

ESOTICIAN TWILIGHT

POST APOCALYPTIC SURVIVAL HORROR CAMPAIGN SETTING



ⓄBSIDIAN TWILIGHT

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Dedication

this book is dedicated to my son,
Lucas manuel porter.

you are the reason i do all the things i do.

i thank god for bringing you into my life.

be good, kind and caring.

i love you more than life itself.

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dinanzi a me non fuor cose
create se non etterne, e io
eterno duro Lasciate oghe
speranza, voi ch'intrate

Before me nothing was
created That was not
eternal, and I endure
eternally. Abandon all
hope, you who enter!

~ La Divina Commedia ~

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if your right eye
causes you to sin,
gouge it out and
throw it away.

it is better for you to lose
one part of your body than
for your whole body to be
thrown into hell.

~ matthew 5:29 ~



CHAPTER



THE WORLD OF ABADDON

the world of abaddon

100 years ago the heavens cry out

From out of the dark and forbidding heavens a great meteor, black as night itself, carved through Abaddon's atmosphere, calved into massive sections and rained down upon the world in great shards. It obliterated cities, shattered the living rock, sent tidal waves swamping over islands and drowning the coasts, ignited volcanoes and set the ground quaking for more than a year.

Over 85% of the sentient population of Abaddon was killed in moments and no sorcery, no prayer, no force of arms nor cunning with the builder's craft could stand against the destruction. Those who survived found themselves in the ruins of civilization, surrounded by the corpses of their nations, overwhelmed by death and living beneath a soot-black sky.

Their suffering did not end there. The meteor was a black, hellish thing, infused with vast amounts of necrotic energy. The survivors watched in horror as the power of the meteors fragments and its dust began to raise the dead and few of the remaining cities survived the onslaught of their own deceased.

The deaths, the trauma, the spiritual and necromantic energy, all released together, changed something fundamental on Abaddon. A rarity and a curiosity before the cataclysm psionic abilities began to manifest amongst the survivors and those few children born of these years, a reaction to the failings of magic and prayer and a sea-change of the mind, one that allowed some to survive this apocalypse.

pandemic of ash

Particles of the obliterated meteor combined with volcanic ash, vaporized water and the miasma rising from the charnel piles of the deceased to create a great ash fall that came down all over Abaddon. Not a single part of the world was spared from this blanket of greasy soot. Within it came the necromantically altered plagues, infused with strange capabilities and beyond the healing magics of the time these diseases cut a swathe through the surviving plants, animals and people and what they did not kill were often changed, made strange, adapted to this dark and death-ruled world.

cold black winter

The Pandemic of Ash filled the sky with dust and smoke that still persists to this day. Today this is a perpetual twilight, a dim light, a grey-black cloud that fills the sky. Back then it was as black as night and the warmth of Abaddons sun could barely penetrate it. A great winter fell and the glaciers

THE CATACLYSM

The fall of the meteor is known by many names, as is the meteor itself and its remnant fragments. Most common of these names is The Cataclysm but different races and peoples have their own terms, such as Night Fall, The Rising, The End of Times and The Blackness. The meteor itself is frequently nameless, talking of it being considered bad luck as though it might attract another, others call it The Father of Death, Godshatter, Fallen Sky and The Omenstone.

NECROMANTIC DISEASE

Even today the Pandemic of Ash is not yet over. Wanderers in the wastes or those who happen upon fragments of the meteor may find themselves infected with strange new diseases, bringing them back to civilization as short-lived plagues before they burn themselves out. Some of these infections are even rumored to be intelligent and to be able to infect the dead, or even inanimate rock itself.

marched from the poles, swallowing up lands that have already passed into legend, slaying the great forests and jungles and reducing them to frozen rot. Crops would not grow, animals could not graze and only magic and alchemy kept the huddled survivors alive in their ruins and caves.

the nightwall falls

Few, if any, understand how or why it occurs but sometimes the necromantic and psionic energy passed into Abaddons atmosphere mixes together randomly and creates storms of energy that ground out into Abaddons surface at random. These events are known as 'Nightwall' and when the energy falls, like a necrotic aurora borealis, those caught within it are empowered psychically and charged with negative energy, strengthening the undead while they stand within its unearthly glow. Nightwall persists today, but at the time of the cataclysm the energy was stronger and over much of the land the Nightwall was all but permanent, a golden age for the undead and for the power of the mind.

death walks

In the Tomb Cities of the Shaan the first great, undead empire arose from the ashes. The great warrior-kings of the past arose with their servants and warriors and left their necropolis, united under the banner of the Shaan's greatest king, the mummy Asi Magnor who ripped through the surviving Shaan and the shambling hordes of directionless undead to create his own empire of the damned in the aftermath of the cataclysm. Ruthless and brutal he seemed the natural inheritor of a dead world.

75 years ago the dying world

After the impact of the meteor most of the world seems dead or dying and very few spots of life persist in what seems like a seething cauldron of undead. There are people though, hidden away in the few surviving cities, towns and villages, huddled in caves, even hiding in vaults deep underground. To these people the first generation of post-cataclysm children are born and, perhaps in compensation for all the death that has occurred, is occurring, many people have many children – and having them young. Many do not survive but of those that do many more than usual manifest psychic or magical abilities. Despite this things continue to worsen, slowly now rather than disastrously and abruptly, but the feeling is that such life as is persisting is living on the dying corpse of a doomed planet and it all seems somehow futile.

climate change

The worst effects of the Cold Black Winter begin to ease and a little warmth returns to Abaddon, the icecaps cease their advance and hold steady, but they have swallowed up much of the sea and much of the moisture from the air. Abaddon is now a colder, drier place than it has been for tens of thousands of years, a place of frozen deserts and permafrost, of ashen dunes where the only heat comes from the great cracks in the earth, the volcanoes and the few places that Abaddon's sun can reach and heat. The dust and smoke remain in the atmosphere, sustained and held aloft by the erupting volcanoes and the smoke pouring from the cracks in the crust, a perpetual twilight that will last centuries.

trapped

New people and beings begin to arrive on Abaddon and are unable to leave. The necromantic and psionic energy infusing the planet, combined with the souls of the dead, act as a trap allowing entities to enter Abaddon, but not to leave. Travelling adventurers, angels, spirits, demons and elementals, planar beings of all kinds, are trapped on Abaddon like insects in a jar and are forced to try and make a new life and place for themselves on the shattered world.

life persists

Living survivors and their children begin to emerge, to try to found new settlements and to pick over the ruins of the lost cities for anything that can help them survive. All are as surprised as each other to discover other survivors but these fragile settlements are easy prey for the undead armies.

the hunger

With so many undead in the world and so few mortals to feed upon, the different undead factions begin to battle one another over the spoils and their hunting grounds. Asi Magnor has drawn, perhaps, a third of the known world beneath his sway when his first real challenger appears. A vampire named Calix Sabinus thwarts one of Asi Magnor's

THE DEATH OF THE FORESTS

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

ANGELS & DEMONS

Angels and demons alike have been trapped on Abaddon in large numbers following the cataclysm. While opposing forces they find themselves with a common resentment over their entrapment and common enemies in the undead who regard both as dangerous wild cards – though angels more than demons. Both have been forced to settle and have interbred with the mortal populace, even each other.

armies at the Battle of Black Crescent and stands defiant of the mummy's imperial ambitions, uniting the lesser undead powers under his banner, against the emperor.

the angriest angel

The celestial angel, known as Zebadiah, arrives and is trapped upon Abaddon. An agent of Law and a servant of the gods of light on another plane, Zebadiah is appalled and horrified by what he finds on Abaddon and begins to formulate a plan to change things, unnoticed by the warring undead powers he moves amongst the living, learning and scheming for the future.

50 years ago wars of the dead

The wars of the undead consumed many years, many lives, many unives. The great factions clashed with one another and their constant demand for new troops and new food placed the living survivors between both sides and considered a resource. 'Farms' were set up by the more canny undead to raise flesh to feed and renew their armies and many fledgling survivor communities were simply swallowed up. Foul experiments and punishments intended to control the populations lead to the first true instances of Harrowed being born, half-dead abominations that could not exist on any other world. These were the mundane hardships of war, but they were hardships nonetheless, hardships poured on top of the daily struggle merely to survive.

the change

Losing ground against a renewed assault by Asi Magnor, Calix Sabinus switches to defensive tactics of war by attrition, spending the wealth of the ruins to pay plane-trapped mercenaries to fight in his stead while he studied, frenziedly,

lost, forgotten and forbidden arts before finally empowering himself, going beyond the vampiric to also become a lich. His power renewed, his armies rebuilt, he goes back on the offensive and with his new-found power appears to be virtually unstoppable.

the children of zebadiah

While the powers continue to war with one another Zebadiah unites other, stranded celestials and they move in secret amongst the mortal populace, fathering hundreds of children upon mortal women and taking mortal seed to their own bodies in order to birth new young infused with their angelic power. These children, called Exalted are destined to become protectors and foci of hope for the living survivors though controversies and resentments surround many of these pregnancies.

battle of the dead

Asi Magnor's legions and Calix Sabinus' mercenaries, spawn and alliance of lesser undead clash repeatedly throughout Abaddon on many fronts with both the undead emperor and the vampiric lich lord lending their strength, personally, in many of these battles. The struggle is epic but Calix Sabinus' adaptability and cunning win the day in most of these confrontations and survivor communities side with him, enslavement being a better prospect than death at the hands of Asi Magnor's ravaging hordes. Asi Magnor is slowly but surely beaten back to the gates of the Shaan necropoli.

of gods and devils

Taking his opportunity following a great battle at the gates of Asi Magnor's necropolis, Zebadiah and a wing of celestials sweep in to strike down Calix Sabinus. There is a mighty battle and many of Zebadiah's cohort are destroyed. Calix is severely wounded but Zebadiah is defeated and brought low. His broken body is used as a battle standard by Calix Sabinus' mortal mercenaries for this last great battle and then Calix banishes him to live, forever, beyond his lands in the wilderness, binding his command with great magics and consigning Zebadiah to an eternity as a mere observer.

power change

With Zebadiah's broken and tortured form as a battle standard, Calix Sabinus' mortal mercenaries penetrate Asi Magnor's lines as a hot knife will cut through butter, the undead falling before the angel's radiance as a candle melts before a flame. Following this spearhead Calix Sabinus' forces overwhelm Asi Magnor's battle lines and the undead emperor is cut down, burned and scattered to the winds. Calix Sabinus is now the uncontested ruler of the known world.

blood as flesh

Destroyed in the necromantic inferno of the cataclysm the Khymer have finally learned to overcome their bodiless state and begin to appear, walking the land in their old

THE SHAAN

The Shaan people were a great empire long before the cataclysm but an empire that had fallen into decline. Renown as philosophers, artists and alchemists their warlike past was long forgotten until the legions of old rose from the tomb cities after the cataclysm. There is nothing left now of the Shaan save empty tombs and dimly remembered philosophies of calm and detachment that have little to no application on Abaddon today.

bodies, a source of consternation to undead and mortal alike. Their cities were considered dead, their people destroyed but now they come, remembering the past and seeking relics and knowledge from before the cataclysm to make themselves whole.

the return of life

So much undead strength has been spent in the wars that mortal settlements are free to pop up over Abaddon's wastes. Some of the old ruins are occupied again and the unmolested towns and cities begin to grow. Birth rates are still high and the arrival of wanderers from the other planes often forms the nucleus around which a new settlement can grow. True to his word Calix Sabinus offers slavery to the human settlements under his sway but it will take some time before his armies can renew themselves and reassert his authority over his demesne.

10 years ago life in chains

Following the war Calix Sabinus has reasserted his control over his lands, placing virtually every mortal settlement in chains and servitude to an undead lord, reward for their loyal service in the war. The lords squabble with each other over crumbs from Calix Sabinus' table and take a variety of different approaches to the mortals under their care from cruel tyrants to callous indifference, even treating them patronizingly as pets. People continue to struggle as they have since the cataclysm but despite the depredations of their lords the mortal population continues to grow and grow as their rulers and betters fight and posture.

deal with the devil

The mortal mercenaries who fought for Calix Sabinus haven't won their freedom but they have won some security for themselves and their families. Where Asi Magnor would simply have had them killed, eaten or made into undead for his armies, Calix Sabinus and his allies are more interested in 'farming'. Some are still taken and befall those horrible ends but most are simply slaves, supplying their toil and blood, the occasional person in exchange for safety, security and protection. In the dire circumstances of Abaddon this does not seem such a terrible deal to strike.

CHAINS OR DEATH?

It may seem that there's little choice between slavery and death but no freedom can be enjoyed if one is dead. Many of Abaddon's people have a pragmatic and fatalistic mindset and slavery is considered better than death. In the domains of some undead lords favored slaves are all but free in any case and in others some are pampered, like pets. Slavery wears many faces though it is always a constriction upon one's freedom.

rise of the exalted

The Exalted are now to be found all across Abaddon, seeded by Zebadiah and his angels and still founded by those who escaped massacre at the hands of Calix Sabinus. Later generations of Exalted, fathered by Exalted are now being born and while they never gather in great numbers the presence of these light souls is a comfort to the enslaved populace and bands of Exalted and their allies begin to prey upon the slavers and trade caravans of the undead lords in acts of open defiance that are all but unprecedented.

out of the wilds

From the deep wilds the Lykians, previously little but a rumor, make themselves felt; traveling as traders, hiring on as mercenaries and preying upon unwary travelers. Perhaps they have always existed, hidden as lycanthrope tribes but with the cataclysm they have come into their own, unable to hide and without any need to hide any longer, uniquely well suited to life on Abaddon and surviving as things have changed. So successful that they have swelled in numbers and have been forced out of the deep wilds and the frigid deserts into contact with civilization – such as it is.

the harrowed ghettos

As the towns and cities have settled, as the undead lords have taken their seats, many have found themselves 'diversions' amongst the mortal populace or have used their undead troops to enact punishments, deserved or otherwise, on the mortal population. This has led to an explosion of Harrowed, 'royal' bastards and the hated consequences of transgressions against undead rule. This glut has come of age and neither fully mortal nor fully dead have founded their own communities in the undead cities and towns, seeking a place for themselves and causing trouble as they do so.

the slave trade

The undead lords trade with each other in the one commodity that they all really need, mortals. With no need for food or the staples of many other forms of trade what there is left for them to barter with are people. Skilled, strong or merely fertile, slaves are the stock that the lords vie for, buying and selling, even selling the future born ahead of time and using their slaves as a basis for currency. Slaver caravans crisscross the wastes from settlement to settlement, transporting

the life blood of this trade and slaving parties, both undead and mortal, scour the wastes searching for bands of survivors they can turn in for a reward.

the petty wars

Calix Sabinus' alliance was never the strongest and without the common enemy of Asi Magnor to unite them the petty undead lords have turned upon each other. Open warfare has not yet erupted but there are clashes and intrigues between the various powers, clashes and intrigues that Calix Sabinus has not seen fit to put a stop to and which some suggest that he may even be behind. Certainly all the infighting prevents any minor undead lord from having too much ambition or challenged Calix Sabinus' position. These pointless clashes, along with gladiatorial contests between the slave champions of different lords, do provide a way in which a slave can earn the status of 'Chainless', a true free man, one of very few in this benighted world.

now

the fight for freedom

With the undead lords concentrating on their infighting and the withdrawal of Calix Sabinus into the lofty seclusion of imperial rule the time has come for the mortals to reassert themselves over the unnatural rule of the damned. Generations after the cataclysm the children of the new age do not suffer from nightmares of those fateful years nor the memory of things lost. They dream of what might be and chafe under the rule of the undead, not content to be safe but wanting to be free. Rebellions are on the rise and the peoples of Abaddon trade stories of the Exalted and other heroes around their night fires, inspired and emboldened by the tales. The ruins of the past hold secrets that many seek to restore their people but to get to the information and the treasures of the greatest value the undead must be removed, an obstacle to the reclamation of the living's rightful place as masters of their own destiny.

the osirian uprising

The Osirians have long been targets for the undead, ever since the cataclysm they have been a thorn in the side of the undead lords and have retained some of the few free cities to be found on Abaddon. This hasn't prevented a great many of them falling to the chains of slavers or to the executioner's axe. Their vaults have been invaded and their people dragged out, killed or captured on the whims of the undead lords. The Osirians have, however, known freedom and more than any they chafe under the whips and bonds of their undead overseers. This has spilled out as a direct rising against the ghost lord Kalbna. He has managed to keep the state of affairs largely secret but an army of former slaves, Osirians and others, has taken several settlements in his domain and their numbers swell with every passing week, readying themselves to take on the lord himself.



hope's light

For the first time in generations the light of Abaddon's sun has been seen to pierce the clouds that blanket the sky. Here and there, now and then, a shaft of light will strike through the darkness, seemingly blinding in its intensity and then the clouds will close and snuff it out once more. Even so, this brief and blinding glimpse of radiance is enough to reignite feelings of hope in people who have all but given up.

footsteps of zebadiah

Zebadiah is outcast from Calix Sabinus' lands but he prowls the edge of his binding like a tiger in a cage, wandering the ashen deserts and meeting with bandits, adventurers, refugees and wanderers in a variety of guises, desperate for news and dispensing wisdom and aid where he can to continue to stir things up within Calix Sabinus' empire. His words and his influence still breach the border, even if he does not.

disunity of death

Calix Sabinus' alliance is falling apart at the seams. The undead lords cannot keep their ambition or their mutual hatred under wraps for long and their squabbles and skirmishes are rapidly becoming assassinations and battles. They are forming their own alliances with and against each other by faction and even risking to spread to dissent about Calix Sabinus' rule. They're a house divided against itself. Some of the undead lords are even said to have sympathies with the rebels, or at least are willing to ally with the rebellions for some short term gain against their rivals.

angry ghosts

The spirits released during the cataclysm were scared, confused, barely sentient, an outpouring of pain and suffering that would lash out at anything that came close to them, little more than necromantic energy themselves, free and wild to animate the dead. In the years since the cataclysm however, the character of the dead has changed. Those who die today die with hatred for the lords on their minds, with revenge and cries of freedom on their lips. The ghosts of today are the spirits of vengeance, no allies to the lords or to Calix Sabinus. Even the dead themselves are turning against the powers that be.

the spirit knife

Psionics were virtually unknown before the cataclysm but they did exist. What little tutelage was available for psions came from the secretive order, The Spirit Book. With the cataclysm and the rising of so many more psions The Spirit Book, virtually shattered along with every other pre-cataclysm organization, took on new purpose and strength and, as the undead began to extend their rule, became a force against them. The Spirit Book became The Spirit Knife, training and honing psychic warriors, ready for the time that they might be able to strike a blow for freedom against the undead oppressors. This was the fulfillment of a passion and a dream of the psions of old, to become a force as strong and as important as magic in the world.

And I saw as it were a sea
of glass mingled with fire;
and them that had gotten
the victory over the beast,
and over his image, and
over his mark, and over
the number of his name,
stand on the sea of glass,
having the harps of God.

~ Revelation 15:2 ~



CHAPTER



RACES OF ABADDON

Standard races

dwarves

aka: the lost, the lorn, the doomed-folk.

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

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

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

personality

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

physical description

Dwarves are short and stocky, about a foot shorter than most humans. They have broad, compact, burly bodies. Dwarves are universally bald, having shorn their hair in mourning for their lost people, a ritual of observance to their ancestors that is observed in all but the most dire of circumstances. Many have woven bone beads into their beards as a further act, marking those that they have known who have died since the cataclysm, female dwarves do the same – only with earrings. The death-sworn dwarves seeking a glorious demise have gone the step further of shaving their beards as a signal to others of their madness and pain.

NAZGRAD

NAZGRAND WAS ONE OF THE LESSER DWARVEN CITIES BUT ITS KING, NAIGAR STONECUNNING, WAS KNOWN AS A MASTER CRAFTER WITH NO EQUAL ON ABADDON. NAZGRAND WAS RENOWN AS THE STRONGEST DWARVEN CITY, A FORTRESS OF GRANITE BURROWED INTO A SINGLE, ENORMOUS LUMP OF ROCK. LEGEND HAS IT THAT NAZGRAND WAS BURIED, ITS PEOPLE SPARED THE PLAGUE AND MANY HAVE SOUGHT IT BENEATH THE EARTH BUT ITS LEGEND HAS ROUGHLY THE SAME STATUS AS ATLANTIS. A MYTH WITH NO CONVINCING EVIDENCE.

relations

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

alignment

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

dwarven lands

The dwarven kingdoms are gone, consumed by rock and fire – though rumors persist of Nazgrand surviving beneath the earth, trapped – and so they have nowhere to call home.



Forced onto the surface the dwarves call their caravans home, that or the free human settlements and even the newly dug vaults of the Osirians.

religion

Unusually for a people so badly treated by events the dwarves still honor the old gods. Even more than that though they worship their ancestors and swear oaths upon their names. With so many dead this worship has become a more nebulous concept than specific, heroic ancestors. ‘By the dead’ being the most common dwarven oath and prayer.

languages

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

names

Dwarves have harsh sounding first names, making use of a lot of consonants and z’s. Their last names usually describe some notable trait about them and often change throughout their long lives.

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

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

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

Adventurers: Dwarven adventurers are those seeking something, whether they be fatalistic – seeking a good death, or optimistic – seeking Nazgrand or a cure to their condition. The dwarves have little left to lose either way and are far more willing than most to entertain ‘crazy schemes’.

- **+2 Constitution, +2 Wisdom, –2 Charisma:** Dwarves are both tough and wise, but also a bit gruff.
- **Medium:** Dwarves are Medium creatures and have no bonuses or penalties due to their size.
- **Slow and Steady:** Dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.
- **Darkvision:** Dwarves can see in the dark up to 60 feet.
- **Defensive Training:** Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.
- **Wary Appraisal:** Dwarves receive a +2 racial bonus on Sense Motive skill checks as they’ve had to learn quickly how to assess people and whether they’re trustworthy.
- **Hatred:** Dwarves receive a +1 bonus on attack rolls against undead due to learned hatred of the damned following the cataclysm. Enmity with goblinoids has been all but forgotten, they are – after all – still alive.

- **Hardy:** Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.
- **Stability:** Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.
- **Stonecunning:** Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.
- **Weapon Familiarity:** Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

elves

*aka: the broken, deadwoods,
the rotten-people*

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

Still, some clung on, maintaining their groves through great sacrifices of magic and through sheer tenacity and hope. It was not enough once the Pandemic of Ash took hold and the undead armies began to march. The elves were left with nothing of their old lives and they began to change.

The elves of the plains became the Ash Elves, wandering the frozen deserts in loose tribal bands, doing what they had to in order to survive, becoming cold and barren like the wastes themselves, merciless and distant.

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

Some few elves refused to admit defeat and have retained their old powers and affinities, buoyed up by apocryphal tales of a surviving forest, far to the south and west. Tales told by Elthorien, a wandering preacher and his cult of Weald Elves who keep the faith alive, nurture living plants where they can and pursue more stories of the distant forest even as they spread the faith in its existence.

personality

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

The Myconian Elves are obsessive, strange, creepy and somewhat ‘still’. Very little seems to provoke them and they tend to stare, unblinking, for long periods without realizing that what they are doing is upsetting anyone.

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

physical description

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

Weald Elves retain their appearance from before the cataclysm and make it a point to dress in the old style and to keep the old ways as best they can. Without the natural resources to make the old clothing they have been forced, despite their best efforts, to use human-made cloth and the imitate and replicate the natural clothing of old.

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

Myconian Elves dress in clothing made from leather and the shells of the giant insects that now feast upon the rotting forests. Their skin is grey and their eyes a milky white-in-white with long, straggly, greasy black hair that clings, limply, to their bodies. There’s something almost amphibious about them and they are cold and clammy with a smooth, slick, almost oily cadence to their motions.

relations

The elves are all grieving but the Ash Elves and the Myconians have become one with the new world, have come to terms with how things have changed and how they have changed. They are more accepting and while the Ash Elves can be hard on travelers within their territory they and the Myconians are part of the new world that is emerging and deal with it as it is.

The Weald Elves on the other hand want to, paradoxically, both preserve things as they were and to change them, to force them to be as they were. They evangelize and they send their converts out into the world to seek The Weald, clashing with many – undead and mortal – as they do so, always questing for new converts.

alignment

Elves retain their strong emotions and capricious nature, even the Ash Elves who merely hide these qualities beneath a veneer of aloofness. Weald Elves tend to the Chaotic Good while Ash Elves and the Myconian Elves tend towards the Neutral.

elven lands

The Ash Elves call the wastelands their home and have small settlements scattered throughout them, living in places that others might not even consider habitable, using magic and hard won survival skills to wrest an existence from them.

The Myconian Elves claim the rotting forests for their own, living amongst the giant insects and mushrooms that are sprouting there in the rot and ruin, carving their home into the caps and casting webs and bridges between them to form new, aerial cities amongst the ruins of the old.

Weald Elves are wanderers, their spiritual home is the distant Weald or wherever their leader Elthorien is currently ensconced. Otherwise the road is their home, spreading the word of The Weald.

religion

The Weald Elves have rejected the old elven pantheon for their worship of The Weald and Elthorien as its prophet, something of a blasphemy in the eyes of the other elves.

The Ash Elves maintain their worship of the old gods



though day-to-day survival removes much of the impetus from their worship. In the dead forests the Myconian Elves have given the old gods new names and replaced their icons with those suiting their new settings, gods of poison, disease, rot, hallucination and growth from death.

Language

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

Names

Elves retain their old style of names with male and female names alike tending to be rolling, soft, liquid sounds. Young Ash Elves tend to be given more sibilant names like the whisper of wind and sand and Myconian Elves have altered their last names to reflect that modern state of the forests.

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

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

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

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

Adventurers

Weald Elves sometimes break with the cult becoming apostates, trying to find their own ways of restoring the green and looking for a place they can feel as fulfilled and satisfied as they did while they were a part of the cult. The Ash Elves wander beyond the wastelands as outcasts or driven to seek something better and more fulfilling than mere survival. The Myconian Elves come out of the rotten forests in search of trade and to lend their capabilities as assassins and poisoners to those who will pay the price.

- **+2 Dexterity, +2 Intelligence, -2 Constitution:** Elves are nimble, both in body and mind, but their form is frail.
- **Medium:** Elves are Medium creatures and have no bonuses or penalties due to their size.
- **Normal Speed:** Elves have a base speed of 30 feet.
- **Low-Light Vision:** Elves can see twice as far as humans in conditions of dim light. See Additional Rules.
- **Elven Immunities:** Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.
- **Elven Magic:** Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.
- **Keen Senses:** Elves receive a +2 racial bonus on Perception skill checks.

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

These statistics are for Weald Elves who resemble the elves from before the cataclysm.

- Ash Elves replace their Constitution penalty with a Charisma penalty.
- Myconian Elves replace their +2 racial saving throw bonus against enchantment spells and effects with a +2 racial bonus to saves against poisons and diseases.

Gnomes

aka: osses, scurriers.

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

During the aftermath the gnomes hunkered down and looked after their own, refusing – on the whole – to help refugees and survivors, barring and even killing those who came to them seeking help, determined to survive on their own. This has earned them a deep sense of hatred and distrust that has only been compounded with their favored servitude to the undead lords.

When the undead armies came marching the gnomes rolled over almost instantly with little resistance to Calix Sabinus and, in his chains, took to providing for his armies, crafting their weapons and armor and, worst of all, creating the chains and necromantic materials that have bound the slaves for a generation.



The gnomes are favored pets of the undead lords, placed in charge of other slaves, given tasks that normal slaves cannot be trusted with, allowed in the castles as servants and crafters and because of this favor, as much as anything, the gnomes are largely distrusted by other slaves and survivors.

So deep does this hatred run that gnomes are called osses (*bones in old elvish*) for their closeness to the undead or scurriers, because they're always scurrying about their master's business. So bad has the gnomish reputation become that the very word 'gnome' is used as a substitute for 'traitor' amongst survivors and slaves.

personality

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

physical description

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

relations

Gnomes are favored by the masters that have the power of life and death over them which is all the gnomes particularly care about. Even then their masters do not particularly like them; they simply find them useful or amusing to have around. The other races all but universally dislike and resent the gnomes and this often spills over into racial violence.

alignment

Gnomes have had to learn to force down their natural tendency towards tricks and playfulness and this repressed desire has tended to make them cruel. They have grown numb to the suffering of others and far too focused on their own survival and needs and, as a result, most gnomes have slowly swung to become Lawful Evil.

gnomish lands

The gnomish lands that survived the cataclysm are all under the sway of the undead lords and only a very few retain anything like nominal independence though they are taxed to the point of starvation and poverty and are little more than working slums. Even so they're better places to live than most settlements under the sway of the dead.

religion

Most gnomes retain their worship of their old gods and credit them with guiding them and allowing them to survive in such numbers. A few particularly toadying gnome slaves have adopted the gods of the dead and offer them worship and thanks for their protection.

languages

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

names

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

Male names: Adrek, Calman, Britak, Farrow, Gildan.

Female names: Leilei, Terai, Joola, Nesta, Fluri.

Family names: Fallburrow, Cooper, Smith, Chandler, Tinker.

adventurers

There are few gnomish adventurers, those that do join the life tend to be those who have rebelled and as a consequence have been cast out by their own family and clan. Despite this stand that they've taken gnomes are still not trusted, whatever their story and life as a gnomish adventurer on Abaddon is a difficult one.

- **+2 Constitution, +2 Charisma, -2 Strength:** Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.
- **Small:** Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Gnomes have a base speed of 20 feet.
- **Low-Light Vision:** Gnomes can see twice as far as humans in conditions of dim light. See Additional Rules.
- **Defensive Training:** Gnomes get a +4 dodge bonus to AC against monsters of the giant type.
- **Gnome Magic:** Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—dancing lights, ghost sound, prestidigitation, and speak with animals. The caster level for these effects is equal to the gnome's level. The DC for these spells is equal to 10 + the spell's level + the gnome's Charisma modifier.

- **Intimacy:** Gnomes receive a +1 bonus on attack rolls against undead due to their close relationship with and understanding of these creatures.
- **Illusion Resistance:** Gnomes get a +2 racial saving throw bonus against illusion spells or effects.
- **Keen Senses:** Gnomes receive a +2 racial bonus on Perception skill checks.
- **Obsessive:** Gnomes receive a +2 racial bonus on a Craft or Profession skill of their choice.
- **Weapon Familiarity:** Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

halflings

aka: rat-kin, maggot folk, corpse-breath, vermin.

Of all the races of Abaddon the Halflings fell the furthest. From a position of safety, security and shelter, shielded by the human kingdoms and living in idyllic rural bliss they were thrust into a daily fight for survival and a time of hunger that was too much for most of them to cope with.

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

Things only got worse as time wore on and the Halflings lost almost every semblance of civilization that they ever had, they almost even lost language. Soon the only thing left to live upon were the corpses of the dead and the rot of those others who had survived. In order to live the Halflings became eaters of the dead, living ghouls, gnawers on rot and ruin and filth, wallowing in refuse and bones, finding their new place in the post cataclysm world as humanoid vermin.

Their corpse-eating ways have persisted and they still lurk in the shadows of the cities, in the necropoli, gnawing on bones, rooting in the town and city trash heaps for scraps, iron stomachs and filed teeth all they need to eke out a living under the sight of most, regarded as pests to be put down or, since so many of them become ghouls and ghosts, a genuine danger to be destroyed.

personality

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

physical description

Halflings are barely three feet tall, most are somewhat smaller especially since they tend to hunch over. They are ropey knots of muscle with round pot bellies and pale, clammy flesh that puts one in mind of a maggot. Most are bald, having lost their hair down the generations, and

have wide staring, limpid eyes, suited for grubbing around in the dark and the filth. Most have their teeth filed down into points, better for chewing and ripping at raw flesh and cracking open bones.

relations

Most other races no longer regard Halflings as fully sentient and consider them to be little better than animals. They hold a similar status in many minds to that of kobolds and goblins, a dangerous, intelligent pest.

alignment

Halflings are one step away from animals and are rarely concerned with much more than their own safety, shelter and the source of the next meal. Almost all are Neutral and those that are not have usually had access to some civilizing influence.

halfling lands

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

religion

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

language

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

names

Halflings have lost the art of naming of old and no longer know their lineages. They call each other by nicknames,



typically to do with some deed or trait that makes them known or recognizable.

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

adventurers

Some few Halflings, typically those of higher intelligence, have some dim inkling of their greater purpose and destiny and find ways to leave the heaps and take up with adventuring parties. They are disgusting and vicious vermin, but they have their uses when adventuring.

- **+2 Dexterity, +2 Charisma, –2 Strength:** Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.
- **Small:** Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Slow Speed:** Halflings have a base speed of 20 feet.
- **Cast Iron Stomach:** Halflings receive a +2 racial bonus on all saving throws against poison or disease. This bonus stacks with the bonus granted by halfling luck.
- **Filed Teeth:** Halflings receive a 1d3 bite as a secondary attack.
- **Keen Senses:** Halflings receive a +2 racial bonus on Perception skill checks.
- **Squirmy:** Halflings receive a +2 racial bonus on Escapology and Acrobatics skill checks.
- **Weapon Familiarity:** Halflings are proficient with slings and treat any weapon with the word ‘halfling’ in its name as a martial weapon.

new races: exalted

The Exalted are the direct offspring of angelic outsiders, mated with humans on Abaddon. The unique circumstances of Abaddon make this a more common event than it might otherwise be in other parts of the multiverse. The angels here are thrust into closer contact with mortals than they are used to, cut off from the gods and entities that they serve and forced to make a new life for themselves.

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

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

Some say that the Exalted are an indication of the sheer desperation of the forces of good and law on Abaddon. Mating with humanity to bolster their numbers and increase the number of agents for rightness and morality is regarded with contempt by the forces of evil. Propaganda accuses Zebediah’s followers of deception and even rape to disseminate their divine spark amongst humanity. What is even worse is that, in some instances, there may well be some truth to this.

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

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

personality

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

Exalted tend to be thoughtful and long-suffering with many developing a martyr complex over time, feeling unappreciated by, even turning upon, the people they have tried to help but who seem to be ungrateful at best. No matter how many setbacks there are or how often they’re disappointed, they always seem able to pick themselves back up and carry on.

While they strive to be open, to care, to understand the state of the world and the problems of the people in it, this leaves them open to being exploited, which they are. It is difficult, even for the most determined of Exalted, to maintain a face of calm, peace and goodness but even when it breaks down some small seed of their nature remains to manifest itself once more in trust and belief in the essential goodness of man.

physical description

The Exalted are considered to be beautiful by mortal standards. Typical Exalted are of medium height and build, with light skin ranging from milky white to a glowing tan. For some reason all Exalted, male and female alike, are bald and are unable to grow hair upon their heads.

The divine blood from their angelic side reacts with the inherent sin of their mortal body to produce swirling patterns on their skin like tribal tattoos. None are born without these marks but those Exalted who slip from their high moral expectations can expect to find themselves marked more as their divine blood reacts with the unavoidable blasphemy of living day to day in the realities of Abaddon.

relations

Due to their angelic nature many others in Abaddon will recoil from developing any relations with an Exalted, fearing retribution from the great powers. Exalted, by their nature, are open, caring and understanding but many forces in the world have foolishly taken this as a weakness. Those who have failed to fully control an Exalted in such a way have come to know what the term 'divine fury' truly means.

alignment

Most Exalted are Lawful in nature and do not veer from that position. Most are also Good. An Exalted inherits a powerful moral compass from their divine aspect and usually has a defined and absolute sense of right and wrong that they are powerless to alter. Eventually the sheer grind of living day to day in the desperate situation of Abaddon chip away at the edges of this, but they are markedly more devoted to their particular alignment than most of Abaddon.

While all too many Exalted fall to evil, an Exalted falling to Chaos is unheard of.

exalted lands

There is no homeland for the Exalted. They can be found scattered around the world, avoiding each other more than they seek to come together. Exalted in numbers attract too much attention from the undead and the forces of chaos so the Exalted spread themselves out rather than gathering where they can easily be crushed.

Older Exalted take Exalted children into their care once they reach their teenage years, teaching them of their birthright and their history before releasing them to wander the lands alone. This is where the Exalted get their sense of racial oneness, without it they would be nothing more than singular, isolated, freaks of nature.

While there's no particular place that the Exalted call home there are places that they make pilgrimages to which consider holy.

There is the ground where Zebadiah first set foot upon Abaddon, the stained land where Gabriel fought Calix Sabinus and the sites of various martyrdoms, all of which are stopping and meeting points on their endless journeys across the world.

religion

The Majority of Exalted hold a pious belief in a deity despite Abaddon's perceived abandonment. Of the rest, most hold to a cultist worship of their founder Zebadiah, turning to him as their new 'god' in the absence of the old gods. Zebadiah has done what he can to discourage this belief but it continues to grow.

language

The Exalted have developed a unique language derived from the structure of the Celestial tongue but with their own terminology derived from Common and their own

history, stories and points of reference. Exalted only speak this language to other Exalted and don't acknowledge non-Exalted who speak it. Exalted also speak the Common tongue and the Celestial language in its pure form.

names

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

Family Names: Al Zebadiah

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

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

adventurers

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

exalted racial traits

- **Lawful Native Outsider:** Due to their mixed human and angelic heritage the Exalted are considered to be lawful native outsiders. Which gives them the following abilities:
 - Exalted have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living individuals can be. Unlike true outsiders, Exalted need to eat and sleep.
 - Exalted have lawful alignments; however, if their alignments change, they still retain the lawful subtype. Any effect that depends on alignment affects an Exalted as if they have a lawful alignment, no matter what its alignment actually is. An Exalted also suffers effects according to its actual alignment. An Exalted overcomes damage reduction as if its natural weapons and any weapons it wields were lawful-aligned.
 - Darkvision 90 feet.
- **+2 Charisma:** Exalted are very welcoming, open and charming people.
- **Medium:** As Medium creatures, Exalted have no special bonuses or penalties due to their size.
- Exalted base land speed is 30 feet.
- **Racial Bonus:** +2 racial bonus on saving throws against Glamour or Phantasm sub-schools of magic.
- **Soulword (Su):** Three times a day as a standard action, an Exalted is able to create a 3-foot-long, beam of bright white light made, partially, of a piece of their soul

and wield it as if it were a short sword. Attacks with the soulword are melee touch attacks and the soulword deals 1d6 points of damage +1 point per level (*maximum +10*). Since the blade is immaterial, Strength modifiers do not apply to the damage. To undead, evil or chaotic creatures, the soulword deals 1d8 points of damage +2 point per level (*maximum +20*). The soulword lasts 1 minute per level.

- **Divine Powers (Su):** Exalted may pick any one of the following divine powers at Character creation and they can use it three times per day with a power level equal to their level.
 - **Cause Fear (Su):** As the spell, Cause Fear.
 - **Charm Person (Su):** As the spell Charm Person.
 - **Detect Magic (Su):** As the spell Detect Magic.
 - **Disguise Self (Su):** As the spell, Disguise Self.
 - **Hold Portal (Su):** As the spell, Hold Portal.
 - **Mage Hand (Su):** As the spell, Mage Hand.
 - **Purify Food and Drink (Su):** As the spell, Purify Food and Drink.
 - **Read Magic (Su):** As the spell, Read Magic
- **Automatic Languages:** Common, Celestial and Exalted. Bonus Languages: Any.

genesai

Genesai are the direct result of demonic outsiders mating with angelic outsiders in defiance of all that both sides of the eternal conflict between good and evil consider inviolate. In other worlds and other planes of existence this might be all but unthinkable but the nature of Abaddon as a planar 'trap' throws these opposites together far more often than in other places and whatever else there might be between the agents of good and evil they at least have a commonality as outsiders and, to an extent, can become stuck, mired in Abaddon as much as any other planar traveler.

Outcasts from the moment they are born the Genesai are almost always abandoned by their parents immediately following their birth, either to be raised by mortals who take pity on the child, to perish in the wilderness or – very rarely – to be raised by sympathetic animals such as wolves. Some very few can survive being abandoned simply due to their unnatural physiology and capabilities and grow up, feral, in the blasted landscape. Despite this disparate scattering Genesai have a tendency to find each other and form communities, bands, tribes and clans that become their real families, adopting Genesai that they find and raising them into what little heritage and secrets that they have.

Genesai are unique in appearance, tanned a red-gold hue with an aura of unnatural 'wrongness' that surrounds them and unnerves animals and people alike, disconcerting them and tending to make them unconsciously mumble blessings to themselves or recoil in disgust on pure reaction. Most Genesai also have physical markers of their unnatural birth, two small horns that protrude from their forehead and a

supernatural mark, branded in the middle of their forehead by their clan as part of their induction into the 'family'.

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

personality

As outcasts and victims of intense hatred and scrutiny the Genesai tend to be extremely slow to trust but extremely loyal to those they do regard as their friends, holding little distinction between friend and family, the two largely considered to be the same. In a similar way anyone who isn't 'family' is considered with all the suspicion and hostility one might normally reserve for an out-and-out enemy that one is forced, by circumstance, to negotiate with. The Genesai are born pessimists, they tend to expect the worst out of any situation and, therefore, to prepare for it. This is a behavior which can make them seem dour and unfriendly, but which contributes greatly to their survival. Genesai humor tends to be cynical and scathing, centered around irony, sarcasm and schadenfreude.

physical description

Genesai are humanoid in appearance, albeit a fairly human form, slightly taller than the human average, fit and beautiful looking – regardless of their actual capability. Their skin is a red-gold, deep tan that almost seems to glow and their other-worldly origin is also betrayed by the stubby horns that many of them sprout from their temples. Where the offspring of outsiders and mortals often display their origin more ostentatiously, the hints of a Genesai's origin tend to be a little more subtle – other than the brandings that they give themselves. It may be present in a forked tongue or an unnatural color of eyes or hair, something that one would actively need to look for and try to pick out. Their short horns can even be hidden by suitably styled and grown hair and, apart from their brand, they can almost pass for human in many circumstances.

relations

Due to their dual nature many others in the world of Abaddon will shun the Genesai or recoil from developing any sort of relationship with them. Due to their unnatural nature they often draw fire from Exalted looking to purge their evil and unnatural being from the world or from Infernals who are seeking to control and use them to their own ends. The undead view them as potentially dangerous rivals and also err on the side of destroying them where they can. Genesai tend to only have positive relations with other unsettled peoples or with particular communities where,



through dint of effort and sacrifice, they have carved a niche of understanding and loyalty between themselves and the local people.

alignment

The typical Genesai is True Neutral, due to the balance of opposites in their basic nature. They do not often veer from that position, particularly not into Good or Evil though they may find themselves leaning towards either Chaos or Law depending how they have been raised and what experiences that they find themselves involved in. The Genesai nature itself is one of strange possibility and so they tend to find it difficult to stand in judgment over actions that others would unquestionably call good or evil. They've seen for themselves the extremities to which one side or the other can go and find such hard-line opinions distasteful.

genesai lands

Though they are a new race to the world of Abaddon, the Genesai have done their best to fit into a world that just wants to destroy them. They have no true homeland and live a very nomadic existence at the margins of what civilization there is. Occasionally they settle, as a clan, within a defensible position such as a cave system, ruin or fortress, or mingled amongst a population they have befriended, hidden or integrated. The Genesai as a people have no real lands to call home, though some of the larger and more successful clans are looking for a homeland.

religion

As the offspring of agents of eternal powers and concepts combined the Genesai do not agonize over the existence or non-existence of deities, though they sometimes argue over what claimed deities and their servants actually are, since this relates directly to their own existence. As such Genesai do not tend to worship any gods though they may offer thanks to fate, luck or destiny as disembodied concepts when something goes well for them and, equally, curse these same ideas when something goes wrong.

language

Genesai speak common and either Celestial or Infernal as native languages, with additional languages either Celestial or Infernal must be their first pick to fill out the first three tongues spoken, after that they are free to pick up any language, thanks to their wandering.

names

Due to their traumatic join between good and evil, Genesai normally name themselves in a very unusual way, The name of their Exalted parent is reversed and adopted as their surname while their first name is the reversed name of their Infernal parent.

Family Names: Leimar, Lok, Rusiuodra, Dazay, Tathsra, Leiru, Muorahc, Anid, Sacrof, Tewil.

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

adventurers

Genesai adventurers are often drawn from amongst those who have, tragically, lost their clans or those who have been cast out for breaking the few, inviolate laws of these 'familial' clans. Other Genesai are not scooped up by their clans and are raised to adulthood by their adoptive parents and, restless despite these – hopefully loving – homes go out to seek their fortune and, perhaps, others of their kind. Still others leave as agents of the clan, seeking riches and weaponry to help defend the clan and to help them carve out some sort of life for themselves in a harsh and unforgiving world.

genesai racial traits

- **+2 Constitution, +2 Wisdom, -2 Charisma.** Genesai are quite study and wise but can be uncomfortable around others.
- **Native Outsider:** Due to their mixed angelic and demonic heritage, Genesai are considered to be native outsiders. This gives them the following abilities: Genesai have a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living individuals can be and unlike true outsiders. Genesai do need to eat and sleep unlike true outsiders, which require neither.
- **Darkvision** 120 feet.
- **Medium:** As Medium creatures, Genesai have no special bonuses or penalties due to their size.
- **Genesai base land speed** is 30 feet.
- **Shattersoul Blade (Su):** Three times plus their Constitution modifier (*at least +1*) a day, as a standard action a Genesai is able to summon a 3-foot-long, scintillating shard, made partially out of a piece of their unnatural soul. They can wield this "shattersoul blade" as if it were a short sword. Attacks with the shattersoul are melee touch attacks and the shattersoul blade deals 1d6 points of damage +1 point per level (*to a maximum of +10*). Since the blade is immaterial their Strength modifier does not affect to the damage. To lawful or chaotic creatures, the shattersoul blade deals 1d8 points of damage +2 point per level (*to a maximum of +20*). The shattersoul blade lasts 1 minute per level and can manifest as any elemental or luminous force, though each Genesai typically can only manifest one form, fire is most usual.
- **Unnatural Aura:** Animals become uneasy around Genesai due to their dual nature. Dogs will bark and horses will become unruly, even people feel uneasy. Genesai receive a -2 racial penalty to Ride checks and a -4 penalty to Handle Animal checks.
- **Immunity to charm/compulsion spells:** The Genesai is impossible to charm or compel under any circum-

stances. Any spell or psionic power with the (*Charm*) descriptor has no effect upon a Genesai.

- **Planar Anomaly:** Genesai gain a +1 racial bonus to hit and to their damage against outsiders, including each other, due to their unique insight into the failings and weaknesses of outsiders.
- **Not of this World:** Genesai gain a +4 dodge bonus against outsiders, including each other, due to their anomalous nature putting them out of phase with the planes.

harrowed

One of the most despised and feared races of Abaddon is that of the Harrowed. They are no less than the result of the unholy and abominable union between a mortal humanoid and the foul undead. The very existence of the Harrowed is a constant reminder to a subjugated populace of the undead overlords who have taken over the world of Abaddon, royal bastards neither fully mortal nor fully undead, caught between the two worlds.

While the origin of some of the Harrowed is all too understandable, some undead have mortal along with immortal lusts, not all are the result of vampire lords and ladies exercising their rights and pleasures over their mortal subjects other, more horrifying instances can produce Harrowed just as easily from organized defilement and punishments for resistance, meted out through undead armies to children conceived while one partner or the other was possessed, all the way through to the unnatural magical experiments performed by Liches.

How a Harrowed is treated by their parents and the powers in control of Abaddon depends very much on the circumstances of their birth. If they were deliberately conceived by an undead lord then they hold a position much like that of an illegitimate child in any noble family, they might receive money and even be treated as a minor noble themselves, they may even rise in the ranks of their sire or dam's house to become a trusted lieutenant – if never a true leader.

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

Harrowed do exist in large numbers now, especially in the cities controlled by the undead and in freshly conquered lands, their existence part of a tactic of subjugation and conversion, a 'mingling' of populations such as happens on other worlds in occupations. While the Harrowed nobility are far smaller in number and exist on a rarefied level the 'common' Harrowed have tended to band together and to form their own communities and ghettos within the cities, increasing their security – but also their alienation from the other peoples who surround them.

personality

Harrowed inherit a detached viewpoint from their undead heritage, a separation in outlook from the material and mortal realm but this is accompanied by many of the drives and desires of humanity. This detachment and lack of empathy, coupled with mortal desires – albeit dimmed – makes the Harrowed passionate and ambitious as well as being more than a little selfish, to the point that they often verge on the sociopathic. Despite all this the Harrowed do form relationships with those who are persistent or those in whom they take an interest of their own. Those who prove themselves useful or necessary to a Harrowed are most likely to receive their loyalty and another trait inherited from their undead parents, a dislike of abrupt change, means that they're likely to maintain that loyalty.

physical description

Harrowed are varied in appearance but normally have a inhuman coloration of their skin which is either chalk white or has an unhealthy grey pallor to it. Some other Harrowed's skin turns slightly translucent, revealing the musculature beneath, others take on a slight, oily, rainbow sheen or darken like spoiled meat. Otherwise the Harrowed tend to look like any normal person, save for a higher tendency to have white hair and red, or black, eyes.

relations

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

alignment

Harrowed are typically pulled in two directions by their heritage, the detachment of their undead taint leads them towards neutrality while their mortal desires coupled with their diminished conscience pulls them down the path of Chaos. Harrowed of all alignments are known, some seek to bind their churning desires within a cage of Lawful beliefs and some are swayed to the causes of either Good or Evil, though the Harrowed bastards tend to fall in line with the evil designs of their sires and dams.

harrowed lands

The Harrowed live either as individuals within the houses of the ruling undead classes or in the Harrowed ghettos – colloquially known as ‘graveyards’ – within the human settlements, when they’re not mingled with the general populace. These areas often conform only to their own, internal laws and are considered a special case, apart from the rest of the town or city though they are still subject to

the lord’s oversight and discipline. The Harrowed within make their money and maintain their district largely through hiring on as sell-swords, through fine crafting or as adventurers, bringing wealth back to their homes.

religion

The Harrowed typically pay only lip service to any religion, tending to be self-interested they also tend to see little mileage in devotion to a god, this being especially true in Abaddon. Where they do worship a god it will tend to be whichever god is worshipped by the population as a whole or by their sire or dam, these will tend to be gods of evil, death and shadow, even if the Harrowed does not conform to that alignment or definition themselves – after all it is as good an idea to appease a dangerous god as it is to worship an altruistic one.

language

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

names

Bastard Harrowed take their family name from their sire or dam, their first names conforming with the naming conventions of the people or culture upon whom they were foisted. Their last name is prefaced by ‘Sir’ or ‘Dam’ indicating the gender of their undead progenitor. Thus a typical

Bastard Harrowed name might be something like Aran

Sir Drakul, which would read as Aran, son of Lord Drakul. Common Harrowed have mortal names like any other, but tend to only go by their first names in all dealings.

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

Male Names: Determined by mortal parent culture.

Female Names: Determined by mortal parent culture.

adventurers

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



harrowed racial traits

- **Living Dead:** Harrowed are a very unique race which is said to be somewhere between life and death. This gives them the following abilities:
 - Darkvision 60 ft.
 - Resistances: +4 to save poison, disease, death magic and paralysis.
 - Death-tainted Soul: All healing with positive magic only heals at 50% of its strength
 - Spells that deal damage only to undead deal half damage to Harrowed. Spells that deal double damage to undead deal 50% more damage to Harrowed than to a normal creature.
 - Harrowed only need to eat, sleep, and breathe half as much as a normal being of similar size.
 - Harrowed can hold their breath for a number of turns equal to their Con multiplied by four.
- **+4 Strength, +2 Constitution, -2 Charisma:** Harrowed are quite resilient and sturdy while lacking at social manners and graces.
- **Medium:** As Medium creatures, Harrowed have no special bonuses or penalties due to their size.
- Harrowed base land speed is 30 feet.
- **Undead Killer:** Thanks to their familiarity with the undead the Harrowed gain a +1 racial bonus to weapon damage and to hit against Undead.
- **Automatic Languages:** Common.

infernals

Infernals are the offspring of matings between demonic outsiders and humanity upon Abaddon or the result of a tainted bloodline throwing up a child that bears the mark of a past transgression of natural law. Infernals are relatively common on Abaddon, given the nature of the world, its status as a planar 'trap' and the natural proclivities of the demons who find themselves here, trapped, frustrated and with only limited playthings to assuage their boredom.

Infernals are the cast-off offspring of these bored demons and succubi and there are a great many of them, perpetuating their numbers through their own intermarriage and the strength of demonic blood that has now entered the mainstream bloodlines of many mortal communities. Self-reliant and cynical the Infernals are often shapers, doers, makers, ambitious and defiant, channeling the rebellion and strength of their demonic heritage to force their way up and out and to make their mark upon the world.

Infernals define defiance in the face of adversity and despite their dual nature fit into the fractured world of Abaddon as neatly as a jigsaw piece, thriving – often – while others are ground under despite the dubious status of their birth and the suspicions of a great deal of the populace. Ironically the 'demon children' are, perhaps, Abaddon's best hope against the domination of the undead though it remains to be seen

whether rule by those of demon blood would be any better than rule by the legions of the dead.

personality

Infernals present a wry, sarcastic, scathing outer mask to the world, making light of the most horrific situations with gallows humor and a keen sense of irony. They are intensely loyal to those they consider their brothers in arms, compensating for what is often an extremely fractured and difficult childhood and parental situation – outside the Infernal enclaves. The 'devil may care' attitude has become a racial stereotype for them and one that they both consciously try to live up to and try to confound in equal measure.

physical description

Infernals have red skin and horns, arching back over their heads from their brow, sometimes pronounced, sometimes more subtle. Infernals have sharp, elongated nails which can be extended into claws and often have pronounced canines and incisors or forked tongues as well as other, subtle, demonic traits such as lightly glowing or unnaturally colored eyes and equally unnatural – or deep black – hair. Some even have tail stubs or long, pointed tails that are useful for expressing themselves, but useless for anything else. Infernals tend to stand taller than normal humans and to bear themselves arrogantly, dressing and holding themselves in such a way as to capitalize on their unnatural beauty or ugliness, derived from their demonic parent.

relations

Infernals try to be gregarious and are to be found across Abaddon in all kinds of company, whether they're welcome there or not. Infernals can be grating to be around if one takes oneself too seriously as they can rarely resist pricking at an inflated ego when they encounter one and the Exalted – when they're met – are favored targets for such sniping. Otherwise the Infernals are distrusted, but tolerated, practically everywhere and by all the other races. Only the ruling undead find reason to loathe them but the hatred that the Infernals return to the undead lords may simply be a function of their position as rulers rather than any inherent racial hatred.

alignment

Infernals tend to be creatures of Chaos, disliking order and, save where they find common cause with each other for something like survival, squabbling over the tiniest difference in opinion. Other than this, one will find Infernals across the full spectrum of alignment from reluctant heroes to spiteful villains and all things in between.

infernal lands

Infernals integrate themselves into existing communities and, unlike many other races, rarely ghettoize themselves preferring to remain relatively gregarious and intermingled

with other peoples. The Infernals have founded their own city, Moab, burrowed into, onto and around harsh and uncompromising mountains, a chaotic city in constant flux with no cohesive rulership and spared conquest only because of its location and its relative lack of worth to any would be conqueror. If it could unite it might be a genuine force in Abaddon and a Mecca for Infernals everywhere.

religion

Infernals tend to regard the whole establishment of religion as a sort of elaborate scam and means of control and reject organized religion – temples and tithes and formal prayers – entirely. They do not reject religion completely however and do engage in personal, private worship, typically of trickster gods, those of thieves, assassins and others at the edges and margins of society, those they regard as being the ‘true’ gods that are behind the scam as a whole. Deities of luck are often a popular second choice to these as Infernals recognize the necessity of having luck on your side, whatever it is you might do.

language

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

names

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

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

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

adventurers

Infernal rebellion often puts them at odds with the established order and a swift exit is sometimes called for. The rootless, shiftless nature of an adventurer’s life is perfect for avoiding the sorts of entanglements that end up in imprisonment or execution as an adventurer has often moved on before their ‘crimes’ are found out and they’re put in a difficult position. Infernals are not averse to seeking wealth for themselves and while they don’t necessarily try to better their people they will tend to prefer to do business with other Infernals, which increases the wealth, status and power of their people as a whole regardless of their intention. Infernals are also curious about



their past and their demonic bloodlines, a curiosity that leads them to investigate the doings of demons and lore of the planes and they also seek ways to throw off the shackles of the undead lords, an aim much hastened by the acquisition of powerful artifacts and ancient magics.

infernal racial traits

- **Chaotic Native Outsider:** Due to their mixed humans and demons heritage, Infernal are considered to be chaotic native outsiders. Which gives them the following abilities:
 - o Infernals have mortal ancestors or a strong connection to the Material Plane and can be raised, reincarnated, or resurrected just as other living individuals can be. Unlike true outsiders, Infernal need to eat and sleep.
 - o Infernals have chaotic alignments; however, if their alignments change, they still retain the chaotic subtype. Any effect that depends on alignment affects an Infernal as if they have a chaotic alignment, no matter what its alignment actually is. Infernal also suffers effects according to its actual alignment. An Infernal overcomes damage reduction as if its natural weapons and any weapons it wields were chaotic -aligned.
 - o Darkvision 120 ft.
- **Medium:** As Medium creatures, Infernal have no special bonuses or penalties due to their size.
- **Infernal base land speed is 30 feet.**
- **+2 Con:** Infernal are quite sturdy and resilient.
- **Unnatural Aura:** Animals become uneasy around Infernal. Dogs will bark and horses become unruly. Infernal receive a -2 penalty to Ride checks and a -4 penalty to Handle Animals checks.
- **Infernal Taint:** An Infernal character may choose two special abilities from the list below to reflect the specific effects of their demonic tainted blood. Unless otherwise specified, no specific ability may be taken more than once.
 - o **Acid resistance:** Acid runs off this Infernal's flesh like water. Each time that the character would normally take acid damage, that damage is reduced by 5.
 - o **Barbed flesh:** The character's skin is studded with sharp barbs. The character is always considered to be wearing armor spikes, and may (at her discretion) do regular damage instead of subdual damage with unarmed attacks. However, any armor worn by the character must be specially made and costs twice the normal price.
 - o **Cold resistance:** This Infernal's tainted blood keeps her warm from within. Each time that the character would normally take cold damage, that damage is reduced by 5.
 - o **Electricity resistance:** Lightning holds no fear for this Infernal. Each time that the character would

normally take electrical damage, that damage is reduced by 5.

- o **Fiendish anatomy:** This character's internal organs are located in different places than those of normal humanoids. When this character suffers a critical hit, he may make a Fortitude save (*DC 15+opponent's Base Attack Bonus*). On a successful save, the critical hit is treated as a normal hit. This ability has no effect on sneak attacks. Unfortunately, the character's strange internal architecture also makes it more difficult to treat his wounds. Heal checks made on this character suffer a -5 penalty.
- o **Fire resistance:** This Infernal could endure any intensity of flames. Each time that the character would normally take fire damage, that damage is reduced by 5.
- o **Natural armor:** This Infernal has a scaly, metallic, rubbery, or otherwise tough hide, which gives him a racial natural armor bonus of +1.
- o **Poison resistance:** Like her fiendish ancestor, this Infernal has little to fear from poisons. The character receives a racial bonus of +4 on all saving throws versus poison.
- **Racial Bonus:** +2 racial bonus on saving throws against Summoning or Teleportation subschools of magic.
- **Natural Claw Attack:** 1d4 damage
- **Infernal Powers (Su):** Pick any one of the following divine power at character creation and they can use three times a day, equal to their level.
 - o **Acid Splash (Su):** As the spell, Acid Splash
 - o **Charm Person (Su):** As the spell Charm Person
 - o **Detect Magic (Su):** As the spell Detect Magic
 - o **Disguise Self (Su):** As the spell, Disguise Self
 - o **Hold Portal (Su):** As the spell, Hold Portal
 - o **Inflict Minor Wounds (Su):** As the spell, Inflict Minor Wounds
 - o **Mage Hand (Su):** As the spell, Mage Hand.
 - o **Read Magic (Su):** As the spell, Read Magic
- **Automatic Languages:** Common and Infernal.

khymer

The Khymer are descended from those killed, or at least physically destroyed, when the negative energy infused meteor struck Abaddon. The necromantic radiation emanating from the blast had many long lasting effects on Abaddon and its people but for the people of one city it meant liquefaction before the ravaging light of negative energy, breaking down, losing their bodies and becoming a mingled pool of liquid, infused with negative energy and the latent remnants of that people's native psionic abilities.

The Khymer are a people reduced to a pool of alien blood, powerfully infused with psionic energy but dependent upon the corpses of the dead to provide vessels for them to travel, vulnerable as they are without bodies, exposed to extremes of heat and cold and unable to hold weapons or wear armor.

In order to survive the Khymer find freshly killed bodies and ooze into them, reshaping them into a familiar, idealized form from within, filling their veins and flesh with their own fluids and inhabiting the body as a meat puppet for their own purposes before it inevitably breaks down and falls apart from trying to contain the Khymer's psionic and necromantic energies.

The normal reaction to a Khymer is disgust and all sorts of folk tales portray them as body snatchers, taking people over and making them do things against their will but, distasteful as it might be, the Khymer use of dead bodies is purely a matter of necessity and they are no more inherently good or evil than any particular given human, unfortunately they are all tarred with the same brush.

The Khymer crave to return to their original physicality and to find a cure for the necromantic radiation which has reduced them to this foul, toxic liquid and

damned them to a life of bodilessness, jumping from corpse to corpse for all eternity. Many of the Khymer are the remnants of minds from the time of the impact and it's their memories and body forms that urge the Khymer on, decade after decade, in their quest for a cure for their condition.

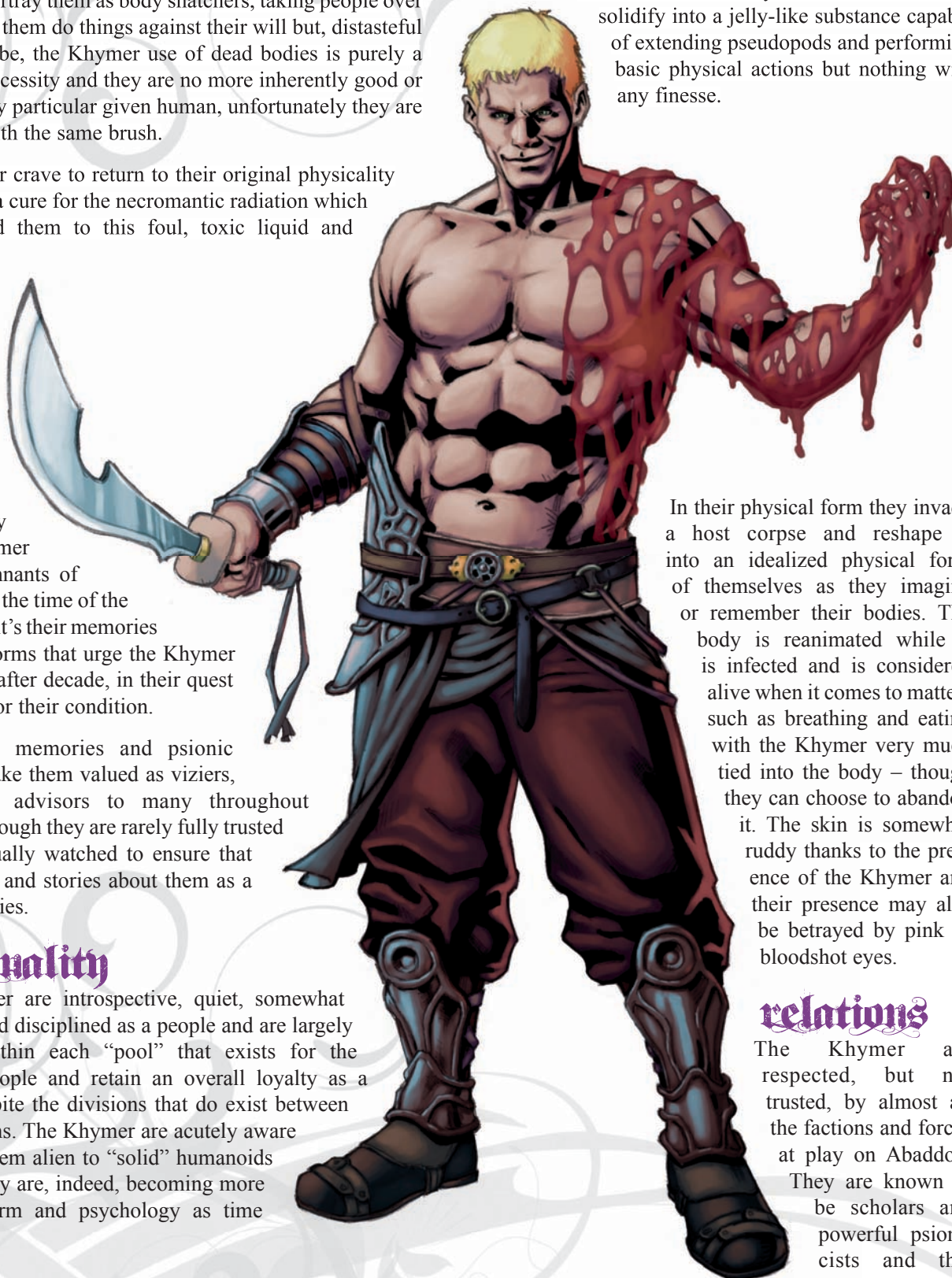
Their long memories and psionic prowess make them valued as viziers, tutors and advisors to many throughout Abaddon though they are rarely fully trusted and are usually watched to ensure that the legends and stories about them as a people are lies.

personality

The Khymer are introspective, quiet, somewhat fatalistic and disciplined as a people and are largely unified, within each "pool" that exists for the Khymer people and retain an overall loyalty as a people despite the divisions that do exist between their factions. The Khymer are acutely aware that they seem alien to "solid" humanoids and that they are, indeed, becoming more alien in form and psychology as time goes on.

physical description

In their natural form, Khymer appear as pools of dark colored blood with a slight, unnatural glow to them, a slight pain to the eyes of the observers, like staring into a source of strong ultraviolet light. They radiate a combination of negative and psionic energy that, unshielded by a host body, makes other beings around them uncomfortable. In their blood form they can ooze around and solidify into a jelly-like substance capable of extending pseudopods and performing basic physical actions but nothing with any finesse.



In their physical form they invade a host corpse and reshape it into an idealized physical form of themselves as they imagine or remember their bodies. The body is reanimated while it is infected and is considered alive when it comes to matters such as breathing and eating with the Khymer very much tied into the body – though they can choose to abandon it. The skin is somewhat ruddy thanks to the presence of the Khymer and their presence may also be betrayed by pink or bloodshot eyes.

relations

The Khymer are respected, but not trusted, by almost all the factions and forces at play on Abaddon. They are known to be scholars and powerful psionists and this

makes them useful but their unnatural physiology and requirement for a constant flow of dead bodies makes them sinister and in many eyes untrustworthy. The undead do not mind so much, already being dead and using the bodies of the dead themselves they see nothing so terrible about what the Khymer do but the Khymer's insatiable curiosity and constant "poking" at ancient magic, psionics and lore makes them nervous. Other than with adventuring parties the Khymer usually find themselves alone in a crowd and with only each other to turn to for company, should they desire it.

alignment

The Khymer are almost all neutral and their alignment outside of that determines to which "pool" they owe their fealty and loyalty. Those of Monad are true Neutral while those of Quiddity are Neutral Good and those of Rubicund are Neutral Evil, each pool differing in how far they are willing to go and what tactics they are willing to assume in order to cure the Khymer condition. Those of other alignments are singletons, wanderers cut off or self-exiled from the pools.

Khymer lands

The Khymer claim three lands as their own dominions, each is a lake infused with the necromantic energy of the meteor and the psionic energy of many departed souls. Monad is the site of their once great city, now submerged in a sea of blood, Quiddity was once a natural lake, corrupted by a fragment of meteor that fell into it and Rubicund is the site of one of the last great battles between the mortal kingdoms and the rise of the undead.

religion

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

language

The Khymer speak Common and Khymer, a unique psionic language that can only be spoken and understood between Khymer in the form of short range telepathy that only carries as far as a normal humanoid voice.

names

The Khymer always refer to themselves as "We" or "Us" but do carry individual names split by the gender of their body-forms, though how they come to decide what gender they are is anyone's guess. Similarly they do form family names and lines, with the offspring choosing which parent to take their family line name from.

Family Names: Angeni, Fala, Istas, Lomasi, Satinka, Yepa

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

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

adventurers

Khymer are driven as a people with a thirst for a cure to their body-swapping ways and the negative radiation that infuses their whole being. This need has become a more general hunger, a ravening need to know, to understand, to comprehend that has lead them to search out knowledge of all kinds from all across Abaddon, not only to find their cure but merely to sate this desire. Many Khymer become adventurers as a way of delving into Abaddon's past and of learning secrets that they simply can't let go.

Khymer racial traits

- **Aberration Type:** Khymer have no humanoid form and are best described as parasitic, sentient, psionic blood. Due to the impact of the negative energy infused meteor, the Khymer's humanoid form has broken down to a sentient blood like substance with their already enhanced psionic abilities. Khymer in this new blood form discovered they could invade bodies of deceased humanoid corpses and by some unknown means could genetically reconstruct these "vessels" to the original humanoid Khymer form for a limited time. The vessels will normally last a few days until the Khymer cause the vessel to "burn out", causing the Khymer to revert to their blood form and need another corpse to invade to become its newest vessel. Which gives them the following abilities:
 - Darkvision 60 feet
 - Khymer are not subject to spells or effects that affect humanoids only, such as charm person or dominate person.
 - **Body Vessel:** Due to their unusual nature, Khymer have a 100 hour time limit before they will have to divest themselves from their current body for another one that is dead, no matter the age of the deceased body. If a Khymer is at 10% or less of their total HP or the time limit on the current body vessel is within 2 hours of expiring, the Khymer can willingly diverge themselves from their current body. When Khymer reach they time limit their body vessel, will fall to pieces into dust with the Khymer reverting into their natural blood state. In their natural blood form, outside of a body a Khymer can only survive 2D12+Con modifier in rounds or they will coagulate, congeal and die.
 - **Toxic Blood:** A Khymer blood and blood form is highly toxic and poisonous to living and undead. Any creature that attempts a bite attack, swallow whole or blood drain will know of their toxic blood and will be unwilling and unable to use that attack against that Khymer. Any that persist in doing so or which are forced to swallow any Khymer

blood must make a Fortitude Save against a DC of 15 + the Khymer's level or suffer the loss of 1d6 strength, every turn until the Khymer blood is purged.

- **Medium:** As Medium creatures, Khymer have no special bonuses or penalties due to their size.
- Khymer base land speed is 30 feet.
- **+2 to Wisdom:** The Khymer are highly introspective.
- **Immunity:** A Khymer is immune to disease, magical or non-magical.
- **Naturally Psionic:** Khymer gain 1 bonus power point at 1st level. This benefit does not grant them the ability to manifest powers unless they gain that ability through another source, such as levels in a psionic class.
- **Enhanced Psionics:** At will, a Khymer can enhance their natural psionic powers and abilities beyond the levels of normal psions. Any time a Khymer enhances their abilities they must make a Fortitude save (DC 25). If the Khymer succeeds on the Fortitude save, they lose 2 hours from their body vessel time limit. If the Khymer fails on the Fortitude save, they lose 10 hours from their body vessel time limit. Only a maximum of two effects can be used at the same time, rolling a Fortitude save for each effect. These has various effects that the Khymer can perform with their enhanced abilities:
 - A Khymer can expand their power point total at the expense of your body vessel. A Khymer can recover 5 power points in this fashion. These recovered points are added to the Khymer's power point reserve as if you had gained them by resting overnight.
 - A Khymer can manifest powers to greater effect. All variable, numeric effects of an empowered power are increased by one-half. An empowered power deals half again as much damage as normal, cures half again as many hit points, affects half again as many targets, and so forth, as appropriate. Augmented powers can also be empowered (*multiply 1½ times the damage total of the augmented power*). Saving throws and opposed checks (*such as the one you make when you manifest dispel psionics*) are not affected, nor are powers without random variables. Using this ability does not increase the power point cost of the power.
 - A Khymer can manifest powers farther than normal. You can alter a power with a range of close, medium, or long to increase its range by 100%. An enlarged power with a range of close has a range of 50 feet + 5 feet per level, a medium-range power has a range of 200 feet + 20 feet per level, and a long-range power has a range of 800 feet + 80 feet per level. Powers whose ranges are not defined by distance, as well as powers whose ranges are not close, medium, or long, are not affected. Using this ability does not increase the power point cost of the power.

- A Khymer can manifest powers that last longer than normal. An extended power lasts twice as long as normal. A power with a duration of concentration, instantaneous, or permanent is not affected by this ability.
- **Vulnerability to Dehydration:** 100% extra damage.
- **Vulnerability to Fire and Cold:** 50% extra damage.
- **Automatic Languages:** Common and Khymer.

Lykian

Abaddon Werewolf Lycanthropes, most commonly called Lykians, are one of the most unusual residents of the world. Unlike the standard lycanthrope, Lykians are born as lycanthropes and do not suffer from the lycanthropic disease but are considered to be a separate humanoid race with the shapechanger subtype. Before the apocalypse there were many that carried the curse of lycanthropy but due to unknown, powerful, magical forces, the curse has taken on a new form which the Lykians have evolved directly from. Lykians, unlike lycanthropes, have only one physical form, despite their shapechanger subtype. They are considered by many to be extremely bestial, hostile and brutish in nature – like their canine lineage. Their primal nature will often usurp and control their cognitive and reasoning abilities.

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

Nomadic Lykians form up their entire clan into a wandering bands, most of which carry what they need on their backs and move in foot from temporary settlement to temporary settlement, staying until the prey gets scarce and then moving along to the next camp along their route. Only wealthy and successful clans build or purchase caravans or beasts of burden to pull them and otherwise the clan travels light, wearing their wealth as jewelry and carrying their pups in double papooses, front and back. They usually travel at night, making us of the play of shadow to conceal their passing so that, for some settlements, the only warning that a Lykian clan has passed by in the night is slaughtered livestock, picked clean.

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

Jungle Lykians have much smaller ranges than nomadic Lykians, the jungles – strange and deadly as they are – are some of the few fecund and productive places left on Abaddon. The Jungle Lykians maintain a single resting place and range different parts of the jungle around it, like spurs on a wheel, alternating between days. They also use their natural stealth and great leaping ability to take to the trees, staying clear of the dangerous jungle floor as much as possible.

Some few Lykians, perhaps curious about their humanoid heritage, perhaps on trade missions for their clans or, most often, outcasts from their clan, tribe, family and pack for some transgression or crime, make their way to what passes for civilization, hire themselves out as mercenaries or take up with adventuring bands. Trust issues dog them, always, due to their ‘untrustworthy’ shapechanger heritage and their habit of eating carrion and humanoid flesh. Usually only the lowly, criminals and the lower orders of undead, will hire them.

personality:

Lykians are creatures of their animal instincts. They usually belong to a clan and very rarely interact with any other humanoid race due to their use of humanoids as a food source when sustenance is scarce. Lykians living in the few remaining jungle areas are quite fierce, feral and quicker to show their more aggressive side.

physical description:

Lykians bear a strong resemblance to werewolves or hybrid wolf-men. They are very tall with an average height of 7 feet and have a physically dominating physique. Feral eyes in various colors from yellow to blue to grey are common. They also have large canines or fangs, and an abundance of body hair, from very short to long and shaggy is a common characteristic.

relations:

Primary among the Lykian enemies are humanoids and the undead. There has been a longstanding feud between them, mainly over the Lykian resorting to other humanoids as a food source. In comparison, most intelligent undead have a general mistrust to a full hatred of the Lykian. Nobody outside the factions and few within know why or how this hatred started, but it has existed for the last two decades.



alignment:

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

Lykian lands:

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

religion:

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

I language:

Lykians speak a difficult language that is a mixture of animal-like sounds, growls, posture and scents in addition to Common.

names:

The Lykians are named with clan name first, surname second and given name last, EG: Roughide Growltongue Swiftclaw.

adventurers:

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

Lykian racial traits

- **Shapechanger Subtype:** Lykian are humanoids with the shapechanger subtype.
- **+2 Dexterity, -2 Intelligence, -2 Charisma.** A Lykian's bestial nature causes them to suffer in social interactions and reasoning, though their physical abilities are increased.
- **Medium:** As Medium creatures, Lykians have no special bonuses or penalties due to their size.
- Lykians base land speed is 30 feet.
- **Low-Light Vision:** A Lykians can see twice as far as a human, 60 feet, in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- **Leaping:** Lykians gain a +8 racial bonus to all acrobatic checks pertaining to jumping or leaping. Lykians are not subject to limitations on distance for their jumps and jumping through occupied squares does not provoke attacks of opportunity unless the opposition is flying.

- **Racial Skills:** A Lykian's animalistic heritage enhances their physical skills giving them a +2 racial bonus on Climb and Survival checks.
- **Animal Mindset:** Lykian's pack mentality and natural submissiveness to those in positions of power results in a -2 racial penalty to their Will saves.
- **Shadowy Stalker:** Whenever Lykian is in shadowy lighting conditions (*neither bright light nor total darkness*) they gain the benefits of total concealment (50% miss chance) rather than normal concealment (20% miss chance). If the opponent has darkvision or other means of seeing clearly in shadowy conditions the Lykian has normal concealment rather than none.
- **Vulnerability to Silver:** Nauseated 1d3 rounds.
- **Lesser Vulnerability to Cold Iron:** Sickened 1d3 rounds.
- **Diseased Bite:** Lykians are not fussy about what they eat and their mouths often teem with diseases, as poisonous and deadly as any venom sac. A Lykian can deliberately invoke this effect, ritualistically feeding upon carrion and smearing their lips and teeth with filth, the effects lasting for an hour. When they bite something with a filthy mouth the creature must make a fortitude save (*DC 10+ character level + constitution bonus*) or be afflicted by the disease. They lose 2 points of constitution instantly and are considered sickened. Every day, an additional 2 points of constitution damage are taken until the disease is cured (*requires a full day of bed rest and a DC 10+ plague bearer's character level heal check.*)
- **Natural Weapons:** Lykians have sharp claws that do 1d4 damage and a toothy bite that does 1d6 damage. They are considered proficient with these natural weapons and count as being armed, even in unarmed combat.
- **Automatic Languages:** Lykian and Common. Bonus Languages: Elven, Halfling, and Infernal.

osirian

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

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

The Osirians died in droves from the impact, from its aftermath and from the lingering effects of the necromantic radiation, subverting their bodies day by agonizing day and

raising so many of them as zombies, skeletons and ghosts that the Osirians rapidly learned harsh lessons in dismemberment before burial and the building of secure and warded tombs.

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

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

The Osirians have retreated to their surviving cities and underground vaults where they eke out an existence beneath the view of the undead, living free but living in hardship or falling to enslavement as their scant lands are constantly besieged.

personality

Osirians have an extremely pragmatic mindset, they tend to view anything they're presented with as a problem that requires solving and they tend to think in a linear fashion, a way that is considered stereotypically 'male' in humans. They tend to prefer practical problems to esoteric ones and often become frustrated by philosophical or religious discussions on topics that they consider insoluble and, thus, irrelevant. This is not to say that they have no aesthetic or appreciation of art or culture only that this 'engineer's' viewpoint colors everything that they do.

physical description

Osirians have extremely dark skin which comes in a variety of subtle tones of black from midnight blue, to a purplish 'aubergine' hue, through to reddish or greenish tints. Their hair is, similarly, usually a deep, dark black and their eyes and teeth stand out starkly from the darkness of their flesh. Osirians tend to be slightly shorter than humans by an inch or two and tend to a slightly more curvaceous or stocky build.

relations

Osirian pragmatism is a strike against them in cooperation with other races of Abaddon since most, if not all, are known for doing dubious things in order to survive. This would, of course, include the Osirians but as pragmatists they tend to err on the side of caution in their dealings with others, especially the undead or those with undead traits. The presence of a free Osirian can also cause problems for companions as Osirians who are not subjugated slaves are usually considered extremely dangerous and may be killed on sight by the undead lords and their forces.



alignment

Osirians tend to belong to neutral alignments but there are Osirians found across all the different alignments. Whatever else they might believe there tends to be a bond between Osirians in recognition that they are a marginalized and oppressed race that depends upon each other to survive.

osirian lands

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

religion

Osirians still believe themselves to be the chosen of the gods as the first race of Abaddon and worship a wide and cosmopolitan variety of gods that they refer to collectively not as gods but as ‘makers’. They favor gods which are associated with craft, trade and industry in particular with many also choosing to worship gods of magic.

language

Osirians speak their own, stilted, language to one another and also speak Common by default. They pick up other languages from those they trade with, typically elves and dwarves.

names

Osirian names follow the tendency of their language, chopped up with abrupt stops and sudden shifts between consonants. Their first names always have two syllables and their last names start with one, building up new syllables as they perform great deeds or works that are worthy of the addition, denoting their rank and worth in Osirian society. Familial ties are denoted by ‘son of’ or ‘daughter of’ following the matriarchal or patriarchal lines independently, when it is needed. Most Osirians can recite their lineage five generations or more.

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

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

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

adventurers

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

osirian racial traits

- **Medium:** As Medium creatures, Osirian have no special bonuses or penalties due to their size.
- Osirian base land speed is 30 feet.
- **+2 Dexterity:** Osirians are quite agile and nimble.
- **Necromantic Hellfire (Sp):** An Osirian can project an energy ray that has two distinct effects. To living creatures hit by the ray, the necromantic hellfire cause fatigue to the target for 1 round/level. This necromantic hellfire has no effect on a creature that is already fatigued. The necromantic hellfire has a range of 30 ft. and requires a ranged touch attack to hit. Unlike with normal fatigue, the effect ends as soon as the duration expires. To undead creature, the necromantic hellfire has the same effect as the spell, Disrupt Undead. An Osirian can use this ability at will.
- **Racial Bonus:** +2 racial bonus to Reflex saves
- **Racial Bonus:** +2 racial bonus on saving throws against Necromancy schools of magic.
- **Automatic Languages:** Common.

vaijin

The necrotic energy of the meteor combined with the huge number of casualties from the impact and its aftermath has meant an enormous amount of spiritual energy has encompassed Abaddon. This, in turn, means a tremendous number of ghosts arisen over time. In the beginning many of these were mindless spectres, the traumatised dead from what seemed like the end of the world but over time these have been winnowed down and replaced with the new dead.

Those who have died in more recent times are not the confused and sorrowful dead of the cataclysm. Those who have died in this new age are the victims of the undead lords and, while dead themselves, they have little or no sympathy for the liches, vampires, ghastrs and other dead that form the new aristocracy. What has caused these dead to linger on in the world is their mistreatment at the hands of the powers that be and their desire for bloody and violent revenge, goals that they share with many of the living.

Where the desires and wishes of a vengeful survivor and an outraged spirit come together the ghost can possess the living person and the two together can become a powerful and terrifying force for revenge, a Raijin. Combined together the two form a synergy of life and death, able to reach into the netherworld and manifest some of the abilities of the dead in the physical world. With deep reservoirs of hatred and the indomitable will and single-mindedness of the ghost they can press on where a normal mortal would falter and give up and yet their mortal side allows this single-minded vengeance to be tempered, made sensible, considered, thoughtful and careful.

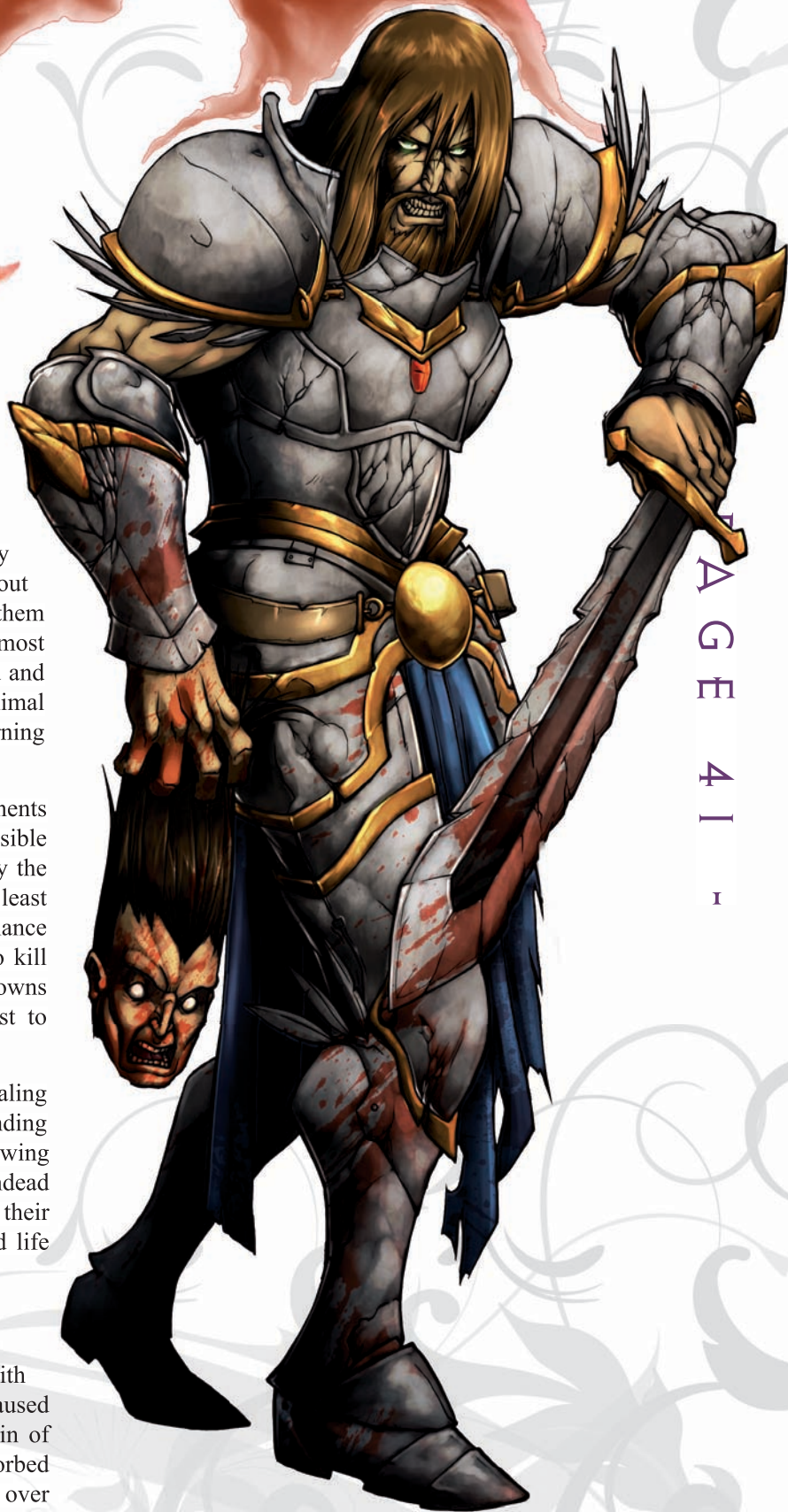
The Raijin are almost legendary, feared by the undead lords and spoken of in awed tones by survivors. Many stories are bandied about, almost all of them false, about how the ghost devours the soul of their partner taking them over in their quest for revenge, of how Tanaris, the most famous of Raijin, tore the phylactery from a lich lord and dragged it down to hell to burn or even stories of animal Raijin, their master's ghost bound into their body, turning them into unnatural killing machines.

The Raijin have been deadly and unpredictable opponents to the undead lords and are, in no small part, responsible for their paranoia. Often uncaring of their own safety the Raijin have struck at almost every undead lord at least once, throwing themselves into the fray for just one chance to strike at the target of their hatred, even willing to kill themselves in the process, collapsing mines, burning towns and engulfing themselves in magical explosions just to harm, let alone kill, the focus of their loathing.

The Raijin themselves are secretive, hidden, revealing themselves only to their most trusted allies, pretending their abilities are down to spells or magical items, knowing that they are ordered to be killed on sight by the undead lords and that people will fear them almost as much as their undying enemies. It is a lonely, vengeful, short-lived life but the Raijin are without regrets.

personality

The Raijin are consumed by revenge and hatred with their focus very much upon the undead lords who caused the deaths of their ghostly side and the hurt and pain of their mortal side. Raijin tend to be taciturn, self-absorbed and obsessive not only over their enemies but also over



surviving elements of their former lives, tokens of who they – at least part of them – once were.

physical description

The Raijin do not truly change in appearance, they retain the image of the mortal partner and the ghost side ‘hides’ within the flesh, undetectable even to those who can see into the spirit realm unless they are specifically looking for the Raijin. The only outward signs of the bonded ghost are a slight paling and cooling of the skin and a lightening of the eye colour.

relations

The Raijin hide amongst the mortal communities as best they can but form few attachments. As focussed as they are on revenge what friendships and bonds they form are only with those who can aid them in their personal vendetta. Some Raijin seek out those who were important to their ghostly half and try to renew relationships with them, to soothe themselves and gain some sort of solace. Should a Raijin ever achieve their revenge then – in most cases – their ghost half dissipates into the ether. In some rare cases they become so closely bonded that they remain as one, free to become more than their revenge, to become something new and whole, though should they truly settle their children are likely to be born Harrowed.

alignment

Raijin, whatever their original alignments, are so focussed on revenge and so fuelled by hate and outrage that they cannot be Lawful or Good, these alignments laying too many moral strictures upon their potential actions either in terms of rules to be followed or actions which might be considered ‘beyond the pale’. While their actions may be questionable, even evil, the Raijin are – nonetheless – heroes, albeit antiheroes.

raijin lands

The Raijin have no lands other than those of the people they are a part of. They are to be found anywhere that the mortal, living races live under the whips and chains of the undead lords.

religion

Raijin only care about one thing, revenge. If there is religion within them it is offered only as prayers to gods of revenge, death, assassination and killing to guide their hands as they hunt down those who have wronged them and, only occasionally, a half-hearted prayer to gods of forgiveness and mercy for what they have done or are about to do.

language

The Raijin speak their own native languages, both of their host and their ghost. Raijin get the base racial languages of both.

names

Raijin retain the names of their mortal host bodies, but may answer to either set of names.

raijin racial traits

- Unlike other races the Raijin are applied as a template to another race from the list given in the box above.
- **-2 Charisma:** Raijin are hard edged, flinty and hard to get on with. While this makes them intimidating it still means that they’re uncharismatic.
- **Refuse to Die (Ex):** This racial ability has the same effect as the Die Hard feat but has no prerequisites and is a basic racial ability. If stacked with the Die Hard feat you may continue acting and fighting with no penalty until you are dead.
- **Vengeful Mind (Ex):** You gain a +2 racial bonus to Will saves. Raijin are so fixated upon their goal of revenge that they’re hard to sway from their chosen course of action.
- **Ignore the Pain (Ex):** You gain a +2 racial bonus to Fortitude saves. The flesh may not be dead but both souls are used to emotional pain and physical pain can be pushed aside.
- **From Beyond (Su):** The Raijin themselves, along with any weapon that they wield, is treated as a +1 magical weapon for bypassing the protections and defences of outsider, undead or incorporeal beings, though without the actual bonus. This is the substance of the possessing ghost stretching itself through the body and armaments of the possessed.
- When a Raijin is resurrected – which is possible – it is obvious to the performer of the resurrection that they are a dual spirit, a Raijin. It will also be obvious to any witnesses and observers, due to the strange nature of the resurrection.

i have the power to do
you harm, but the
god of your father
told me last night,
'Be careful that you
neither bless
nor curse ...

~ Genesis 31:29 ~



CHAPTER



MAGIC OF ABADDON

appended spell lists by class

bard

1st level

Curse of Warts - The subject's body immediately becomes covered in unsightly warts from head to toe.

Vacate Bowels - The target creature's bowels completely evacuate, with predictably disgusting results.

2nd level

Diabolic Cry - Target a single point near you, from which an infernal, terrifying scream emanates.

Oozing Itch - The subject's skin breaks out in oozing, itchy pustules from the crown of their head to the soles of their feet.

Violent Retching - The target empties their stomach, vomiting and dry heaving helplessly.

3rd level

Detect Dreams - This spell grants the caster the ability to see the dreams of sleeping beings.

Sleep, Greater - As a sleep spell but with greater effect.

5th level

Undead Crew - This spell summons a crew of undead servitors to sail or row a ship for the caster.

cleric

0th level

Animate Vermin - This spell allows the caster to animate one animal, of no more than one hit die, as per the spell Animate Dead.

Negative Energy Cascade - A black cascade of negative energy shoots from your fingertips.

Positive Energy Cascade - A glowing, gold, cascade of positive energy shoots from your fingers.

1st level

Anticoagulant - This spell causes the target to continue bleeding after being damaged.

Cadaver Dance - This spell imitates Animate Dead, except its effects are temporary.

Cadaverous Form - Your skin withers and turns to the sickly, gray color of a long-dead corpse.

Deepen Wounds - The spell unleashes a minor wave of negative energy, which makes the target more susceptible to damage.

Detect Shapechangers - The caster can sense the presence of creatures with the shapechanger type, regardless of their current form.

Explosion of Gore - Summoning negative energy into a dead body, you cause the corpse to explode in a shower of gore and bone.

Gather Corpses - This spell calls out to the dead, causing corpse within range to levitate into the air on a cloud of negative energy.

Inflict Cramps - When you touch a creature, you cause it to suffer from severe and debilitating stomach cramps.

Protection from Undead - This spell wards a creature from attacks by undead creatures.

2nd level

Consecrate Corpse - This spell blesses a corpse in the name of the cleric's deity, making it immune to being turned into undead.

Corpse Flesh - This spell transforms the targeted creature's skin into dead flesh, the skin withering and dying.

Desecrate Corpse - This spell curses a corpse in the name of the cleric's deity, making it easier to turn into an undead.

Examine Coffin - The caster to touch any sealed burial receptacle and to perceive its contents without disturbing it.

Fuse Skeletal Remains - You summon skeletal remains toward your chosen target whereupon they fuse directly to his skeleton.

Malevolent Claws - Your fingers are sheathed in pulsing claws of unholy energy.

Negative Energy Shield - This spell functions like Shield, except that the protective disk is created entirely of negative energy.

Pain Shards - This spell enchants a gem with harmful energy, which detonates in a spray of jagged particles when thrown by the caster.

Plague of Boils - The subject's body immediately becomes covered in pus-filled inflammations.

Rain of Putrescence - A heavy rainfall of rotting waste falls in the area of effect, reducing visibility and making things slippery

3rd level

Feign Death - Allows you, or a single creature you touch, to fall into a cataleptic state that resembles death.

Ghosthunter - Empowers the affected weapon with several abilities, augmenting against incorporeal forms of undead.

Ghostly Overrun - A cone of black, negative energy flies forth from your hands, instantly transforming into a dark, clouded mob of incorporeal warriors.

Rekindle - The caster can cause any flame or fire source that was actively burning during the previous round to reignite.

Repair Dead - The caster instantly repairs one animated skeleton or zombie.

4th level

Lust for Undeath - The targeted undead gains turn resistance.

Soul Poison - A caster infects his victim with a psychic poison, which erodes their soul.

Teleport Coordinates Transfer - Allows the other person to teleport to the area as if they were personally familiar with the location.

Wasting Touch - Your touch inflicts the target with a horrible, supernatural wasting disease.

5th level

Force Corporeality - This spell, used against a spirit creature, makes it become corporeal, unable to assume incorporeal form.

6th level

Blazing Light - The caster projects a ray of sunlight.

Coma - You put a living creature into a coma.

Crucify Foe - The ground erupts beneath the feet of the chosen target as a mass of bony arms shoot up from the earth, grasping at the target.

Death's Linging Shadow - This spell binds a cloud of dark, negative energy to the targeted creature, following him.

De-vein - The spell draws out the creature's veins with one swift motion, literally pulling them out through the skin in a tangled mess.

Feign Death, Mass - Allows multiple creatures you touch to fall into a cataleptic state that resembles death.

Lifefeech - This spell achieves a limited form of immortality.

Maggot Infestation - One living creature dies instantly as thousands of maggots burst simultaneously from its flesh.

Spectral Symbiosis - This spell binds a spiritual force to the targeted character or creature. The subject appears as a terrible, spirit-like version of himself.

Virulence - The subject contracts several diseases, which strike immediately.

7th level

Necromancer's Touch - You bestow upon the creature touched the ability to Animate Dead.

8th level

Corpse Storm - The affected area is bombarded by a rain of corpses that spin and swirl in the air, carried by a black cloud of negative energy.

9th level

Crucify Foe, Mass - The ground erupts beneath the feet of the chosen targets as a mass of bony arms shoot up from the earth, grasping at multiple targets.

Rain of Poison - This spell creates a cloud of poisonous vapors that pours a rain of poison down on all those below it.

Realign the Heavens - You tap into the plane of negative energy, releasing a vast cloud of death and doom that grabs the very stars and the moon and shifts their positions in the sky, twisting fate.

Sunfire Tomb - You transfer a target, body and soul, into the sun, where he remains (*with all of his equipment*), entombed in stasis forever.

Unending Pain - This spell fills the target with nearly blinding waves of crippling pain.

Druid

1st level

Burning Brand - This spell lights a torch with a burst of divine fire.

Deepen Wounds - The spell unleashes a minor wave of negative energy that makes the target more susceptible to damage.

2nd level

Decompose - Non-animated corpses that are touched by the caster are instantly turned into a fine, powdery dust.

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

Mark of Earth - Those bearing this mark gain an enhancement bonus and several other effects.

Mark of Frost - Those bearing this mark gain an enhancement bonus and several other effects.

Rekindle - The caster can cause any flame or fire source that was actively burning during the previous round to reignite.

3rd level

Feign Death - Allows you, or a single creature you touch, to fall into a cataleptic state that resembles death.

Mark of Fire - Those bearing this mark gain an enhancement bonus and several other effects.

4th level

Black Mulching - All plants in the area blacken and die automatically, falling to shreds

Thorn Bones - This spell causes the bones within a creature's body to sprout through its flesh, violently.

5th level

Mark of Earth, Greater - As Mark of Earth, except that the mark grants the subject damage reduction

Mark of Fire, Greater - As Mark of Fire, except that the mark grants the subject of fire resistance.

Mark of Frost, Greater - As Mark of Frost, except that the mark provides cold resistance.

I Molten Blast - You create a tiny gate to the Elemental Plane of Lava, a place where earth and fire mingle.

6th level

Exhalation of Khalis - The caster exhales a cone shaped cloud of deadly spores

Healing Interdiction - A powerful curse that prevents all forms of healing, magical or otherwise.

Virulence - The subject contracts several diseases, which strike immediately.

7th level

Feign Death, Mass - Allows multiple creatures that you touch to fall into a cataleptic state that resembles death.

9th level

Sunfire Tomb - You transfer a target, body and soul, into the sun, where he remains - with all of his equipment - held entombed, forever.

paladin

1st level

Burning Brand - This spell lights a torch with a burst of divine fire.

Numb Pain - Using his healing powers, the paladin can touch a target creature and ease its physical pain.

Protection from Undead - This spell wards a creature from attacks by undead creatures.

2nd level

Target Infidel - The paladin can target the greatest evil in the middle of battle.

ranger

1st level

Burning Brand - This spell lights a torch with a burst of divine fire.

Detect Shapechangers - The caster can sense the presence of creatures with the shapechanger type, regardless of their current form.

Mask Scent - This spell will conceal all odors emanating from a creature or object.

2nd level

Decompose - Non-animated corpses that are touched by the caster are instantly turned into a fine, powdery dust.

sorcerer wizard

0th level

Black Rainbow - Casting this spell allows the recipient to see in full color when using dark vision or similar abilities.

Dark Baubles - This spell causes an object to throw deep shadows.

Negative Energy Cascade - A black cascade of negative energy shoots from your fingertips.

Positive Energy Cascade - A glowing gold cascade of positive energy shoots from your fingertips.

Twinge - This spell afflicts its target with a surprising jolt of pain.

Vacate Bowels - The target creature's bowels completely evacuate, with disgusting results.

Web Splat - You create a tiny bit of spiderweb that possesses the same strength of an average person.

1st level

Animate Vermin - This spell allows the caster to animate one animal of no more than one hit die as per the spell Animate Dead.

Anticoagulant - This spell causes the target to continue bleeding after being damaged

Blast of Cold - The caster projects a bolt of cold.

Bone Weapon - A bone weapon gains a bonus to attack and damage.

Cadaverous Form - Your skin withers and turns to the sickly, gray color of a long-dead corpse

Corpse Flesh - This spell transforms the targeted creature's skin into dead flesh, the skin withering and dying.

Detect Shapechangers - The caster can sense the presence of creatures with the shapechanger type regardless of their current form.

Gather Corpses - This spell calls out to the dead, causing corpse within range to levitate into the air on a cloud of negative energy.

Inflict Cramps - When you touch a creature, you cause it to suffer from severe and debilitating stomach cramps.

Identify Scrier - If you become aware that you are being scried, you can learn the identity of the creature scrying you.

Protection from Undead - This spell wards a creature from attacks by undead creatures.

Ray of Debilitation - A gleaming ray springs from your hand to strike and weaken the target.

Secret Desires - With a touch and a few moments concentration this spell grants understanding of the victim's subconscious desires and fears.

Web Strand - You create a single rope-like strand of spiderweb that possesses the strength of an above-average person.

Web Whip - When this spell is cast, a thick length of woven spider's webbing appears from the caster's palm.

Vile Stench - The target is enshrouded in an awful smell reminiscent of the foulest sewers.

2nd level

Arcane Healing - The caster may convert up to one spell level per level of experience they have attained into healing energies.

Blood Whip - The spell draws out the blood and hardens it into a whip-like weapon

Dying Breath - The caster exhales toward a target, sweeping them with a gust of foul smelling wind and draining the strength from their limbs.

Energy Lash - You create a whip made of energy that comes out of the palm of your hand.

Examine Coffin - The caster can touch any sealed burial receptacle and see its contents.

Ghostly Overrun - A cone of black, negative energy flies forth from your hands, instantly transforming into a dark cloud of incorporeal warriors.

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

Mark of Earth - Those bearing this mark gain an enhancement bonus and several other effects.

Mark of Fire - Those bearing this mark gain an enhancement bonus and several other effects.

Mark of Frost - Those bearing this mark gain an enhancement bonus and several other effects.

Mask Scent - This spell conceals all odors emanating from a creature or object.

Netherblade - This spell creates a 3-ft. long sword of swirling energy that springs forth from the caster's hand.

Oozing Itch - The subject's skin breaks out in horribly oozing, itchy pustules.

Pain Shards - This spell enchants a gem with harmful arcane energy which detonates in a spray of jagged particles when thrown by the caster.

Pierce - The pierce spell allows you to hurl a bolt of force energy.

Rain of Putrescence - A heavy rainfall of filth falls in the area of effect, reducing visibility and making things slippery

Razor the Vein - The caster's weapon is sharpened to a cruel edge by magic and the wounds it inflicts continue to bleed long after the injury is inflicted.

Rekindle - The caster can cause any flame or fire source that was actively burning during the previous round to reignite.

Violent Retching - A target empties its stomach, vomiting and dry heaving.

3rd level

Cadaver Dance - This spell imitates Animate Dead, except that its effects are temporary.

Detect Curse - When cast this spell determines whether the target is afflicted by a curse.

Detect Dreams - This spell grants the caster the ability to see the dreams of sleeping beings.

Diabolic Cry - You target a single point near you from which an infernal, terrifying scream emanates.

Farfinger - A skeleton gains the ability to use its fingers as missiles.

Feign Death - This spell allows you or a single creature you touch to fall into a cataleptic state that resembles death.

Fuse Skeletal Remains - You summon skeletal remains toward your chosen target where they fuse directly to his skeleton.

Gaping Wound - This powerful necromantic spell overwhelms a wounded character or creature, tearing existing wounds open.

Ghosthunter - This spell empowers the weapon touched with several abilities augmenting against incorporeal forms of undead.

Induce Vulnerability - You make the affected targets particularly vulnerable to an energy type of your choosing.

Malaise - A charnel stench arises from the ground in the affected area, causing a powerful life-sapping effect.

Negative Energy Shield - This spell functions like shield, except that the protective disk is created entirely of negative energy.

Oozing Sores – The target of this spell is afflicted with terrible pain and breaks out in foul sores.

Rain of Bone – The target area is pounded with bones that fall from the sky.

Ray of Paralysis - Imbuing you with negative energy, this spell allows you to fire a crackling ray of paralyzing energy at a single target.

Sleep, Greater – As a sleep spell with greater effect.

Spider Gorge - Distending the caster's jaw to an unnatural degree, this spell allows them to vomit forth a stream of tiny spiders which engulfs anyone unfortunate enough to be caught in its path.

Wraithtouch – Wreathed in necromantic energy the caster's hands can now cause great harm to the living with just a touch.

Vampiric Weapon – A weapon enchanted by this spell can drain life force from those struck by it, conferring it as temporary hit points for the wielder.

4th level

Black Mulching - All plants in the area blacken and die automatically, falling to shreds

Bone Burst - A target has their bones suddenly experience random growth spurts in unnatural directions.

Bone Construct - This spell converts bones into a construct construct.

Chains of Vengeance – This spell cause chains of fire to wrap around the target.

Coldscreech - You emit a shrill shriek of intense cold and sound.

Feed Darkling – The magic drains life force from the target and transfers it into an outsider as temporary hit points.

Flaming Corrosion - You emit a cone of flaming acid from your hand.

Maggot Rain - A rain of vile maggots pours down on the effected area and then pools on the floor, viciously attacking all other living creatures.

Mark of Earth, Greater - As mark of earth, except that the mark grants the subject damage reduction

Mark of Fire, Greater - As mark of fire, except that the mark provides fire resistance.

Mark of Frost, Greater - As mark of frost, except that the mark provides cold resistance.

Noxious Stench - The recipient is enshrouded in the smell of rotting corpses.

Persistent Missiles - This spell acts the same as a Magic Missile spell but the bolts do not disappear when they strike their target, returning to the caster instead.

Repair Dead - The caster instantly repairs one animated skeleton or zombie.

Slime Touch – A touch from your hand infects the target creature or object with green slime.

Soul Burst - You summon a burst of energy that harms all living creatures in the area that have a soul.

Teleport Coordinates Transfer – This spell allows the target to teleport to an area as if they were personally familiar with the location.

5th level

Agonizing Confrontation - This spell rips the target's spirit from his body, splitting the target into a living, corporeal creature and an incorporeal ghost.

Blood Tentacles – This spell uses blood drawn from bodies and forms horrible tentacles of clotted, black blood.

Cross of Lightning - As Lightning Bolt, except that four lightning bolts leap from you at the same time in different directions.

Death's Lingerin Shadow - This spell binds a cloud of dark, negative energy to the targeted creature, following him.

Elemental Shroud - You cover undead creatures that you have animated with a shroud of energy

Lifefeech - This spell achieve a limited form of immortality.

Molten Blast - You create a tiny gate to the Elemental Plane of Lava, a place where earth and fire mingle.

Netherblast - Netherblast drains negative energy in a cone-shaped area that extends outward from the spellcaster's hand.

Nethershield - This spell surrounds the caster in wisps of dark flame, providing him with several immunities.

Overcome Force - This spell protects a creature from damage by force effects.

Soul Poison - A caster infects his victim with a psychic poison which erodes their soul.

Spectral Symbiosis - This spell binds a spiritual force to the targeted character or creature. The subject appears as a terrible, spirit-like version of himself.

Spine Tendril - This spell causes your own spine to lengthen considerably, thrusting up from the base of your skull to become a prehensile weapon under your control.

Teleport Block - You create an area in which no teleportation spell will work

Teleport Redirect - The destination of a teleport spell is redirected to a location of the caster's choice.

Thorn Bones - This spell causes the bones within a creature's body to sprout through its flesh violently.

6th level

Boiling Blood – The target's blood begins to heat within their veins, burning them from the inside out.

Bones of Adamantine – Skeletons are reinforced by magic, gaining damage reduction.

Coma - You put a living creature into a coma.

Conditional Spell – This spell cast this spell as well as another spell to be 'stored.' This second spell will go off automatically in a predetermined circumstance.

Electrical Deluge - As lightning bolt, except lightning arcs from you in all directions in a single plane.

Exhalation of Khalis - The caster exhales a cone shaped cloud of deadly spores

Feign Death, Mass - Allows multiple creatures that you touch to fall into a cataleptic state that resembles death.

Flesh to Ice - The target, along with all its carried gear, turns into a mindless ice-statue.

Harvest Flesh, Mass - This evil, terrifying spell tears the flesh from multiple creatures, exposing the deeper muscle and bone.

Ice to Flesh - This spell restores a creature that was turned to ice to its normal state

Knotting the Cord - This is a death spell that slowly strangles the target.

Ray of Paralysis, Greater - As Ray of Paralysis, but more powerful.

Touch of Madness – With a touch this spell erodes the target's mind and Wisdom.

Transform Dead – This spells transforms zombies into ghouls.

Undead Crew - This spell summons a crew of undead servants to sail or row a ship for the caster.

Virulence - The target contracts several diseases, which strike immediately.

Wall of Spiders - The caster causes a writhing mass of tiny poisonous spiders to appear, which instantaneously coalesce into the shape of an impenetrable, twitching, wall.

7th level

Corpse Storm - The effected area is bombarded by a rain of corpses that spin and swirl in the air, carried by a black cloud of negative energy

Eyeburst - The target's face is seared causing the viscous fluid in their eyes to boil and possibly rupture.

Night Bolt - This spell causes a flood of pure, starless night to erupt from the caster's hand.

Rending Mist - Any creature entering the mist suffers slashing attacks from bony blades, concealed within the vapors.

8th level

Chains of Antimagic – The spell creates magical chains that bind the target and suppress any active spells, spell-like abilities, or supernatural abilities, including magic items.

Disintegration Field - This spell creates an area that destroys matter.

Healing Interdiction - A powerful curse that prevents all forms of healing, magical or otherwise.

Mark of Death - Those bearing this mark gain immunity to all death effects.

Necromancer's Touch – With a touch you bestow upon a creature the ability to animate dead, as per the spell.

Transmute Blood to Dust – An extension of the Boiling Blood spell this turns a person's blood to fine red dust.

Shade Storm – The spell instantly summons a horde of dozens of wrathful, screaming spirits — gray and incorporeal shades driven to slay the living.

9th level

Consume Man - The caster annihilates a humanoid target, causing the target to cease to exist.

Duplicate - You create a temporary duplicate of yourself and your gear.

Realign the Heavens - You tap into the plane of negative energy, releasing a vast cloud of death and doom that grabs the very stars and the moon and shifts their positions.

Sphere of Deterioration - This potent spell affects only living creatures, causing them to wither and crumble, eventually reducing them to dust.

Tendrils of Eternal Night – This spell creates a portal in the ground or floor with a 10 ft. diameter, from which the tendrils emerge.

Unending Pain - This spell fills the target with nearly blinding waves of debilitating pain.

new spells

agonizing confrontation

Necromancy [Evil, Fear, Mind-Affecting]

Level: Sor/Wiz 5

Components: V

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will half, see text

Spell Resistance: Yes

This spell rips the target's spirit from their body, splitting the target into a living, corporeal creature and an incorporeal ghost. For the spell's duration the target's spirit hangs over the body, taunting them. The targeted creature suffers 2d4 points of Wisdom damage (*half damage on a successful Will save*) and remains shaken for the spell's duration (*no save is allowed to resist this effect*). The spirit cannot be targeted or affected by any means, magical or mundane.

animate vermin

Necromancy

Level: Clr 0, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./2 levels)

Target: 1 animal corpse

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell allows the caster to animate one animal, of no more than one hit die, as per the spell *Animate Dead*. The corpse will follow simple commands, but is typically useful only for menial tasks and utterly useless in combat. After 1 day per level of the caster, the corpse disintegrates, consumed by the necromantic energies flowing through it.

Material components: The corpse to be animated and an onyx gem worth at least 5 gp.

anticoagulant

Necromancy

Level: Clr 1, Sor/Wiz 1

Components: S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Fortitude negates (*harmless*)

Spell Resistance: Yes (*harmless*)

You make an arcane gesture with one hand, targeting a single creature within range. The subject must make a

Fortitude save or its blood becomes dangerously thin. For one round per level of the caster, each successful attack against the creature acts as if by a 'wounding' weapon (lose 1 additional hp/round from each consecutive attack). This bleeding can only be halted with a successful Heal check (DC 15) or with the use of any cure spell or other healing spell.

Material Components: A mosquito.

arcane healing

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 minute

Range: Touch

Target: Caster or individual touched

Duration: Permanent

Saving Throw: None

Spell Resistance: No

On casting this spell, the caster may convert up to one spell level per level of experience they have into healing energies. Every two spell levels drained in this manner may be used to heal 1d8+1 points of damage. For example, a necromancer casting arcane healing might choose to sacrifice a memorized magic missile and a memorized shield in order to heal 1d8+1 points of damage. Conversely, a sorcerer using this spell might 'use up' one of his daily 5th level spells and heal 2d8+2 points of damage.

black mulching

Necromancy

Level: Drd 4, Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20-ft.-diameter sphere

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

All plants in the area with 3 HD or less blacken and die automatically, falling to shreds. Other plants suffer 1d10 points of damage. You can move the area anywhere within the range of the spell each round.

Material Components: A drop of any type of poison and a small pair of shears

black rainbow

Transmutation

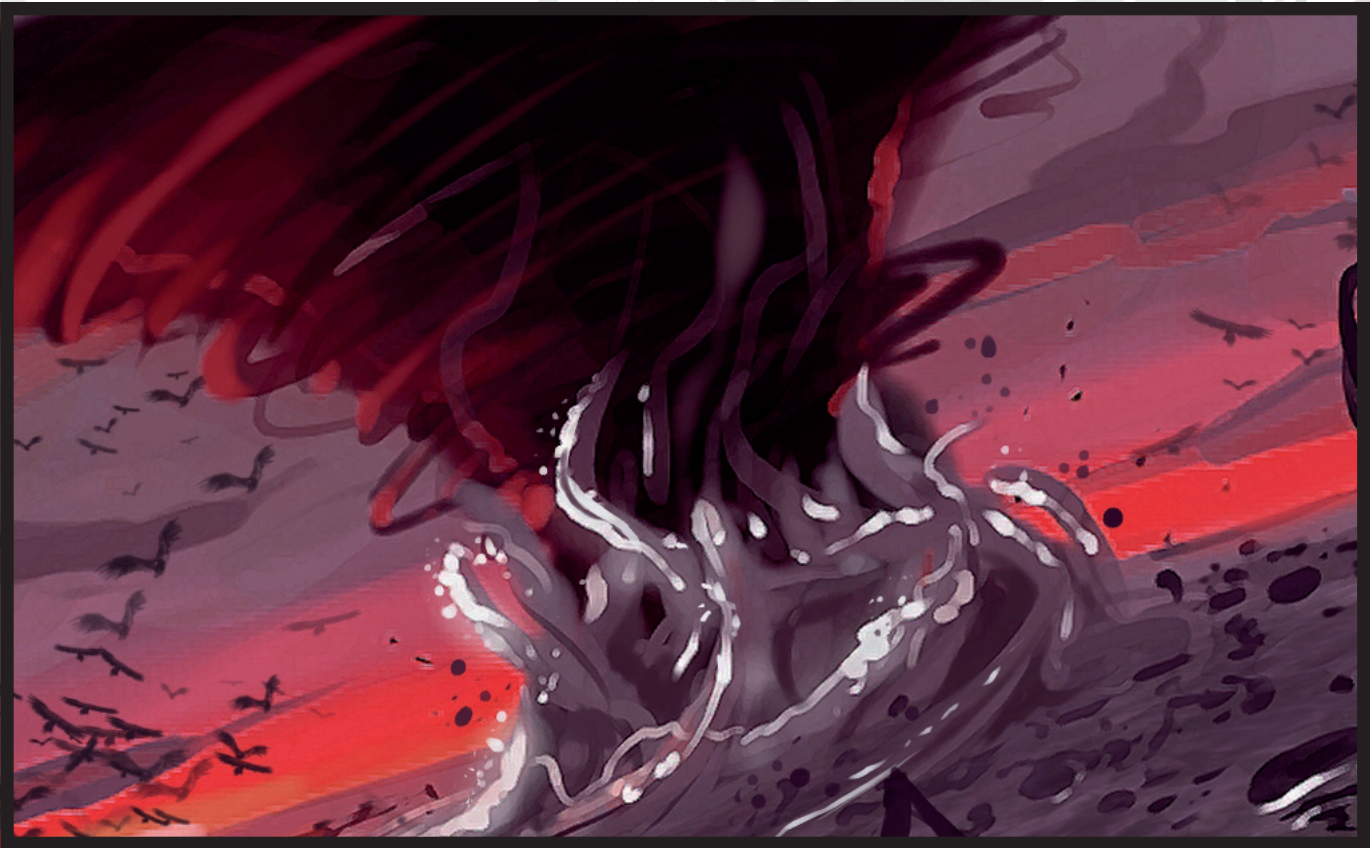
Level: Sor/Wiz 0

Components: V, M

Casting Time: 1 standard action

Range: Touch

Target: One living being



Duration: 10 min./level
Saving Throw: Will negates
Spell Resistance: Yes

Casting this spell allows the recipient to see in full color when using dark vision or similar sight abilities, with exactly the same degree of detail as if you were using normal sight in full daylight.

Material Components: A shred of brightly colored fabric.

blast of cold

Evocation [Cold]
Level: Sor/Wiz 1
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./two levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

A blue-white bolt of screaming, cold energy emanates from your fingertip and strikes a single target, inflicting 1d6 points of damage per two caster levels (*maximum 5d6*).

blazing light

Evocation
Level: Clr 6
Components: V, S, DF
Casting Time: Standard action
Range: Long (400 ft. + 40 ft./level)

Target: One creature or object
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Focusing holy power like a ray of sunlight, you project a beam of light from your hand. Creatures struck by this ray of light suffer 1d8 points of damage per caster level (*maximum 15d8*). Undead creatures take an additional 2d8 points of damage, and undead creatures particularly vulnerable to sunlight, such as vampires, receive an additional 5d8 points of damage (*not cumulative with the additional damage to undead*). Constructs and inanimate objects take only 1d6 points of damage per caster level (*maximum 15d6*).

blood tentacles

Necromancy [Evil]
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: All corpses and dying creatures in range
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

When this spell is cast, all corpses and dying creatures (*those below 0 hit points and disabled*) in the spell's area are affected. Dying creatures are allowed a Fortitude save to avoid the spell's effects, but slain creatures are not.

Those affected by the spell have all the blood drawn from their bodies (*killing all those still alive*), forming horrible tentacles of clotted, black blood. These tentacles always remain in contact with the bodies from which they are drawn, lashing out and flailing at the caster's foes within reach.

One tentacle is created per affected corpse, up to a maximum of 1/caster level, though no more than 20 tentacles can ever be created by this spell. Each tentacle is 10 ft. long (*large*) and saves as the creature from which it was created. Each has AC 15, 1 hp per HD of the creature from which it was drawn plus 1 hp/2 caster levels, half the attack bonus of its host creature, and a Strength of 19. It is immune to spells that do not cause damage, save disintegrate, dispel magic, and those spells that can affect water or blood.

Each round that a tentacle is not already grappling someone, starting the round after it appears, it will make a slam attack against a foe within reach, dealing 1d6 points of damage and making a grapple attack as a free action. If the tentacle succeeds in its grapple attack, it deals no further damage but begins to drown the target.

As described in the rules, the target can hold his breath for a number of rounds equal to twice his Constitution and may attempt to break the grapple every round. If they fail, they must begin to make Constitution checks as described.

Material Components: A handful of dirt from a strangled man's grave,

blood whip

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Target: One bleeding creature

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: 1 round / level

Saving Throw: Fortitude partial (*see text*)

Spell Resistance: Yes

This spell, a favorite amongst arcane casters with a knack for using blood-based magic, converts a wounded creature's blood into a weapon against it. To be a valid target for this spell, a creature must have blood, must have taken hit point damage (*not including temporary hit points*) during the current encounter, and must not be immune to critical hits.

If all the conditions are met, the magic of the spell draws out a measure of the target's blood and hardens it into a whip-like weapon. Starting on the round after the spell is cast, at the beginning of the caster's action, the whip lashes at the target, who must succeed on a Fortitude save or suffer 1d6 points of damage + 1 point per caster level (*maximum +5*). The blood whip moves wherever the target does and is not considered to be occupying a space. The whip does not threaten, make attacks of opportunity, or provide flanking,

nor does it do anything other than continue to lash the target creature until the spell's duration expires.

The caster does not need to concentrate to maintain the spell once it has locked onto its target. Once cast, the spell cannot be shifted to a different target, nor can a single creature be the target of more than one blood whip at any time. Even if the target is reduced below 0 hit points, the blood whip continues to lash it until it is dead or the spell's duration ends. (*Remember that even an unconscious creature still gets a Fortitude saving throw to avoid each round of damage.*) If the target dies or receives any form of magical healing while this spell is still active, then the blood whip is immediately dispelled.

boiling blood

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature

Duration: Concentration

Saving Throw: See text

Spell Resistance: No

By concentrating on a living creature, the sorcerer unleashes his own malefic desires upon his victim. While the target at first only notices a sudden and terrible fever, the reality is far worse as his blood literally begins to boil in his veins. Worse still, the ever-greater heat threatens to destroy the victim's circulatory system and this secondary damage may kill the target sooner than the primary damage will with some victims exploding in a bloody miasma.

You may cause the target's blood to boil. The victim suffers 2d6 points of damage per round. Further, every round after the first, the victim suffers 1 point of temporary Con damage, unless they make a successful Fortitude save. If the victim's Con is reduced to 0, they die and their body explodes in a bloody blossom of gore with the superheated blood dealing 1d10 points of damage to everyone within 10 ft. of the body. After a victim is killed, the mage may choose to select a new target and continue concentrating. Selecting a new target requires a concentration check (*DC 20*). If this check is unsuccessful, then the spell ends immediately.

bone burst

Transmutation

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature/three levels, no two of which may be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A target affected by this spell has their bones suddenly experience random growth spurts in unnatural directions. This growing process often leaves the target permanently, physically deformed and is very painful. The target experiencing this painful process takes 1d4 points of damage per caster level. A successful Fortitude save halves this damage. Targets who fail their saving throw also take 1d4 points of Charisma damage and have their movement rate halved until the damage caused by this spell is magically healed.

bone construct

Necromancy

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: See text

Range: Close (25 ft. + 5 ft./2 levels)

Target: Up to 10 cubic ft. of bone/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

Using this spell, a necromancer may convert up to 10 cubic ft. of bones per caster level into some sort of construct. Typical items include walls, chairs and tables — virtually any simple-physical object the caster imagines.

However, creatures or magic items cannot be created or transformed by use of this spell, and the item's quality is equivalent to that of its constituent bones: fresh bones create strong items, while old and brittle bones produce shoddier, less durable ones.

The caster must make an appropriate Craft check to construct especially complex or detailed items (*jewelry, usable weapons, fashionable utensils or dinnerware, etc.*).

Casting requires 1 full round per 10 cubic ft. of material to be affected by the spell. Note that this spell — used in conjunction with animate dead — can create truly bizarre items: a chair that walks, for instance, or a moving wall of bones. So long as the amount of material remains within the caster's limit, they can create virtually anything. GMs should determine combinations and special effects.

Material Components: The bones that serve as source material for the spell.

bone weapon

Necromancy

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One non-magical bone

Duration: 1 minute/level

Saving Throw: Will negates (*object*)

Spell Resistance: Yes (*object*)

For the spell's duration, the bone weapon acts like a weapon of the appropriate sort with a +1 enhancement bonus to attack and a +3 enhancement bonus to damage. The necromancer who cast the spell is automatically considered proficient with the weapon. The weapon crumbles into powder when the spell expires.

Material Components: The bone(s) to be transmuted.

bones of adamantine

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 kill round

Range: Close (25 ft. + 5 ft./2 levels).

Targets: Skeletons with total HD equal to 1 HD/level

Duration: 1 hour/level

Saving Throw: Will negates (*harmless, object*)

Spell Resistance: Yes (*harmless, object*)

One or more skeletons within range with total HD equal to 1 HD/caster level gain damage reduction of 10/adamantine. Damage from piercing and slashing weapons is halved prior to subtracting from the skeletons' DR.

Material Components: 1 pound of adamantine per skeleton.

burning brand

Evocation

Level: Drd 1, Pal 1, Rgr 1

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: A burning flame on the end of a torch

Duration: 1 round/level

Saving Throw: No

Spell Resistance: Yes

This spell lights a torch with a burst of divine fire. The brand can be used by the caster as a touch-attack weapon that deals 1d6 points of fire damage, 2d6 points to an undead creature. It can also be used (*once*) as a ranged weapon with a range increment of 10 ft. Using the brand as a ranged weapon ends the spell. The brand counts as a blessed weapon against those creatures (*such as some fiends*) with a special weakness to them and strikes incorporeal undead with no miss chance.

Material Component: A torch

cadaver dance

Necromancy

Level: Clr 1, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 action

Range: Short (25 ft. + 5 ft./2 levels)

Target: A corpse

Duration: 1 day/level

Saving Throw: None

Spell Resistance: No

This spell imitates animate dead, except its effects are temporary. It affects only one cadaver per casting and is somewhat easier to learn. Further, a caster can never control more than 1 HD/level of undead through a cadaver dance spell, and any undead created with cadaver dance counts toward the same caster's 2 HD/level limit for animate dead. In all other respects, it functions as an animate dead spell.

Material Components: The corpse to be animated and an onyx gem worth at least 10 gp.

cadaverous form

Necromancy

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Target: You

Duration: 10 minutes / level (D)

Saving Throw: None (*harmless*)

Spell Resistance: Yes (*harmless*)

This spell causes your skin to wither and turn to the sickly gray color of a long-dead corpse. You appear in all ways as a zombie of your own size and species. Necromancers often use this spell to hide among the undead.

It can also be used to cause enemies to expend their anti-undead magic and items uselessly against the (*living*) necromancer instead of his servitors. The thick leathery skin provides you with a +2 natural armor bonus (*or a +2 enhancement bonus to your existing natural armor*) and a +10 circumstance bonus on Disguise checks made to look like a zombie.

chains of antimagic

Evocation

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Target: One creature or object

Duration: 10 minutes/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

You wrap the target in magical chains that not only bind with the strength of real chains (*rendering the victim immobile and helpless*) but suppress any active spells, spell-like abilities, or supernatural abilities, including magic items.

Further, this spell keeps the target from activating any new spells, spell-like abilities, or supernatural abilities, or being affected by those that others cast. It is as though the victim were in his own personal antimagic field.

Material Components: A link of an iron chain

chains of vengeance

Evocation [Fire]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

Chains of fire wrap around the target, rendering them helpless and dealing them 2d6 points of fire damage each round. The subject may attempt to break free, requiring a Strength check (*DC 25*) or an Escape Artist check (*DC 30*). These attempts, however, automatically inflict an additional 2d6 points of fire damage upon the subject. Others may attempt to help, but they suffer 1d6 points of fire damage if they try.

coldscream

Evocation [Cold, Sonic]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You emit a shrill shriek that inflicts 1d6 points of damage per level (*maximum 10d6*). Half this damage is cold damage, and half is sonic. Further, you can designate one object in the area that must make another Reflex saving throw. If it fails, the object shatters.

coma

Enchantment (Compulsion) [Mind-Affecting]

Level: Clr 6, Sor/Wiz 6

Components: S, M

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Target: One living creature

Duration: One hour/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

You put a living creature into a coma. The subject falls prone immediately; alive, but unable to take actions.

Material Components: A mixture of ground spices

conditional spell

Evocation

Level: Sor/Wiz 6

Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./two levels)
Target: One creature or object
Duration: Until discharged
Saving Throw: Will negates
Spell Resistance: Yes

You cast this spell, as well as another spell of 3rd level or lower to be ‘stored’. When a specific spell you name (*of any level*) is cast upon the subject, the stored spell releases in a preset manner. The stored spell takes effect immediately after the target spell in the same round.

For example, you store Fireball within your friend the barbarian and designate Lightning Bolt as the impetus spell. Now, when a Lightning Bolt is next cast, placing the barbarian in its area, a fireball is cast in the manner you chose when you cast conditional spell. You might have caused the spell to be cast ‘at the individual who cast Lightning Bolt,’ or ‘100 feet straight ahead,’ or ‘at the subject’s feet.’ The barbarian still suffers damage from the lightning bolt normally.

You could also designate a door as the subject, with an impetus spell of kKock, storing the Web spell, to be cast in the area around the door as a reaction to the Knock spell, or, you could identify an impetus spell of Charm Person that, when cast upon a cohort (*as the subject*), releases the stored spell Dispel Magic, cast on the cohort.

A target and his gear may have only one conditional spell active at a time, meaning you cannot cast this spell on both a barbarian and the barbarian’s axe. If the impetus spell does not affect the target because of a successful save or spell resistance, the conditional spell still triggers. If the stored spell cannot be cast as designated by the caster, due to range, line of sight, etc, the spell has no effect and the conditional spell is lost.

consecrate corpse

Necromancy [Good]
Level: Clr 2
Components: V, S, M, DF
Casting Time: 1 standard action
Range: Touch
Target: Corpse touched
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell blesses a corpse in the name of the cleric’s deity, making it immune to being turned into an undead through animation magic. Consecrate corpse counters and dispels Desecrate Corpse. At the GM’s option, it does so only if the caster succeeds at a caster level check of 1d20 + caster level against the original caster’s caster level check (11 + *spell’s caster level*).

Material Components: A vial of holy water that must be sprinkled over the corpse.

consume man

Necromancy [Death]
Level: Sor/Wiz 9
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./two levels)
Target: One humanoid
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: Yes

Calling upon ancient pacts and forgotten powers, the caster annihilates a humanoid target, causing the target to cease to exist. Only a wish or miracle spell, followed by a true resurrection, can restore the target to life again. Targets who make their saving throws suffer 10d6 points of damage.

corpse flesh

Necromancy [Evil]
Level: Clr 2, Sor/Wiz 1
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell transforms the targeted creature’s skin into dead flesh, the skin withering and dying within a split second. It inflicts 2d4 points of Charisma damage. Once the spell ends the target’s flesh reverts to live flesh but remains scarred, the scars slowly healing as the Charisma damage is healed.

corpse storm

Necromancy [Evil]
Level: Clr 8, Sor/Wiz 7
Components: V, S, DF/M
Casting Time: 1 standard action
Range: Long (400 ft. + 40 ft./level)
Target: 100 ft. radius spread
Duration: 1 minute/level (D)
Saving Throw: None
Spell Resistance: No

The affected area is bombarded by a rain of corpses – four corpses per level of the caster – that spin and swirl in the air, carried by a black cloud of negative energy. Characters and creatures within the affected area are panicked for as long as the spell persists and suffer 3d6 points of bludgeoning damage each round as they are knocked around by the mass of bodies. All panicked characters and creatures in the affected area are treated as cornered (*by the flying*

bodies) and may only use the total defense action until the spell ends.

When the spell expires the corpses drop to the ground, breaking into bloody, broken bits. The entire affected area – and all adjacent squares – is treated as difficult terrain, as anyone entering the area must move through the scattered body parts.

Material Components: The head of a good aligned cleric.

Gold Cost: 2,500 GP spent preparing the head.

cross of lightning

Evocation [Electricity]

Level: Sor/Wiz 5

Components: V, S, M

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Four bolts, 5 ft. wide to Medium range (100 ft. + 10 ft./level) or 10 ft. wide to 50 ft. + 5 ft./level

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell operates as a Lightning Bolt, except that four lightning bolts leap from you at the same time, in different directions. You choose the direction that one bolt travels. Two others travel away from you at 90-degree angles to the left and right; the last travels in the exact opposite direction of the first. You may make the bolts 10 ft. or 5 ft. wide (*as Lightning Bolt*), but they all must be the same width. Each bolt inflicts 1d6 points of damage per level of the caster (*maximum 15d6 per bolt*).

Material Components: Four bits of fur and an amber, crystal, or glass rod

crucify foe

Necromancy [Evil]

Level: Clr 6

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Reflex negates

Spell Resistance: Yes

The ground erupts beneath the feet of the chosen target as a mass of bony arms shoot up from the earth, grasping at them. If the target fails a Reflex save the bones grab him, lift him into the air and grip him tight as the skeletal monstrosity instantly takes the shape of a crucifix. The crucifix holds the target helpless; draining the life from his body by inflicting 1d2 points of Constitution drain each round. At the spell's expiration the target drops to the ground, prone and exhausted.

Material Component: A rusted nail extracted from a crucifix.

crucify foe, mass

Necromancy [Evil]

Level: Clr 9

Target: One creature/level, no two of which can be more than 30 ft. apart This spell functions like Crucify Foe, except that it affects multiple creatures.

curse of warts

Necromancy

Level: Brd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's body immediately becomes covered in warts from head to toe. The warts cause no physical harm in any way and are purely cosmetic. They are removed instantly if the subject either receives a Remove Disease or Remove Curse spell, otherwise they must be cut off one at a time or physically removed in some other fashion. Once removed, the warts do not return. The exact effects, such as penalties for Charisma-based checks, which are suffered by the subject are up to the GM.

Material Components: A piece of dead skin.

dark baubles

Evocation [Darkness]

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Object touched

Duration: 10 min./level

Saving Throw: None

Spell Resistance: No

This spell causes an object to throw deep shadows in a 20 ft. radius. The shadow is equivalent to that seen in a moonless night, and grants a +2 circumstance bonus to all Hide checks. The effect is immobile, but can be cast on a movable object. Shadow taken into an area of magical light will not function. A Dark Baubles spell is sufficient to counter and dispel the effects of a light spell, or another spell with the light descriptor, of equal level.

Material Components: A small, black spider.

Death's Lingering Shadow

Necromancy [Evil]

Level: Clr 6, Sor/Wiz 5

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 hour/level (D)

Saving Throw: Will partial, see text

Spell Resistance: Yes

This spell binds a cloud of dark, negative energy to the targeted creature. The cloud follows them for as long as the spell persists. For the spell's duration the target brings pain and suffering wherever they go.

All characters and creatures within a number of feet of the target equal to 5 times the caster's level suffer 1 point of Constitution damage each minute that they remain within the target's proximity. Additionally, any hit point damage dealt to characters or creatures within the affected area, including the target of the spell, is doubled for the spell's duration.

Once the spell ends the subject is fatigued and suffers a number of points of Constitution drain equal to one-half the caster's level. If the spell's subject makes a successful Will save when the spell is first cast the duration is reduced by half.

This spell may only be canceled by break enchantment or remove curse.

Decompose

Necromancy

Level: Drd 2, Rgr 2

Components: V, S, M, XP

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

Non-animated corpses that are touched by the caster are instantly turned into a fine, powdery dust. The corpse can then no longer be magically animated or otherwise become undead. Thus, such spells as Animate Dead, Control Undead, Create Greater Undead, and Raise Dead have no effect upon a corpse affected by Decompose. Decompose does not interfere with resurrection.

A non-animated corpse gets no saving throw. The spell has no effect on living matter. If the spell is cast upon a skeleton, zombie, ghoul, or any other corpse that has been raised as undead, the target must make a Fortitude save. If it fails, it is instantly turned into dust, as detailed above. If it succeeds, it suffers 1d4+1/level (*maximum +10*) points of damage. If the

spell inflicts enough damage to destroy the undead corpse, the corpse turns into the same fine dust and can no longer be animated or raised again as detailed above. If the spell does not inflict enough damage to destroy the undead corpse, the spell has no further effect.

Material Component: A fine powder made of dried seeds.

Gold Cost: 250 GP for gem dust to mix with the seeds.

Deepen Wounds

Necromancy

Level: Clr 1, Drd 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Area: One living creature

Duration: 1 round / level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The spell unleashes a minor wave of negative energy that does not damage its target, but instead makes him more susceptible to damage. If the target of this spell fails his save, they suffer an additional two points of damage from physical attacks and attacks that duplicate physical attacks (*such as a Spiritual Weapon spell*).

Material Components: A blood soaked bandage once used to cover a wound.

Desecrate Corpse

Necromancy [Evil]

Level: Clr 2

Components: V, S, M, DF

Casting Time: 1 standard action

Range: Touch

Target: Corpse touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell curses a corpse in the name of the cleric's deity, making it easier to turn into an undead. A corpse that has been desecrated counts as 1/2 of its normal HD for purposes of undead animation and control limits when using the spells Animate Dead, Create Undead, and Create Greater Undead. In addition, a desecrated corpse reduces the cost (*in onyx gems*) of animating the corpse by 1/2.

Desecrate Corpse counters and dispels Consecrate Corpse. At the GM's option, it does so only if the caster succeeds at a caster level check of 1d20 + caster level against the original caster's caster level check (*11 + spell's caster level*).

Material Components: A vial of unholy water that must be sprinkled over the corpse.

detect curse

Divination

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

When you cast this spell, you can determine whether a creature, object, or area within a quarter circle emanating out from you in whatever direction you face is affected by a curse. The amount of information revealed depends on how long you study a particular area of subject:

1st Round: Presence or absence of curses.

2nd Round: Number of curses in effect and the location of each. If an aura is outside your line of sight, then you discern its direction but not its exact location.

Each Additional Round: The exact effect of each curse in effect in the area.

Each round you can turn to detect curses in a new area. The spell can penetrate barriers, but 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, or 3 ft. of wood or dirt blocks it.

detect dreams

Divination

Level: Brd 3 Sor/Wiz 3

Components: V, 5, M, F/DF

Casting Time: 1 action

Range: 60'

Target: Quarter circle emanating from you to the extreme of the range.

Duration: Concentration, up to 1 minute/level (D)

Saving Throw: None

Spell Resistance: No

This spell grants the caster the ability to see the dreams of sleeping beings. It can also reveal the presence of certain creatures from the Dreamlands. Creatures that are revealed by this spell include dream snakes, dream wraiths, dream wracks, dream folk, and night hags. The amount of information revealed depends on how long the caster studies a particular area or subject:

1st Round: Presence or absence of dreams. Dreams are present in sleeping mortal creatures with an intelligence of 1 or higher. The presence of dream creatures in an area (*but not their number or type*) is also detected.

2nd Round: Number of dreaming beings, and the emotional intensity of the dreams. The number and relative power of dream creatures in the area is also discernable.

3rd Round: If the caster focuses on a single individual, they can see the subjects dreams in his mind. The caster can also determine the exact type(s) of dream creatures in the area of effect.

1 Minute or more: For each full minute that the caster focuses on a single dreaming individual, they can make a Knowledge (*dreams*) check at DC 15 to determine one of the following: a) one great desire of the individual; b) one significant event in past month of the individual's life (*for example, the subject killed 3 orcs two days ago*); c) one significant life event (*the subject's mother died when they were six*).

Focus: A masterwork quality dream catcher (*cost 150 gp*). In addition, a divine spell caster requires their deity's holy symbol.

detect shapechangers

Divination

Level: Clr 1, Rgr 1, Sor/Wiz 1

Components: V, S, M/DF

Casting Time: 1 action

Range: 60 ft.

Area: Quarter circle emanating from you to the extreme of the range

Duration: Concentration, up to 10 minutes/level (D)

Saving Throw: None

Spell Resistance: No

The caster can sense the presence of creatures with the shapechanger type regardless of their current form. This spell has the added benefit of detecting other creatures in the spell's area that are currently using spells or other abilities to assume a form other than their natural form. The amount of information gained depends on how long the caster studies a particular area or subject.

1st round: Presence or absence of shapechangers or form-altered creatures.

2nd round: Number of shapechangers and number of form-altered creatures in the area, and the exact location and power level (*see chart below*) of the strongest (*highest CR*) of the total creatures.

3rd round: The location and power level for each shapechanger and form-altered creature in the spell's area. If a creature is outside the caster's line of sight but within the spell's area, then the direction but not exact distance is determined.

Creature CR	Power Level
0-3	Dim
4-6	Faint
7-9	Moderate
10-12	Strong
13+	Overwhelming

Each round, you can turn to detect creatures in a new area. The spell can penetrate barriers, but 1 ft. of stone, 1 inch of common metal, a thin sheet of lead, and 3 ft. of wood or dirt blocks it.

Material Components: A sprig of wolfsbane.

de vein

Necromancy [Death]

Level: Clr 6, Death 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Short (25 ft. + 5 ft./level)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

Calling upon the powers of unlife to aid you, you draw out the creature's veins with one swift motion – literally pulling them out through the skin to land at your feet as the victim dies in unspeakable agony. Even if the creature succeeds at its Fortitude save it still takes 3d8 points of damage +1 per caster level.

diabolic cry

Evocation [Archaic, Sonic]

Level: Sor/Wiz 3, Brd 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 10 ft./level radius spread

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell allows you to target a single point near you from which an infernal, terrifying scream emanates. All within the area of effect are stunned for 2d6 turns and suffer 1d6 points of sonic damage per level of the caster (*maximum 12d6*).

Special: The feat silent spell may not be used with diabolic cry.

disintegration field

Transmutation

Level: Sor/Wiz 8

Components: V, S

Casting Time: Full round

Range: Close (25 ft. + 5 ft./two levels)

Area: One 10-ft. cube/five levels

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell creates an area that destroys matter. Creatures and objects within the area are disintegrated unless they make successful Fortitude saves (*unattended nonmagical objects get no saving throw; attended objects are treated as part of the creature holding or wearing them*). Those that make their saves are only partially affected, suffering 5d6 points of damage instead of disintegrating. Even an object passing quickly through the field, like a fired arrow, is disintegrated. Like the spell Disintegrate, this spell even affects magical matter or energy, such as Forceful Hand or a Wall of Force, but not a Globe of Invulnerability or an Antimagic Field.

duplicate

Necromancy

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: Full round

Range: Personal

Target: You

Duration: 1 round/level

You create a temporary duplicate of yourself and your gear. This is not a clone—you control the duplicate as surely as you control yourself, for you and it are a single person: one mind with two bodies. Both you and the duplicate can do anything that you can do, independently. For example, if you are an 18th level sorcerer, so is the duplicate. You can both cast spells, communicate with your familiar, walk across the room, use items, and so on. In any given round of the duration, you can both take independent actions, so the duplicate can cast a spell and you can use a wand. You and the duplicate do not need to stay close to each other. If you create a duplicate, you can have it step through a magic gate to explore what lies beyond, while the 'real you' stays safe on this side.

The duplicate is an exact replica of you as you are at the moment you cast the spell. If you are down 11 hit points and 1 point of Constitution, so is the duplicate. If you are diseased, so is the duplicate. The duplicate does not carry lingering spell effects (*neither beneficial ones, such as Cat's Grace nor harmful ones, such as Slow or Doom*), even if you do when you cast the spell. After the duplicate is created, you can cast spell effects on it (*or the duplicate can cast them*) but even then, spell effects are not necessarily shared by both of you. The duplicate cannot be commanded to hurt you any more easily than you can be commanded to harm yourself.

Spells cast by either the duplicate or you come from your spell total. For example, if you are a wizard and have one Lightning Bolt spell prepared, when the duplicate casts the spell, it is no longer available to you. Charged items (*or*

items or abilities with a number of available uses per day) that you or the duplicate use count against the total number of daily charges or uses.

If the duplicate dies, the spell duration ends. If you die, the duplicate becomes the permanent version of you, its gear becomes the ‘real gear’ and your gear disappears. You suffer an immediate, permanent negative level as you transition your soul into the new form. The duplicate is now you (*and can cast duplicate again*).

You cannot have more than one duplicate at a time (*and a duplicate cannot have a duplicate*). This spell cannot be made permanent, other than by the death of the caster, as mentioned above.

Material Components: Two perfectly matched diamonds, each worth at least 1,000 gp

dying breath

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Upon casting this spell, the caster exhales toward a target, sweeping it with a gust of foul smelling wind and draining the strength from its limbs. This is considered a ray attack and requires a ranged touch attack to strike. A target that fails its Fortitude save is considered Exhausted for the spell’s duration. A target that saves successfully instead suffers the effects of Fatigue. Unlike normal Exhaustion or Fatigue, once the spell’s duration expires, the subject is restored to full vigor. This effect does not stack with any other sources of Fatigue or Exhaustion.

electrical deluge

Evocation [Electricity]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Standard action

Range: 100 ft.

Target: A spread centered on you, 5 ft. high and 200 ft. across

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

This spell works as a Lightning Bolt, except that lightning arcs from you in all directions in a single plane out to 100 ft., 5 ft. high. The effect inflicts 1d6 points of electricity damage per level of the caster (*maximum 15d6*) to all within the area except you.

Material Components: A bit of lodestone and a square plate of iron

elemental shroud

Necromancy [Varies]

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Target: Up to one animate dead creature/level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

You cover undead creatures that you have animated with a shroud of energy. This energy can be of whatever type you wish: acid, cold, electricity, fire, or sonic. Acid shrouds drip with dark, bubbling effluvium; cold shrouds are icy blue and glistening; electricity shrouds crackle with lightning; fire shrouds appear to be molten and burning; and sonic shrouds appear as distortions in the air accompanied by a shrill shriek. The undead is granted +2 turn resistance, +2 natural armor, it inflicts an additional 1d6 points of appropriate elemental damage when it strikes a foe and it also inflicts 1d6 points of damage when it is touched or when it is struck by natural weapons. An undead creature may have only one elemental shroud cast upon it at a time.

energy lash

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Personal

Effect: 10-ft.-long whip

Duration: One minute/level (D)

Saving Throw: None

Spell Resistance: No

You create a whip made of energy that comes out of the palm of your hand. You can wield the whip as though you were proficient with it, even if you lack the necessary proficiency. The weapon has a 10-ft. reach and inflicts 1d6 points of force energy damage + 1 point for every two levels (*maximum +10*). You can also make grapple attacks with the weapon without provoking attacks of opportunity.

Material Components: A 3-inch strip of leather

examine coffin

Divination

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Targets: Coffin, sarcophagus or burial niche touched

Duration: One round/level

Saving Throw: None

Spell Resistance: No

Examine coffin allows the caster to touch any sealed burial receptacle and see its contents. The spell magically illuminates the coffin's interior, although it does not enable the caster to see through magical darkness or to view the inside of a casket protected by magical means or lead sheeting. Upon touching the coffin, the caster receives a cursory view of the coffin's interior that reveals no hidden objects or precise details, only the general and obvious contents. On the subsequent round, the caster may attempt a Perception check to locate any objects not in plain view, or gather additional details, but they still cannot see objects concealed by an intervening barrier, such as the body itself or a false bottom. Viewing the coffin's interior in the former manner only requires a standard action, while conducting a more thorough examination necessitates a full round action. The caster may touch and examine multiple coffins until the spell expires.

Material Components: A small glass lens.

exhalation of khalis

Necromancy

Level: Drd 6, Sor/Wiz 6

Components: V,S,M

Casting Time: 5 minutes

Range: Close (25 ft + 5 ft/2 levels)

Target: Cone

Duration: 1 round/level (*Discharge*)

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster exhales a cone shaped cloud of deadly spores. Those in the cloud's area of effect must make an immediate Fortitude save or permanently lose 1d3 points of Intelligence as the spores spread through their brains and nervous systems. Victims must make a Fortitude save each subsequent round up to the spell's maximum duration or continue to lose Intelligence. The cloud is only infectious on the round that it is discharged.

Material Components: A piece of flesh from a plague victim.

explosion of gore

Necromancy

Level: Clr 1

Components: V, S, DF

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Effect: One Small or Medium corpse/level in a 20-ft.-radius spread; see text

Duration: Instantaneous

Saving Throw: Reflex negates (*blindness only*); see text

Magic Resistance: No

Summoning negative energy into a dead body, you cause a corpse of Small or Medium size to explode in a shower of gore and bone. Each exploding corpse causes 1d4 points of damage, without a save, to every creature within a 5-ft. radius and covers the creature with gore, blinding it unless it succeeds at a Reflex saving throw.

A blinded creature cannot see, takes a -2 penalty to Armor Class, loses Dexterity bonus to AC (*if any*), moves at half speed, takes a -4 penalty on Search checks and on most Strength and Dexterity based skill checks, and has all checks and activities that rely on vision automatically fail; opponents have total concealment (*50% miss chance*) against a blinded creature.

A blinded creature can take a full-round action to wipe the gore from its face and clear its vision or a move equivalent action to restore most of its vision (*-1 penalty on attack rolls, Search checks, and Spot checks*).

Note that this spell only works on true corpses, not undead such as zombies or skeletons, which are already under the influence of negative energy.

eyeburst

Evocation

Level: Sor/Wiz 7

Components: V, j

Casting Time: 1 action

Range: Close (25 Ft, + 5 Ft./2 levels)

Target: You

Duration: Permanent

Saving Throw: Fortitude partial (*see text*)

Spell Resistance: No

A spark of blinding light leaps from the caster's hand and explodes in the target's face, searing their face and causing the viscous fluid in its eyes to boil and possibly rupture. The victim of Eyeburst must make a successful Fortitude save or take 6d6 points of damage and be permanently blinded. A successful save halves this damage and avoids the blindness effect. Eyes destroyed in this fashion can be restored by a Regeneration or Wish spell.

farfinger

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 animated skeleton per caster level

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A skeleton enhanced by Farfinger gains the ability to use its fingers as missiles. Each finger can only be used once. If the skeleton uses more than 3 fingers, it loses one of its

claw attacks; if it uses more than 7, it has lost both claw attacks. A finger can be thrown at any opponent within range and hits as a ranged touch attack. If a finger hits, it inflicts 1d6 points of piercing damage. Small skeletons do only 1d3 points of damage. Huge or Large skeletons do 1d8 points of piercing damage and Colossal or Gargantuan skeletons does 2d6 points of piercing damage. Skeletons of less than Small size cannot be affected by this spell.

feed darkling

Necromancy

Level: Sor/Wiz 4

Components: V, S

Range: Touch

Target: Living creature touched

Duration: Instantaneous/1 hour (*see text*)

Saving Throw: None

Spell Resistance: Yes

This spell enables you to increase the hit points of a summoned outsider by draining hit points from the subject of the spell. You must succeed at a melee touch attack and, if successful, the subject takes 1d6 points of damage per two caster levels (*maximum 10d6*). The outsider you have chosen as the recipient gains temporary hit points equal to the damage you inflict. Note, the outsider cannot gain more than the subject's current hit points +10, which is enough to kill the subject. The temporary hit points disappear 1 hour later.

feign death

Necromancy

Level: Clr 3, Drd 3, Sor/Wiz 3

Components: V, S, DF/M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 10 min./level (*D*)

Saving Throw: Will negates (*harmless*)

Spell Resistance: Yes (*harmless*)

Feign death allows you or a single creature you touch to fall into a cataleptic state that resembles death. While in this state, the subject can hear, smell and taste but cannot feel or see. The subject need not eat, breathe or drink while affected by this spell.

Any damage suffered while in this state is halved. Additionally, the subject is immune to paralyzing and mind-affecting effects, energy drain, and poison (*so long as initial and secondary damage both occur while the subject is affected by feign death; if secondary damage occurs after the spell has ended, the subject is affected by the poison normally*).

Material Components: The finger of a corpse.

feign death, mass

Necromancy

Level: Clr 6, Drd 7, Sor/Wiz 6

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature per level, no two of which can be more than 30 ft. apart This spell functions like feign death, except that it affects multiple creatures.

flaming corrosion

Evocation [Fire, Acid]

Level: Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Area: Cone

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You blast, from your hand, a cone of burning acid that inflicts 1d6 points of acid damage per level (*maximum 10d6*). Half the damage is fire damage, and half is acid. Further, you can designate one creature in the area that gets particularly doused in the dangerous gout of liquid. That creature must make another Reflex saving throw. If either save fails, that creature sustains full damage.

flesh to ice

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target, along with all its carried gear, turns into a mindless ice statue. If this ice statue is broken, melted or damaged, the target – if ever returned to its original state – has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as Deathwatch. Only creatures with flesh are affected by this spell.

Material Components: A small crystal prism.

force corporeality

Transmutation

Level: Clr 5

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One spirit creature

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

When this spell is cast, a ray of green light shoots from your fingertips. If you make a successful ranged touch attack against a spirit creature it becomes corporeal, unable to assume incorporeal form for the duration of the spell. The creature can move and attack, but loses all bonuses associated with incorporeality. A corporeal spirit cannot use any supernatural or spell-like ability, nor any spell to alter its substance (*such as ethereal jaunt*). Once the duration expires, the spirit automatically assumes incorporeal form again.

fuse skeletal remains

Necromancy

Level: Clr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2 minutes/level (D)

Saving Throw: Will negates

Spell Resistance: Yes

You summon skeletal remains from beneath the ground, hundreds of bones shooting forth from the soil and flying toward your chosen target where they pierce his body, fusing directly to his skeleton. Instantaneously the spell's target is transformed, encased in a shell of skeletal fragments that increase his size category by one step, provide him with a thick, bony shell of armor that grants the target DR at one-half caster level (*round down*)/–, and provides them with a +2 size bonus to Strength. Once the spell expires the subject is fatigued and suffers 1 point of damage for each minute that the subject was under the effect of the spell. For the duration of this spell the target's type changes to undead.

gaping wound

Necromancy

Level: Sor/Wiz 3

Components: V, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 3 rounds/level

Saving Throw: Will half

Spell Resistance: Yes

This powerful necromantic spell overwhelms a wounded character or creature, tearing existing wounds open. With this spell even the smallest of wounds can bring a subject to near-death or, sometimes, all the way to the grave.

A ranged touch attack must be made against the target. If successful, for the duration of the spell, each time the target suffers damage from any source they suffer 2 additional

points of damage each round until the spell ends. This effect does not apply to subdual damage. This spell has no effect on creatures that are immune to critical hits.

When first affected by this spell the target may make a Will save that, if successful, reduces the additional damage to one point per round.

Material Component: A handful of stitches removed from an unwilling victim's wound.

gather corpses

Necromancy

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft. level)

Target: One corpse/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell calls out to the dead, causing one corpse per caster level that is within range to levitate into the air on a cloud of negative energy. These corpses move toward your position at the rate of 5 ft./round, each one dropping into a square adjacent to you as soon as they reach you.

As long as a corpse does not enter a square adjacent to your position it will continue to follow you, moving in as direct a path as possible. The instant a corpse enters a square adjacent to your position – or the spell ends – the corpse drops to the ground and remains there, still dead.

ghosthunter

Transmutation

Level: Clr 3, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Weapon touched

Duration: 1 minute/level

Saving Throw: Will negates (*harmless, object*)

Spell Resistance: Yes (*harmless, object*)

Ghosthunter empowers the weapon touched with several abilities augmenting its combat prowess particularly against incorporeal forms of undead. The spell imbues the weapon with the following properties.

Caster Level	Ability
5th - 10th	+1 enhancement bonus per every five levels. Whenever you melee an incorporeal opponent, you can reroll the miss chance percentile roll to determine if your attack actually hit.
11th - 15th	Ghost touch weapon
16th - 20th	Undead bane weapon

All of the aforementioned effects are cumulative; therefore, a weapon touched by a 16th level caster is a +3 ghost touch undead bane weapon.

ghostly overrun

Necromancy

Level: Clr 3, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: 30 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A cone of black, negative energy flies forth from your hands, instantly transforming into a dark cloud of incorporeal warriors that charge all characters and creatures within the affected area. These ghostly warriors attempt unavoidable overrun attacks on all affected characters and creatures, each attempt made as if the caster were physically there, making the overrun attempt himself with the benefit of the Improved Overrun feat.

If the ghostly warriors are successful in their overrun attempt, knocking an opponent prone, they fade into nothingness just a few feet beyond their target's prone form. For each overrun attempt that fails, the ghostly warriors rebound back and slam into the caster, dealing 1d6 points of non-lethal damage as the caster's body absorbs the ghostly energy.

harvest flesh, mass

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature/level, no two of which can be more than 10 ft. apart

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This evil, terrifying spell tears the flesh from multiple creatures, exposing the meat and bone beneath the creature's skin. The target must succeed a Will check or suffer 1d6 points of damage +1 point per caster level. This damage takes twice as long to heal as normal, unless magical healing is used.

Material Components: A pound of flesh from a slain, intelligent humanoid.

healing interdiction

Necromancy

Level: Drd 6, Sor/Wiz 8

Components: V, S, OF

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 day/level

Saving Throw: Will negates

Spell Resistance: Yes

Healing interdiction is a powerful curse that prevents all forms of healing, magical or otherwise, from taking effect. If the target fails its Will save, the spell prevents the recovery of hit points and ability damage by any means. All cure spells and spells with the healing descriptor automatically fail when directed at the target and the target cannot recover damage through natural healing, use of the Heal skill, or use of the Fast Healing or Regeneration abilities.

ice to flesh

Transmutation

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One ice statue

Duration: Instantaneous

Saving Throw: see text

Spell Resistance: Yes

This spell restores a creature that was turned to ice to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any creature that was changed to ice, regardless of size, may be restored.

icebolt

Evocation [Cold]

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: One action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A bolt of razor-sharp ice launches from the palm of your hand at a single target. You must make a normal ranged attack roll; if you succeed, the bolt inflicts 2d6 points of piercing damage and 1d6 points + 1 point per level (*maximum* +10) of cold damage. If the attack roll misses, calculate whether it would have hit as a ranged touch attack. If so, then the bolt strikes and inflicts only the cold damage. If the ranged touch attack misses, there is no effect.

inflict cramps

Necromancy

Level: Clr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

When you touch a creature, you cause it to suffer from severe stomach cramps. A target who fails his Fortitude save suffers a –15 ft. penalty to speed, and a –1 penalty to attack rolls, weapon damage rolls, saving throws, skill checks and ability checks. Creatures that are immune to critical hits or magical diseases are immune to this spell.

identify scier

Divination

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: Standard action

Range: See text

Target: Magical sensor

Duration: One minute/level

Saving Throw: None

Spell Resistance: No (*Variant: Yes*)

If you become aware that you are being scried, either through a Will save or a Detect Scrying spell, you can learn the identity of the creature scrying you. You learn only the name of the scrier, not the scrier's location or anything else about this individual. Normal proof against divination magic (*such as non-detection*) protects the scrier.

Material Components: A small mirror

induce vulnerability

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Target: One creature/5 levels

Duration: One minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You make the affected targets particularly vulnerable to an energy type of your choosing (*acid, cold, electricity, fire, or sonic*). The targets suffer double damage from attacks using that energy type. If a creature has any sort of resistance to that energy type, this spell nullifies the resistance for the duration (*but the creature suffers normal damage during that time, not double*). Creatures completely immune to an

energy type (*inherently, not from a spell*) cannot be made vulnerable to it.

Material Components: A small piece of leather that has been exposed to the energy type in question

knotting the cord

Necromancy [Death]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

Range: 1 mile/level

Target: One living creature

Duration: See text

Saving Throw: Fortitude negates (*see text*)

Spell Resistance: Yes

This is a death spell that slowly strangles the target. The target must be within range when the spell is cast, but the distance between the target and the spellcaster does not matter after the spell has been cast.

The caster ties several tight knots on a rope in hatred, and then hides the knotted rope, typically by burying it in the earth. The knotted rope may not be moved after it has been hidden; doing so breaks the spell.

The target suffers 1 point of permanent Constitution drain per day until they are dead with a new saving throw each day. With a successful Fortitude saving throw, no drain is suffered that day, but the spell can only be broken by finding the rope and untying the knots. Multiple restoration spells can extend the victim's life.

Once per day, the target can attempt a Sense Motive check (*DC equal to the spell's DC*). With a successful check, the target senses, in general terms, the location where the knotted rope is hidden.

Knotting the cord is useless against a creature protected by a curse ward spell.

Material Components: A rope woven from the tresses of dead women. A small body part, lock of hair, bit of nail, or similar taken from the target must be woven into the rope. This material component is consumed in the casting of the spell, as normal.

lifeleech

Necromancy

Level: Clr 6, Sor/Wiz 5

Components: V, S, XP

Casting Time: 10 minutes

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: No

Spell Resistance: No

This spell is frequently used by evil magicians and death priests to achieve a limited form of immortality. Casting the spell requires the sacrifice of a sentient creature of the same type as the spellcaster (*EG: Humanoid*). The creature to be sacrificed must be helpless and/or bound while the spell is being cast.

At the culmination of the spell, the caster gains an automatic coup de grace attack upon the victim. If the victim dies as a result of this attack, his life force is transferred to the caster (or another target within touch range of the caster). The target gains immunity to aging effects for 1 month per Hit Dice or level of the creature sacrificed.

A creature slain by this spell can only be restored to life through the successful casting of a Resurrection, True Resurrection, Wish, or Miracle spell. Raise Dead has no effect on a creature slain by the Lifeleech spell.

Gold Cost: 50 GP per Hit Dice of the victim.

Lust for undeath

Necromancy

Level: Clr 4

Components: S, DF

Casting Time: 1 full-round action

Range: Close (25 ft. + 5 ft./level)

Area: 10-ft.-burst + 5 ft./level centered on the caster

Duration: 1 hour/level

Saving Throw: Fortitude negates (*harmless*)

Spell Resistance: Yes (*harmless*)

By virtue of this spell, the targeted undead gains +2 turn resistance or has its existing turn resistance increased by +2. When cast at 11th level, the bonus increases to +3. When cast at 15th level, it increases to +4, and at 19th level, it increases to +5. You can affect a maximum of 2 HD of undead per caster level.

maggot infestation

Necromancy [Death]

Level: Clr 6

Components: V, S, DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

One living creature of your choice within range dies instantly as thousands of maggots burst simultaneously from its flesh, ripping it apart and causing it to collapse in a bloody heap. The target is entitled to a Fortitude saving throw to survive the attack. If the save is successful, the maggots instead burst out of the creature's mouth, causing 2d4 points of temporary Constitution damage. Obviously, the subject might die even if it succeeds on its saving throw.

maggot rain

Conjuration (Summoning)

Level: Sor/Wiz 4

Components: V, S, M

Casting Time: 1 full round

Range: Medium (100 ft. + 10 ft./level)

Effect: Swarm of maggots in one 20-ft. cube/2 levels

Duration: Concentration + 2 rounds

Saving Throw: None, or Fortitude negates (*see below*)

Spell Resistance: No

A rain of vile maggots pours down on the effect's area and then pools on the floor, viciously attacking all other living creatures there. A creature in the rain who takes no actions other than shielding himself from the maggots takes 1 point of damage on their turn. A creature in the rain who takes any other action, including leaving the swarm, takes 1 point of damage per caster level. Spellcasting or maintaining spells within the swarm is impossible.

Damage reduction, being incorporeal, and other special abilities makes the creature immune to damage from the swarm.

Creatures within the rain who suffer – or have suffered – slashing or piercing wounds from may also find their wounds infested by the maggots. The creature must make a Fortitude save (*DC 10+1 per point of damage suffered in the wound in question, or half total current damage if this cannot be remembered*) to prevent maggots from burrowing into the exposed flesh.

These ravenous maggots cause 1 point per two caster levels of bite damage per infected wound every hour. Cleansing the body of maggots requires a Heal roll (DC 12 +1 per hour of infestation), or a cure light wounds spell per infected wound.

Material Components: A single maggot and a drop of water.

malaise

Necromancy

Level: Sor/Wlz 3

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: 20-ft. radius spread

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A charnel stench arises from the ground in the affected area, causing a powerful life-sapping effect that robs all within the area of 1 point of temporary Strength damage for every two levels of the caster (*to a maximum of -10*). Any who resist successfully suffer only half of the ability damage. In either case, the lost Strength points return at an accelerated rate of one point/hour.



Material Components: Ash from the body of a sentient creature consumed by fire.

malevolent claws

Necromancy [Evil]

Level: Clr 2

Components: V, S, DF

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Your fingers are sheathed in pulsing claws of unholy energy. Being of pure unholy energy, the claws strike as a melee touch attack and deal 2d6 points of damage against creatures of good alignment. The claws do not have an effect on creatures of other alignments. The Malevolent Claws are considered evil-aligned and thus bypass the corresponding damage reduction.

mark of death

Evocation [Death]

Level: Sor/Wiz 8

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: One hour/level or until discharged

Saving Throw: Will negates (*harmless*)

Spell Resistance: Yes

The energy of this spell creates a black, skull-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain immunity to all death effects. They also possess the ability to launch a pale, gray ray of energy, which requires a ranged touch attack to hit the target. Targets struck must make a Fortitude saving throw or die. Even those who save suffer 1d4 points of temporary Constitution damage. Using this ray of death ability immediately dismisses the Mark of Death.

mark of earth

Evocation

Level: Drd 2, Sor/Wiz 2

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (*harmless*)

Spell Resistance: Yes

The energy of this spell creates a brown, block-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Strength. They also possess the ability to conjure and throw a large mass of rock, which requires a normal ranged attack roll and inflicts 5d6 points of damage to a target it hits within medium range (100 ft. + 10 ft./level). Using this mass of rock ability is a standard action that immediately dismisses the Mark of Earth.

mark of earth, greater

Evocation

Level: Drd 5, Sor/Wiz 4

As mark of earth, except that the mark grants the subject damage reduction 10/magic for the spell's duration or until the spell has protected the subject from up to 10 points of damage per caster level, or until the subject uses the greater mass of rock ability: as under mark of earth but the 40-ft. cone of earth and rock blasted from the caster's hand inflicts 6d6 points of damage. A successful Reflex saving throw reduces this to half damage.

mark of fire

Evocation [Fire]

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (*harmless*)

Spell Resistance: Yes

The energy of this spell creates a red, flame-shaped mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +2 enhancement bonus to Dexterity. They also possess the ability to cast from the palm of the hand a ray of fire that inflicts 3d6 points of fire damage, if a ranged touch attack strikes the target within medium range (*100 ft. + 10 ft./level*). Using this ray of fire ability is a standard action that immediately dismisses the Mark of Fire.

mark of fire, greater

Evocation [Fire]

Level: Drd 5, Sor/Wiz 4

As mark of fire, except that the mark provides 20 points of fire resistance each round for the spell's duration or until the subject uses the greater ray of fire ability (*as under Mark of Fire but the resulting 6d6 fireball explodes with a 20-ft. spread*). A successful Reflex saving throw reduces this to half damage.

mark of frost

Evocation [Cold]

Level: Drd 3, Sor/Wiz 2

Components: V, S

Casting Time: Full round

Range: Touch

Target: One creature

Duration: 10 minutes/level or until discharged

Saving Throw: Will negates (*harmless*)

Spell Resistance: Yes

The energy of this spell creates a blue-white, angular mark on the face, hand, or other prominent feature of any creature, living or undead. Those bearing this mark gain a +1 natural armor bonus due to a hard, icy coating that protects their skin. They also possess the ability to conjure a spear of ice, which can be thrown once as a normal shortspear (*no proficiency required*) to inflict 1d8 points of damage + 2d6 points of cold damage. Using this spear of ice ability is a standard action that immediately dismisses the Mark of Frost.

mark of frost, greater

Evocation [Cold]

Level: Drd 5, Sor/Wiz 4

As Mark of Frost, except that the mark provides 20 points of cold resistance each round for the spell's duration or until the subject uses the greater spear of ice ability (*as under Mark of Frost but the resulting 6d6 ice ball explodes with a 20-ft. spread*). A successful Reflex save reduces this to half damage.

mask scent

Illusion (Glamour)

Level: Rng 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One creature or object weighing no more than 100 lb./level

Duration: 10 min./level (D)

Saving Throw: Will negates (*harmless, see text*)

Spell Resistance: Yes (*harmless, see text*)

This spell will conceal all odors emanating from a creature or object. A creature that uses its sense of smell to track (*such as with the Scent special quality*) cannot track the target of the spell by scent. The spell does not mask scents that the target has previously left in its wake, but it does prevent the creature from leaving any new scents. If the spell is cast upon a creature that uses its musk or stench in offensive or defensive ways (*e.g., ghast, skunk, troglodyte*), the spell negates that ability for the duration of the spell, if the creature fails a Will save.

Material Components: A small red herring.

molten blast

Conjuration (Summoning) [Earth, Fire]

Level: Drd 5, Sor/Wiz 5

Components: V, S, DF

Casting Time: Standard action

Range: 80 ft.

Area: 80-ft. line

Duration: Instantaneous, but see below

Saving Throw: Reflex half

Spell Resistance: No

You create a tiny gate to the Elemental Plane of Lava, a place where earth and fire mingle. Lava jets through the gate like a small volcano as the spell is cast to attack your enemies. Though the lava loses some of its fiery heat as it transfers into the Material Plane, it still inflicts 1d6 points of fire damage per caster level, to a maximum of 15d6. In addition, targets who fail their Reflex saves become covered in a thin layer of rocky, stiff residue as the lava cools. These victims suffer a -4 penalty to Dexterity until they spend a full-round action chipping the rock away. Removing the rock requires a creature to drop its guard as it pulls the coating from its body, provoking an attack of opportunity.

necromancer's touch

Necromancy
Level: Clr 7, Sor/Wiz 8
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/2 levels
Saving Throw: Will negates (<i>harmless</i>)
Spell Resistance: Yes (<i>harmless</i>)

You bestow upon the creature touched the ability to animate dead, as per the spell of that name, for a number of times equal to your caster level, for the spell's duration. When the spell expires, any skeletons or zombies created by spell recipient immediately fall under your control. The limit of undead that you may control increases by 4 HD per level of the spell recipient. Undead created by the spell recipient crumble to dust 24-hours after their creation, at which point the total number of HD of undead that you may control reverts to normal.

Material Components: The hand of a slain necromancer.

negative energy cascade

Necromancy
Level: Clr 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A black cascade of negative energy shoots from your fingertips. You must succeed at a ranged touch attack with the cascade to inflict damage or heal the target. All living creatures receive 1d3 points of damage from the cascade, undead are healed for 1 hit point of damage.

negative energy shield

Necromancy [Force]
Level: Clr 2, Sor/Wiz 3
Components: V, S, M

This spell functions like Shield, except that the protective disk is created entirely of negative energy and appears as a semi-solid form of black fog. Any characters or creatures that come into contact with the shield suffer 1d6 points of negative energy damage.

Material Components: A skull fragment from an intelligent humanoid.

netherblade

Necromancy
Level: Sor/Wiz 2
Components: V, S
Casting Time: 1 action
Range: Personal
Effect: Sword-like beam
Duration: 1 minute/level
Saving Throw: None
Spell Resistance: Yes

Netherblade creates a 3 ft. long sword of swirling energy that springs forth from the caster's hand. The blade strikes as a melee touch attack and imparts negative energy, inflicting 1d8 points of damage +1 point per 2 caster levels (*maximum +10*) against corporeal and incorporeal undead opponents. The blade is also bone chillingly cold and inflicts half this damage as cold damage against living opponents.

netherblast

Necromancy
Level: Sor/Wiz 5
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Cone
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

Netherblast drains negative energy in a cone-shaped area that extends outward from the spellcaster's hand, inflicting 1d6 points of damage per caster level against all corporeal and incorporeal undead creatures (*maximum 20d6*). This area is also partially drained of heat, inflicting 1d6 points of cold damage per 2 caster levels against living opponents.

nethershield

Necromancy
Level: Sor/Wiz 5
Components: V,S,M
Casting Time: 1 action
Range: Personal
Target: You
Duration: 1 round/level (<i>D</i>)
Saving Throw: None
Spell Resistance: No

This spell surrounds the caster in wisps of dark flame, providing him with immunity against energy drain and ability drain attacks. These flames also drain negative energy from the undead, inflicting 1d6 points of damage + 1 point per caster level (*maximum of +10*) upon corporeal and incorporeal undead that attack the caster in melee. Living creatures that attack the caster are similarly drained of heat and suffer half this damage as cold damage.

Material Components: A fingernail from a wight or piece of cloth torn from the robe of a wraith.

night bolt

Evocation

Level: Sor/Wiz 7

Components: V, S

Casting Time: 1 standard action

Range: 100 ft.

Area of Effect: 5 ft. wide line

Duration: Instantaneous

Saving Throw: Reflex half, see text

Spell Resistance: Yes

This spell causes a flood of pure, starless night to erupt from the caster's hand. Writhing and crackling like obsidian lightning, it pours over those unfortunate enough to be caught in its path, ripping the flesh from their bones and robbing them of their senses. The night bolt deals 1d6 points of damage per caster level (*maximum 15d6*), with a Reflex save to reduce the damage by half.

In addition to the damage effect, all within the bolt's path must attempt a Fortitude save or be both blinded and deafened for 2d4 rounds. Those who were successful with their Reflex save gain a +2 circumstance bonus to their save to resist the loss of their senses, as they are able to shield themselves from the worst of the Night Bolt's energy.

A Night Bolt is most effective when cast at night, or in areas of heavy shadow, such as in a narrow alleyway, twisting tunnels or deep underground. When cast in such circumstances, the night bolt imposes a -1 circumstance penalty to all saves. Conversely, when cast during the daylight, or in areas well saturated with light those in its path benefit from a +1 circumstance bonus to their saves to resist its effects.

Material Components: A sliver of obsidian wrapped in black satin.

noxious stench

Conjuration (Creation)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature object touched

Duration: 1 hour/level (D)

Saving Throw: Fortitude negates

Spell Resistance: No

The recipient is enshrouded in the stink of rotting corpses. The smell radiates outward to a 10 ft. radius and any living creature (*except the recipient*) within the area of effect must succeed at a Fortitude save or become nauseated (*unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; only taking a single move action per turn*) for as long as they remain within the area of effect and for one round thereafter.

Those that succeed at their Fortitude saving throw are still sickened (-2 *penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks*) as long as they remain within the area of effect and for one round thereafter.

Focus: A piece of rotting flesh.

numb pain

Enchantment (Mind Affecting)

Level: Pdn 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: one creature

Duration: 1 hour per level

Saving Throw: No

Spell Resistance: Yes

Using his healing powers, the paladin can touch a target creature and ease its physical pain. If the target rests during the spell, they will regain 2 additional hit points every hour until fully healed or until the spell ends. Normal aches and pains will not affect the target and they do not suffer any fatigue-related penalties during the spell's duration. A side affect of this spell is that the target will not be aware of any pain, so if they are struck, they will not feel it until the spell ends or he is reduced to -10 hit points. The target may fight to -10 hit points without any penalties during the spell, although they may still continue to bleed out.

oozing itch

Necromancy

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's skin breaks out in horribly oozing and itchy pustules. The subject can take no other action for the duration of the spell except to scratch the itch, taking a -2 penalty to Armor Class and losing his or her Dexterity bonus (*if any*).

Material components: a pinch of sawdust or a small feather.

oozing sores

Necromancy [Archaic]

Level: Sor/Wiz 3

Components: V, M

Casting Time: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Target: One character or creature

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

A single character or creature targeted by the spellcaster is suddenly overcome with terrible, debilitating pain. If the target fails his Fortitude save, dozens of sores suddenly burst open on his body, each oozing gray, foul-smelling pus. The target immediately suffers 1d4 points of damage and suffers another 2 points of damage at the beginning of each round for as long as the spell lasts. The target is also helpless for the duration of the spell.

Any attacks against the target while this spell is in effect gain a +2 circumstance bonus to damage as the attacks tear deeply into the oozing sores.

Material Components: A scrap of dead skin.

overcome force

Abjuration

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Touch

Target: Creature touched

Duration: 10 minutes/level or until discharged

Saving Throw: None

Spell Resistance: Yes

This spell protects a creature from damage by force effects, such as magic missile, in a manner similar to protection from energy. When the spell absorbs 12 points per caster level of force damage, Overcome Force ends. The spell also provides the creature touched with a special ability. The creature can move through a wall of force once, ignoring it as if it were not there. If the creature uses this ability, the spell ends immediately afterward. Overcome force does not grant the creature the ability to make attacks through a wall of force, only to move through it.

pain shards

Necromancy

Level: Clr 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Area: 20-ft. radius spread

Duration: 1 round / level

Saving Throw: Reflex half, Fortitude partial (*see text*).

Spell Resistance: Yes

This spell enchants a gem with harmful arcane energy, which detonates in a spray of jagged particles when thrown by the caster, inflicting damage in the area of effect and possibly instilling waves of constant pain in their bodies. The particles shoot out in random directions within the area of effect, sometimes embedding themselves deeply into the victim's body.

All creatures caught in the spray take 2d6 points of damage, plus 1 additional point of damage per caster level (*maximum +10*) with a Reflex save for half damage. Creatures that fail their Reflex save must also make a Fortitude save. If the Fortitude save fails, the jagged particles have embedded themselves deep inside the creature's body and begin to resonate waves of physically debilitating pain.

For the duration listed, the victim is wracked with agony that imposes a -1 penalty to Strength and Dexterity for each 5 caster levels. Spellcasters that are affected by the pain must make DC 15 + spell level concentration check to successfully cast a spell until the duration ends.

The debilitating effects of multiple pain shards are not cumulative and the spell has no effect on objects or on creatures that are immune to critical hits.

Material Components: A gem worth no less than 50 gp, and the blood of any poisonous creature.

persistent missiles

Evocation [Force]

Level: Sor/Wiz 4

Components: V,S,M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature per round

Duration: Concentration (*maximum of 1 action/caster level*)

Saving Throw: None

Spell Resistance: Yes

In all regards but one, this spell acts the same as the lower level magic missile spell. Missiles created with this spell, however, do not disappear when they strike their target, but instead return to the caster and orbit her harmlessly until her next action, at which time they may be directed against a target once more.

Attacking with these missiles is a standard action and precludes casting another spell. The missiles remain active for the spell's full duration, and as long as the caster retains concentration, they may attack any target within range. The missiles can only attack once per round, even if the caster is under the effect of spells such as Haste and Two Minds.

Material Components: A handful of glass marbles, one per missile to be invoked.

pierce

Evocation [Force]

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The Pierce spell allows you to hurl a bolt of force energy that has two effects. You make a single attack roll when casting Pierce, and if you succeed at a ranged touch attack you automatically destroy (*dispel*) any defensive spell of 2nd level or below with the force descriptor (such as *mage armor* or *shield*). It even suppresses Bracers of Armor for 1d4 rounds. If your attack roll also succeeds in hitting the target with a normal ranged attack (discounting any *Armor Class bonus from a force effect or bracers of armor*) you inflict 1d8 points of damage per two caster levels (maximum 5d8).

plague of boils

Necromancy [Evil]

Level: Clr 2

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The subject's body immediately becomes covered in pus-filled inflammations. The subject takes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks immediately. Each additional day the plague of boils is active the subject must succeed at a further Fortitude saving throw. Further failures of the saving throw increase the penalty by 2 (i.e. to -4 then -6 then -8 etc, as the boils swell and spread). A plague of boils can be removed through a remove disease spell or by a successful Heal check (remove disease; the DC is the spell's DC).

positive energy cascade

Conjuration (Healing)

Level: Clr 0, Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

A glowing gold cascade of positive energy shoots from your fingers. You must succeed at a ranged touch attack with the cascade to inflict damage or heal the target. All undead creatures receive 1d3 points of damage from the cascade while living creatures are healed for 1 hit point of damage.

protection from undead

Abjuration

Level: Clr 1, Pdn 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level (D)

Saving Throw: Will negates (*harmless, see text*)

Spell Resistance: No

This spell wards a creature from attacks by undead creatures. It creates a magical barrier around the subject at a distance of 1 ft. The barrier moves with the subject and has two major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures.

Second, the spell prevents bodily contact by undead creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by undead creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. However, each round an undead creature can make a Will saving throw to overcome this protection and touch the warded creature.

Material Components: A little powdered silver and iron with which you trace a 3-ft-diameter circle on the floor (or ground) around the creature to be warded.

rain of bone

Conjuration (Creation) [Archaic]

Level: Sor/Wiz 3

Components: V, M

Casting Time: 2 rounds

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft. radius

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

The targeted area is immediately pounded by thousands of bones that rain down from the sky. All characters and creatures within the affected area suffer 1d6 points/level damage, and are shaken for 1d4 rounds. The bones remain behind, covering the affected area in a layer almost a foot deep; all movement within the affected area is cut in half.

If a successful Reflex save is made the character or creature takes only half damage.

Material Components: The finger bone of a child.

rain of poison

Evocation [Poison]

Level: Clr 9

Components: V, S, DF

Casting Time: 1 action

Range: Long (400 ft. + 40 ft./level)

Effect: 30 ft. radius cloud of poisonous rain

Duration: 1 round/level

Saving Throw: Reflex negates (*see text*)

Spell Resistance: Yes

This spell creates a cloud of poisonous vapors that pour a rain of poison down on all those below it. The cloud moves through the air at a speed of 30 ft. per round. You can concentrate on controlling the cloud's every movement or specify a simple routine, such as moving straight ahead, in a circle or the like. Directing the cloud's movement or changing its routine is a standard action for you. The cloud always moves during your turn in your initiative order. If the cloud moves beyond the spell's range, it will move in a random direction for 1d6 rounds and then dissipate.

The poison that rains down from the cloud is deadly to all those that come into contact with it. A successful Reflex save against your spell DC allows the creatures under the cloud to jump out of the area of effect for that round. If the save is failed, the creatures in the rain are poisoned. This poison deals 2d6 temporary points of Constitution damage immediately and another 2d6 points of temporary Constitution damage one minute later. This poison damage has no save (*just the initial Reflex save to get out of the way of the cloud*). Spell resistance does keep a creature from being harmed (*roll spell resistance normally*).

rain of putrescence

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Area: Creatures and objects within 20-ft.- radius spread

Duration: 1 round/level

Saving Throw: None

Spell Resistance: No

A heavy rainfall of rotting waste falls in the area of effect, reducing visibility and making things slippery. The rain of waste obscures all sight, including darkvision, beyond 5 ft. A creature 5 ft. away has concealment (*attacks have a 20% miss chance*). Creatures farther away have total concealment (*50% miss chance, and the attacker cannot use sight to locate the target*). Any creature attempting to move within or through the area must succeed at an Acrobatics check

(DC 5 if moving at one-quarter speed, DC 10 if moving at half speed, DC 15 if moving at full speed, and DC 20 if running or charging).

The material rained forth by this spell remains clinging to the creatures' clothing, hair, etc. until cleaned off or otherwise removed (*consider this a strong scent for purposes of Tracking through the use of the scent ability*).

Material Component: a small vial of bodily waste.

ray of debilitation

Necromancy

Level: Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 min./level

Saving Throw: None

Spell Resistance: Yes

A gleaming ray springs from your hand. You must succeed on a ranged touch attack to strike the target. The subject takes a penalty to Dexterity equal to 1d6+1 per two caster levels (*maximum 1d6+5*). The subject's Dexterity score cannot drop below 1.

ray of paralysis

Necromancy

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: Instantaneous, *see text*

Saving Throw: Fortitude negates

Spell Resistance: Yes

Imbuing you with negative energy, this spell allows you to fire a crackling ray of negative energy at a single target. You must succeed on a ranged touch attack to strike. If struck the subject is paralyzed for 1d6+4 rounds, provided they fail a Fortitude save.

Material Components: A pinch of earth from a ghoulish lair or a bit of flesh from a ghoul.

ray of paralysis, greater

Necromancy

Level: Sor/Wiz 6

As ray of paralysis, but the subject is paralyzed for 1d8+6 rounds and also suffers 1d4+1 points of Constitution damage if it fails its saving throw.

Material Components: The hand of a ghoul.

razor the vein

Transmutation

Level: Sor/Wiz 2

Components: V, M

Casting Time: 1 standard action

Range: Personal

Duration: 1 round per caster level

Saving Throw: See below

The caster's weapon is sharpened to a cruel edge by the means of this spell and the wounds it inflicts continue to bleed long after the injury is inflicted. Each time they successfully strike with a piercing or slashing weapon the wound continues to bleed at the rate of 1 hit point per round, until either the spell's duration ends, or the victim succeeds at a Fortitude save against a DC of 10 + one half the caster's level. Multiple strikes have a cumulative effect, with each requiring its own save to staunch. The application of any form of cure spell, the quaffing of a cure potion or the successful application of a Heal check (*DC 10 + one half caster level*), will immediately staunch all bleeding.

Material Components: A strip of bloody flesh, which must be sliced in half at the time of casting.

realign the heavens

Necromancy [*Evil, Fear, Mind-Affecting*]

Level: Clr 9, Sor/Wiz 9

Components: V, S, XP

Casting Time: 1 standard action

Range: See text

Target: See text

Duration: 1 minute/level

Saving Throw: Will partial, see text

Spell Resistance: Yes

During the dark of night, by stretching your hands to the sky and releasing this powerful spell into the heavens, you tap into the plane of negative energy, releasing a vast cloud of death that grabs the stars and the moon and shifts their positions. All who look up into the heavens for the duration of this spell are immediately affected as if you had cast fear on them. Additionally, evil gains the upper hand for as long as this spell persists. All evil-aligned characters and creatures beneath the affected sky gain a +4 profane bonus to attack and damage rolls while all good aligned characters and creatures suffer a -6 penalty on all saves, attack and damage rolls.

Gold Cost: 5,000 GP.

rekindle

Evocation [*Fire*]

Level: Clr 3, Drd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 Standard Action

Range: Close (25 ft. + 5 ft. /level)

Area: 10-ft. radius burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

With this spell, the caster can cause any flame or fire source that was actively burning during the previous round to reignite, possibly doing damage to those within the area in question. For small fires such as torches or smaller, this is normally harmless, unless the fire source is unattended and in a precarious situation (*e.g. the residue of alchemist's fire on a creature, or a doused torch that is in contact with a pouch of blast powder*).

For larger fires, such as those caused by a fireball, fire storm, or flame strike, which encompassed a larger area, this spell can be much more dangerous. In the latter case, those within the area of effect suffer 1d4 points of damage per caster level (*maximum 8d4*) as once-dead flames flare up again to inflict their damage before dying once more.

The flames created by the rekindle spell are magical but never divine even if they resulted from a previous divine fire-based spell such as a flame strike. This spell cannot be cast underwater or within a vacuum.

Material Components: A small piece of partially-burnt wood.

rending mist

Necromancy

Level: Sor/Wiz 7

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft. / level)

Effect: Cloud 30ft. wide and 20ft. high

Duration: 1 round / level

Saving Throw: None

Spell Resistance: No

A rending mist is a cloud of greenish-grey vapors with streaks of red. Any creature entering the mist suffers slashing attacks from bony blades concealed within the vapors. Any creature that performs all or part of an action, including movement, within the area of the cloud suffers one slashing attack per four levels of the caster. The attacks occur when the action begins, so they can interrupt the action (*such as by forcing a spellcaster to make a Concentration check*).

The blades attack with a bonus equal to double the caster level, although each subsequent attack on the same creature suffers a -5 penalty. (*For example, a 17th-level caster would create a rending mist that strikes four times, at +34 / +29 / +24 / +19.*) Each hit inflicts 1d10 points of damage and is treated as a magic weapon for purposes of overcoming Damage Reduction.

The cloud is not dispersed by winds, but it is pushed in the direction of the wind at half speed. The mist inhibits healing, including any regeneration or fast healing effects,

none of which function within the cloud. Any variable effect Conjuraction (*Healing*) spells, such as Cure Moderate Wounds, that are cast within the cloud heal the minimum possible amount of damage.

repair dead

Necromancy

Level: Clr 3, Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Targets: One or more skeletons, corpses, or zombies touched

Duration: Instantaneous

Saving Throw: Will negates (*harmless, object*)

Spell Resistance: Yes (*harmless, object*)

With repair dead, the caster instantly repairs one animated skeleton or zombie per caster level, up to a maximum of 20. Animated skeletons and zombies are instantly repaired and restored to full hit points. Destroyed skeletons and zombies are not restored, only those that have been damaged but still 'alive'.

secret desires

Divination

Level: Sor/Wiz 1

Components: V, M

Casting Time: 1 standard action

Range: Touch

Targets: One being touched

Duration: 1 round per level

Saving Throw: Will negates

Spell Resistance: Yes

With a touch and a few moments concentration this spell grants understanding of the victim's subconscious desires and fears. For the duration of the spell, the caster gains a +1 per caster level insight bonus to all Charisma based skill checks involving the victim. When the spell ends, the victim has no idea they have been manipulated in any fashion.

Material Components: A single page from a diary or journal. At the moment of casting, the page burns to ash.

shade storm

Necromancy [Death, Evil]

Level: Sor/Wiz 8

Components: V, S, M

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: Cone

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: No

When the caster invokes this spell, they instantly summon a horde of dozens of wrathful, screaming spirits; gray and incorporeal shades driven to slay the living. The necromancer shapes these spirits into a cone, which is then unleashed at their foes.

Every creature in the area of effect must make a Fortitude save or take 1d6 points of damage per caster level (*maximum 10d6*). Those who fail their Fortitude save must make an additional Will save or acquire 1d4 negative levels. A successful Will save completely negates this effect. This spell is effective against undead, who are vulnerable to the wrath of angry spirits.

Material Components: A black opal worth at least 100 gp.

sleep, greater

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 3, Sor/Wiz 3

Components: V, S, M

Casting Time: Standard action

Range: Medium (100 ft. + 10 ft./level)

Area: Several living creatures within a 15-ft.-radius burst

Duration: One minute/level

Saving Throw: Will negates

Spell Resistance: Yes

As sleep, except that you roll 4d6 to see how many Hit Dice of creatures are affected; no creature with more than 10 HD is affected.

Material Components: A pinch of dust

slime touch

Conjuraction (Creation)

Level: Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Targets: Living creature or metal or wood object touched

Duration: Instantaneous; see text

Saving Throw: None

Spell Resistance: None

A touch from your hand infects the target creature or object with green slime, doing 1d6 points of permanent Constitution damage to living creatures or any other beings with a Constitution score. It also does 2d6 points of damage against wood or metal, ignoring metal's hardness but not that of wood. It does not harm stone or any other material.

Unlike the green slime encountered in dungeons, the green slime from this spell does damage the moment it touches the creature or object. A creature that is reduced to 0 Constitution has become a puddle of green slime.

Getting rid of green slime is difficult. Direct exposure to sunlight kills it within one round (*although it still does 1d6 points of Constitution damage before it is burned away*),

while a Remove Disease spell destroys it instantly. The only other remedy is to burn or freeze it; anything that deals cold or fire damage destroys the green slime (*and will deal damage to the victim as well*).

Focus: A bit of green slime in a stone or glass container.

soul burst

Necromancy
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: Standard action
Range: Medium (100 ft. +10 ft./level)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

You summon a burst of energy that harms all living creatures that have a soul. Thus, inanimate objects suffer no damage, but neither do undead, constructs, plants, or outsiders. Those hit by the spell sustain 1d6 points of damage per level (*to a maximum of 15d6*). Soul Burst is favored among necromancers who wish to damage their enemies but not their own undead guardians.

Material Components: A crushed feather

soul poison

Necromancy
Level: Clr 4, Sor/Wiz 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous; see text
Saving Throw: Will negates; see text
Spell Resistance: Yes

A caster infects his victim with a psychic poison which erodes their soul. In order to do this, the caster must touch their victim. The victim of the spell suffers 1d10 points of initial, temporary, Charisma damage, with another 1d10 points of Charisma damage occurring one minute later. Each instance of damage can be negated with a successful Will save (*DC 10 + one half caster level + Charisma modifier*).

spectral symbiosis

Necromancy
Level: Clr 6, Sor/Wiz 5
Components: V, S, DF/F
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 minute/level
Saving Throw: Will negates (<i>harmless</i>)
Spell Resistance: Yes (<i>harmless</i>)

This spell binds a spiritual force to the targeted character or creature for the spell’s duration, during which time the subject appears as a terrible, spirit-like version of himself (*though the subject does not become an incorporeal creature*). The targeted character or creature gains a +2 inherent bonus to any three abilities (*target’s choice*) and possesses a fear aura that affects all characters and creatures that come within 30 ft. of the subject. Those that enter the fear aura’s area of effect must make a successful Will save (*DC 10 plus the caster’s level*) or be affected as though by the Fear spell from a sorcerer of the caster’s level.

Focus: A handful of dirt from a grave.

sphere of deterioration

Transmutation
Level: Sor/Wiz 9
Components: V, S, M
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./two levels)
Targets: All living creatures within range
Duration: 1 round/level (D)
Saving Throw: Fortitude negates (<i>each round</i>)
Spell Resistance: Yes (<i>each round</i>)

This potent spell affects only living creatures, causing them to wither and crumble and eventually reducing them to dust. On the first round of the duration, all within the range (*except you*) suffer 1d6 points of damage. The next round, they suffer 2d6 points of damage. The next round deals 3d6, and so on, to a maximum of 10d6 points of damage each round.

Characters are allowed a Fortitude save to resist the damage, but they must attempt a new saving throw each round. A saving throw is required of anyone who spends any amount of time in the range of the spell, so that even a character who entered the area and backed out again on the same action would still need to make a save.

The damage progression always starts at 1d6 points of damage. So even if the spell has been going for 5 rounds, a new target entering into range suffers 1d6 points of damage on his first round, 2d6 the next round, and so on. Exiting and reentering the spell’s range, however, restarts the damage the victim was suffering as if they had not left—it does not start over. So, say a character stays in range for 4 rounds, then leaves for 2 rounds. On his first round back in range, they suffer 5d6 points of damage. The spell’s effect moves as you do, since it affects everyone in range of you.

Material Components: A brass statuette of a living creature, worth 100 gp, and a handful of brass dust, worth 50 gp

spider gorge

Conjuration (Summoning)
Level: Sor/Wiz 3
Components: S, M

Casting Time: 1 standard action
Range: 25 ft.
Area of Effect: 5 ft. wide line
Duration: Instantaneous; see text
Saving Throw: Reflex half; see text
Spell Resistance: Yes

Distending the caster's jaw to an unnatural degree, they vomitsforth a stream of tiny spiders which engulf anyone unfortunate enough to be caught in its path, inflicting 1d4 points of damage per caster level (*maximum 10d4*). Those who succeed at a Reflex save suffer only half damage. Those who fail their initial save are nauseated for one round and must immediately succeed at a Fortitude save (*at the same DC as their Reflex save*) or suffer 1d4 points of temporary Constitution damage, as hundreds of spider bites take their toll.

The spiders disappear as quickly as they appeared, fading away into sparkling motes of greasy light within moments of striking their victims.

Material Components: A handful of live spiders, which must be devoured immediately after speaking the incantation.

spine tendril

Transmutation
Level: Sor/Wiz 5
Components: V, S
Casting Time: Standard action
Range: Personal
Target: You
Duration: 1 round/level

This gruesome spell causes your own spine to lengthen considerably, thrusting up from the base of your skull to become a prehensile weapon (*or limb-like tendril*) under your control. Each round, in addition to whatever actions you would normally make, the spine tendril can make either an 'unarmed' disarm or grapple attack with a reach of 10 ft., neither of which draws an attack of opportunity. It is treated as Medium-size and has an attack bonus of 10 + your caster level. Its Strength score is your Strength + 5. While grappling, once it achieves a hold, the spine tendril can inflict 1d6 points of damage plus its Strength modifier, if any.

sunfire tomb

Transmutation [Good]
Level: Clr 9, Drd 9
Components: V, S, DF
Casting Time: Standard action
Range: Medium (*100 ft. + 10 ft./level*)
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

You transfer a target into the sun, where they remain (*with all of their equipment*), held entombed in stasis, forever. For the subject, time ceases to flow and they grow no older. Their bodily functions virtually cease, and no force or effect can harm them. They are, however, painfully aware of the heat and light around them. Those sensations are all they experience while entombed in the sun. The subject remains there unless someone casts a Freedom spell in the locale where Sunfire Tomb was originally cast, whereupon the subject reappears in that locale. Magical search by scrying, a Locate Creature spell, or similar divination does not reveal the fact that a creature is entombed, but Discern Location does. A Wish or Miracle spell will not free the recipient but will reveal where they are entombed. The Sunfire Tomb spell functions only if the target's name and some facts about his life are known. This spell is often used against creatures such as dark elves, vampires, or other beings that hate the light of day, as a fitting punishment for their misdeeds.

target infidel

Divination
Level: Pdn 2
Components: V, S
Casting Time: 1 standard action
Range: Long (*400 ft. + 100 ft. per level*)
Target: one creature
Duration: Special
Saving Throw: No
Spell Resistance: No

Using this spell, the paladin can target the greatest evil in the middle of battle. The greatest evil is defined as the most powerful evil creature in the radius of the spell or the creature that is directly responsible for directing the most powerful creature in the radius of the spell. Nothing can hide the target from the paladin. When the spell is cast, they will know exactly where the target is, who they are and how they are moving. The spell ends when the paladin makes eye contact with the target. The paladin cannot cast this spell again until the first one ends, the target is slain or the paladin dies.

teleport block

Abjuration
Level: Sor/Wiz 5
Components: V, S, M
Casting Time: Full round
Range: 0 ft.
Area: Three 10-ft. cubes/level
Duration: One hour/level
Saving Throw: None
Spell Resistance: No

You create an area in which no teleportation spell will work, either coming in or going out.

Material Components: 10 gp worth of gold dust

teleport coordinates transfer

Divination

Level: Clr 4, Sor/Wiz 4

Components: V, S

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Target: One creature

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

If you know a location well, you can communicate information about it mentally to someone else with enough accuracy and detail to allow the other person to teleport to the area as if they are personally familiar with the location. Alternatively, if you learn of a location through a spell like Discern Location, Teleport Tracer, or Legend Lore, you can use this spell to teleport there as if you were very familiar with the location. In no way does this spell provide the actual means of teleportation. You must provide your own means of teleportation.

teleport redirect

Evocation [Teleportation]

Level: Sor/Wiz 5

Components: V, S

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Area: 20-ft.-diameter sphere

Duration: One hour/level

Saving Throw: None

Spell Resistance: Yes

If any teleportation subtype spell is cast within the radius of this spell, or if the area of the spell is the target of a teleportation spell, the destination of the Teleport spell is redirected to a location you chose when you cast Teleport Redirect.

tendrils of eternal night

Conjuration (Summoning) [Evil]

Level: Sor/Wiz 9

Components: V, S, M

Casting Time: 1 Full round

Range: Medium (100 Ft. + 10 ft./level)

Area: 10-ft. diameter

Oration: 1 round/level

Saving Throw: See text

Spell Resistance: Yes

Tendrils of Eternal Night creates a portal in the ground or floor with a 10-ft. diameter. Anyone standing in this area must make a Reflex save or fall in and immediately suffer the effects outlined below. Four shadow tentacles spring out from the portal and attempt to grapple the caster's enemies

and drag them through the portal. Each tentacle is 30 ft. long (*huge*) and saves as the caster. It has AC 22, 2 hit points/per caster level, an attack bonus of +1 per caster level, and a Strength score of 23 (+6 *bonus*).

Each round that a tentacle is not grappling someone it will try to do so and attempt to drag the victim through the portal. Once someone has been dragged into the portal, a tentacle will hold the victim there until they are dead or the spell has ended. These are normal grapple attacks, save that they do not allow attacks of opportunity from opponents. They cause 1d6+6 points of damage per round that the grapple is maintained. Once grappled, a target will be drawn toward the portal at the rate of 10 ft. per round. The target may attempt to break the grapple in the normal fashion.

Anyone dragged into the portal must make a Fortitude save each round or gain two negative levels.

The portal closes when the spell's duration expires or when all four tentacles are destroyed. When the portal closes, anyone trapped in the pit is considered slain unless they can cast plane shift or similar planar travel spells. If this is not done, such victims may only be brought back through the use of a wish or similar spell.

Material Components: A black pearl worth at least 500

thorn bones

Necromancy

Level: Drd 4, Sor/Wis 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: Instantaneous and 1/round level

Saving Throw: Fortitude partial

Spell Resistance: Yes

This spell causes the bones within a creature's body to sprout through its flesh, inflicting 1d6 points of damage per two caster levels (*to a maximum of 10d6 damage*). In addition to the damage caused, creatures that fail their Fortitude saves are hampered by the bone growths in terms of their mobility. Those affected suffer a -2 circumstance penalty to all Strength and Dexterity-related skills and checks, and lose 10 ft. of base movement. The penalties last for 1 round per caster level.

Creatures immune to critical hits are immune to this spell, with the exception of skeletons. If cast on a skeletal creature, the spell adds +1 to its AC, temporary hit points equal to the amount of damage that the spell would have dealt, and allows the creature to deal an extra point of damage with its natural weapon attacks. The temporary hit points and other benefits last for 1 round per caster level.

Material Components: A handful of thorns and a piece of bone.

touch of madness

Necromancy

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

The caster must make a successful melee touch attack against the intended victim. If the touch attack is successful, the target is allowed a Will save to avoid all negative effects. A failed Will save results in 3 points of permanent Wisdom damage per 4 caster levels. The caster can intentionally lessen the damage dealt but must declare his intention to do so before damage is rolled. Damage dealt to the mind by Touch of Madness can be healed by normal means (*i.e.*, *Restoration*, *Wish*, *Miracle*, *etc.*), although if the damage is not healed within 24 hours of the infliction it is permanent and incurable.

Material Components: A bit of bone from a dead man's skull and a live maggot.

transmute blood to dust

Necromancy

Level: Sor/Wiz 8

Components: V, S

Casting Time: 1 round

Range: Touch

Target: Two creatures touched

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: Yes

A natural extension of the Boiling Blood spell, this more refined variant erases both the gore and time required for the previous version. You may alter the molecular structure of your victim's blood, causing it to become a fine red powder akin to dust.

Any creature that fails its Fortitude save is killed instantly, as all of his blood literally crumbles in his veins. A creature that makes a successful Fortitude save (*DC* 20) is only partially affected. They take 5d8 points of damage and 2 points of temporary Str, Dex, and Con damage. The temporary ability damage returns at the rate of 1 point of each per day.

transform dead

Necromancy [Evil]

Level: Sor/Wiz 6

Components: V, S, M

Casting Time: Whole round

Range: Touch

Target: One zombie

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

The caster touches a single zombie, which must then attempt a Fortitude save to avoid the spell's effects. If the zombie fails its saving throw, it becomes a ghoul.

Controlled zombies transformed by this spell remain under their controller's command and still count against controlled undead HD limits, as do spawn created by the controlled ghouls.

Material Components: A bone from a ghoul and a black onyx gem worth at least 100 gp,

twinge

Necromancy

Level: Sor/Wiz 0

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude negates

Spell Resistance: Yes

You point your finger at a target of up to large size and afflict it with a surprising jolt of pain, causing the target to drop anything it holds in its hands unless it succeeds at a Fortitude save. The pain is instantaneous and has no further effect beyond startling the target. Animals, such as horses, targeted by still spell may bolt or rear if they fail their saving throw.

undead crew

Necromancy

Level: Brd 5, Sor/Wiz 6

Components: V, S, M

Casting Time: 10 minutes

Range: Close (25 ft. + 5 ft./2 levels)

Target: One ship

Duration: 1 hour/level. Concentration discharge (*D*)

Saving Throw: None

Spell Resistance: No

This spell summons a crew of undead servitors to sail or row a ship for the caster. These undead will automatically know how to crew the ship as long as the caster maintains concentration. If concentration is broken, the undead simply fail to do anything until the caster resumes concentrating on directing their actions. A bard who casts this spell must direct the crew through encouraging singing of sea songs. Up to 5 undead crew men may be summoned per caster level. These crewmen are treated as Medium-sized skeletons with the additional ability of Profession (*sailor*) +5. These crewmen will not fight or otherwise engage an enemy in

combat, though they can and will operate ballistae or catapults, firing such machinery as 1st-level warriors.

Material Components: The bones or remains of at least 5 drowned men.

unending pain

Necromancy [*Chaotic, Mind-Affecting*]

Level: Clr 9, Sor/Wiz 9

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft. / 2 levels)

Target: One creature/level, no two of which can be more than 30 ft. apart.

Duration: Permanent

Saving Throw: Will negates

Spell Resistance: Yes

This spell fills those who fail their Will save with excruciating waves of pain. It becomes difficult to concentrate on combat, casting spells, or even communicating. The pain imposes a -2 penalty to all attack rolls, damage rolls, skill checks, saving throws and ability checks. Those who are suffering the pain must succeed on a DC 20 + spell level concentration check to cast spells or manifest powers.

This effect can be removed by using Break Enchantment, Greater Restoration, Limited Wish, Wish or Miracle. Additionally, any other 7th level or higher spell that restores the mind can be used to also fix this problem, including heightened heal spells.

evacuate bowels

Necromancy

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target creature's bowels completely evacuate, with disgusting results. If it fails its Fortitude saving throw. So violent is this action that the creature is immediately stunned (*drops everything held, can't take actions, takes a -2 penalty to AC, and loses Dexterity bonus to AC*) until the caster's turn next round.

vampiric weapon

Necromancy

Level: Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: One touched weapon

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

The caster touches a weapon while casting the spell. Half the damage inflicted by the touched weapon against a living opponent is then gained as temporary hit points by the wielder. These temporary hit points disappear 1 hour after being gained.

Focus: The weapon.

vile stench

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature or object touched

Duration: 1 hour/level (D)

Saving Throw: Fortitude negates

Spell Resistance: No

The recipient is enshrouded in an awful smell, reminiscent of the foulest sewers. The smell radiates outward to a 10-ft. radius and any living creature (*except the recipient*) that enters the area of effect must succeed at a Fortitude saving throw or become Sickened (*-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks*) for as long as they remain within the area of effect and for one round thereafter.

Focus: A small bit of garbage.

violent retching

Necromancy

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 1 round/level; see text

Saving Throw: Fortitude negates

Spell Resistance: Yes

A target failing its Fortitude saving throw empties its stomach, vomiting and dry heaving forcefully; consider the target nauseated (*unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; only action is a single move action per turn*) for the duration of the spell. A creature succeeding at its Fortitude save is merely sickened (*-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks*) for 1 round as it fights back the urge to retch.

virulence

Necromancy

Level: Clr 7, Brd 7, Sor/Wiz 6

Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

The subject contracts 1d3 diseases, which strike immediately with no incubation period. The caster infects the subject with any disease allowed by the GM, though a Fortitude save is allowed for each. For the next day, if uncured, all living creatures that come within 20 ft. must save against each disease the subject carries. The individual disease, not the spell, applies its effects to those failing their saves in this case. In order to rid the victim of this curse, each disease must be individually cured by magical means.

wall of spiders

Conjuration (Creation)
Level: Sor/Wiz 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of spiders whose area is up to one 5 ft. cube/level, see text
Duration: Instantaneous
Saving Throw: See text
Spell Resistance: No

The caster causes a writhing mass of tiny poisonous spiders to appear, which instantaneously coalesce into the shape of an impenetrable wall. This wall can be used to close a passage, to channel opponents or protect from the elements. The wall cannot, however, be conjured so that it occupies the same space as a creature or another object.

Unlike a wall of iron, a wall of spiders can be formed into almost any shape desired. It need not be vertical, nor must it rest upon a firm foundation, it can even be laid horizontally. A wall of spiders is pliant and moves at a touch, but is firm enough to walk upon, should someone desire to do so.

Any creature which touches the wall suffers 25 – AC points of damage. Dexterity and dodge bonuses to Armor Class do not count for this calculation. Creatures with an Armor Class of 25 or higher, without considering Dexterity or dodge bonuses, suffer no damage. In addition, the virulent contact poison which covers the wall and fills the fangs of the spiders which make it up is deadly in the extreme. Those who touch the wall must attempt a Fortitude save to avoid suffering 1d6 points of initial and secondary Constitution damage. Those who are immune to poison need not attempt to save.

Living beings can attempt to force themselves through a wall of spiders, but they suffer a -2 circumstance to their saves to resist the wall’s poison when doing so. To push through the wall, the being must attempt a Strength check

as a full round action. The DC of the check is 20 and a successful check allows the being to move 5 ft. For every full 5 points by which the check succeeds the being can move an additional 5 ft.

A creature trapped in the wall can choose to remain absolutely still and does not suffer damage, and need not attempt to save versus poison, when doing so. It is not possible to simply breach a section of wall with a Strength check, as the wall is simply too pliable.

Like any other wall, a wall of spiders can be destroyed by means of a Disintegrate spell or by attacking the wall with weapons. Each 5 ft. section of wall has 50 hit points and a hardness of 5. Though the wall of spiders is entirely composed of spiders, it cannot be destroyed or controlled by spells which affect vermin, nor is it subject to the effects of spells like Harm. The spiders which make up the wall are entirely magical in nature and are not living in any real sense.

Material Components: A petrified spider’s egg sack.

wasting touch

Necromancy [Evil]
Level: Clr 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: Instantaneous
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes

Your touch inflicts the target with a horrible, supernatural wasting disease. The saving throw against this disease is the same as for a normal spell (10 + spell level + Wis modifier). The disease has an incubation period of 1 minute and causes 1d6 points of Con and 1d6 points of Str damage. Because it is a supernatural disease, once a target is infected with Wasting Touch the disease continues to afflict the victim until the victim reaches Constitution 0 (*and dies*). Attempts to cast any conjuration (*healing*) spell (*including all manner of cure spells*) on a creature afflicted with Wasting Touch must succeed on a caster level check. The DC for this check is 10 + the caster level of the caster that afflicted the creature (*i.e. if an 11th level cleric casts Wasting Touch, then the DC is 21*).

web splat

Conjuration (Creation)
Level: Sor/Wiz 0
Components: V, S
Casting Time: Standard action
Range: Close (25 ft. + 5 ft./two levels)
Area: 3 inches by 3 inches
Duration: 1 round/level or until destroyed

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a tiny bit of spiderweb that possesses the strength of an average person. You can use this webbing to stick two objects together, to stick an object to the floor, to attempt to stick a creature's foot to the floor or its hand to an object. You can even attempt to put the webbing over the creature's eyes to partially blind it (*everything has 50% concealment to the creature*). The creature gets a saving throw, and those who fail it must take a standard action and attempt a Strength check (*DC 10*) to tear the webs away. Likewise, if you web together two objects, a creature can tear them apart with a Strength check (*DC 10*), using a standard action. The webbing can support about 100 lbs., which means you could stick a 100-lb. rock to the ceiling for the duration. The web splat can be destroyed in 1 round by fire.

web strand

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Close (25 ft. + 5 ft./two levels)

Area: A 1-inch-thick strand that measures 25 ft. + 5 ft./two levels long

Duration: 1 round/level

Saving Throw: Reflex negates

Spell Resistance: Yes

You create a single ropelike strand of spiderweb that possesses the strength of an above-average person. One end of the strand is adhesive, the rest is not. You can use the sticky end to shoot the strand to the ceiling of a cave and swing across a chasm on it. You could even attempt to stick one end to a creature so it could not get away. In this case, the creature gets a saving throw, and those who fail must take a standard action to attempt a Strength check (*DC 15*) to tear the strand away. The web strand can support about 200 lbs. If you use it as rope (*tying it to something rather than relying on the adhesive*) it proves about twice as strong as a normal rope. The web strand can be destroyed in 1 round by fire. The strand has a hardness of 2 and 5 hit points.

web whip

Conjuration (Creation)

Level: Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Effect: Creates a whip from strands of webbing

Duration: 1 round/2 levels

Saving Throw: None

Spell Resistance: No

When this spell is cast, a thick length of woven spider's webbing appears from the caster's palm. This strand of webbing is thick, strong and flexible enough to function as a very effective whip. The caster wields this whip as though they possessed the Exotic Weapon Proficiency (*whip*) Feat. The whip deals normal damage and can be used normally against beings with an armor bonus of +1 or lower, or a natural armor bonus of +3 or lower, but is otherwise identical in function to a normal whip.

Should the caster wish, they can use the natural stickiness of the whip to ensnare objects, tearing them from their victim's grasp. The caster can attempt a disarm attack and does not provoke an attack of opportunity when doing so. For the purposes of the disarm check, the caster is considered to be wielding a two-handed weapon. If the check is failed, the caster can immediately end the spell, so as to avoid a retaliatory disarm attempt.

Material Components: A strand of spider's web woven into rope.

wraithtouch

Necromancy

Level: Sor/Wiz 3

Components: V, S

Casting Time: 1 round

Range: Touch

Target: One living creature

Duration: Instantaneous

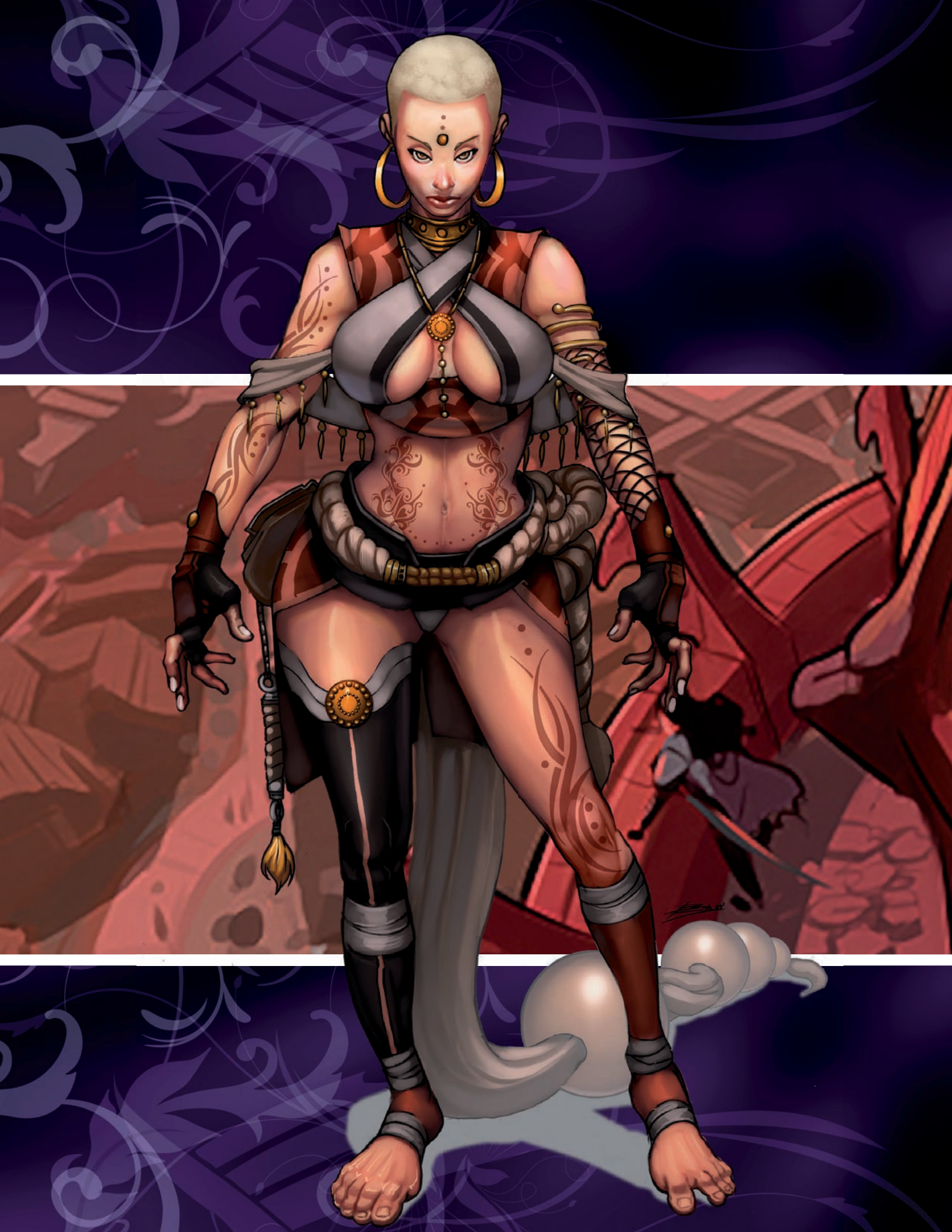
Saving Throw: Fortitude half

Spell Resistance: Yes

When this spell is cast, crackling necromantic energy wreathes the caster's hand. A successful touch attack deals $1d6+1$ (*maximum 1d6 + 6*) points of Constitution damage for every two levels of the necromancer's experience. A target's successful Fortitude save halves the damage. A target whose Constitution score is reduced to 0 by this spell is so overwhelmed by necromantic energies, they fall unconscious (*instead of dying, as normal*) until they regain at least one point of Constitution. Wraithtouch has no effect on undead, constructs and other, similar beings.

only be thou strong and
very courageous, that thou
mayest observe to do
according to all the law,
which my servant
commanded thee: turn not
from it to the right hand
or to the left, that thou
mayest prosper whithersoever
thou goest.

~ Joshua 1:7 ~



CHAPTER



CLASSES OF ABADDON

prestige classes

blade witch

There are very few weapons open to a spellcaster, their training is in the magical rather than the combat arts and the discipline of the mind far outweighs the discipline of the body or the blade. Past a certain point of expertise there are those magicians who see no need or use for physical weapons at all, their minds are their arsenal and magic their weapon.

Despite this common outlook there are magicians who choose to try and bridge this gap, working their magic through their weapons and trying to compensate for their weakness of body by, belatedly, training in the martial disciplines. In combining the two – magical and physical discipline – they can become more powerful than the sum of their parts might suggest, dervishes of steel and flame that can carve a swathe through the strongest of enemies with little more than a simple dagger.

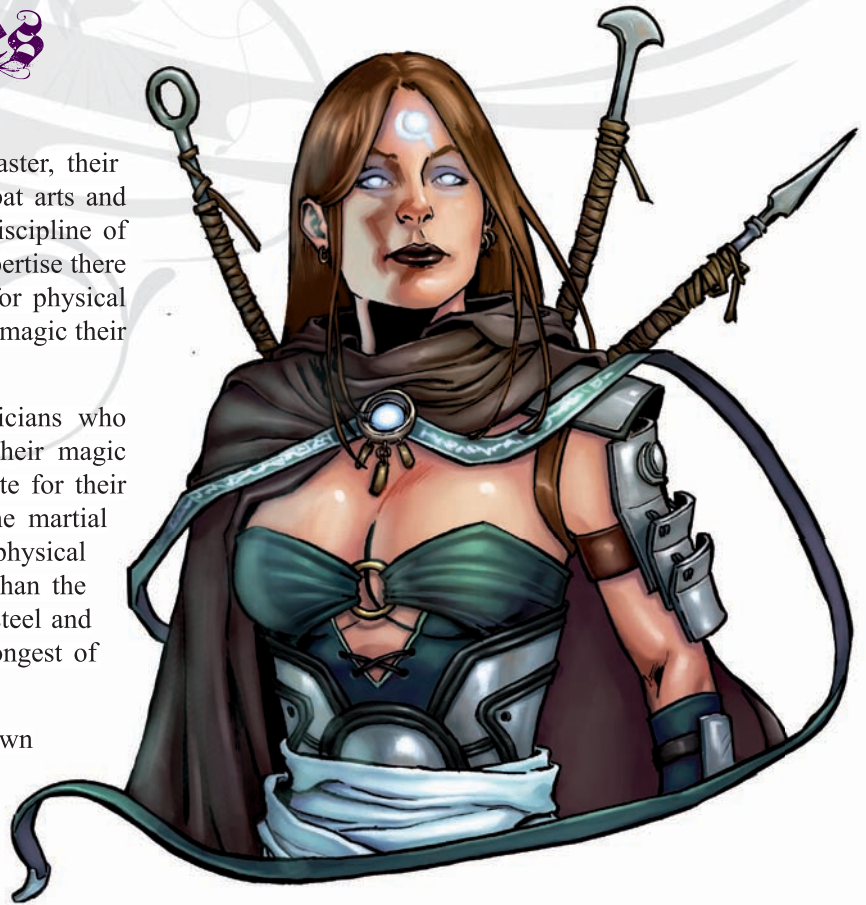
These magically empowered warriors are known as Blade Witches, their ornate and well-maintained daggers, their martial dress style, their aura of danger and their physical confidence mark them as dangerous and deadly, even to the hard-bitten and cynical denizens of Abaddon. A Blade Witch often finds their way as a mercenary, selling the edge of their blade to the highest bidder and in so doing securing themselves a grudging position of relative security in the shattered world as assassins, guards and bounty hunters.

Blade Witches learn their craft from the Scroll of the Ebon Knife, an uncommon text that expounds the benefits of this fighting and magical style of combat, scribed by the combat mage and Blade Witch Kanash Derregar in the years before the cataclysm.

Adventuring Blade Witches are looking for something more than mere survival, while adventuring can bring them great wealth and power it also tends to pit them against the undead lords, threatening their survival and forcing them to rely on the other members of their group. Blade Witches who take up this adventuring life are often looking for something more than merely existing, a cause, a community, a family.

Role: Blade Witches engage in violent, brutal, sudden assaults against their opponents, cutting them quickly and powerfully before retreating to gather their strength for another fight. They are powerful and deadly with their blades, while retaining access to spells where they are needed, but their strength only lasts as long as their magical power does and with his power expended quickly they are left weak and vulnerable.

Alignment: Blade Witches may be of any alignment but the moral flexibility required for their sort of existence means



that they tend to be of either Neutral or Chaotic alignments. There is often a sort of cynicism and gallows humour around the Blade Witches, along with a great degree of self-reliance, bordering on arrogance.

Hit Die: d8.

requirements

To qualify to become a Blade Witch, a character must fulfil all of the following criteria.

Class: Blade Witches must have an existing arcane spell-casting class of level five or more.

Base Attack: +3 or more.

Feats: Weapon Focus (*dagger*), Craft Magic Arms and Armor.

class skills

The Blade Witch's class skills (*and the key ability for each skill*) are Acrobatics (*Dex*), Craft (*Int*), Intimidate (*Cha*), Knowledge Arcana (*Int*), Stealth (*Dex*), Use Magic Device (*Cha*).

Skill Ranks at Each Level: 4 + Int modifier.

blade witch

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+0	+2	+0	Athamae, Blade Magic.	+1 Level of Existing Class
2nd	+2	+0	+3	+0	Weapon Specialization (<i>Dagger</i>)	
3rd	+3	+1	+3	+1	Greater Weapon Focus (<i>Dagger</i>)	
4th	+3	+1	+4	+1		+1 Level of Existing Class
5th	+4	+1	+4	+1	Greater Blade Magic	
6th	+5	+2	+5	+2	Blade Soul	
7th	+6	+2	+5	+2	Greater Weapon Specialization (<i>Dagger</i>)	+1 Level of Existing Class
8th	+6	+2	+6	+2	Thirsty Blade	
9th	+7	+3	+6	+3	Deadly Blade	
10th	+8	+3	+7	+3		+1 Level of Existing Class

class features

All of the following are class features of the Blade Witch prestige class.

Weapon and Armor Proficiency: A Blade Witch is proficient with simple and martial weapons and light Armor. The Arcane Spell Failure chance for wearing light Armor is reduced by 10%.

Spells per Day: At the indicated levels a Blade Witch gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained except for additional spells per day, spells known (*if he is a spontaneous spellcaster*) and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Blade Witch he must decide to which class he adds the new level for purposes of determining spells per day.

Athame: At first level the Blade Witch crafts themselves an athamae, an ornate and magically infused dagger through which they channel their abilities, this costs a thousand gold pieces and is considered to be part of the process of becoming a Blade Witch. An athamae counts as a magical weapon for purposes of bypassing immunities and damage reduction but has no inherent bonuses and can receive no enchantments as these would interfere with the Blade Witch's abilities.

Blade Magic (Su): The Blade Witch can empower their dagger with magic by sacrificing one of their spells for a single attack. The level of the spell provides a bonus both to hit and to the damage done by the blade. EG: A level three spell provides a +3 to hit and a +3 to damage. Additionally, a spell-empowered strike automatically confirms critical hits without the need for a roll..

Weapon Specialization (*Dagger*): The character gains the bonuses associated with this feat automatically at this level, regardless of the normal prerequisites for the feat.

Greater Weapon Focus (*Dagger*): The character gains the bonuses associated with this feat automatically at this level, regardless of the normal prerequisites for the feat.

Greater Blade Magic (Su): In addition to the effects of Blade Magic the Blade Witch can create additional bonuses according to the types of spell that they imbue their blade with. For Sorcerers they can choose the type of spell from their known spells, rather than empowering with a specific spell. This makes Sorcerers a lot more versatile in the magic they can push through their blade but this is compensated for by the relative lesser power of the magic at their disposal.

- **Abjuration** – For the turn that the spell empowers the blade the Blade Witch's Armor Class is increased by the same amount as their damage and to-hit bonuses, the blade flashes and moves of its own accord under the power of the magic. It deflects incoming attacks with preternatural speed.
- **Conjuration** – Empowered by a conjuration spell the blade can cut a hole in space, allowing the Blade Witch to teleport up to thirty feet, anywhere within line of sight.
- **Divination** – Entangled in the skein of fate the blade almost unerringly finds its target. If the Blade Witch misses they may immediately re-roll once to try and hit again, they may also re-roll for critical confirmation, provided that they have not already used their reroll.
- **Enchantment** – The gleaming, unnatural light of the blade entrances and distracts the Blade Witch's enemies, anyone attacked by a blade empowered by these spells is considered flat-footed for this turn, not only to the Blade Witch but to anyone else attacking the same target.

- **Evocation** – The blade can be imbued with any elemental aspect, allowing it to exploit elemental weaknesses of enemy creatures and to do an additional d6 of elemental damage (*acid, cold, electricity, fire, or sonic*).
- **Illusion** – A single strike appears to be many strikes at once, the Blade Witch's arms and daggers suddenly appear to be everywhere, flying in all directions. The attack is considered to be a flanking attack and increases the critical range of the weapon by one as well as increasing the damage multiplier by one, EG: 18-20 for x3 damage. If the Blade Witch has access to the sneak attack ability, this counts to trigger it.
- **Necromancy** – Should the blade strike and cause damage the target – if living – must make a Fortitude Save against a DC of 10 plus the Blade Witch's total level and Intelligence bonus or suffer 1d4 damage to their constitution score, their body tainted with dark magic from the blade.
- **Transmutation** – When the blade strikes it transforms shape inside the enemy, sprouting barbs, hooks and saw-teeth that rip the target apart as the blade is pulled free. The dagger does its damage again as it's pulled free.

Blade Soul (Su): If the Blade Witch makes the killing blow upon a creature then they can recharge their spells for further use in empowering their blade or casting their spells. In order to recharge a spell slot they must strike the final, killing blow upon a creature with a Challenge Rating double the level of the spell. For example, to recharge a level 6 spell slot would require the execution of a Challenge Rating 12 creature.

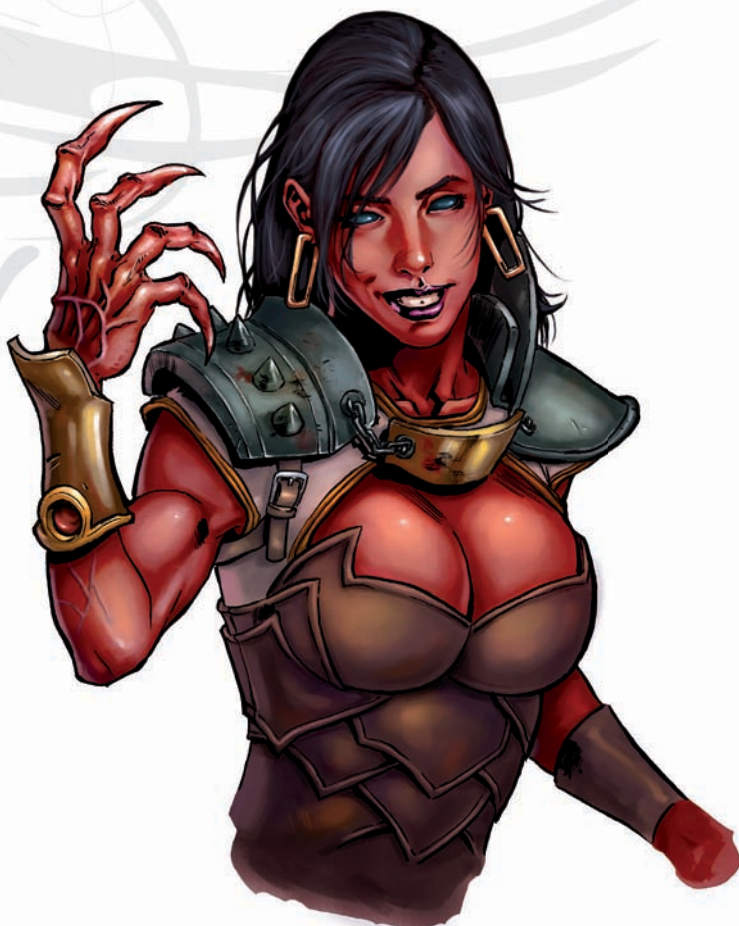
Greater Weapon Specialization (Dagger): The character gains the bonuses associated with this feat automatically at this level, regardless of the normal prerequisites for the feat.

Thirsty Blade (Su): As well as draining a creature's soul to empower magic the Blade Witch can drain life energy itself to heal and maintain themselves. A spell-empowered attack that does damage also restores 1d4 hit-points to the Blade Witch. This cannot provide temporary hit-points over and above the Blade Witch's normal total.

Deadly Blade (Su): The Blade Witch and their dagger are as one and become far more deadly than any normal blade. The damage of the dagger increases as though it had been increased in size, EG: from 1d3 to 1d4, 1d4 to 1d6 or 1d6 to 1d8. The critical range also extends by one, for example to 18-20.

blood duellist

The Khymer are a reduced and distrusted race who have been forced to place emphasis on their enhanced psychic prowess over their old skills from their time as physical beings. Under constant assault and common insult the



Khymer need their defenders, those who will fight to protect their honour and to maintain the sorts of myths about their people that encourage respect... and fear.

Where many Khymer hide themselves within their fleshy shells and hope not to be detected by their many enemies (*and the justifiably paranoid*) the Blood Duellists show themselves openly, strut proudly, challenge those who hate their species and attempt to complete quests and tasks that make them seem all the more powerful and legendary, building the story of the Khymer in the popular imagination into something terrifying, unpredictable and unstoppable.

Blood Duellists find novel, martial ways to use their inherent, viscous, bloody nature. They can soften and harden their substance, create blades, create Armor, increase the toxicity of their body and learn to give and take blows that would kill any normal creature. Their very alien nature opens up complex combat manoeuvres and unnatural tactics that make them uniquely capable to defend their species.

As adventurers Blood Duellists are looking for ways to add to their personal and cultural legend. They are after the highest stakes, the greatest rewards, the ultimate heroics or villainy. They particularly like to partner up with Bards who can tell their stories and sing their songs across the land, helping to get known across the whole of settled Abaddon.

Blood Duellist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+0	Blood Weapon
2nd	+2	+1	+1	+1	Greater Scab Armour
3rd	+3	+1	+2	+1	Toxicity I
4th	+4	+1	+2	+1	Splash
5th	+5	+2	+3	+2	Greater Blood Weapon
6th	+6	+2	+3	+2	Superior Scab Armour
7th	+7	+2	+4	+2	Toxicity II
8th	+8	+3	+4	+3	Blood Bow
9th	+9	+3	+5	+3	Toxicity III
10th	+10	+3	+5	+3	Superior Blood Weapon

Role: Blood Duellists play an intimidating social role, their existence and prowess being legendary and they back this up with excellent combat prowess, leaping into the forefront of any fray and seeking out the leaders and most dangerous enemies present in order to prove themselves and destroy the greatest threats, covering themselves in glory.

Alignment: As Khymer the alignment of the Blood Duellists is always Neutral, however, Blood Duellists are never true Neutral, their drive to accomplish and protect means that their Neutral nature is always intermingled with some other alignment.

Hit Die: d10.

requirements

To qualify to become a Blood Duellist, a character must fulfil all of the following criteria.

Base Attack Bonus: +6.

Skills: Acrobatics 2 ranks, Perform 2 ranks, Craft 2 ranks.

Feats: Dodge, Mobility, Scab Armor (*Khymer racial Feat*).

Race: Khymer.

class skills

The Blood Duellist's class skills (*and the key ability for each skill*) are Acrobatics (*Dex*), Bluff (*Cha*), Craft (*Int*), Intimidate (*Cha*), Perception (*Wis*), Perform (*Cha*), Sense Motive (*Wis*).

Skill Ranks at Each Level: 4 + Int modifier.

class features

All of the following are class features of the Blood Duellist prestige class.

Weapon and Armor Proficiency: The Blood Duellist is proficient with all simple and martial weapons. Blood Duellists are proficient with light Armor and shields.

Blood Weapon (Ex): The Blood Duellist can exude their substance and harden it, using the same principles as Scab Armor. They may create any one-handed weapon or a shield of any type by the expenditure of five hit-points and any two-handed weapon at the expense of ten hit-points. These weapons are otherwise identical to mundane weapons of the same type. When the weapon is gotten rid of, to free up the character's hands, the hit-points are lost.

Greater Scab Armor: When they are finished with their Armor the Blood Duellist can reabsorb the material, liquefying it, absorbing it and gaining back all but one hit-point that was invested into the Armor instead of losing all the hit-points that were used.

Toxicity I, II, III (Ex): Weapon strikes by the Blood Duellist inflict the same effect as the Khymer natural ability 'Toxic Blood' when they strike and do damage. At Toxicity II the DC to resist the poison increases by +5 and the Strength damage to 1d8, at Toxicity III to +10 and 1d10. The Khymer's substance darkens and gives off a stinging and noxious vapour as it strengthens in power.

Splash (Ex): The Blood Duellist can liquefy and solidify their body with remarkable speed and can use this ability to avoid or reduce blows against their body by turning soft and splitting apart around the attack, or solidifying their substance to ward off a blow. The Blood Duellist gains Damage Reduction 5/Fire and takes no more than a single point of damage from any piercing attack.

Greater Blood Weapon (Ex): Weapons formed from the Blood Duellist's body are masterwork weapons gaining a +1 bonus to their attack rolls (*or to Armor Class if used to make a shield*). The Blood Duellist can reabsorb the hit-points used to create the weapon when they are done with it, losing only a single hit-point, rather than the full cost.

Superior Scab Armor: The Blood Duellist's ability to create scab Armor increases in scope and requires less of

Dark Overseer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Face of Fear I, Dread Commander	+1 level of existing class
2nd	+1	+1	+1	+1		+1 level of existing class
3rd	+1	+1	+1	+2		+1 level of existing class
4th	+2	+1	+1	+2	Steel Nerves I	+1 level of existing class
5th	+2	+2	+2	+3	Face of Fear II	+1 level of existing class
6th	+3	+2	+2	+3		+1 level of existing class
7th	+3	+2	+2	+4	Spider's Web, Steel Nerves II	+1 level of existing class
8th	+4	+3	+3	+4		+1 level of existing class
9th	+4	+3	+3	+5		+1 level of existing class
10th	+5	+3	+3	+5	Token of Doom, Face of Fear III, Steel Nerves III	+1 level of existing class

a hit-point investment. Four hit-points for +1 AC, eight hit-points for +2 AC, twelve hit-points for +3 AC, sixteen hit-points for +4 AC and twenty hit-points for +5 AC. The Blood Duellist can now completely reabsorb the blood used to create the Armor.

Blood Bow (Ex): The Blood Duellist can fire spikes of hardened blood from their arms with the range and damage of a heavy crossbow at the cost of one hit-point per bolt. These lost hit-points cannot be reabsorbed as the blood already liquefies and runs away after impacting the target.

Superior Blood Weapon (Ex): The Blood Duellist can channel latent psionic force into their blood weapons providing them a +1 bonus to hit and to do damage, or a +2 bonus to Armor Class if used to make a shield. They now count as magical weapons in order to hit and harm creatures that require such weapons to be hit and harmed or to bypass damage reduction. The Blood Duellist can now completely reabsorb the blood used to create the weapon.

Dark Overseer

Light and dark are confused on Abaddon and it takes a certain amount of steel that is beyond the powers of good in order to organise and enthuse people on a world so devoid of hope for the living. Appealing to a person's better nature, to their humanity, to their empathy – these methods are almost always doomed to failure. The people of Abaddon understand death, fear, pain, intimidation and survival and these are the things that motivate them, not hope, not love, not kindness. The Dark Overseer understands the nature of the world and the survivors, using these methods to get work done and to gather power to themselves, people who will fear and follow them, do their bidding and spread their influence.

Dark Overseers usually work for more powerful forces as majordomos and viziers, as slave-drivers, adjutants and

governors. They use cruelty to achieve their ends and those of their lordly masters and though they end up corrupted by it, twisted by acting in service of evil they can accomplish good. For anything to be achieved in Abaddon at all, the people must be forced to undertake it under the lash of a whip or the threat of death hanging over their families.

Dark Overseers who become adventurers are often looking for a way to break out and become a lord themselves. Wealth, power, influence, powerful allies, these can all help a Dark Overseer to grasp the power that they exercise with both hands and start to really make a difference. Resistance movements and rebels, while dedicated to eradicating the very form of governance that the Dark Overseer represents can often benefit from a cruel taskmaster of their own, forcing them to organise and to fight to the finish.

Role: Dark Overseers act to enhance the capabilities of those around them and to lend the strength of their followers to any task or to the control of a fortification, town or other settlement. They rule with an iron fist and this natural authority follows through into their adventuring capabilities enabling them to put steel into a spine or to turn an enemy's legs to rubber.

Alignment: Dark Overseers may be of any Evil alignment but the willingness to cause harm, even in the pursuit of good or constructive ends, makes this an essential requirement. While Dark Overseers may begin with the best of intentions the nature of their duties and the requirements of their tasks inevitably corrupt them.

Hit Die: d6.

requirements

To qualify to become an Dark Overseer, a character must fulfil all of the following criteria.

Class: A spellcasting class, arcane or divine, capable of casting level 3 spells.



Alignment: A Dark Overseer must be of Evil alignment or, in the view of the Games Master, be about to change alignment to an Evil alignment.

Skills: Intimidation 4 ranks, Perform (*Oratory*) 4 ranks.

Attributes: Charisma 12+.

Feats: Leadership.

class skills

The Dark Overseer's class skills (*and the key ability for each skill*) are Appraise (*Int*), Bluff (*Cha*), Diplomacy (*Cha*), Intimidate (*Cha*), Perception (*Wis*), Perform (*Cha*), Sense Motive (*Wis*), Spellcraft (*Int*).

Skill Ranks at Each Level: 4+ *Int* modifier.

class features

All of the following are class features of the Dark Overseer prestige class.

Weapon and Armor Proficiency: Dark Overseers gain no proficiency with any weapon or Armor.

Spells per Day: At the indicated levels a Dark Overseer gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained except for additional spells per day, spells known (*if he is a spontaneous*

spellcaster) and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Dark Overseer he must decide to which class he adds the new level for purposes of determining spells per day.

Face of Fear (Ex): Dark Overseers gain a scary and fear-inducing aspect, a timbre to their voice and a power to their body language that renders them powerfully intimidating as well as a harshening of their appearance and an unnatural glint to their eyes that can make them seem predatory. For each level of Face of Fear the Dark Overseer gains a +2 bonus to their Intimidate skill and the time effect of forced friendship and demoralisation under the Intimidate skill is doubled. With Face of Fear I the Dark Overseer can cast Cause Fear in place of any other spell that they can cast, with Face of Fear II they can do the same with the spell Scare and with Face of Fear III they can do the same with the Fear spell.

Dread Commander (Ex): Dark Overseers add their Dark Overseer level to their Leadership score as well as their overall level (in effect counting their Dark Overseer level twice) in order to determine how many followers they have. For example, a character that is Cleric 10/Dark Overseer 5 with a Charisma bonus of +3 would have a leadership of 15+5+3=23.

Steel Nerves (Ex): A Dark Overseer is often the most intimidating and commanding presence on the field of battle and their presence puts steel into the spines of their companions and followers who usually fear them far more than any enemy or monster. The Dark Overseer's presence boosts the Will save of their allies by +1 per level of Steel Nerves and also boosts their own Will save by the same amount as they must maintain a façade of strength and power in front of their followers lest they lose belief in the Dark Overseer's ability to maintain order.

Spider's Web (Ex): The Dark Overseer maintains a broadly spread web of contacts, spies and informants that keeps them informed on what's going on around the area and across the world of Abaddon. This operates in a similar fashion to Bardic Knowledge but also applies its bonus to Diplomacy checks. The Games Master may be willing to let the Dark Overseer use this ability to find actual contacts in settlements and cities but these are not friends, followers, allies or cohorts and will still need to be persuaded or paid in order to help the Dark Overseer with anything more than information.

Token of Doom (Su): A Dark Overseer can invest their power and life force into a trinket, typically a ring though it can also be invested into a crown, necklace, helmet or other adornment. When killed the Dark Overseer's consciousness passes into the trinket rather than being swallowed up or destroyed by the void. The token gains the bonuses an Amulet of Natural Armor +5 when this happens, providing that protection both to itself and to anyone who wears it,

making it an attractive magical item to pick up or loot. Anyone wearing the trinket must make a Will save against the total Level + Dark Overseer Level (plus Wisdom bonus) of the deceased Dark Overseer or become possessed by their spirit, if this Will save fails the Dark Overseer's spirit must wait for the item to be passed on to a new owner, whereupon they may attempt possession again.

Demon Seeker

The taint of evil and the corruption of the bloodlines are everywhere in Abaddon. Entrapped demons and other-worldly creatures can be found everywhere and, stuck in this world, they take mates from the native population or take possession of their bodies. With nowhere else to go the infernal powers are making themselves a new 'hell' and populating the surviving towns and villages with their offspring, an ever-increasing taint of demonic blood that in the small and fragile populations of many villages comes to dominate in extremely short order until they can no longer be truly considered mortal at all.

Those populations which remain untainted go to extreme measures to remain that way, with a Paladin's zealotry they seek out the evil in their midst and destroy or exile it from their number to prevent the corruption spreading and to maintain freedom from the influence of the demonic. While the dead can kill you and raise you as one of their own, the rape and corruption of the infernal can damn a bloodline for eternity and bring an end to true demihumanity.

The demons and devils are even a threat to the undead, as are the other planar creatures who find themselves in this 'bottle-trap' dimension. Unholy alliances can be struck between those who take the duty upon themselves to cleanse the world of demons and those who are little better. The Demon Seekers fixate their hatred and determination upon the eradication of the infernal, a never-ending and long-term task that overrides all their other concerns, they are true fanatics.

Demon Seeker adventurers take their crusade further and wider than many of their number, instead of acting as guardians and witch hunters, they become crusaders criss-crossing the land and attacking the infernal in order to prevent it becoming a problem in the first place. They do not cooperate well with fellow adventurers who are tainted with demon blood but they are willing to set such things aside for the greater good, at least for a time.

Role: Demon Seekers are holy warriors of righteous fury, dogged investigators and inquisitors, relentlessly seeking out demonic taint to destroy it or drive it out in order to keep the surviving, uncorrupted communities safe. More warrior than priest their investigative prowess reveals enemies that their frenzied loathing then helps them to destroy.

Alignment: Demon Seekers may be of any Lawful, or Good alignment. Lawful Evil Demon Seekers care little for the situation or nature of the demon tainted and will



destroy a babe in its crib as readily as any other of the infernal – should it happen to have the wrong blood. Lawful Good Demon Seekers tend to be more merciful, if exile, branding and other severe punishments can truly be said to be merciful.

Hit Die: d10

requirements

To qualify to become an Demon Seeker, a character must fulfil all of the following criteria.

Class: A Demon Seeker must have enough levels in another class to be capable of casting second level divine spells.

Base Attack Bonus: +5.

Alignment: A Demon Seeker must be of either Lawful or Good alignment.

Skills: Knowledge (*planes*) 4 ranks, Perception 4 ranks, Sense Motive 4 ranks.

Attributes: Wisdom 12+, Charisma 12+.

class skills

The Demon Seeker's class skills (*and the key ability for each skill*) are Intimidate (*Cha*), Knowledge (*Planes*), Knowledge (*Religion*), Perception (*Wis*), Sense Motive (*Wis*).

Demon Seeker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+1	+0	+1	Detect Infernal, Smite Infernal 1/day.	+1 level of existing class.
2nd	+2	+2	+0	+2	Zealot's Fury.	
3rd	+3	+2	+1	+2	Righteous	
4th	+4	+3	+1	+3	Smite Infernal 2/day	
5th	+5	+3	+1	+3	From Hell's Heart	+1 level of existing class.
6th	+6	+4	+2	+4	Armour of Faith	
7th	+7	+4	+2	+4	Smite Infernal 3/day	
8th	+8	+5	+2	+5	Shield of Faith	
9th	+9	+5	+3	+5	Weapon of Faith	+1 level of existing class.
10th	+10	+6	+3	+6	Smite Infernal 4/day, Smite Planar	

Skill Ranks at Each Level: 2 + Int Modifier

class features

All of the following are class features of the Demon Seeker prestige class.

Weapon and Armour Proficiency: A Demon Seeker is proficient with simple and martial weapons and light armour.

Spells per Day: At the indicated levels a Dark Overseer gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained except for additional spells per day, spells known (*if he is a spontaneous spellcaster*) and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a Dark Overseer he must decide to which class he adds the new level for purposes of determining spells per day.

Detect Infernal (Sp): At will a Demon Seeker can detect infernal beings, bloodlines, pacts and items as though using the Detect Evil spell. The Demon Seeker can, as a move action, concentrate on a single item or individual within sixty feet and determine if it is infernal or has been corrupted by infernal influence. That includes Sorcerers empowered by infernal blood and those who have made pacts or deals with demons or devils. They can instantly tell the strength and power of the infernal influence involved as if they have studied it for three rounds but they can only subject one person or object to this examination at a time.

Smite Infernal (Su): Starting at once per day the Demon Seeker can channel their outrage at the unnatural and infernal and, as a swift action, choose a target in sight to smite. If this target is infernal or of infernal blood, or in bound service to the infernal the Demon Seeker adds their

Charisma bonus to their attack rolls and adds their Demon Seeker level to damage rolls made against such a target. A Demon Seeker with the smite evil ability can use their smite infernal or smite evil abilities to do either and the effects of the two are combined against evil and infernal targets.

Zealot's Fury (Ex): The Demon Seeker is empowered by their hatred of the infernal so much that they are both constantly on guard against their influence and capable of tapping into a deep well of loathing they are both protected from corrupting influences and all the more dangerous to their enemies. Demon Seekers add their Charisma bonus to their Will save against enchanting and mind controlling effects and are capable of entering a fury for a number of turns equal to their Demon Seeker level – when faced with the infernal – granting their Wisdom bonus to their attack and damage rolls for the duration.

Righteous (Ex): Demon Seekers are confident and assured, even arrogant in their attitudes. This makes them convincing and terrifying to others and aids them in both cowing the infernal and in whipping the common people up into a frenzy of hatred and feat. The Demon Seeker gains a +4 bonus to Intimidate and a +2 bonus to Diplomacy.

From Hell's Heart (Ex): Driven by such bitter disgust a Demon Seeker can ignore their wounds and pain in order to keep going on with their mission, dragging their broken bodies forward and driving deadly wounds into their enemies with the last of their energy. A Demon Seeker may continue to fight until they are killed, they are not disabled at zero hit points. If they are killed, they can make one final attack which, if it hits, does maximum damage as if it had rolled a critical.

Armor of Faith (Su): The Demon Seeker's aura of righteousness and fury is such that their enemies melt back like wax before a candle, barely able to lay a hand on them. The

headhunter

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+1	Shrunken Head I
2nd	+1	+2	+0	+2	Heads of Men
3rd	+2	+2	+1	+2	Shrunken Head II
4th	+3	+3	+1	+3	Heads of Monsters
5th	+4	+3	+1	+3	Shrunken Head III
6th	+5	+4	+2	+4	Face of the Dead
7th	+6	+4	+2	+4	Shrunken Head IV
8th	+7	+5	+2	+5	Preserve Soul
9th	+8	+5	+3	+5	Shrunken Head V
10th	+9	+6	+3	+6	Consult the Dead

I Demon Seeker gains a number of extra hit-points equal to their level.

4 **Shield of Faith (Su):** The Demon Seeker's fury and wrath puts their enemies on the defensive, they add their Wisdom bonus to their Armor Class.

CHAPTER **Weapon of Faith (Su):** The Demon Seeker can channel their hatred through any weapon that they hold. Such a weapon ignores all the special defences of a demonic target, their natural Armor class, damage reduction, supernatural abilities and so forth. Every strike against a demonic target with such a weapon gets an extra dice of damage equal to the weapon's normal dice. For example a dagger would do 2d4 damage while a greatsword would do 3d6.

CH **Smite Planar (Su):** The Demon Seeker's hatred and fury is so powerful it bleeds into other realities. Intangible and planar creatures other than the infernal can now be affected by their smite ability.

I headhunter

Abaddon is a trap, a world, a plane, with many ways in but no way out. This doesn't only mean that elementals, demons and strange creatures end up there, it also means that the souls of the departed either linger, or are destroyed utterly when a person dies. There are those who have found ways to cause some of that spiritual energy to remain, to entrap it not only in the world but within some token, some fetish, extracted from the bodies of the dead.

Headhunters believe that they can draw energy from the heads of the dead, the seat of the mind, the seat of their skill and power. Ritualistically shrunken and preserved the heads serve as foci for the Headhunter's talent, letting them draw on the natural capabilities of the creature that was and to enhance their own capabilities by so doing.

Headhunters can grow addicted to the heady rush of possessing such power and constantly seek to upgrade the

heads that they have in their collection, always looking to get stronger, more powerful, even obsessed to the point of specifically hunting down key creatures or people that have abilities that they want to steal.

Headhunters who become adventurers do so in order to track down more powerful and exotic heads, the heads of truly dangerous and powerful creatures that they can then bend to their own purposes. A Headhunter adventurer is likely to outmatch other Headhunters should they come into conflict, purely because they have had more opportunity to equip themselves with unique powers.

Role: With an array of heads to draw upon the Headhunter is a generalist, able to exercise many abilities found across a whole spectrum, unpredictable and changeable. The Headhunter's ability to use creature abilities and powers in particular makes them a daunting opponent with capabilities far beyond the predictable talents of a normal hero.

Alignment: Headhunters may be of any alignment but they tend towards the Chaotic and the Neutral.

Hit Die: d8.

requirements

To qualify to become a Headhunter, a character must fulfil all of the following criteria.

Class: A Headhunter must be capable of casting level 1 divine spells.

Attributes: Wisdom 12+.

Skills: Craft (*Taxidermy*) 2 ranks.

class skills

The Headhunter's class skills (*and the key ability for each skill*) are Craft (*Taxidermy*) (*Int*), Handle Animal (*Cha*), Heal (*Wis*), Knowledge (*Nature*) (*Int*), Survival (*Wis*).

Skill Ranks at Each Level: 4 + Int modifier.



EG: A Headhunter with a Headhunter level of 5 kills a Rogue of level 10. They could use their head to gain the Uncanny Dodge ability but not Trap Sense +2.

Heads of Monsters: In place of the bonuses under the shrunk head ability the Headhunter can empower the head to grant the Headhunter a special ability from a slain monster whose head has been shrunk. This can be any special ability that the creature has, though only abilities from creatures with a Challenge Rating less than or equal to the character's Level.

Face of the Dead: Drawing on the power of one of their dedicated heads the Headhunter can draw on the illusory appearance of whoever, or whatever, the head belonged to. They gain none of the special abilities of whatever it is they are imitating, only its appearance and the DC to disbelieve the illusion is equal to 10 plus the the Headhunter's total level and their Charisma bonus.

Preserve Soul: By severing and preserving the head of one of their fallen comrades – using up one of their head slots – the Headhunter can ensure that their soul is preserved, allowing their friend to be resurrected without any of the usual problems such resurrections incur on Abaddon.

Consult the Dead: The heads that the Headhunter has gathered provide him with knowledge from their store of memories. Each head in their collection provides a +1 bonus to Knowledge skill checks and allows any Knowledge skill check to be made untrained.

class features

All of the following are class features of the Headhunter prestige class.

Weapon and Armor Proficiency: Headhunters are proficient with all bladed weapons, light and medium Armor.

Shrunk Head: A Headhunter can keep one head for each level in this ability. Each head that they preserve and empower can be used to grant them a bonus to one of the following by channelling the mystical power of the trapped soul fragments in the heads. The heads must be worn around the neck or on a belt to grant power to the Headhunter.

- +1 Armor Class.
- +1 Base Attack Bonus.
- +1 to Fortitude, Reflex or Will save.

Heads of Men: In place of the bonuses under the shrunk head ability the Headhunter can empower the head to grant the Headhunter a class ability from the person whose head has been shrunk. The ability must be one possessed by the killed person (*who must be a human or demihuman with character or NPC class levels*) and it can only be one from a level up to the Headhunter's level of Headhunter. The heads of magic users can be used to add a spell slot to the Headhunter's existing spell slots.

reaper

The dead overrun Abaddon and while most of them are weak and frail creatures of rotting flesh and splintered bone there are so many of them that for every one you cut down it seems that two rise in their place. If the living races of Abaddon are ever to reclaim their supremacy and to heal their land then each and every man woman and child needs to slay many of the dead to bring down their numbers and to make victory achievable.

A Reaper start with the knowledge that they are outnumbered and builds upon that, creating a unique fighting style that is designed to enable them to take on many enemies at once and yet to emerge the victor, weapon in hand, standing over a pile of bodies that have been swept into oblivion with a few, powerful strikes. Powerful warriors with a deadly reputation, the Reapers are hunted by the undead lords and held in reverence by the surviving peoples and freedom fighters of the world.

Reapers wander the land, looking to impart their martial skills, so much as they can, to the peasantry, teaching them to use the best weapons against the undead, teaching them to fight together in a phalanx, seeking apprentices with the potential to become Reapers themselves. Some gather small armies to their flag and use them to smash the undead wherever they find them, breaking patrols, laying siege to

reaper

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Sweep I, <i>Foe of the Dead</i>
2nd	+2	+3	+0	+0	Breaking Bones
3rd	+3	+3	+1	+1	Striking the Soul
4th	+4	+4	+1	+1	Swift Death
5th	+5	+4	+1	+1	Sweep II
6th	+6	+5	+2	+2	Wheat Before the Blade
7th	+7	+5	+2	+2	Replenish the Soil
8th	+8	+6	+2	+2	Soul Edge
9th	+9	+6	+3	+3	Fear the Reaper
10th	+10	+7	+3	+3	Sweep III

I fortresses and purifying burial sites so that the dead cannot be raised again.

4 Reaper adventurers sign up in order to find more power and strong allies to join their ceaseless fight against the undead. In their wanderings they also seek for apprentices to pass on their knowledge to and very often Reapers will be found in the company of their apprentices or squires, even a relatively untrained Reaper deadly to the undead, especially in the company of their master.

Role: Reapers are front-line soldiers, they can carve through ranks of enemy troops like a hot knife through butter. They lose a great deal of their power when faced with a single strong opponent, but in large scale battles against hordes of enemy troops there is no better warrior.

Alignment: Reapers may be of any alignment.

Hit Die: d10

requirements

To qualify to become a Reaper, a character must fulfil all of the following criteria.

Weapon Proficiency: A Reaper must be proficient with martial weapons.

Base Attack Bonus: +6 or greater.

Feats: Power Attack, Cleave, Great Cleave.

class skills

The Reaper's class skills (*and the key ability for each skill*) are Acrobatics (*Dex*), Climb (*Str*), Perception (*Wis*), Ride (*Dex*), Survival (*Wis*).

Skill Ranks at Each Level: 2 + Int modifier.

class features

All of the following are class features of the Reaper prestige class.

Weapon and Armor Proficiency: Reapers are proficient with all simple and martial weapons as well as light and medium Armor, but not shields.

Sweep: For each attack the Reaper is capable of making they may attack multiple enemies, provided that they are in the area of effect. There is no penalty associated with this though Cleave, Great Cleave and other abilities may be used as well if any of the attacks hit.

Sweep I

X	X	X
	O	

Sweep II

X	X	X
X	O	X
X	X	X

Sweep III

Foe of the Dead: In battle against the undead the Reaper gains a +2 bonus to hit and a +2 bonus to their damage. This stacks with bonuses from any other source, such as racial hatred or favoured enemies.



Breaking Bones: Reapers are experts in taking apart undead enemies of any kind, with any weapons, including weapons other than their beloved scythes. A Reaper ignores the damage reduction of any undead enemy with any weapon that they use, including unarmed attacks.

Striking the Soul: The Reapers are able to channel inherent psycho-magical energy through their blades, enabling them to strike at incorporeal undead such as ghosts and wraiths and even to strike at the souls of more conventional undead enemies, even living enemies, harming the soul and doing damage as normal, but leaving the bodies intact.

Swift Death: After each and every attack that the Reaper makes they can move five feet before they make their next attack, allowing them to move like a whirling dervish through ranks of enemies, cutting them down en masse.

Wheat Before the Blade: When engaging multiple enemies at once the Reaper's scythe doubles its damage and increases its critical range by one, EG: from 2d4 damage, x4 critical to 4d4 damage 19-20 x4 critical.

Replenish the Soil: For each undead that the Reaper lands the killing blow upon in a combat they draw an amount of negative energy into their blade and convert it to positive energy. Each undead killed provides a bonus of +1 damage versus undead to their attacks, up to the third bonus, at which it changes to a bonus d4 after which no more bonuses

can be gained. When the charge reaches the d4 damage bonus level the positive energy can be unleashed in a blast in a 30ft area, doing 4d6 damage to all undead in that area that can't make a Will save against a DC of the Reaper's level + 10 + Charisma bonus. At the end of the combat the scythe discharges its remaining positive energy into the ground, cleansing the soil and causing plants to sprout and flower within a ten foot radius of the Reaper.

Soul Edge: The edge of the Reaper's scythe is honed to a supernatural edge, run along cobwebs, moonlight and the souls of the slain. There are few things sharper in existence. Every attack made with the scythe is rolled as though it were a touch attack against the enemy and the critical ranking of the scythe is increased to x5 instead of x4. Legend has it that particularly skilled Reapers can use their soul edge to cut away possessing spirits, even to divide half-breeds into two individuals, each fully of one blood.

Fear the Reaper: As a full-round action the Reaper can channel the power of their soul through their scythe and create a wave of fear, visions of their triumphs against the dead and their power that can strike fear into the hearts of even the most hardened of the damned. This aura blasts out to a radius of 30 ft. and every undead enemy within that area must make a Will save against a DC of 10 plus the Reaper's level and Charisma bonus or flee for 1d4 rounds. Those that succeed are unaffected. This ability can only be used five times per day.

new feats

a piece of heaven [exalted]

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

Prerequisites: Exalted, Wisdom 12+

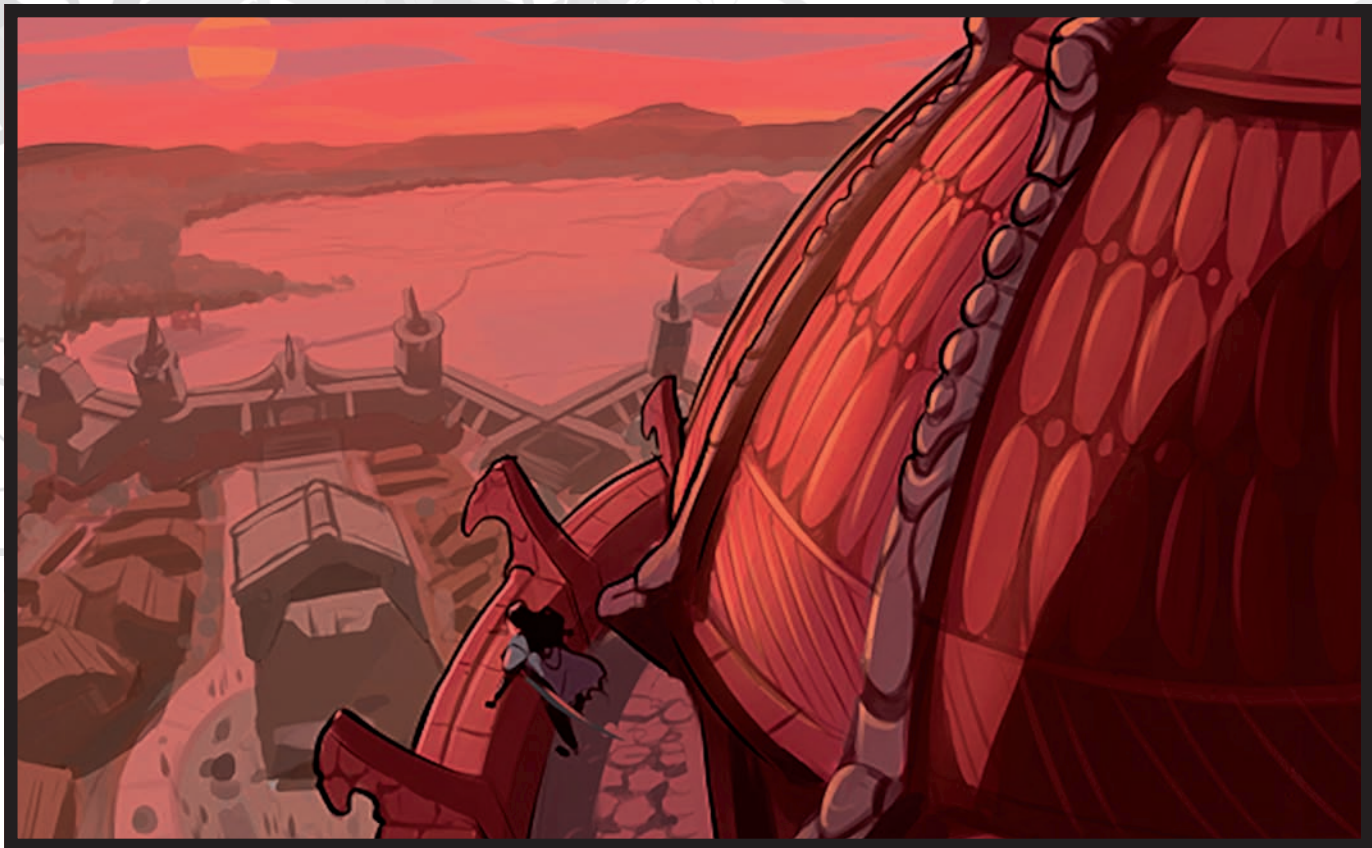
Benefit: At the expenditure of a hundred silver pieces worth of silver the Exalted can cleanse a small area or pool of water of necromantic or evil taint, at least until the creeping taint of Abaddon overcomes it once again. Plants may sprout here for a season, the water might be cool and refreshing for a time but, inevitably, the taint of the whole world will return. The silver is blackened and destroyed in the process, crumbling into stinking black dust.

animation by touch [necromantic]

You may now animate corpses into skeletons or zombies merely by touching them, such is the power you hold in the manipulation of negative energy.

Prerequisite: Ability to cast the animate dead spell, Death Touch

Benefit: This necromantic feat works in all respects as the animate dead spell, except that you only need touch a corpse and no material component is needed. Only one



undead creature may be animated every time this feat is used, though you may still control multiple undead. The maximum number of undead you may control is equal to 2 HD per caster level.

arcane rage

You can channel arcane energy to extend your rage.

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

Benefit: At the beginning of a rage, as a free action that does not provoke an attack of opportunity, you can channel arcane energy to extend your rage duration. By sacrificing one of your spells for the day (*of 1st-level or higher*), your rage duration is extended. The extension is for a number of rounds equal to the level of the sacrificed spell.

argent spell [metamagic]

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

Benefit: Half the damage from your spells is considered silver damage, prevents certain types of regeneration, and so on. The spell's other effects are unchanged. For example, if an argent fireball deals 30 points of fire damage, 15 of those points also count as silver damage for the purpose of harming lycanthropes and other creatures that are vulnerable to silver. Likewise, if an argent ice storm spell deals 10 points of bludgeoning damage and 6 points of cold damage, 5 points of the bludgeoning damage and 3 points of the cold damage are also silver damage.

Casting a spell as an argent spell requires a material component (*a piece of silver worth at least 1 sp, such as a silver coin*) in addition to its usual material component (*if any*). The casting time, however, is not affected, even for characters who cast spells without preparation (*such as bards and sorcerers*).

Note: Silver damage is not a new type of damage and does not allow a spell to bypass normal protections against the unmodified version. For example, an argent fireball used against a red dragon (a creature immune to fire) has no effect, nor would it affect a simple lycanthrope that has a protection from energy (fire) spell active, as long as the protection blocks all the fire damage. However, half of any damage that gets through the target's defense would count as silver damage. In other words, creatures are not more vulnerable to argent spells than to normal ones unless they already have a vulnerability to silver or silver-bypassed special defenses (*such as damage reduction/silver, or a chain devil's regeneration, which doesn't work against silver weapons*).

augment undead [necromantic]

The undead you animate are more powerful.

Prerequisite: Spell Focus (Necromancy)

Benefit: Each undead creature you create using create undead, create greater undead, animate dead or similar spells gain 4 additional Hit Points per Hit Dice and +1 enhancement bonus to Strength.

baleful glare [rajini]

Your eyes are full of hate and sorrow, a gateway to the tumultuous netherworld of Abaddon, a place that can flay a soul to a nub in moments and a gateway that you can open.

Prerequisites: Wisdom 14+, Charisma 12+, Intimidation 5+

Benefit: Once per day the Rajini can fix their baleful gaze upon a single target within 30 ft. and subject them to the rending pain of the underworld, chilling them to the bone and flaying their very soul. The target must make a Will save against a DC of 10 + the Rajini's level, modified by Charisma or take 2d10 damage and 1d4 Wisdom. A save negates both.

bane of evil [paladin]

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

Prerequisite: Greater Smite Evil

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

bane of law & chaos [genesai]

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

Prerequisites: Genesai, base attack bonus 3+

Benefit: The Genesai gets a +1 bonus to hit and a +1 bonus to damage against creatures of law or chaos.

bat wings [infernal]

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

Prerequisites: Infernal, must be taken at character creation.

Benefit: The wings are weak and not fully formed but allow the Infernal to fly for brief periods (*a number of turns equal to their level plus their Constitution modifier*) up to three times a day at a speed of 30 ft.

blessed touch [paladin]

Your touch instills the target with a dash of holy power.

Prerequisite: Ability to lay on hands

Benefit: At the cost of 10 hit points of lay on hands, your touch grants one good-aligned character or creature a +4 morale bonus on attack rolls and on saving throws against fear attacks for a number of rounds equal to your character level. You may not use this ability on yourself.

bone armor [necromantic]

When in the area of inanimate dead, your grasp of negative energy tears the bones from the ground (*and from within corpses*) and covers you in a strong, horrific suit of armor.

Prerequisite: Specialist Wizard (*Necromancy*)

Benefit: This feat may be used once per day. For a number of rounds equal to your character level you are encased in a suit of armor made from the bones around you. This armor gives you a +2 armor bonus and does not have a chance of arcane spell failure or armor check penalty. Maximum Dex bonus is +2 while this armor surrounds you.

Special: You must be within 30 ft. of bones or corpses when you attempt to use this feat. Any attempt when dead bodies are not in the area is wasted and you may not attempt this feat again that day.

cannibalism [lykian]

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

Prerequisites: Lykian, Non-good alignment; 2 ranks each in Heal and Survival

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

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

casting out the unclean [cleric]

Prerequisites: Ability to channel energy

Benefit: By expending one channel energy usage, the cleric may endeavor to turn evil creatures of the outsider type. In most respects, this feat functions exactly like as ordinary, except that DC to turn outsiders is reduced by -5.

challenge life [necromantic]

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

Prerequisite: Able to cast 5th level wizard spells, Knowledge (*Arcana*) 6+.

Benefit: By making a successful melee touch attack against a living creature you may attempt to force the soul from the body by charging it with negative energy. The target must make a Will save against a DC equal to your character level plus your Intelligence modifier or fall into a deep coma for 1d6 minutes.

channel divine healing [paladin]

You act as a channel for your god's divine power; your lay on hands ability carries significantly more divine power.

Prerequisite: Any good alignment, Lay on Hands

Benefit: Your lay on hands supernatural ability may heal an extra 10 hit points per day.

Special: The paladin's ability to deal damage to undead is not increased by this feat.

cleansing flames [divine]

Prerequisites: Channel energy class feature

Benefit: By expending a channel energy usage, the individual temporarily gives one of her weapons the "flaming" descriptor, dealing +1d6 fire damage per hit. This descriptor does not stack with a weapon that already possesses it, but it does stack with other descriptors. The extra damage capability lasts for a number of rounds equal to the cleric's Wisdom modifier (*minimum 1 round*).

consecrate spell [metamagic]

Prerequisite: Good aligned caster

Benefit: You may "consecrate" any spell, granting it a +2 DC to all evil aligned beings affected by it. Prepare spell as if 2 levels higher, 3 levels higher if combined with the effects of the Consecrated Spell Focus feat.

consecrated spell focus

Prerequisite: Good aligned caster

Benefit: All of your spells specifically targeting an evil being (does not include non-targeted spells such as Fireball) gain an additional +2 DC to any saving throw allowed.

consume mind [necromantic]

Grabbing an opponent's head in both hands, you create a mental link with them by channeling negative energy through their skull. The affected target loses some of their mental abilities; you gain those abilities for a limited time.

Prerequisite: Able to cast 5th level wizard spells, Spell Focus (*Necromancy*), 8 ranks in Knowledge (*Arcana*), Challenge Life

Benefit: By making a successful melee touch attack against an opponent, you force them to make a Will check against DC 10 plus your character level.

On a failed roll you drain 1d6 Intelligence and 1d6 Wisdom and add the amount drained to your own ability scores. This effect lasts ten minutes. You may attempt this feat only once a day.

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

consume spell

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

Prerequisites: Caster level 3rd

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

cry of rage [raijin]

The tormented souls of the Raijin can bind together to emit an unearthly, chilling howl of pain and rage that can strike fear even into the rotting hearts of the dead themselves.

Prerequisites: Charisma 14+, Intimidation 10+

Benefit: The Raijin can emit an ear-splitting battle cry once per day. All enemies within a 30-foot spread must succeed on a Will save (*DC 10+ Level + Charisma modifier*) or become panicked for 1d8 rounds. This is a sonic mind-affecting fear effect.

death touch [necromantic]

Calling upon the negative energy that is present all around you, you gain the ability to drain the very life from any creature by the merest touch. Flesh itself will shrivel and rot as you rob your victim's of the very essence of their life.

Prerequisite: 8 ranks in Knowledge (*Arcana*), Decay

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

decay [necromantic]

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

Prerequisite: 8 ranks in Knowledge (*Arcana*), Must be able to cast arcane spells of 6th level or higher.

Benefit: Once per day you may fire a blast of negative energy at any target within 20'. The target must succeed a Fortitude save of DC 10 plus your caster level to resist. On a failed save the target's body begins to decompose, rotting swiftly and horribly (*this is not permanent*). The stench of death emits from the withering body. The target loses 1d6 hit points. The target's body heals slowly, and only after a number of days equal to the hit points lost do the effects of this feat disappear.

Special: When using this feat the character may declare that he is specifically targeting a limb. The target must succeed a Fortitude save of DC 10 plus one half your caster level to resist. On a failed save the target limb is worthless and may not be used for 1d4 days. Weapons held will be dropped if the arm is targeted while targeting legs will force the opponent to fall prone.

divine toughness [cleric]

Your body is hardened by your faith.

Prerequisites: Ability to channel energy, Able to cast 3rd-level divine spells

Benefit: You gain +3 hit points and damage reduction against evil. Subtract 2 from the damage the character takes each time he is dealt damage of any type by an evil character or creature. This ability can reduce damage to 0 but not below 0.

divine wrath [exalted]

Sometimes an Exalted is overcome by anger and rage and regret over the state of Abaddon and enters a powerful frenzy during which little can stand before their righteous fury.

Prerequisites: Exalted, Base Attack Bonus +5

Benefit: The Exalted enters a rage that increases their attack scores by +2 and their damage by +2 while reducing their AC by -2. They also gain a number of temporary hit points equal to half their level rounded up. This rage last for the duration of the entire fight and can be called up only once per day.

drain life energy [necromantic]

You have the ability to drain the life from a target individual. Draining life energy heals you and can, for a temporary time, increase your hit points beyond their maximum total.

Prerequisite: Death Touch, 8 ranks in Knowledge (*Arcana*), Must be able to cast arcane spells of 5th level or higher

Benefit: Once per day, you may automatically attempt to drain the life energy from any target within 10'. The target must succeed a Fortitude save of DC 20 to resist your power. If the save fails you automatically drain 1d4 +1 point per level of hit points from the target. These drained hit points are immediately added to your own hit point total. Your hit

points may increase beyond their maximum but all hit points over your maximum fade away at the rate of 1 per hour.

empowered death [metamagic]

Your [Death] spells are more powerful than those cast by most other spellcasters.

Prerequisite: Any Necromantic feat

Benefit: When you prepare a [Death] spell select one numerical variable. That variable is doubled when the spell is cast. This can be any numerical variable, from duration to damage.

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

empower undead [necromantic]

The undead you create and animate are truly awesome creatures, able to ignore the powers of many clerics that would have lesser undead fleeing or cowering at their feet.

Prerequisite: Ability to cast the animate dead spell, Augment Undead

Benefit: Whenever this feat is used in conjunction with the animation or creation of undead (*whether through a spell or another necromantic feat*), it will grant the undead creatures a turn resistance which reduces the Turn Undead DC equal to half the caster level. This stacks with any one existing turn resistance bonus.

erupt [khymer]

As a desperate measure the Khymer can concentrate their form inside their host and burst it asunder in a toxic explosion.

Prerequisites: Khymer, Strength 14+, Base Attack 3+

Benefit: As a last ditch measure or on the point of death the Khymer can explode their host body, rupturing it and scattering their substance – and that of their host – over a wide area. Everything, friend or foe, within fifteen feet of the Khymer takes 4d4 damage and the effects of the Khymer's toxin. The Khymer itself takes 1d6 damage and takes the same number of turns to reform their liquid body, during which they may take no actions and are vulnerable to attack.

evil sense

Prerequisite: Good aligned, Must be taken at character creation

Benefit: You can inherently sense the existence of evil aligned beings within 30 feet; Does not grant any sense of direction, number, power, or identity.

fade out [genesai]

Belonging to neither good nor evil, the material nor the planar realms, the Genesai is able to fade from existence momentarily, rendering them immune to harm.

Prerequisites: Genesai, Wisdom 16+

Benefit: The Genesai selects a spot within their normal move distance and they vanish from existence, this taking up all their actions for this turn. At the end of the turn following this one, they reappear at the selected spot. During the time they have vanished they do not exist, at all, and cannot be harmed in any way. This uses up a shattersoul blade summon and can be attempted, reflexively, to avoid incoming damage, traps, explosions and so on replacing the normal results of a reflex save against the source of harm.

feel my pain [raijin]

With skin to skin contact the Raijin can unload their own pain and suffering into a target in a blast of hate, fear and agony that ages their enemies and tears into their very soul.

Prerequisites: Wisdom 14+, Intimidation 5+, Base Attack Bonus +5

Benefit: Instead of a normal attack the Raijin may attempt to make a touch attack – which must be skin to skin. If they hit the target takes a number of d6 in damage equal to half the Raijin's level, rounded up. This is due to withering and aging so undead and immortal or long-lived targets are immune (*undead*) or take half damage (*elves, dwarves etc*). Each point of damage is, otherwise, equal to a year in apparent age gained.

final revenge [raijin]

Even if your body is killed the spirit lives on, powerful enough to raise your husk in one, final bid for revenge.

Prerequisites: Wisdom 14+, Iron Will

Benefit: When the Raijin is killed the body raises on the following turn as a zombie. Convert the character into a zombie using the zombie template. This is a more powerful zombie than usual however and its hit dice is d8, the number of which is determined by halving the character's class level and rounding up. The zombie will continue to fight until the end of the battle at which point it collapses, spent. The remains may still be resurrected, with the proper magic.

former slave [osirian]

The Osirian once wore the chains and collar of the undead lords and worked in gangs to raise their cities and tend to their needs. They have broken free and will never be slaves again.

Prerequisites: Osirian, must be taken at character creation.

Benefit: The Osirian gains a bonus of +1 to their Will save and gain Escape Artist as a class skill, if they already have this as a class, skill raise its value by +2.

free osirian [osirian]

The Osirian has grown up in one of the few, proud, free Osirian settlements, living as close to a normal Osirian life as is possible in Abaddon, changed as it is.

Prerequisites: Osirian, must be taken at character creation.

Benefit: The Osirian gains a bonus of +1 to their Reflex save and gains a Craft as a class skill. If they already have Craft as a class skill, raise its value by +2.

ghost blooded [harrowed]

The Harrowed is the offspring of a ghost, possessing their father or mother at the time of conception, they have a measure of that being's power.

Prerequisites: Harrowed, must be taken at character creation.

Benefit: The Harrowed can invoke the power of their unnatural parent once per day for a number of turns equal to their level, fading from vision and becoming a ghostly, incorporeal figure. While incorporeal they gain all the usual benefits associated with that special quality, but may still strike from 'beyond' with magical weapons or spells, just as they can be attacked with such abilities, though these do half damage in both directions.

ghost spell [metamagic]

Benefit: Casting a spell augmented with the ghost spell feat causes the spell to manifest in the ethereal plane. This causes it to affect all incorporeal creatures in the area. Those creatures that are not incorporeal are unaffected by the spell.

A ghosted spell uses up a spell slot one level higher than the spell's actual level.

ghoul blooded [harrowed]

The Harrowed is descended from a ghoulish bloodline and has some greater measure of that line's power than most.

Prerequisites: Harrowed, must be taken at character creation.

Benefit: The Harrowed has stubby claws on the ends of their fingers that resemble brittle and broken, overgrown nails. These are a natural weapon doing 1d4 damage and they also carry the paralysis of a full ghoulish touch. The DC to resist this paralysis is 10 + the Harrowed's level. Elves, undead and constructs are immune to this effect which lasts 1d4 rounds.

greater brew potion [item creation]

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

Benefit: As Brew Potion except that spells of up to 5th level or lower that you know and that target one or more creatures can be used. The cost for using spells of up to 3rd level is determined as with the Improved Brew Potion feat (*spell level x caster level x 25 gp.*), but spells of 4th or 5th level cost the same as with the Brew Potion feat (*spell level x caster level x 50 gp.*).



great exorcism [cleric]

Prerequisites: Ability to channel energy, Casting Out the Unclean

Benefit: By expending one channel energy usage, a character may endeavor to turn evil creatures of the outsider type. This feat functions exactly like an ordinary turning attempt.

greater negative energy blast [necromantic]

Your negative energy advance in power as you become more closely linked with undeath.

Prerequisite: Ability to cast 6th level arcane spells, Negative Energy Blast

Benefit: This acts as any other ranged attack and requires a roll to hit. On a successful hit the attack causes 1d6 damage plus 2 points for every two caster levels (*round down*). The target takes half damage if it succeeds on a Will save at DC 15 plus the character level of the attacker.

Special: Since undead are made of negative energy, the damage inflicted by this feat heals them instead of harms them.

greater smite evil [paladin]

Your smite evil ability is even more potent.

Prerequisite: Smite Evil 2/day

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

greater turn undead

Prerequisite: Turn Undead

Benefit: You turn or rebuke creatures as if you were two levels higher.

greater tattoos [osirian]

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

Prerequisites: Osirian, access to a Master Crafter tattooist, the necessary materials, 1,000 gold pieces and a spare Feat slot.

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

hellfire & damnation [osirian]

The Osirian has learned to use their marks to modulate the frequency of the negative energy they can unleash, harming the living as well as the dead.

Prerequisites: Osirian, Knowledge (*arcana*) 4+, Base Attack 3+

Benefit: The Osirian's Necromantic Hellfire does its damage and has its effect upon living beings as well as the undead and has its full effect against Harrowed.

holy anger

Prerequisite: Good aligned

Benefit: Grants +1 to hit and damage when fighting evil outsiders or undead. (*Always applies, cannot be disabled.*)

holy aura of the righteous [divine]

You may channel your divine energy in order to create a powerful aura that blinds your enemies.

Prerequisite: Ability to channel energy

Benefit: Once per day, in place of a channel energy usage, you may envelop yourself in divine light for a number of rounds equal to 1 + your Wisdom modifier. All characters and creatures of an evil alignment within a number of feet equal to 10 + your character level are blinded during this time.

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

holy champion [divine]

You are a chosen one of your deity and charged with destroying evil.

Prerequisite: Ability to cast 3rd-level divine spells, Any good alignment

Benefit: You are forever empowered by your deity and have a +2 sacred bonus to all attack and damage rolls against evil characters and creatures.

Special: This feat may be taken multiple times and its effects stack.

Evil characters may take a similar feat, Unholy Champion, gaining a +2 profane bonus instead of a sacred bonus.

holy rage

Prerequisite: Good aligned, Holy Anger, Base Attack Bonus 4+

Benefit: Grants +2 to Strength and Constitution, but -2 to AC (*Dodge*) when fighting evil outsiders or undead. Effects expire instantly when no longer actively engaged in combat with the appropriate beings. (*Always applies, cannot be disabled.*)

holy unholy flames [cleric]

Prerequisites: Ability to channel energy, Cleansing Flames

Benefit: By expending one channel energy usage, the character may add the “holy” (*for those who channel energy*) or “unholy” (*for those who channel negative energy*) descriptor to his weapon, dealing +2d6 damage to creatures of evil or good alignments respectively.

This descriptor does not stack with weapons that already possess it, but it does stack with other descriptors, including “flaming” granted by the feat Cleansing Flames — although

the use of both requires the expenditure of two channel energy usages. This feat remains in effect for as many rounds as the cleric’s Wisdom modifier (*minimum 1 round*).

holy fury

Prerequisite: Base Attack Bonus 6+, Good aligned, Holy Anger, Holy Rage

Benefit: Any weapon you swing at an evil outsider or undead is treated as if you have the Improved Critical feat with that weapon, though you suffer an additional -2 AC when fighting beings of this type. (*Always applies, cannot be disabled.*)

hooked fangs [lykian]

The character’s crooked, pointed teeth hook into flesh and tear out ragged chunks with ease when the jaws are pulled back.

Prerequisites: Lykian, may only be taken at character creation.

Benefit: If the character succeeds in making a bite attack then their crooked, barbed, hooked fangs are stuck into the target and hit, automatically, on their following turn as they tear them free doing 1d8 damage, 1d10 if the character also has the Tooth & Claw feat.

host’s form [khymer]

The Khymer can rein’ in its ability to reform flesh into its own self image and retain the form of the person whose body it has possessed.

Prerequisites: Khymer, Wisdom 12+, Disguise 4+

Benefit: The Khymer can take over a fresh body and retain the physical appearance — though not the capabilities or statistics — of that form, essentially gaining a near-perfect disguise if they want to pass themselves off as that person.

ignite [infernal]

The Infernal can wreath their body in unnatural black flame to protect them from their enemies and to sear their flesh.

Prerequisites: Infernal, Base Attack Bonus 5+, Constitution 14+

Benefit: The Infernal can ignite their body, once a day, for a number of turns equal to their level. This doesn’t harm their armor, weapons or gear but anyone striking them in close combat will take 1d4 damage and anyone grappling them — or grappled by them — will take 4d4 damage.

improved bone armor [necromantic]

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

Prerequisite: Bone Armor

Benefit: The Armor Bonus of your Bone Armor feat is improved by +2 (*for a total of +4*). All other effects and restrictions of the Bone Armor feat still apply.

improved brew potion [item creation]

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

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

improved evil sense

Prerequisite: Evil Sense, Good aligned, Wisdom 13+

Benefit: Your inherent evil sense improves to a range of 60 feet and you now have an idea of the potency of evil you're sensing, expressed by the Game Master on a scale of 1 to 5, with 5 being the most powerful evil you have encountered to this point. Direction and identity are still unknown.

improved illusion

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

Prerequisites: Spell Focus (*Illusion*), Arcane Spellcaster level 7+.

Benefit: Your illusions are so real that when positioned on the opposite side of a target, the target is considered flanked, losing his Dexterity bonus to AC and gaining you or an ally a +2 bonus to attack rolls. If the target succeeds a Will save against the illusion, this feat has no effect.

improved spell critical [metamagic]

Prerequisites: Spell Critical

Benefit: The caster with this feat must choose the same type of combat spell that was previously chosen for the Spell Critical feat — missile spells (*such as Mel's acid arrow*), ray spells (*such as ray of frost*) or touch spells (*such as shocking grasp*). When casting a spell of that type, the spell's critical damage multiplier increases by +1 (*normally to a x3*).

Special: This feat may be taken multiple times. Its effects do not stack, however. Each time it is taken, it applies to a different type of combat spell.

infernal power [infernal]

The demonic blood within the Infernal's veins manifests as access to additional demonic powers.

Prerequisites: Infernal.

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

lace spell: elemental energies [eldritch]

You can add more damage to the spells you cast by lacing them with elemental energy.

Prerequisites: Intelligence 17+, caster level 5th

Benefit: You can give an extra power to a single-target spell when you cast it by adding elemental energy. You must choose the element to lace when taking this feat: acid, cold, electricity, fire, or sonic. Once you choose it, you cannot change the element you use to lace spells. In addition to its normal effect, any spell with a single target also inflicts +1d6 points of damage to that target if the spell takes effect (*assuming the target fails the saving throw, if any*). The damage is of the appropriate elemental type. Spells with different effects based on the success or failure of a saving throw (*such as disintegrate or slay living*) inflict the additional damage either way.

Special: You may take this feat multiple times, choosing a different element each time. However, you cannot lace a spell with more than one type of element.

lace spell: enemy bane [eldritch]

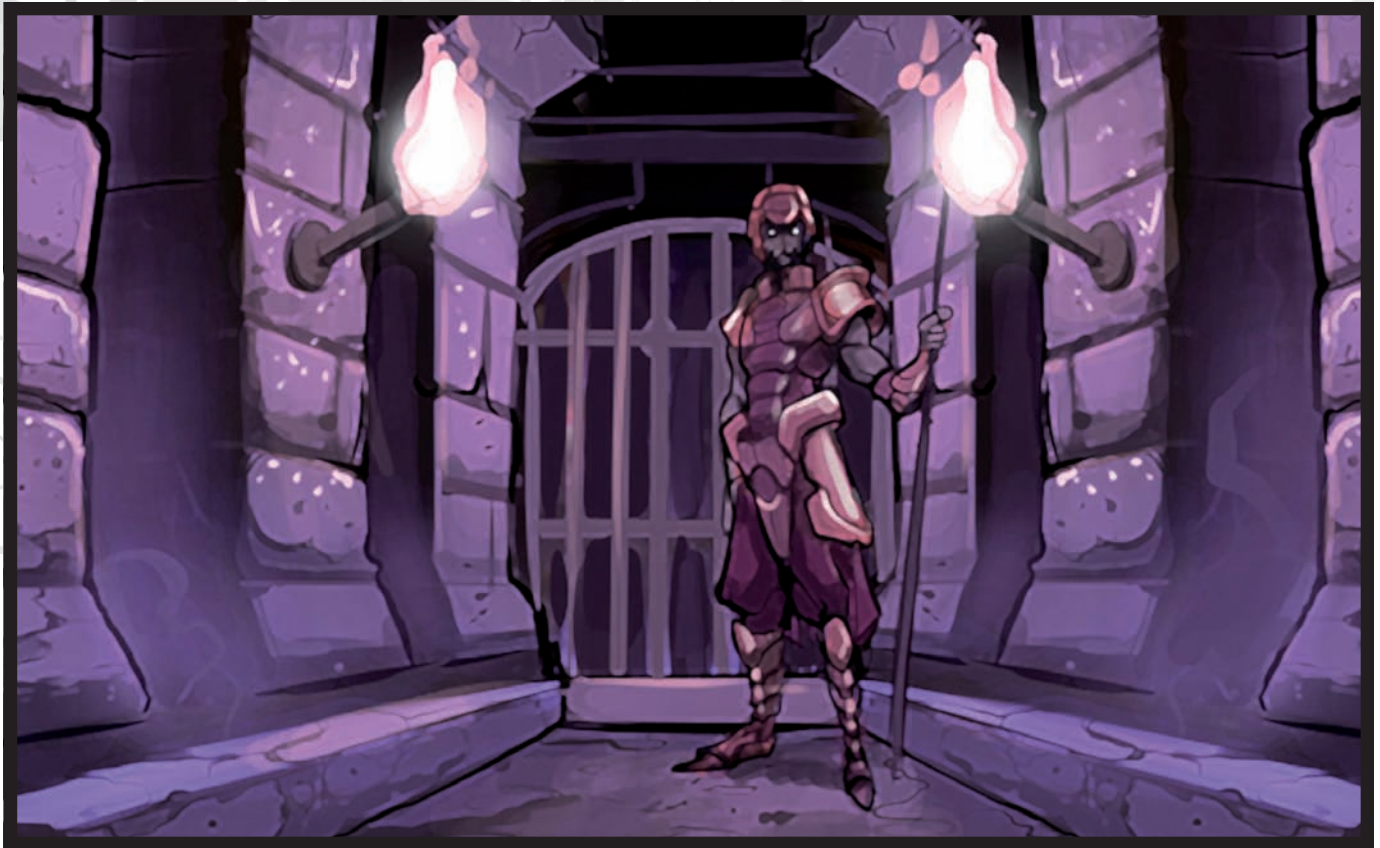
You can add more damage to the spells you cast when you cast them upon a chosen enemy.

Prerequisites: Intelligence 17+, caster level 5th

Benefit: You give an extra power to a damaging spell when you cast it on a specific type of creature (*you must choose the type of creature when you select this feat*). Any spell that causes damage inflicts 20 percent more damage against creatures of this type. Some people claim to hear an intense cackling sound when a Bane-laced spell strikes its intended target.

Special: You can take this feat multiple times, for a number of bane creature types. Choose a creature type from the list below:

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



- Vermin

Lace Spell: holy unholy [eldritch]

By lacing them with energy, you can add potency to the spells you cast against good or evil targets.

Prerequisites: Intelligence 17+, caster level 5th

Benefit: You give extra power to a spell that you cast against either an evil or a good opponent. You must choose whether to make your spells holy or unholy at the time you select this feat, and afterward you can never take this feat again. You cannot lace an evil spell with holy energy or a good spell with unholy energy. Spells laced with holy or unholy energy are changed in these ways:

- **Holy.** Changes the spell's descriptor to [good] and adds a +2 bonus to the save DC if the target or creatures within the area are of evil alignment.
- **Unholy.** Changes the spell's descriptor to [evil] and adds a +2 bonus to the save DC if the target or creatures within the area are of good alignment.

Lace Spell: lawful chaotic [eldritch]

By lacing them with energy, you can add potency to the spells you cast against lawful or chaotic targets.

Prerequisites: Intelligence 17+, caster level 5th

Benefit: You give extra power to a spell that you cast against either a chaotic or a lawful opponent. You must choose whether to make your spells lawful or chaotic at the time you select this feat, and afterward you can never take

this feat again. You cannot lace a lawful spell with chaotic energy or a chaotic spell with lawful energy. Spells laced with lawful or chaotic energy are changed in these ways:

- **Lawful.** Changes the spell's descriptor to [lawful] and adds a +2 bonus to the save DC if the target or creatures within the area are of chaotic alignment.
- **Chaotic.** Changes the spell's descriptor to [chaotic] and adds a +2 bonus to the save DC if the target or creatures within the area are of lawful alignment.

Lich made [harrowed]

The Harrowed was created through the foul experiments of a Lich, its true father is magic, necromancy itself.

Prerequisites: Harrowed, must be taken at character creation.

Benefit: The Harrowed is born of magic and is inherently magical. Their body counts as being a magical weapon though it has no bonus and they can strike incorporeal beings and other creatures, normally immune to non-magical weapons using their body. Should some other effect further enchant their flesh the conferred bonus is considered to be one higher. In addition the Harrowed gains a +1 bonus to any and all saving throws made against any magical effects.

Liquid survival [khymer]

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

Prerequisites: Khymer, Con 12+

Benefit: The Khymer is able to last for minutes instead of turns without a body or indefinitely if they can get into a sealed container such as an amphora or barrel.

loping stride [lykian]

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

Prerequisites: Lykian, Constitution 14+, Wisdom 12+.

Benefit: When not in a combat situation and when traveling overland the Lykian can go into a trance-like running state, used by 'outriders' to their nomadic convoys, increasing their base speed to 40 feet and their travel rates accordingly.

magical talent

The mystical and eldritch secrets are clear to you.

Benefit: You gain a +2 bonus to Knowledge (*Arcana*) and Spellcraft.

magnify damage [necromantic]

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

Prerequisite: Spell caster level 5+, Negative Energy Blast.

Benefit: The target must make a Will save against DC 15 plus your character level. If this roll fails your powers envelope the target, surrounding it in a field of negative energy. All damage against the target is increased by 2 point. This field remains in place for a number of rounds equal to your highest caster level.

Special: This feat can be ended prematurely with the use of dispel evil or dispel magic.

necromantic mastery

Your necromantic powers are more powerful than most other spellcasters.

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

Benefit: Necromantic spells you cast are treated as if your caster level were two higher than it actually is.

negative energy blast [necromantic]

By channeling negative energy through your body you can fire blasts of such energy from your hand, attacking enemies at an extended range.

Prerequisite: Any other necromantic feat

Benefit: This acts as any other ranged attack and requires a roll to hit. On a successful hit the attack causes 1d4 damage plus 1 point for every two caster levels (*round down*). The target takes half damage if it succeeds on a Will save at DC 10 plus the character level of the attacker.

Special: Since undead are made of negative energy, the damage inflicted by this feat heals them instead of harms them.

negative energy drain [osirian]

With a touch the Osirian can siphon off negative energy from the undead, drawing it into their marks and using it to charge their own body.

Prerequisites: Osirian, Knowledge (*arcana*) 4+, Base Attack 3+

Benefit: With a touch attack the Osirian can attempt to drain negative energy from the undead. The undead must make a Fortitude save against a DC of 10 + the Osirian's level or lose five hit points, which are transferred to the Osirian up to their maximum health. Additionally the undead is sickened by the assault, taking the appropriate penalties.

poltergeist [raijin]

The supernatural energies drawn into and around the Raijin can manifest as poltergeist activity, hurling and lifting objects or striking invisibly at their enemies.

Prerequisites: Wisdom 14+, Constitution 14+, Base Attack Bonus 3+,

Benefit: Undead energies channelled through the Raijin allow it to use Telekinesis a number of times per day equal to their Base Attack score as a free action, though no more than once in a single turn. Saving throws against the effect are made against a DC of 10 + Level + Wisdom modifier. Telekinetic attacks are made at Base Attack + Charisma modifier. Spell resistance does not apply to these effects.

prehensile tail [infernal]

The Infernal sprouts a long tail with enough dexterity to be used as an extra arm.

Prerequisites: Infernal, Dex 14+

Benefit: The Infernal's tail is strong and limber enough to act as an additional off-hand allowing for a third attack gripping a light weapon – such as a dagger – with the character's usual off-hand penalty. The tail is dexterous enough to open and close doors but not for delicate operations like picking locks, loading crossbows or similar actions.

realign item [item creation, genesai]

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

Prerequisites: Genesai, appropriate item creation feat.

Benefit: The Genesai can bath an item in their shattersoul, using up a use of that ability for the day, stripping away the alignment requirements of an item and making it 'neutral', able to be used by anyone. This does not negate any of the other powers of the item and costs one tenth of the normal

cost of the item in gemstones which are burned up in the process.

replicate the divine [necromantic]

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

Prerequisite: Any other necromantic feat

Benefit: When this feat is taken, immediately choose one spell from the Death domain of a level you may ordinarily cast. From this point on, you may prepare and use this spell as you would any arcane spell and as if you were a cleric of the appropriate level.

Special: This necromantic feat may be taken more than once, with another spell from the Death domain being chosen each time.

resist possession

Your spirit is strongly bound to your physical form.

Prerequisite: Intelligence 13+, Wisdom 13+

Benefit: The character gains a +4 bonus to any Will save required to resist possession of his physical form by another spirit, magic jar, or similar means.

sacred armor [divine]

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

Prerequisite: Ability to channel energy, any good alignment

Benefit: Once per day, as a free action and by sacrificing a turn attempt for the day, you wrap yourself in holy power that takes on the form of a suit of translucent plate armor. This armor grants you Damage Reduction 2 and lasts for a number of rounds equal to one-half your caster level (*round down*).

Special: Evil characters may select a similar feat – Profane Armor – that has the same effect but uses a rebuke undead attempt and is unholy in nature.

scab armor [khymer]

The thick substance of the Khymer's blood can be forced through the skin to encrust the flesh and cover the body in thick, leathery scabs.

Prerequisites: Khymer, Con 12+, Armor Proficiency (*medium*).

Benefit: By sacrificing five hit points the Khymer can give their host body a natural armor bonus of +1, for ten hit points this can be raised to +2 and for twenty hit points +3.

The armor lasts for a day before flaking and breaking off. This can be combined with other armor but removing that armor also breaks off the scabs and removes the natural armor bonus as well.

shadows & moonlight [lykian]

The character's oneness with darkness through the Shadowy Stalker racial ability becomes much more powerful.

Prerequisites: Lykian, Stealth 5+.

Benefit: The character gains a +2 bonus on Stealth checks in shadowy or dark conditions and, for Stealth purposes, is considered to be invisible while they have total concealment.

shattersoul sabre [genesai]

Through practice and force of will the Genesai is able to concentrate their soul into a more powerful sword with which to strike down their enemies.

Prerequisites: Genesai, Wisdom 12+

Benefit: The Genesai's shattersoul blade's damage advances a die-type so the default damage is now d8 and the damage against lawful or chaotic creatures is now d10. The blade can also now be summoned for twice its normal duration.

soul strike [genesai]

The Genesai reaches deep into their soul and casts out with their mind, striking with the essence of their unnatural being at a distance.

Prerequisites: Genesai, Wisdom 14+

Benefit: The Genesai can reach out with their shattersoul blade to strike at a distance. This uses up one of their sword summonings for the day and strikes for d10 damage, plus their usual bonus, d12 plus bonus against lawful or chaotic creatures. This attack has a range of 60 ft and is conducted as a ranged touch attack.

spell critical [metamagic]

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

Benefit: The caster with this feat must choose the same type of combat spell that was previously chosen for the Weapon Focus feat — missile spells (*such as acid arrow*), ray spells (*such as ray of frost*) or touch spells (*such as shocking grasp*). When casting a spell of that type, the spell's threat range doubles (*normally taking it to a 19–20*).

Special: This feat may be taken multiple times. Its effects do not stack, however. Each time it is taken, it applies to a different type of combat spell. Additionally, this feat is not stackable with the Improved Critical feat or similar feats.

spirit dissertation [necromantic]

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

Prerequisite: Augment Undead, Replicate the Divine

Benefit: Through the use of this necromantic feat, you may now speak directly with the spirits of the dead.

This is a supernatural ability that works in an identical fashion to speak with dead. You may use this feat a maximum of once per day.

spirit form [necromantic]

As your powers grow you master the ability of changing yourself and your gear to an insubstantial, spirit form.

Prerequisite: Knowledge (*Arcana*) 8+, Spirit Dissertation, Spell Focus: Necromancy, able to cast 5th level sorcerer/wizard spells.

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

steadfast faith

Prerequisite: Good aligned

Benefit: +1 saving throw versus spells cast by an evil caster; additional +3 saving throw versus evil spells.

suppress the divine [exalted]

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

Prerequisites: Exalted, Wisdom 12+, 4 or more ranks in Bluff.

Benefit: The Exalted is able to suppress its divine nature, pushing it down deep inside so that to any observers, even magical, the Exalted appears to be a normal human. The Exalted cannot use their soulsword or divine powers while suppressed.

tooth & claw [lykian]

The character's claws and teeth become much deadlier weapons and have the advantage that they cannot be taken away from them.

Prerequisites: Lykian, Base Attack bonus +4, Strength 14+, Dexterity 14+

Benefit: Garrush, the Lykian fighting art, places great emphasis on their natural weapons and teaches them how

to use them to best effect just as a martial art might teach a human to use their fists to best effect. The Lykian is at one with their claws and teeth increasing the damage dice type by one each to 1d6 for claws and 1d8 for bite, both gaining critical hit chances on a 19-20.

torch fighter

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

Prerequisites: Improved Unarmed Strike

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

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

touched by the dead

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

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

Benefit: You are shrouded in the smell of death and get a -2 penalty on all Bluff, Diplomacy, Intimidate, or other social interaction skills. You are able to blend in with the undead; undead creatures see you as one of their own and will not interfere with you unless you attack one of their kind at which point they recognize you as one of the living.

toxic spray [khymer]

With a gurgling roar the Khymer can spit a stream of its own toxic substance at an enemy.

Prerequisites: Khymer, Strength 14+, Dex 13+.

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

unscrey

Grants you protection against magical scrying.

Prerequisites: Wis 13+, divine spellcaster level 9+.

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

undead hunter

You are an expert at finding the undead.

Prerequisite: Wis 13, Ability to detect either undead or evil as a spell spell-like or supernatural ability

Benefit: You gain Detect Undead as a spell-like ability you may use at will.

undead's eve

You are an expert at fighting the undead.

Prerequisite: Wis 13, Ability to detect either undead or evil as a spell spell-like or supernatural ability, Undead Hunter

Benefit: You gain a +2 Attack Bonus against undead.

vampire blooded [harrowed]

The Harrowed is descended from a vampire bloodline and has some greater measure of that line's power than most.

Prerequisites: Harrowed, must be taken at character creation.

Benefit: The Harrowed has small, pointed fangs, no use as a normal melee weapon but which they can use to drain blood and life force. A vampire-blooded Harrowed can feed upon a grappled opponent; if the Harrowed establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The Harrowed heals 5 hit points up to its normal, full hit points. This continues as long as the target remains pinned.

vault dweller [osirian]

The Osirian was raised in a vault, one of the survival shelters of the Osirians, buried beneath the earth.

Prerequisites: Osirian, must be taken at character creation.

Benefit: In the dank dark beneath Abaddon's surface the Osirian has learned to endure great hardship and to find their way around the deeper, darker places within the rock. They gain a bonus of +1 to their Fortitude save and gain Knowledge (*dungeoneering*) as a class skill, if they already have this as a class skill raise its value by +2.

Wicked Tongue [Infernal]

The tongue of the Infernal is forked – or barbed – literally as well as metaphorically.

Prerequisites: Infernal, Charisma 12+

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

might blooded [harrowed]

The Harrowed is descended from a wight bloodline and has some greater measure of that line's power than most.

Prerequisites: Harrowed, must be taken at character creation.

Benefit: The Harrowed can attempt an energy drain against an enemy as a touch attack, if successful the target must make a Fortitude save against a DC of $10 + (\text{Level divided by } 2, \text{ round down}) + \text{Charisma modifier}$ or they're sickened and the Harrowed heals 5 hit points up to their normal maximum.

winged soul [exalted]

A pair of faint wings, composed of nothing but light, erupt from the back of the Exalted and beat, lifting them up into the air.

Prerequisites: Exalted, Lawful Good Alignment.

Benefit: By using up one of their soulword summoning the Exalted can, instead, sprout wings from their back and fly, at a speed of 30 ft. with good ability. They cannot summon their soulword at the same time they are flying and the effect lasts for one minute per level.

zebadiah's blood [exalted]

Directly of the lineage of Zebadiah the Exalted has much more powerful angelic blood flowing through their veins.

Prerequisites: Exalted, may only be taken at character creation.

Benefit: The Exalted can use their divine power and soulsword an extra time per day and their blood acts like holy water against the undead with 1d4 hit points of blood loss being enough to fill a vial, though it solidifies and turns useless within a day.

zombie born [harrowed]

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

Prerequisites: Harrowed, must be taken at character creation.

Benefit: While this is, perhaps, the very lowest caste of Harrowed that can exist and they are always commoners, the Zombie-Born gain damage reduction 5/Slashing, making them extremely resilient and sought after as mercenaries and guards.

For He had commanded
the unclean spirit to come
out of the man. For it had
seized him many times; and
he was bound with chains
and shackles and kept
under guard... "What is
your name?" And he said,
"Legion"; for many demons
had entered him..

~ Luke 8:29-30 ~



CHAPTER



DANGERS OF ABADDON

monsters

boneshard golem

The creature before you moves across the sand in a coiling slither, its every undulation made with a silent and sinister grace. It resembles nothing so much as a massive white centipede fully half again the length of a man, but close observation reveals that its body is constructed from the bones of a number of bleached skeletons, bound together by leathery wrappings of sinew and tendon. As it draws closer, its head is revealed to be the desiccated skull of a horse, its jaw incessantly clicking open and shut though no sound emerges from its long-dead throat other than that of the clacking of its teeth. Sickly yellow pinprick lights burn in its long-empty eye sockets, suggesting a dark malevolence behind the thing's creation; it draws ever closer, and suddenly rears up to strike with an unexpected burst of terrifying speed.

Description

The Boneshard Golem is not an undead creature, as its appearance would at first suggest, but rather a construct of collected parts. It is assembled from the bones of at least half a dozen humanoid corpses into the shape of an enormous arthropod; spines and ribs are used to create the body, with arm and leg bones assembled irregularly to form the creature's legs. The skull of a horse or a goat is typically used to form the creature's head, although any appropriately sized skull will do the job; the use of humanoid skulls is not unknown, nor is the added "decoration" of horns or antlers from some other dead creature. Leathery strips of sinew, tendon, hide, or flesh are used to bind the creature's body together, prior to the ritual which results in its animation. In addition to its frightening appearance and formidable prowess in battle, the Boneshard Golem has an array of special abilities designed to aid it in combat against living psionic creatures, the reason for which the first of these constructs was originally designed.

Boneshard Golem were first created by powerful necromancers as guardians against psionic enemies; later, the golems' unusual speed and agility led to their being employed as hunters for particularly powerful psions, and some of their abilities were modified to better suit this particular purpose. The golems remain exceptional guardians, however, and are particularly effective in narrow or tight spaces; their size is mostly in their length, and they are frequently employed to guard tombs, catacombs, and other underground chambers where their creators carry on in their dark and malevolent works. As with most golems, the Boneshard Golem is completely mindless; it may only act in accordance with the instructions of its creator, or in its own defense, but the creators of such creatures will typically instruct them to hide in large crevices in the floors, walls, or ceilings of narrow tunnels; the golem frequently achieves surprise against intruders as a result.

boneshard golem cr 8

XP 4,800

Neutral Large construct

Init +4; **Senses** Darkvision 60 ft., low-light vision; **Perception** +0

defenses

AC 23, touch 13, flat-footed 19 (+4 Dex, +10 natural, -1 size)

HP 85 (10d10+30)

Fort +3, **Ref** +7, **Will** +3

DR 10/Crystal; **Immune** Construct traits, Magic

offense

Speed 40 ft. Climb 40 ft.

Melee Gore +14 (1d8+5), 4 Pseudopods +9 (1d6+2, plus grab)

Special Attack gaze of creeping dread, haste

Space 10ft.; **Reach** 10ft.

statistics

Str 20, **Dex** 18, **Con** -, **Int** -, **Wis** 11, **Cha** 10

Base Atk. +10; **CMB** +16; **CMD** 30

Languages None

ecology

Environment Any

Organization Solitary or gang (3-4)

Treasure None

special abilities

Gaze of Creeping Dread (Su) Shaken for 1 round, lose 1 power point.; 30 ft.; Will DC 15 negates. The save DC is Charisma based.

Terror-fed Abomination (Su) When a creature subject to Gaze of Creeping Dread fails its Will save, the boneshard golem who generated the gaze heals 1 hit point. Additionally, if the target loses a power point, it is transferred to the boneshard golem. If a boneshard golem has any power points at the start of its turn, the boneshard golem must spend 1 power point as a Swift Action, gaining fast healing 5 for 1 round.

Haste (Su) After it has engaged in at least 1 round of combat, a boneshard golem can haste itself once per day as a free action. The effect lasts a number of turns equal to the boneshard golem's Dex Bonus, usually 4 rounds, but is otherwise the same as the spell.

Bone Shower (Ex) Once per day, as a standard action, a boneshard golem may spray a cloud of sharp bone shards from its mass, in a 15' cone, causing 3d4 points of slashing damage to everything within the cone. If the boneshard has any power points, it may spend them to augment this attack, with each power point spent, raising the damage by 1d4. This effect mimics the psionic power swarm of crystals.

Immunity to magic (Ex) A boneshard golem is immune to any spell or spell-like ability that allows spell resistance.

In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a boneshard golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A boneshard golem gets no saving throw against attacks that deal electricity damage.

paragon boneshard golem

With a little extra effort, and some additional research, it is possible to create a Boneshard Golem of exceptional ability. There is a 1% chance that a Boneshard Golem created in the standard manner will inexplicably become a Paragon Boneshard Golem. Paragon Boneshard Golems do not possess the ability to hurl showers of razor-sharp shards of bone, as do their lesser counterparts; instead, their bodies are tougher and more combat-effective, and they have the ability to emit concussive blasts of mental energy.

paragon boneshard golem cr 11

XP 12,800

Neutral Large construct

Init +5; **Senses** Darkvision 60 ft., low-light vision; Perception +0

defenses

AC 23, touch 14, flat-footed 19 (+5 Dex, +10 natural, -1 size)

HP 107 (14d10+30)

Fort +4, **Ref** +9, **Will** +4

DR 15/Crystal; **Immune** Construct traits, Magic

offense

Speed 40 ft. Climb 40 ft.

Melee Gore +18 (1d8+5), 4 Pseudopods +13 (1d6+2, plus grab)

Special Attack gaze of creeping dread, haste

Space 10ft.; **Reach** 10ft.

statistics

Str 20, **Dex** 20, **Con** -, **Int** -, **Wis** 11, **Cha** 10

Base Atk. +14; **CMB** +20; **CMD** 35

Languages None

ecology

Environment Any

Organization Solitary

Treasure None

special abilities

Gaze of Creeping Dread (Su) Shaken for 1 round, lose 1 power point.; 30 ft.; Will DC 17 negates. The save DC is Charisma based.

Terror-fed Abomination (Su) When a creature subject to Gaze of Creeping Dread fails its Will save, the boneshard golem who generated the gaze heals 1 hit point. Additionally, if the target loses a power point, it is transferred to the boneshard golem. If a boneshard golem has any power points at the start of its turn, the boneshard golem must spend 1 power point as a Swift Action, gaining fast healing 5 for 1 round.

Haste (Su) After it has engaged in at least 1 round of combat, a boneshard golem can haste itself once per day as a free action. The effect lasts a number of turns equal to



the boneshard golem's Dex Bonus, usually 5 rounds, but is otherwise the same as the spell.

Psychic Discharge (Su) Once every 1d4 rounds in combat, the boneshard golem may, as a move action, unleash a psychic discharge. This discharge takes the form of a crushing wave of dread, so powerful that those caught within its effect feel like they have been hit by a charging bull, and their bodies respond as such. The psychic discharge covers a 10' radius centered on the boneshard golem, and does 3d6+6 damage, knocks prone those within the area and leaves them shaken for 1d3 rounds (DC 17 Will save to half damage and avoid being shaken and knocked prone). The save DC is Charisma based, and the ability is considered mind-affecting.

Immunity to magic (Ex) A boneshard golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a boneshard golem (as the slow spell) for 2d6 rounds (no save).

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A boneshard golem gets no saving throw against attacks that deal electricity damage.

creation

The creation process for a Boneshard Golem requires a piece of psionically-attuned crystal costing at least 2,000 gp, or a similarly attuned gemstone of 5,000 gp value or more; the item must be prepared ahead of time through one month's worth of eight hours of meditation per day. The individual preparing the crystal must be an intelligent psionic creature of at least 14 hit dice. No check is required to ensure success provided that the meditation is uninterrupted; any interruption in the crystal's preparation requires that the process be started over again.

The Boneshard Golem's body must be prepared from the bones and tissues of at least six different corpses. If desired, additional corpses may be acquired to provide the head and any preferred ornamentation (*spikes or spines, horns, antlers, and so forth*). The tissue used to bind the bones must be reasonably fresh, must come from the corpses which gave bones to the effort, and must be cured in a special alchemical process requiring one month's time to complete and ingredients costing 2,000 gp; during that time, at least 4 hours per day must be spent tending to the tissues. At the end of the month a Craft (*Alchemy*) check must be made (DC 20). Failure indicates that the entire process must be begun anew, which means acquiring new tissues; unless some means of preserving the leftover tissues of the orig-

inal corpses has been employed, this also typically means acquiring new corpses.

The ritual which culminates in the golem's animation must involve the sacrifice of a living, intelligent and conscious psionic creature of at least 6 hit dice. With its death, the victim's soul is captured within the specially prepared psionic crystal or gemstone, thereafter powering the golem's special abilities.

The spells which must be cast at the culmination of the ritual include Animate Objects, Geas/Quest, Haste, Dispel Magic, and the cantrip Mending memorized or spontaneously cast as a sixth-level spell. The creator must have a caster level of at least 14. For the intentional creation of a paragon golem, the caster level must be at least 16; also, all materials involved cost 50% more, and the Craft (*Alchemy*) check required to successfully prepare the body has its DC increased to 26.

necromantic infused creature

Abaddon is a dying planet, choked with the countless dead of many terrible cataclysms and host to many strange and sinister phenomena of necromantic energy; small wonder, then, that amongst those still living there walk a few who have been forever altered by the necromantic energies that infuse so much of their surroundings.

A living creature who is exposed to relatively low amounts of necromantic energy over a period of time may be altered by that energy, becoming infused with necromantic essence and gaining certain traits which set them slightly apart from the world of the living; this could happen after repeatedly experiencing such phenomena as Nightwall or Necromantic Slime, or from contact with several powerful undead, or from the experimentations of a necromancer. No one is certain as to why certain creatures become infused with Necromantic energy in such ways, while others with similar experiences do not; there is, however, speculation, that it may have something to do with the "open-minded" nature of those who possess undiscovered psionic abilities, or who actively practice the psionic disciplines. Other factors may also play a part in why a particular creature falls victim to the necromantic infusion; in the end, some of the details may remain a mystery forever.

A Necromantic Infused is readily identifiable as such; such a creature is encased in a shell of unnatural energy, which appears over their body like a second skin. Facial features, hair, and other particulars of the creature's body are visible as outlines, but the field is total, as well as completely opaque; only swirling ripples and whorls of energy are visible to the outside observer, with no visible detail of the body of the creature underneath being apparent. The color of this necromantic field is typically a very dark green, blue, or violet, or it may simply be that the color shifts from time

to time, or depending upon the level of illumination under which it is observed; little is truly understood for certain.

creating a necromantic infused creature

“Necromantic Infused” is an acquired template that can be added to any living, non-construct creature, referred to hereafter as the “base creature.” A necromantic infused uses all the base creature’s statistics and special abilities, except as noted here.

Challenge Rating: +3

Alignment: Usually Chaotic (any); the necromantic energies which infuse the base creature have a warping effect upon its mind, but do not necessarily alter its moral disposition.

Type: The base creature’s type remains unchanged. It gains the augmented subtype, if it does not already possess it, and it retains any other subtypes it possesses. Its size remains unchanged.

Aura: Negative Aura (Aura): Cure spells restore one less hit point per die rolled. Inflict spells deal 1 less damage per die rolled. Additionally, the necromantic Infused add +1 negative energy damage to every die of damage they roll.

Armor Class: The field of necromantic energy is semi-tangible; it serves to slow and deflect physical attacks, which might otherwise injure the infused creature. The field grants a defence bonus to the base creature’s armor class; this bonus does not stack with the armor bonus provided by medium or heavy armor, but it does stack with that provided by light armor or by shields. The amount of the bonus is determined by the base creature’s size.

- Fine or Diminutive: +0
- Tiny: +1
- Small: +2
- Medium: +3
- Large: +4
- Huge: +7
- Gargantuan: +10
- Colossal: +14

Hit Dice: Increase all current and future hit dice by one dice type, to a maximum of d12; if the base creature’s hit die is already at d12 or higher, it does not change.

Special Attack:

Necrotic Ray (Su): Once per day, as a full-round action, a necromantic infused may focus its energy into a ray attack with a maximum range of 60’; this effect manifests as a ray of crackling violet energy, which streaks towards its intended target (a ranged touch attack is required). This

ray may strike one target only; dealing 1d6+ (1 per four HD of the Necromantic Infused) points of negative energy damage; additionally, for every four HD a necromantic infused possesses, it may use the ray attack one additional time.

Spell-like Abilities: A necromantic infused with an Int, Wis, or Cha of 8 or higher has a cumulative number of spell-like abilities depending on its Hit Dice. Unless otherwise noted, an ability is usable once per day. The Caster Level of these abilities is equal to the creature’s HD (or the CL of the base creature’s spell-like abilities, whichever is higher)

1-2: Touch of Fatigue, Ray of Enfeeblement

3-4: Inflict Light Wounds 2/day



5-6: Command Undead, False Life
 7-8: Inflict Moderate Wounds 2/day
 9-10: Ray of Exhaustion, Vampiric Touch
 11-12: Inflict Serious Wounds 2/day
 13- 14: Animate Dead, Enervation
 15-16: Inflict Critical Wounds 2/day
 17-18: Waves of Fatigue, Circle of Death
 19-20: Harm 2/day

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Cha +2.

Base Attack Bonus: A necromantic infused's Base Attack rises to match the BAB associated with its new hit dice.

Skills: Necromantic infused receive a +4 circumstance bonus to all Intimidate checks due to the swirling field of energy which enshrouds them.

Feats: Necromantic infused gain Lightning reflexes and combat reflexes. The energy field which surrounds the base creature empowers it, granting it improved speed and reflexes.

Special Qualities

A necromantic infused gains the following special traits:

- Low-light vision
- +4 to all Fortitude saves to resist the onset and effects of poison and disease
- Acid and electricity resistance of 5 each; cold resistance 10
- Damage reduction 5/holy

charnel house hound (necromantic infused riding dog) — cr 2

This mangy, and repulsive hound loops forwards, seeming to drag the shadows with it, as a haze of violet energy shrouds it.

XP 600

Usually CN medium Animal (Augmented)

Init +3; **Senses** Low-Light vision; Perception +8

Aura Negative Energy Aura

defenses

AC 17, touch 13, flat-footed 14 (+3 Dex, +1 natural, +3 untyped)

HP 15 (2d10+4)

Fort +5 (+9 against poison and disease), **Ref** +8, **Will** +1

Resistances Acid 5, Electricity 5, cold 10; **DR** 5/holy.

offense

Speed Fly 40 ft.

Melee 1 Bite +6 (1d6+5, plus trip)

Special Attack Necrotic Ray

spell-like abilities (su cl 2)

1/day Touch of Fatigue (DC 10), Ray of Enfeeblement (DC 10)

statistics

Str 19, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 8

Base Atk. +2; **CMB** +6; **CMD** 18 (23 vs. trip)

Feats Combat Reflexes, Lightning Reflexes, Skill Focus (Perception).

Skills Acrobatics +7 (+15 jumping), Intimidation +3, Perception +8, Survival +1(+5 scent tracking); Racial Modifiers +8 Acrobatics when jumping, +4 Survival when tracking by scent, +4 Intimidation

ecology

Environment Any

Organization Solitary, Pair or Patrol (2-3 with 2 Quickened Zombies)

Treasure none

special abilities

Necrotic Ray (Su): Once per day, as a full-round action, a charnel house hound may focus its energy into a ray attack with a maximum range of 60'; this effect manifests as a ray of crackling violet energy, which streaks towards its intended target (a ranged touch attack is required). This ray may strike one target only; dealing 1d6 points of negative energy damage.

Negative Aura (Su): Cure spells restore one less hit point per die rolled. Inflict spells deal 1 less damage per die rolled. Additionally, the charnel house hound add +1 negative energy damage to every die of damage they roll.

souleater

As the world begins to darken all around you, shadows like those you have never before seen closing in, the howling face you'd previously seen only out of the corner of your eye suddenly appears, leering, right in front of you. Nobody else seems to see it as they try to shake you back into a wakefulness which will never come; nobody else seems to see it, and then you see nothing at all. There is only the blackness and the horrible, staring eyes of that leering, gaping face...

description

Abaddon is a world of final destinations, from which even the souls of the dead cannot escape; those who die upon the face of this dying world are doomed to rise and join the ever-swelling ranks of the undead. Sometimes, just sometimes, however, a soul lacks the strength of presence to manifest itself as an individual; such a soul merges with others like it to form a whispering, wailing mass of only semi-aware mental energy, no longer recognizable as having ever been a living thing. This accumulation of the unfortunate dead can sometimes be heard wailing in the wind; on occasion, a cloud of dust may appear to take on the shape of

many gaping faces in the corner of one's vision, but such a sight will always fade if looked upon directly.

Usually, this is the fullest extent to which the living may interact with this vapor of those who have gone before them, as the ethereal substance lacks both the ability and the will to affect the material world; sometimes, however, a rogue spirit from the Elemental Plane of Air, trapped upon the face of Abaddon, will shape for itself a form comprised of this exotic energy, drawing power from countless numbers of the weaker departed souls. Such a creature is to be greatly feared; it is difficult to see, being capable of manipulating the perceptions of those who would pursue it, and it is difficult to harm, as it has no material form.

Most terrifying of all the powers of this sinister and malevolent being, however, is its ability to so assuredly convince a living, breathing creature that its worst fears have been made manifest that said creature will simply fall, stone dead, to the dry and dusty ground, allowing the Souleater to feed upon its departing essence.

Souleater cr 8

XP 4,800

Always Neutral Evil Large outsider (air, elemental, extraplanar)

Init +11; **Senses** Darkvision 60 ft.; Perception +7

Aura Aura of Malevolence

defenses

AC 24, touch 15, flat-footed 19 (+ 7 Dex, +1 dodge, +10 natural, -1 size)

HP 85 (10d10+30)

Fort +10, **Ref** +14, **Will** +3

Special Qualities Incorporeal, Misperception; Immune: elemental traits

offense

Speed Fly 100 ft. (perfect)

Melee 2 slams + 16 (1d6+4, plus fear)

Special Attack Mortal Dread

Space 10ft.; **Reach** 10ft.

statistics

Str 18, **Dex** 25, **Con** 16, **Int** 6, **Wis** 11, **Cha** 16

Base Atk. +10; **CMB** +15; **CMD** 32

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills Acrobatics +14, Bluff +11, Fly +26, Knowledge (the planes) +5,

Intimidation +11, Perception +7, Sense Motive +7, Stealth +14, Survival +7

Languages None

ecology

Environment Any

Organization Solitary

Treasure None

special abilities

Aura of Malevolence (Su): The souleater continuously radiates an effect identical to that of the spell Cause Fear as cast by an 11th-Level spellcaster, in a 10-foot radius



centered upon itself (Will save DC 19 negates). Creatures with six or more hit dice are immune to the effect. Any creature which successfully saves against a given souleater's aura of malevolence is immune to that elemental's aura for one day. The save DC is Charisma based, and the effect is considered mind-affecting.

Misperception (Su): The souleater is capable of affecting its opponent's perceptions, making it difficult to target; each round, it may choose an opponent to affect. The opponent chosen must succeed at a Will save (DC19) or suffer a 50% miss chance on all melee and ranged attacks for the rest of that round; determine this miss chance first, then (if an attack still hits) determine the miss chance due to the souleater incorporeality. An opponent who successfully saves against the misperception effect is immune to that particular souleater's misperception effect for one day's time thereafter. The save DC is Charisma based, and the ability is considered mind-affecting. Misperception cannot be overcome through such means as true seeing (it is not simply the sense of sight which is being fooled).

Fear (Su): Any creature struck by two or more of the souleater's slam attacks in the same round (including attacks of opportunity) is affected as if by the spell Cause Fear, cast at the 11th level of ability (Will save DC19 to reduce the effect to shaken for 1 round). Any creature which successfully saves against a given souleater's fear attack is immune to that elemental's fear attack and aura of malevolence for one day (once the shaken effect has worn off). The save DC is Charisma based, and the ability is considered mind-affecting.

Mortal Dread (Su): As a full-round action, the souleater may focus its energies on arousing such fear within a living victim that the unfortunate opponent falls dead instantly, feeling a supernatural sense of terror grasping; it must deactivate its aura of malevolence and its displacement ability in order to do this, but still remains incorporeal.

A Will save (DC 19) will allow the target of this ability to shake off the fear, whereupon they are shaken for 1 round but otherwise unharmed; a successful Will save also renders them immune to the mortal dread, fear, and aura of malevolence abilities of the elemental which attacked them for one day's time. If the Will save fails, a Fortitude save must be made to avoid instant death (DC 19); if it fails, the victim of the mortal dread dies instantly from fright. A successful Fortitude save still results in 3D6 points of damage, and it does not protect the victim against further use of the elemental's abilities. The save DC is Charisma based, and the ability is considered mind-affecting.

Victims who are slain by the mortal dread ability are fed upon by the souleater, weakening them to the point where they lack the presence to return as undead, merging instead with the conglomerate soul-stuff from which souleaters craft their form. Nothing short of a wish will serve to return a creature slain in such a fashion to life.

souleater paragon— cr 11

XP 12,800

Always Neutral Evil Large outsider (air, elemental, extraplanar)

Init +11; **Senses** Darkvision 60 ft.; Perception +7

Aura Aura of Confusion, Aura of Displacement

defenses

AC 24, touch 15, flat-footed 19 (+10 Dex, +1 dodge, +10 natural, -1 size)

HP 207 (14d10+160)

Fort +10, **Ref** +14, **Will** +3

Special Qualities Incorporeal; Immune: elemental traits

offense

Speed Fly 100 ft. (perfect)

Melee 2 slams + 24 (1d6+6, plus Mortal Dread)

Special Attack Mortal Dread

Space 10ft.; **Reach** 10ft.

statistics

Str 22, **Dex** 30, **Con** 18, **Int** 6, **Wis** 11, **Cha** 18

Base Atk. +14; **CMB** + 21; **CMD** 41

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Weapon Finesse, Weapon Focus (slam), Wind Stance.

Skills Acrobatics +21, Bluff +12, Fly +35, Knowledge (the planes) +5, Intimidation +16, Perception +11, Sense Motive +7, Stealth +17, Survival +7

Languages None

ecology

Environment Any

Organization Solitary

Treasure None

special abilities

Shifting Aura: Paragon souleaters have a pair of auras, at the beginning of each turn, the souleater must choose which of these two auras it wishes to be active for the turn, as they may only have one, or the other, active in a given turn.

Aura of confusion (Su): While this aura is active, all living creatures within a 15' radius of the Paragon Souleater must succeed at a Will save (DC 21) or be affected as if by the spell confusion (CL 16). A Successful save grants immunity to the aura of confusion of that particular paragon Soul eater for one day. The save DC is Charisma based, and the ability is considered mind-affecting

Aura of Displacement (Su): While the lesser souleater must focus its abilities to twist perception on one opponent at a time, the paragon souleater's presence warps the perception of all those who would attack it. While active, all those within 15' of the souleater must make a Will save (DC 21) or suffer a 50% mischance against the paragon souleater. If they succeed, they are immune to that specific paragon souleater's aura for 24 hours. The save DC is Charisma based, and the ability is considered mind-affecting. Misperception

cannot be overcome through such means as true seeing (it is not simply the sense of sight which is being fooled).

Mortal Dread (Su): This functions like the lesser souleater's mortal dread ability, but it affects any living being who is struck by two or more of the paragon souleater's slam attacks in a single round (including attacks of opportunity). The will and fortitude save DC is 21. The save DC is Charisma based, and the ability is considered mind-affecting.

asi magnor

Sheathed in fragrant wrappings and armored by magic and sheer age, the undead emperor Asi Magnor conquered the world before, and after, his death. He radiates power and malevolence, the desire to rule and the power to clutch the world in his claw-like hands or crush it beneath his sandaled feet.

background

Asi Magnor was born into a long and unbroken line of kings in the desert Kingdom of Shaan. The Shaan were known, before the cataclysm, as a peaceful and cosmopolitan people with ornate and elaborate death rituals, but in the time of Asi Magnor, some three thousand years before the cataclysm, they were a war-like people with advanced cities, agriculture and great command of magic.

When Asi Magnor ascended to the throne of the Shaan Empire he levied an enormous army from their Mountain cities and set out to conquer new lands to add to the Empire. Magnor was an immensely powerful warrior-priest and a talented, if brutish, commander. Land after land fell to the Shaan until the known world was almost universally held within the Shaan dominion.

Client states were bled dry, slaves were taken in enormous numbers and Asi Magnor's harem swelled to thousands of concubines and wives who gave him an enormous number of heirs, interbred with the many peoples of the world and returned

— once they grew — to their 'native' lands to act as rulers in Asi Magnor's stead.

Asi Magnor sought ways to conquer the only thing left to him, death itself. The Shaan had long had elaborate death rituals and had raised the undead as guardians of their fabulous necropolis. This was not enough for him though, to return as some husk did not appeal to him, he wanted to live forever and bent his will towards accomplishing that goal, rejecting undeath and seeking for some other path.



He failed, time and again and, in his bitterness as he approached his death he took his legions with him into the grandest necropolis ever built. None returned, all had been interred with him as he died, legions of the dead to protect the greatest and richest tomb ever conceived.

When the cataclysm occurred and the great meteor fell from the sky, Asi Magnor, who had rejected undeath for himself, rose from his grave. As did the other warrior kings that had been interred in the other necropolis, their servants, their soldiers, their wives and concubines, their horses and everything else that had once been alive in the tombs. Their sacred geometry enhanced the energy of the meteor and the legions of the dead poured out of their tombs under the command of Asi Magnor and wiped out the living Shaan, who had grown weak and scholarly in the intervening millennia, raising them to swell the ranks of their armies.

Asi Magnor, once dismissive of undeath, now embraced it and reveled in the enormous power that he felt surging through his dry and creaking flesh. He raised his sword and pointed it out at the world, unleashing his legions on a world that was battered and half destroyed already, overrunning nation after nation and slaughtering anyone and everyone he saw, seeking to claim the world in a new empire as he had held it in life.

Resistance was weak and futile to start with but, eventually, Calix Sabinus and an alliance of other parties managed to get organized and to stand against Magnor's legions under the vampire lich's leadership. Asi Magnor was frustrated over and again in his battles, though he was slowly grinding down his enemies. Then everything changed, Calix Sabinus came to his full power and the counterattack began, fuelled by arcane magic and an embrace of undeath, both of which Asi Magnor could not fully comprehend, rooted in the divine as he was and still not fully accepting, in his heart of hearts, of his status as undead.

Asi Magnor was defeated in his necropolis city in a final battle that also saw the breaking of the angel Zebadiah and his humiliating use as a battle standard. Asi Magnor was struck down, cut into pieces and burned, his ashes scattered to the winds.

Since Asi Magnor's death a succession of ancient warrior kings, wives and concubines have squabbled over the wreckage of his mountain kingdom, but there are rumors that he was not completely destroyed, that the ash is reforming, that there are rituals, that his withered organs in their jars still beat and pulse and that the great priest-king may yet return to reclaim his empire with a fresh army and a new appreciation of death and the power it can bring.

Meanwhile, cults amongst the dead seek to find the truth of the rumors, either to find a way to exercise power over his spirit and his remains or to find a way to prevent his rise, should it turn out to be true.

In the ruins of Shaan Saa Halaan, the once-and-again first concubine of Asi Magnor, appears to be gaining the upper hand in claiming his legacy and so, despite the breaking of the Empire, The Shaan lands and mountains may rise to be a threat once again...

mummy cr 30

Male Human Mummy, CR 5, Cleric 10, Fighter 15

LE Medium Undead

Init +0; Senses Darkvision 60 ft., Eyes of Darkness; Perception +20

defense

AC 25, Touch 10, Flat Footed 25 (+10 Natural, Scale Mail +5)

HP 564

Save Fort +28, Ref +10, Will +23

DR 5/-, Immune: Undead Traits

Defensive Abilities Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Weaknesses vulnerable to fire

offense

Speed 25 ft.

Melee Severance +38/+41 (2d4+10/13) or slam +38 (1d8+9 + Mummy rot)

Special Attacks Touch of Darkness, Touch of Evil, Scythe of Evil, Despair (DC 36), Mummy Rot (DC 36)

Cleric Spells Known (CL 10, +20 ranged touch)

Domains: Darkness, Evil

5th – Flame Strike, Insect Plague, Mass Inflict Light Wounds, (*Summon Monster V*).

4th – Divine Power, Giant Vermin, Unholy Blight, (*Shadow Conjuration*).

3rd – Animate Dead, Bestow Curse, Prayer, (*Deeper Darkness*).

2nd – Bull's Strength, Death Knell, Desecrate, Eagle's Splendor, (*Align Weapon*).

1st – Bane, Bless, Command, Divine Favor, Doom, (*Obscuring Mist*).

0th – Detect Magic, Guidance, Read Magic, Resistance.

statistics

Str 29, Dex 11, Con -, Int 10, Wis 20, Cha 30

Base Attack: +28/+23/+18/+13/+8/+3 CMB +37 CMD 38

Feats Alignment Channel (*Evil*), Alignment Channel (*Law*), Bleeding Critical, Blind-Fight, Blinding Critical, Channel Smite, Cleave, Command Undead, Critical Focus,

Critical Mastery, Deafening Critical, Exhausting Critical, Fleet, Great Cleave, Greater Vital Strike, Improved Vital Strike, Leadership, Power Attack, Quick Draw, Sickening Critical, Skill Focus (*Perception*), Staggering Critical, Stunning Critical, Tiring Critical, Toughness, Vital Strike, Weapon Focus (*slam*).

Skills Appraise +4, Climb +19, Diplomacy +14, Handle Animal +25, Heal +9, Intimidate +25, Knowledge (*history*) +4, Knowledge (*nobility*) +4, Knowledge (*planes*) +4, Knowledge (*religion*) +10, Perception +20, Ride +15, Sense Motive +9, Spellcraft +4, Stealth +11, Survival +15, Swim +19.

Languages Common, Celestial, Abyssal.

SQ Eyes of Darkness (Su): At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

class features:

- **Aura (ex):** Asi Magnor has a Lawful-Evil aura.
- **Channel Energy (su):** Asi Magnor can channel up to 5d6 of negative energy to harm living creatures or to heal undead, as well as for other purposes.
- **Bravery +4 (ex):** Asi Magnor receives a +4 bonus to Will saves against fear effects.
- **Armor Training 4 (ex):** Asi Magnor offsets the Armor Check Penalty of armor by 4 and increases the maximum Dex bonus of armor by the same amount.
- **Weapon Training 3 (ex):** Asi Magnor receives a +3 bonus to hit with heavy blades, a +2 bonus with light blades and a +1 bonus with axes.

special features

- Proficient with natural weapons.
- Undead do not breathe, eat, or sleep.
- **Touch of Darkness (Sp):** As a melee touch attack Asi Magnor can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for five rounds. Asi Magnor may use this ability eight times per day.
- **Touch of Evil (Sp):** Asi Magnor can cause a creature to become sickened as a melee touch attack. Creatures sickened by this touch count as 'good' for the purposes of spells with the 'evil' descriptor. This ability lasts for five rounds. Asi Magnor can use this ability eight times per day.
- **Scythe of Evil (Su):** Asi Magnor can give a weapon touched the unholy special weapon quality for five rounds. He can use this ability once per day.
- **Despair (Su):** All creatures within a 30-foot radius that see Asi Magnor must make a DC 36 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by Asi Magnor's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.

- **Mummy Rot (Su):** Curse and disease—slam; save Fort DC 16; onset 1 minute; frequency 1 day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (*healing*) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic.

weaknesses

- Asi Magnor is vulnerable to fire.

equipment

- **Severance:** A great, two handed sword in the shape of a crescent moon, almost like an enormous sickle. The blade is made of a magical bronze and was once wielded in the service of the Shaan sun god, though it has now been corrupted to the service of the Night Serpent Who Bounds the Void. The blade counts as a +1 weapon in normal circumstances but as a +4 weapon against other-worldly creatures such as ghosts or those from other planes. It is said to cut your soul as well as your body, slaying you in two worlds and those killed by it cannot be resurrected or raised as undead.
- **Flail of Plenty:** A wand in the shape of a farmer's flail, though much smaller, this wand was once wielded by the rulers of the Shaan to bless their people and their crops. As with Severance the wand has been perverted and now hurls bolts of Magic Missile (*Caster level 9th, 50 charges, 1 charge per use*).
- **Crook of Rule:** Once a symbol of life and justice the crook has become a staff of evil, channeling magic to raise the dead as warriors and to swell the wielder to grotesque proportions. (*50 charges, Create Undead 1 charge, Righteous Might 5 charges*).

calix sabinus

Wings spread, maw agape, sheathed in leather and gold and spun from the blood of thousands stands Calix Sabinus, god-emperor of the undead lords, bringer of death, destroyer of angels, a power before the cataclysm, a tyrant after.

background

Calix Sabinus was born before the cataclysm to a family of minor nobles in the city of Aos on the island of Kathar, capital of the Xeres islands, now the Xeres mountains. An unremarkable third son, marked only by his above average intelligence, Calix was educated at his father's expense with a mind to pawning him off upon the priesthood at a later date, though religion was – by no means – to Calix's interests.

Rebelling against his father's intentions Calix fell in with a bad crowd of younger second and third sons from other noble families and neglected his lessons, preferring to spend his time drinking, carousing and getting fascinated with these noble scions' patronage of magicians, alchemists and other workers of arcane magic.

As a result of these early, fumbling explorations, Calix scandalised his family by deciding on his own behalf to engage in the study of arcane magic, rather than being foisted off on the priesthood. As a result he was disinherited and beggared, but he showed such a strong propensity for magical ability that he was able to progress in the Collegiate before this, too, he ruined for himself by intently studying the forbidden practices of Necromancy.

As a result of his illegal studies he was cast out of the collegiate in disgrace and yet, despite his impoverishment – now on two fronts – he continued to indulge himself, spending money on credit at a fantastic rate, purchasing corpses to experiment on and throwing himself into Aos drinking holes and whorehouses with uncommon enthusiasm.

It was during one of these sojourns into Aos' underside that he met Sabine, an alluring and sophisticated woman from the distant northern islands. Calix was enchanted by her, but more importantly for him she sponsored him financially and made sure that his studies into necromancy could continue unabated. She even supplied a great many rare tomes for him to explore and understand all the greater the magic of death.

In time she revealed herself to him, she was a vampire and she was sponsoring him to search for a cure to her condition. He was torn, his studies had twisted his mind and he had become obsessed by undeath and immortality and here was the woman he loved, rejecting the very things he sought. Their argument raged and she nearly killed him before they parted company with his promise that he would search for a cure.

When she returned to him two years later he swore to her that he had a means to return her to living, breathing mortality and they renewed their relationship. Once he had her in his laboratory however he showed the steely core of treachery and self-interest that would serve him so well in later years. He rendered her helpless with magics and devices and used her blood to turn himself, becoming all that he had ever wished to be before he destroyed her.

Become a vampire Calix began to take revenge on those he felt had slighted him, all compassion and empathy driven out of him having destroyed the woman he loved in order to gain eternal life. He cut a swathe through his noble household of birth, killing his parents and his brothers and leaving himself the only heir to the estates and the fortune which he duly inherited before turning his ruthless attentions upon the masters of the Collegiate.

The cataclysm brought an end to his life in the shadows, forcing him to move publicly as the skies burned, the ash

fell and the people he had been controlling as a puppeteer began to die in droves. Calix found himself in the peculiar position of working to preserve the lives of the people, needing a steady supply of blood he used artefacts and magic to raise legions of the undead and put them to work, shoring up the city, tirelessly toiling the ground for what meagre crops could be gathered and leading armies of the dead against refugees, scavengers, bandits and rivals who would threaten his lands.

In time this lead him into direct conflict with the imperially minded Asi Magnor and Calix Sabinus became an unlikely 'hero' in the rebellion against Asi Magnor's ambitions at the head of an army of mortals and undead alike. Calix is a cunning and deadly fighter but lacks the power and prowess to take Asi Magnor's armies on in a full frontal assault. Realising this he switches to defensive tactics while he completes his magical studies, finally emerging, his forces beaten back almost to his stronghold, transformed for a second time by magic, become the first and only vampiric lich, all but as powerful as a god and annihilating Asi Magnor's forces and leading his desperate army to a final victory.

Since that victory Calix Sabinus has largely withdrawn, with his brood, into his castle-laboratory in the mountain city of Aos and has left the undead lords to squabble and fight as they wish, concentrating his studies and efforts upon his next transformation, whatever that might be...

vampire lich cr 35

Male Human Vampiric Lich, Aristocrat 2, Wizard 20, Eldritch Knight 10

LE Medium Undead

Init +7; **Senses** Darkvision 60 ft., Blindsight 70 ft. (*life sight*); **Perception** +16

defense

AC 26, **Touch** 17, **Flat Footed** 22 (+3 *Dex*, +1 *Dodge*, +6 *Natural*, +6 *Armor*)

HP 291, **Fast Healing** 5

Save Fort +13, **Ref** +10, **Will** +19

Defensive Abilities Immune to all mind-affecting, death disease, paralysis, poison, sleep and stunning effects. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to physical ability scores as well as to exhaustion and fatigue. Negative energy heals, rather than harms. Immune to any effect that requires a Fortitude save. Not at risk of death from massive damage, but immediately destroyed when reduced to 0 hit points. Not affected by raise dead and reincarnate spells or abilities. Does not breathe, eat, or sleep. Channel resistance +4. DR 15/magic, bludgeoning and silver. Immune to cold and electricity. Fast healing 5. If reduced to 0 hit points in combat, he assumes gaseous form and attempts to escape When Calix is destroyed, his phylactery immediately begins to rebuild his body nearby to its location.

Weaknesses vampiric weaknesses.

offense

Speed 30 ft.

Melee The Burning Blade +25/+15/+10 (2d4+1d6+5 base plus 3d10 on critical strikes), or slam (1d8+16 + Energy Drain)

Special Attacks Grave touch, spell critical, blood drain, fear aura, paralyzing touch, children of the night, create spawn, dominate (DC 30), energy drain (DC 30, 2 Levels).

Wizard Spells Known (Calix Sabinus has access to all spells available in the campaign, CL 30, +24 ranged touch)

9th (4/day) - Meteor Swarm x4.

8th (4/day) - Create Greater Undead x4.

7th (5/day) - Control Undead x3, Finger of Death x2.

6th (5/day) - Create Undead x4, Undeath to Death.

5th (5/day) - Cone of Cold x3, Wall of Force x2.

4th (5/day) - Animate Dead x5.

3rd (6/day) - Gentle Repose, Halt Undead, Ray of Exhaustion, Fireball x2, Wind Wall.

2nd (6/day) - Blindness/Deafness, False Life, Ghoul Touch, Spectral Hand, Darkness, Gust of Wind.

1st (6/day) - Chill Touch, Ray of Enfeeblement, Burning Hands, Charm Person, Magic Missile x2.

0 (4/day) - Bleed, Disrupt Undead, Ray of Frost. Touch of Fatigue.

statistics

Str 18 , **DEX** 16, **Con** -, **Int** 25, **Wis** 21, **Cha** 18

Base Atk +21/+11/+6 **CMB** +25 **CMD** 38

Feats Alertness, Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Brew Potion, Combat Casting, Combat Reflexes, Command Undead, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Critical Focus, Deceitful, Disruptive, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Forge Ring, Great Fortitude, Heighten Spell, Improved Counterspell, Improved Initiative, Intimidating Prowess, Iron Will, Leadership,

Lightning Reflexes, Maximise Spell, Persuasive, Scribe Scroll, Toughness.

Skills Appraise +21, Bluff +22, Climb +20, Craft (*Alchemy*) +23, Craft (*Armor*) +23, Craft (*Jewelery*) +23, Craft (*Weapons*) +23, Diplomacy +5, Disguise +8, Fly +17/22, Intimidate +9, Knowledge (*arcana*) +31, Knowledge (*history*) +21, Knowledge (*nobility*) +23, Knowledge (*planes*) +21, Knowledge (*religion*) +21, Linguistics +31, Perception +16, Ride +16, Sense Motive +24, Spellcraft +31, Stealth +11/16, Swim +16.

Languages Common, Celestial, Infernal, Elven, Dwarven, Draconic.

SQ Arcane bond (*gold chain*), arcane school (*Necromancy, opposition schools Transmutation and Illusion*), life sight, diverse training, change shape (*dire bat or wolf, beast shape II*), gaseous form, shadowless, spider climb.

Equipment Shadow Harness of Smoke and Flame, Figurine of Wondrous Power - Carrion Fly, Fallen Angel Wings, The Burning Blade, The Undying Eye, Staff of Charming, +4 dagger.

class features:

- **Arcane Bond (*Ex or Sp*):** Calix is bonded to the golden Chain of Authority that once marked his father and, briefly, his older brother as head of House Sabinus.
- **Arcane School:** Calix Sabinus is a member of the Necromancy school of magic and as such has Power over Undead (*Su*), giving him Command Undead as a bonus feat, usable 7 times a day. His opposition schools are Transmutation and Illusion.
- **Grave Touch (*Sp*):** As a standard action, Calix may make a melee touch attack that causes a living creature to become shaken for 15 rounds. If he touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 30 Hit Dice. He can use this ability 10 times per day.
- **Life Sight (*Su*):** Calix has blindsight to a range of 70 feet, usable for 30 rounds per day. This ability only allows him to detect living and undead creatures. This sight also tells him whether a creature is living or undead. Constructs and other creatures that are neither living nor undead (*such as Harrowed*) cannot be seen with this ability.
- **Spell Critical (*Su*):** Whenever Calix successfully confirms a critical hit he can cast a spell as a swift action. The spell must include the target of the attack as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity.
- Proficient with simple and martial weapons, all armor and shields.

special features

- Proficient with natural weapons.
- Undead do not breathe, eat, or sleep.
- If reduced to 0 hit points in combat, he assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (*He can normally travel up to 9 miles in 2 hours.*) Additional

damage dealt to a gaseous form has no effect. Once at rest, Calix is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

- **Rejuvenation (*Su*):** When Calix is destroyed, his phylactery (*which is hidden in a safe place far from where he chooses to dwell*) immediately begins to rebuild his body nearby. This process takes 1d10 days – if the body is destroyed before that time passes, the phylactery starts the process anew. After this time passes he wakens fully healed (*albeit without any gear it left behind on its old body*). Calix keeps his coffin and his phylactery in two, separate, heavily fortified dungeons on the furthest north and furthest south mountaintops in the Xeres range.
- Calix has a slam attack that does 1d8+16 damage and causes energy drain. His natural weapons are treated as magic weapons for overcoming damage reduction. This attack is infused with negative energy and can be used to heal undead or, as a full-round action, Calix can use the ability on himself to heal.
- **Blood Drain (*Su*):** Calix can suck blood from a grappled opponent; if he establishes or maintains a pin it drains blood, dealing 1d4 points of Constitution damage. Calix heals 5 hit points or gains 5 temporary hit points for 1 hour (*up to a maximum number of temporary hit points equal to his full normal hit points*) each round he drains blood.
- **Fear Aura (*Su*):** Creatures of less than 5 HD in a 60-foot radius that look at Calix must succeed on a Will save (*DC 30*) or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for 32 rounds. A creature that successfully saves cannot be affected again for 24 hours. This is a mind-affecting fear effect.
- **Paralyzing Touch (*Su*):** Any living creature a Calix hits with his touch attack must succeed on a Fortitude save (*DC 30*) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (*see the bestow curse spell description, with a DC of 30*). The effect cannot be dispelled. Anyone paralyzed seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.
- **Children of the Night (*Su*):** Once per day, Calix can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve him for up to 1 hour.
- **Create Spawn (*Su*):** Calix can create spawn out of those he slays with blood drain or energy drain, provided that the slain creature is humanoid. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of Calix and remains enslaved until his destruction. Calix may have enslaved spawn totaling no more than 64; any spawn he creates that would exceed this limit become free-willed undead. Calix may free an enslaved spawn in order to enslave a

new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

- **Dominate (Su):** Calix can crush a humanoid opponent's will as a standard action. Anyone he targets must succeed on a Will save (*DC 30*) or fall instantly under his influence, as though by a dominate person spell (*caster level 12th*). The ability has a range of 30 feet. Calix has learned to dominate other creature types, such as animals, not just humanoids.
- **Energy Drain (Su):** A creature hit by Calix's slam (*or other natural weapon*) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks he makes.
- **Change Shape (Su):** Calix can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.
- **Gaseous Form (Su):** As a standard action, Calix can assume gaseous form at will (*caster level 5th*), but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.
- **Shadowless (Ex):** Calix casts no shadows and shows no reflection in a mirror.
- **Spider Climb (Ex):** Calix can climb sheer surfaces as though under the effects of a spider climb spell.

weaknesses

- Calix cannot tolerate the strong odor of garlic and will not enter an area laced with it.
- He recoils from mirrors or strongly presented holy symbols. These things don't harm him – they merely keep it at bay. When recoiling he must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding him at bay takes a standard action. After 1 round he can overcome his revulsion of the object and function normally each round he makes a *DC 25 Will* save.
- Calix cannot enter a private home or dwelling unless invited in by someone with the authority to do so. This does not apply within his direct dominion, where everything belongs to him as its rightful and absolute lord and there is no private property.
- Reducing Calix's hit points to 0 or lower incapacitates him but doesn't always destroy him. However, certain attacks can slay him. Exposing him to direct sunlight staggers him on the first round of exposure and destroys him on the second consecutive round of exposure if he does not escape (*causing his phylactery to begin reconstructing him*). Each round of immersion in running water inflicts damage on him equal to one-third of his maximum hit points – if reduced to 0 hit points in this manner he is destroyed (*again, driven back to his phylactery*). Driving a wooden stake through his helpless heart instantly slays him and prevents his phylactery reforming him somewhere else (*this is a full-round action*). However, he returns to life if the stake is removed, unless the head is also severed and anointed

with holy water, which again, destroys him, returning him to his phylactery to be renewed.

equipment

Shadow Harness of Smoke and Flame: The strapping and toughened leather forms a magical shield around Calix Sabinus that deflects blows (+2) and absorbs 10 incoming fire damage. It also wreathes the wearer in smoke and shadow providing a +5 bonus to Stealth.

Figurine of Wondrous Power, Carrion Fly: When animated, the Carrion Fly is the size of a warhorse and has all the statistics of a Pegasus but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

Fallen Angel Wings: A pair of great bat wings have been permanently implanted into Calix Sabinus' back using dark sorcery. Some even claim they are Zebadiah's wings, torn off and changed, preserved using necromancy. They can be transformed into the appearance of a cloak of black feathers or activated and spread as great bat wings. When activated Calix is empowered to fly with a speed of 60 feet (*average maneuverability*) with a +5 competence bonus on Fly skill checks.

The Burning Blade: A scythe, crafted from a single piece of obsidian and infused with necromantic energy, the burning blade is a +1 magical weapon of flaming burst. It does 2d4+1d6+1 base damage and an additional 3d10 points of fire damage on a successful critical hit. Anyone slain by The Burning Blade rises as a skeleton under the control of the wielder, blasted black by the unnatural fire.

The Undying Eye: In his fortress laboratory Calix maintains a perfect sphere of necromantic obsidian, six feet in diameter. In its depths he can scry at great distances with almost undefeatable power. This is a Crystal Ball with see invisibility, telepathy, true seeing and detect thoughts.

Calix carries a Staff of Charming on the rare occasions he holds court, an implicit threat and a way of keeping his more recalcitrant minions in line. He keeps a +4 dagger as a reserve weapon, in case The Burning Blade is taken from him.

the angel zebadiah

Half beautiful, half monstrous, the angel Zebadiah bears the scars of his losses and defeats down one side of his body, stripped back to burnt and blackened musculature, like a diagram in some wizard's book about the anatomy of the dead. Zebadiah's eyes gleam madly with the feral anger of a caged animal, as though he is pacing back and forth in his mind, confined to a single, hellish reality when he is used to soaring between the planes. This is hero, the closest many will ever get to the gods again, but he scares you...

ZEBADIAH AS A GOD

The angel may disapprove, but there are many cults that view him as a god and offer prayers and glorification to him. Whether he approves or not, this worship appears to grant divine power to those who hold him in such esteem.

There are no temples or churches as such, just small hidden shrines and personal effigies, often carved from wood or bone that are kept secret by his followers.

Names: Zebadiah, The Angry Angel, The Half-Burned, The New God, Blood-Father.

Symbol: Two wings, one skeletal, one full-feathered.

Favored Weapon: Warhammer.

Domains: Fire, Glory, Liberation, Sun.

Zebadiah might be a hero, a lingering echo of the gods and an angel, but he has become quite mad, an obsessive avatar of revenge and justice, willing to go to almost any lengths to bring down Calix Sabinus and to break the backs of undead rule, any sacrifice, any action, a course that may well lead him and his followers down the road of evil in time.

Kept from his target Zebadiah now sits at the middle of a web of his followers, sending them out to save new angels and other forces for good and law as they fall into Abaddon's prison-dimension, coordinating the breeding of new Exalted and striking with terrible wrath whenever he gets the opportunity.

angel cr 30

Male Outsider, CR 23, Fighter 7

LG Large Outsider (*angel, extraplanar, good*)

Init +9; Senses Darkvision 60 ft., low-light vision, detect evil, detect snares & pits, true seeing; Perception +37.

Aura Protective aura

defense

AC 43, Touch 16, Flat Footed 37 (+8 armor; +6 Dex, +1 dodge, +19 natural, -1 size; +4 deflection vs. evil)

HP 475 regeneration 15 (15 (*evil artifacts, effects, and spells*))

Save Fort +30, Ref +17, Will +25

DR 15/epic and evil, Immune acid, cold, petrification
Resist electricity, fire SR 34

offense

Speed 50 ft. Fly 72 ft. (*average*)

Melee Hammer of Vengeance: +36/+31/+26/+21/+16/+11 (1d10+17)

Melee Sword of Wrath: +34/+29/+24/+19/+14/+9 (1d10+1d6+17)

Space 10 ft. by 10 ft. Reach 10 ft.

Spell-Like Abilities (CL 20th)

Constant detect evil, detect snares and pits, discern lies (DC 21), true seeing

At Will align weapon, break enchantment, continual flame, control weather, find the path, fire trap, greater dispel magic, holy smite, invisibility (*self only*), lesser restoration, meteor swarm, remove curse, remove disease, remove fear, resist energy, speak with dead, waves of fatigue.

3/day heroes feast, holy aura, heal, incendiary cloud, permanency, resurrection, waves of exhaustion.

1/day delayed blast fireball, foresight, greater restoration, greater teleport, shapechange, sunburst.

Spells Prepared (CL 20th)

9th – implosion, mass heal, miracle, storm of vengeance

8th – fire storm, holy aura (2), mass cure critical wounds (2)

7th – destruction, dictum, repulsion, holy word, regenerate.

6th – greater dispel magic, heroes' feast, mass cure moderate wounds, undeath to death, word of recall.

CHAPTER 5 background

Zebadiah arrived on Abaddon from his own plane, where he labored in the service of a god of justice and law seventy-five years ago and has been trapped, along with a large number of other planar creatures, ever since.

Finding a dark and devastated world, Zebadiah immediately set about trying to create havens of peace and tranquility, to restore the land and the people to dignity. He found himself failing again and again, outnumbered by the forces of darkness, death and evil and trying to inspire a broken-spirited populace who were, back then, beyond hope of saving.

Cut off from his god and much of his power Zebadiah was ground down by the terrible necessities of life on Abaddon and began to gather what forces he could, as well as trying to intermix his – and others' – angelic bloodline with those of the humans and demihumans that had survived the cataclysm, to stiffen their resolve and to give them more of a chance against their oppressors. The product of these labors, the Exalted, though questionable in their origin, have made their fathers and mothers proud as they have begun to rise up.

Zebadiah became fixated upon Calix Sabinus as his great enemy, dismissing Asi Magnor as a tyrant and seeing something more, greater and far more dangerous in the vampire – as he was then. An ambition and a will to challenge the gods themselves, who were now absent from Abaddon. This obsession lead to Zebadiah's greatest humiliation, defeat at the hands of the Vampiric Lich at the gates of Asi Magnor's fortress, burned and crippled and used as a battle standard by his chosen enemy to defeat the imperious mummy.

Broken in spirit and body and with a terrible geas laid upon him, Zebadiah is banished from Calix Sabinus' lands and can only wander in the wilderness, aid his children where he can and lash out in his anger against those undead lords who do not enjoy Calix Sabinus' protections.

5th – break enchantment, breath of life, dispel evil, plane shift, righteous might, symbol of sleep.

4th – cure critical wounds (3), death ward, neutralize poison (2), sending.

3rd – cure serious wounds, daylight, invisibility purge, magic circle against evil, prayer, protection from energy, wind wall.

2nd – align weapon, bear's endurance, bull's strength, consecrate, cure moderate wounds (2), eagle's splendor.

1st – bless, cure light wounds (3), divine favor, entropic shield, shield of faith.



Statistics

Str 34, Dex 22, Con 30, Int 27, Wis 27, Cha 29

Base Attack: +29/+24/+19/+14/+9/+4 CMB 32 CMD 47

Feats Alertness, Cleave, Critical Focus, Dazzling Display, Deadly Aim, Deadly Stroke, Dodge, Great Cleave, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Mobility, Power Attack, Shatter Defenses, Toughness, Weapon Focus (*warhammer*), Weapon Specialization (*warhammer*).

Skills Climb +21, Craft (*weaponsmith*) +45, Diplomacy +37, Fly +35, Handle Animal +24, Intimidate +29, Knowledge (*history*) +37, Knowledge (*nature*) +37, Knowledge (*planes*) +37, Knowledge (*religion*) +37, Perception +37, Sense Motive +37, Spellcraft +37, Stealth +28, Survival +41, Swim +21.

Languages Celestial, Draconic, Infernal; truespeech.

SQ change shape (*alter self*).

Equipment Harness of Martyrs, Hammer of Vengeance, Sword of Wrath.

Class features:

- **Bravery +2:** Zebadiah receives a +2 bonus to Will saves made against fear effects.
- **Armor Training 2:** Zebadiah reduces the armor check penalty of any armor he wears by two and increases the maximum dexterity bonus by two.
- **Weapon Training 1:** Zebadiah receives a +1 bonus to attack and damage rolls made with hammers.

Special features

- **Spells:** Zebadiah can cast divine spells as a 20th-level cleric. He does not have access to domains or other cleric abilities.
- **Spell-Like Abilities:** Zebadiah has learned to replace some of his natural, angelic abilities with powers that mimic arcane magic.

Equipment

- **Harness of Martyrs:** Made from the tanned skin of those who have fallen against the forces of the undead the Harness of Martyrs forms a memorial and offers great protection, given up to Zebadiah to hold his tortured flesh together after his great defeat. The Harness of Martyrs is +5 studded leather armor that reduces all sneak attacks and critical hits done to Zebadiah to normal damage.
- **Hammer of Vengeance:** The Hammer of Vengeance is a battle-scarred, enormous warhammer with a +5 bonus that is +7 versus undead and does an additional +2d6 damage against undead foes. The Hammer of Vengeance can only be wielded one handed by large creatures, medium creatures must use it two handed.
- **Sword of Wrath:** The Sword of Wrath is a +5 longsword, wreathed in flame when it is drawn it confers an additional 1d6 damage to those struck and has twice the normal threat range of a long sword, scoring critical hits on a roll of 17-20. The Sword of Wrath can only be

wielded one handed by large creatures, medium creatures must use it two handed.

Diseases

arcane pestilence

Arcane Pestilence is a magical sickness which, once contracted, is easily spread to others. A person who dies of this sickness releases a toxic cloud of spores that engulfs everything within 20 ft. of the corpse in an abrupt 'explosion' before settling. Anything and everything within that area now carries the disease upon it as a taint to be carried with it. Anyone touching an infected individual, an item they have touched or anything the cloud has touched upon their death, has a chance of contracting the disease.

Arcane pestilence causes the skin of the afflicted to glitter and their eyes to flicker with sporadic sparkles of light as the disease moves through their body, this ceases once they die and their body emits the sparkling spores in all directions.

Type: disease, contact.

Save: Fortitude DC 20.

Onset: 1d4 hours.

Frequency: 1/day.

Effect: 1d4 Int, 1d6 Con. Spellcasters lose access to all spells as long as they are infected

Cure: 2 consecutive saves. The disease may also be cured with a Dispel Magic spell, cast against a DC of 25 as the disease is magical, but quite resistant.

cursed fire

Magical fire that stems from an infernal or necromantic source may infect those harmed by it with a magical disease, an unquenchable, ever-burning flame that slowly eats away at them from the inside out until nothing is left but ashes. Anyone that suffers damage from Fire spells or weapons with a magical flame is at risk with a 10% +1% per point of damage chance of contracting the disease, which results from a subtle interplay of infernal and necromantic magic native to Abaddon.

Victims of Cursed Fire are flushed and warm to the touch. They may cough up ashes and a faint glow may be seen from within their flesh in darkness.

Type: Disease, Injury.

Save: Fortitude DC 16.

Onset: 1 minute.

Frequency: 1/day.

Effect: 1d6 points of magical fire damage, 2 Con.

Cure: 2 consecutive saves. The disease may also be cured with a Dispel Magic spell, cast against a DC of 16.

demonic plague

A vile disease, the Demonic Plague is spread through contact with demons who brought it with them from their

home dimensions before becoming trapped on Abaddon. The touch of a demon or creature native to the lower planes can cause this disease to take root though demons themselves do not suffer from it. The disease spreads by touch, including touching the bodies of the dead who have suffered from it, though burning the bodies can eliminate the disease and halt its spread.

The Demonic Plague causes lingering and terrible pain that slowly increases over time and can cause the sufferer to writhe in agony as well as to be slowly worn down by the unceasing torment, an echo of the torments of the damned. The death throes are particularly violent and a victim may snap their own back or neck in their contortions or shatter their own teeth by clamping down on their jaw.

Type: Disease, contact.

Save: Fortitude DC 16.

Onset: 1d4 days; Frequency 1/day.

Effect: 1d4 Con, 2d6 points of damage.

Cure: 3 consecutive saves.

mana rot

The manipulation of magical energy can sometimes 'activate' latent necromantic and magical diseases. Spells do not do this so much but the manipulation and crystallization of magical energy necessary to create permanent items has a much higher chance of doing so and magical items left fallow for a long time will tend to be coated in a thin veneer of the disease. For unknown reason only some items tend to cause this effect while others do not. Weapons, armor and rings do not tend to suffer from this problem, nor do scrolls and potions.

Mana Rot manifests as sallow skin and sunken eyes, sores may develop with a slightly phosphorescent pus that oozes around them.

Type: Disease, contact.

Save: Fortitude DC 14.

Onset: 2d4 weeks.

Frequency: 1/day.

Effect: 1 Con.

Cure: 2 consecutive saves

necromancia

Necromancy places one in more direct contact with the energies that are afflicting Abaddon and, on occasion, can carry with it a disease along with any other effects it might have. This supernatural illness, dredged out of the negative plane – that wraps Abaddon like a stifling blanket – is carried with necromantic spells and can affect the living that cast them, or those who are targeted by the spells.

Necromancia manifests as a sloughing of skin and flesh along with deep pencil-thick ulcers that can dig down through the flesh to the bone if the disease goes untreated

for too long. Those who die of Necromancia often (30% of the time) rise as zombies or ghouls.

Type: Disease, contact.

Save: Fortitude DC 16.

Onset: 1d4 days.

Frequency: 1/day.

Effect: 2d6 points of damage.

Cure: 2 consecutive saves.

shadow sickness

Shadow monsters carry a taint of negative energy in their teeth and claws and those who are attacked by them may escape with their lives only to fade away to the rigors of disease in the following days. Victims of Shadow Sickness slowly turn to shadows as the disease spreads, eventually losing their life and fading away. This does not turn them into shadow creatures, but simply kills them, slowly and terribly.

Those infected with Shadow Sickness become cold and clammy and slowly begin to fade, becoming transparent and smoky over time as they lose more and more energy. Eventually all that is left is their shadow, permanently burned into the place where they lost their life.

Type: Disease, injury;

Save: Fortitude DC 14

Onset: Instantaneous;

Frequency: 1/day

Effect: The victim suffers the effects of one negative level each day;

Cure: 2 consecutive saves

slimy doom, crimson

This horrific form of Slimy doom not only turns the victim into an infectious goo, but also has a far more severe effect on the victim and is much faster than the normal variety. The effects are similar to the transformation of the Khymer and the disease itself has been linked to meteoric dust and fragments radiating necromantic energy or carried along with the disease in its normal infectious cycle.

Victims of Crimson Slimy Doom slowly liquefy, starting from their extremities, their flesh running like wax in a candle flame until they are entirely liquefied, leaving an infectious pool. The disease is heralded by red and purple blotches on the skin, rampant diarrhea and running mucous membranes.

Type: Disease, contact, inhaled, or injury;

Save: Fortitude DC 18

Onset: 2d4 hours;

Frequency: 1/day

Effect: 1d6 Str, 1d6 Con;

Cure: 2 consecutive saves



Whispering Doom

Whispering Doom first manifests in a community in one person in their dreams but, after that point, seems to spread by contact. Not just physical contact, merely conversing with the infected is enough to run the risk of catching the disease and there seems to be no real rhyme or reason as to who gets infected, or how.

Victims of Whispering Doom show no physical symptoms, the symptoms and the effects are all mental, making them extremely distracted and, in some cases, driving the victim insane, the voices seeming to never leave. The voices themselves seem to convey no particular meaning, save the very rare and occasional word and the victims report the voices as like being in a tavern, a background of noise without individual conversations being able to be made out.

Type: disease, contact;

Save: Fortitude DC 16

Onset: 2d6 months;

Frequency: 1/day

Effect: The victim hears faint voices that he cannot understand. These distracting voices for a Concentration check (*DC 16*) each time the victim tries anything more complicated than walking. If the check fails the victim suffers a -4 circumstance penalty on that action;

Cure: 2 consecutive saves

Environment & Hazards

air, necromantic (cr 6)

The air surrounding a powerful divine or arcane necromancer can sometimes fill with a dark, almost tangible miasma of negative energy whenever 30+ Hit Dice of undead are created from a single used of the Animate Dead spell. An evil spellcaster (*15th Level or higher*) may, by willingly suffering one point of Constitution damage when casting the spell, attempt to fill the air with this power as an additional effect, if they can pass a DC30 Spellcraft check. If the check fails, the Constitution damage is permanent, but if the check succeeds the necromancer infects the atmosphere with negative energy, turning it into Necromantic Air over an area 25 ft. in radius. The air remains affected by this taint for a number of days equal to the caster's Intelligence modifier (*at least 1*).

Of those who enter an infected area of Necromantic Air, good-aligned characters and creatures that enter the area automatically suffer 2d6 points of unholy damage every round that they remain within the area, with no save. Undead within the area gain a +2 profane bonus to all attack and damage rolls for a number of rounds equal to the necromancer's caster level, but only for the first time that they enter the area.

As a free action a good-aligned cleric or paladin may willingly enter the infected area and expend a 'turn undead' attempt for the day (*provided that they have the Feat*). The

cleric or paladin that does so must immediately make a Will save against a DC of 15 + the necromancer's caster level to destroy the necromantic air. If this save fails the character suffers 1d4 points of Wisdom drain and is forever scarred by a mottled black skull on the back of their hand. If the save succeeds, not only is the area destroyed by the necromancer that created it suffers 2d6 points of damage and is stunned for 2d6 rounds.

arcanebleed mold (cr 2)

When yellow or amber mold grows over a magical item and is left undisturbed for a century or so it absorbs some of the magical energy from the item, radiated over time, and becomes a dark green, slightly phosphorescent mold.

This mold, Arcanebleed, completely absorbs the magical energy of the items it has overgrown and, if disturbed, a 5 ft. square of the mold explodes in a blast of spores and arcane energy.

Everyone within 10 ft. of the mold suffers 2d6 points of damage, those that succeed in a DC 18 Reflex save suffer only half damage.

The Dispel Magic spell destroys Arcanebleed mold without disturbing it, turning it to black sludge. The item drained by the mold is left a crumbling, devastated wreck and is completely worthless.

arcane slime (cr 4)

Found in abandoned treasure chambers, libraries, laboratories and other locations in which stores of magical equipment and items can be found, this unusual slime forms where acidic or corrosive slime oozes slickly over a magic item and damages it in some way.

Arcane Slime turns a dull blue and is wet and sticky like thick wallpaper paste. It radiates a faint magical radiation that shows up to Detect Magic spells and otherwise behaves much like Green Slime in that it clings to walls and ceilings and will drop down upon unsuspecting creatures when it senses movement, engulfing them in its sopping, slimy 'body'. In addition to this predatory instinct Arcane Slime also hungers for magical items and, when confronted by multiple targets, will attack whoever has the most arcane energy being carried around with them. They particularly like to dine on arcane spellcasters.

A single 5 ft. square of arcane slime that comes into contact with any spellcaster or magical item immediately has an effect on the target. On each round that the slime remains in contact with its chosen target the target the caster loses their highest level unused spell slot for the next 24 hours or, if the target has no unused spell slots remaining, they suffer 2d4 damage as their mana is drained from their living flesh.

If the target of the assault is an item, that item immediately loses all arcane benefits for 2d6 rounds. If the item is in contact with the slime for more than one round, each addi-

tional caster level of that item is reduced by one. An item that is completely drained of all caster levels is drained of all power and is destroyed. These caster levels do not recover and an item with multiple abilities may lose some of them as the caster level goes down, depending on the item. On the first round the slime can be scraped off – after that it must be frozen, burned or cut away (*dealing 2d6 damage to the victim*).

Anything that causes cold or fire damage, invokes sunlight, dispels magic or removes disease ailments can destroy a 5 ft. patch of Arcane Slime. Arcane Slime has no effect on non-magical items and no effect on non-spellcasters, even if that character or creature has spell-like abilities.

coffin mold (cr 2)

A thick, black, furry growth, Coffin Mold is found coating ancient graves, sarcophagi, coffins and tombstones, feeding on the damp and the rot. Coffin mold is found in 5 ft. patches across long-abandoned grave sites, commonly scattered in small clumps though in some great necropoli patches 100 ft. or more have been encountered.

When disturbed by being prodded or walked on, Coffin Mold deflates, losing much of its bulk and puffing a grey cloud of disease-carrying spores into the air. Everyone within 15 ft. of the mold must make a DC 15 Reflex save, or be subjected to Cackle Fever (*see the Pathfinder Roleplaying Core Rulebook for more information*). Fire destroys Coffin Mold while water will soak it, allow it to be scraped away without exploding.

crimson fog (cr 2)

Where you find Scarlet Mold you will often find Crimson Fog, a bright, red, noxious gas that infects those who breathe it in with a milder form of the same disease spread by the mold.

Crimson Fog occurs when a patch of Scarlet Mold is destroyed by fire, whether the patch has been disturbed or not, the toxic gases and poisons released into the air as smoke and vapor that can float in the air for a long time in the still air of a dungeon. It occupies a 20 ft. cube around its point of origin and anyone entering the area must make a DC 18 Fortitude save, if this fails, the character contracts a case of Slimy Doom (*see the Pathfinder Roleplaying Core Rulebook for more information*).

Though rarely encountered, the Crimson Fog is a well known hazard for tomb robbers and dungeon explorers and it can be harmlessly dissipated with a Gust of Wind or a similar spell.

desertbloom (cr 4)

Appearing to be a patch of dead plants with brittle, brown, lifeless petals, read leaves and dark, dank green stems, these flowers are only found in Abaddon's volcanic deserts and

provide an unexpected hazard to those used to dealing with fungus and molds.

The plant gives off a foul, disgusting scent, which can be detected up to 30 ft. away. If the patch of plants is disturbed, the plant releases a burst of even fouler stink accompanied by deadly spores in a black cloud, a black cloud which ignites under the slightest excitement into an explosion.

Creatures within 10 ft. of the Desertbloom must make a successful Reflex save against a DC of 16 or they take 2d4 points of fire damage and 1d4 points of Constitution damage as the spores burn the victim's lungs. The cloud instantly dissipates and anything killed in the explosion will rapidly begin to sprout with the shoots of a new patch of Desertbloom.

The plant is easily destroyed using either fire or cold and the spores are sometimes, carefully harvested by desert dwellers from immature plants to be tried and used as an explosive.

falling trees (cr -)

Most of the trees on Abaddon are long dead, rotten hulks that can crumble apart or topple at the most unexpected times. Storms, lightning and floods can easily uproot these rotten timbers and send them crashing to the ground, particularly around adventurers fighting in such conditions and letting off powerful magic or swinging weapons in wild arcs.

During dangerous weather or powerful conflict there is a 1% chance that a tree near the characters will be uprooted, sending it crashing to the ground in a random direction. Any creature in the path of the falling tree must make a DC 12 Reflex save in order to avoid being struck. Failure means they suffer 1d6 points of damage for every five feet of the tree's height and a second DC 12 Reflex check must be made to avoid being pinned. Anyone pinned under a tree suffers 2d4 points of subdual damage each minute, a DC 25 Escape Artist or Strength check is needed to get out from under the tree unaided.

glass storm (cr -)

The meteor impacts and the volcanic eruptions that followed it created enormous deposits of obsidian, volcanic glass, at the impact and eruption sites and in many places there are patches of desert ground that are smooth, alien landscapes of this black glass. Elsewhere this material has been shattered and broken and tiny, razored fragments of it get whipped up into the air, forming dangerous and abrasive glass storms that can strip a man to the bone if he cannot find cover.

A Glass Storm reduces visibility to 1d10 × 5 feet and provides a -4 penalty on Perception checks. A Glass Storm deals 1d4 points of lethal damage per hour to any creatures caught in the open, and leaves a thin coating of black sand in its wake. This razor dust creeps in through all but the most secure seals and seams, cutting skin (*1 hp per hour until the material is thoroughly*) and contaminating carried gear.

Without protective gear or wrappings to cover the eyes, those caught out in a Glass Storm for an hour run the risk of being permanently blinded as their eyes are abraded. Avoiding this fate requires a Fortitude save against a DC of 15.

hellish fog (cr 4)

Occasionally the spiritual veil of Abaddon is punctured, though it is almost always one way, into Abaddon. When these punctures pierce through to the elemental plane of fire the interaction between the spiritual energies of the two dimensions produces a Hellish Fog.

The Hellish Fog is a cloud of scalding steam that billows out from the tear in reality and randomly explodes in blasts of elemental fire. The size of the tear determines the size of the fog though the largest patch ever reliably encountered covered only a 50 ft. square area.

A character or creature standing in the fog suffers 1d4 points of fire damage every round with no saving roll. Each round that a potential victim is within a 10 ft. patch of the fog there is a 20% chance that the fog will erupt with a blast of fire. Anyone within the fog or within 10 ft. of it when this happens suffers 8d6 fire damage which can be reduced by half by a DC 15 Reflex save.

The only way to dissipate the fog is to repair the rent in reality with an appropriate spell or artifact, or waiting for it to close naturally. Most portals do not last more than a day in Abaddon's unforgiving spiritual climate.

necromantic fog (cr 4)

A dark, grey, low-lying fog that swirls around the feet, Necromantic Fog is to be found in cemeteries and burial chambers, fed by the slow bleed of necromantic energy emanating from the corpses and channeled through their lingering spirits.

The fog clings to the bodies of the dead but also any poor creature that happens through it, entering the body through the skin as a liquid or through the lungs as a vapor. Once within the body the fog starts to eat away at the life of the person who has been infected.

Identifying a Necromantic Fog is difficult, since it resembles the damp, low-lying fogs that are found in such places anyway, it requires a DC 25 Knowledge (*Dungeoneering*) or Knowledge (*Arcana*) check to work out that this fog is different to any other fog.

A typical patch of Necromantic fog covers a 20 ft. cubed area, visible at the bottom, invisible at the top. On the first round – and each subsequent round – that a character remains within the patch of fog it deals 1d6+1 damage as a chilling, numbing sensation to its victim. Anyone who suffers 10 or more points of cumulative damage from Necromantic Fog within an hour also suffers one negative level and these negative levels accumulate. After 24 hours

the character who has suffered this must make a DC 13 Fortitude save, if successful the negative level goes away with no effect, otherwise the negative level fades but the victim permanently loses a level. A separate Fortitude save must be made for each negative level that the character or creature has accrued.

Necromantic fog, of a normal volume, can be completely destroyed by 1d6 of channeled positive energy (*as by a Cleric or Paladin*). It can be temporarily dispersed by a Gust of Wind or similar spell, but it will reform in the cleared area within 2d4 turns of the spell ceasing to have an effect.

Anyone killed or reduced to level zero by Necromantic Fog collapses in a heap, only to rise 1d4+2 rounds later as a zombie.

Undead within the Necromantic Fog heal 1d6+1 hit points every turn they are within its area.

necromantic slime (cr 5)

A rare and deadly slime, Necromantic Slime is normally only encountered in cemeteries and tombs, thought the execution pits of the undead lords may also play host to its disgusting presence.

Necromantic Slime comes into existence when a normal slime seeps into the space occupied by the remains of a deceased creature and in the presence of necromantic energy. As the slime oozes over the corpse it absorbs the substance of it and is infused with necromantic energy, dissolving the corpse into a thick, black, stinking sludge.

There is a percentage change, equal to the level/CR of the deceased that the resulting slime will be Necromantic. Otherwise the slime will slowly return to its normal hue and behavior over the following 24 hours.

Necromantic slime behaves much like Green Slime. It clings to walls, floors and ceilings and drops down to feed as a reaction to movement.

A single 5 ft. square of Necromantic Slime causes one negative level when it first touches a character or creature. Each following round that it is in contact with its victim it deals 2d6 points of damage as it devours the flesh, not like slime, but like a thousand tiny, needle-fanged mouths.

On the first round of contact the slime can be scraped off but after that it must be frozen, burned or cut away (*dealing 2d6 damage to the victim*). Anything that does cold or fire damage destroys the slime and a remove disease spell or a channeling of 1d6 positive energy destroys a 5 ft. patch of Necromantic Slime.

Necromantic slime can only dissolve living or undead flesh material and has no effect on wood, metal or stone. Leather and hide armors can be destroyed in short order by it, losing one AC for every turn it is in contact with them.

nightwall (cr +25% round down)

The Nightwall is a rare and unusual environmental effect that occurred with the falling of the meteor. It takes place when high levels of necromantic and psionic energy interact, whether through high level interactions of these powers or through enormous amounts of death, the massive release of psionic and negative energy in the same instant, as when the meteor fell and killed millions.

Nightwall's effect increase the CR of encounters within its effects by 25% to reflect the increased challenge of those encounters with things weighted so far against the characters. This only applies to undead encounters and hazards as other creatures and opponents are affected as badly as the player characters.

Blinding: Individuals with normal vision and no normal lights (*torches, candles, lanterns, and so forth*) or magical lights (*daylight, light sunburst spells and so forth*) are considered to be blinded within the effect of Nightwall. They take a -2 penalty to Armor Class, loses their Dexterity bonus to AC (*if any*), move at half speed, and take a -4 penalty on Search checks as well as most Strength and Dexterity based skill checks. All checks and activities that rely on vision (*such as reading and Spot checks*) automatically fail within the effect. All opponents are considered to have total concealment (*50% miss chance*) to the blinded individual.

Gaze: Individuals affected by Nightwall cannot use gaze attacks and are immune to gaze attacks.

Hearing: An individual blinded by Nightwall can make a Perception check as a free action each round in order to locate foes (*DC equal to opponents' Stealth checks*). A successful check lets a blinded character hear an unseen individual "over there somewhere." It's almost impossible to pinpoint the location of an unseen individual. A Perception check that beats the DC by 20 or more reveals the unseen individual's square (*but the unseen individual still has total concealment from the blinded individual's attack*).

Hidden: All opponents have total concealment from a Nightwall affected individual, so the Nightwall affected individual has a 50% miss chance in combat. A Nightwall affected individual must first pinpoint the location of an opponent in order to attack the right square; if the Nightwall affected individual launches an attack without pinpointing its foe, it attacks a random square within its reach as normal with all the attendant penalties. For ranged attacks or spells against a foe whose location is not pinpointed, roll to determine which adjacent square the Nightwall effected individual is facing; its attack is directed at the closest target that lies in that direction.

I See You: If a Nightwall blinded individual is struck by an unseen foe, the Nightwall blinded character pinpoints the

location of the attacker (*until the foe moves, of course*). The only exception is if the unseen individual has a reach greater than 5 feet (*in which case the Nightwall blinded character knows the direction of the unseen opponent, but has not pinpointed his distance*). This also applies to ranged attacks.

Imprecise Strikes: Individuals affected by Nightwall lose the ability to deal extra damage due to precision (*for example from a sneak attack or other Feat based damage strike, save Power Attack and its ilk*).

Lessened Opportunity: Individuals can't execute an attack of opportunity against an opponent with that is within the affected area of Nightwall.

Longer Sight: Individuals with darkvision or magical lights (*daylight, light sunburst spells and so forth*) can see 10 ft. ahead of themselves inside of Nightwall. Any item, object or person beyond 10 feet will be considered to be in absolute darkness and gain total concealment (*50% miss chance*). Special magical vision capabilities such as the ability to see life force are also restricted to this maximum range.

Magical Darkness: Any region covered by Nightwall is blanketed in an unnatural magical darkness. This effects any area that Nightwall falls upon including underground or underwater.

Natural Disaster: Nightwall cannot be negated or dispelled by any means including epic level magic, even wishes.

Reaching Out: A Nightwall blinded individual can grope about to find unseen individuals. A character can make a touch attack with his hands or a weapon into two adjacent squares using a standard action. If an unseen target is in the designated square, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has pinpointed the unseen individual's current location and can attack on their following action. (*If the unseen individual moves, its location is once again unknown.*)

Short Sight: Individuals with low light vision or normal lights (*torches, candles, lanterns, and so forth*) can see 5 ft. ahead of themselves inside Nightwall. Any item, object or person beyond 5 feet will be considered to be in absolute darkness and gain total concealment (*50% miss chance*).

Smell: An individual with the scent ability automatically pinpoints unseen individuals within 5 feet of its location.

Nightwall has a very unusual effect on Undead and psionic creatures.

Bolstered: Undead within the effects of Nightwall gain a +5 morale bonus to their initiative and may make one re-roll if they have been affected by the Turn Undead feat.

Frightful Presence: Undead with the area of Nightwall gain the effects of this special quality. Their very presence becoming unsettling to their foes. It takes effect automatically whenever a foe views the creature, usually when they're first confronted in close combat. An affected

opponent can resist the effects with a successful Will save ($DC\ 10 + 1/2\ the\ undead's\ HD + Cha\ modifier$). This ability affects opponents with fewer Hit Dice or levels than the creature has differently than those who have equal or greater Hit Dice or levels. On a failure, an opponent with fewer Hit Dice or levels becomes Panicked for 1d4 rounds per HD of the undead. An opponent with fewer Hit Dice or levels that succeeds on the saving throw is Shaken for as long as the opponent remains within the presence of the creature. Opponents with equal or greater Hit Dice or levels that fail the saving throw are Shaken for as long as they remain within the presence of the undead. A successful saving throw means that the opponent is immune to that same undead's frightful presence for 24 hours. This is a mind-affecting fear effect.

Lifesense: Undead within the effects of Nightwall can sense all living creatures up to 120 feet away, but only their general direction, not with absolute precision.

Turning Backlash: A cleric or paladin who attempts any to turn undead, whether or not the turning attempt succeeds or fails, the Nightwall inflicts 1d6+ +2 point per level (*maximum +30*) damage to the character attempting the turning.

Due the specific nature of Nightwall, it has a very unique effect on specific types of undead creatures:

Cause Fear: The following undead once per encounter, can cast the spell, Cause Fear at a caster level equal to their hit dice level: Allip, Ghoul, Ghast, Greater Shadow Mummy, Shadow, Skeleton, Spectre, Vampire Spawn, Wight, Wraith and Zombie

Contagion: The following undead once per encounter, can cast the spell, Contagion at a caster level equal to their hit dice level: Devourer, Dread Wraith, Mummy Lord and Nightshade.

Fear: The following undead once per encounter, can cast the spell, Fear at a caster level equal to their hit dice level: Bodak and Mohrg

Nightwall can also have a profound effect on psionic based creatures and powers.

Burn Up: Khymer inside of Nightwall will have their body vessel time limit reduced by 50% due to the intense levels of necromantic and psionic energies enhancing their natural corrosive and feeding effects. Once out of the Nightwall, a Khymer's body vessel's time limit will return to normal, minus the time it already lost.

More Power: While inside the effects of Nightwall, all psionic powers with a power point cost can be used for free since the Nightwall's necromantic and psionic energies are fueling the psionist in place of their own power. In addition, all variable, numeric effects of a power are maximized as with the feat Maximize Power. A maximized power deals maximum damage, cures the maximum number

of hit points, affects the maximum number of targets, and so on, as appropriate. Saving throws and opposed checks are not affected, nor are powers without random variables. Augmented powers can be maximized; a maximized augmented power deals the maximum damage (*or cures the maximum hit points, and so on*) of the augmented power. An empowered and maximized power gains the separate benefits of each feat: the maximum result plus one-half the normally rolled result.

Ochre Slime (cr 2)

Ochre Slime is a dark, yellowish slime that was once the body of an Ochre Jelly. Ochre Slime is left behind when an Ochre Jelly is killed and its remains have not been destroyed by fire. The gelatinous remains slowly break down and seep into the ground where they mix with nutrients and organic matter in the dirt. On rare occasions where this comes into contact with another slime, the slime absorbs the rich earth and the jelly remnants and consumes it, as it would any other organic matter. Over the course of a full day the slime is transformed by this diet into a rare and unusual Ochre Slime, a slime so rare it is considered a dungeoneer's tall tale by most.

Ochre Slime is acidic and eats through just about anything that it comes into contact with. Unlike most slimes, Ochre Slime remains on the ground and never ascends walls or hangs down from ceilings. Instead it lays upon the ground and attaches itself with stringy pseudopods to anything that walks over it, consuming it moment by moment with its acidic body mass.

A single 5 ft. square of Ochre Slime deals 2d4 points of acid damage per round while it devours the flesh. On the first round of its attack the slime can be scraped off (*likely destroying the scraping device*) but if it has been in contact for any longer than that it must be frozen, burned or cut away (*dealing 2d6 damage to the victim*). Anything that does cold or fire damage or involves sunlight destroys a 5 ft. patch of Ochre Slime, as does the Remove Disease spell. Against wood or metal, ochre slime deals 1d6 points of acid damage per round, ignoring metal's hardness but not that of wood. It cannot eat through stone or glass.

Psionic Fog (cr 5)

A foul-smelling, thick, dark-grey fog this unnatural weather can be found in any area in which a powerful psionic creature or person (*CR/Level 10+*) has been slain. There is a 10% chance, plus the CR/Level of the slain psionicist, that a Psionic Fog will form. The fog fills a circular area a number of feet in radius equal to the CR/level of the slain psionic.

Anyone entering the area of the fog cloud must make a successful DC 25 Will save or suffer 1d6 points of Intelligence damage. A cloud of Psionic Fog, while unintelligent, will drift towards intelligent characters of creatures (*Int 2+*) at a rate of 20 ft. per turn. A Psionic Fog can be

dissipated harmlessly with a Gust of Wind, or similar, spell and will not reform.

Scarlet Mold (cr 4)

A brilliantly red mold, Scarlet Mold shoots out a thick cloud of gas, if disturbed, that lingers over the mold-covered square and all adjacent squares for 2d4+3 rounds. Everyone within this cloud must make a DC 20 Fortitude save or take 1d6 points of Constitution damage. Additionally everyone within the cloud have a chance of being infected with Red Slimy Doom (*see Crimson Fog*).

Fire destroys a patch of Scarlet Mold (5 ft. by 5 ft.) and a Gust of Wind or similar spell can be used to dissipate the gas cloud. Each 5 ft. patch of mold can release its gas only once per day. Patches of mold can also be destroyed by fire but this turns them into equal sized patches of Crimson Fog three rounds later.

Sludge Chamber (cr -)

In some dungeons, tombs and caverns the normal molds and slimes of the dungeon environment grow so thickly and in such profusion that movement through these areas becomes difficult. The ground slippery and the drooling strings of slime pulling at the characters like webs of mucous as they try to move through them.

When moving through such a sludge-filled chamber, the area is treated as difficult terrain with each square counting as two squares for movement purposes. Characters and creatures must make a DC 15 Reflex save for each square moved through or they become stuck until the beginning of the next round.

In some instances Sludge Chambers are not only a hindrance to movement but are also a toxic, foul-smelling hazard to life and limb. In such cases all creatures and characters that enter the chamber must also make a DC 15 Fortitude save on each round or become Sickened for 1d4 rounds.

Sludge Chambers cannot be destroyed or cleared save by an heroic effort and days of hard labour.

Spectral Slime (cr 5)

When a spectre or ghost is destroyed its ectoplasmic remains in the material plane sometimes cause a bright blue, translucent patch of slime to form. This Spectral Slime radiates an unnatural aura that unsettles animals within 30 ft. of it. These animals refuse to willingly approach the slime and will shy away from it if given any chance to do so.

Spectral Slime clings to walls, floors and ceilings in patches, growing larger as it consumes its victims levels and life force, dropping down to attack when it detects movement, the remnants of the dead ghost's mind and instincts, reduced to its most primitive form.

Living creatures that come into contact with a 5 ft. patch of spectral slime gain two negative levels and one additional negative level for each additional round that they're in contact with it. The DC to resist this with a Fortitude save is 15 to remove a negative level. For every three negative levels consumed, the slime increases in size by a 5 ft. square.

On the first round of contact the slime can simply be scraped off but if it maintains contact after that point it must be frozen, burned or cut away (*dealing 2d6 damage to the victim*). Anything that deals cold, fire or holy damage will destroy a patch as will the Remove Disease spell.

Spectral Slime has no effect against wood or metal.

Starfallen Slime (cr 5)

A beautiful but dangerous slime, Starfallen Slime is black and filled with tiny speckles that reflect light, making the slime itself look like the night sky, or as the night sky would if it were visible from Abaddon anything but rarely. Starfallen Slime was carried to the world by the meteorite impacts and, post cataclysm, has spread throughout Abaddon to be found in many different places.

Starfallen Slime is difficult to see, requiring a DC 30 Spot check, and is typically found within or around the many crater scars left by the meteorite impacts. Most of the slimes, remain within their impact craters unless carried off by a creature that they have attached to. They speckle the landscape as fragments of the meteor that caused the cataclysm continue to rain down upon Abaddon.

Short lived, patches of Starfallen Slime become harmless patches of sparkling tar within 1d6+1 days of reaching the world but, before that time the slime lies within its crater and lurks, waiting for a creature to happen upon it, whereupon it lashes out with pseudopods and begins seeping into their body through their pores and orifices, seeking their brain.

After 1d4 rounds of being in contact with a creature the slime deals 1d6 points of Intelligence and Wisdom damage per round while it devours the victim's mind. A character or creature reduced to zero Intelligence or Wisdom dies instantly and cannot be restored to life, even by magical means.

On the first round of contact the slime can be scraped off but after that it must be cut away (doing 2d6 points of damage to the host). Only Remove Disease spells destroy Starfallen Slime and it has no effect on wood, metal or stone. Starfallen slime is unaffected by cold, heat or sunlight.

Swollen Corpse (cr 2)

This unusual cactus grows in the deepest of Abaddon's frozen and volcanic deserts alike. The Swollen Corpse looks very much like the dead body of a humanoid, even appearing to be dressed in tattered, sackcloth clothing like a peasant. A Spot check against a Dc of 15 (+3 for every 5 ft.

between the character and the Swollen Corpse) is required to notice that the 'body' isn't what it seems to be.

When a creature passes within 20 ft. of a Swollen Corpse the cactus releases a cloud of poisonous spores and needles that blanket everything within 25 ft. of the cactus. Creatures within this area must make a successful DC 16 Fortitude save or suffer 2d6 points of damage and 1d4 points of Constitution damage. A character or creatures killed by this cloud has a 25% chance of being used by the spores as a host for a new Swollen Corpse growth. It takes 1d6+5 days for a new Swollen Corpse to grow to fruiting maturity, swelling on the water of the corpse.

Once a Swollen Corpse has released its spores it returns to its deceptive form within 24 hours.

Any type of fire damage inflicted upon a Swollen Corpse instantly destroys it.

Terror Stones (cr 4)

Stone circles and standing stones are a common sight, even on Abaddon where the druid groves where they might have once stood are often long destroyed. Stones are used to mark many sites of power and those which are held to be holy. In many cases they've been there longer than anyone can remember and any runes that marked them have long since rubbed away, giving them an aura of mystery and strangeness and a providence that nobody understands. In most cases they are simply markers, or guardians of long forgotten magic but, sometimes, they can present a danger to adventurers.

Terror stones are almost identical to normal standing stones but they are occasionally created, called into being, calcified around the remains when a cleric destroys a powerful undead by channeling positive energy or holy magic. There is a 10% chance +2% per HD/level of the destroyed undead that a Terror Stone will come into being, a portion of the undead's negative energy siphoned into the nearby menhir at the point of its destruction, turning an ordinary standing stone into a Terror Stone.

Skeletal patterns form in the stone as it is transformed over a period of several hours, these are the only visual cue that anything is wrong and, since so many stones are manually carved with similar symbols, it is not a sure-fire way to be sure what you face is a Terror Stone. Nonetheless a successful DC 20 Knowledge (*religion*) check can discern the difference between a normal standing stone and a Terror Stone.

Terror Stones constantly radiate a 20 ft. radius fear aura. Any characters or creatures that enter this area must succeed on a DC 10 (+ *the HD/Level of the undead that the stone was created from*) Will save or be affected as though by a Fear spell at a caster level of 8. A character or creature that successfully saves cannot be affected again by the same Terror Stone for one day.

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CHARACTER NAME

PLAYER

CLASS & LEVEL

RACE

ALIGNMENT

DEITY

SIZE / TYPE

AGE

GENDER

HEIGHT

WEIGHT

EYES

HAIR

SKIN



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ABILITY NAME	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
STR				
DEX				
CON				
INT				
WIS				
CHA				

HP

TOTAL

DR

WOUNDS / CURRENT HP

NONLETHAL DAMAGE

INITIATIVE

TOTAL

=

DEX

MODIFIER

+

MISC.

MODIFIER

SPEED

BASE SPEED

WITH ARMOR

TEMP MODIFIERS

FLY

MANEUVERABILITY

SWIM

CLIMB

BURROW

SKILLS

SKILL NAMES

TOTAL BONUS

ABILITY MOD.

RANKS

MISC. MOD.

☐ ACROBATICS☐ APPRAISE☐ BLUFF☐ CLIMB☐ CRAFT ()☐ CRAFT ()☐ CRAFT ()☐ DIPLOMACY☐ DISABLE DEVICE*☐ DISGUISE☐ ESCAPE ARTIST☐ FLY☐ HANDLE ANIMAL*☐ HEAL☐ INTIMIDATE☐ KNOWLEDGE (ARCANA)*☐ KNOWLEDGE (DUNGEONEERING)*☐ KNOWLEDGE (ENGINEERING)*☐ KNOWLEDGE (GEOGRAPHY)*☐ KNOWLEDGE (HISTORY)*☐ KNOWLEDGE (LOCAL)*☐ KNOWLEDGE (NATURE)*☐ KNOWLEDGE (NOBILITY)*☐ KNOWLEDGE (PLANES)*☐ KNOWLEDGE (RELIGION)*☐ LINGUISTICS*☐ PERCEPTION☐ PERFORM ()☐ PERFORM ()☐ PROFESSION* ()☐ PROFESSION* ()☐ RIDE☐ SENSE MOTIVE☐ SLEIGHT OF HAND*☐ SPELLCRAFT*☐ STEALTH☐ SURVIVAL☐ SWIM☐ USE MAGIC DEVICE☐ CLASS SKILL * TRAINED ONLY

CONDITIONAL MODIFIER:

LANGUAGES:

AC		= 10 +		+		+		+		+		+		+		+		
		TOTAL			ARMOR BONUS			SHIELD BONUS			DEX MODIFIER			SIZE MODIFIER		NATURAL ARMOR	DEFLECTION MODIFIER	MISC MODIFIER

TOUCH		FLAT-FOOTED		MODIFIER
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SAVING THROWS	TOTAL	BASE SCORE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER	MODIFIERS					
FORTITUDE		=		+		+		+		+		
REFLEX		=		+		+		+		+		
WILL		=		+		+		+		+		

BASE ATTACK BONUS		SPELL RESISTANCE	
--------------------------	--	-------------------------	--

CMB		=		+		+		MODIFIER
		TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		SIZE MODIFIER

CMD		=		+		+		+		+ 10
		TOTAL		BASE ATTACK BONUS		STRENGTH MODIFIER		DEX MODIFIER		SIZE MODIFIER

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

ATTACK		ATTACK BONUS	DAMAGE	CRITICAL
RANGE	TYPE	AMMUNITION	NOTES	

PLAYER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100
1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

RACE

ALIGNMENT

AC ITEMS	BONUS	TYPE	CHECK PENALTY	SPELL FAILURE	WEIGHT	PROPERTIES
TOTAL						

[illegible]

LIGHT LOAD	<input type="checkbox"/>	LIFT OVER HEAD	<input type="checkbox"/>
MEDIUM LOAD	<input type="checkbox"/>	LIFT OFF GROUND	<input type="checkbox"/>
HEAVY LOAD	<input type="checkbox"/>	PUSH OR DRAG	<input type="checkbox"/>

MONEY

FEATS

FEATS

SPELLS

SPELLS KNOWN	SPELLS SAVE DC	LEVEL	SPELLS PER DAY	BONUS SPELLS
		0		—
		1ST		
		2ND		
		3RD		
		4TH		
		5TH		
		6TH		
		7TH		
		8TH		
		9TH		

CONDITIONAL MODIFIERS

DOMAINS/SPECIALTY SCHOOL

0 □□□□□□□□

1ST □□□□□□□□

2ND □□□□□□□□

3RD □□□□□□□□

4TH □□□□□□□□


[illegible][illegible][illegible]

8TH


9TH

EXPERIENCE POINTS


NEXT LEVEL

NAME		RACE / CLASS		LVL		
STR	<input type="checkbox"/>	INT	<input type="checkbox"/>	FORT	<input type="checkbox"/>	Acrobat <input type="checkbox"/>
DEX	<input type="checkbox"/>	WIS	<input type="checkbox"/>	REF	<input type="checkbox"/>	Bluff <input type="checkbox"/>
CON	<input type="checkbox"/>	CHA	<input type="checkbox"/>	WILL	<input type="checkbox"/>	Diplom. <input type="checkbox"/>
AC	<input type="checkbox"/>	TOUCH	<input type="checkbox"/>	INIT	<input type="checkbox"/>	Intim. <input type="checkbox"/>
FLAT	<input type="checkbox"/>	SPEED	<input type="checkbox"/>		<input type="checkbox"/>	Percep. <input type="checkbox"/>
BAB	<input type="checkbox"/>	CMB	<input type="checkbox"/>	CMD	<input type="checkbox"/>	Sense Motive <input type="checkbox"/>
MELEE	<input type="text"/>	HIT POINTS				Stealth <input type="checkbox"/>
MELEE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
RANGE	<input type="text"/>					<input type="checkbox"/>
Languages						
						


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Special / Notes						
						


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Languages						
						
Special / Notes						
						

CHARACTER TRACK SHEET

Character Name: _____ Class (Level): _____
Race: _____ Nationality: _____ Residence: _____
Empire Citizen: _____

Character Personal Information:

Items the GM Need Be Aware of:

Obvious Symbols, Pins, Awards worn openly:

Other Notes of Interest:

FAVORS, DISFAVORS, NOTICES, DEBTS, CURSES, BOONS

Type

Cert Name

Location

Log Entry

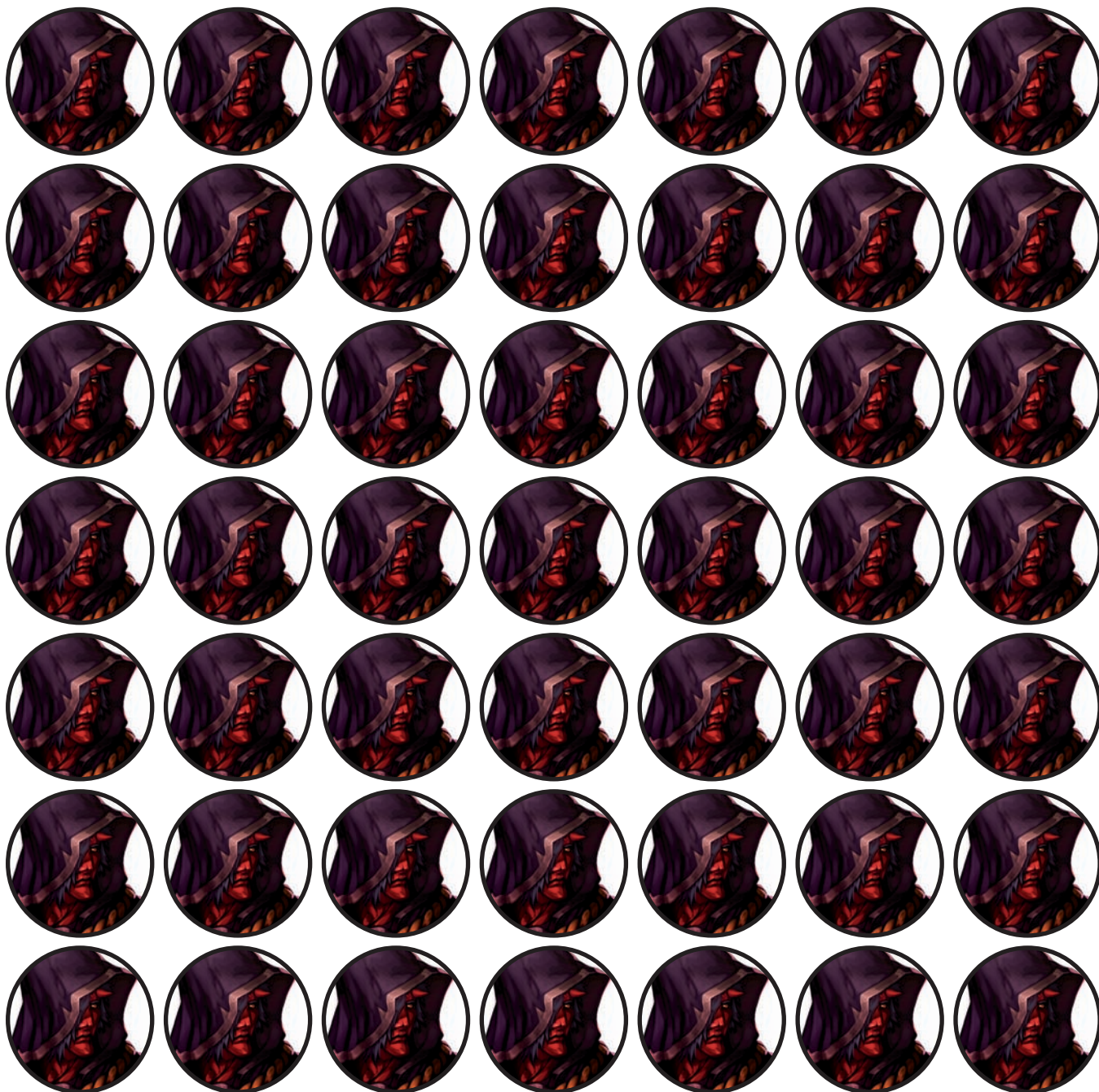
LOUIS PORTER JR.
DESIGN



















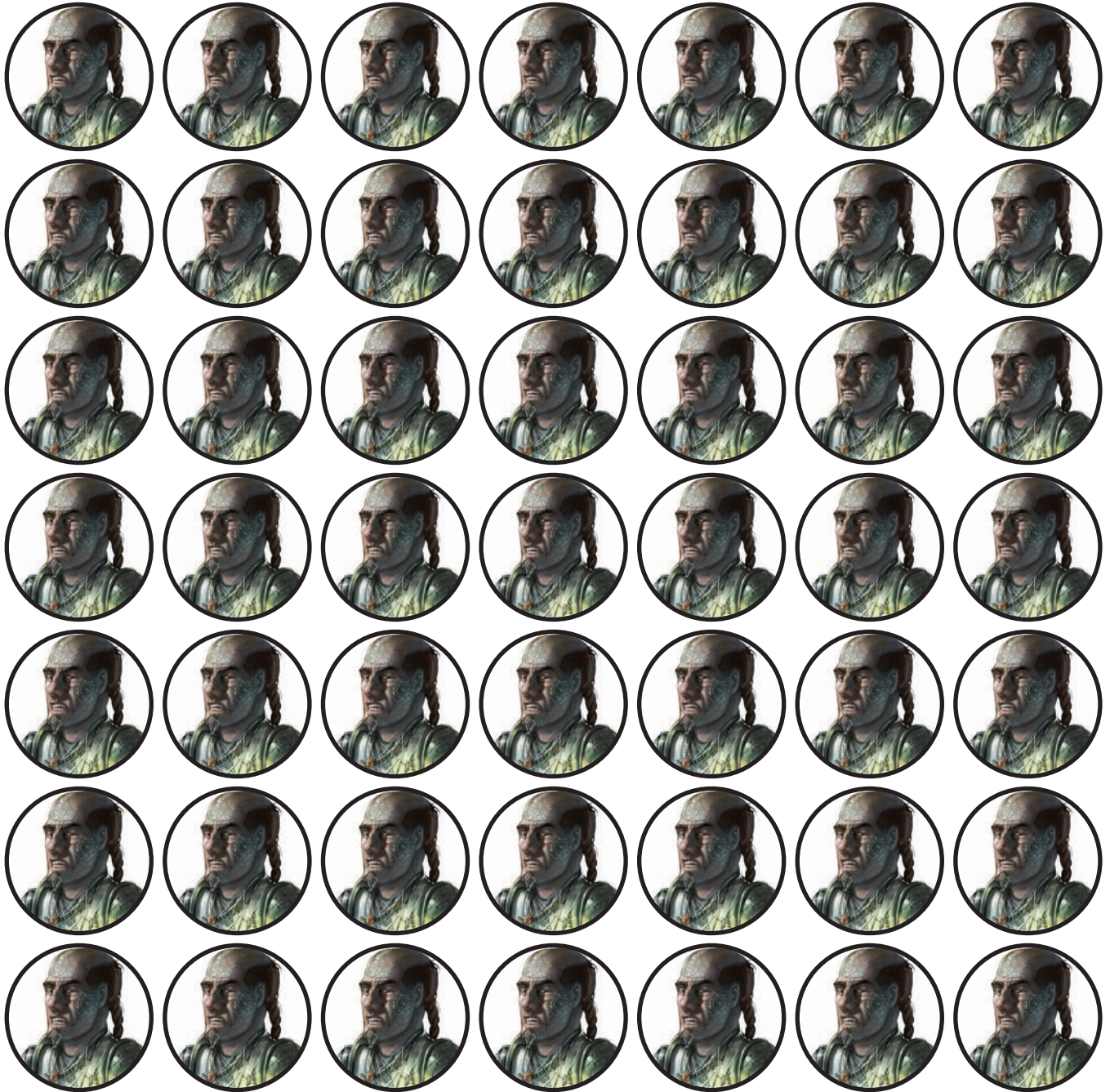
























map of abaddon

