** Fortitude DC 16  
**Onset** 1d4 days; **Frequency** 1/day  
**Effect** 3d6 points of damage and 1d3 Con damage; **Cure** 2 consecutive saves

### SHADOW SICKNESS

Shadow monsters carry a taint of negative energy in their teeth and claws. Those attacked by these beasts may escape with their lives, only to fade away to the rigors of disease in the following days. Victims of shadow sickness slowly turn to shadows as the disease spreads, eventually losing their life and fading away. This affliction does not turn its hosts into shadow creatures, but simply kills them slowly and terribly.

Those infected with shadow sickness feel cold and clammy and slowly fade, becoming increasingly transparent and smoky as they lose more and more energy. Eventually, all that remains is their shadow, permanently burned into the place where they lost their life.

#### SHADOW SICKNESS

**Type** disease, injury; **Save** Fortitude DC 14  
**Onset** instantaneous; **Frequency** 1/day  
**Effect** The victim suffers the effects of one negative level;  
**Cure** 2 consecutive saves

### SLIMY DOOM, CRIMSON

Beyond turning its victim into infectious goo, this horrific form of slimy doom is far more severe and acts much more quickly than the normal variety. The effects of this affliction are similar to the transformation of a khymer. The origin of this disease has been linked to meteoric dust and fragments,

which radiated necromantic energy or carried along the disease in its normal infectious cycle.

The disease is heralded by red and purple blotches on the skin, rampant diarrhea, and running mucous membranes. Victims of crimson slimy doom slowly liquefy. Starting from their extremities, their flesh runs like wax in a candle flame until all that remains is an infectious pool.

#### CRIMSON SLIMY DOOM

**Type** disease, contact, inhaled, injury; **Save** Fortitude DC 18  
**Onset** 1 day; **Frequency** 1/day  
**Effect** 1d3 Str damage and 1d3 Con damage; **Cure** 2 consecutive saves

### WHISPERING DOOM

Whispering doom first manifests in one's dreams, but then seems to spread throughout the community by contact—not just physical contact, but likely any kind at all. Merely conversing with the infected is enough to risk catching the disease, and there seems to be no real rhyme or reason as to who gets infected or how.

Victims of whispering doom show no physical symptoms. Its symptoms and effects are all mental, making the afflicted extremely distracted and, in some cases, driving them insane, the voices seeming to never leave. The voices seem to convey no particular meaning, save for the very rare word able to be picked out. Victims report the voices as like those in a tavern, a background of noise without individual conversations that can be made out.

#### WHISPERING DOOM

**Type** disease, contact; **Save** Fortitude DC 16  
**Onset** 2d6 months; **Frequency** 1/week  
**Effect** Victims hear faint voices that they cannot understand. These distracting voices prompt a concentration check (DC 16) each time the victim attempts anything more complicated than walking. On a failed check, the victim suffers a -4 circumstance penalty on the action that prompted the save; **Cure** 2 consecutive saves

# CHAPTER



GM RESOURCES

# RUNNING OBSIDIAN APOCALYPSE

## SURVIVAL IS EVERYTHING

*Obsidian Apocalypse* campaigns are games of survival above all. The darkness is winning, and the PCs may be the only force able to turn it back—or doom the world.

While the themes of survival and resource gathering permeate any campaign, in *Obsidian Apocalypse* the heroes do not seek mounds of gold and silver to buy more equipment. Instead, they seek tools to protect their homes and families. They seek means to defeat the darkness. They seek knowledge on how they can return the world to the living.

## SURVIVAL TIPS

### IT'S NOT ABOUT THE MONSTERS

Although the undead hordes are an important part of the genre, they usually serve as catalysts and as impediments to the story rather than the story itself. They are better used as a constant threat, as an ever-looming presence.

While it is true that mobs of mindless dead do not scare higher-level adventurers, they can still overrun weaker allies. Your family, children, and a number of NPCs rarely have extensive combat skills. A single skeleton or zombie may not be much of a threat, but in large numbers they are.

### EVERY LIVING PERSON IS AN ALLY

In *Obsidian Apocalypse*, whenever you encounter intelligent beings, you must consider them to be potential allies. They are hunted by the dead just as you are. Creatures such as ogres, gnolls, and orcs can be particularly useful to a community because of their racial abilities, whether great strength, an enhanced sense of smell, or the ability to see in the dark.

In times of extreme duress, allies can be found in the strangest of places. Do not turn away from a potential friend because of some sense of right or wrong. However, being open does not mean that you shouldn't keep an eye peeled and a knife in easy reach.

### EVERY LIVING PERSON IS A COMPETITOR

While everything still alive can help you fight off the undead, living things also use and consume resources. Evaluate the potential of any living creature you encounter. Try to take prisoners rather than kill those you meet.

When part of a group, make sure that you are invaluable. When others require your help or skills, they will try to keep you alive. Remember that everyone will be evaluating you, just as you are evaluating them.

## RESOURCES MUST BE PROTECTED

Every resource, from a competent farmer to a seamstress to a blacksmith, is worth protecting. Elders and those with a gift for teaching or sharing their knowledge are twice as valuable.

It is easy for adventurers to think only of themselves: their survival, their power, and their knowledge. But what good is any of that if there's no one to share it with? In the end, you might become a ruler, but you'll rule over an empty, blasted landscape inhabited only by the dead—a ruler of nothing and a master of none.

In other campaign worlds, most non-heroic NPCs tend to play small roles. In *Obsidian Apocalypse*, though, any living creature that has a useful skill must be protected and, indeed, encouraged to share their expertise.

PCs must keep in mind that, should the darkness be defeated, there will be a world to rebuild and it may need more than just talent in combat.

## THE DEAD ARE ON THE MOVE

Smart, ambitious rulers lead the empires of the dead in *Obsidian Apocalypse*. They are intelligent, cunning, and have years of experience. They have a deep hatred for each other, though, and their rivalries fuel wars.

These feuds are a double-edged sword for intrepid adventurers. On the one hand, these leaders will always be looking for additional troops to fight their wars. On the other hand, the empires of the dead are often more focused on each other than on the small enclaves of living, allowing small communities to thrive. For adventurers, this provides plenty of adventuring opportunities but also brings great danger. Between wars, the masters of the dead seek to replenish their armies, and the communities they target must be defended. In war times, adventurers may go on the offensive, eliminating threats without arousing too much suspicion.

## THE DEAD CARE NOT OF TIME

Time is not your friend; it works for the enemy. Unlike the living, the dead have centuries to complete their plans. As such, they do not have to react immediately to everything that goes wrong.

# CAMPAIGN IDEAS

## FORMING THE PARTY

Creating a party in *Obsidian Apocalypse* is a little different than on other campaign worlds. The usual "you walk into a tavern, and a group of other adventurers are seated at a table" is somewhat out of place. This section describes some possible approaches for handling the relationships of the PCs.



## THE VILLAGERS

The PCs are up-and-coming young ones who all hail from the same village. They grew up together and have known each other from birth. The PCs should build their characters to complement the others.

Each PC should have a few abilities in which they excel, relying on others to cover their own deficiencies.

In addition to the characters themselves, the mentors and parents of each PC should be developed. Fleshing out these characters gives players an added reason to protect and care for their own village.

The party's main goal should be to secure the safety of their village and expand its influence.

## THE SURVIVORS

This method is a little more traditional. The PCs are survivors from their own villages or enclaves, and some event or a chance meeting brings them together.

How the party is created is very much open to the players. If desired, they can even create their characters separately and be surprised by the composition of the party.

Finding and securing a home base should be the most important goal to such a group. Finding one isn't the only question, though, as convincing the locals that the party is a boon rather than a handicap may take some effort.

## GENERATIONS

In this campaign, the players will create two or more characters. One PC is the "parent" adventurer of higher level, while the other is the "child" of much lower level.

The perspective of this type of campaign alternates between the parent and child. This shifting viewpoint allows for simultaneous, interactive storytelling. For example, the parents could travel beyond the confines of the PCs' base while the children worry about protecting the village. The actions of one group greatly impact the other: if the children abandon the village, the parents would come home to nothing.

Often, this type of campaign also creates histories for some common magic items. Thus, the *+1 longsword* that a mother uses one day to slay the dreadwraith may later find itself in the hand of the son to defend the village from wolves.

## FAMILIES

Similar to the "generations" approach above, this approach sees each player build one main character and one non-heroic NPC for each other player, who represent members of that PC's family. Family members should be created with lower stats than the heroic PCs.

This method allows the GM to split the party and have one or two characters lead a group of effectively unskilled NPCs on a mission. A player acting as the family members would

play two or three characters at a time rather than a single character.

## THE MONSTERS AMONG US

Here, the players create a hero and a monster of an appropriate CR. The monster is a creature that the PCs have befriended and now work with.

The monster should be intelligent—regardless of how fun it sounds to play a bear, doing what you are commanded all the time gets boring quickly. Some examples of appropriate monsters include a gargoyle, hag, ogre, or even a dragon! On any given adventure, a player may select either his PC or monster to go on the adventure, splitting the party in two. A clever GM may then have an adventure for one party or both, which can create interesting circumstances. Maybe the supply run goes off without a hitch, but some issues arise on the home front.

## THE CAMPAIGN

Campaigns set in *Obsidian Apocalypse* are usually split into three distinct level blocks. In higher-level play, spells and magic items make an adventurer's life much easier. In lower-level play, though, obtaining and creating such items is much harder because the PCs usually have access to fewer magical resources.

### LOW-LEVEL: SURVIVING

Survival should be the focus of most games in low-level play. At these levels, taking on the hordes of the dead is impossible. The PCs must hide and outwit them without taking them on directly. Discovering areas of interest around their base of operations or the base itself should be the party's first and most important goal.

With a base of operations established, the PCs should focus on ensuring or facilitating the survival of their families and allies. This includes building simple defenses such as pits, *chevaux-de-frise*, and other fortifications. Training up-and-coming youngsters is also vital, as they will serve as replacement characters if the PCs meet their untimely demise.

Obtaining relatively simple building and support materials such as wood, clay, and metal should be adventures in themselves. Gathering water and hunting for game is never a simple venture, as the forces of darkness are ever watchful for their moment to strike.

### MID-LEVEL: EXPANSION

Once the base has been somewhat secured and family well defended, the PCs can go out and expand their domain. This could include clearing out undead-infested lairs, leading guerilla warfare on the armies of the dead, or sneaking and stealing artifacts used by the enemy.

Expansion can also include trying to turn the tide and bring back civilization to other settlements. This could be some-

thing as simple as establishing mail routes, repairing roads, or conquering other villages and towns held by the living.

## HIGH-LEVEL: TURNING THE TIDE

PCs who reach these levels now control a small empire of their own—or have lost everything. Hopefully, they have left behind a conclave that will ensure a new generation of heroes.

High-level adventurers can now take down the mummy lords, the vampire masters, the ghoul kings. They have both the means and the ability to take the fight to the empires of the dead and can even attempt to seriously destabilize these structures. Even so, careful planning and intelligence gathering are critical for continued success and survival.

While damage-dealing magic and abilities often come in handy, ways to remain undetected or to control the dead are perhaps more important. It is often easier to avoid conflict than overcome it, particularly when the enemy is relentless and cannot be destroyed easily.

## THE ENDGAME

This section deals with the ultimate conclusion of your *Obsidian Apocalypse* campaign. The PCs have taken the fight to the enemy; now how does this all come to a close?

Although many endgames assume that the PCs are of high or epic levels, the concepts of the endgame should be introduced much earlier in the campaign. Foreshadowing, dream sequences, auguries, and divinations could be used to guide the PCs toward the ultimate resolution.

The endgame should not only provide adventures for your current group of PCs, but also lead naturally into follow-up campaigns and adventures.

## BESTORING THE LIGHT

In this type of campaign, the PCs attempt to turn the tide and bring back hope to the world. Perhaps the PCs manage to contact a new god or pantheon that gives them powers to reverse the effects of the cataclysm. The PCs become champions of light and the number-one targets of the world's major villains, such as Asi Magnor and Calix Sabinus, but they may also find new allies.

The finale should be an epic battle, a tale that will be retold for a thousand centuries. This is the battle of Armageddon, the end of the world and the beginning of a new one.

Follow-up campaigns could feature young, new adventurers trying to clean up the world and the many areas the dead still control. Starting from a relatively stable base, they would now be able to reach out and bring their new order to the world.

## EXODUS

Unlike in the previous one, in this endgame the world is doomed and there is little to gain by staying. The tide has turned, and the hegemony of the living has ended. Life itself will not end, for some of the dead, such as ghouls and vampires, still need to consume the living. However, those still alive have been reduced to little more than cattle. The PCs should try to find a way to leave Abaddon behind and begin anew somewhere else.

This goal leads to a number of complications, the least of which being finding the means of leaving and then finding a new home—taking your loved ones with you, ideally.

Exodus is not an ending, though. A follow-up campaign could see the next group of PCs trying to win back the world from their new homes. Or they could try to liberate other living beings from their hell. Exploring their new home could also lead to means of freeing Abaddon from the clutches of the dead.

## CAMPAIGN IDEAS

### THE VILLAGE (LOW-LEVEL)

The PCs all come from the same village. The village should be in a relatively isolated location—perhaps an island, a valley in the mountains, or in the middle of a deep forest. The villagers are members of the PCs' families.

As a GM, be sure to know the areas near the village where the dead are found, where other pockets of living are located, and even a few locations for the PCs to explore.

### ADVENTURE IDEAS

- Because of recent shortages, the PCs are sent to forage for food, wood, or other resources in an area that is rarely visited—for example, the abandoned ruins of a fortress.
- A group of villagers has gone missing while logging. The PCs are asked to investigate. The trail leads to a group of living slavers who sell their captives to the dead in a distant town.
- After months of quiet, the dead are moving in larger numbers than ever before in local areas. The PCs must hurry to protect the village by erecting defenses.

### THE RUNNERS (LOW-LEVEL)

The PCs are part of a small group of people called runners. As their name implies, they travel between enclaves carrying mail and news, all while doing a little peddling along the way, perhaps. Mobility and speed are very important to avoid the enemy; skills such as Ride, Stealth, and Survival are essential.

### ADVENTURE IDEAS

- A village elder tells the PCs of the location of a lost shrine to the old gods that might contain valuable arti-

facts. If the PCs agree to split what they find with him, he is willing to tell them where to go.

- The PCs are tasked with delivering a package. As soon as the PCs leave the village, they are plagued by misfortune. To make things worse, mindless undead are drawn to the package. The PCs must now find a way to deal with the cursed item they accepted.

## THE SEAS OF ABADDON (LOW-LEVEL)

The PCs are part of a small band of people who have taken to the sea as a means of escaping the horrors of the cataclysm. The PCs run into the problems of operating a ship: keeping it in good condition, finding fresh water, and avoiding flying and seaborne monsters.

### ADVENTURE IDEAS

- After a violent storm, the PCs look for a peaceful lagoon to effect some repairs on their ship. The second they set foot on land, the locals attack them in droves. The PCs must weigh their options: leave, attempt to talk, or fight the locals.
- The ship reaches a small island where a group of locals approach the PCs. These islanders ask the PCs to destroy a rival settlement on a nearby isle. The elders swear that the other settlement is in league with the dead. In return, they offer safe harbor.

## THE EXILES (MID-LEVEL)

This campaign is a sequel to a low-level campaign listed before. The PCs belonged to a village or ship at one time, but their common means has now been destroyed. Now exiles, they must lead their people to safety in order to rebuild their lives. The PCs have to train warriors, set up watches for a larger camp, scout ahead, and occasionally follow leads to areas of safety.

This type of campaign requires a wide variety of skills to keep the civilians safe and avoid the enemy.

### ADVENTURE IDEAS

- The PCs have to cross a mountain range, but no clear path can be found. The PCs must send or act as a scouting party to find a way.
- The PCs reach a valley filled with fruit trees and ample game. However, the dead have a large camp on a hillside overlooking the valley.
- The PCs are on the run from a horde of mindless undead that has been following them for the past few days. The PCs get the feeling they are being herded forward.

## THE CONSECRATORS (MID-LEVEL)

The PCs form a group of agents of the divine, seeking to destroy and reverse the horrors done to their world. They search out ancient shrines and temples in order to re-consecrate them to the glory of the gods. By creating these shrines

of worship, they hope to lure the dead into traps where they cannot rise again.

Such PCs would rise quickly to the most-wanted lists of many nations, making this one of the most combat-intensive campaign presented here.

### ADVENTURE IDEAS

- The PCs find a lost shrine to a god no one remembers. As the PCs work to consecrate it, the dead seem to swarm the area, and they discover the shrine was once dedicated a lord of the dead who favored undead.
- The PCs travel through a ruined town when they happen on a temple that seems in good shape. A priest resides within who tends to the grounds with a peaceful smile. He invites the PCs into the temple for the night. However, everything is an illusion: the priest is a ghoul illusionist, and the area is swarming with his servants

## EXODUS (HIGH-LEVEL)

Finding a way to leave Abaddon should prove more difficult than most other adventures. At these levels, the PCs will be hunted by many of the most powerful creatures in the world; finding a way out may be a question of survival.

### ADVENTURE IDEAS

- The PCs hear of an ancient tower that once housed a powerful and renowned wizard. He has not been seen since the cataclysm. Rumor is that he opened the gate to his tower when he left. However, his tower is also said to be protected by powerful magical traps and demons.
- In a deep crypt, the PCs find an ancient tome explaining the movement of the stars. According to the tome, if timed right, one could fly beyond the vault of the night and escape to the Astral Plane above.
- One night, a PC receives a vision that guides her to a dark forest to receive a power that can turn the tide. The unseen voice pretends to be a forgotten god seeking to return to the world. Finding out more may be important.

## RUNNING ELDER GODS RETURNS WELCOME TO THE CRUCIBLE OF MADNESS

This is a broken world, a land where nightmares slip from the twisted wreckage of impossible geography into your dreams and waking moments.

The World of the Elder Gods is a terrible place, a place where insular communities cut off for centuries have fallen into grotesque paganism, a land riddled with superstition and justifiable fear. Ruins rise from this shattered land whose very sight can cause madness, places contorted into alien shapes by the anger of supernatural beings, palaces and temples that breathe and anger and bleed. Even the very gods may come staggering and oozing out of the mist and darkness.

Journeys become nightmares as scattered communities huddle in the dark; strangers are not welcome. As overwhelming chaos boils over the world, even the land itself cannot be trusted. Journeys become things to fear, ruins may hold monsters of impossible age and with forms that drive others insane.

What friends the PCs may have, or what allies they may gain, are likely to be suspicious of strangers, presenting you with some interesting roleplaying options. Friends may become enemies and vice-versa, and while the foul aspects of some remote communities may revolt the characters, you may share goals more important than these differences. Your survival may depend upon cooperating with groups who share your enemies but not your principles.

When adventuring in the deranged World of the Elder Gods, your principal enemies will likely think in an altogether alien way. Bear in mind also the disturbed influence the gods can have upon this world: Its erratic time could isolate your PCs; they may leave their loved ones at dawn and return at dusk only to find a hundred years have passed. Does the influence of wild magic turn the local population against spellcasters—even divine ones? Are those who tamper with arcane forces hunted like witches and burned to cleanse their souls?

When running this setting, bear in mind the *Obsidian Apocalypse* doctrine and consider whether the very essence of your campaign is doom, a story in which the enemy is too powerful, too alien. Some players love this feel as a change of pace, while others prefer the chance to succeed against all the odds and oust those who have caused such madness. Does your campaign become a race against time to banish the gods when the stars are right? Or does it become a battle to survive—to find a safer haven far from the constant terrors of this world?

The World of the Elder Gods gives you a wonderfully dark canvas to paint on with mists and mad ruins and things that play pan flutes in the dreams and nightmares of your characters, drawing them deeper into a fight against myriad enemies of cruel, cold aspect and ambition. Can they—dare they—dig deep into the broken ruins of the world to find weapons capable of driving their enemies into madness and oblivion? Any if they do, dare they even use such weapons? Use the cyclopean ruins of this impossible place to build a world that will live as a long, dark shadow in the minds of your players.

## RUNNING INFERNUS RISEN

### EVIL ALWAYS RETURNS

Infernus Risen is a campaign setting of tough choices and grey morality: You can protect your homeland with a guardian ritual, but perhaps only by enslaving an outsider. You can treat your enemy's enemy as your ally, but that means literally making a deal with the devil. You can evade

the source of your world's danger, but that means giving up any hope of stopping it in the long run. To make matters more complicated, the weapons best suited to combat devils and demons are wielded by good-aligned clerics and paladins, the very people least able to bend the rules of their oaths and covenants for the greater good. The creature most able to aid you against a cult of Lucifer worshipers might well be an imp loyal to Asmodeus, but can you trust such a creature? And if so, will deals with devils put good-aligned party members at risk, even they don't engage in any directly evil acts? As such questions will often arise, you may want to know how he or she feels alignment works—and be ready to explain that to the players—rather than avoid putting morally questionable options in front of the PCs.

## DON'T BE AFRAID OF HIGH LEVELS

At times, transitioning a campaign through different level categories can be rough, in part because it can be difficult to explain from where the rising tide of threats originates. If 1st level characters can help solve problems in Ombregarde, why aren't they ruling it by 9th level? And if a group of enemies comes to threaten the PCs when they are 16th level, why didn't they just destroy the party back when they were 1st level?

In Infernus Risen, plenty of threats roam the landscape that can even destroy epic-level characters. Asmodeus and Lucifer are gods—or the closest thing to it—and both can access the mortal plane in some fashion. Beyond them, the legions of Hell provide more than enough challenge for any number of high-level characters. However, Asmodeus and Lucifer are locked in war and see each other as their worst enemies. Low-level characters far from Orange Sky are simply beneath the notice of the princes of Hell and their generals: Lucifer needs his most powerful forces close to Malefacta to protect against assaults by Asmodeus, who needs to keep his own forces close enough to Malefacta to limit Lucifer's movements. While both need souls and evil mortal worshipers, both can be gathered by scouts and agents, who need not be as powerful as the devils on the front lines. The further a region is from Malefacta, the fewer powerful devils can be spared to patrol it. Both devil princes see the conquest of Abaddon as inevitable, so they don't worry about the little shrinking corners of light—and won't, unless something noteworthy happens there. As long as low-level heroes don't manage to take out a major soldier of Hell, the ageless devils feel no urgency to conquer all of Abaddon. At least, not yet.

By the same token, lesser demons and devils who wish to carve out their own strongholds must go beyond the Orange Sky and Blood and Screams to find parts of Abaddon not already under the sway of more powerful outsiders. While a CR 3 lesser host devil is nothing more than fodder in Infernus, it may be strong enough to take command of a small village far from Blood and Screams in hopes of

torturing the inhabitants until they willingly offer up their souls. In time it may grow in power and begin drawing other devils under its control.

These circumstances provide an easy way for you to justify the sliding level of risk, as long as the campaign begins in Abaddon, with Blood and Screams within traveling distance yet far enough away to not pose an immediate threat. During their first few levels, the PCs may not have any direct encounters with Infernus or its agents, but making them knowledgeable about the minor outsiders and evil cultists who worship them (or are hired to serve them) fairly early will provide an easy way to transition to harder foes. The PCs could find that their early foes worked for more powerful devils and must move closer to Infernus to deal with them. If they are fighting devils already, that may draw more powerful foes to their home depending on how proactive the PCs are. By periodically changing the identities, ultimate goals, and potential allies of the major string-pullers every few levels, you can ramp up threat without breaking a natural flow of events.

## DEVILS KNOW THEIR OWN WEAKNESSES

Infernus Risen campaigns focus heavily on evil outsiders, which can skew the relative power of specific player choices: Taking evil outsiders as a favored enemy becomes much more useful. Weapons with bane against evil outsiders become powerful compared to their cost. Spellcasters are more likely to invest in options to overcome spell resistance and to avoid fire-based damaging spells. However, devils are well aware of which abilities and weapons work best against them. To protect themselves, they may simply use minions who aren't devils (creatures immune to electricity and sonic attacks work particularly well for this) or go as far as hunting down and imprisoning anyone known to have created a bane weapon. Don't punish PCs for trying to make characters effective against evil outsiders, just remember that devils are often centuries-old geniuses and know how to counter such measures.

## RUNNING A PANDEMIC CONTAGION

### LIFE WILL FIND A WAY TO SURVIVE

Pandemic Contagion is a campaign setting that focuses on invasions: not just an invasion of the PCs' world by the Intruder, or even of their cities by the Contaminated that followed, but the invasion of the PCs' very bodies by the Shaper Plague. That theme, of striving to infiltrate and get inside one's enemy, will fit any Pandemic Contagion adventure well. You don't need to restrict that theme to the Contaminated alone: an invading foe might be a mole within the Purifiers who leaks patrol routes to smugglers bringing infected goods in from the Tainted Lands, or an apparent ally within a Tainted Lands stronghold who wants to burn all

the diseased creatures around him to the ground. Infiltration is often the best way for the PCs to fight back against the Shaper Plague, as well. Adventures may focus on intruding and penetrating, rather than open combat. To stymie the flow of materials reaching Entropy Prime, perhaps the PCs must sneak deep into a mine and set fire to its support beams. Or, to recover medicines the Occluded Sanatorium needs to keep infected scholars alive, the PCs might need to take over a bandit gang that operates out of an old church.

## THE PURIFIERS ARE NOT THE TRUE ENEMY

It's easy to see the temptation to paint the Purifiers as the ultimate enemy of a Pandemic Contagion campaign. They are ruthless, tyrannical, powerful, and believe the ends justify their means. Even if you accept that their motives are pure—preventing the Shaper Plague from spreading through the Purified Lands at almost any cost—it's clear that such great power must lead to abuses. It's reasonable to include some corrupt Purifiers and even more who allow overzealousness to drive them to cruel acts, banishing those who seem sick or mutated but have not been infected by the Shaper Virus. Many players will dislike or even confront the totalitarian Purifiers, who demand that all governments and towns handle potential threats with a protocol no one voted on or agreed to.

However, despite being flawed and ultimately fighting a losing battle, the Purifiers are one of the only groups able to slow the advance of the Contaminated. For the people of the Purified Lands to have a chance to research the Intruder's spawn and build defenses against the Contaminated, they must be protected. The Purifiers are imperfect, but strive to not be merciless. Their protocols insist that the quarantined be guarded and given food. Rather than immediately slay anyone suspected of contamination, victims are given a chance to overcome their disease. While those who do survive are banished, such a punishment is not unreasonable as they are an incurable risk to the community. If the Purifiers insisted on using kilns to burn everyone they declare to be infected, most of the Purified Lands would still support them.

Rather than an enemy, use the Purifiers as a sign of how bad things have gotten. Their methods are draconian, but nothing else has slowed the tide of infection. Consider presenting two different types of Purifiers over the course of a campaign: the zealots who blindly follow the protocols and root out potential infection with no concern for the lives they ruin, and the tortured champions of the uninfected who mourn every life lost and family banished by their orders. This distinction allows PCs to freely dislike one member of the order while showing them that some Purifiers take their duties very seriously. And, of course, if the PCs interfere with the Purification Protocols, you can show them what happens if the Shaper Plague goes unchecked in a small community.

## THERE'S NO GOING BACK

The structure of a Pandemic Contagion campaign has one natural flow of movement: beginning in the Purified Lands and then moving outward through the Tainted Lands and then the Contaminated Lands, moving ever closer to Entropy Prime and whatever horrid goal the Contaminated work toward there. It won't be easy for the PCs to go back to areas once traveled. Low-level characters might sneak from the Purified Lands to the Tainted Lands and back once or twice for secret missions. However, once it's clear they have spent time in the Tainted Lands, their names and faces will become known to every Purifier and guard along the Great River. As adventurers in the Tainted Lands, the PCs gain much more freedom and can even try to become infected by the Shaper Plague to become more powerful, but they leave the illusion of safety behind. Even in walled Tainted Lands communities, the PCs must be on their guard against attacks by the Contaminated—who may arrive in armies, or may simply develop in the room next door as an infected local loses his battle with the Shaper Plague—as well as by thieves, murderers, and those who see the adventurers as threats to their own power. If the PCs wish to fight back against the spawn of the Intruder, they will inevitably move closer and closer to the flexible border between the Tainted Lands and the Contaminated Lands. The more time the PCs spend in direct contact with the Contaminated, the fewer Tainted Lands strongholds will willingly risk their entrance. In time, the only place left for the PCs to strike a blow that might seriously harm or even destroy the legions of the Contaminated is within Entropy Prime itself, the inevitable scene of the final battle of a long-running Pandemic Contagion campaign.

## RUNNING THE UNDEAD WORLD DEATH WOULD BE WELCOME

Rampaging hordes of zombies stalk this world. Their only desire is to infect you or devour you. They are out there—by day, by night—feasting in the forest, shambling along the old trails and outside the castle gates.

The World of the Undead is a place with few safe havens, and of those few, most are ruled by vampires that only protect those who will serve their whims and hungers. Life in this place is either a daily grind for survival, where one hopes to go unnoticed by tyrant masters, or a struggle to keep the horde at bay. What fate might befall your loved ones, and what future will your children inherit in this terrible place? Can you leave them a better world to live in, and is it worth

dying to try? Campaigns in this land often focus on finding and maintaining safe havens, for without them the shambling horde is sure to find you and, if you're lucky, eat you alive. These shelters are the focus for daily life and events, what few there may be beyond the drudgery of survival. Yet in even the darkest place there is hope—friendship, honor, love, maybe even a future. Small victories keep the spirits up, as the horde may be driven back from a town, a castle, maybe even a kingdom, and many—like the Shambling Wardens—still cling to the prospect that one day the horde will be vanquished.

Consider the option of the PCs establishing a home, only for it to be ransacked by the shambling horde. Perhaps a cruel vampire lord cast out the PCs or loosed them as sport to hunt, giving them a chance to escape in the process. Escape to what, though? Wilderness adventures in this setting are terrifying. The zombie menace is unpredictable, frequent, and terrible; they are not mere husks that stagger into combat—they run, they yearn, they hunger.

Be careful not to focus too much upon the horde, however. Mass slaughters and combats with zombies are fine on occasion, but for them to retain their menace they must ultimately seem undefeatable. Use the intrigue between the slaver vampires and the pockets of resistance as a strong backdrop. If vampire kingdoms loom nearby, does the forest full of zombies actually buffer the PCs' home kingdom from those of the vampire lords? If you enjoy more social roleplaying, then you can try another angle: by establishing the PCs in positions of power, you can elevate the campaign into something more demanding to write but ultimately more satisfying. With command comes responsibility, and overseeing a township full of reckless, fearful and jealous NPCs provides you with great opportunities to back up adventures with intrigues.

Does your campaign focus on the PCs in their prison home during their lower levels? Do the vampire spawn torment the characters, forcing them to forage in the dangerous lands outside or to watch their friends and family slowly starve? Or do the PCs slowly rise up in their prison to overcome their masters, only to find that vampires in distant places now menace what the PCs began to think of as their own haven?

CHARACTER NAME \_\_\_\_\_

PLAYER \_\_\_\_\_

CLASS & LEVEL \_\_\_\_\_

RACE \_\_\_\_\_

ALIGNMENT \_\_\_\_\_

DEITY \_\_\_\_\_

SIZE / TYPE \_\_\_\_\_

AGE \_\_\_\_\_

GENDER \_\_\_\_\_

HEIGHT \_\_\_\_\_

WEIGHT \_\_\_\_\_

EYES \_\_\_\_\_

HAIR \_\_\_\_\_

SKIN \_\_\_\_\_



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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER	<b>HP</b>	TOTAL	DR
<b>STR</b>							
<b>DEX</b>					WOUNDS / CURRENT HP		
<b>CON</b>							
<b>INT</b>					NONLETHAL DAMAGE		
<b>WIS</b>							
<b>CHA</b>					<b>INITIATIVE</b>		

<b>SPEED</b>				TEMP MODIFIERS
	BASE SPEED	WITH ARMOR		
	FLY	MANEUVERABILITY	SWIM	CLIMB
			BURROW	

**SKILLS**

SKILL NAMES	TOTAL BONUS	ABILITY MOD.	RANKS	MISC. MOD.
<input type="checkbox"/> ACROBATICS	_____ = DEX	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> APPRAISE	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> BLUFF	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> CLIMB	_____ = STR	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> CRAFT (_____)	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> CRAFT (_____)	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> CRAFT (_____)	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> DIPLOMACY	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> DISABLE DEVICE*	_____ = DEX	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> DISGUISE	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> ESCAPE ARTIST	_____ = DEX*	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> FLY	_____ = DEX	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> HANDLE ANIMAL*	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> HEAL	_____ = WIS	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> INTIMIDATE	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (ARCANA)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (DUNGEONEERING)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (ENGINEERING)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (GEOGRAPHY)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (HISTORY)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (LOCAL)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (NATURE)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (NOBILITY)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (PLANES)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> KNOWLEDGE (RELIGION)*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> LINGUISTICS*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> PERCEPTION	_____ = WIS	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> PERFORM (_____)	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> PERFORM (_____)	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> PROFESSION* (_____)	_____ = WIS	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> PROFESSION* (_____)	_____ = WIS	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> RIDE	_____ = DEX	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> SENSE MOTIVE	_____ = WIS	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> SLEIGHT OF HAND*	_____ = DEX	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> SPELLCRAFT*	_____ = INT	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> STEALTH	_____ = WIS	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> SURVIVAL	_____ = WIS	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> SWIM	_____ = STR	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> USE MAGIC DEVICE	_____ = CHA	<input type="checkbox"/>	+ <input type="checkbox"/>	+ <input type="checkbox"/>
<input type="checkbox"/> CLASS SKILL * TRAINED ONLY				

CONDITIONAL MODIFIER:

LANGUAGES: \_\_\_\_\_

**AC**  = 10 +  (ARMOR BONUS) +  (SHIELD BONUS) +  (DEX MODIFIER) +  (SIZE MODIFIER) +  (NATURAL ARMOR) +  (DEFLECTION MODIFIER) +  (MISC MODIFIER)

**TOUCH**  **FLAT-FOOTED**   (MODIFIER)

SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS
<b>FORTITUDE</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>REFLEX</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<b>WILL</b>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

**BASE ATTACK BONUS**  **SPELL RESISTANCE**

**CMB**  =  (BASE ATTACK BONUS) +  (STRENGTH MODIFIER) +  (SIZE MODIFIER) +  (MODIFIER)

**CMD**  =  (BASE ATTACK BONUS) +  (STRENGTH MODIFIER) +  (DEX MODIFIER) +  (SIZE MODIFIER) + 10

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
<b>RANGE</b>	<b>TYPE</b>	<b>AMMUNITION</b>	<b>NOTES</b>	

