



DANGERS & DISCOVERIES

The Hazards and Revelations Sourcebook



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DANGERS & DISCOVERIES: THE HAZARDS AND REVELATIONS SOURCEBOOK

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CURSES

Curses are vengeance itself, a cruel and ironic punishment placed by an especially clever and cruel adversary. Curses rarely kill, unlike poisons. Killing would be too easy, too quick, and would not give the curse's victim a chance to truly appreciate their fate.... And the cleverness of whatever nemesis engineered it. These two dozen new curses represent 24 new ways to introduce terror into your Pathfinder Roleplaying Game home campaign.

CANDLEMAKER'S CURSE

This curse is contracted by the nightfolk- the robbers, and night watchmen, pimps and prostitutes, smuggler and gamblers who prowl the night. Spending too long without seeing the sun can generate this curse spontaneously, and elder vampires and liches fear its effects as much as they do holy fire.

Type curse; **Save** Will DC 22 negates, Will DC 18 partial
Effect Anytime the cursed character is in an area of dim illumination or worse for more than one round, he or she suffers 2d6 points of damage (Will DC 18 half).

CLANKING CURSE

A mild curse that often afflicts soldiers and militiamen, the Clanking Curse is usually a result of a bar brawl or a loss at cards. Hedge wizards will place this curse on a client's rivals for a nominal fee.

Type curse; **Save** Will DC 18 negates, no save to avoid effect

Effect While so cursed, the armor check penalty of any armor worn by the character is tripled!

CRITICAL UNLUCK

Only those who have directly opposed a god- not a mere offense, like defiling a temple, not even an atrocity as great as murdering or violating a cleric, but actually striking a god- ever fall victim to this deadly curse. The threads of fate become a noose, binding and slowly killing the transgressor

Type curse; **Save** Will DC 24 negates, no save to avoid the effects

Effect Each and every time the cursed characters must roll a d20 for any reason, roll 2d20 and take the worse of the two rolls. If the character ever rolls double ones on 2d20, this curse is passed to all allies within 30 ft.

Cure A *bestow curse* spell must be cast by a Cleric of 20th level or greater in order to end the curse.

CURSE OF THE BARREN WOMB

This foul curse is usually laid down by undead that died during pregnancy or childbirth. The curse afflicts only women, but men can unknowingly be carriers. With a touch, a man exposed to this curse can spread its dark magic.

Type curse; **Save** Will DC 18 negates; Fortitude 16 partial
Effect Female victims of this curse must make a DC 16 Fortitude save during pregnancy or miscarry. The close association with death means all undead receive a +2 morale bonus on attack rolls against any woman afflicted with this curse.

Cure A woman afflicted with this curse can only be cured by successful casting of a *bless* spell and *remove curse* within one minute of each other. Men afflicted by this curse cannot be cured, and remain carriers until they die.

CURSE OF CONSCIENCE

This curse is an old and potent one, first recorded in old wives tales. Like the curse of the unforked tongue, this magical affliction is a lawful tool for punishment of liars and betrayers.

Type curse; **Save** Will DC 22 negates, no save to avoid effects

Effect Each time the cursed character lies, he or she suffers 1 point of permanent Charisma damage, as their features deform strangely.

CURSE OF DISEASE

Often contracted by those who disturb the resting places and charnel pits of those who have died of plague, the curse of disease has ended the careers of many adventurers. This curse commonly afflicts gravediggers and morticians, as well as grave robbers, archeologists and adventurers.

Type curse; **Save** Fortitude DC 22 negates, no save to avoid effects

Effect A character afflicted with this curse receives no saving throw against any disease while she suffers its effects, from a simple cold to the deadliest plague.

Cure A *remove curse* and a *cure disease* spell must be cast within one minute of each other to permanently rid a sufferer of this curse.

CURSE OF FORGOTTEN SKILLS

A surprisingly mild curse often cast by ill-tempered but merciful magic users and clergy to punish young rogues and minor annoyances. This curse is often placed upon



craftsmen of all sorts by jealous rivals, if they can afford the casting.

Type curse; **Save** Will DC 18 negates

Effect Until this curse is somehow lifted, the +3 bonus provided to class skills is lost permanently.

CURSE OF THE FOOL'S SWORD

This supposedly divine curse punishes warriors whose hubris overwhelms their common sense, especially those who insult their social betters without cause. More than one arrogant sell-sword has felt the sting of this curse after insulting a local king or feudal lord, confident that he alone was more than a match for the entire local militia.

Type curse; **Save** Will DC 18 negates

Frequency each time the target confirms a critical hit

Effect While cursed, anytime the target successfully confirms a critical hit, he does the same amount of damage to himself that he does to the enemy. To those watching the disaster, it's a comedic opera of failure, as a wild sword swing somehow loops back around to slash the attacker at the same time the blade bites into the defender.

CURSE OF HATRED

This curse is often placed on criminals and exiles as part of their sentence, and may also be divinely bestowed upon those who violate the rules of hospitality, either by denying a needy traveler shelter, or by stealing from or harming a host.

Type curse; **Save** Will DC 20 negates, no save to avoid effects

Effect All NPCs have their starting attitude towards the curse's victim worsened by one step.

CURSE OF PREDICTABILITY

For a fighter, being predictable is a death sentence.

Warriors only survive by changing their tactics often, and those who become easy to predict soon become easy to bury. This curse often afflicts those especially proud of their tactical genius, or those who depend too much on surprise to win battles.

Type curse; **Save** Will DC 19 negates, Will DC 17 partial

Effect Each time you roll Initiative while afflicted by this curse, you are treated as if your Initiative score is zero, ensuring you act last in a round, unless you succeed at a DC 17 Will Save at the beginning of combat.

CURSE OF REVERSE AGING

A strange effect caused by powerful magic or the manipulation and twisting of time itself, this curse devolves a man back to childhood, to infancy, and then to non-existence, as he becomes something that cannot survive outside a womb.

Type curse; **Save** Will DC 21 negates

Frequency 1/day

Effect Each day, the target de-ages by 2d4 years. When the target reaches 12 he is considered a Young Adult, and is considered a Child at 8. When the target's age is reduced to 0 he dies, rapidly devolving from newborn to fetus to a rapidly shrinking puddle of blood and vestigial organs.

CURSE OF WILLFUL IGNORANCE

This curse punishes those who destroy spellbooks, mistreat scribes or burn libraries.

Type curse; **Save** Will DC 18 negates

Effect The victim gains only 50% XP while the curse is active.

CURSE OF WOUNDS UNHEALING

This curse may pass to anyone who robs a barrow, or wields a weapon taken from the honored dead. Only restoring what was taken will end this curse.

Type curse; **Save** Fortitude DC 18 negates, Fortitude DC 15 partial

Frequency each time the target is injured

Effect Each time the target suffers Hit Point damage, he or she must succeed at a DC 15 Fortitude Save or 1d3 points of the damage becomes a permanent loss of Hit Points instead, lowering the character's maximum HP total.

Cure Before a remove curse spell will be effective, the curse's target will have to return the stolen weapon or treasure of at least equal value to the tomb it was taken from.

DRAGON'S RANCOR

This curse is a punishment upon those who slay dragons, and it's claimed that any adult or older dragon can call down this retributive curse with their dying breath.

Type curse; **Save** Will DC 25 negates

Effect A character afflicted with Dragon's Rancor suffers a -10 penalty on attack and damage rolls against any creature of the Dragon type, and cannot naturally heal damage inflicted upon them by any creature with the Dragon type. Anyone casting a *cure* spell to heal damage inflicted by a dragon upon the character must succeed at a caster level

check (DC equal to 10 + the dragon's CR) or the spell is lost without effect.

FISHERFOLK'S CURSE

This curse is said to befall anyone stupid enough to kill an albatross, a bird beloved by sailors of many nations and culture as a symbol of good luck.

Type curse; **Save** Will DC 20 negates, no save to avoid effects

Effect Anytime the target is touched by more than a few ounces of water, he or she becomes *paralyzed* for one round. Being splashed with a vial of holy water or a mug of booze won't affect the character, but having a wash basin overturned on his head or immersion in water will. The character can easily drown in a half full wash tub.

FLESHSLIDE CURSE

This strange curse warps the body and mind, transforming beautiful women into hideous abominations and mutating courageous warriors into the very monsters they face. The curse spreads through sexual contact with the afflicted.

Type curse; **Save** Will DC 16 negates, no save to avoid effects

Frequency 1/day

Effect Each day the victim suffers 1d20 points of temporary Charisma damage. Unlike normal Charisma damage, the victim's Charisma score is returned to normal upon sunrise the next morning, when the curse takes affect again. If the victim's Charisma is reduced to 0 or below by this curse, the victim transforms into a monstrous humanoid under the game master's control. If the victim is 4 HD or less, he or she transforms into an *orc warrior*. If greater than 4 HD, the victim becomes a *bugbear*, and if above 12 HD the victim becomes a *troll*.

This transformation, like the Charisma damage ends at sunrise the next day.

FUMBLEFINGER'S CURSE

Never let anyone suffering this minor witchery handle anything valuable to you. Somehow, somebody afflicted with this curse can crack an anvil with a touch, snap a sword straight down the middle, but still has trouble pulling a stopper out of a stubborn potion vial.

Type curse; **Save** Will DC 18

Effect Anytime the recipient of this curse handles a nonmagical object, she inflicts her normal unarmed strike damage upon the object, ignoring hardness or non-magical

damage reduction. Unfortunately, this curse never applies when the character intends to harm an object.

GOBLIN'S CLEVER CURSE

Goblins shaman use this curse to protect their tribes... and enrich them a little bit if everything goes as planned. It takes almost insane courage to magically blackmail powerful adventurers, but the cunning goblin races have courage in full measure.

Type curse; **Save** Will DC 22 negates

Effect A character afflicted by this curse suffers a -10 luck penalty on attack and damage rolls made against creatures with Challenge Ratings of 2 or less.

Cure Only a goblin cleric may effectively cast *remove curse* to end this affliction, and most of them charge a premium- four figures worth of gold and a promise of safe passage, at the very least.

GREED'S REWARD

Originally this curse was a result of a cataclysmically worded *Wish*, but now can be spread to any miser who hoards wealth and ignores the needs of the poor.

Type curse; **Save** Will DC 20 negates

Frequency Any time the target tries to eat

Effect Anytime the target attempts to eat, or even touches food, she must succeed at a DC 20 Will Save or watch as the food is transmuted to a glittering golden substance that, like pyrite, has no real value.

Cure The victim must donate a sum equal to 100 GP x her character level to the poor or a good aligned charity before a *remove curse* spell will be effective.

NECROMANCER'S LETHARGY

Necromancy is the study of the dead, and of the black negative light that animates them. Prolonged exposure to necromantic radiations can have debilitating effects on the body, and all veteran necromancers watch themselves carefully for the first signs of this curse, which always begin with muscular weakness and palsy in the hands.

Type curse; **Save** Will DC 22 negates

Frequency 1/day

Effect The target suffers 1d4 Dexterity damage per day. A target reduced to 0 Dexterity by this curse suffocates, and returns to unlife as a ghoul.

SMITHY'S CURSE

Flame elementals are said to lay this curse upon careless blacksmiths, idiot arsonists and others who do not give flame the reverence and awe they feel it deserves.

Type curse; **Save** Will DC 15 negates

Effect If the target has any resistance or immunity to Fire, it is lost. The character now takes double damage from Fire.

THE VENGEANCE OF TOOTH AND CLAW

Trappers and hunters who poison their prey and leave them to die, unrecovered and wasted, or hunters who kill more than they need are punished by the gods of nature with this curse. Animals recoil in the presence of anyone afflicted by this curse and are poised on the edge of violence.

Type curse; **Save** Will DC 22 negates

Effect The cursed character is despised by the natural world and its creatures. The character suffers double damage from any successful melee attack made by a creature of the Animal or Vermin type. The cursed character suffers a -5 penalty on Ride and Handle Animal checks.

UNFORKED TONGUE CURSE

This curse is the bane of thieves, conmen and spies.

Type curse; **Save** Will DC 22 negates, Will DC 18 partial

Effect Each time the character attempts to use the Bluff skill, she must succeed at a DC 18 Will Save or blurt out the truth at the top of her lungs.

WENDIGO'S HUNGER

This curse is visited upon anyone who willingly eats the flesh of their own kind.

Type; curse **Save** Will DC 25 negates

Frequency 1/day

Effect Each day the victim suffers 1d6 points of WIS and Charisma damage. While suffering from the curse, the victim gains no nutrition from ordinary food, no matter how much she eats. She must consume the flesh of members of her own species to prevent starvation.

DISEASES

Smart adventurers boil their drinking water, splash alcohol on their battle wounds and check their potential romantic conquests for boils and sores because of hard-taught lessons. No matter how mighty or experienced the character, an illness can lay him low. Diseases can't be fought and often can't be avoided, considering the risks that come

with the adventuring lifestyle. Heroes and villains alike have good reasons to fear this collection of two dozen diseases for the Pathfinder Roleplaying Game.

BLACK BOWELS

Black Bowels is an especially nasty infection caused by parasites found in livestock dung. The disease is easily spread among herds, and can afflict anyone consuming meat or milk from an infected animal. Black Bowels gets its name from the dark, bruise-like discolorations that spread across the stomach of those suffering it

Type Disease, ingested; **Save** Fortitude DC 16

Onset 1d3 days; **Frequency** 1/day

Effect 1d6 Strength damage. Targets are considered *sickened* until the disease runs its course; **Cure** 2 consecutive saves

BLACK LUNG

A respiratory disease often contracted by miners and others who work in closed, sooty environments, black lung slowly kills all but the toughest victims. For all their strength and vigor, Dwarven cavers often succumb to black lung.

Type Disease, inhalation; **Save** Fortitude DC 24

Onset 1d6 months; **Frequency** 1/week

Effect 1d8 Constitution damage; **Cure** 4 consecutive saves

BLEACHING ROT

Caused by skin parasites, this disease leeches the pigment from a sufferer's skin and hair. Beneath the skin, the disease is ravaging the patient's body, rotting internal organs. The dissected corpses of those killed by Bleaching Rot reveal the victim's liver and intestines have been bleached white and are as dry and brittle as the paper they resemble.

Type Disease, injury or ingested; **Save** Fortitude DC 19

Onset 1d4 weeks; **Frequency** 1/day

Effect 1d6 Constitution damage and 1 point of permanent Charisma drain. Bleaching Rot cannot reduce the victim's Charisma below 3; **Cure** 2 consecutive saves.

BRITTLE BONES

An infection attacks the character's bones, making them as brittle as porcelain. Most of those afflicted are forced from the battlefield, as even the stresses of everyday life can be fatal.

Type Disease, contact; **Save** Fortitude DC 12

Onset 1 day; **Frequency** 1/day

Effect 1d4 Strength damage. While suffering Brittle Bones the character takes double damage from falls and from bludgeoning damage; **Cure** 2 consecutive saves.

CASTER'S BANE

This magical disease incubates in damp, musty spellbooks, and provides another great reason for spell casters to keep their libraries clean, dry and well maintained. Symptoms include an itchy rash whose pattern resembles mystical diagrams. As the disease progresses, these sigils become more complex and defined; a long term sufferer bears marks that are as clear and precisely drawn as a tattoo.

Type disease, inhaled; **Save** Fortitude DC 14

Onset 1d3 days; **Frequency** 1/day

Effect 1d2 Intelligence damage and 1d2 Charisma damage. While suffering from Caster's Bane, the character cannot cast 0 level arcane spells, nor use spell completion or single use magical items duplicating zero level arcane spells; **Cure** 2 consecutive saves

CATACEPT

This disease is said to be spread by strange parasites that originally fed upon gargoyles and other stone-skinned creatures. For the stone-skins, catacept is an annoyance at worst, comparable to a minor skin rash in a human. For softer skinned beings, catacept is a deadly and debilitating plague. Once contracted, the disease is a slow but inexorable death sentence. Over time, the victim's soft body transforms to immobile rock, causing paralysis and eventually death by respiratory collapse.

Type Disease, inhalation or contact; **Save** Fortitude DC 21

Onset 1d4 weeks; **Frequency** 1/week

Effect 1 point of permanent Dexterity drain. Characters reduced to 0 Dexterity by the disease suffocate, as their lungs are no longer able to inflate within their calcified chest; **Cure** 3 consecutive saves

DARK APPETITE

This mostly magical virus exists only to spread malice and suffering. Those afflicted with Dark Appetite are recognizable only by the glazed yellow film covering their eyes, and by their insatiable greed. Dark Appetite forces even the most saintly victim to acts of theft and gluttony by killing those who don't give into avarice.



Type Disease, injury; **Save** Fortitude DC 25

Onset 1 day; **Frequency** 1/day

Effect 1d6 Wisdom damage. Those infected with Dark Appetite suffer an additional 2d6 HP worth of damage anytime they are denied the largest share of a prize, whether this be loot from a dungeon or just bowls of stew from an inn; **Cure** 3 consecutive saves.

DYSENTERY

Caused by parasites in impure water and spoiled food, dysentery causes nausea, vomiting and uncontrollable bouts of diarrhea. Shockingly easy to contract, dysentery is fairly easy for a healthy adult to recover from, but can easily kill a child or someone already struggling with illness or malnutrition.

Type Disease, ingested; **Save** Fortitude DC 22 to avoid infection, Fortitude DC 14 to negate

Onset 1 day; **Frequency** 1/day

Effect 1d3 Strength damage. The victim is *nauseated* while suffering the disease, and cannot hold down food. The target begins starving no matter how much he eats- he

purges the food before his body can derive any nutrition from it; **Cure** 2 consecutive saves

EBOLA

Ebola is a fearsome plague, and only its rapid lethality and unmistakable symptoms have prevented kingdom-wide extinctions. Ebola can infest and annihilate a small village in a matter of days, but unlike bubonic plague, its symptoms cannot easily be hidden, and the effects of the disease kill so quickly it hinders the infection's spread. Those dying of Ebola bleed from every orifice, as their bodies are literally liquefied from within.

Type Disease, injury or contact; **Save** Fortitude DC 20

Onset 1 day; **Frequency** 1/day

Effect 1d8 Constitution damage. An Ebola victim must succeed at a second Fortitude Save or half the Constitution damage suffered becomes permanent drain instead; **Cure** 2 consecutive saves

ELFBANE INFLUENZA

The Drow bred this deadly strain of influenza, culturing it in prisoners of war. The disease only surface Elves, and

has no effect on Drow or other humanoids. This vile, engineered disease is to be the subterranean Drow's ultimate revenge against their surface living cousins. The dark elves have infected hundreds of Elven prisoners with the disease and allowed them to escape to the surface.

Type Disease, inhalation; **Save** Fortitude DC 15

Onset 1d3 days; **Frequency** 1/day

Effect 1d6 Constitution damage. Only creatures of Elven blood (including Half Elves) are affected by this disease. Drow are immune; **Cure** 2 consecutive saves

FIREFLY/WARTS

Parasitic bacteria infest the victim's skin, creating hideous but thankfully painless blisters and scabs. The bacteria glow with a dim chemical glow like a firefly, and the dingy orange radiance is visible through most clothing and bandages. An affliction of the poor, especially those living in crowded ghettos, Firefly Warts are embarrassing, deforming and omnipresent, but non-lethal.

Type disease, contact; **Save** Fortitude DC 18

Onset 1d4 days; **Frequency** 1/day

Effect 1 Constitution damage. Sufferers are afflicted with glowing pustules which shed like a candle (dim radiance in a 5 ft radius) and impose a -4 penalty on Stealth checks; **Cure** 3 consecutive saves

FUNGAL RIOT

This disease hides in dank dungeons and the lightless caverns deep beneath the world. The disease spurs the unchecked growth of the normally harmless, symbiotic bacteria found in the intestinal tracts of most mammals. Under the influence of the disease, these bacteria enter a riot of uncontrolled, timorous growth. The disease kills its host by bursting its intestines from within and suffocating the unfortunate creature as the mutant plants erupting from their bowels erupt from their mouth.

Type disease, ingested; **Save** Fortitude DC 19

Onset 1 day; **Frequency** 1/day

Effect 1d10 Constitution damage. The target must make a second Fortitude Save or half the Constitution damage becomes permanent drain instead. Fungal Riot is a disease of darkness and damp; if the victim spends at least 8 hours in natural sunlight or in dry temperatures above 90 F, he or she receives a +4 circumstance bonus on the next Fortitude Save made to overcome the disease; **Cure** 2 consecutive saves

GRAVEMOSS

Gravemoss is a flesh-devouring disease incubated in dead or undead flesh. The disease is most common among those who handle the dead: gravediggers, morticians, and tomb-robbing adventurers, and is often a mark of shame. Those afflicted with Gravemoss eventually take on a corpse like appearance themselves- their skin becomes ashen and waxy, subcutaneous fat deposits dry out, the victim's eyes appear sunken and bloodshot.

Type Disease, inhalation; **Save** Fortitude DC 22

Onset 1d4 days; **Frequency** 1/day

Effect 1d3 Strength damage and 1d3 Charisma damage; **Cure** 3 consecutive saves

HERPES

Herpes is a non-fatal but incurable sexually transmitted disease. Sufferers break out in hideous warty boils several times a year, and only magic can truly remove this disease once it takes hold.

Type Disease, contact; **Save** Fortitude DC 17

Onset 1d4 days; **Frequency** 1/day

Effect 1d2 Charisma damage; **Cure** Special. Two consecutive saves ends the current outbreak, forcing the disease into remission for 3d6 months. Only a *Cure Disease* spell can permanently remove the affliction.

ILL THOUGHT

According to peasant superstition, Ill Thought is spread whenever someone looks at their neighbor with envy and malice. The easily communicable disease attacks the victim's spine and brain, causing muscle tremors, partial paralysis and increasing paranoia.

Type Disease, inhalation; **Save** Fortitude DC 23

Onset 1d4 days; **Frequency** 1/day

Effect 1d3 Dexterity damage and 1d6 Wisdom damage. NPCs afflicted with Ill Thought can never have their attitude improved past *indifferent* via a Diplomacy or Intimidate check; **Cure** 2 consecutive saves.

INFECTIOUS COWARDICE

This strange disease incubates in the sweat soaked clothing of armies on the march. This magical plague is an agent of chaos and fear, and perpetuates itself by weakening the minds of its victims.

Type Disease, inhaled; **Save** Fortitude DC 19

Onset 1 day; **Frequency** 1/day

Effect 1d6 Wisdom damage. While suffering Infectious Cowardice, characters must succeed at a DC 22 Will Save at the beginning of combat. Failure indicates the character must take the Total Defense action on the first round of combat; success indicates the character may act normally; **Cure** 2 consecutive saves

KINDERFESS

This strange disease affects only humanoid children, bringing on rapid hormonal surges that cause rapid growth, but warp the child's bones and dull their mind. Children afflicted by this plague grow into misshapen, hunchbacked dullards with prodigious and uncontrollable strength. The disease's true vector is unknown, the most common peasant superstition is that a few drops of orc or goblin blood, splashed into a wound or fallen into food can cause the inexplicable and tragic transformation, giving farmer-folk another reason to despise these demihumans.

Type Disease, injury or ingested; **Save** Fortitude DC 12

Onset 1d4 days; **Frequency** 1/day

Effect 1d3 Constitution damage and 1 point of permanent Intelligence drain. Only characters in the Young Adult or younger age categories are affected. If a Kinderfess victim suffers 6 points of permanent Intelligence drain from the disease, the illness passes, but not before it wreaks one final transformation. The victim is moved to the beginning of the Adult age category, immediately gaining the physical benefits. The victim gains a +2 inherent bonus to his or her Strength score, but suffers a permanent -2 penalty to his Dexterity and Charisma scores, in addition to the effects already suffered. A *cure disease* spell cannot reverse this final mutation, nor can *restoration*. A *wish* or *miracle* spell is required to return a child to normal if the disease has progressed to this point; **Cure** 3 consecutive saves

LOCKJAW

A muscular infection caused by festering wounds, lockjaw forces the muscles in the victim's throat and jaw to rigidity. Victims cannot speak nor swallow. Some die of starvation; others of suffocation as their larynx slowly squeezes shut.

Type disease, injury; **Save** Fortitude DC 15

Onset 1d4 days; **Frequency** 2/day

Effect 1d4 Constitution damage. While suffering from lockjaw, the character cannot speak which prevents the

casting of spells with verbal components, nor can they swallow. Unless fed intravenously or through magical means, the character begins to starve and dehydrate; **Cure** 2 consecutive saves

RABIES

One of the most feared natural diseases in all the world, this neurological infection is carried by the saliva of an infected creature. Bites or scratches from an infected creature transmit the disease, which causes dizziness, nausea and muscle tremors. As the disease eats away at the brain, the victim becomes fearful and violent and eventually begins foaming at the mouth. Rabies victims become intensely hydrophobic, and many eventually die of dehydration.

Type disease, injury; **Save** Fortitude DC 18

Onset 1 day; **Frequency** 1/day

Effect 1d6 Wisdom damage and 1d4 Constitution damage. While suffering from the disease, the victim is considered *nauseated* for 3 hours after drinking or being otherwise exposed to water. While suffering from the disease, the victim cannot concentrate nor use any skills requiring patience, similar to a barbarian's rage; **Cure** 4 consecutive saves

Rabies Vaccine

Alchemists and physicians have concocted a treatment for rabies, but the cure is almost worse than the disease. Each application of vaccine requires a painful injection which inflicts 1 point of temporary Constitution damage, but counts as a successful save to fight off the disease. A patient can benefit from up to three doses of vaccine during a single course of treatment, but must make at least one successful Fortitude save on their own to recover.

Rabies vaccine is carried in tiny potion vials and usually costs 75 GP per dose. An alchemist can brew a dose with a successful DC 20 Craft (alchemy) check.

SLEEP TREMORS

A parasite found in impure drinking water wracks the sufferer with agonizing muscle spasms anytime they relax and try to sleep. Though rarely fatal, sleep tremors can make its victims uniquely miserable, preventing them from resting for days at a time, until they finally collapse with exhaustion.

Type Disease, ingested; **Save** Fortitude DC 18

Onset 1d4 days; **Frequency** 1/day

Effect 1d2 Constitution damage. The character cannot rest to recover spells or Hit Points while suffering Sleep Tremors, and is considered *fatigued* until the disease is cured; **Cure** 2 consecutive saves.

STUMBLE FEVER

Stumble Fever is caused by an infection of the brain and inner ear. Normally, the disease is treatable, though intensely debilitating, but if left untreated it can kill. Those suffering from Stumble Fever are disoriented, easily confused and can never seem to find their balance.

Type Disease, injury or ingested; **Save** Fortitude DC 22

Onset 1 day; **Frequency** 1/day

Effect 1d2 Intelligence damage. The target is considered *flatfooted* and is denied her Dexterity bonus to Armor Class while suffering from Stumble Fever. If the disease is left untreated for six months or longer, the Intelligence damage suffered becomes permanent Intelligence drain instead; **Cure** 2 consecutive saves.

SYPHILIS

This sexually transmitted disease begins by attacking the body, weakening muscles and dulling the reflexes. Left untreated, the disease eventually attacks the brain and cause permanent brain damage, insanity and even death. Sufferers can be recognized by boils and pustules marring their genitals.

Type disease, contact or ingested; **Save** Fortitude DC 16

Onset 1d4 weeks; **Frequency** 1/day

Effect 1d3 Dexterity damage. If syphilis remains uncured for more than 6 months, it begins attacking the sufferer's nervous system. After six months, each day the wearer also suffers 1d2 points of Intelligence damage. The target must make a second Fortitude Save or 1 point of the Intelligence damage becomes permanent drain instead; **Cure** 3 consecutive saves

TIRESIAS

An unusual and likely magical disease, Tiresias is usually non-fatal but extremely damaging. Outbreaks of the gender reversing disease can completely rewrite the existing social order, making the spread of this illness far more dangerous than its low lethality would indicate.

Type Disease, contact or injury; **Save** Fortitude DC 22

Onset 1d4 weeks; **Frequency** 1/week

Effect 1d4 Strength damage. In addition to the disease's main effect, anytime a character first takes damage from Tiresias, he or she must succeed at a second Fortitude Save or have their gender permanently altered. The transformation requires 1d6 days to complete and is intensely painful; the target is considered *nauseated* during this time. Once the transformation is complete, it is permanent; even if *Cure Disease* is cast, the victim's original gender cannot be restored; **Cure** 3 consecutive saves

TUBERCULOSIS

Tuberculosis is a respiratory infection that's very easy to spread, leading sufferers and their families to be quarantined for the good of those around them. In less civilized lands, tuberculosis sufferers are often slain before they can spread their infection.

Type Disease, inhalation; **Save** Fortitude DC 17

Onset 1d6 days; **Frequency** 1/day

Effect 1d6 Strength damage and 1d3 Constitution damage; **Cure** 4 consecutive saves

DRUGS

From wealthy merchants and kings to lowly street urchins, people from all walks of life have become addicted to drugs both potent and mild. In some cities, entire gangs and even guilds are devoted to the creation and distribution of certain drugs, becoming ever more powerful as the masses become addicted. Other drugs are so rare or difficult to craft that those with sufficient wealth hire adventuring parties to seek out their ingredients. Some drugs give their users a mild euphoria, while other more powerful drugs have significant and even magical effects.

Whether you wish to play a drug-addicted character or introduce drugs into your campaign to give it some added grit, you will get much use out of the 24 new drugs presented in this product, as well as the drug mechanics outlined below.

Each drug in this product is presented in the following format:

Drug Name (other names)

Description: The drug's description, including its ingredients and how it is used.

Drug DC: The DC of the Fortitude save to resist the drug's effects, to resist becoming addicted, and also the Craft DC to create the drug.

Primary Effect: The drug's primary effect occurs each time a dose of the drug is taken. There is no saving throw against the drug's primary effect. The duration of the effect is also listed here.

Secondary Effect(s): Some drugs have secondary, or side-effects, which may occur each time a dose of the drug is taken. These effects can usually be resisted with a Fortitude save. The secondary effects may last for a different length of time than the primary effects.

Addiction: At the end of each day that a creature has used a drug, it must make a Fortitude save against the drug's DC. Each consecutive day that the creature uses the drug, increase the DC by 1. If the creature takes more than one dose in a day, increase the DC for that day by 1 per dose beyond the first. Success on this saving throw means the creature is not addicted. Failure indicates that the creature is addicted- the effects of the addiction are described for each drug. The primary and/or secondary effects of the drug may be reduced for an addicted creature, and there may be other (usually negative) effects. Additionally, the creature no longer needs to make saving throws against addiction, but if it does not take at least 1 dose of the drug each day, it suffers from the effects of withdrawal until it is cured or takes another dose of the drug.

Withdrawal: The effects of withdrawal from the drug are described here. Withdrawal is usually quite unpleasant, but it is often one of the only means of becoming cured from addiction.

Cure: Listed here are the various methods of curing an addiction to the drug. Usually a number of consecutive days of withdrawal will cure an addiction, but some potent drugs require very powerful or magical cures. To be cured of an addiction by withdrawal, a creature must succeed at a Will save against the drug's DC at the end of the withdrawal period. Failure indicates the creature is still addicted and must repeat the withdrawal period. After each consecutive period, the Will save DC decreases by 1.

Price: The price per dose of the drug is listed here.

Crafting drugs: Drugs can be made using Craft (alchemy). The DC to make a drug is equal to its normal Fortitude save DC. As with poisons, rolling a natural 1 on a Craft skill check while making a drug exposes the crafter to the drug. You may wish to introduce a new skill to your campaign, such as Craft (drugs), if you want them to be more distinct from other forms of alchemy in your setting.

Drugs and magic: For purposes of how drugs interact with magic, you may wish to consider some or all drugs

as "poisons" and thus able to be affected by spells such as neutralize poison. In this case I recommend that the neutralize poison spell ends the effects of a single dose but also immediately causes withdrawal in an addicted creature. I recommend that the "magical" drugs in this product not be treated as poisons in this manner.

Optional Overdose Rule: When a creature fails three Fortitude saves against any drugs within a 1-day period, it must succeed at an additional Fortitude save (DC equal to the highest of the drugs' DC's) or die.

BERSERKER'S BLOOD (RAGE, FURY)

Description: This drug is a dark-red, ichorous liquid that comes in small vials. It is usually taken by smearing it on the hands or face of the user.

Drug DC: 15

Primary Effect: The user enters into a rage similar to that of a barbarian: it gains a +4 bonus to Strength and a +2 bonus to Will saving throws for 1 minute.

Secondary Effect: Unless it succeeds at a Fortitude save against the drug's DC after the rage ends, the user becomes exhausted for 1 minute, then fatigued for 5 minutes.

Addiction: An addicted creature can enter into a minor rage at will once per day. This rage provides a +2 bonus to Strength and +1 to Will saves and lasts for 5 rounds, and is not followed by a period of exhaustion. However, the creature also suffers a -1 penalty to its Dexterity as its movements become less refined.

Withdrawal: A creature suffering from withdrawal from berserker's blood is constantly fatigued.

Cure: Withdrawal for 5 days or abstinence from making any attack rolls for 3 days. (A Fortitude save is still required after this 3-day period.)

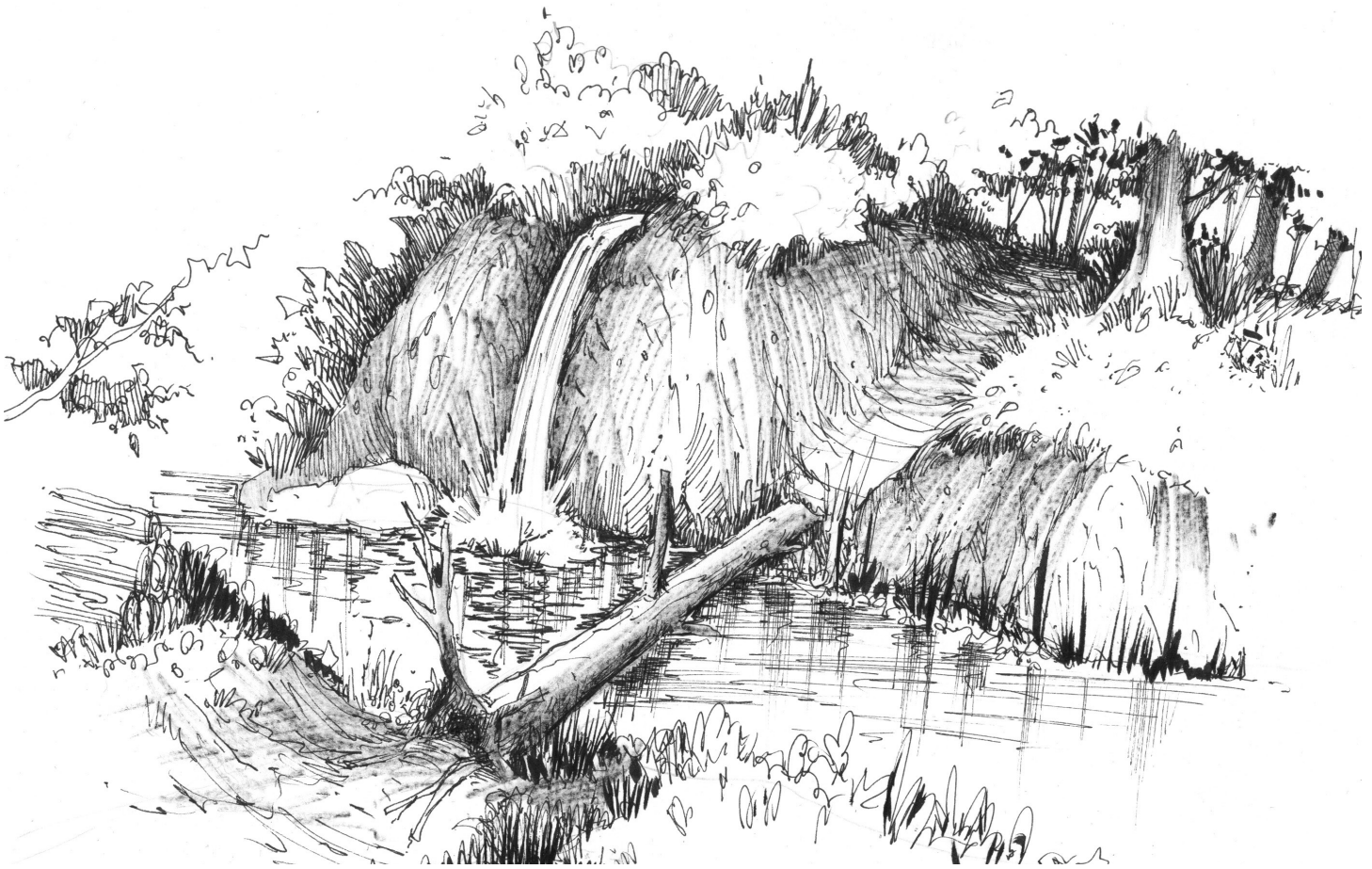
Price: 10 gp

DARK-ELF DEW (BLACK WATER)

Description: This dark, opaque liquid smells and tests like plain water, but has strong skin-changing effects on its users.

Drug DC: 16

Primary Effect: The user's skin becomes purely black, like the skin of a dark-elf, for 1 hour. This grants the user a +4 bonus to Stealth checks in dimly-lit and darker areas. However, if this is not the normal skin color of the user's race, it suffers a -3 penalty to Charisma-based skill checks.



Secondary Effect: None.

Addiction: An addicted creature's skin is constantly slightly gray, giving it a +2 bonus to Stealth checks in dimly-lit and darker areas and a -1 penalty to Charisma-based skill checks. These bonuses stack with the drug's primary effect, as an addicted creature's skin blackens even more when it takes the drug.

Withdrawal: A creature suffering from withdrawal from dark-elf dew has extremely pale skin, giving it a -2 penalty to Stealth checks in dark areas and a -1 penalty to Charisma-based skill checks.

Cure: 4 days of withdrawal or 2 hours spent within the range of a daylight spell. (A Fortitude save is still required after this period.)

Price: 10 gp

DARKWOUND PASTE (BLACKWOUND PASTE, DARK HEALER)

Description: This dangerous drug is a powerful healing salve, but it comes with a risk: death.

Drug DC: 18

Primary Effect: Applying this salve to a wound (a standard action) instantly cures the user of 5d8+5 Hit Points of damage and 2 points of damage to a single ability score.

Secondary Effect: A creature that fails its Fortitude save against darkwound paste instantly perishes.

Addiction: A creature addicted to darkwound paste suffers 1 additional point of damage each time it takes damage, but gains a +2 bonus to Fortitude saving throws.

Withdrawal: A creature suffering from withdrawal from darkwound paste suffers a -2 penalty to Fortitude saving throws.

Cure: 5 days of withdrawal. If the saving throw to cure the addiction fails, the creature dies.

Price: 30 gp

DRAGON'S DOWNFALL (GEM DUST, GOLD POWDER)

Description: This strange drug was invented- or rather discovered- by a bored red wyrm that discovered the advantages of inhaling the powder of ground up gems mixed with gold and its own dragon breath.

Drug DC: 20

Primary Effect: After inhaling a dose of this powder, the user gains blindsense 30 ft. or its current blindsense increases by 30 ft. Additionally, it can sense the presence of gold and gems within 120 ft. These effects last for 10 minutes.

Secondary Effect: Unless the user is a true dragon, it must succeed at a Fortitude save against the drug's DC or take 2d10 fire damage due to the dragon's breath within the drug.

Addiction: An addicted creature finds that it cannot resist the temptation to constantly seek out treasure. Whenever it sees or hears of gold, gems, or magical items, it must succeed at a Will save against the drug's DC or be compelled to seek out and take the treasure using whatever means it possesses.

Withdrawal: A creature suffering from withdrawal from dragon's downfall goes partially insane and, unless it succeeds on a Will save against the drug's DC each morning, must attempt to devour any treasure it sees for the remainder of the day.

Cure: 5 days of withdrawal, or fail a saving throw against a dragon's breath weapon, which scours away the remainder of the drug in the user's body.

Price: 80 gp

DUST OF SILENCE (ROGUE'S DUST)

Description: This heavy, dark-colored dust comes in small 1-pound packages which must be ingested by the user.

Drug DC: 16

Primary Effect: The movements of the user become very faint and difficult to hear, granting the user a +2 bonus to Stealth checks for 30 minutes. The DC of Notice checks to overhear what is said by a user of dust of silence also increases by 2.

Secondary Effect: None.

Addiction: An addicted creature gains a constant +2 bonus to Stealth checks which stacks with the primary effect of the drug.

Withdrawal: A creature suffering from withdrawal from dust of silence finds that the sounds it makes are amplified, giving it a -4 penalty to Stealth checks (but making it quite easier to shout great distances).

Cure: 4 days of withdrawal or 2 days spent without speaking a single word. (A Fortitude save is still required after this 2-day period.)

Price: 25 gp

DUST OF VISIONS (NIGHT TERROR, DREAM DUST)

Description: This powerful powder-based drug, when inhaled or sprinkled into the eyes, allows its user to see through magical illusions, but has a dangerous side-effect.

Drug DC: 18

Primary Effect: The user comes under the effects of the arcane sight spell for 10 minutes.

Secondary Effect: Unless the user succeeds at a Fortitude save against the drug's DC, it comes under the effect of a nightmare spell the next time it attempts to rest, as the drug opens its mind to the strange things that stalk the borders of reality.

Addiction: A creature addicted to dust of shadows can use detect magic at will.

Withdrawal: A creature suffering from withdrawal from dust of shadows suffers from the effects of a nightmare spell each time it attempts to rest (no saving throw allowed).

Cure: 4 days of withdrawal or 2 days without sleep. (A Fortitude save is still required after this 2-day period.)

Price: 40 gp

ELF-FIRE (FEY-FIRE, MOON-FIRE)

Description: A dose of this drug is merely a specially-prepared torch which, when lit, emits a light of ever-changing colors for 30 minutes. Creatures within a 30-foot radius of the light, which must remain stationery, fall under the effects of the drug.

Drug DC: 16

Primary Effect: All creatures within the radius of the drug are filled with euphoria. They suffer a -4 penalty to Wisdom-based skill checks while within the radius of light and must succeed at a Will save against the drug's DC in order to leave the radius. However, any hostile action (even drawing a weapon) within 50 feet of the torch ends these effects.

Secondary Effect: Unless it succeeds at a Fortitude save against the drug's DC, a creature under the effects of elf-fire falls into a deep sleep for 1 hour after the primary

effects wear off and has no memory of any events that took place while it was within the light's radius.

Addiction: A creature addicted to elf-fire suffers from a constant -2 penalty to its Wisdom score.

Withdrawal: A creature suffering from withdrawal from elf-fire suffers from a -4 penalty to its Wisdom and Charisma scores.

Cure: 3 days of withdrawal

Price: 20 gp

FEYDUST (PIXIE DUST, FAERIE DUST)

Description: This fine powder, made from various flowers and fungi found in the deep wilderness, is a strong drug taken by sprinkling a dose into one's eyes.

Drug DC: 17

Primary Effect: The user gains low-light vision and darkvision with a range of 60 feet. If the user already possesses darkvision, the range of its darkvision extends by 60 feet. These effects last for 1 hour.

Secondary Effect: The user's skin begins to glow unless it succeeds at a Fortitude save against the drug's DC. This effect duplicates the effects of a faerie fire spell and lasts as long as the drug's primary effect (1 hour).

Addiction: A creature addicted to feydust finds that its skin constantly glows, giving it a -2 penalty to Stealth checks.

Withdrawal: A creature suffering from withdrawal from feydust gains light sensitivity, causing it to become dazzled in areas of bright sunlight or within the radius of the daylight spell.

Cure: 5 days of withdrawal or 3 days spent under the effects of a blindness spell. (A Fortitude save is still required after this 3-day period.)

Price: 20 gp

FEAST FUMES (FOOD FUMES)

Description: This drug is an incense which can effect multiple creatures with a single dose. The creatures must be within 5 feet of the emanating fumes for 10 minutes, after which point the dose is consumed.

Drug DC: 15

Primary Effect: After breathing the smoke for 10 minutes, the users of this drug gain all of the sustenance (food and water) that they require for that day. Additionally, the

following night they require only 2 hours of rest in order to become fully rested.

Secondary Effect: Creatures who fail a Fortitude save against the drug's DC become nauseated for 1 minute after breathing the smoke.

Addiction: 2 doses are required to duplicate the effects of a single dose for an addicted creature.

Withdrawal: A creature suffering from withdrawal from feast fumes goes mad with hunger and, unless it succeeds on a Will save against the drug's DC each morning, must attempt to devour any food it sees for the remainder of the day.

Cure: 5 days of withdrawal or 3 days without food. (A Fortitude save is still required after this period.)

Price: 5 gp

GHOST WATER (SPIRIT WATER, LIFE WATER)

Description: This drug appears as clean, clear water which reflects light in a dazzling manner. It is a vile drug, each dose being made from the life essence of an elf or other long-lived being, which wastes away during the process of creating the dose, usually becoming an undead creature. A user can extend their lifespan many years in a very short period with this drug, but it is easy to become addicted and withdrawal from the drug is a terrible thing.

Drug DC: 30

Primary Effect: A single dose of this drug extends the limit of each age category of the user by 1 year, as well as the user's maximum age. Also, the user will not physically age for 1 year after taking a dose.

Secondary Effect: None.

Addiction: 2 doses are required to duplicate the effects of a single dose for an addicted creature.

Withdrawal: A creature suffering from withdrawal from ghost water feels constantly haunted by the souls which were sacrificed in order to extend its life. Strange but minor (and usually disturbing) events constantly happen around such a creature- blood appears on things it touches, screams are heard as it smiles, and so on. The creature must pass a Will save against the drug's DC in order to gain a restful night's sleep. Finally, if a creature finally breaks its addiction to ghost water, the work of the drug is undone: overnight, the creature ages a number of years equal to those granted by all of the doses of the drug they have taken in their life, from this addiction and past addic-

tions. The creature's lifespan remains extended, but this aging process brings it much closer to its death and can even kill a creature that has lived longer than its allotted time.

Cure: 1 year (365 days) of withdrawal

Price: 1,000 gp

GODSIGHT (VISION, PROPHECY)

Description: This drug is a powder usually burned in small braziers. The smoke emitted from the drug is sufficient to cause a single user to come under its effects.

Drug DC: 20

Primary Effect: After breathing the smoke of this drug for 10 minutes, the user is able to ask any one question and receive an answer: this duplicates the effects of the divination spell. The base chance for a correct divination when using godsight is 80%. Godsight users are often paid to take the drug and answer a question for another person.

Secondary Effect: Users of godsight often become outsiders in their communities due to the drug's secondary effects. Unless it succeeds at a Fortitude save against the drug's DC, a godsight user continues to have strange and meaningless visions for 10 minutes after giving their divination. They are considered helpless during this time and do not respond to outside stimuli.

Addiction: A creature addicted to godsight is able to duplicate the effects of an augury spell once per day without need for material components or a focus. However, it suffers a -2 penalty to all Charisma-based skill checks.

Withdrawal: A creature suffering from withdrawal from godsight suffers a -4 penalty to all Charisma-based skill checks and must succeed at a Will save against the drug's DC every hour that it spends awake or lapse into meaningless visions for 1 minute.

Cure: 10 days of withdrawal or 5 days without contact with other sentient beings. (A Fortitude save must still be made after this 5-day period.)

Price: 50 gp

GNOME'S DELIGHT (TRICKWEED, JOKEWEED, PRANKWEED)

Description: A joint of gnome's delight appears to be a normal, casual smoking-drug. However, when smoked, it often has hilarious effects on its users.

Drug DC: 12

Primary Effect: Each time a user takes a dose of gnome's delight, they suffer from one of the following effects for 1 minute (roll 1d10 to determine the effect): unnaturally-colored skin (1) or hair (2); glowing eyes (3-4); scaly (5) or furry (6) skin; fits of giggles (7); a dramatically-changed voice (8); extreme facial hair growth (9); or the urge to kiss a gnome (10).

Addiction: Gnomes enjoy pranks, but they don't often let things go too far. A creature addicted to gnome's delight simply sees something funny in just about everything. It suffers a -1 penalty to Charisma-based skill checks as it is forced to stifle its giggles.

Withdrawal: A creature suffering from withdrawal from gnome's delight becomes dour and surly and often detests gnomes, but suffers no other ill effects.

Cure: 1 day of withdrawal

Price: 2 gp

LIQUID COURAGE (FEAR-KILLER, PAIN-KILLER)

Description: This drug comes in small single-ounce flasks, and when taken helps its users to overcome pain and fear.

Drug DC: 15

Primary Effect: The user gains a +4 bonus to Will saves against fear as well as 10 temporary hit points for 10 minutes.

Secondary Effect: Unless the user succeeds at a Fortitude save against the drug's DC, they gain an additional 10 temporary hit points but also become shaken for 30 minutes after the drug wears off.

Addiction: A creature addicted to liquid courage has a constant +2 bonus to Will saves against fear which stacks with the drug's primary effect.

Withdrawal: A creature suffering from withdrawal from liquid courage is continuously shaken.

Cure: 3 days of withdrawal

Price: 5 gp

MAGE CRYSTALS (SWEETSPELL)

Description: These fine crystals, made from the same materials that wizards use to craft magical writing in their spellbooks, are sought out by spellcasters of all kinds who wish to increase their power. Addiction to the drug is highly beneficial and often spellcasters will take multiple doses in an attempt to reach addiction, but withdrawal from

the drug can be devastating. The crystals must be eaten by the spellcaster at the time that it prepares spells, or after resting and regaining spell slots.

Drug DC: 17

Primary Effect: When a spellcaster that prepares spells takes this drug during spell-preparation, they may apply a metamagic feat to any spell they can cast using a spell-slot of a level 1 lower than the metamagic feat would otherwise require. A spontaneous caster that takes this drug after resting is able to spontaneously apply this benefit to a spell once that day.

Secondary Effect: Unless it succeeds at a Fortitude save against the drug's DC, the spellcaster becomes fatigued for 1 hour after taking the drug.

Addiction: A spellcaster addicted to mage crystals is able to choose one metamagic feat each day during spell preparation or after regaining spell slots: it may apply this metamagic feat to any spell using a spell-slot of a level 1 lower than the feat would otherwise require.

Withdrawal: A spellcaster suffering from withdrawal from mage crystals is utterly unable to apply metamagic feats to its spells and becomes fatigued for 1 minute every time it casts a spell, or exhausted if it casts two spells in consecutive rounds.

Cure: 5 days of withdrawal.

Price: 20 gp

PAINTER'S INCENSE (PRISM STICKS)

Description: This normal-looking stick of incense, when burned, emits a colorful smoke. It burns for only 1 minute, but if a creature remains near the incense and inhales the smoke for the entire minute, it comes under the effects of the drug. Each dose is only enough to effect one creature.

Drug DC: 15

Primary Effect: Users of this drug find that their creative abilities are dramatically increased while they are under its effects: they receive a +3 bonus to Craft checks for 2 hours per dose.

Secondary Effect: After the 2 hours have passed, unless another dose is taken, the user must succeed at a Fortitude save against the drug's DC or become exhausted until they receive a full rest.

Addiction: An addicted creature only benefits from the drug's effects for 1 hour per dose, but the bonus to Craft checks increases to +4.

Withdrawal: A creature suffering from withdrawal from painter's incense finds that its creative abilities have been extremely hampered: it suffers a continuous -3 penalty to Craft checks.

Cure: 7 days of withdrawal.

Price: 5 gp

PARANOIA POWDER (COWARD'S CURE, CROOK'S CURE)

Description: This red powder must be inhaled by its user and is often taken by those who wish to raise their senses at any cost.

Drug DC: 15

Primary Effect: The user gains a +5 bonus to Notice and Sense Motive skill checks but suffers a -5 penalty to Charisma-based skill checks for 1 hour. This drug grants heightened perception but causes the user to become extremely jittery.

Secondary Effect: None.

Addiction: 2 doses are required to duplicate the effects of a single dose for an addicted creature.

Withdrawal: A creature suffering from withdrawal from paranoia powder suffers from a constant -3 penalty to Charisma-based skill checks.

Cure: 3 days of withdrawal.

Price: 5 gp

PRINCEWEED (PRINCE'S POWDER, PRINCE'S SNUFF)

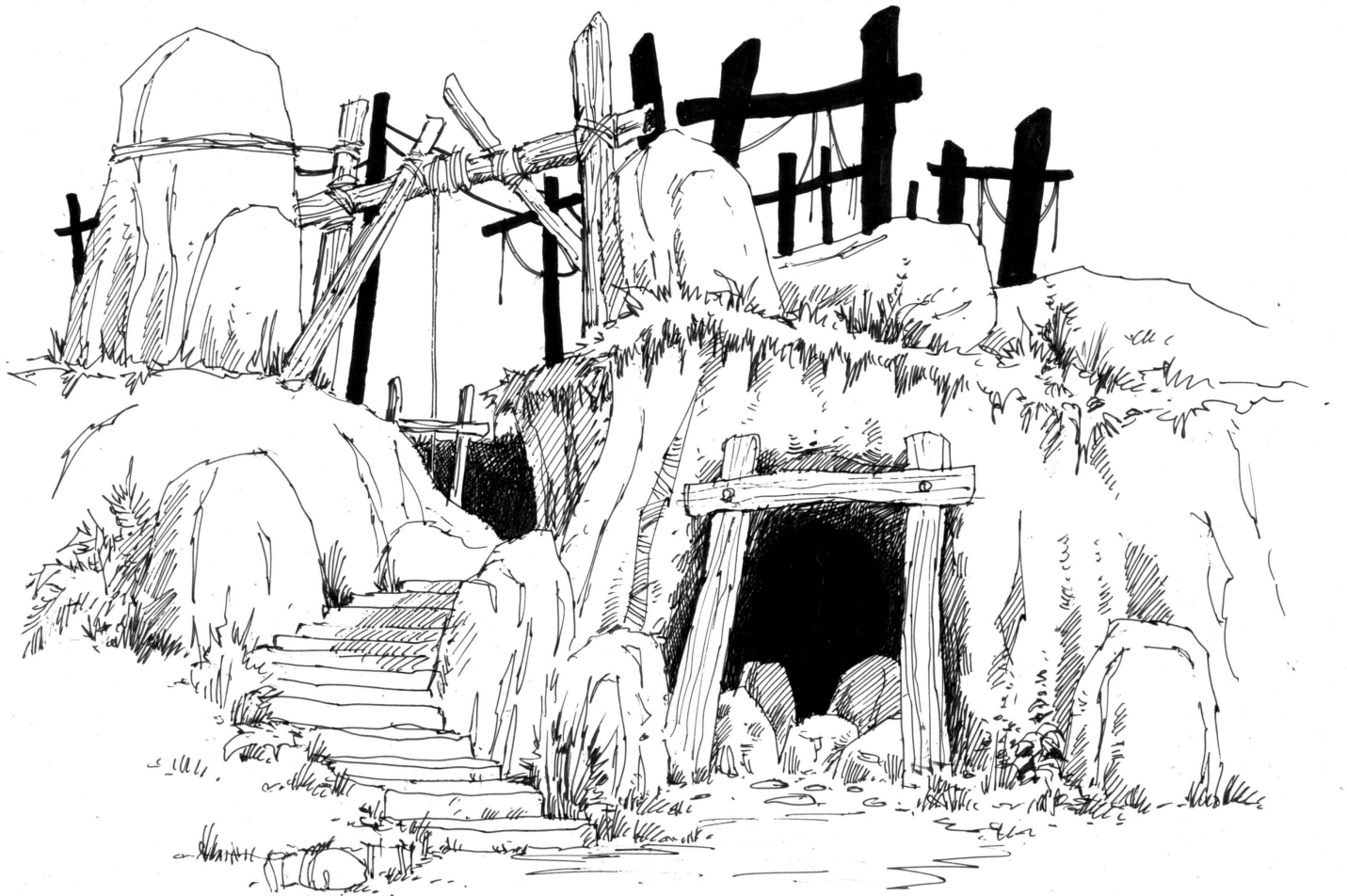
Description: This drug, produced from different parts of the same plant that produces street snuff, is commonly smoked in pipes by merchants and other wealthy city-dwellers.

Drug DC: 12

Primary Effect: +2 to Wisdom-based skill checks and -2 to Dexterity-based skill checks. Princeweed gives its users a quick wit, but also slows their reflexes.

Secondary Effect: None.

Addiction: A creature addicted to princeweed gains a +1 bonus to Will saves but suffers a -1 penalty to Reflex saves.



Withdrawal: A creature suffering from withdrawal from princeweed suffers a -1 penalty to all saving throws (and does not have the benefits of addiction).

Cure: 5 days of withdrawal

Price: 1 gp

SPELLSOAK POWDER (DEADSPELL)

Description: This gray powder, when inhaled, grants its user resistance to magic, but often causes overwhelming feelings of nausea.

Drug DC: 14

Primary Effect: The user gains Spell Resistance 18 for 10 minutes.

Secondary Effect: When the drug's primary effect wears off, the user must make a Fortitude save against the DC of the drug plus the number of spells resisted using spell resistance over the last 10 minutes. If the saving throw fails, the user becomes nauseated for 1 minute.

Addiction: An addicted creature has Spell Resistance 15.

Withdrawal: A creature suffering from withdrawal loses any Spell Resistance it possesses and suffers a -2 penalty to saving throws against spells and spell-like effects. In addition, whenever it fails a saving throw against a spell, it becomes nauseated for 1 round.

Cure: 3 days of withdrawal

Price: 15 gp

STONESKIN SALVE (ROCKSKIN, DRAGONSKIN)

Description: This salve comes in small flasks, and when rubbed onto the skin of its user, causes its skin to harden.

Drug DC: 16

Primary Effect: The user gains a +2 bonus to its natural armor for 1 hour.

Secondary Effect: Unless the user succeeds at a Fortitude save against the drug's DC, it suffers a -2 penalty to its Dexterity score for 1 hour.

Addiction: An addicted creature gains a constant +1 bonus to natural armor which stacks with the drug's primary effect.

Withdrawal: A creature suffering from withdrawal from stonesskin salve is turned to stone (petrified) until it becomescured or a dose of the drug is rubbed on it by someone else.

Cure: 2 days of withdrawal

Price: 15 gp

STREET SNUFF (BEGGAR'S POWDER, POOR-MAN'S SNUFF)

Description: This tobacco-based drug is a small powder taken by inhaling a dose directly into the nostrils. It is quite inexpensive and so commonly used in the poorer districts of towns and cities.

Drug DC: 10

Primary Effect: -1 to Wisdom-based skill checks and +1 to Charisma-based skill checks for 10 minutes. Street snuff makes its users relaxed and comfortable.

Secondary Effect: None.

Addiction: 2 doses are required to duplicate the effects of a single dose for an addicted creature.

Withdrawal: -1 to Charisma-based skill checks due to feeling slightly tense.

Cure: 5 days of withdrawal.

Price: 3 cp

STRONGMAN SNUFF (MUSCLE SNUFF, SINEW SNUFF)

Description: This rust-colored powder, when inhaled, increases the strength of its user, but also raises its temper.

Drug DC: 15

Primary Effect: The user gains a +2 bonus to its Strength score for 10 minutes.

Secondary Effect: Unless it succeeds at a Fortitude save against the drug's DC, the user becomes filled with rage after the drug's primary effect wears off. It attacks the nearest creature for 5 rounds, or, if no creatures are nearby, attacks the nearest object that it is reasonably able to damage with the weapons at hand.

Addiction: A creature addicted to strongman snuff doubles the bonus granted from a single dose of the drug but also doubles the duration of time that it remains angry after taking the drug.

Withdrawal: A creature suffering from withdrawal from strongman snuff is in a constant state of anger, suffering a -4 penalty to Charisma-based skill checks and savagely attacking any creature that attacks it until either the user or its victim is incapacitated.

Cure: 4 days of withdrawal or 2 days without contact with other creatures. (A Fortitude save is still required after this period.)

Price: 25 gp

SWEETSMOKE (SWEET SECRET)

Description: This drug is easily disguised as a normal tobacco-based smoking drug, but it has the effect of making it difficult to keep secrets while smoking it. It is a favorite amongst scheming nobles who wish to learn the latest gossip from their guests, and many others have discovered other clever and devious uses for it.

Drug DC: 15

Primary Effect: Users of sweetsmoke find it very difficult to tell lies: they suffer a -3 penalty to Bluff checks for 10 minutes after smoking the drug. Creatures within 5 feet of a creature using sweetsmoke also suffer a -1 penalty to Bluff checks.

Addiction: A creature addicted to sweetsmoke suffers a constant -1 penalty to Bluff checks. This penalty stacks with the drug's primary effect.

Withdrawal: A creature suffering from withdrawal from sweetsmoke becomes withdrawn and unsociable. It suffers a -2 penalty to all Charisma-based skill checks.

Cure: 3 days of withdrawal

Price: 3 gp

TROLL BLOOD OIL (BLOODROT, BLEEDER)

Description: This drug is an oily, greenish liquid that comes in small vials. It is taken by smearing it onto the skin of the user.

Drug DC: 18

Primary Effect: The user gains regeneration 5, which can be bypassed only by acid or fire, for 10 minutes.

Secondary Effect: Unless the user succeeds at a Fortitude save against the drug's DC, it gains the bleed condition after the drug's primary effect wears off, taking 3 damage each round.

Addiction: A creature addicted to troll-blood oil gains slightly distorted, troll-like features, and suffers a -2 penalty to Charisma and Dexterity-based skill checks, but gains regeneration 7 when it takes a dose of troll-blood oil rather than regeneration 5.

Withdrawal: A creature suffering from withdrawal from troll-blood oil suffers from a -2 penalty to its Constitution score.

Cure: 4 days of withdrawal, or eat the raw heart of a troll. (A Fortitude save is still required after this type of cure.)

Price: 20 gp

WRAITHSMOKE (LICH-FOG, NECROMANCER'S MIST)

Description: A single dose of this drug comes in a small jar; when opened, the jar emits a light fog which fills a 20-by-20-foot room. Any creature that breathes the fog comes under its effects. This drug is commonly used by cult leaders to keep control over their followers.

Drug DC: 16

Primary Effect: Those who inhale wraithsmoke become more susceptible to the words and commands of others. They suffer a -5 penalty to Sense Motive checks, and the DC of Intimidate checks made against them is also reduced by 5. These effects last for 1 hour.

Secondary Effect: Each creature that inhale's wraithsmoke must pass a Fortitude save or suffer a -2 penalty to Will saves against enchantment spells and effects for 1 hour.

Addiction: An addicted creature constantly suffers a -1 penalty to Will saves. This penalty stacks with the drug's secondary effect.

Withdrawal: A creature suffering from withdrawal from wraithsmoke finds its health slowly deteriorating. Each day the creature suffers from withdrawal, it gains a cumulative -1 penalty to Fortitude saves.

Cure: 6 days of withdrawal or a break enchantment spell, which is only successful if the creature succeeds at a Fortitude save against the drug's DC.

Price: 80 gp

HAUNTS

When a soul fouled by anger and fear leaves its broken corpse, if it is strong enough, that soul may return as a ghost, a wraith or some worse form of undead. If it is strong enough....

Souls lacking the metaphysical vigor to retain their own identity after death may also return... as something else, something lesser, a ghostly presence that blurs the line between a magical trap and a true undead. This short supplement details 24 new haunts, building on the new type of hazard introduced in the Pathfinder Game Mastery Guide.

ARCANE RIFT (CR 8)

An arcane rift is not a true Haunt, in that no death caused its existence. Rather, an arcane rift is a flaw in the underlying structure of the universe, a place where the laws of magic and causality twist and die. Arcane rifts occur in places where great battles occurred, where dozens of warrior-mages unleashed their spells, where artifacts were forged, and where gods incarnated.

Places near an arcane rift are marked by odd visual distortions. The spectrum of light in this area seems shifted towards the red end of the spectrum for several meters around the actual site of the rift. Plants grow larger and more fruitful here, but their taste and smell are cloying and foul. Animals shun arcane rifts, and humanoids walking through one notice the hairs on the back of their arms rising and crackling with static electricity.

XP 4,800 xp

Alignment and Area neutral (a spherical area 30 ft in diameter)

Caster Level

Notice Perception DC 5 to notice the strange aura, reddish tint in the air and other anomalies within 30 ft of the arcane rift.

HP 16

Weaknesses This haunt does not recognize nor affect any form of divine magic item.

Trigger Anytime any form of arcane magical item, including single use items, is brought within 40 ft of the rift.

Reset 1 week

Effect When the rift opens, crimson tint in the air becomes even darker and more obvious, and a modified *Mage's Disjunction* effect occurs, permanently destroying all arcane magic items within a 40 ft of the arcane rift unless the affected items make a successful DC 23 WILL Save.

The Arcane Rift only has an 8% chance of successfully affecting an arcane artifact. If any arcane artifact is brought within range, the Arcane Rift will attempt a targeted disjoining, which imposes a -6 penalty on the arcane artifact's WILL Save, rather than targeting lesser items.

The arcane rift, unlike a true Mage's Disjunction spell does not affect divinely created magic items, nor do they trigger the spell.

Destruction If the Arcane Rift successfully disjoins any arcane magical artifact, it overloads and is destroyed.

BARON CULVER'S BALCONY (CR2)

Baron Archimedes Culver was a pathetic and lonely man towards the end of his long life. His vast fortune long since squandered, his political capital equally reduced, Baron Culver found himself banished from the royal court and the intrigue he so loved. The old Baron died, halfway senile, in a tattered silk bathrobe after falling from the balcony of his equally ragged country home.

Today, Baron Culver's lands lie mostly fallow, as the solicitors struggle to untangle the old man's will. The home he died in was emptied by his heirs and shuttered, but occasionally a burglar makes the mistake of slipping inside. Weakwilled tomb-raiders find themselves singing the praises of the small mansion's last master before leaping from the same balcony where he died.

XP 600 xp

Alignment and Area lawful neutral (5 ft x 10 ft balcony)

Caster Level 2nd

Notice Perception DC 16 to hear the faint echoes of an old human man ranting about being forgotten and left in poverty.

HP 4

Weaknesses None

Trigger Anyone entering the former Barron's bedchamber or its cursed balcony.

Reset 1 day

Effect Anyone who triggers the Haunt must succeed at a DC 11 WILL Save or be subject to *charm person*. Initially, the effects of the *charm person* spell seem harmless: for 6d6 minutes, the victim wanders around the small mansion, doing nothing but shouting Baron Culver's praises at the top of his lungs. Then the victim is compelled to climb up to the Baron's balcony and if they fail at a second DC 11 WILL Save, they are compelled to leap to the cobblestones 30 ft below (likely suffering 3d6 points of damage).

Destruction The old man's spirit is fairly easy to appease. To permanently end the haunt, all that's necessary is that someone visit the nearby tomb, staying for at least an hour,

and leaving behind some token sacrifice worth at least 50 GP.

BIGOTS SPIRE (CR10)

In life, the half-elven wizard Comas Delesas was defined by his bigotry. The arrogant mage despised regular humanity as barely civilized idiots, and openly called for the extinction of what he called the underfolk: Dwarves, Gnomes, Goblins and Kobolds among many other burrowing species. His adventuring days long past, and his fortune assured, Comas eventually murdered those who helped him gain his wealth and retired to a library-tower he built for himself on the edge of a major human freehold. The local folk saw his servants occasionally, when they went into town for provisions, but Comas himself refused to associate with the common herd.

When a blast of lightning as brilliant as the sun struck the tower one rainy night, most of the townsfolk said good riddance. The matter would of rested there, if not for the fact something of Comas Delesas' hatred remains, and occasionally, the broken tower belches lethal black smoke. Depending on the wind, this lethal mist might roll down the blasted hillside and into the city Comas shunned, or it may drift into the now shockingly depopulated and quiet forest.

XP 9,600 xp

Alignment and Area lawful evil (the 60 ft x 60 ft top floor of a ruined 3 story tower)

Caster Level 10th

Notice Perception DC 32 to notice a faint scent like burning ink and almonds.

HP 20

Weaknesses None

Trigger Any time a dwarf, gnome, kobold, goblin or other subterranean humanoid comes within 100 ft of the collapsed tower.

Reset 1 day

Effect Anytime the Haunt's ire is raised, it generates a smoky black *cloudkill* spell which drifts out of the tower's ruined alchemist's laboratory in the direction of the prevailing wind. The dread cloud may be resisted with a DC 17 Fortitude Save.

Destruction Comas Delesas' burnt and twisted body still lies where it fell in the laboratory where he died. The magical accident that killed him as prevented his carcass from rotting, and it remains as it was on the night he died. The Haunt's power can only be broken if a member of a race that Comas despised urinates on the charred corpse!

BLACK TASKMASTER (CR 2)

The Black Taskmaster is an old ironshod whip taken from an infamous slaver and displayed in the library of the Sandoval College of Necromancy. Senior students and prefects alike know to avoid the display case bearing the bloody old weapon, though a common hazing ritual forces underclassmen to endure the frightful spirits surrounding the whip.

XP 600 xp

Alignment and Area lawful evil (a 5 ft radius around the display case housing the whip)

Caster Level 2nd

Notice Perception DC 14 to notice droplets of fresh blood at the ends of the stored whip.

HP 4 hp

Weaknesses Characters may attempt a Stealth check, opposed by the Haunt's caster level check to sneak by unmolested.

Trigger Anyone approaching within 5 ft of the display case housing the Black Taskmaster.

Reset 1 day

Effect Anyone walking within the Haunt's sphere of influence is affected with a *ray of exhaustion*. Characters who fail a DC 14 Fortitude Save become *exhausted* for 2 minutes. Those who successfully save become *fatigued* instead; already *fatigued* creatures become *exhausted* instead. Unlike normal *fatigue* or *exhaustion*, these effects vanish after two minutes.

Destruction A freed or escaped slave must remove the Black Taskmaster from its case and cut it to pieces with a knife also owned by a former slave.

BOARTOOTH'S RIGHTEOUS RAMPAGE (CR 8)

When Brom Boartooth's sons died of a disease that 10 gp worth of medicine would of cured, he finally became the monster that his fully human neighbors feared all his life. Previously a simple rancher, the half-orc found depths of hatred and violence in himself he never knew existed. He slaughtered his home town's hedge wizard and the alchemist who refused to treat his sons, the town's sheriff and three of the settlement's wealthiest merchants before an angry mob finally ended his rampage.

That was a year and a day ago. Now, the townsfolk of Boartooth's small farming community are plagued with hideous visions. Before the horrified eyes of their friends and family, the afflicted become the species they once shunned. Half Orcs that were once humans hide within their homes, wrapped in shawls and blankets to cover their

shame, and Boartooth's community has become, literally, a ghost town....

XP 4,800 xp

Alignment and Area chaotic neutral (a 40 ft x 10 ft alley behind the town's general store)

Caster Level 8th

Notice Perception DC 16 to notice a faint sound like children coughing.

HP 16

Weaknesses This slow Haunt acts on initiative count 0.

Trigger Any humanoid walks over the alleyway behind the town's general store where Brom Boartooth made his final stand.

Reset 1 hour

Effect Any humanoid entering the alley is afflicted by a *Polymorph Any Object* spell which transforms the creature into an average Half Orc of the same gender. Unwilling creatures may resist the transformation with a DC 22 Fortitude Save.

Destruction Brom's mutilated body must be dug out of the midden pit it was thrown into after his rampage and buried with his children at his homestead.

BUTCHER'S HILL (CR 5)

The Butcher's Hill had another name before the war between two neighboring fiefdoms ended there. By the time the day long battle was over, more than 3,000 men and women lie dead atop the hill, and the ground was literally stained red with their blood. Even though priests from a dozen temples sanctified the ground, that much anger and pain never truly goes away.

Butcher's Hill has become a memorial, but no one visits. The stories of the horrible, often fatal injuries inflicted upon the unwary by the Hill's angry ghosts are well known. Veterans of the last war, unable to cope with their trauma often return to Butcher's Hill to commit suicide, letting the angry spirits of their former comrades in arms tear them apart.

XP 1,600 xp

Alignment and Area chaotic evil (the 25 ft summit of Butcher's Hill)

Caster Level 5th

Notice Perception DC 10 to notice the ghostly sounds of fighting surrounding the Hill, or to notice phantom blood stains appearing on the clothing and weapons of visitors.

HP 10 hp

Weaknesses None

Trigger Anyone carrying any sort of weapon, even a



dagger or carpenter's hammer, setting foot on the hillside.

Reset 1 hour

Effect Anyone standing anywhere on the hill top when the Haunt is angered suffers 2d8 + points of damage (WILL DC 19 half). The Butcher's Hill can simultaneously wound up to five creatures, if there are more targets than it can afflict, it will first attempt to slaughter those characters with the highest Base Attack Bonus before ending the lives of noncombatants.

Destruction A blood member of the ruling family of either of the two nations involved in the war must be murdered atop the hill top to appease the spirits of those who fought and died there.

CAMEL'S GRAVEYARD (CR 8)

There is a point of no return in the Gronnel Desert, a place almost exactly between two oasis cities, where supplies are far more than half exhausted, and the only way to survive is to press forward. Over the years, hundreds of caravans have ended some where near this mythical point of no return, and the bleached and sandblasted bones of hundreds

of camels are half buried by the dunes. Animals fear and hate this place, and often turn on their masters, leading to their death and the deaths of the men who depended on them for survival.

XP 4,800 xp

Alignment and Area chaotic evil (an unremarkable 30 ft x 10 ft patch of desert)

Caster Level 8th

Notice Perception DC 32 to notice camel bones and saddle tack half buried beneath the shifting sands.

HP 16 hp

Weaknesses None.

Trigger Any animal walking within 30 ft of the region.

Reset 1 hour

Effect Any ordinary animal passing within 30 ft of the Camel's Graveyard become panicked. They will turn on handlers and riders, bucking off riders, snapping reigns and throwing off cargo bundles if possible. The maddened animals will attempt to kill or knock out their masters before running off into the desert to die. Animals afflicted

remain maddened for 8 rounds, and may resist the effect with a DC 14 WILL Save.

Destruction At least 20 gallons of water must be poured over the skulls of one of the long dead camels to appease its panicked spirit.

CAST UPON THE ROCKS (CR 13)

The merchant galleon *Escarda Din* went down in a sudden squall and its sunken frame now rests on an undersea plateau. So clear is the water that the wreck can almost be seen through three hundred feet of warm water. Though the *Escarda Din* went down in a common shipping lane, no brave soul has attempted to salvage the wreck, and common sailors avoid its last known position. The ocean near the wreck site has 'gone bad' and regularly kills sailors with impossible weather.

XP 25,600 xp

Alignment and Area chaotic evil (a 65 ft square of ocean above the sunken ship)

Caster Level 13th

Notice Knowledge (nature) DC 28 to notice the signs of a sudden storm (odd colored skies, a strange smell in the air, increased static electricity) that are present only on this patch of ocean.

HP 26 hp

Weaknesses None

Trigger Any vessel passing over the sunken wreckage of the ship.

Reset 1 hour

Effect Any vessel unfortunate enough to be passing over the is hammered viciously by a *storm of vengeance*. The concentration check to cast a spell within the storm of vengeance is DC 25 + the spell's level.

Destruction A humanoid sailor must be bound, strangled and his corpse must be tossed overboard to rest within the wreck of the *Escarda Din*.

DEVIL'S ANVIL (CR 7)

This black iron anvil sits in a back corner of the ruined remnants of a smithy, half buried in rubble. According to local legend, the blacksmith, a fat and ignorant man named Hodge hammered swords for pit-fiends on his anvil. Eventually, doing hell's work caught up with him, and Hodge and his three idiot sons died in an unexplainable blaze. Whatever the truth of Hodge's life, in death his small shop has been uniformly shunned. People vanish there, and screams have been heard at night from somewhere within the ruins.

XP 3,200 xp

Alignment and Area lawful evil (5 ft square anvil in an abandoned smithy)

Caster Level 7th

Notice Perception DC 24 to notice Infernal runes inscribed on the Anvil.

HP 14

Weaknesses None

Trigger Any living creature touching the Anvil.

Reset 1 day

Effect Anyone stupid enough to touch the Devil's Anvil is subject to a *Destruction* spell. The victim is slain and rendered down into ash unless he or she makes a DC 20 Fortitude Save. Even those making their save suffer 10d6 points of damage. The only way to restore life to a character who has failed to save against this spell is to use *true resurrection*, a carefully worded *wish* spell followed by *resurrection* or *miracle*.

Destruction Either the heart, liver or the sexual organs of any Devil must be burnt on the Anvil and the ashes must be splashed with a vial of holy water.

DONOVAN'S KILN (CR 6)

Ten years ago, this ruin was a busy potter's shop. In better days, Bria Donovan was a fat and cheerful woman who, with her two nephews, ran a profitable business out of a small, neat cottage at the edge of town. The center of Bria's business was the enormous wood burning kiln that took up most of the cottage, and which she kept stoked day and night. She died along with her youngest nephew Micah when the kiln exploded.

Bria's surviving nephew rushed to help, but was badly scarred by the blaze. Not wanting anything to do with his ruined inheritance, Andrew Donovan let the ground lie fallow. Over time his aunt's pottery shop fell into memory and then into local legend, while Andrew grew into the town's premier drunkard. The matter would of rested there, if not for the fact that on days when the temperature rises, during the worst part of summer, the kiln burns again with ghostly white fires.

XP 2,400 xp

Alignment and Area chaotic neutral (20 ft x 20 ft workroom behind a ruined home)

Caster Level 6th

Notice Perception DC 28 to notice the faint rise in temperature and the sounds of popping and cracking clay.

HP 12

Weaknesses None

Trigger Anytime the temperature inside the ruined work-

shop rises above 90 degrees F.

Reset 1 day

Effect The spirit of Donovan's Kiln has no interest in killing, just relishes flame. Anytime the temperature inside the kiln rises past 90 F, the workshop explodes into a *fire-ball* which inflicts 6d6 points of fire damage (Reflex DC 14 half).

Destruction The misfortune of the kiln can only be ended if Andrew takes ownership of the ruin and begins to restore it. His own scars must first be healed with *restoration* or greater magic.

FATFINGER'S LAST DANCE (CR 4)

Terkin Fatfinger, brigand, rapist, counterfitter and cattle rustler, was the last thief to hang justly on the old oak gallows outside Fort Nails. When asked for last words, the bastard laid down curses so vile, so profane and so tarrying the garrison's master at arms didn't wait for him to finish, just kicked the stool out from under him. Three days later the master-at-arms was dead of a broken neck after falling from his horse. Three days after that, his grieving wife slipped in the privy and cracked her skull open. A few weeks later, the judge who sentenced Fatfinger jerked his hand while shaving and sliced open his jugular.

After that, the law of Fort Nails gave up on hanging folks, and sends their criminals to their graves with a heavy battle axe and a block of wood. The disused gallows still stands, mostly because nobody is brave enough to break it down or burn it, but the locals shun it.

XP 1,200 xp

Alignment and Area chaotic evil (10 ft x 10 ft raised gallows platform)

Caster Level 4th

Notice Perception DC 18 notice that the shadow of a noosed and kicking man is cast from the empty gibbet.

HP 8 hp

Weaknesses The Haunt does not activate when any chaotic character steps onto the platform, though it will still afflict them if they remain on the platform when the Haunt awakens.

Trigger When any character mounts the 13 steps and stands atop the gallows platform.

Reset 1 minute

Effect Anyone standing atop the gallows platform may be *cursed* by the haunt. Those *cursed* by the Haunt become dangerously clumsy, assuring their deaths would be comical to Fatfinger's angry ghost. Anytime a character cursed by the gallows either fails a skill check by 10 or more points, or rolls a natural 1 on any skill check,

somehow that character manages to bungle so badly he suffers 2d6 points of damage. A DC 14 WILL Save negates this *curse*.

Destruction Fatfinger's dying boast that he was the worst criminal the world's ever seen must be disproved and law must be restored to Fort Nails before the Haunt will disappear. At least seven Rogues of 5th or higher level must be executed on the gallows by hanging within a one year span to exorcise the haunt.

GREMLIN'S HOVEL (CR 4)

The dilapidated little house lies at the end of the stinking tannery district, and has stood uninhibited for as long as anyone can remember. Even the city's homeless and goblin population shuns the ruined two room home, and even the city's wild dogs and birds stay clear. The wrecked and mold-covered home is falling apart, and no one is sure how it still remains standing. Those brave souls who ventured inside tell bar-tales about little bolts of color, like phantom wasps, that ripped through the crumbling plaster and mosaics to sting them.

XP 1,200 xp

Alignment and Area chaotic neutral (a 10 ft x 10 ft room in a ruined house)

Caster Level 4th

Notice Perception DC 18 to notice a faint humming in the walls, like a wasp or bee hive.

HP 8 hp

Weaknesses None

Trigger Anyone stepping into the rear room of the house.

Reset 1 minute

Effect The first person stepping into the rear room of the hovel is struck with two magic missiles which inflict 1d4+1 points of force damage. If multiple targets are still in the room when the Haunt resets, it spreads damage evenly among them.

Destruction The structure must be completely burnt to the ground, and a vial of holy water sprinkled over the foundation stones.

GRIGORI CHAIR (CR 6)

The Grigori Chair is a massive oak throne once used by the nation's royalty. The entirety of the chair was originally carved with scenes from a great battle- heroic knights battling back barbaric foreign armies. When the last rightful scion of the bloodline was murdered- on the chair itself- the crimson oak cracked and blackened. The heroic carvings became something horrible. The chair was locked away in a forgotten storeroom, and even after the dynasty

was restored, the original throne was forgotten and left to darkness.

XP 2,400 xp

Alignment and Area neutral evil (the 30 ft chamber holding the Chair and assorted other junk)

Caster Level 6th

Notice Perception DC 24 to notice the carvings on the Chair are alive and slowly change.

HP 12 hp

Weaknesses None.

Trigger Anyone entering the storage room containing the Grigori Chair.

Reset 1 day

Effect Anyone entering the storage chamber containing the Grigori Chair and assorted other forgotten treasures is afflicted by the *enervation* spell and suffers 1d4 temporary negative levels, which it regains 6 hours later, assuming it survives.

Destruction The Grigori Chair can only be permanently destroyed by burning, but only if a descendant of the rightful royal family wields the torch. Otherwise, the chair reforms in a day.

GUTS' REVENGE (CR 1)

When the ancient slime the tavern-folk called simply “Guts” was finally ended a fragment of the ooze’s simple hunger-based consciousness survived extermination. Guts’ ghostly presence still lingers along the treacherous and rocky shoreline where its vast amoeboid bulk eventually washed up. The presence of this strange and pungent haunt has made these rocks an attractive hunting spot for more sure-footed predators. They come to feed on the fishermen and rookie adventurers drawn to the haunted shore.

Gut’s Revenge is a blackened stretch of beach where waves crash endlessly against a rocky shore. The air is constantly foul, like a whale beached nearby but somehow worse. Birds and crabs avoid the haunt, but more dangerous predators occasionally stumble into the haunt.

XP 400 xp

Alignment and Area neutral (10 ft stretch of rocky coastline)

Caster Level 1st

Notice Perception DC 10 to notice the fishy stench

HP 2 HP

Weaknesses Fire inflicts full damage upon the haunt.

Trigger Any living creature comes within 25 ft of the haunt.

Reset 1 hour

Effect With a sickening ‘squish’ and an even more nauseating ‘splort’ sound, the rocky ground is covered in a thick layer of *grease*, identical to the spell as cast by a 1st level wizard. All non magical weapons and held items are coated with a similar layer of *grease*, making them virtually impossible to hold onto for long. Characters moving through the grease must attempt a DC 10 Acrobatics check to move at greater than half speed. Characters who fail this check cannot move and must succeed at a DC 11 Reflex Save to remain upright. The save to hold onto a *greased* object is identical.

Destruction The haunt must be sterilized with at least 8 vials of acid or alchemist’s fire poured over the area in order to finally lay the dimwitted ghost of Guts to rest.

JUDGE WARGRAVE’S BENCH (CR 3)

Judge Agar Wargrave was a peevish old man, but had an uncanny knack for ferreting out the truth about defendants brought before him. He died of a stroke before passing sentence in the case of a man who murdered his family, and by virtue of a legal oversight the murderer went free. Now, the old judge haunts the courtroom he once ruled, a shadowy figure in robes and wig, and forces all who see the haunt to speak nothing but the truth.

XP 800 xp

Alignment and Area lawful good (the three squares immediately before the judge’s bench)

Caster Level 3rd

Notice Perception DC 12 to catch a glimpse of the shadowy ghost of Judge Wargrave out of the corner of your eye.

HP 6 hp

Weaknesses None

Trigger Any sentient creature standing before the judge’s bench.

Reset 1 minute

Effect Anyone standing before Judge Wargrave’s old bench is affected as if by the *zone of truth* spell. It requires a DC 14 WILL Save to resist the effect.

Destruction The murderer that Wargrave never had to sentence must be brought before the bench and garroted to death to appease Wargrave’s spirit. The townsfolk know this, and the task is well within their capabilities, but refuse to. Having a haunted judge’s bench that compels the accused to speak the truth is considered more beneficial to the town than bringing one idiot murderer to justice.

LAUGHTER FREEZES (CR 5)

Nestled against the side of a forested mountain, the noble estate “Laughter and Gold” has been a hunting lodge of excellent reputation for generations. Owned by one of the kingdom’s most prominent families, the 23 room mansion is best known for its massive grand ball room, where the trophies of a hundred hunts or more are proudly displayed. The heads of great beasts, taxidermies recreation of impossible monsters and the captured arms of noble-born humanoid foes line the walls, and are lit by a chandelier made from the bones of a juvenile green dragon.

The newest trophy to be displayed though, is one the owners of the house wish would simply go away. On an expedition to the far north, one of the lodges’ greatest hunters brought back the dorsal ganglia of a polar worm. Since the dramatic trophy was hung on one wall, the temperature within Laughter and Gold has dropped by a few degrees each night. Already bitterly cold, occasionally the ballroom is sheathed in a carapace of killing ice, and the roaring of the great northern worms can be heard.

XP 1,600 xp

Alignment and Area chaotic evil (the central section of the mansion’s grand ballroom)

Caster Level 6th

Notice DC 10 to notice the bitter chill and ghostly roars.

HP 12

Weaknesses A character protected by *Resist Energy (Cold)* is invisible to the Haunt, as if *Hide from Undead* had been cast on the character.

Trigger Anyone entering the grand ball room

Reset 1 day

Effect Anytime any living creature enters the grand ballroom and stands beneath the ganglia of the polar worm, which has been spread out across one wall like a neurological tapestry, the Haunt generates a Freezing Sphere in the exact center of the room. This sphere fills a 50 ft radius burst, inflicting 6d6 points of cold damage (Reflex DC 19 half).

Destruction The neural ganglia must be destroyed completely by burning. The ganglia has 10 HP and hardness 2, and suffers double damage from fire. If the ganglia is destroyed by other means, it reforms in a single day.

MUGGLESANT’S ENDLESS ANGER (CR 8)

The goblin Mugglesant was a good thief but eventually her luck caught up with her. While burgling a mansion in the city of Ulstar, a spiderbite ended the tiny thief’s life. She choked to death in the space between the house’s walls, and all the inhabitants knew was that some vermin died

in the walls. They hired a local hedge wizard to purify the air with a few cantrips, and forgot about the whole matter. That indignity, more than her accidental death enraged Mugglesant’s spirit. Now, the house is plagued with gigantic spiders that seemingly come from out of nowhere.

XP 4,800 xp

Alignment and Area lawful evil (a 10 ft x 50 ft long hallway on the second floor)

Caster Level 8th

Notice Perception DC 30 to notice a faint odor of rot.

HP 36 hp

Weaknesses Characters may attempt a Stealth check, opposed by the Haunt’s caster level check to sneak by unmolested.

Trigger Anyone walking down the hallway concealing Mugglesant’s corpse.

Reset 1 day

Effect This Haunt produces a pair of giant spiders when anyone walks down the cursed hallway. These spiders attack any humanoids in the home, than any animals or smaller creatures, and eventually begin gnawing at the furniture if there are no living things left to kill.

This *persistent* Haunt continues to direct the spiders to attach any humanoids within the house until its minute duration expires.

Destruction Mugglesant’s mission must be completed; the rich trove of jewels (worth more than 1,000 gp) kept in a safe in the master bedroom must be plundered. The spirit of the dead thief vanishes with a high pitched laugh.

OLD JONAS’ CRITIQUE (CR 2)

Old Jonas the woodcarver had a reputation as one of the finest craftsmen in his small village. He made tools, toys for the settlement’s wealthiest children, shelves, fence posts and a dozen other useful things and earned a tidy living. After his death, Jonas’ nephew took over the business, but his lack of skill angered the ghostly carpenter. Now, the haunt of Old Jonas has its fun by twisting his successor’s work into uselessness and playing other ghostly pranks.

XP 600 xp

Alignment and Area chaotic neutral (a 20 ft square workroom)

Caster Level 2nd

Notice Perception DC 15 to notice that small wooden objects, such as wood shavings, arrows, and the like seem to move of their own accord near the Haunt.

HP 4 hp

Weaknesses Any character with at least 5 ranks in Profession (carpenter or woodworker) will not be affected

by the Haunt, nor will any objects he or she carries.

Trigger Anyone opening the door to the workshop.

Reset 1 hour

Effect Anyone entering the workshop through the (stuck) wooden door triggers the Haunt, causing a *Warp Wood* effect with a 20 ft radius centered on the nearby worktable to erupt. The table, ordinary tools and structural features of the workroom are now cataclysmically warped. Wooden objects carried by the character may negate the effect with a DC 12 WILL Save. Magical wood is not affected.

Destruction Jonas nephew must create a masterwork quality wooden item in the cursed workshop, though he may have the help of others to do so. If he creates this masterwork item, the ghostly pranks stops, as Jonas is assured of his successor's competence.

PURPLE PIG TAVERN (CR 8)

The Purple Pig used to be a decent tavern, until a payment dispute between the barkeep and a wandering gnome troubadour ended in the little minstrel's murder. The barkeep stuffed the gnome and his rat of a familiar feet first into a keg of rot gut and rolled it down into the cellar. The barkeep thought that solved the problem, but in the last few weeks, horrors have killed three of his patrons, and driven most of the other drunks off.

XP 4,800 xp

Alignment and Area chaotic neutral (a 40 ft x 10 ft wine cellar and basement beneath the bar)

Caster Level 8th

Notice Perception DC 16 to notice an old gnomish drinkin' song coming from within one of the beer kegs in the cellar

HP 36 hp

Weaknesses A character with the *bardic music* ability can attempt a Perform check to exorcise the Haunt as a full round action. For every point the bard's Perform check result exceeds 25, he inflicts 1 point of damage upon the Haunt.

Trigger Anyone in the cellar or the tavern above speaking in Gnomish or singing any Gnomish song.

Reset 1 hour

Effect When the haunt triggers, all creatures within the area turn on their allies rather than the real threats. Each creature who fails his or her DC 17 WILL Save has a 50% chance to attack the nearest target each round. A creature that does not attack the nearest neighbor is free to act normally for the round. Creatures forced by a *song of discord* to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advanta-

geous combat tactics. They do not, however, harm targets that have fallen unconscious.

This haunt is persistent, and continues to plague the living until all targets are unconscious, have fled the area or until 8 rounds elapse.

Destruction To permanently exorcise this Haunt, the tavern's owner must be brought to justice and the body of the murdered gnome musician and his familiar must be buried or cremated respectfully.

RAPIST'S MILE (CR 5)

This stretch of forest marks the place where a gang of brigands brought down a peasant girl, violated and eventually killed her. The girl's bones still lie half buried under the leaf mould beneath one of the towering pine. Her angry spirit, coupled with the psychic echoes of her murderers' lust have cursed this place: those venturing through this stretch of forest become as slow and exhausted as she was when the thugs finally ran her to ground.

XP 1,600 xp

Alignment and Area chaotic evil (a 25 ft patch of woods)

Caster Level 5th

Notice Perception DC 28 to notice the sounds of a struggle and a female voice pleading and sobbing.

HP 10 hp

Weaknesses Characters may attempt a Stealth check, opposed by the Haunt's caster level check to sneak by unmolested.

Trigger Any female humanoid comes within 25 ft of the haunt.

Reset 1 hour

Effect Any creature caught within 25 ft of the Haunt when it triggers its curse is *slowed* for rounds (WILL DC 14 negates). All female characters suffer a -2 penalty on their WILL Save to resist the *slow* effect.

Destruction The girl's body must be found and returned to her family in a nearby village for proper burial.

SCRIBE DU RAYNEIL'S ODD BEQUEST (CR 4)

The scribe Claudette Du Rayneil died in the library she had tended her entire adult life. Her death wasn't murder or tragedy; she was simply found one early morning fallen amid the stacks, her 90 year old heart having finally given out. She was buried with minor honors, her private collection of more than 30 texts donated to the library she so loved and life went on. And a few months after her death, strange things began happening in the library. Quiet little curses that smelled like old dust would freeze patrons as they browsed and scribes as they worked.

XP 1,200 xp

Alignment and Area lawful neutral (any where within a large library)

Caster Level 4th

Notice Perception DC 32 to notice a sound like a snake sliding over old papers.

HP 8 hp

Weaknesses This slow Haunt acts on initiative count 0.

Trigger The Haunt preys on the learned, and triggers anytime anyone with an INT score of 13+ enters the library and browses any book.

Reset 1 day

Effect Anytime the haunt is triggered, a *sepia snake sigil* instantly and almost silently inscribes itself in whatever book the character who triggered the Haunt is currently holding or reading. If the book is merely unopened, the *snake sigil* appears 2d6 pages into the text, and if the patron is currently reading a book, the *snake sigil* appears 1d6 pages after the current page. Once the *snake sigil* is inscribed, it remains in place for a day, or until anyone, not just the triggering character, reads the trapped passage. Those who fail a DC 14 Reflex Save against the *sepia snake sigil* are held in a kind of suspended animation for 1d4+1 days, as per the spell.

Destruction The library's odd curse can only be lifted permanently by a single character or group donating at least 500 gp worth of texts to the library.

STORES OF GOODWATCH KEEP (CR 3)

Three summers ago, earthquake transformed a limestone quarry into tomb for a dozen human and Dwarven miners. Since then the mine has been reopened, the dead recovered and buried, and life in the mining town nearby slowly and painfully returned to normal. Limestone harvested from the quarry has been shipped across the realms to make mortar, but structures built mortar from the Winter Fall Mine have been plagued by bad luck. The mine's current generation of workers hear the tales from travelers, and among themselves, whisper that the unquiet ghosts of their former colleagues are having their revenge.

No structure built by from the cursed mortar has suffered worse luck than the remote Goodwatch Keep. The small fortress has an ill air, and twice now, servants have disappeared, only to be found suffocated or starved behind walls that should not of been there. The folk of the Keep never go anywhere alone any more, and most flee if their duties will allow it. And the provisions store beneath the keep is shunned by all....

XP 800 xp

Alignment and Area chaotic evil (a 15 ft x 5 ft stretch of basement within Goodwatch Keep)

Caster Level 3rd

Notice Perception DC 22 to notice the echoes of old Dwarven work songs and striking hammers, followed by the creak of overstressed stone.

HP 6 hp

Weaknesses This slow Haunt acts on initiative count 0.

Trigger Any living thing enters a specific hallway in the keep's basement.

Reset 1day

Effect The Haunt uses a *wall of stone* spell capable of creating up three 5 ft square walls, or up to six 10 ft square walls of half thickness. The Haunt will begin forming the walls around the greatest concentration of living beings, attempting to trap as many as possible against an existing wall. The Haunts intent is to trap its prey and watch it die slowly of thirst or starvation. Characters in danger of being trapped by a forming wall may attempt a DC 14 Reflex Save to avoid becoming trapped.

Destruction A blood relative of one of the slain miners must journey to Goodwatch Keep and willingly slice their hand or arm, suffering 1 HP worth of damage, and smearing their blood on the provision stores' walls.

SURBICAH THE APOSTATE'S STONE PYRE (CR 6)

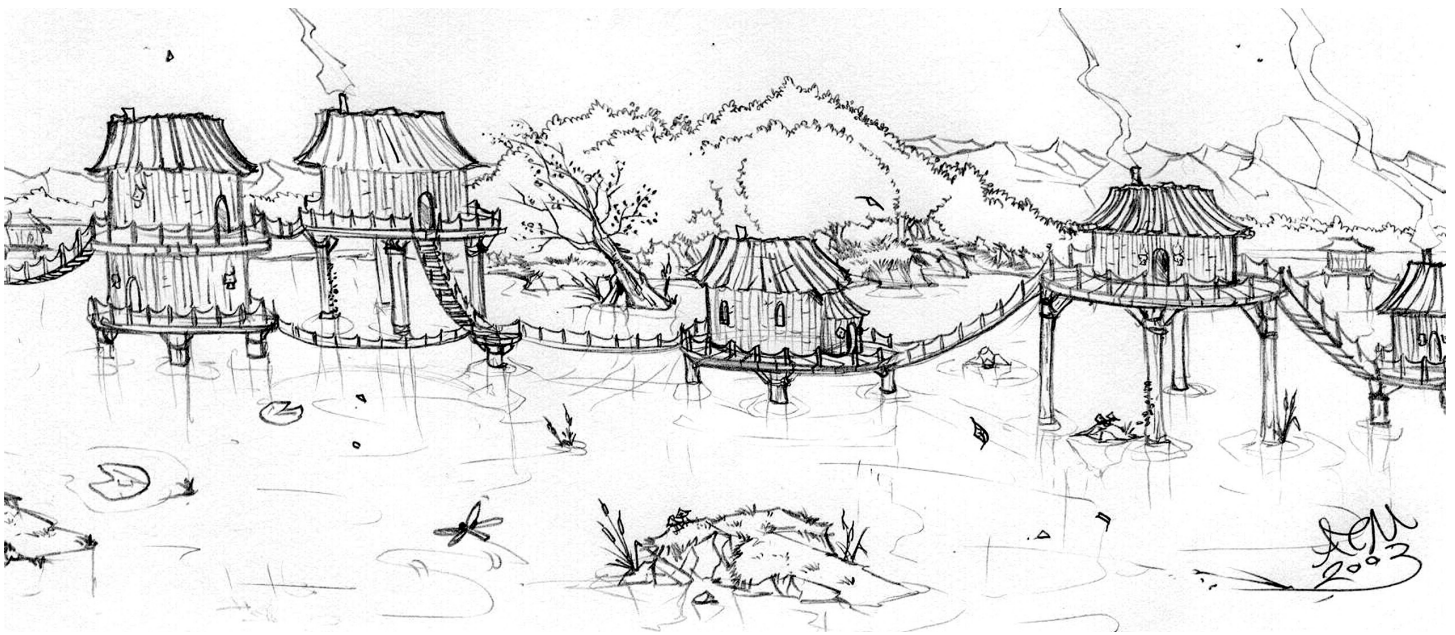
Long ago, the druidess SurbicaH renowned her faith and accepted the teachings of a passing cleric, even allowing some of her circle's most sacred mysteries to be transcribed into the common tongue. The druid grove she betrayed took its vengeance on SurbicaH, lashing her between the stones of their great stone *menwhir*, where she was cruelly tortured for a day and a night before a bolt of lightning ended her misery.

The haunt centers on the long disused ceremonial circle of an extinct druidic order. Massive stones three times the size of a tall man loom over a bare patch of blackened earth. Some of the stones lean drunkenly against one another, and a few other stones have been cracked in half like broken teeth. All of the stones, whether cracked or whole are etched with spirals and triangles, and these holy sigils are painted in faded blood. The blackened remains of sturdy hemp ropes dangle from a pair of stones near the northern heel stone.

XP 2,400 xp

Alignment and Area neutral evil (circle of stones 30 ft in diameter)

Caster Level 6th



Notice Perception DC 22 to notice the sound of whipping, a female voice sobbing and fierce arguments in the secret Druid language.

HP 27

Weaknesses Any *wildshaped* character may damage the haunt's stones with melee attacks made with a natural weapon. The damaged stones reform when the haunt resets.

Trigger When any humanoid or monstrous humanoid comes within 100 ft of the stone circle.

Reset 1 day

Effect When the haunt becomes active, the crackling and nearly abstract image of a bound woman writhes between the two northern stone pillars. A second later, lighting erupts from the sky, lancing through the screaming apparition and blasting a 5 ft x 30 ft line of lightning at up to 3 characters within range. The lightning bolts inflict 3d6 points of electrical damage (Reflex DC 14 for half damage).

The air stinks of burnt human flesh, singed hair and ozone for several hours after the haunt is triggered. This haunt is *persistent* and continues to trigger until all targets are dead, flee the area, or until six minutes elapse.

Destruction This haunt can only be permanently destroyed if Surbicah's charred skeleton is dug from beneath the center of the stone circle and hammered to powder by a Druid then reinterred in the heart of a sacred forest.

THIRSTING GORGE (CR 7)

Years and years ago, a prospector and his mule fell into a desert gorge. Miles from any assistance, they died alone and unremembered from thirst and starvation. Those familiar with the desert avoid a certain out-of-the-way

gorge, claiming that it is haunted. Nomads and prospectors tell dark stories of unprepared travelers possessed by the thirsty spirit of the wasteland, who abandon their supplies and die themselves.

XP 3,200 xp

Alignment and Area chaotic evil (a 5 ft x 35 ft deep desert gorge)

Caster Level 7th

Notice Perception DC 16 to hear the sounds of a male voice weakly calling for water coming from the gorge.

HP 14

Weaknesses None

Trigger Any humanoid creature peering into the haunted gorge.

Reset 1 day

Effect Anyone peering into the mouth of the deep gorge catches sight of the desiccated and broken body of the prospector and his mule far below. Those seeing the Haunt are compelled by a *geas* to toss all water supplies and rations into the gorge, including magical food and drink like potions. They are then compelled to wander the desert attacking others, to steal their supplies and return them to the Haunt. The neighboring towns do their best to capture, kill, or break the curse of any travelers so afflicted, but the desert takes many of the cursed before they reach civilization again.

INSANITIES

Diseases of the body can kill, but insanity can do worse. It can turn a hero into a cold and dispassionate sociopath, a trusted lover or best friend into something too like an animal for comfort. Heroes confronted by horrific aber-

rations and monsters from beyond reality sometime go mad from the experience, and even the boldest heroes can be driven to insanity by battlefield trauma. Insanity is a new threat that must be faced and overcome by heroes in Pathfinder Roleplaying Game campaigns.

Insanity and mental diseases function almost identically to purely physical ailments, except that mental diseases are resisted and overcome by Will Saves not FORT Saves. Mental diseases can be spread in new ways, described generally below and expanded on as necessary in each diseases' entry. Insanity can also be caused by Contact, Injury or Ingestion, in the case of physical trauma or poisons that have a mental effect.

Horror: This type of insanity is caused by close contact, such as conversation, combat or other intimate situations with a creature or entity beyond the victims ability to comprehend. Characters risk contracting this type of mental disease any time they are confronted by any creature with the Aberration, Magical Beast, Fey, Undead or Vermin type whose Challenge Rating is more than four greater than the characters.

Trauma: Traumatic events can cause insanity. At the game master's discretion, events such as seeing a friend, lover, family member or other close ally killed or seriously wounded, coming near death or being resurrected, prolonged torture or imprisonment can all lead to contracting this type of insanity.

Spell Sickness: Twisting your mind to the degree necessary to cast high spells or witnessing such epic magic in use can strain even the strongest willed hero. At the game master's discretion, anytime the character casts or is harmed by an 8th or 9th level spell, whether arcane or divine the character is at risk for a spell sickness. Generally, spell casters will not suffer mental trauma from any school of magic they are specialized in or have Spell Focus for.

ABERRANT SENSORIUM

Exposure to creatures that ignore or break all known rules of biology and logic and be a mentally trying experience. Some adventurers find themselves questioning the structure of their own biology, wondering if beneath their skin, they are as hideous as an aboleth or otyugh. Self mutilation is one extreme of the disease, and catatonia is another, and in either case, death is likely.

Type: Insanity, Horror (any aberration)

Save: DC 15 + the aberration's Charisma modifier

Onset: 1d3 days

Frequency: 1/hour

Effect: The target is nauseated on a failed save, and this effect is only overcome with a successful save against the disease. On a failed save, the character is overcome with body horror and self loathing and must make an attack against himself or any other humanoid in sight with either an unarmed strike or any melee weapon in hand.

Cure: 4 consecutive saves

BLACKFUTILITY

Black Futility afflicts those proud of their skill and daring. This mental illness saps confidence and courage, turning even well honed skills useless under pressure.

Type: Insanity, Trauma (failing a critical skill check)

Save: Will DC 14 negates, Will DC 18 overcomes

Onset: immediate onset

Frequency: 1/day

Effect: 1d3 Charisma damage. While suffering from this insanity, anytime the character fails a skill check, he or she suffers a -4 luck penalty on all future checks with that skill. This penalty vanishes when the character rolls a natural 20 on a future check with that skill.

Cure: 3 consecutive saves

DEATH FRIEND

Contact with undead has scarred the victim's mind, but has done so subtly. Instead of gibbering madness, the victim succumbs to a cool, almost sociopathic infatuation with the undead and harbors secret thoughts of necrophilia and corruption.

Type: Insanity, Horror (any undead)

Save: Will DC 12 + the undead's Charisma modifier

Onset: 1d6 days

Frequency: 1/day

Effect: 1d4 Wisdom damage. While suffering this ailment, the victim is effectively charmed by any undead creature he or she encounters. The character will take no hostile action against the undead, unless attacked first, and will consider the undead's words and actions in the most favorable light.

Cure: 3 consecutive saves

DRACONIC OBSESSION

The victim's interest in and respect for Dragons becomes an unhealthy obsession. As the victim's mind warps, becoming closer to what the madman thinks is the draconic ideal, so does his body. The victim's skin becomes dry and clammy, and develops scale like patterns, his hair falls out,

and gnarled tumors, like a parody of vestigial wings, grows from his shoulder blades.

Type: Insanity, Spell Sickness (Form of the Dragon III)

Save: Will DC 20

Onset: 1d4 weeks

Frequency: 1/week

Effect: 2d4 Wisdom and 1d6 Dexterity. While suffering Draconic Obsession, the character will not attack any creature of the Dragon type, even if magically compelled to do so or attacked first. The character will attempt to retreat or take the Total Defense action in such a case. The character suffers a -4 morale penalty on attack rolls and Sense Motive checks against any creature who speaks to him in Draconic.

Cure: 3 consecutive saves

DUST NIHILISM

Trauma caused by exposure to extremely cruel, powerful and inhuman undead can leave the victim shaken and despondent. Dust Nihilism is one of the most severe forms of mental trauma caused by undead lords; those afflicted are suicidal and listless, virtually comatose thanks to the futility and tiny, flickering span of mortal life. For a few seconds, sufferers see the world as a lich or mummy does, and is shattered by the experience.

Type: Insanity, Horror (lich, mummy, other powerful undead)

Save: Will DC 18 + the undead's Charisma modifier (usually DC 18 +2d4)

Onset: 2d6 hours

Frequency: 1/day

Effect: 1d4 Wisdom and 1d4 Constitution damage. Victims physically weakened due to psychosomatic illnesses. Characters with the ability to turn or rebuke undead lose access to this ability while suffering from Dust Nihilism.

Cure: 3 consecutive saves

DYING NOSTALGIA

The neural pathways established by the Word of Recall spell are acid etched into the spellcaster's mind, turning that feeling of sanctuary into a dangerous mental disorder. The longer the spell caster is away from the recalled location, the worse this dangerous insanity becomes.

Type: Insanity, Spell Sickness (word of recall)

Save: Will DC 26

Onset: 1 day

Frequency: 1/day

Effect: 1d6 Intelligence damage. If the character ranges more than 5 miles from the location designated by the Word of Recall spell that caused this insanity, Intelligence damage taken that day is treated as permanent drain instead.

Cure: 3 consecutive saves

ELDER BANE

Elder Bane eventually claims many otherwise healthy humanoids, wiping away their memories and life experience, returning them to the helplessness of infancy before finally killing them. Elder Bane is unpredictable, though the disease tends to run in families. A father or mother who died of the disease is a silent threat to their sons. Elder Bane only attacks characters in the Old or Venerable age category, and only seems to affect Humanoids. Monstrous humanoids and stranger creatures are unaffected, though some elder dragons worry about a similar plague that afflicts the most ancient wyrms.

Type: Insanity, Injury

Save: Will DC 12 negates, Will DC 22 overcomes

Onset: 2d6 months

Frequency: 1/month

Effect: 1d3 points each of permanent Intelligence, Wisdom and Charisma drain. Characters reduced to 0 in any mental ability score by Elder Bane are killed, and are considered to have died of natural causes.

Cure: 3 consecutive saves

ERGOT SICKNESS

Grain Ergot is a dangerous fungus that grows on improperly stored grains and breads. Anyone unfortunate enough to eat it is plagued with hallucinations and confusion. The insanity caused by eating tainted grain or rye passes quickly for most victims, but especially in the case of the weak willed, can quickly take a turn for the worse.

Type: Insanity, ingested

Save: Will DC 13

Onset: 1d3 days

Frequency: 1/6 hours

Effect: 1 Wisdom damage. Characters suffering from this insanity are Confused on a failed Will Save. This Confusion passes the next time the character successfully makes a Will Save to overcome the disease.

Cure: 2 consecutive saves

FEY WORRY

The Fey are creatures that straddle reality and imagination, and things are never what they seem around a Fey. Weak minded mortals can be shattered by even peaceful contact with Fey, as their experiences force them to question what is and isn't real. Paranoia, hallucinations and emotional instability are the result.

Type: Insanity, Horror (any fey)

Save: Will DC 10 + the fey's Charisma modifier

Onset: 2d8 hours

Frequency: 1/hour

Effect: The victim is confused on a failed save. This confusion lasts until the character makes another successful save against the disease.

Cure: 3 consecutive saves

GIGANTAPHOBIA

Quite simply, the character develops a paralyzing fear of goliath adversaries, often as a result of a disastrous battle against a greater than man-sized monster.

Type: Insanity, Trauma (defeat by a Large or larger adversary)

Save: Will DC 16 negates, Will DC 18 overcomes

Onset: 1d6 days

Frequency: 1/day

Effect: 1d3 Strength. While suffering from Gigantaphobia, the character suffers a -4 penalty on attack and damage rolls against any creature in the Large size category or larger.

Cure: 2 consecutive saves

LABRYNTHICAL HYSTERIA

Those who warp space, or have been trapped in a cosmic maze themselves often find their sense of direction, distance and causality permanently skewed. Nothing seems real, distances change without warning and perspective is a thing built on shifting sands.

Type: Insanity, Spell Sickness (maze)

Save: Will DC 21 negates

Onset: 1d4 days

Frequency: 1/12 hours

Effect: 1d3 Wisdom. The character's perceptions are warped, imposing a -2 penalty on ranged attack rolls. While suffering the disease, the character can never make Survival checks to track another creature or character, to find their direction or to find true north.

Cure: 3 consecutive saves

MISER'S CURSE

This strange compulsion afflicts those who hoard their wealth, causing normal impulses towards thrift and rational spending to become pathological. Victims of this affliction are known to cry tears of gold and silver as the disease eats away at their mind.

Type: Insanity, contact

Save: Will DC 20

Onset: 1d3 weeks

Frequency: Special

Effect: While suffering from the disease, any time the character spends, donates or otherwise loses wealth, he or she must make a DC 20 Will Save or suffer physical damage. For every 5 GP or portion of 5 GP spent, the character suffer 1d6 points of damage (max 10d6). The victim suffers half damage on a successful save.

Cure: 2 consecutive saves

MUTE WITNESS

Sometimes, there is pain too great to pass through a man's lips. The pain gets caught up in the throat, causing silence. Those suffering the effects of Mute Witness cannot speak about whatever loss caused the disease.

Type: Insanity, Trauma (seeing a close ally fall in battle)

Save: Will DC 16

Onset: immediate onset

Frequency: 1/day

Effect: 1d3 Charisma and 1d2 Strength damage.

Characters suffering from Mute Witness lose the ability to speak or make any voluntary vocal sound until the insanity is cured.

Cure: 4 consecutive saves

NIGHT HAUNT

The victim's sleep is plagued with uneasy dreams foretelling only death, disgrace and defeat.

Type: Insanity, Trauma or Horror (any immortal creature)

Save: Will DC 22

Onset: 2d4 days

Frequency: 1/day

Effect: While suffering from this insanity, the character cannot recover hit points, spells or expended spell slots while resting, and receives no benefit from resting.

Cure: 2 consecutive saves

PYROCLASTICA

Spellcasters whose minds have broken with Pyroclastica are among the most feared creatures in the multiverse—they are known as pyromaniac monsters whose only wish is to burn the universe to ash. Those afflicted do not feel the pain of burns, and immolation feels like a whore's caress. Survivors are marked by body-wide burn scars and gnarled, slick flesh that will never look as clean and healthy as it did before the insanity took hold.

Type: Insanity, Spell Sickness (meteor swarm)

Save: Will DC 18 negates, Will DC 20 overcomes

Onset: 1d4 days

Frequency: 1/day

Effect: 1d4 Wisdom/damage day. While afflicted, characters gain Fire Resistance 5, which stacks with existing Fire Resistance, if any. Infected characters must cast at least one 4th level spell with the Fire descriptor per day or suffer an additional 1d4 points of Intelligence and Charisma damage that day.

Cure: 3 consecutive saves. Spellcasters cannot attempt a save within 12 hours of casting a spell with the Fire descriptor.

REFUSAL OF MORTALITY

Some elder Clerics, having returned life to the dead with the miraculous spell True Resurrection find themselves addicted to that divine closeness, obsessed with returning the slain to life, even when it is not in their...or the world's

Type: Insanity, Spell Sickness (True Resurrection)

Save: Will DC 30

Onset: 1d4 days

Frequency: 1/day

Effect: 1d6 Strength damage. As the character's connection to the physical world weakens, his expectation of divine favor increases, as do his expectations of himself. Strength damage taken on a day where the character does not cast True Resurrection at least once is treated as permanent drain instead.

Cure: 2 consecutive saves

REGRET OF THE RIGHTEOUS

This form of insanity is said to be a divine plague of conscience, a way to prevent good nations from waging war upon one another. Slaying a creature known to be good and decent plunges the victim into a depression far greater than mere conscience, and often leads to suicide or willing martyrdom, undertaken as a way to atone.

Type: Insanity, Trauma (killing a good aligned creature)

Save: Will DC 22 negates

Onset: 1d4 days

Frequency: 1/day

Effect: 1 each point of permanent Constitution and Charisma drain. Characters of any good alignment suffer a -4 penalty on Will Saves against Regret of the Righteous.

Cure: 2 consecutive saves. This magical insanity can also be removed if the victim receives an atonement spell cast by a cleric of his or her faith.

SHATTER-EAR

Shatter-Ear is caused by head trauma, and can kill a sufferer almost as easily as an axe to the skull. Victims become hypersensitive to sound, and suffer horrible auditory hallucinations. Victims bleed from the ears and nose uncontrollably anytime they hear a nearby voice. Sufferers often flee into the silence and stillness of nearby woods, but such isolation can prove fatal as the disease worsens.

Type: Insanity, Injury

Save: Will DC 14 negates, Will DC 16 overcomes

Onset: 1d8 days

Frequency: 1/day

Effect: 1d6 Wisdom damage. Victims of the disease suffer 2d6 points of sonic damage any time someone speaks more loudly than a whisper anywhere within 30 ft.

Cure: 1 save

SHAPECHANGER'S CONFUSION

For those who can alter their shape with a thought, reality itself becomes similarly malleable. The victim suffers a cataclysmic loss of identity, eventually becoming little more than a blank slate that those around them write upon.

Type: Insanity, Spell Sickness (Shapechange)

Save: Will DC 26 negates

Onset: 1d4+2 days

Frequency: 1/day

Effect: 1d6 Charisma damage. While suffering from Shapechanger's Confusion, the character loses the ability to make their own moral choices. The character must succeed at a DC 26 Will Save each time they encounter another character with Charisma 18+, otherwise they will begin acting in accordance with that character's alignment until they either successfully save against the disease or meet and begin emulating another highly charismatic character. The insane character's actions while ill might result in the loss of class features, or require an atonement spell later.

Cure: 2 consecutive saves.

SICKENING GREED

The character's hunger for wealth, for comfort and for finery turns into a dangerous obsession. Psychosomatic ailments plague the character, and these mental disorders can only be staved off by success, and by the acquisition of tangible wealth. By fair means or foul, the character must earn gold to survive, or so his twisted mind tells him.

Type: Insanity, contact

Save: Will DC 21

Onset: 1d8 days

Frequency: 1/day

Effect: The target is considered nauseated for the duration of the illness. If the character manages to acquire gold, trade items or treasure worth 100 gp x his total character level within 24 hours, the diseases' psychosomatic illnesses vanish, and the character is not considered nauseated for 24 hours.

Cure: 2 consecutive saves

SYMBOLIC COMPULSION

This disease often afflicts heralds, sage and artisans, and its exact transmission vector is unknown, but believed to lie in exposure to paint fumes. Victims suffer blood shot eyes and severe bleeding of the brain, which only worsen when the victims are exposed to non-verbal information. As the disease progresses, its sufferers must be restrained, lest they claw out their eyes or gouge their face during one of their fits.

Type: Insanity, Contact or Inhalation

Save: Will DC 18

Onset: 2d4 days

Frequency: 1/day

Effect: 1d6+1 Intelligence damage. Victims must always attempt a Knowledge (heraldry) check to identify any symbol, badge or logo they encounter, even the most familiar and obvious symbols. If the victim rolls a natural 1 on any check or fails any check by more than five, he must immediately make an additional DC 18 Will Save or attack himself once with either an unarmed strike or any melee weapon in hand.

Cure: 2 consecutive saves

TEMPORAL ISOLATION

The victim's exposure to time warping magic has permanently warped their perception, and the character finds it difficult to relate to 'time-locked' mortals. Delusions of

grandeur, paranoia and increasing anger are common as sufferers lock themselves away from those who lack the ability to twist space-time curvatures to their own ends.

Type: Insanity, Spell Sickness (time stop)

Save: Will DC 24

Onset: 1d4+1 weeks

Frequency: 1/week

Effect: 1d4 Charisma damage. While suffering from Temporal Isolation, the victim suffers a -4 penalty on Sense Motive checks.

Cure: 3 consecutive saves. Characters suffering from Temporal Isolation cannot save against its effects within 72 hours of exposure to any spell that warps time flow, such as Haste, Slow, Time Stop or similar spells.

THE TREMBLING

An ailment common to veteran soldiers, the Trembling causes the victim to become skittish, paranoid and hostile in the face of the unknown or potential threats. Many former soldiers and conscripts suffer from the Trembling, but to what degree varies wildly.

Type: Insanity, Trauma (battlefield trauma)

Save: Will DC 16

Onset: 1d4 weeks

Frequency: 1/1d3 days

Effect: 1d3 Wisdom, 1D3 Dexterity. Those suffering from the Trembling are especially vulnerable to further trauma and stress. Anytime the character is engaged in battle, he or she must succeed at an additional DC 16 Will Save or be shaken for the duration of the encounter, and for one hour afterward.

Cure: 2 consecutive saves

WRETCHED WILTING

Having seen firsthand the effects and power of divine healing, the character's faith never the less wavers. The victim is plagued with an intense fear of divine healing, and eventually of divinity itself. As the victim's soul withers, so does her body, wasting away to a mummified husk.

Type: Insanity, Spell Sickness (Heal, Mass)

Save: Will DC 26

Onset: 2d4 days

Frequency: 1/day

Effect: 1d3 Wisdom and Constitution damage per day. During their sickness, the character cannot benefit from mundane or magical healing. If the character casts or

receives any Divine spell above 4th level, that day's ability score damage is treated as permanent drain instead.

Cure: 3 consecutive saves

PLANTS

Fantasy worlds are filled with horrors beyond reality and imagination, but not every mystery an adventurer encounters is a dangerous one. In a world where magic exists and permeates the ecosystem, even the ordinary life of the world can do amazing things. Savvy rangers and druids have always known that eating certain plants, at certain times is every bit as effective as any man-made potion. The world's most prosperous mages and hedge wizards make a good living selling the strange fruit of their even stranger gardens. Below are two dozen new plants, from the common to the legendary, for inclusion into your Pathfinder Roleplaying Game.

The entries are organized as follows.

Survival Check DC: The difficulty of the Survival check necessary to find a sample of the plants growing wild.

Preparation DC: The check DC and associated skill (usually Craft: alchemy) for refining a magical plant into a usable substance. If the plant can be eaten or used raw, this entry is blank.

Size and Weight: The size and weight of a single dose of the refined substance.

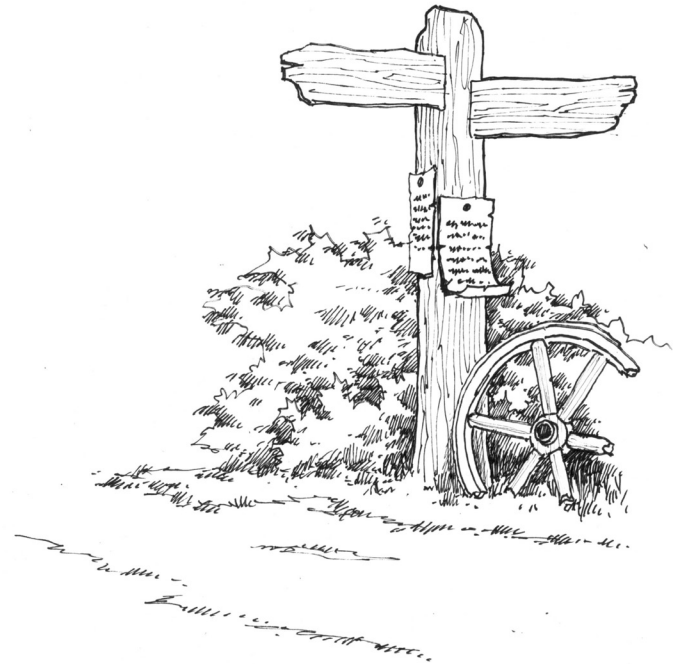
Cost: The cost associated with a single dose of the refined substance.

Unless otherwise noted, consuming a dose of one of these substances is a standard action, like drinking a potion. A character can benefit from a dose of one of these substances only once per day, per substance. Additional doses are treated as a mild poison of the game master's choice, usually a non lethal one that inflicts moderate STR or DEX damage only.

AMBROSIA

This legendary fruit resembles a pure white pear that seems to sweat a silvery liquid. A garden will only produce a single Ambrosia pear a year, and that is only if conditions are exactly right. Supposedly the first Ambrosia plants were planted by demi-gods and exiled angels wishing to grow the crops of Heaven on the mortal plane, and the sweet pear was as close as they could come.

A non-good character who eats ambrosia ceases to suffer ability score penalties for aging, though the character still dies when his or her time is up. Good characters who eat



ambrosia cease aging entirely and have no maximum age but can still die from accident, disease or violence.

ALSONE MILK

The coconut-like alsone plant can be cracked open and its foul milk boiled and mixed with sugar and salt until it is palatable. The pinkish milk grants its consumer great strength and reckless courage in battle.

For 1d4 hours after drinking Alsone Milk, the character gains a +2 bonus on all STR-based skill checks, but his foolhardy confidence imposes a -2 penalty on WILL Saves made to penetrate illusions during this time.

BELLY BALM

Belly Balm is a herbal concoction brewed from milk and the sap of two different evergreen trees, the petals of a night blooming flower and chicken dung (an ingredient most hedge wizards never tell their customers about, for obvious reasons). The odd tasting mixture helps with diarrhea and nausea, and is often prescribed to the sick, pregnant women... and adventurers facing nauseating threats like otyugh and ghosts.

For 2d4 hours after drinking Belly Balm, the character is immune to *nausea* and the *sickened* condition.

CAVE STAR

This grey-green lichen is drab and unpleasant to human eyes, but fluoresces as brightly as oil on water to those

perceiving it via Darkvision. The plant is one of the few substances that retain color when viewed by a creature using Darkvision, and as such it is a popular ingredient in paints and tattoo inks used by the Dwarves and other subterranean cultures. Cavestar can also be brewed into a thin liquid that increases the range of Darkvision when splashed in a creature's eyes.

For 2d6 hours after taking a dose of Cavestar, the character's existing Darkvision range is increased by +30 ft. This drug has no effect on creatures lacking Darkvision.

CYLYX

Cylyx is a kind of wheat native to warm tropical regions, hearty, nutritious and suited to many climates. Cylyx bread is a common ration to most of the world's armies, it keeps well and helps troops fight off disease.

For 3+1d8 hours after eating Cylyx bread, the character receives a +2 bonus on FORT Saves made to resist or overcome disease.

DALATYLGRASS

This long, fragrant grass is common to most temperate plains and is often dried and used as hay for horses and other draft animals. When the roots of the plant are boiled into a tea, they allow a character to communicate with the hoofed creatures that normally consume the plant. A favorite prank among farmers is to slip this substance into the food of a new farm hand on slaughtering day.

For 1d3 hours after drinking Dalatyl tea, the character gains the ability to communicate with horses, cattle, sheep and other ruminants as if by the spell *Speak With Animals*.

DANCER'S LEAF

The enormous, heart shaped fronds of a specific breed of palm tree can be chopped and charred into a useful paste. Those eating the greenish paste feel a warm tingling in their muscles, which only intensifies to a pleasant burning sensation as they move.

For 1d4+1 hours after eating Dancer's Leaf paste, a character's jumping distance is not limited by their height, and the character receives a +1 bonus on Acrobatics and Perform (dance) dance checks.

ELEMENTAL DANDELION

These enormous sunflowers grow in places where the planar boundaries and the heat and endless energy of the Elemental Plane of Fire encroaches on reality. They are

often found in the wake of grass fires. The plants resemble an extremely large sunflower wreathed in faint blue flames.

For 1d4 hours after eating the seeds of this strange flower, the character becomes immune to Fire damage, and adds 1d4 points of fire damage to melee and unarmed attacks. The seeds' magic ends abruptly, in a sudden flash of fire, if the character falls victim to a successful melee touch attack from any creature.

FANJAH

Only the stem and seeds of the Fanjah flower are edible, the rest of the plant is foul and mildly toxic and tastes of rotting carrion. By contrast, the seeds and stem are sweet as honey. Those who hunt the dead chew a gum or candy made from Fanjah, and claim it protects them during their work.

For 1d4+1 hours after eating a Fanjah candy, the character gains a +2 bonus on saves made to resist energy drain, ability score drain and level loss. A character killed by undead during this time will not rise as spawn.

FEYWORT

This plant is a night blooming creeper with flowers that slowly change color as you watch, and poof away in a storm of petals and pollen come the dawn. Those who have to deal with Fey creatures make use of Feywort but are wary of it.

Those drinking Feywort nectar receive a +1d4 morale bonus on all CHA-based skill checks made against creatures of the Fey type.

Each time you use Feywort, there is a cumulative 1% chance that you fall unconscious into a strange, dreamless sleep for 6d6 days. Only a *Remove Curse* spell can break this effect. Once a character succumbs to the effect, the percentage chance is reset to 0%.

FYURVINE

This cloying red and orange vine clings to stonework of all kinds in cool, wet climates. Once a Fyur Vine infestation begins it is all but impossible to be rid of, and in most cases the vines outlast the stones themselves. The vine's triangular leaves can be ground into a thick paste that gives its user some of the vines' legendary tenacity.

For 2d6 hours after eating Fyur Vine paste, the character receives a +4 bonus to Combat Maneuver Defense; once the character plants her feet, it's nearly impossible to move her. The one drawback to the drug is that during this time,

the suddenly stubborn character suffers a -2 penalty to Initiative checks.

GIANT'S RED CAP

This fat, meaty red and white mushroom is known to give those who eat it great strength and a giant's vigor. Found in dank caverns, old dungeon ruins and beneath river crossings, the mushrooms themselves are a common part of local color. Preparing them is the difficulty.

For 1 hour after eating a giant's red cap, the character is affected as if by an Enlarge Person spell. The effect ends abruptly if the victim suffers a critical hit- the character shrinks suddenly as mushy white fluid pours out of the wound along with blood.

GISSON

The oil of the gisson leaf plant is a mild acid, and the plant survives the hazards of its rainforest environment thanks to the potency of this chemical. Canny bare-knuckler fighters and gladiators know this plant very, very well.

By rubbing the oil of the gisson plant on their knuckles or hand wraps, a fighter gains an often illegal edge. Anyone struck by an unarmed attack must succeed at a FORT Save (DC 8 + the damage inflicted) or be *blinded* for one round as the stinging chemical enters their eyes. Once applied, gisson oil only remains potent and usable for 2d6 rounds. A character can use any number of doses of gisson oil per day, without risk.

GLYNKOWE

This rubbery, yellow sap from a jungle vine is renowned for giving its users amazing physical properties. Athletes, rogues and carnival freaks sip a bitter tea brewed from the sap each day to keep their muscles limber.

For 2d4 hours after ingesting the tea, a character becomes incredibly flexible, able to contort their bodies in seemingly inhuman ways. The character can, as a full round action squeeze through any opening large enough to admit their skull by flexing their now-rubbery body. The character receives a +2 bonus on Athletics and Escape Artist checks.

HARLEQUIN BUTTER

The seed pods of the colorful, checked green and white leafed Harlequin plant can be canned and made into a tasty butter. Actors and spies enjoy the spicy butter before performances: it burns the mouth and makes the face and vocal cords more malleable.

For 1d6 hours after eating Harlequin Butter, the character receives a +3 bonus on Disguise checks.

KELMASS

Kelmass is a gold and white mushroom that only grows in the lee of temples and churches, sheltered in the rich damp earth along the foundation stones. Many churches gather these mushrooms for preservation and sale to the community.

Anyone eating the stem of a Kelmass mushroom has their minds sharpened, and political and religious facts they never realized they learned come spilling out of their mouths. For 1d6 hours after eating Kelmass mushrooms, the character receives a +2 bonus on Knowledge (history, religion and nobility) checks.

KRAYSAS

Kraysas is a type of leathery, black mushroom which can be boiled down to a thick, tar like substance. Choking it down is a chore, but the results are worth it, and Kraysas has foiled more assassination attempts than an entire platoon of guards.

For 2d4 hours after drinking Kraysas, the character is immune to Ingested poisons. However, since the foul concoction coats the stomach, during this time, the character cannot benefit from any kind of magic potion nor from other semi-magical drugs.

LYSEAN

Lysean is a type of nut common to temperate forests, which grows only on a unique type of tree with icy blue leaves. Forest folk carry handfuls of lysean nuts as a ward against cold and the monsters of winter.

For 1d12+1 hours after eating a handful of lysean nuts, the character gains Cold Resistance 5, and receives a +1 dodge bonus to Armor Class against attacks made by creatures with the Cold subtype.

PESSMA BERRIES

These purple berries hang in huge bunches like grapes, and seem to hum with stored power when the wind whistles through the vines. Strong breezes cause several of the berries to explode in a shower of purplish sparkles. These strange fruit only grow in sunny regions, where the Positive Energy Plane approaches reality and the walls between dimensions are thin.

Eaten fresh from the vine, Pessma Berries provide an invigorating rush of energy. For 1 hour after eating a

handful, the character receives a +2 bonus on Initiative checks and the character's base land speed is increased by 5 ft.

REDNAHR

This tundra flower is a pale, washed out blue with a blood red center. The first sign of spring in the dark north is when the rednahr bloom, and cover the ice with what looks like a million drops of blood.

Hunters and arctic animals alike dig up rednahr blooms and eat the roots. A single rednahr root provides enough nutrients to sustain a Medium sized creature for one day.

Rielch Rielch is a thorny, black and grey weed that grows best in dry scrubland, but can survive and thrive virtually anywhere. The tenacious plant can choke the life out of competing plant and poisons the soil.

Anyone chewing Rielch leaves becomes as murderous and angry as the plant itself is claimed to be. For 1d6 hours after eating the leaves, the character receives a +1 morale bonus on melee attack rolls and their Combat Maneuver Bonus. Unfortunately during this time, the character suffers a -2 penalty on all CHA-based skills.

SEAMOSS

These white strands of kelp look almost like strands of spaghetti, albeit a meal for a giant, as most strands are several yards long. Forests of sea moss sway rhythmically along warm coastlines, and allow surface dwellers to trade with sea elf villages on the ocean bottom.

By wrapping a strand of sea moss around your mouth and nose like a scarf, you gain the ability to breathe water. An individual strand of sea moss lasts only 1d6 hours before its oxygen giving properties are depleted, but unlike most magical plants a character can use as many 'doses' of this plant as necessary without limit. The only drawback to sea moss is the plant's strange buoyancy imposes a -2 penalty on Swim checks.

TULSUM

This tiny white mushroom is recognized by the symbiotic yellow moss that grows along its shaft and underside. The moss can be scrapped away and boiled down into a non-magical but extremely useful poultice. Rangers and druids keep a good stock of tulsum paste on hand when heading into dangerous regions.

Anyone treated with an application of Tulsum recovers from ability score damage at double the natural rate for 48

hours. If a Tulsum poultice is applied to the wound within a minute of a character suffering an effect that would normally cause permanent ability score drain, the injury is treated as temporary ability score damage instead.

Velas Velas is a potato-like root vegetable that can be made into a variety of useful staples, from stew to bread to rotgut booze. Mixed with a few sprinkles of holy water (or urine from a priest, if real holy water is unavailable) Velas turns into a potent defense against demons and devils. The poor swear by velas water, as it's a cheaper option than holy water, but in its own way, just as effective.

A vial of Velas water splashed on any undead or non-good outsider functions as holy water but only inflicts 1 point of damage. A person who drinks Velas water receives a +1 holy bonus on WILL Saves made to resist mind-influencing effects caused by undead or non-good outsiders for 1d4+1 hours after the drink.

Written by Chris A. Field; Artwork by Forge Studios

POISONS

The worlds that most heroes explore are hyper-toxic, with every ecological and mythological niche filled with toxic predators and dangers. The sting of the scorpion, the cobra's bite, the brown recluse's bite that goes unnoticed until it's too late, a concealed hypodermic filled with hemlock and nightshade, the impact of a crossbow bolt painted with numbing black ichors...all can end a hero's career with more finality than a sword thrust.

This short supplement details 24 new poisons, including new magical toxins and deadly natural venoms for fantasy campaigns. Many of the new poisons described here have more complex and interesting effects than those described in the Pathfinder Roleplaying Game, and many have effects that are only possible in worlds where magic is a real force and fantastic beasts prowl the night.

ANTHRAX

Type inhalation poison

Save Fort DC 16

Frequency 1/round for 10 rounds

Initial and Secondary Effect 1d2 Con

Cure 2 saves

Anthrax is a well known hazard among farmers and peasants. Naturally occurring on tomato vines, skilled poisoners can cultivate the white flakes into a far deadlier version, though carrying or working with anthrax is hazardous.

Poisoners have a 15% chance of poisoning themselves while crafting or using Anthrax, and accidentally poison themselves on a roll of a natural 1-3 on a Craft check.

BASILISK DUNG

Type ingested

Save Fort DC 18

Frequency 1/minute for 4 minutes

Initial Effect petrification

Secondary Effect 1d6 Dex

Cure 2 saves

Gathered from the lair of the fearsome magical predator, basilisk dung is dried and ground to a fine powder. Mixed with food, it has an earthy aftertaste. Within a few minutes of ingestion, the victim's body begins hardening and calcifying. The transformation to a stone statue is intensely painful, as it begins in the victim's guts. Even those who withstand the poison's full effects are crippled for several days as their tendons and ligaments are partially petrified.

BLACKHOOD'S OIL

Type Injury

Save Fort DC 22

Frequency 1/round for 2 rounds

Initial and Secondary Effect 1d6 Con

Cure 2 saves

Used only by executioners, the mere possession of this oily black fluid by a commoner is a capital crime in most lands. Before putting especially dangerous or resourceful criminals to death, executioners coat their blades in Black Hoods Oil, which in addition to its lethal properties is an excellent metal polish.

A target who dies while suffering from either the initial or secondary effect of the oil cannot be raised or resurrected by any force short of a Wish or Miracle spell.

BROWN RECLUSE VENOM

Type injury poison

Save Fort DC 14

Frequency 1/round for 6 rounds

Initial Effect 1 point of permanent Str drain

Secondary Effect 1 Str

Cure 1 save

The miniscule brown recluse spider is native to most warm climates, and is one of the world's most successful vermin. Victims of a recluse bite often don't realize they've been

injured until it's too late. Despite its small size, a brown recluse's venom inflicts horrific damage, rotting away skin and muscle tissue near the wound. Brown recluse usually use their venom to kill lizards, small birds and insects, but will bite humanoids if startled or threatened.

CURARE

Type injury poison

Save Fort DC 15

Frequency 1/round for 8 rounds

Initial Effect victim is shaken for 1 hour

Secondary Effect 1d4 Dex

Cure 2 saves

Curare is a paralytic plant toxin harvested by rainforest natives for use in hunting and warfare. Spread onto weapons, curare enters the bloodstream quickly causing disorientation, dizziness and eventual paralysis. Victims left untreated often die of respiratory failure. Victims reduced to 0 Dex by curare begin to suffocate.

DEATHCAP MUSHROOM

Type Ingested poison

Save Fort DC 14

Frequency 1/minute for 6 minutes

Initial Effect nausea for 1d6 hours

Secondary Effect 1d3 Con

Cure 1 save

The stem and 'gills' - the fringed underside of the cap- of the spotted white Deathcap Mushroom contain one of the deadliest toxins in the plant world.

DISCORDIA

Type ingested poison

Save Fort DC 15

Frequency 1/round for 2 rounds

Initial Effect 1d4 Int and stunned for 1 round

Secondary Effect unable to benefit from magical bonuses to skill checks, saving throws or attack rolls for 1 minute

Cure 2 saves

Discordia is brewed from the remnants of used potions and mixed with chimera blood and raw arcane energy. The end result is a bubbly, effervescent green liquid that is actually lighter than air; placed in a small vial, the poison will float. Anyone ingesting Discordia has their magical energy flows violently disrupted.

Special An alchemist must have at least 9 ranks in Spellcraft to successfully craft Discordia.

DRAGON CHASER

Type Ingested

Save Fort DC 19

Frequency 1/round for 6 rounds

Initial and Secondary Effect 1d3 Str and 1 Wis

Cure 2 saves

Made from the ground bone marrow of slain dragons, this sticky, garlicky white poultice is especially deadly to members of that proud kind. Victims suffer extreme weakness and lethargy after exposure, and a dragon's scales darken and begin molting after ingesting Dragon Chaser.

Any creature of the Dragon type, including Sorcerers from the dragon bloodline suffers a -4 racial penalty on Fort Saves made to resist the effects of Dragon Chaser.

FERROVORE

Type injury poison

Save Fort DC 14

Frequency 1/hour for 6 hours

Initial Effect rusting grasp for 1d4 hours

Secondary Effect 1d3 Con

Cure 1 save

Ferrovore is a natural toxin found in the saliva of some mutant Rust Monster breeds. For several hours after a bite, the victim's body produces iron devouring sweat similar to a Rust Monster's own secretions, ruining the victim's gear and any other metal objects he touches. Rust Monsters trail their victims for hours to feast on the rusted metal produced by the toxin. In addition to destroying metal items, Ferrovore also disintegrates the trace iron in the victim's blood, causing massive internal hemorrhaging and sudden anemia.

Despite its debilitating and painful side effects, many adventurers have found tactical use for this toxin, and will willingly expose themselves to it to gain an edge against a heavily armored adversary.

For 1d4 hours after succumbing to Ferrovore, the victim produces an effect identical to the rusting grasp spell as a natural Supernatural talent. The victim cannot control or suppress this effect, and affects any ferrous object he touches during this time.

FOOL'S DANCE

Type Ingested poison

Save DC 19

Frequency 1/minute for 6 minutes

Initial Effect character is considered flatfooted for 1d3 hours

Secondary Effect 1 point of permanent Int drain

Cure 1 save

Brewed from hallucinogenic mushrooms mixed with traces of mercury and wormwood, this grey paste causes lasting brain damage, and makes even the most skilled fighter clumsy and buffoonish.

FOXGLOVE

Type ingested poison

Save Fort DC 17

Frequency 1/minute for 4 minutes

Initial and Secondary Effect 1d3 Str and 1d3 Con

Cure 1 save

This natural plant toxin paralyzes the muscles in an animal's heart, leading to sudden death by cardiac arrest.

GALLACIN

Type ingested poison

Save Fort DC 19

Frequency 1/round for 2 rounds

Initial and Secondary Effect 2d6 Con

Cure 1 save

Gallacin has earned a reputation as the poison of choice for expert assassins, who wish to leave behind no trace of their crimes. Most victims of gallacin are believed to have died of stroke or heart attack. The tasteless and odorless liquid is distilled from the pistils of several breeds of tundra flowers, a difficult, time consuming and expensive process. Gallacin metabolizes quickly, and all traces of the poison will vanish completely before the victim succumbs. Gallacin is often nicknamed assassin's wine: like an assassin, it enters, kills quickly and leaves without a trace.

GRAINERGOT

Type Fort DC 13

Save ingested poison

Frequency 1/min for 4 minutes

Initial Effect confusion for 1 minute

Secondary Effect 1d4 Wis

Cure 1 save

A type of mold found in moist, slovenly granaries, grain ergot can afflict an entire community, causing hallucinations and madness. The mold can be scraped off a corrupted piece of bread, dried to a powder and used as either a potent hallucinogenic drug or a toxin.

HUNGRY SWORD

Type ingested poison

Save Fort DC 20

Frequency 1/round for 8 rounds

Initial Effect 1d6 Con

Secondary Effect 4d6 hit points

Cure 1 save

Hungry Sword is a favorite poison of assassins, because it kills quickly and messily. The victim's body begins hemorrhaging internally at the same time his blood pressure spikes. Those dying of a Hungry Sword dose begin seizing violently while blood fountains from every orifice.

HYDRA'S BLOOD

Type contact poison

Save Fort DC 21

Frequency 1/round for 10 rounds

Initial Effect 2d12 hit points

Secondary Effect 1d3 Con

Cure 2 saves

The blood of the regenerating hydra is one of the most potent solvents in the multiverse. Even touching a cloth soaked in hydra's blood can be fatal. Victims of hydra's blood feel their skin boiling away and usually don't stop screaming until two minutes after their hearts explode.

HYSTARNAQ

Type Injury poison

Save Fort DC 16

Frequency 1/round for 2 rounds

Initial Effect blindness 24 hours

Secondary Effect 1d4 Dex

Cure 2 saves

Hystarnaq is a poison made from the coagulated heart's blood of a species of jungle songbirds. Victims suffer bleeding from their eyes and burst blood vessels in the retina, as well as dizziness and severe muscle tremors. This vile, fast acting poison is often added to weapons by canny hunters and slavers.

LIQUID INERTIA

Type ingested poison

Save Fort DC 20

Frequency 1/minute for 6 minutes

Initial Effect 1d6 Dex

Secondary Effect all speeds are reduced by 5 ft

Cure 1 save

Liquid Inertia is a distillation of a universal force, a magical poison that only the most skilled alchemists can concoct. A vial of liquid inertia looks almost like honey- a thick yellow liquid that pours slowly and which is surprisingly heavy for its size. Victims of the poison find it all but impossible to move and feel anchored to the ground.

Lost speed is considered ability score damage. One 5 ft speed increment returns per day normally, and anything that would speed ability score restoration will work identically on lost speed. A creature reduced to 0 ft speed or less by this toxin is paralyzed.

Special An alchemist must have at least 5 ranks in Knowledge (*the planes*) to craft liquid Inertia.

MAGGOT WINE

Type Injury

Save Will DC 18 (affects only undead)

Frequency 1/min for 6 minutes

Initial and Secondary Effect 1d4 Str and slowed for 1 minute

Cure 2 saves

Made from pulped maggots mixed with holy water, wine and salt, Maggot Wine is the only toxin in the multiverse known to harm undead. Undead make a WILL Save to resist the toxin's effect. Maggot Wine has no effect on living creatures, though few can stomach the smell, much less the taste.

Special An alchemist must have at least 1 rank in Knowledge (*religion*) to craft Maggot Wine.

SIN EATER

Type Inhalation poison

Save Fort DC 24

Frequency 1/minute for 6 minutes

Initial Effect 1d8 Str

Secondary Effect 1d4 Dex

Cure 2 saves

Sin Eater is a potent brew of 616 different toxins, brought to a slow boil over the course of days, and mixed with holy water and an assamir's menstrual blood. The vapors of this deadly chemical are deadly even to creatures normally immune to poison and are among the few toxins in the cosmos able to harm Outsiders. Sin Eater affects Outsiders normally.

Special An alchemist must have at least 9 ranks in Knowledge (*the planes*) to successfully craft Sin Eater.

SLAVE-TAKER

Type injury poison

Save Fort DC 22

Frequency 1/round for 6 rounds

Initial Effect paralysis for 1 minute

Secondary Effect 1d6 WIS

Cure 1 save

Slave Taker is a bitter crimson tar brewed from the leaves and roots of the nathalath plant. Nathalath is a night blooming flower common only to the desert. The poison brewed from this beautiful flower gets its name from its paralytic and will-sapping properties. It is often daubed onto arrows to capture humanoids alive for sale or sacrifice.

THIEF OF MEMORIES

Type Inhalation

Save Fort DC 17

Frequency 1/minute for 8 minutes

Initial Effect 1d4 Int

Secondary Effect permanent loss of 1 rank in highest ranked class skill (*if multiple skills qualify, pick randomly*)

Cure 2 saves

This golden dust is produced by grinding the shed scales of ancient bronze dragons, and mixing the resulting dust with a variety of alchemical reagents. Inhaling the stinging dust causes pinprick hemorrhages in the brain, which blast away intelligence and scour memories clean.

TROLLROOT SAP

Type contact poison

Save Fort DC 17

Frequency 1/round for 4 rounds

Initial and Secondary Effect 1d4 Con

Cure 1 save

The plant known as troll root is fast growing and almost impossible to eradicate. The tenacious vine is a plague upon farmers and ranchers, especially because of the waxy venom coating its leaves. The troll root's sap is potent enough to kill livestock or unwary farmers, and most living creatures avoid the plant.

VERMIN DUST

Type Inhalation poison

Save Fort DC 16

Frequency 1/minute for 6 minutes

Initial Effect nauseated for 1 minute

Secondary Effect 1d2 Con

Cure 2 saves

A naturally occurring toxin that builds in enclosed spaces where rats, insects and other vermin deposit their wastes, Vermin Dust is dangerously common in crowded urban environments and long abandoned structures.

WITCHHAMMER

Type ingested poison

Save Fort DC 18

Frequency 1/minute for 8 minutes

Initial and Secondary Effect 1d3 Cha

Cure 2 saves

First brewed long ago, at a time when the instinctive art of sorcery was misunderstood and demonized, Witchhammer was a favorite tool of sorcerer-hunters. Brewed from rotting apples, Witchhammer has the taste of spoiled cider. The toxin disfigures the body with hideous boils, discolored patches of skin, tumors and hair loss and saps the confidence and force of personality that sorcerers need to activate their arcane talents.

SCARS

The bravest warriors have scars: scars of battles won and lost, and scars earned during agonizing ceremonies and barbaric rituals, scars that honor the gods and call down spirits. Scars are part of a Barbarian's equipment- each heavy line scored into his flesh is a weapon, a tool, a protective fetish. Scars brand Rogues as members of a daring guild, and proclaim a Wizard's allegiance to a specific college of magic for all time. Any character willing to suffer honorably can earn a scar... and wear it forever. The following new types of ritual scarification and mortification can be used in any Pathfinder Roleplaying Game campaign.

Each type of scarification provides a tangible benefit with an associated drawback. Once a character has chosen a scar, it is theirs forever. No form of magical or mundane healing can wipe away a scar of power, and even death does not separate a hero from her scars. A hero returned to life by *resurrection* or *reincarnation* regains the scars earned during their first life, as their reborn body undergoes a shockingly bloody and seemingly spontaneous transformation within minutes of their rebirth.

Each scar has an associated Knowledge (religion) check. During the scarification process, the supplicant must be assisted by a character who makes this check on their behalf. Usually this role is played by a mentor or shaman within the tribe.

AMAZONIAN SACRIFICE

An old tradition among the world's female-exclusive warrior societies, women who undergo this ritual sacrifice one or both of their breasts during a severe test of pain. The scarred tissue is tattooed with intricate spiraling designs that remind the supplicant of their sacrifice and promise martial skill.

A woman who undergoes this ritual receives a +2 insight bonus on ranged attacks, but their reckless courage in battle imposes a permanent -1 penalty to Armor Class.

THE ASSASSIN'S GLOVE

This ritual is practiced by many successful assassin's guilds, and serves as a constant reminder to neophyte members that they are no longer thieves but killers. The middle finger of the young killer's dominant hand is severed, forever changing how she holds a knife.

An assassin with this mark receives a +1 insight bonus to melee attack and damage rolls when attacking with any Small or smaller weapon. However, the damage to her good hand means the thief-turned-assassin suffers a -3 penalty on Disable Device checks.

THE BLOOD EAGLE

This ritual lasts several days and kills many who attempt it. Those who die often rise as ghosts, haunting the ritual site, and regretting nothing about their martyrdom. During this ritual, the supplicant is scourged until his ribs are visible through the torn and tattered flesh of his back. Ash and dust is rubbed into the wound, and the damaged tissue is allowed to heal into an almost winglike pattern.

Characters who survive this ritual gain the ability to Fly at a speed equal to their base land speed + 10 ft for a total

number of rounds per day equal to 5 + their CON modifier. The rounds need not be consecutive. The ritual is mentally and physically taxing, and upon its completion, the supplicant's maximum Hit Point total is permanently reduced by 3d6.

BONE HEART SHEATHES

A ritual originally used by Orc tribes during their battles with the technologically more sophisticated human nations has spread to the very people it was once designed as proof against. Over the course of several months, hundreds of small slivers of bone and heavy wicker rods are implanted under the skin, and as the wounds heal, form a protective shell over vital organs.

A character who survives this test of pain gains a 25% chance to ignore the effects of a critical hit, as if wearing a suit of armor with the Light Fortification feature. However, the poorly healed wounds cause the body to stiffen and suffer a -2 penalty to the character's DEX score.

COAT OF 1,000 RINGS

This old Dwarven ritual dates from a time before the long beards mastered the art of constructing full plate armor, and is still used by Dwarven warrior lodges and blacksmith guilds as a tangible symbol of strength and battle skill. Thousands of iron and steel rings, each only a little thicker than the diameter of a man's finger, are pierced through the supplicant's flesh. These cleverly interlocked rings create an effect much like a chainmail shirt, grown into the warrior's living flesh.

This ritual modification provides the supplicant with a +2 equipment bonus to Armor Class, but the character is considered to be wearing light armor, and suffers a -1 penalty on REF Save due to the relatively inflexibility of his steel-shod skin.

CHAOS' SMILE

Inspired by madness and first carved by the inhabitants of a sanitarium, this simple and dangerous test of pain has spread by word of mouth, not organized worship. The mouth and cheeks of an already dangerously insane supplicant are slit open, transforming a mouth into something resembling a shark's gaping maw.

The natural weapons and any melee weapon wielded by the supplicant are treated as Chaotically aligned for the purpose of overcoming damage reduction. The character is treated as being Chaotic for the purpose of spells and special abilities, regardless of his or her actual alignment.

DANGERS AND DISCOVERIES: THE HAZARDS AND REVELATIONS SOURCEBOOK

Type of Scar	What Faction?	Knowledge (religion) Check DC	Benefit	Drawback
Amazonian Sacrifice	Female archers	DC 14	+2 insight bonus on ranged attacks	-1 penalty to Armor Class
The Assassin's Glove	Rogues and Assassins	DC 14	+1 insight bonus to attack and damage rolls with Small or smaller melee weapon	-3 penalty on Disable Device checks
The Blood Eagle	Barbarians of all races	DC 23	Flight at speed of 10 ft + base land speed for up to 5 + CON Modifier rounds per day	Permanent loss of 3d6 HP
Bone Heart Sheathes	Human, Half Orc and Orc warriors	DC 19	Gain 25% immunity to critical hits	-2 penalty to DEX score
Chaos' Smile	Chaotic characters	DC 12	Natural and melee weapons treated as Chaotically aligned to overcome DR	-4 penalty on WILL Saves versus illusions
Coat of 1,000 Rings	Dwarves	DC 18	+2 equipment bonus to AC	-1 penalty to REF Saves, considered to be wearing light armor
The Dragon's Brand	Draconic sorcerers, Dragonbound Disciples, monks	DC 22	+2 inherent bonus to STR and DEX scores	-6 penalty on all saves against Draconic breath weapons
The Dwarf's Helmet	Dwarves	DC 17	+2 dodge bonus against orcs and goblins	-1 penalty to CHA score
Elongating the Throat	Gnome, Halfling Sorcerers	DC 18	+2 CHA for determining Sorcerer bonus spells, spells known and save DC	-2 AC when denied DEX bonus to AC
Fish Swims Through The Ribs	Human seafarers	DC 21	Supplicant becomes amphibious	-4 penalty on FORT Saves versus gases, inhaled poisons or disease
Greymalkin's Visage	Half Orcs and Orcs	DC 18	Orc Ferocity racial trait improves to a number of rounds/day equal to CON modifier	-5 penalty on Bluff checks

The character's insanity imposes a -4 penalty on WILL Saves made to penetrate illusions.

more vulnerable to the breath weapons of true dragons, and they suffer a -6 penalty on saves against the breath weapons of any creature with the Dragon type.

THE DRAGON'S BRAND

To prove worthy of draconic power, the supplicant presses his or her chest to a red hot metal cauldron, carrying it as far as possible before collapsing. Survivors are branded on their chest and forearms with elaborate scaled patterns and a deep scar resembling a winged dragon swooping in for a kill.

Characters who survive this test of pain receive a +2 inherent bonus to both their STR and DEX scores, as their bodies are imbued with the vast physical power of a true dragon. However, their brands make these draconic heroes

THE DWARF'S HELMET

This legendary old scarification technique is unique to the most elite units of the Dwarven militia. Only veteran Dwarven warriors of at least a century of good service are allowed to undergo this cruel test of pain. The Dwarf is all but scalped, the flesh is scored from the top of his skull and left to heal slowly. Ash rubbed into the wound permanently discolours the scars, creating a network of thick, spiraling lines that seem to rest atop the honored Dwarf's head like a helmet.

DANGERS AND DISCOVERIES: THE HAZARDS AND REVELATIONS SOURCEBOOK

Type of Scar	What Faction?	Knowledge (religion) Check DC	Benefit	Drawback
The Hand Unseen	Wizards	DC 20	All Hand spells treated as maximized	Can't wield off hand, two hand weapons or use an off hand shield
The Hunter's Serpentine Skull	Human and Halfling rangers	DC 18	Gains the Scent special quality	-2 penalty to CHA score
Long Leaper's Scars	Halfling nomads and others	DC 15	+3 bonus on Acrobatics checks, +1 on Initiative checks	10% reduction in carrying capacity
The Monkey's Fists	Human and Halfling rogues, rangers	DC 16	Gain a 20 ft Climb speed	-4 penalty on skill checks requiring manual dexterity
Moon Brand	Druids, werewolf hunters	DC 19	Can't contract lycanthropy	-1 morale penalty on saves, checks and attack rolls during daylight
Severing the Crown	Female Elven barbarians	DC 20	+2 inherent bonus to STR score	-2 penalty on CHA based skills except Intimidate
Slicing the Skin	Half Orc Barbarians	DC 18	Only -1 penalty to AC when raging	-2 penalty to CON score
The Spirit Eye	Humans	DC 22	Cast See Invisibility on self a number of rounds per day equal to 1 + WIS modifier	-2 on FORT saves versus Energy Drain or Level Loss
Splitting the Snake	Male humans, Half Elves, Elves	DC 16	+2 dodge bonus against AOA caused by unarmed strikes or using a Combat Maneuver	-2 penalty to WILL Saves against fear or pain
Sun Brand	Druids and some clerics	DC 18	Gains Fire Resistance 2	-1 morale penalty on saves, checks, attack rolls at night or underground
Test of the Scorpion	Desert nomads of all races	DC 13	+4 bonus on Survival checks made in the desert	-2 penalty on FORT Saves versus poisons
Warrior's Bracelets	Fighters of all races	DC 16	+1 damage on a critical hit with any weapon you have Weapon Training in	-2 penalty on Acrobatics and Stealth checks
The Whispering Noose	Spellcasters of all races	DC 15	Once per day, make a spell Silent without increasing level or casting time.	-1 penalty on all CHA based skills except Intimidate

A Dwarf who undergoes this ritual gains a +2 dodge bonus against humanoid creatures of the orc and goblin subtypes: this scar marks the Dwarf as an orc-slayer.

Dwarves who undergo this ritual are even gruffer and more taciturn than usual, and suffer an additional -1 racial penalty to CHA.

ELONGATING THE THROAT

An old ritual that begun among the Gnomes as a puberty rite, this form of ritual body modification has also spread to neighboring Halfling shires. Over the course of a life-

time, a series of beautiful, gold, bronze or ironwood rings are locked into place along a growing Gnome's throat. New rings are added regularly, forcing the Gnome's neck to slightly elongate with each new addition. After years, the Gnome's throat and spine are noticeably longer, and the rings have effectively become part of her body. Once a symbol of beauty and wealth, this ritual now symbolizes mastery of the instinctive art of sorcery.

Gnomes who have undergone a lifetime of conditioning to stretch their necks treat their CHA score as being +2 higher

for the purpose of determining Sorcerer spells known, bonus spell slots and save DCs.

Unfortunately, their relatively stiff and inflexible necks limit their reflexes and reaction times, and the character suffers an additional -2 penalty to Armor Class anytime they are denied their DEX bonus to AC.

FISH SWIMS THROUGH THE RIBS

This ritual was first taught to human pearl divers and fishermen by their Sea Elf allies, and allowed men to first explore beneath the waves. The ritual is intensely painful, as deep gouges are carved into the supplicant's chest. Acids and specially prepared toxins from deep sea predators are poured into the wounds, and over the course of several agonizing hours, the wounds transmute themselves into crude gills.

A humanoid transformed by this ritual becomes amphibious. They can remain underwater indefinitely and cannot drown. Since the new gill slits never fully close, the supplicant now suffers a -4 penalty on FORT saves to resist gases, inhalation toxins and disease.

GREY MALKIN'S VISAGE

This ancient Orc ritual has been rediscovered by modern Half Orc heroes who use it to prove their devotion to the warrior's way. Over the course of a day, a young Half Orc warrior is whipped and scourged, and as twilight falls, the skin is stripped from his face. Magical herbs staunch the bleeding and heal the wound, but permanently discolor the regrown flesh. The end result is a living bone-white death-mask carved out of the warrior's skin.

Any Half Orc or Orc who undergoes this ritual has his or her Orc Ferocity racial trait improved. Now the Half Orc can fight unhindered for a number of rounds per day equal to his CON modifier when brought below 0 HP.

Half Orcs who follow this path are forbidden to lie or boast, and suffer a -5 penalty on Bluff checks.

THE HAND UNSEEN

The symbol of a prestigious wizard academy, those who bear the scar of the Hand Unseen are known to be powerful spell casters. Incoming apprentices earn this scar when they prove their mastery of simple cantrips to the school prefects. During the ceremony, which always begins at midnight and ends at dawn, the palm of the young wizard's off hand is laid open. The wound is kept from healing

closed by alchemical and magical means, and eventually becomes a gaping hole in the palm. Elder wizards of the school greet each other by holding their ruined hand over their eye, and blinking at their former class mates.

A spellcaster who earns this scar is considered a master of the various Hand spells (*interposing hand, grasping hand, ect*). These spells are always considered maximized when cast by the scarred spellcaster, without increasing the spell's actual level.

However the spell caster's off hand is effectively ruined. The spellcaster cannot wield an off hand weapon or any two handed weapon, nor carry a shield in his or her offhand.

THE HUNTER'S SERPENTINE SKULL

A mystical technique used by jungle dwelling Humans and Halflings to call upon the wilderness savvy and killing expertise of the great serpents that share their home. A young hunter's ears and nose are sliced away, and left to heal. Eventually, the hunter's face takes a smooth, serpentine shape, slits for a nose and no external ears.

A character who undergoes this scarification gains the *Scent* special quality, but suffers -2 penalty to their CHA score, thanks to their now expressionless face and cold, reptilian demeanor.

LONG LEAPER'S SCARS

A tradition began by plains dwelling Halfling nomads, and since adopted by other plains-running cultures, this scarring ritual commemorates a boy's entry into a warrior society. Long spiraling scars are etched into the supplicant's legs and feet, and rubbed with stinging nettles and ash as they heal. Eventually the scars turn a dingy yellow-orange and trace the curve of the wearer's muscles like strange dim flames.

A character who has undergone this ritual is swift and nimble and receives a +3 bonus on Acrobatics checks and a +1 bonus on Initiative checks. Unfortunately damage to the muscles in the leg have left the character a little weaker, and his or her carrying capacity is reduced by 10%.

THE MONKEY'S FISTS

By stripping away the skin from the last joint of a man's hands and feet, then sharpening the exposed bones, this agonizing ritual provides men with animalistic talons.

The character's claw like fingers and toes provide the character with a natural climb speed of 20 ft. The char-

acter can only climb with at least one hand free and when not wearing shoes. The deformity to the character's hands impose a -4 penalty on any skill where manual dexterity is a requirement, such as Disable Device.

MOON BRAND

An old and effective protection against lycanthropes, this brand was first drawn by long extinct Druidic covens, and is now used by were-hunters of every faith and culture. A series of circular and crescent designs representing the waning, full and waxing moon are branded into the supplicant's breast and biceps.

Characters branded with this powerful old symbol cannot contract lycanthropy, but their spiritual connection to the moon means they suffer a -1 morale penalty on attack rolls, skill checks and saving throws during daylight hours.

SEVERING THE CROWN

What began as a means of control over female slaves became a symbol of strength and liberation when the inevitable rebellion finally began. Originally imposed upon a minor Elven nation conquered by neighboring human tribes, the female warriors of the nation made this cruel ritual a part of their initiation into womanhood and a battle-society. The old women of the tribe extensively and exactly mutilate a young girls' genitals, including severing her clitoris (referred to by the Elves as the crown) in such a way that the sacrifice unlocks strength and warrior ferocity.

A character scarred by this bloody ritual receives a +2 inherent bonus to her STR score, but the ritual leaves her dead eyed, sullen and violent, imposing a -2 penalty on all CHA based skills, except for Intimidate.

SLICING THE SKIN

This ritual is practiced by only the most savage and fearsome Half Orc war bands, and is virtually legendary among even barbarian tribes. During the days long ceremony, the skin is stripped from the conscious and restrained warrior, long sheets of flesh torn off his arms, chest and thighs. Those who survive are rubbed with mystic ointments which now act as their flesh, giving these fearsome and indomitable warriors the appearance of skinless ghouls.

When raging a Barbarian who undergoes this ritual only suffers a -1 penalty to Armor Class. However, infections and sheer pain permanently reduce the character's CON score by 2.

THE SPIRIT EYE

This ritual is native to the first human nation to develop a culture, and was instrumental in first allowing humanity to stand against the undying horrors enveloping the young world. A tribal shaman slices open the supplicant's forehead, and chips away shards of bone from the front of the skull. Many die during the ritual- a single mistake can doom the supplicant, but those who survive find their perceptions forever altered.

Characters who survive the test of the Spirit Eye find themselves able to see into the half-world of the spirits. The character can use *See Invisibility* a number of rounds per day equal to one plus her WIS modifier; the rounds need not be consecutive. Be warned, opening yourself to the spirits is dangerous. The character suffers a -2 penalty on FORT saves made to resist Energy Drain and Level Drain.

SPLITTING THE SNAKE

Some human tribes practice this bloody ritual, and a few neighboring Half Elf and Elven nations have adopted the practice. A young warrior is held down while the old men of the tribe slit his penis lengthwise. Eventually the damaged organ heals, but is permanently slit, like a snake's forked tongue.

Warriors who have undergone this ritual sub incision are as quick as the snake spirits they channel. They receive a +2 dodge bonus against attacks of opportunity provoked by making an unarmed strike or using a Combat Maneuver.

Even years after the ritual, the memories of pain remain and occasionally weaken the soul of the scarred hero. The character suffers a -2 penalty on WILL saves against fear or pain effects.

SUN BRAND

A painful ritual that takes days to fully recover from, the Sun Brand was first used by Druid elders to initiate new members of a coven, and has spread to several clerics of nature-worshipping faiths. The supplicant is branded with sunburst-like designs on their chest, forehead and both cheeks; when these scars finally heal, they are shockingly white especially when applied to supplicants with dark or weather-beaten skin.

A character who undergoes this branding gains Fire Resistance 2, but their spiritual connection to the sun means the character suffers a -1 morale penalty on attack rolls, skill checks and saving throws during nighttime hours or when underground and unable to see the sun.

TEST OF THE SCORPION

Staked out in the burning desert, the supplicant is covered in stinging scorpions. Those who survive this test are accepted by both their tribe and the desert itself as worthy to walk the sands. Survivors are marked by a network of raised, discolored pustules that never fully vanish: these scars cover their chest, abdomen and cheeks.

Scorpion spirits and desert djinni protect those who complete this test of pain, providing the character with a +4 bonus on Survival checks made in the desert. However, the poison coursing through the character's veins weakens their resistance to other toxins, and the character suffers a -2 penalty on FORT saves against poison.

WARRIOR'S BRACELETS

Wire hoops are threaded through the flesh of a young warrior's forearms and biceps. These heavy gold or bronze hoops pierce through muscle and flesh, and act as a jangling decoration that proclaims to all the warrior's battle prowess.

A character who undergoes this ritual piercing inflicts an additional point of damage on a critical hit with any weapon for which he has Weapon Training. Unfortunately, the jangling wire bands hinder athleticism and stealth, and the character suffers a -2 penalty on Acrobatics and Stealth check.

THE WHISPERING NOOSE

Garroted nearly to the point of death, the supplicant in this ritual earns a deep crimson and purple scar encircling their throat. Even years later, a survivor can still feel the noose, and the mark never fully fades.

Once per day, a spellcaster who survives this ritual can make a spell Silent without increasing its casting time or effective level. The choice to do so is made as a free action when the spell is cast. The character's husky, whispery voice is unnerving, and the character suffers a -1 penalty on all CHA based skill checks, except for Intimidate.

SPELLS

Magic shapes the world, and lets glamorous sorcerers fly and bold wizards blast their enemies with fireballs and elemental lightning. Magic is the first language of the gods, but it also a convenience for the wealthy and the clever. Not every spell is designed for use on the battlefield, and the twenty-four new spells below are designed for use by farmers, craftsfolk, artists, parents and others. These spells

form the basis of a magical economy, and a skilled hedge wizard or local witch will know many of them.

AGE TO ADULTHOOD

School transmutation **Level** cleric 5, sor/wiz 6

Casting Time 1 hour ritual

Component V, S, M (exotic tobacco leaves worth at least 500 gp)

Range touch

Duration Instant

Saving Throw WILL partial (see text) **Spell Resistance** Yes

This spell is used when a kingdom needs a heir to stave off civil war, when a parent doesn't have time for an infant but wants another able teenaged farmhand or warrior. A child (anything from a day old infant to a pre-teen) is wrapped in tobacco leaves, anointed with strange oil and ensorcelled by strange magic. At the end of the ritual, the child emerges mentally and physically transformed.

The child emerges from the tobacco cocoon at the lower end of the Adult age category, considered an older teen member of his or her race. The character's ability scores are normal for a Adult of the species, and has a single class or NPC level. They have as much abstract and historical knowledge as an ordinary young adult of this species and social standing would be expected to have, but very little real world experience.

If the cocooned child succeeds at a Will Save, though he or is physically transformed to adult hood, their mental ability scores are unchanged and they do not gain any levels during the transformation. They remain children in an adult body. If *Remove Curse* is cast on the child within 30 days of this transformation, it can be reversed. Otherwise, the transformation is permanent.

BARBERING

School transmutation **Level** druid 0, sor/wiz 0

Casting Time 1 standard action

Component V, S

Range touch

Duration Instant

Saving Throw Fort Negaes (harmless) **Spell Resistance** Yes (harmless)

What it takes a skilled barber with a sharp razor and pair of scissors several minutes to accomplish, this spell can do in seconds. By touching the hair to be cut, this spell slices away hair, gives the client as clean and close a shave as

the caster desires. The spell can style and even slightly alter the color of hair. Cut hair vanishes into a puff of glittering smoke as it falls away from the client.

BLESSING UPON CRAFTS

School enchantment **Level** cleric 1

Casting Time 1 standard action

Component V, S, Divine Focus

Range Touch

Duration 1 day / level (see text)

Saving Throw Will negates (harmless) **Spell**

Resistance Yes (harmless)

This spell places the faint odor of divine incense upon a craftsman's hands and tools. This spell lasts for one day per level, or until the particular project it was cast to bless is complete, whichever comes first. For the duration of the spell, a failed Craft check does not expend or destroy resources, merely prevent any further progress on the crafting project until the next check. This spell is popular among working men of all races, and many faiths hold low holy days where craftsmen are allowed to bring their tools for a blessing.

BODILY CLEANSING

School transmutation **Level** cleric 0, sorcerer/wizard 0

Casting Time 1 standard action

Component V, S, M (a rag soaked in alcohol or clean water)

Range Touch

Duration Instant

Saving Throw Fort Negaes (harmless) **Spell Resistance** Yes (harmless)

A simple touch and bodily wastes from within the body of any Medium or smaller creature. This completely and painlessly empties the bowels and bladder of the creature without leaving a trace of waste or foulness.

CLEAR CAMP

School transmutation **Level** druid 1, ranger 1

Casting Time 1 standard action

Component V, S

Range 10 ft x 10 ft area per level

Duration Instant

Saving Throw no **Spell Resistance** no



This spell returns a campsite to a natural, untouched state. Garbage, food and animal waste, camp fire remain and similar pollution is buried hundreds of feet below the campsite. Trampled and damaged vegetation regenerates to the state it was in prior to humanoid intervention. Limbs cut or broken for firewood remain damaged, however.

FARMER'S SPELL

School conjuration (healing) **Level** cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component V, S, M

Range touch

Duration instant

Saving Throw Fort Negaes (harmless) **Spell Resistance** yes (harmless)

Farmhands with a middling talent for magic or enough faith to call upon the gods for everyday miracles use this spell to keep their livestock healthy and content. When this spell is cast, you restore 1 Hit Point to an animal that must have been lost within the last 5 minutes. This spell has no effect on older wounds. Additionally, the touched animal receives an additional FORT Save to overcome any disease or poison currently afflicting it.

KNOW/BLOODLINE

School divination **Level** cleric 4

Casting Time 1 minute

Component V, S, M (1d6+1 sheets of expensive parchment worth 10 gp apiece)

Range touch

Duration Instant

Saving Throw Will negates **Spell Resistance** yes

Often used to prove the parentage of noble children's whose ancestry is in doubt, when this spell is cast, a fiery quill appears and etches the bloodline of the touched character, accurately to up to 30 generations on the provided parchments. The spell etches the names of each parent and ancestor by the name they are best known, which may be an alias or nickname.

ILLITERATES' THEATER

School illusion **Level** bard 2, sor/wiz 2

Casting Time 1 standard action

Component V, S, M (powdered glass)

Range touch

Duration 1 minute / level

Saving Throw no (harmless) **Spell Resistance** no (harmless)

By sprinkling a pinch of dust over a non-magical text, this spell creates a translucent, pale illusion that acts out whatever words or actions are described by the writing. An illusory sage appears to read letters, and illusory actors appear to act out a play's script, work of fiction or a religious parable. The illusion speaks and makes audible noises described in the text, in the language of the original text.

INVISIBLE TORCHES

School illusion **Level** ranger 2, druid 3, sor/wiz 4

Casting Time 1 standard action

Component V, S, M (pinch of tar)

Range 30 ft burst

Duration 1 hour / level (D)

Saving Throw Will negates **Spell Resistance** no

When this spell is cast, all torches within the spell's area of effect begin burning with a cool purple flame. The light from the torch becomes invisible more than 30 ft away, unless those viewing approaching torches succeed on a Will Save.

Any creature who willingly burns itself on the purple torch flames, suffering at least 1 point of fire damage can see the torch light normally without the need for a saving throw.

MASTERMASON'S KEYSTONE

School transmutation **Level** cleric 4, sor/wiz 3

Casting Time 1 minute

Component V, S, M (opals, volcanic obsidian and fire agate gems worth 250 gp)

Range one structure

Duration Instant

Saving Throw No **Spell Resistance** No (harmless)

One of the quintessential Dwarven spells, this spell is cast with great ceremony any time a new structure is built. Priests and mastercrafters are called to construction sites and great delve, celebrated with music and ale, and then cast this spell before an assembled crowd of workers and community leaders. If the keystone of the structure is laid within 24 hours of the spell's casting, the Hardness of all stonework within the structure is increased by +2, and the Hit Points of all stone work within the structure is increased by +5.

PACKFAST

School transmutation **Level** cleric 0, ranger 1, sor/wiz 0

Casting Time 1 standard action

Component V, S

Range 10 ft cone

Duration Instant

Saving Throw no **Spell Resistance** no

This spell gathers up loose items and packs them neatly in whatever container or containers the caster provides. No real effort is made to conceal an item- instead, the items are packed according to the concerns of efficiency and space saving. If multiple containers are provided, the spell packs them as evenly as possible. This spell will not overload any container.

POISON PURGE

School conjuration (healing) **Level** druid 0

Casting Time 1 standard action

Component V, S (foul grasses and herbs worth 1 GP)**Range** touch**Duration** Instant**Saving Throw** Fort Negaes (harmless) **Spell Resistance** Yes (harmless)

This spell purges the body of poisons but at a cost. For 1 minute after receiving this spell, the patient is *nauseated*. In addition, as the poison leaves the body, it causes painful vomiting. The patient suffers 1d4 points of damage from internal trauma.

POLYMORPHIC PLAYMATE**School** transmutation **Level** bard 1, sorcerer/wizard 1**Casting Time** 1 standard action**Component** V, S, M (a small pinch of putty or rubber)**Range** touch**Duration** 1 hour/level (D)**Saving Throw** no (harmless) **Spell Resistance** no (harmless)

This spell is cast to benefit a single child, and as the spell is sung, the polymorphic playmate appears in that child's hand. For the duration of the spell, the polymorphic playmate is under the complete control of that child. Everyone else sees the playmate as a slightly glittering blob of dense pinkish mud, but to the child who controls it, the playmate is any toy he or she desires. The polymorphic playmate can be a puppet, a doll, a toy sword or virtually anything else. As a full round action, the magical toy's owner can concentrate and change the polymorphic playmate to virtually any other toy he or she can imagine.

RIPEN AND RENEW**School** transmutation **Level** druid 0**Casting Time** 1 standard action**Component** V, S, M (a sprig of mint or pinch of salt)**Range** 20 ft burst**Duration** Instant**Saving Throw** No (harmless) **Spell Resistance** No (harmless)

A pulse of soft green and gold light bursts from the caster's hands. All unripened (but not seeds) fruits and vegetables touched by the light become ripe and edible. Rotted or spoiled fruit and vegetables become edible once again.

SPELLSWAP**School** enchantment **Level** wiz 6**Casting Time** 1 standard action**Component** V, S, M (tourmaline shards worth at least 50 gp)**Range** personal**Duration** Instant**Saving Throw** No **Spell Resistance** No

This spell is as great an asset to traveling spellcasters as waterproofed spellbooks are. As the wizard hums the words of the spell, a subtle change occurs in her neurological structure. By casting this spell, the wizard can lose any spell of 5th level or lower, replacing it with any other known spell of the same or lower level.

SPELLSWAP, GREATER**School** enchantment **Level** wiz 8**Casting Time** 1 standard action**Component** V, S, M (tourmaline shards worth at least 100 gp)**Range** personal**Duration** Instant**Saving Throw** no **Spell Resistance** no

This spell functions as Spellswap, but the wizard can trade out a spell of up to 7th level.

TIMESENSE**School** divination **Level** sor/wiz 0**Casting Time** 1 standard action**Component** V, S**Range** personal**Duration** 1 hour/level (D)**Saving Throw** no (harmless) **Spell Resistance** no

When this spell is cast, you gain a perfect sense of the passage of time, down to the second. Your perfect timing provides you with a +1 insight bonus on attack rolls anytime you *Ready An Action* to make an attack.

TOOLS OF THE MASTER**School** transmutation **Level** sor/wiz 2**Casting Time** 1 standard action**Component** V, S, M (a cloth soaked in a worker's sweat)**Range** touch**Duration** 1 hour / level (D)**Saving Throw** no **Spell Resistance** no

By casting this spell and touching any ordinary quality tool or skill kit, the magic transforms that average quality tool into a Masterwork quality version of the same device.

UN-DON**School** transmutation **Level** cleric 2, druid 3**Casting Time** 1 free action**Component** V**Range** personal**Duration** Instant**Saving Throw** No **Spell Resistance** No (harmless)

When this spell is cast, it sends out tendrils of magic that find every button, clasp and latch on your armor and unbinds it. Any armor or shield you are wearing rapidly floats off your body, and appears neatly stacked and folded in the square adjacent to you. This spell has no affect on ordinary clothing.

UNSEEN SCRIBE**School** conjuration (creation) **Level** bard 1, cleric 1, sor/wiz 1**Casting Time** 1 standard action**Component** V, S**Range** personal**Duration** 1 hour / level (D)**Saving Throw** no **Spell Resistance** no

This spell conjures an unseen bundle of magical energy that moves a pen or stylus you provide across any writing surface you provide. For the duration of this spell, this magic accurately copies any thing you dictate to it, in any language you speak to the spell in.

USEFUL SUNDRIES**School** conjuration (creation) **Level** Sorcerer/Wizard 5**Casting Time** 1 standard action**Component** V, S, F (a pocket, purse or sack)**Range** Personal**Duration** 1 minute/level (D)**Saving Throw** no **Spell Resistance** no

As you cast this spell, you plunge your hands into a pocket or purse in hopes of finding a useful item. For the spell's duration, you may, as a full round action, search around any pocket or purse you are touching, and pull out a useful non-magical item of any time, worth up to 10 gp that could reasonably fit into the pocket. This object can weigh no more than 10 lbs.

You may use the conjured items as spell components and focuses, if necessary, but any spell cast using these components causes the spell to be cast at -1 caster level.

WATERLIGHT**School** transmutation **Level** cleric (water) 1, druid 1, ranger 1**Casting Time** 1 standard action**Component** V, S**Range** 30 ft radius**Duration** 1 day (D)**Saving Throw** None **Spell Resistance** No

A little under eight and a half pounds. No matter where you go in the multiverse a gallon of water weighs the same- a little under eight and a half pounds. This spell changes that multiversal constant. When the spell is cast, all contained water within the spell's area of effect has its weight halved, though no other properties change. Contained water refers to water in waterskins, canteens, casks, kegs, and other containers.

WEB OF PAST LOVERS**School** divination **Level** sor/wiz 2**Casting Time** 1 standard action**Component** V, S, M (multicolored twine worth at least 10 gp)**Range** personal**Duration** 10 minutes/level (D)**Saving Throw** No **Spell Resistance** No

When this spell is cast, your perceptions change. You see a glittering colorful line connecting any humanoid you view to any other living characters they have had sexual or romantic relations with in the past 24 hours. If you use this illusory thread to follow a path to a lover, you receive a +15 bonus on Survival checks made to find the lover. When this spell is cast, you see differently colored threads corresponding to each set of lovers. Depending on how promiscuous the area you are traveling is, you may see hundreds of interlaced glowing threads.

WETNURSE**School** conjuration (creation) **Level** cleric 0, sorcerer/wizard 0**Casting Time** 1 standard action**Component** V, S, M (a drop of milk and some wax)**Range** touch**Duration** Instant**Saving Throw** Fort Negaes (harmless) **Spell Resistance** Yes (harmless)

When this spell is cast, a humanoid infant or other Tiny or smaller lifeform, such as an animal or familiar is provided

with nourishing milk. The milk floats in an almost breast like sphere before the child's head, and allows the child to suckle at the floating liquid. This spell provides nourishment to sustain a Tiny or smaller creature for one day.

NEW/FEAT

HALF CASTER (GENERAL)

Though untrained, you've picked up a smattering of arcane knowledge. You can, with some effort, cast a few useful minor spells.

Prerequisites: INT 11+, Knowledge (arcana) 1 rank

Benefit: Select three 0 level spells from the Sorcerer/Wizard spell list. You can cast any combination of these spells up to 3 + your INT modifier times per day, as a first level wizard.

THE UTILITY SPELL SCHOOL

Unlike the great wizards, who focus their intellectual and arcane energies on mastery of a single school of magic, Utility Mages focus on a single *purpose* for their magic. Often derided as low class 'wage-mages' by their more educated counterparts, Utility Mages find work as spell casters for hire and item crafters. Their selection of spells isn't designed spectacular and fiery wizard's duels, focusing instead on attending the needs of adventurers and common folk alike.

Working Class Wizard (EX): Your breed of magic requires common sense, work ethic and discipline more than raw intellectual ability and arcane genius. You may add your WIS modifier to your INT modifier when determining bonus spells gained at each level and the highest level wizard spells you can cast.

Mysterious Mending (SP): The useful energies of magic well up within you and require an outlet. You may use *Mending* at will, as a spelllike ability requiring only a standard action. Your body sparks with brilliant purple and blue fire when you mend an object using this talent, and blue and purple against tan are the traditional colors of your spell guild.

Creation Ex Nihilo (SP): At 8th level, the Utility Mage becomes adept at creating raw matter and masters the secrets of chemical alchemy that other wizards are too proud to explore. Three times per day, the Utility Mage can use *Major Creation* as a spell-like ability. Using this ability is a full round action.

When using this ability, multiply the duration of the created item by a factor of ten. When creating vegetable

matter or stone, crystal or base metals, the item has no duration, and is permanently created. See the Pathfinder Roleplaying Game, page 311 for more details on the useful life of items created with *Major Creation*.

UTILITY MAGIC SPELL LIST

All sorcerer/wizard spells in this sourcebook are considered Utility Magic. Other spells on the Utility Mage School list are listed below. These spells retain their original type when cast by a Utility Mage, but gain a new descriptor that matters little to any other spell caster than a trained self-spell.

ZERO LEVEL

Dancing Lights, Flare, Guidance, Light, Mage Hand, Mending, Message, Open/Close, Prestigation, Purify Food & Drink, Read Magic, Resistance

FIRST LEVEL

Alarm, Animate Rope, Detect Secret Doors, Endure Elements, Floating Disk, Hold Portal, Jump, Mount

SECOND LEVEL

Arcane Lock, Darkvision, Make Whole, Levitate, Locate Object, Rope Trick, Shatter

THIRD LEVEL

Dispel Magic, Fly, Gentle Repose, Keen Edge, Shrink Item, Tiny Hut, Tongues, Waterbreathing

FOURTH LEVEL

Arcane Eye, Detect Scrying, Dimensional Anchor, Mnemonic Enhancer, Minor Creation, Remove Curse, Resilient Sphere

FIFTH LEVEL

Break Enchantment, Fabricate, Mage's Private Sanctum, Major Creation, Overland Flight, Permanency, Sending, Telekinesis, Transmute Mud to Rock, Transmute Rock to Mud, Wall of Stone

SIXTH LEVEL

Analyze Dweomer, Contingency, Control Water, Guards and Wards, Legend Lore, Move Earth, Wall of Iron

SEVENTH LEVEL

Instant Summons, Limited Wish, Mage's Magnificent Mansion, Sequester

EIGHTH LEVEL

Polymorph Any Object, Screen, Temporal Stasis

NINTH LEVEL

Foresight, Timestop, Wish

TRAPS

Traps have been a part of fantasy role playing since the beginning of the hobby, and all veteran players can tell stories of characters killed by ingenious and sadistic machines. Here are two dozen new death-dealers for the Pathfinder Roleplaying Game, all intended to kill adventurers in the most interesting and spectacular ways possible. The new traps in this short sourcebook are designed to be more interesting and interactive, and to challenge even the most jaded rogues.

ACIDIC VINES (CR 8)

These delicate jungle vines grow everywhere, and are filled with dangerously acidic sap, which wards off predators. An adventurer blazing a trail through an uncharted rainforest can easily run afoul of acidic vines, as even brushing against them is enough to rip the vines loose and spray acidic sap everywhere. The vines must be exactly moved aside and drained of their sap to disable this 'trap.'

Type: natural hazard; **Perception:** DC 20; **Disable Device:** DC 28

Trigger: touch; **Duration:** instant; **Reset:** none

Effects: shower of acid (4d6 acid damage, Reflex DC 20 for half damage); multiple targets (all targets in a 10 ft square)

BARRAGE OF NEEDLES (CR 5)

Dozens of concealed crossbows hidden behind a thin fresco fire in a randomly determined sequence, skewering intruders when they least expect it.

Type: Mechanical trap; **Perception:** DC 24; **Disable Device:** DC 20

Trigger: Touch (trigger square); **Duration:** 3 rounds; **Reset:** Manual

Effects: Attack +10 ranged (1d3 piercing/x3). Multiple Targets (all targets in a 20 ft square room are attacked by the trap 1d4+1 times each round.)

THE CHAINWINDER (CR 7)

This trap is a mechanical wonder, an articulated steel pylon that blasts out from beneath a well concealed false tile in the floor. The rotating pylon is wound with light anchorchain, which lashes out like a whip, albeit one heavy enough to cleave through a knight in full armor. Then

the chainwhip winds itself to the pylon again, possibly crushing anyone unfortunate enough to be caught in its coils.

Type: Mechanical trap; **Perception:** DC 24; **Disable Device:** DC 24

Trigger: Touch (trigger square); **Duration:** 1d4 rounds; **Reset:** Automatic reset 1 hour after its cycle concludes.

Effects: Attack +15 melee (4d6 slashing/x2 plus targets are considered grappled) Targets must attempt a CMB check to break free of the grappled: the Chainwinder is considered to have a +15 bonus to CMB for the purpose of this check. Characters who fail to break free take 4d6 points of crushing damage per round, for the following 1d4 rounds. The Chainwinder deactivates at the end of 1d4 rounds, releasing whatever (if anything) is left of its captive and descends back into its storage slot.

DOOR BOMB (CR 8)

This hollow false door is made of heavy wood or brittle metal, and the inner void is filled with volatile chemicals. The doors' excellent lock is coated with highly combustible reagents. A careless touch from a lockpick can ignite the primer, which in turn detonates the alchemists' fire within the door and turns the door itself to deadly shrapnel.

Type: Mechanical trap; **Perception:** DC 25; **Disable Device:** DC 30

Trigger: Touch (doorknob or lock mechanism); **Duration:** Instant; **Reset:** None

Effects: fireball with shrapnel (5d6 fire and 3d6 slashing, Reflex DC 24 half), Multiple Targets (all targets within a 20 ft radius)

FIGHT FOR LIFE (CR 13)

This complex magical trap is a multi-stage danger. Walls near the trap site are covered in silver filigree, which forms mystical summoning diagrams. The magical device glows with stored power as the trap builds to its ultimate detonation. Vials of noxious alchemical chemicals boil as the device prepares to unleash its deadly gas cloud.

Type: magic trap; **Perception:** DC 12; **Disable Device:** DC 26

Trigger: proximity (*alarm*); **Duration:** 3 rounds, *cloudkill* persists for 10 minutes; **Reset:** none

Effects: Initially, the trap summons 1d4+1 Deinonychus using Summon Monster VII. If all the summoned dinosaurs are not destroyed within 3 rounds, at Initiative Count 0 on

the 3rd round, the second stage of the trap casts *Cloudkill*, which fills the 40 ft square chamber. If the dinosaurs are defeated within 3 rounds, *cloudkill* is not cast.

FLYING SANDBAGS (CR 1)

As soon as a tripwire is pulled, half a dozen heavy sandbags come swinging down from concealed ports high up in the rafters. They kick like a mule and can blacken eyes and knock out teeth, but rarely kill, making them an ideal training tool for thieves' guilds across the world.

Type: Mechanical trap; **Perception:** DC 20; **Disable Device:** DC 12

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Attack +10 melee (1d8+2 subdual/x2) Multiple Targets (all targets in a 20 ft room)

THE FORGE OF HELL (CR 15)

A huge vat of molten steel sits above the trapped chamber, so hot that the air in the chamber below seems to shimmer with heat. The vat slowly begins to tilt, ready to pour its white hot cargo onto everything below.

Type: Mechanical; **Perception:** DC 10; **Disable Device:** DC 25

Trigger: Proximity (*alarm*); **Duration:** Instant; **Reset:** None

Effects: Never Miss (When the trap actually pours: 10d6 fire damage, onset time 1d4+1 rounds) Never Miss (2d4 fire damage per round until trap actually triggers from ambient heat, no onset); Multiple Targets (all targets within a 20 ft square room)

HUNTER'S SNARE (CR 1)

A rope noose buried under leaves, garbage or other camouflage snaps taught when a tripwire is crossed, ensnaring the victim and leaving them trussed upside down from the ceiling. Often used by hunters, these traps usually break the legs or ankles of small prey animals, but are little more than an annoyance to human rogues.

Type: mechanical; **Perception:** DC 22; **Disable Device:** DC 12

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Anyone triggering the trap is ensnared, and jerked upside down to hang 20 ft above the ground (2d6 falling damage). A DC 20 Reflex Save avoids the trap entirely.

LOG FALL (CR 3)

When a tripwire yanks loose a support, dozens of logs balanced precariously come crashing down, slamming into their targets, bowling them over and shattering their bones.

Type: Mechanical Trap; **Perception:** DC 20; **Disable Device:** DC 20

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Attack +20 melee (4d6 crushing/x2) Multiple Targets (all targets in a 30 ft cone from the trap's point of origin)

ORIGAMI GUILLOTINE (CR 10)

This bladed trap consists of four sheets of adamantite, each as thin as a sheet of parchment and as deadly as a razor. Each of these huge razors is designed to thrust inward, to form a three dimensional cross pattern within the trapped room when all blades are fully extended. By design the trap should slice a target into neat halves or quarters, whether that target be man or Halfling-sized.

Type: Mechanical trap; **Perception:** DC 22; **Disable Device:** DC 29

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: 10d6 slashing (Reflex DC 28 half. Special: due to the tight conditions within the trapped room, all creatures within the trapped room suffer a cumulative -1 circumstance penalty on Reflex Saves against the trap for each Small or larger creature after the first within.) Multiple Targets (all creatures within a 10 ft square room)

ORIGAMI STARBLADE GUILLOTINE (CR 17)

This refinement of the already lethal trap incorporates an additional eight blades, set at diagonal angles to the main four blades. These smaller blades prevent thieves from finding any void within the deadly trap, ensuring that anyone stepping into the Guillotine dies there, sliced into eighths.

Type: Mechanical trap; **Perception:** DC 22; **Disable Device:** DC 34

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual



Effects: 14d6 slashing ; Never Miss (onset 1 round) ; Multiple Targets (all creatures within a 10 ft square room)

PETRIFICATION RAIN (CR 9)

Hidden nozzles on the ceiling of the chamber slide open and spill out a sickly grey liquid that turns anything below into granite.

Type: Magical trap; **Perception:** DC 22; **Disable Device:** DC 25

Trigger: Proximity (alarm); **Duration:** Instant; **Reset:** None

Effects: Petrification as per the *flesh to stone* spell (FORT DC 19 negates); Multiple targets (all targets within a 20 ft square room).

REVERSE GRAVITY TENDERIZER (CR 9)

Anyone stepping into this long, shadowy hallway finds themselves flung up into the vaulted ceiling, as gravity reverses itself.... and into the wrought iron spikes hidden by the ceiling's shadows. The next round, normal gravity reasserts itself and the victims fall to the ground.

Type: Magic trap; **Perception:** DC 28; **Disable Device:** DC 27

Trigger: Visual (*arcane eye* on the ceiling); **Duration:** 1 round; **Reset:** None

Effects: 20 ft reverse gravity fall (2d6 falling damage, Reflex DC 20 avoids) plus pit spikes (attack +10 melee (1d4 spikes per target, 1d4+2 damage each); 20 ft fall (2d6 falling damage, Reflex DC 20 half) ; Multiple Targets (all targets in a 30 ft line)

ROLLING BOULDER TRAP (CR 15)

A mostly round boulder the size of a rests at the apex of a long slope, the end point of which is right where you're standing. As soon as the boulder's support buckles, it will come rumbling towards you like a juggernaut, crushing anything in its path to paste.

Type: Mechanical trap; **Perception:** DC 20; **Disable Device:** DC 22

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: 18d6 bludgeoning damage; Never Miss (onset 1 round) Multiple Targets (all targets in a 40 ft line)

THE SADIST'S PENDULUM (CR 8)

This trap is really two related traps, triggered simultaneously and designed in such a way as to use the victim's quick reflexes against him. As the victim dodges the first blade (which inflicts only superficial damage), he rarely sees the lethal secondary trap activate....a trap the unwary adventurer is leaping headlong into.

Type: Mechanical Trap; **Perception:** DC 24; **Disable Device:** DC 28

Trigger: Proximity (*alarm*); **Duration:** Instant; **Reset:** Manual

Effects: First stage: 2d6 slashing (Reflex DC 12 half); Secondstage: 10d6 slashing (Base Reflex DC 18 half) The target suffers a penalty on the second Reflex Save equal to the amount he or she beat the first stage's Reflex Save by. If the target chooses not to make a Reflex Save against the first stage, or fails the save the Reflex DC of the second stage is DC 18.

SAND FALL (CR 11)

Enormous and heavy drifts of sand pour into the chamber from spigots high on the ceiling.

Type: mechanical; **Perception:** DC 12; **Disable Device:** DC 31

Trigger: Touch (tripwire or trigger stone); **Duration:** Instant; **Reset:** Manual

Effects: 20 ft square room fills entirely with sand, causing suffocation; never miss (onset delay 1d3 rounds). Creatures within the room are *slowed* by the heavy sand until the room completely fills. Multiple Targets (all targets in a 20 ft square room).

SEVENFOLD SCALPES (CR 25)

The Sevenfold Scapels trap may be the masterpiece of the trapmaker's art. An entire hallway is fitted with extending blades driven by steam powered pistons. Tuned and positioned so that each of the razor-sharp blades deals an exactly measured ration of agony, the Sevenfold Scalpels inflict predictable but steadily increasing damage upon intruders. With each stage in the trap's sequence, more and more blades erupt from concealed sheathes in the walls, floors and ceilings. By the time the trap springs for the seventh and final time, anything unfortunate enough to have been caught within is rendered down to bloody giblets.

Type: Mechanical Trap; **Perception:** DC 20; **Disable Device:** DC 34

Trigger: visual (*arcane eye*); **Duration:** 7 round sequence; **Reset:** Automatically resets after one minute

Effects: This trap activates seven times, for seven consecutive rounds at Initiative Count 10. Each time the damage inflicted doubles and the Reflex Save for half damage increases. Each time the trap springs it does so with as

an attack +10 melee. This trap cannot score a critical hit. Multiple Targets (all targets within a 60 ft long corridor)

Damage is as follows:

- First round: 2 slashing (Reflex DC 12)
- Second Round: 4 slashing, (Reflex DC 14)
- Third round: 8 slashing (Reflex DC 16)
- Fourth round: 16 slashing (Reflex DC 18)
- Fifth round: 32 slashing (Reflex DC 20)
- Sixth round: 64 slashing (Reflex DC 22)
- Seventh round: 128 slashing (Reflex DC 24)

SLOW CRUSHER (CR 13)

A crushing trap for genuine sadists, who like to give their victims plenty of time to contemplate their impending horrible deaths. The slow crusher is a pneumatically powered device that pushes the walls, floor and ceilings together, eventually turning anything into the chamber to thin paste.

Type: Mechanical trap; **Perception:** DC 20; **Disable Device:** DC 30

Trigger: Touch (trigger square); **Duration:** 10 rounds; **Reset:** Manual

Effects: 20d6 bludgeoning damage ; Never Miss (onset 1d3 rounds) ; Multiple Targets (all targes within a 30 ft square room). The Slow Crusher maintains full pressure once the onset time is passed for 10 rounds, before releasing the pressure and slowly sliding apart.

STINGER BOOK (CR 9)

A clockwork device modeled on a scorpion's sting is concealed within the spine and frontpiece of an expensive tome. Anyone carelessly browsing the book risks injection with a deadly toxin.

Type: Mechanical; **Perception:** DC 30; **Disable Device:** DC 20

Trigger: Touch; **Duration:** Instant; **Reset:** Automatic (stinger cocks itself again after 1 minute)

Effects: Attack +10 melee (1 point of damage + *deathblade* poison)

SWINGING LOG TRAP (CR 2)

This simple but devastatingly effective trap is merely a sharpened spike of lumber set to swing from a fulcrum. Its own weight and momentum allows the sharpened log to kill multiple men with a single swing!

Type: mechanical; **Perception:** DC 20; **Disable Device:** DC 14

Trigger: Touch (tripwire); **Duration:** Instant; **Reset:** Manual

Effects: Attack +15 melee (2d8+6 piercing/x3); Multiple Targets (all targets in a 10 ft line)

TELEPORTAL STONE (CR 10)

This magical stone is inscribed with a rune of teleportation. Anyone touching this particular floor stone finds themselves teleported somewhere distinctly unpleasant: a dungeon's deepest oubliette if they're lucky, the heart of a sun if they're not!

Type: magic trap; **Perception:** DC 31; **Disable Device:** DC 20

Trigger: Touch; **Duration:** instant; **Reset:** none

Effects: Teleport (Greater) spell teleports the trap's target to a predetermined location (WILL DC 20 negates)

VANITY'S RAINBOW (CR 18)

This arcane trap is hidden in plain sight, concealed within a crystal chandelier with a king's ransom. When the trap activates, the clear and milk white crystals glow golden, like a warm sunset, and then unleash their magical weapons on those caught below.

Type: Magical Trap; **Perception:** DC 30; **Disable Device:** DC 24

Trigger: visual (*arcane eye*); **Duration:** Instant; **Reset:** None

Effects: ten *magic missiles* dealing 1d4+1 points of damage, may be targeted at one target or up to 10 targets, none of which can be more than 15 ft apart; Never Miss (no onset); Multiple Targets (all targets within a 20 ft square room)

VENGEFUL CHEST (CR 11)

When tampered with, this iron-shod treasure chest splits apart upon previously hidden seams. With a clanking of gears, the treasure chest becomes a spider-like construct bent on a thief's annihilation.

Type: magic trap; **Perception:** DC 22; **Disable Device:** DC 30

Trigger: Touch; **Duration:** instant; **Reset:** automatically returns to chest form 1 hour after combat ends

Effects: Casts *Animate Object* upon the treasure chest, which becomes a Medium Animated Object and immediately attacks the character who triggered the trap.

WELL OF SORROWS (CR 6)

The trapped chamber is a round room with a floor made from heavy and ornate stained glass, depicting a horrific religious scene. Anyone stepping onto the wrong piece of glass shatters the entire floor, pitching them and anyone else in the chamber into a cavernous pit... While magically animate shards of glass slice them to ribbons on the way down!

Type: Magical trap; **Perception:** DC 20; **Disable Device:** DC 20

Trigger: touch (trigger square of glass); **Duration:** Instant; **Reset:** None

Effects: Attack +20 melee (8d6 slashing, x3), 60 ft deep pit (6d6 falling damage, Reflex DC 20 avoids) Multiple Targets (all targets within a 30 ft square room)

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