Esoteric Orders

The Cultist



Alex Ríggs Joshua Zaback



Credits

Designers

Alex Riggs, Joshua Zaback

Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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Artist Phill Simpson

Unlikely Allies

Lydia bristled, silently fuming to herself as she sat in the garish and opulent carriage, doing her best not to enjoy any of the comfort or finery that it offered her on behalf of her travelling companion. He was the source of her anger, though if he was aware of that fact, he didn't show it, lounging as he was on the cushioned bench, idly running his thick, dwarven fingers through his fastidiously-trimmed red beard as he stared vaguely at the carriage ceiling, a permanent smirk plastered on his face.

I guess condescending expressions are part of the uniform of the Hermetic Order of the Infernal Crown, she thought darkly. The dwarf, who went by the name of Menadros, was, in fact, a member of that particular devil worshipping cult, and, through absolutely no kind of coincidence, Lydia was certain, also the secretary of the local banker's guild. She wasn't sure whether he had used connections in the devil-worshipping cult in order to secure his position, or if he had been recruited by the cult because of his prominence, but either way, it was an open secret that he used his position to steer the guild towards policies that Hell found favorable, while ensuring that loans and credit were always there for prominent diabolists. Plus, like many members of his foul cult, he was an enthusiastic slaver.

In short, he was the opposite of everything that Lydia stood for, and was precisely the kind of scum that she had joined the Army of the Heavens in order to combat. The Army of the Heavens was a militia—she refused to accept the term "cult," even though many of the organization's detractors called it that-devoted to protecting the innocent from the predations of evil, and enacting the will of the angels in the mortal realm. Under any other circumstances, Lydia and the devil-worshipping dwarf Menadros would have been bitter enemies, but today, her superiors had decided that the Hermetic Order of the Infernal Crown was the lesser of two evils, and had ordered her to accept Menadros's offer of help-the slimy bastard!-in dealing with an even greater threat: the Brotherhood of Blissful Slaughter, a cabal of deranged, violence-worshipping demoniacs, which had set up shop in town, and had begun their usual pattern of kidnappings and murders.

"I still think it would be a lot easier if you just told me where their hideout is," Lydia grumbled aloud as the coach continued on its path. "It's not like you to insist on coming along in a dangerous situation, anyway." She may have been ordered to work with Menadros, but she didn't have to like it.

"On the contrary, my dear," the dwarf didn't even glance her way as he spoke. "If I don't go myself, how can I ensure that the job is done properly? As much as I enjoy watching you run about town playing soldier, you just don't understand what these people are capable of. If I let you go alone, it wouldn't just be *like* sending a lamb to the slaughter."

"How kind of you," Lydia replied sarcastically, wishing she had something more clever to retort, then, clenching her jaw, she reminded herself that she was a professional, and that it was time for her to put her feelings aside. "What can we expect, then?"

Menadros finally sat up, his detached superiority fading along with Lydia's anger. "They're operating out of a bookstore, of all places. The owner was an elderly sort, not well-liked, kept to himself. Apparently they burst in one night, killed the old man, and have been operating out of it ever since."

"That's horrible," Lydia exclaimed.

"I thought we had already established that these are not nice people, my dear. My source tells me that they have turned the cellar into some sort of fighting arena. Most likely you'll find your kidnapping victims there, or whatever's left of them, after they've been made to fight to the death." He shook his head slightly and made faint clicking sounds with his tongue. "Wasteful, really."

Lydia bit back a retort, not allowing the diabolist to goad her. "You never did mention who your source was."

"No, I suppose I didn't," Menadros responded coyly as the coach came to a gentle stop. "But I'm afraid there's no time for that. We've arrived."

"You want us to take them down to the pit with the others, boss?" Darrick vaguely heard Farlo, one of his fellow Brothers of Blissful Slaughter ask him. He was dimly aware that Farlo was repeating himself, that this was at least the third time now that he'd asked the question, as he waited for Darrick to snap out of the battle haze. It always took Darrick a little time to come back to his senses after a good fight. Once the blood got pumping, he just wanted to keep hacking, and stabbing, and screaming. He was always a little sad when he finally killed the last foe, and that rush of adrenaline began to slowly fade, the color fading from the world—especially that bright, warm, blood red—as everything melted back into drab shades of grey.

"Yeah, yeah, chain 'em up, we'll make 'em fight later," he eventually managed to say. The woman with the black hair had barged into their base with her sword already drawn, brandishing it right in Farlo's face, as he sat behind the counter disguised as the old shopkeep they'd killed to get the place. Farlo did his job well. He'd become a lot craftier in the last few days, since taking over this place. Darrick had to admit that he'd taken to the job of decoy surprisingly well, especially since no one had wanted to do it, and he only got it because he drew the short straw.

The pair had known exactly what was up, and the woman in black had spelled out just about everything but their names, and Farlo was never going to convince her, but he did make her doubt herself long enough for Darrick and three of his brothers to get into position. The black haired woman had fought well, with zeal that almost matched Darrick's, but she fought predictably, and, outnumbered, was never a real threat. The dwarf had taken them by surprise with that whip—what kind of dwarf uses a whip, anyway?—and between them, the pair put up a good fight, and even managed to kill Sima. Oh, well. It's no great loss, Darrick thought to himself. Sima was weak, anyway.

By the time Farlo came back up from the basement, still in that ridiculous old man outfit, Darrick had finally gotten his head together. "We need to find a new base, and figure out how those two knew what we were doing. We're not ready for heat, and I'm betting they probably told all their friends before coming."

"Smart. I guess that's why you're the boss. I heard about a good place down by the docks. Abandoned, big basement, it'll be even better than here." Yes, playing the old man was definitely doing Farlo a world of good. Darrick had half been expecting Farlo to dig his heels in over having to move. Farlo had always hated all of the skulking and hiding and secrecy, had always wanted to just run outside and paint the town red with blood and entrails. Of course, so did Darrick, but he wanted to be sure he'd survive at the end of the day. Farlo not as much.

"Good. Spread the word. I'll go get our prisoners ready for one last bout of sport before we leave this hole behind."

Lydia's head hurt. No, scratch that. Lydia's everything hurt. What had happened? She remembered fighting strange figures, with black robes, stained with blood, and bright red masks. And then...what? She opened her eyes, but it didn't do much good. She was somewhere dark. She heard a low, pained moan, and, after a moment, realized it was her own.

"So you are alive," came the sullen voice of Menadros, from somewhere in the darkness, "what a pity."

There was a rattling of chains as Lydia struggled to stand, only to have her movement brought to a sudden halt by the manacles binding her hand and foot to the wall. "You betrayed me! I knew this was a trap! If you think you can enslave me like those other poor souls..."

"You must have been hit harder than I thought, my dear. For one, you betrayed yourself, charging in and waving your sword around like a cudgel, instead of the more disciplined and subtle approach I had wanted. For another, we both know you're not my type."

She grimaced, the knowledge that the dwarf was right tasting like bile in her throat. "Where are we?"

"Their holding pen, I suppose. As I said before, we're dealing with violent, fanatical demon worshippers. Most likely, they will make us fight one another. The winner may get a chance to join their little ring, provided he shows enough enthusiasm. The loser will, of course, die."

"Hmph. As though I would ever join a bunch of demon worshippers!"

"All the more reason not to squander the victory on you, then. I hope you don't hold it against me if I don't hold back, when the time comes. You can rest assured that once I have gained their trust, I'll destroy each and every one of them." The dwarf said it in such a calm, matter-of-fact way, that it sent a little chill down Lydia's spine. She didn't know how to respond to that.

Luckily, before she had to, a door opened, revealing that they were in a small, underground room, chained to opposite sides of the wall. One of the robed and masked figures stood against the doorway, reduced to a silhouette by the flickering torchlight behind him. As he stepped silently into the room, he was followed by first one, then another, and ultimately no less than eight others, all in identical masks and robes. Two of the figures began to unlock the chains binding Lydia and Menadros, while the others simply stood, waiting, blood-soaked blades in their hands. The message was clear; resistance was futile. If either of them had any hopes of leaving that place alive, they would need to play along.

Lydia and Menadros were half led, half carried into the main chamber. A crude circle had been drawn on the floor in blood, but there were bloodstains all over the floor and walls. Various weapons lay strewn about the floor within the circle, dull, rusty, and just as stained as everything else. The pair were shoved into the circle, and Lydia scraped her palms as she tried to stop herself from falling face-first on the stones, only just now realizing that she had been stripped of her armor, and her standard issue Army of the Heavens longsword. The demon cultists took up positions around the outside of the blood circle.

"Welcome to the circle of blood," called out one of the masked figures, his voice deep and somber. "Tonight, you are guests of the Brotherhood of Blissful Slaughter, and through us, of the awesome powers of the Abyss! You have transgressed in the eyes of the unholy, but we offer you now the chance to cleanse yourself in blood, to show your devotion through the heat of battle, and to transcend the world of mortals in favor of the world of demons! This is a battle to the death. Only one can walk away."

Menadros moved to pick up a weapon, opting for a rusty sickle a few inches from his feet. *Fine*, Lydia thought, *I'd rather get rid of him, anyway. And if he doesn't care about betraying me, then I guess I don't have to care, either.*

No sooner had her hands wrapped around the handle of a curved dagger, however, than an elderly voice rang out through the room, as one of the figures removed his mask, revealing...the old man from when she first entered the bookstore?

"I think this has gone on quite long enough," the old man said to Lydia and Menadros.

"Farlo? What the blazes are you doing? Why are you still disguised as that old man," one of the figures asked.

"No, no, my friend. I am Remnos, of the Order of the Rainbow Veil, and owner of this establishment. I'm afraid your friend Farlo never killed me at all. In fact, he decided to rethink his life...after some magical encouragement, that is." The old man turned to Lydia and Menadros. "Come now, if we work together, we can stop him."

"Ha! You think so? You're outnumbered eight to three," the masked figure crowed, but his triumphant crowing was cut short as the remaining figures crumpled into nothingness, masks and robes falling empty to the ground.

"Oh, no, my friend," the old man continued, "I'm afraid that your companions have already gone ahead. They have quite a surprise waiting for them, let me tell you! But, right now, it's just the four of us, and, unless the young lady and the dwarf have decided to fight each other anyway, I think you're unfortunately outnumbered."

Lydia cast a glance at Menadros, but he was already circling the demon cultist. Perhaps he really wasn't planning to betray her after all.

"If you think the three of you are a match for me, you've got another thing coming," boasted the cultist, letting out a bestial scream as his hands transformed, with the audible cracking of bone, into fearsome claws.

It seemed he wasn't going to go down easy. Lydia clenched her jaw, raising her weapon and readying herself for his berserk attack. *They never go down easy.*

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References to Other Products

Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

AA1: Advanced Arcana Volume 1	APG: Advanced Player's Guide	LV: Liber Vampyr
AA2: Advanced Arcana Volume 2	ARG: Advanced Race Guide	NA12: Necromancer's Almanac 2012
AA3: Advanced Arcana Volume 3	B2: Bestiary 2	NA13: Necromancer's Almanac 2013
AA4: Advanced Arcana Volume 4	B3: Bestiary 3	UC: Ultimate Combat
ACG: Advanced Class Guide	B4: Bestiary 4	UM: Ultimate Magic

Cultist

Generally drawing their ranks from the dispossessed and the downtrodden, cultists throw in their lots with powerful (and often evil) outsiders in exchange for secret knowledge, magical power, and the promise of great rewards at a future date. The motives behind joining a cult vary widely; some become cultists to fulfill a dark lust for revenge against wrongs real or imagined. Others seek great wealth and power to sate their greed or pride. A small handful become cultists from idealism and a genuine, if slightly naïve, desire to create a positive change in the world around them. Whatever their reasons, becoming a cultist is often an act of desperation, a final choice for those who feel they have no other options.

Role: Cultists fulfill a similar role to wizards, providing a wide variety of magical support. Though they draw from the same spell list, their spellcasting progression is slower than wizards, but they help make up for this by being more effective combatants, allowing them to help serve in that capacity, if needed. Though their healing ability is limited, cultists are capable of providing a certain amount of healing, especially depending on the cult that they choose, and can serve in that capacity, as well.

Alignment: Any, although certain cults are only available to cultists of certain alignments.

Hit Die: d8

Starting Wealth: 3d6x10 (average 105 gp). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The cultist's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (planes) (Int), Linguistics (Int), Profession (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Intelligence modifier.

Class Features

The following are class features of the cultist.

Weapon and Armor Proficiency: Cultists are proficient with all simple weapons, plus the kukri, sap, scimitar, and starknife. A cultist is also proficient with light armor and shields (except for tower shields). He can cast cultist spells while wearing light armor without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a cultist wearing medium armor, heavy armor, or a shield incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass cultist still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spellcasting: A cultist casts arcane spells drawn from the sorcerer/wizard spell list. His choice of cult, however, can restrict him from casting certain spells opposed

Sidebar: Cult Origins

The cultist class was originally presented on our website, www.necromancers-online.com, with two cults. This book contains an updated version of the class and those cults, as well as 13 brand new cults, never seen before.

to the moral and ethical views of his cult; see the Restricted Spells section. A cultist must choose and prepare his spells in advance.

A cultist's highest level of spells is 6th. Sorcerer/ wizard spells of 7th level and above are not on the cultist class spell list, and a cultist cannot use spell completion or spell trigger magic items (without making a successful Use Magic Device check) of sorcerer/wizard spells of 7th level or higher.

To prepare or cast a spell, a cultist must have a Charisma score equal to at least 10 + the spell's level. The saving throw DC against a cultist's spell is 10 + the spell's level + the cultist's Charisma modifier.

Like other spellcasters, a cultist can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on Table: The Cultist. In addition, he receives bonus spells per day if he has a high Charisma score.

A cultist may know any number of spells. He must choose and prepare his spells ahead of time by getting 8 hours of sleep and spending 1 hour studying his spellbook. While studying, the cultist decides which spells to prepare.

Starting Spells (see Spellbooks, below): A cultist begins play with a spellbook containing eight o-level wizard spells of his choice, plus three ist-level spells of his choice. At each new cultist level, he gains two new spells of any spell level or levels that he can cast (based on his new cultist level) for his spellbook. At any time, a cultist can also add spells found in other cultists' spellbooks (or the spellbooks of characters of other classes, such as wizards) to his own.

Restricted Spells: Certain cults may bar the cultist from casting certain spells that conflict with the goals, beliefs, or tastes of that cult. If a cult has such restrictions, it will be listed in its individual entry. The cultist is unable to prepare or cast such spells, unless he is able to do so from abilities gained in another class, or from some other source.

Cantrips: Cultists can prepare a number of cantrips, or o-level spells, each day, as noted on Table 1: The Cultist. These spells are cast as any other spell, but aren't expended when cast, and can be used again.

Cult: At 1st level, a cultist must select a specific cult to which he devotes himself in exchange for power and the promise of future rewards. These cults are generally devoted to powerful entities from other planes of existence, or groups of such entities. The cultist's cult determines a number of the class features that he gains. Two cults are presented at the end of this section.

Table 1: The Cultist Base Will Attack Fort Ref **Special** Level Bonus Save Save Save oth 1st 2nd 3rd 4th 5th 6th 1st +0 +0 +0 +2 Cantrips, cult, secret of the first circle 1 -3 --1 -Hex _ _ -2nd +1+0+0 +3 2 4 Maddened mind 3rd ---+2 +1+1+3 3 -4 Channel energy 2d6 4th +1_ _ +3 +1 +4 3 1 4 Familiar 5th _ +3 +1 $^{+1}$ +44 2 --4 6th Hex _ _ -+2+2+5 +4 5 4 3 7th Spread the faith -+5 +2 +2+5 4 1 -5 3 8th +6/+1Channel energy 3d6 +2 +2 +62 _ _ 5 4 4 +3 Secret of the second circle 9th +6/+1+6-+3 5 4 3 5 10th +7/+2 Hex +3 +3 +7 5 1 _ 5 4 3 Cooperative spellcasting 11th +8/+3+3 +7 2 +3 5 4 4 5 +8Channel energy 4d6, gatewatcher 12th +9/+4+4 +4 5 5 5 4 3 -13th +8 Death curse +9/+41 +4 +4 5 5 3 5 4 14th +10/+5Hex +4+9 +4 5 5 5 4 4 2 +11/+6/+1 Sacrifice 15th +5 +9 5 +5 5 5 5 4 3 16th +12/+7/+2 Channel energy 5d6, gatekeeper +10 +5 +5 5 5 5 5 4 3 Secret of the third circle 17th +12/+7/+2 +10 +5 +5 5 2 5 5 5 4 4 18th +13/+8/+3 +6+6 +11 Hex 5 5 5 5 5 4 Gatemaster 19th +14/+9/+4 +6 +6 +11 5 5 5 5 5 5 20th +15/+10/+5+6 +6 +12Ascension, channel energy 6d6 5 5 5 5 5 5

Secret of the First Circle: At 1st level, the cultist gains access to a special ability known only to members of his chosen cult. The exact nature of the ability depends on the chosen cult, and is included in the cult's description.

Hex: At 2nd level, and every 4 levels thereafter, the cultist learns a hex, which grants him powers or weakens his foes. The cultist can select from any of the following hexes, or from any of the hexes listed in the description of his chosen cult. A cultist cannot select a hex more than once unless noted otherwise.

Unless otherwise noted, using a cultist secret is a standard action that doesn't provoke attacks of opportunity, and the DC of any saving throw made to resist a cultist secret's effects is equal to 10 + 1/2 the cultist's class level + the cultist's Charisma modifier.

Blight (Su): The cultist can curse an animal, plant creature, or plot of land, causing it to wither and die. Blighting an area takes 1 round, during which time the cultist and his familiar must be in contact with the target. If it's used on a plot of land, the land begins to wither the following day, and over the next week all plants in the area die. Nothing will grow in that area so long as the curse persists. A cultist can affect an area with a radius equal to his class level x 10 feet. Blighting a creature is a standard action that requires a melee touch attack. If used on a creature of the animal or plant type, the creature gains the following curse:

Blight Hex—type curse; save Will negates; frequency 1/day; effect 1 Con damage.

Both types of curse can be removed with a *remove* curse or similar magic, using the save DC as the DC to remove the curse. A cultist can only have one blight in effect at a time. If another blight hex is made, the first immediately ends.

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Chant (Ex): A cultist can chant as a move action. Any creature that is within 30 feet that is under the effects of the cultist's charm, evil eye, fortune, fury, or misfortune hex has that effect's duration extended by 1 round. A cultist cannot select both this hex and the witch's cackle hex.

Charm (Su): A cultist charms an animal or humanoid creature within 30 feet by beckoning and speaking soothing words. This improves the attitude of an animal or humanoid creature by 1 step, as if the cultist had successfully used the Diplomacy skill. The effect lasts for a number of rounds equal to the cultist's Charisma modifier (minimum 1). A successful Will saving throw negates this effect. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours. At 8th level, this effect improves the attitude of the creature by 2 steps. This is a mind-affecting charm effect.

Disguise (Su): A cultist can change his appearance for a number of hours per day equal to his class level, as if using *disguise self*. These hours do not need to be consecutive, but they must be spent in 1-hour increments.

Evil Eye (Su): The cultist causes doubt to creep into the mind of a foe within 30 feet that she can see. The target takes a -2 penalty on one of the following (cultist's

choice): ability checks, AC, attack rolls, saving throws, or skill checks. This hex lasts a number of rounds equal to 3 + the cultist's Charisma modifier. A successful Will saving throw reduces this to just 1 round. At 8th level, the penalty increases to -4.

Fetish (Ex): The cultist receives Craft Wondrous Item as a bonus feat and gains a +4 insight bonus on Spellcraft checks to identify magic items permanently.

Fortune (Su): The cultist grants a creature within 30 feet a bit of good luck for 1 round. The target can call upon this good luck once per round, allowing it to roll any ability check, attack roll, saving throw, or skill check twice and take the better result. The target creature must to decide to use this ability before the first roll is made. At 8th and 16th levels, the duration of this hex increases by 1 round. Once a creature has benefited from the fortune hex, it cannot benefit from it again for 24 hours.

Fury (Su): A cultist incites a creature within 30 feet into a primal fury. The target receives a +2 morale bonus on attack rolls and a +2 resistance bonus on saving throws against fear for a number of rounds equal to the cultist's Charisma modifier. At 8th and 16th levels, these bonuses increase by 1. Once a creature has benefited from the fury hex, it cannot benefit from it again for 24 hours.

Healing (Su): A cultist soothes the wounds of those he touches. This acts as *cure light wounds*, using the cultist's caster level. Once a creature has benefited from the healing hex, it cannot benefit from it again for 24 hours. At 5th level, this acts as *cure moderate wounds*.

Misfortune (Su): The cultist causes a creature within 30 feet to suffer grave misfortune for 1 round. Anytime the creature makes an ability check, attack roll, saving throw, or skill check, it must roll twice and take the worse result. A successful Will saving throw negates this hex. At 8th level and 16th level, the duration of this hex is extended by 1 round. This hex affects all rolls the target must make while it lasts. Whether or not the save is successful, the creature cannot be the target of this hex again for 24 hours.

Scar (*Su*): This hex curses a single target touched with horrible scars of the cultist's choosing, whether something as simple as a single letter on the target's forehead or blotchy, burn-like scars on her body. The target may make a Will save to resist this hex. These scars do not interfere with the target's senses or prevent it from using abilities, but may affect social interactions. The cultist can use his hexes on the scarred target at a range of up to 1 mile, and he is considered to have a body part from the target for the purpose of *scrying* and similar divination spells. They persist through disguises and shapechanging.

The cultist can withdraw this hex from a target as a move action at any range. The number of supernatural scars the cultist can maintain at once is equal to his Charisma bonus; once he reaches this limit, he must remove the scar from a current victim in order to mark another. Effects that remove curses can remove the scar.



Secret (Ex): The cultist receives one metamagic feat as a bonus feat. The cultist must meet the prerequisites for the feat.

Tongues (Su): The cultist understands any spoken language for a number of minutes per day equal to his level, as *comprehend languages*. This duration does not need to be consecutive, but it must be spent in 1-minute increments. At 5th level, a cultist can use this ability to speak any language, as *tongues*.

Ward (Su): The cultist places a protective ward over one creature. The warded creature receives a +2 deflection bonus to AC and a +2 resistance bonus on saving throws. This effect lasts until the warded creature is hit or fails a saving throw. A cultist knows when a warded creature is no longer protected. A cultist can have only one ward active at a time. If the cultist uses this hex while a previous ward is still active, that previous ward immediately ends. A cultist cannot use this ability on himself. At 8th and 16th levels, the bonuses provided by this ward increase by 1.

Maddened Mind (Ex): By 3rd level, the cultist's dabbling into the occult and meddling with otherworldly forces has taken a toll on his mind, though by now he hardly even notices, and rather than interfere with his affairs, it only serves to strengthen his resolve. The cultist becomes immune to the confused condition, and gains a +2 bonus on saving throws made to resist compulsion effects.

Channel Energy (Su): Beginning at 4th level, a cultist can release a wave of energy by channeling the power of his otherworldly patron. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A cultist will channel either positive or negative energy depending on his choice of cult. A cultist who channels positive energy can choose to deal damage to undead creatures or to heal living creature. A cultist who channels negative energy can choose to deal damage to living creatures or to heal undead creatures.

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cultist. The amount of damage dealt or healed is equal to 2d6 points of damage, plus an additional 1d6 points of damage for every four cultist levels beyond 4th (3d6 at 8th, 4d6 at 12th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cultist's level + the cultist's Charisma modifier. Creatures healed by channel energy cannot exceed their maximum hit point total—all excess healing is lost. A cultist may channel energy a number of times per day equal to 1/2 his class level. This is a standard action that does not provoke an attack of opportunity. A cultist can choose whether or not to include himself in this effect.

Unlike a cleric, a cultists does not need to present a holy symbol to use this ability.

Familiar: At 5th level, a cultist's patron sends him a familiar, who both aids him in his endeavors, and keeps an eye on him to ensure that he is following his cult's wishes. The cultist gains the Improved Familiar feat as a bonus feat, even if he does not meet the prerequisites, and gains a specific type of improved familiar, determined by his choice of cult.

Spread the Faith (Ex): By 7th level, a cultist is well-established enough that he is well-suited to training followers and creating his own branch of his chosen cult. The cultist gains a +2 bonus on Bluff, Diplomacy, and Intimidate checks made against characters that know of his status as a cultist. Additionally, if the cultist takes the Leadership feat at any time, he is automatically treated as having great renown and a special power, and does not suffer any penalties to his leadership score for having a reputation for cruelty, or for causing the deaths of cohorts or followers. Finally, all of the cultist's followers have levels in PC classes (typically cultists, devoted to the same cult).

Secret of the Second Circle: At 9th level, the cultist gains access to a special ability known only to followers of his chosen cult who have proven themselves worthy of it. The exact nature of the ability depends on the chosen cult, and is included in the cult's description.

Cooperative Spellcasting (Su): Beginning at 11th level, a cultist learns secrets of cooperative spellcasting, allowing him to join forces with like-minded individuals to improve their magic. Whenever the cultist casts a spell, any ally within 30 feet can expend a prepared spell or unused spell slot of the same spell level or higher in order to provide

magical energy to further fuel the spell that the cultist casts. Doing so is an immediate action that does not provoke attacks of opportunity. This can have any of the following effects:

- Increase the spell's saving throw DC by +1 (multiple instances stack, to a maximum of +5)
- Increase the spell's caster level by +2 (multiple instances stack, to a maximum of +10)
- Apply the effects of the Enlarge Spell metamagic feat to the spell
- Apply the effects of the Extend Spell metamagic feat to the spell

The spell's caster chooses which effect to apply for each ally who expends spell energy in this way. Additionally, whenever one of the cultist's allies within 30 feet casts a spell, the cultist can expend a prepared spell or unused spell slot in the same way, to provide one of these benefits to the caster.

Gatewatcher (Sp): At 12th level, a cultist adds the spells *lesser planar ally* and *lesser planar binding* to his spellbook. He treats these as 4th-level sorcerer/wizard spells.

Death Curse (Sp): By 13th level, a cultist learns the secrets of leveling a powerful death curse, allowing him to strike back at his foes in the moment of his death. If the cultist would die for any reason, he can unleash a death curse as a free action that he can take even if it is not his turn. The cultist must choose a single spell that he had prepared that day. The chosen spell can be of any spell level, and can even be a spell that has been expended and is no longer available for him to cast normally. The death curse replicates the effects of that spell, except that the spell's range changes to close (25 ft. + 5 ft./2 levels), and its saving throw DC, if any, changes to be equal to 13 + 1/2 the cultist's class level + the cultist's Charisma modifier. If the chosen spell was prepared with metamagic, the metamagic applies.

Any effect that would prevent the cultist from dying also prevents the death curse from being used—once the death curse takes place, the cultist dies instantly, with no time for others to intervene between the two events. A death curse can be countered, but only with *dispel magic* or similar effects (even if the spell it is mimicking could normally be countered by specific spells, such as *daylight* and *darkness*), and the DC of the caster level check to dispel it increases by +5. A cultist can only use his death curse once per day; if he is resurrected and slain again on the same day, he cannot use the death curse ability again.

Sacrifice (Su): By 15th level, a cultist learns to dedicate a special sacrifice to his otherworldly patron in order to regain spent magical energy. Depending on the cult to which the cultist belongs, this may take the form of a blood sacrifice, or a wealth sacrifice.

Animal Sacrifice: An animal sacrifice functions identically to a blood sacrifice, except that only creatures of the animal, dragon, magical beast, or vermin creature types can be sacrificed, and only if they have an Intelligence score of 2 or less, or are mindless.

Blood Sacrifice: In order to perform a blood sacrifice, the cultist must perform a *coup de grace* action with a light or one-handed piercing melee weapon, which must result in the death of the target. If he does so, he may immediately regain a single expended spell which he had prepared and cast that day, allowing him to cast that spell again. The cultist can use this ability three times per day.

Burnt Offering: A burnt offering functions similarly to either a blood sacrifice or a wealth sacrifice, but the sacrifice must be burned. When functioning as a blood sacrifice, the creature to be sacrificed must be lit on fire, and then burned to death, rather than being killed in a normal fashion. A helpless or willing creature can be doused in 1 pint of oil as a move action, and lit on fire with a torch or similar source of flame as a standard action. The normal rules for creatures catching on fire apply (including how much damage they take per round, and what they can do to put out the flames). See the Pathfinder Roleplaying Game Core Rulebook for more information about catching on fire. If the sacrifice suffers any damage that is not fire damage while burning in this way, the sacrifice fails, and has no effect. The cultist does not gain the benefits of the blood sacrifice until the creature is slain, but he gains twice the normal benefit of a blood sacrifice, allowing him to regain two expended spell slots.

When functioning as a wealth sacrifice, a burnt offering functions normally, except that the wealth must be destroyed by fire, rather than through other means.

If the cultist is able to make blood or wealth sacrifices normally, any burnt offerings he makes in a day count against the daily number of blood or wealth sacrifices he can make, accordingly.

Fast: In order to perform a fast, the cultist must have ready access to food and drink, and must choose to abstain from one or both of them. The cultist does not gain any benefits from fasting until he has taken at least 5 points of nonlethal damage from hunger or thirst. Once he does, if he still has that nonlethal damage the next time he prepares spells, he may prepare additional spells, based on the amount of nonlethal damage that he is currently suffering at the time that he prepares spells, as indicated on the table below.

Additional Prepared Spells

Table 2: Fasting

Nonlethal Damage	ıst	2nd	3rd	4th	5th	6th
5 - 10	1	-	- 1	-	-	-
11 - 20	2	1	-	-	-	-
21 - 30	2	2	1	-	-	-
31 - 50	3	2	2	1	2-1	
51 - 75	3	3	2	2	1	
76 - 100	3	3	3	2	2	1
101 - 130	4	3	3	3	2	2
131 - 160	4	4	3	3	3	2
161 - 200	4	4	4	3	3	3
201 - 250	4	4	4	4	3	3
250+	5	4	4	4	4	3

These additional spells are closely tied to the effects of hunger upon the cultist's body. If the cultist is healed of the nonlethal damage inflicted by his fast, he loses any prepared spells that his new amount of nonlethal damage could not support (for example, a cultist with 15 points of nonlethal damage who healed 6 points of it would immediately lose the additional 2nd-level spell he prepared that morning, as well as one of the two 1st-level spells he prepared). If he has already cast a spell that is to be lost in this way, the magical backlash causes him to be able to prepare one less spell of that spell level the next time that he prepares spells.

Life Sacrifice: In order to perform a life sacrifice, the cultist must slice open his palm with a bladed weapon (a move action), and declare the offering of his life force. His vitality is then magically drained from the cut, and he immediately suffers 1d4 points of damage per cultist level. Further, his maximum hit point score is permanently reduced by 3. For every 5 points of damage that the cultist suffers from this wound, he can immediately prepare 1 spell level's worth of spells from any spellbook in his possession. He can divide these spell levels as he chooses (for example, if he suffered 45 points of damage, he would have 9 spell levels available. He could prepare one 4th-level spell and one 5th-level spell, three 3rd-level spells, or nine 1st-level spells). Spells prepared in this way do not use his normal spell slots, allowing him to prepare more spells than he would ordinarily be able to. The prepared spells last for 1 hour, and if they have not been used by that time, they are wasted. The cultist can use this ability once per day.

Profane Sacrifice: A profane sacrifice functions similarly to either a blood sacrifice or a wealth sacrifice, but can only be used to sacrifice creatures or objects of religious significance. When functioning as a blood sacrifice, the creature to be sacrificed must be a divine spellcaster, or must otherwise be the direct servant or champion of a deity. When the cultist performs a profane sacrifice of a living creature in this way, he gains twice the normal benefit of a blood sacrifice, allowing him to regain two expended spell slots. If the cultist is not aware of the sacrifice's divine nature, it is treated as a normal blood sacrifice, instead.

When functioning as a wealth sacrifice, the objects to be sacrificed must be objects of religious significance, but the gp value required to perform the sacrifice is halved, and is equal to 50 gp per class level, instead of 100 gp per class level. For the purposes of this ability, artifacts with religious significance are always considered to be of sufficient value for a wealth sacrifice, regardless of the cultist's level (although the cultist still needs a way to destroy them).

The GM is the final arbiter of what creatures or objects have a significant enough religious significance to qualify for profane sacrifice. Profane sacrifices share the same daily limits as blood sacrifices and wealth sacrifices, respectively. If the cultist is able to make blood or wealth sacrifices normally, any profane sacrifices he makes in a day count against the daily number of blood or wealth sacrifices he can make, accordingly.

Soul Sacrifice: In order to perform a soul sacrifice, the cultist must willingly offer up his soul to his patron. To do so, the cultist must perform a short 10 minute ritual to prepare his soul, and then loudly proclaim the offer (a

swift action). The two do not need to occur at the same time, and most cultists who consider this drastic sacrifice perform the ritual every morning, so that if they need to offer up their soul, they can do so at a moment's notice. Once the offer is made, the soul is immediately taken, and the cultist regains all of his expended spells, and is able to cast them again. He is also restored to full his points, and may make a new saving throw at a +4 bonus to resist each curse, disease, poison, and harmful spell he is currently suffering from. Finally, he gains a burst of energy and power, and gains a +6 enhancement bonus to each of his ability scores for 10 minutes.

If the cultist later dies, he cannot be resurrected by any means, unless a wish or miracle spell is first used to reclaim his soul (or his soul is reclaimed by other means). Even if the cultist later regains his soul, he can only ever perform a soul sacrifice once: his soul is marked by the transaction, and it is obvious to all that he has sold and reclaimed it before, making those who deal in souls unwilling to risk the same thing happening again.

Wealth Sacrifice: In order to perform a wealth sacrifice, the cultist must destroy a total amount of wealth (including art objects, magic items, gold, gems, and so on) equal to 100 gp per class level. The wealth need not belong to him, but it does need to have been in his possession for at least 24 hours before he can benefit from destroying it in this way. If he does so, then for each spell level he can cast, he may immediately regain a single expended spell which he had prepared and cast that day, allowing him to cast that spell again. The cultist can use this ability once per day.

Gatekeeper (Sp): At 16th level, a cultist adds the spells *planar ally* and *planar binding* to his spellbook. He treats these as 5th-level sorcerer/wizard spells.

Secret of the Third Circle: At 17th level, the cultist gains access to a special ability known only to followers of his chosen cult who have proven themselves worthy of it. The exact nature of the ability depends on the chosen cult, and is included in the cult's description.

Gatemaster (**Sp**): At 19th level, the cultist adds the spells *greater planar ally, greater planar binding*, and *gate* to his spellbook. He treats these spells as though they were 6th-level sorcerer/wizard spells.

Ascension (Ex): At 20th level, a cultist ascends, becoming himself one of the powerful outsiders that he previously served. He is forevermore treated as an outsider rather than a humanoid (or whatever his creature type was) for the purposes of spells and magical effects. He no longer needs to eat or sleep. Unlike other outsiders, the cultist can still be brought back from the dead as if he were a member of his previous creature type. The cultist gains additional benefits of ascending, determined by his chosen cult.

Cults

The following section presents 15 cults, including updated versions of the two cults originally presented alongside the cultist class on www.necromancers-online.com. The cults are presented in alphabetical order.

Army of the Heavens

Though its members can often be found intermingled with clerics and paladins, protecting sacred temples and fighting in glorious crusades against the dark forces of evil, the Army of the Heavens is a distinct entity that serves no single deity, but strives in whatever ways it can to pursue the agendas of the heavens as a whole. They are among the most well-disciplined and organized cults, with a single organized structure and centralized leadership throughout, and they are also amongst the most open and least secretive of cults: many of their members display their membership openly and proudly, although some prefer to keep their ties to the organization quiet, to protect their families or other loved ones from being attacked by the evils that they constantly strive against.

Their ceremonial garb is a suit of chain shirt, made of chains that have been plated with silver. A single link in the chain, located over the heart, is plated with gold, instead. Their symbol is a longword with angel wings.

Alignment: Members of the Army of the Heavens cannot be chaotic or evil.

Restricted Spells: Members of the Army of the Heavens cannot cast spells with the chaos or evil descriptors.

Channeled Energy: Positive

Familiar: Cassisian angel^{B2}, or harbinger archon^{B3}

Sacrifice: Wealth

Hexes: Members of the Army of the Heavens can select from the following hexes.

Aura of Menace (Su): As a swift action, the cultist can surround himself with a righteous aura. While this aura is active, any hostile creature within a 20-foot radius of the cultist must succeed on a Will save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier), or suffer a -2 penalty on attacks, AC, and saves for 24 hours or until they successfully damage the cultist. A creature that has resisted or broken the effect cannot be affected again by the same cultist's aura of menace for 24 hours. The cultist can have the aura active for a total number of rounds per day equal to his 3 + 1/2 his class level.

Channel Judgment (Su): Instead of channeling energy to harm undead or heal living creatures, the cultist can channel energy to harm outsiders with the evil or chaotic subtypes, as well as any creature that has an equally strong chaotic or evil aura (such as chaotic or evil clerics and antipaladins). When used in this way, the channeled energy harms all creatures in the area that

have either the evil or chaotic subtypes. A creature with both subtypes takes a -2 penalty on its saving throw to reduce the damage, but is otherwise affected the same as a creature with only one of the subtypes. If the cultist chooses to use this ability, his channeled energy has no effect on other creatures. The cultist is treated as having Alignment Channel for the purposes of meeting prerequisites of feats or prestige classes, but cannot use this ability to heal chaotic or evil outsiders.

Heavenly Fire (Sp): As a standard action, the cultist can unleash a ray of heavenly fire, targeting any foe within 30 feet as a ranged touch attack. Against evil creatures, this ray deals 1d4 points of damage + 1 for every 2 class levels the cultist possesses. This damage is divine and not subject to energy resistance or immunity. This ray heals good creatures a like amount of damage, instead. A good creature cannot benefit from this ability more than once per day. Neutral creatures are neither harmed nor healed by this effect. The cultist can use this ability a number of times per day equal to 3 + his Charisma modifier.

Alternatively, the cultist can expend 2 uses of this ability to wreathe a melee weapon he is currently holding in the same holy fire, causing it to deal an additional 1d4 points of divine damage with each successful hit. As with the ray version, this holy fire only damages evil creatures; it has no effect on neutral creatures, and heals good creatures. The flames remain on the weapon for a number of rounds equal to the cultist's Charisma modifier.

Righteous Strike (Su): As a free action, when making an attack against an evil creature, the cultist can channel righteous fury into his blow. He gains a bonus on the attack roll equal to his Charisma modifier, and a bonus on his damage roll, if the attack hits, equal to his class level. The cultist must declare that he is using this ability before the attack roll is made. If the target is not of evil alignment, this ability has no effect, but the daily use of this ability is not expended. The cultist can use this ability once per day, plus an additional time per day for every 2 class levels beyond 1st (to a maximum of 10 uses/ day at 19th level).

Truespeech (Sp): The cultist gains a +4 bonus on Linguistics checks, and can cast *comprehend languages* as a spell-like ability 3 times per day. At 5th level, he can speak with any creature that has a language, as though using a *tongues* spell (his caster level is equal to his class level). This ability is always active, but the cultist can choose to suppress or resume it as a move action.

Divine Spellcasting (Secret of the First Circle) (Su): Cultists who are members of the Army of the Heavens are primarily divine spellcasters, rather than arcane spellcasters, although they do dabble somewhat in the arcane. The cultist casts spells from the cleric spell list, rather than the sorcerer/ wizard spell list. As a divine spellcaster, the cultist does not suffer arcane spell failure for wearing armor. All other aspects of the cultist's spellcasting class feature remain unchanged.



At 1st level, and every 3 levels thereafter, the cultist can choose a single spell from the sorcerer/wizard spell list and add it to his spellbook, treating it as though it appeared on the cleric spell list at the same level. The chosen spell must be of a spell level that he can currently cast.

Angelic Defenses (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist gains some of the divine protection normally reserved for angels and archons. He gains a +4 bonus on saving throws made to resist petrification and poison. Additionally, as a swift action, he can summon a protective aura, which protects him and those near him from evil creatures. This aura has a radius of 20 feet, and otherwise functions as a *magic circle against evil*. The cultist can maintain this aura for a number of rounds per day equal to his class level + his Charisma modifier. These rounds need not be consecutive.

Wings of Heaven (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist gains the ability to sprout feathery white angel wings from his back as a standard action. This grants him a fly speed of 60 feet with average maneuverability. He can dismiss the wings as a free action.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the good subtype. Additionally, he gains low-light vision, immunity to petrification, and resist acid 10, cold 10, electricity 10, and fire 5. Finally, the cultist gains a +4 morale bonus on attack and damage rolls made against creatures with the evil or chaotic subtypes.



Brotherhood of Blissful Slaughter

The Brotherhood of Blissful Slaughter is nominally devoted to the forces of the Abyss, but many members are more devoted to the ideals of destruction, slaughter, and mayhem than they are to demons in specific. The Brotherhood of Blissful Slaughter promises little in the way of rewards to its members, other than that, by working together, they can engage in the depraved acts of violence that they all enjoy, and protect each other from being caught. While many members of the Brotherhood seek to bring demons into the world, and even open up permanent gateways to the Abyss, they do so not because they think it will bring them greater power or glory, but merely because they want to see—and take part in—the massive wave of death and destruction that will be caused, and because they envision a world in which there is no one to stop them from engaging in all of their darkest urges.

There are numerous different branches of the Brotherhood of Blissful Slaughter, most of which were created when the surviving members of a failed branch one which was hunted down and broken up by inquisitors, paladins, and the like—split up and each create their own new branches to carry on the cult's work. Different branches of the cult are often run in wildly different ways: one branch might focus heavily on attempts to bring demons into the world, to the exclusion of other activities, while another branch might focus its energies on running gladiator fights with captured slaves or similar activities of bloody entertainment, and yet another branch might wage an ongoing war against local law forces, terrorizing the local populace with senseless acts of criminal slaughter. No matter how different one branch of the cult might be from another, and how devoted the cult as a whole might be to slaughter and violence, the different branches of the cult generally get along surprisingly well on the occasions that they do interact, and almost always collaborate to turn their violence outward, rather than infighting, something that can be common in other cults.

Their symbol is a blood-red "X," and it is usually simply painted on a wall or other structure in the blood of one of their victims, but in the rare occasion where flags, banners, or other items are made where the symbol appears on a background, it is always black. Their ceremonial garb is black robes with hoods and red ceramic masks featuring grinning and leering demonic faces.

Alignment: Members of the Brotherhood of Blissful Slaughter cannot be good or lawful.

Restricted Spells: Members of the Brotherhood of Blissful Slaughter cannot cast spells with the good or lawful descriptors.

Channeled Energy: Negative.

Familiar: Quasit.

Sacrifice: Blood.

Hexes: Members of the Brotherhood of Blissful Slaughter can select from the following hexes.

Abyssal Resilience (Ex): The cultist gains a +4 bonus on saving throws made to resist poison, and an amount of electricity resistance equal to his class level. At 12th level, he gains an amount of acid, cold, and fire resistance equal to 1/3 his class level.

Claws of the Abyss (Su): As a move action, the cultist can cause his hands to twist and gnarl into horrible claws. He gains two primary claw natural attacks, which deal 1d6 points of slashing damage on a successful hit (or 1d4 points of slashing damage if the cultist is Small). If the cultist is at least 6th level, he can transform his hands in this way as a swift action, instead. If the cultist is at least 10th level, the critical threat range for the claws increases to 19-20. If the cultist is at least 14th level, the critical multiplier for the claws increases to x3. The cultist can use the claws for a number of minutes per day equal to 1/2 his class level. These minutes need not be consecutive, but must be spent in 1-minute increments.

Frenzied Rage (Sp): As a standard action, the cultist can evoke a terrible rage in a single creature within 60 feet. The creature must succeed on a Will save or be driven into a rage. This effect is identical to the barbarian's rage ability, except that the target cannot end the rage voluntarily: he must succeed on a Will save (which he can make at the beginning of his turn each round) in order to do so. The rage lasts for a maximum number of rounds equal to 1/2 the cultist's class level. The target is not fatigued at the end of the rage. Once a creature has been targeted by this hex, whether he succeeds or fails on his saving throw, he cannot be the target of this hex again for 24 hours.

Sneak Attack (Ex): The cultist gains sneak attack, as the rogue class feature of the same name. At 1st level, his sneak attack damage is 1d6. At 7th level, it increases to 2d6, and at 14th level, it increases to 3d6.

Vicious Weapon (Sp): As a swift action, the cultist can cause any melee weapon he is currently wielding to gain the *vicious* magic weapon special ability. Alternatively, he can apply the *vicious* magic weapon special ability to one or more of his natural attacks. This effect lasts for a number of rounds equal to his Charisma modifier. The cultist can use this ability a number of times per day equal to 1/2 his class level.

Love of Slaughter (Secret of the First Circle) (Ex): Beginning at 1st level, whenever the cultist kills a living creature, he gains a +2 morale bonus on attack and damage rolls. This bonus lasts for a number of rounds equal to the cultist's Charisma modifier.

Wicked Strike (Secret of the Second Circle) (Su):

Beginning at 9th level, the cultist can channel his rage and hatred into a single attack. As a standard action, the cultist makes a single attack with a melee weapon. He gains a bonus on the attack roll equal to his Charisma modifier, and if the attack hits, it deals an additional amount of damage equal to his class level. This additional damage is doubled if the target is both good and lawful. Regardless of the target, this attack bypasses any damage reduction the target may possess. The cultist can use this ability once per day. At 13th level, and again at 17th level, he gains an additional daily use of this ability.

Demonic Toughness (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist gains DR 10/cold iron and good.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the chaos, demon, and evil subtypes, and all the traits associated with those types. If the cultist has the abyssal resilience hex, he may immediately replace it with a different hex for which he qualifies. Additionally, once per day, he can summon any demon of CR 22 or less as a full-round action that does not provoke attacks of opportunity. This summons has a 50% chance of success. The summoned creature serves him faithfully for up to 1 minute, and this otherwise functions as the spell *summon monster IX*.

Brothers of Bone

The Brothers of Bone are a dark and mysterious order devoted to the mysteries of death, and, more to the point, of undeath. Comprised mostly of those who seek undeath as a means to immortality, the Brothers of Bone exist to provide support to one another in a world that, in their minds, unjustly persecutes practitioners of necromancy. The cult does a good job of looking out for one another and protecting each other from holy warriors, law officials, and others who seek to imprison or slay necromancers, but the bonds of this particular brothership are somewhat strained, as each member of the cult actively seeks his own means to transform himself into a free-willed undead creature. For whatever reason, this secret is one that they do not have any desire to share, and so they jealously protect all of their research from one another, lest even an innocuous discovery turn out to be the crucial key in solving the puzzle of undead apotheosis.

The symbol of the Brothers of Bone is a skull, turned upside down, with pinpricks of blue light in each of its eye sockets. Their ceremonial garb is quite plain: black robes with deep-cowled hoods. Some branches also add skull masks (sometimes even made from real skulls) to the costume, though most do not, for fear of what might happen if they were found to possess such an item. Despite their name, the organization accepts both male and female members, and treats such members equally.

Alignment: Members of the Brothers of Bone cannot be good.

Restricted Spells: Members of the Brothers of Bone cannot cast spells with the good descriptor, or spells which use positive energy in any way.

Channeled Energy: Negative

Familiar: Beheaded^{B4}

Sacrifice: Blood

Hexes: Members of the Brothers of Bone can select from the following hexes.

Augmented Undead (Su): Undead creatures the cultist creates with animate dead and similar spells and effects are more powerful than they might otherwise be. They gain a +4 bonus to their Strength and Charisma scores, their natural armor bonus to AC increases by +1, and they gain channel resistance +2.

Corruptive Touch (Su): The cultist can channel the power of the grave through his very touch, putrefying flesh. As a standard action, he can make a melee touch attack that deals an amount of negative energy damage equal to 1d8 + the cultist's Charisma modifier. On a critical hit, the target must also succeed on a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or be paralyzed for 1d4 rounds. The cultist can use this ability a number of times per day equal to 1 + his Constitution modifier (minimum 1).



Grave Comforts (Su): The cultist has one foot in the grave, and is no longer concerned with many of the things that preoccupy the living. The cultist is constantly affected by *endure elements*. Additionally, the number of days that he can go without food or water before suffering penalties increases by 1 at 1st level, and every odd-numbered level thereafter. At 7th level, the cultist no longer needs to sleep.

Spirit Channeler (Sp): The cultist can communicate with the spirits of the dead. He gains a +4 bonus on Knowledge (history) checks due to the constant whispers he half-hears from long dead spirits. At 3rd level, he can cast speak with dead as a spell-like ability once per day. At 6th level, and every 3 levels thereafter, he can use this ability one additional time per day. At 12th level, he can expend 2 uses of this ability in order to contact the spirit of a creature whose corpse is not present, or whose corpse is not whole enough to speak. In this case, the creature must have been dead for no more than 1 week per caster level, and the cultist must be able to clearly identify with whom he wishes to speak.

Zombified Flesh (Su): The cultist has performed a profane ritual to suffuse his flesh with the same negative energy that powers undead, causing his body to begin to rot, but remaining animated. He is healed by negative energy and harmed by positive energy, as though he were an undead creature. He gains an amount of damage reduction equal to 1/2 his class level (rounded down, minimum 1), which can only be overcome by slashing weapons. **Expanded Necromancy (Secret of the First Circle) (Su):** At 1st level, the cultist treats his caster level as 2 higher than it actually is for the purposes of all necromancy spells he casts. Further, he treats *lesser animate dead*^{UM}, *animate dead*, and *create undead* as though they were one spell level lower than they actually are, allowing him to prepare those spells in lower-level spell slots, and learn them at a lower level. He also treats *create greater undead* as though it were two spell levels lower than it actually is, allowing him to cast it as a 6th-level spell. Finally, for the purposes of *animate dead* and similar spells, he can control up to 8 HD worth of undead creatures per caster level, instead of the normal amount.

Undead Master (Secret of the Second Circle) (Su):

Beginning at 9th level, the cultist's familiarity with undead creatures allows him to bypass some of their defenses. He can affect undead creatures with mind-affecting spells and effects, although such creatures receive a +2 bonus on saving throws made to resist such effects. Additionally, undead are not automatically immune to spells he casts that require a Fortitude save, even if the spell does not also work on objects, although other undead immunities may still render it immune to the spell's effects (for example, if the spell's effect caused the target to become exhausted or fatigued, conditions undead creatures are also immune to).

Spirit Walk (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist can direct his spirit to leave his body. His consciousness leaves his physical body, manifesting an incorporeal version of himself (complete with incorporeal versions of his gear and equipment), and is able to move about independently from his body. While using this ability, his body is unconscious and helpless. If the cultist uses any items with limited number of charges or uses per day while incorporeal, charges or uses expended from the incorporeal versions of these items count against the charges or uses possessed by the physical versions of the items. The cultist's physical body and incorporeal form share the same pool of hit points: damage dealt to the body also damages the cultist's incorporeal form, and vice versa.

The cultist can remain outside of his body in this way for up to 1 minute at a time, after which his spirit immediately snaps back to his body from anywhere within 1,000 feet. If he is more than 1,000 feet from his body when this occurs, he suffers 1d6 points of damage for each round beyond 1 minute that he has been away from his body. Each round thereafter, at the beginning of his turn, if he is within 1,000 feet of his body he returns to it immediately, and if he is further away, he suffers damage.

The cultist can use this ability 3 times per day.

Ascension: At 20th level, when the cultist would become an outsider, he instead becomes undead, gaining all the benefits of being an undead creature.

Cabal of the Ebon Void

The Cabal of the Ebon Void is devoted to the death and end of all living things. They are beholden to the daemons of Abaddon, especially those that follow the Horseman of Death. They teach that all life is suffering, and that in order to truly heal all the woes of existence, the only true path is to bring the peace and tranquility of death to each and every living thing. In practice, many of the followers of this cult are more pragmatic than their dogma, and join not from a true belief that bringing death is a kindness, and more because they enjoy the act of killing. They rarely use symbols, but are occasionally identified by a black circle. Their ceremonial garb is black robes—or occasionally light armor painted black—with a porcelain mask carved to resemble a grinning skull.

Alignment: Members of the Cabal of the Ebon Void cannot be good.

Restricted Spells: Members of the Cabal of the Ebon Void cannot cast spells with the good descriptor, nor any spell that restores hit points, removes ability score damage, ability drain, or negative levels, nor any spell that returns a dead creature to life (spells that cause dead creatures to become undead are fine).

Channeled Energy: Negative

Familiar: Cacodaemon^{B2}

Sacrifice: Blood

Hexes: Members of the Cabal of the Ebon Void can select from the following hexes.

Aging Touch (Su): Three times per day, as a standard action, the cultist can make a melee touch attack against a living creature, attempting to drain some of that creature's life essence, artificially aging them. If the attack hits, the target must succeed on a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or immediately advance to the next age category, suffering all of the physical penalties associated with the new age category, but gaining none of the benefits. If the target does not have an established age category, this ability imposes the penalties associated with middle age. The aging effect lasts indefinitely, but can be reversed with a heal spell, or more powerful magic. Multiple instances of this ability do not stack. A creature affected by this ability that would later become venerable through natural aging dies, instead.

If the target is already venerable, then failing their saving throw causes them to suffer a severe heart attack, instead, inflicting 1d8 points of damage per caster level. Venerable creatures cannot be aged by this ability.

Consume Essence (Su): Whenever the cultist casts a spell that kills one or more living creatures with an Intelligence score of 3 or higher, he siphons some of their soul's essence, causing him to heal 1 hit point for every 2 Hit Dice the slain creature possessed. The cultist can only siphon energy from one soul per spell he casts, even if the spell kills more than one creature, though he

automatically siphons the energy from the most powerful soul (the one with the most Hit Dice).

Mixed Channel (Su): As a free action, when using channel energy, the cultist can channel a purer, unadulterated form of negative energy. This increases the damage dice for his channel to d8s, and causes his channel energy to both harm living creatures and heal undead ones. The cultist can use this ability a number of times per day equal to his Charisma modifier.

Stifle Healing (Su): As a standard action, the cultist can surround a living creature within 60 feet with necrotic energy that interferes with any attempt to heal them magically. For a number of rounds equal to 3 + the cultist's class level, any attempt to magically or supernaturally heal the target fails unless the caster succeeds on a caster level check (DC 11 + the cultist's class level). This applies only to effects that restore hit point damage, and does not affect spells or abilities that remove ability score damage, ability drain, negative levels, harmful conditions, or similar effects.

Undead Mastery (Su): As a free action, when casting a spell, the cultist can alter it so that it affects undead creatures nearly as well as living ones. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining whether a spell affected by this hex affects them. This also bypasses all of the standard undead immunities, but not any additional immunities the target might possess. The cultist can use this ability 3 times per day.

Death Mage (Secret of the First Circle) (Su): At 1st level, the cultist adds *inflict light wounds* and *ray of enfeeblement* to his spellbook. Similarly, at 4th level, he adds *desecrate* and *inflict moderate wounds* to his spellbook, at 7th level he adds *inflict serious wounds* and *vampiric touch*, at 1oth level he adds *inflict critical wounds* and *phantasmal killer*, at 13th level he adds *slay living* and *suffocation*, and at 16th level he adds *circle of death* and *harm*. For those spells that do not appear on the sorcerer/wizard lists, the cultist treats them as though they were on the sorcerer/wizard spell list, of a spell level equal to the spell level at which they appear on the cleric spell list. This also allows the cultist to use spells, as though the spells were on his class spell list.

Call of the Grave (Secret of the Second Circle) (Su): Beginning at 9th level, whenever the cultist casts a spell with the death descriptor, he can choose a single creature targeted by that spell, or within the spell's area. The chosen creature suffers a -1 penalty on saving throws made to resist the spell's effects. Additionally, the cultist gains a +4 bonus on saving throws made to resist death effects.

Soul Harvest (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist can use *soul bind* as a spell-like ability three times per day. Unlike a normal *soul bind* spell, he does not need a black sapphire to trap the soul in; instead, the soul coalesces into the form of a wriggling soul larva. These soul larvae are roughly six inches in length, have AC 10, and 1 hit point, and serve as a container for the soul. Additionally, the cultist can use captured souls (whether they are captured with this ability or gained in another way) to empower his



magic. By consuming a captured soul as he casts a spell, he can apply one or more metamagic effects to the spell that he casts, without increasing the level of the spell slot that the spell uses up, or the casting time of the spell. He can apply any metamagic feat in this way, including ones he does not know, but the feat cannot be one that would normally increase the spell level by more than 1 plus 1 for every 5 Hit Dice the captured soul possessed (for example, the soul of a creature with 17 Hit Dice would allow for 4 spell levels' worth of metamagic, while the soul of a creature with 4 Hit Dice would allow for only 1 level's worth of metamagic). Souls used in this way are expended utterly, and the creature whose soul was consumed can only be resurrected if a *wish* or *miracle* spell is first used to restore their soul.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the daemon and evil subtypes, and all the traits associated with those types. Additionally, the cultist gains the death curse grand hex^{APG}.

Children of the Emerald Lady

The Children of the Emerald Lady are a cult devoted to the beauty and glory of the natural world, especially the majesty of forests and the plant kingdom. In addition to this general love of nature, the cult has a more specific devotion to a mysterious and aloof fey known as Titania, who is believed to be of great power, and who concerns herself above all else with the preservation of pristine, untamed wilderness, and combatting the constant encroachment of humanoid civilization upon such virgin terrain. Their symbol is a brilliant green willow tree, whose shape also resembles that of a long-haired woman. Their ceremonial garb is brown robes which are wrapped and wreathed in vines. Their leaders often wear crowns woven from wildflowers or vines.

Alignment: Members of the Children of the Emerald Lady cannot be evil.

Restricted Spells: Members of the Children of the Emerald Lady cannot cast spells with the evil or fire descriptors.

Channeled Energy: Positive

Familiar: Brownie^{B2} or faerie dragon^{B3}

Sacrifice: Wealth

Hexes: Members of the Children of the Emerald Lady can select from the following hexes.

Entangling Vines (Su): As a standard action, the cultist can cause one or more writhing, lashing vines to rise from the ground in the space of a single creature within 60 feet. The target must succeed on a Reflex save or become entangled. Creatures entangled in this way are anchored in place, and unable to leave their square. Each round, on the cultist's turn, if the creature is still entangled, the cultist can direct the vines to squeeze the creature, inflicting 1d6+2 points of nonlethal damage. Alternatively, the cultist can direct the vines to use the disarm, steal, or trip combat maneuver. Their CMB for this purpose is equal to the cultist's class level + 2. If the creature successfully escapes entanglement, then any creature that ends its turn in the vines' space must succeed on a Reflex save or become entangled. The vines remain for as long as the cultist continues to concentrate on them (a standard action) and for 1d4 rounds thereafter. The cultist can use this ability 3 times per day.

Nature's Ally (Su): The cultist exudes an aura of natural harmony, which discourages animals and plants from attacking her. Creatures of the plant and animal types will not attack the cultist unless they are compelled to do so through magic, or unless the cultist attacks them first, or otherwise harms them in some way. Additionally, the cultist can attempt to improve the attitude of animals. This functions as the druid's wild empathy class feature, except that it takes only 1 round to use. The cultist can use this ability a total of 3 times per day, and whether he succeeds or fails, he cannot use it again on the same target for 24 hours.

Nature's Bounty (Sp): The cultist can conjure a magical, fruit-bearing shrub from any soil that can potentially yield crops. Doing so is a full-round action, and the shrub grows over the course of the next minute. The shrub bears enough fruit to feed a number of people equal to the cultist's Charisma modifier. Each creature that consumes the fruit heals a number of hit points equal to 10 + 5 per two class levels the cultist possesses beyond first (15 at 3rd level, 20 at 5th level, and so on, to a maximum of 55 hit points at 19th level). Further, if the cultist is at least 5th level, the creature that consumes the fruit can choose one of the following conditions to be cured of: dazed, fatigued, shaken, sickened, or staggered. When the cultist reaches 8th level, and every 3 levels thereafter, the creature that consumes the fruit can choose an additional condition from the list. When the cultist reaches 11th level, the creature that consumes the fruit can choose to trade in two of these choices in order to receive the benefits of one of the following spells: lesser restoration, neutralize poison, remove curse, or remove disease. The cultist can use this ability once per day. No creature can benefit from eating fruit from such a shrub more than once per day, and the fruit loses its magical properties after 24 hours.

Take Root (Su): As a standard action, the cultist can extend roots into the ground from the soles of his feet. His speed is reduced to 5 feet, but his natural armor bonus to AC increases by an amount equal to 2 + 1 per 5 class levels, and he gains a circumstance bonus to CMD against bull rush, overrun, reposition, and trip maneuvers equal to 1/2 his class level (rounded down, minimum +1). He also gains tremorsense to a range of 30 feet, and fast healing 1. This fast healing increases by 1 at 5th level and every 5 levels thereafter. The cultist can use this ability for a number of minutes per day equal to his Constitution modifier (minimum 1 minute), which must be spent in 1-minute increments.

Treebrother (Sp): The cultist gains the ability to speak with plants, and even take their form. The cultist can cast *speak with plants* and *tree shape* as spell-like abilities. He can use these spell-like abilities in any combination a total number of times per day equal to 1 + 1/2 his class level.

Titania's Stride (Secret of the First Circle) (Su): At 1st level, the cultist can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed, and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect the cultist, but he gains a +4 bonus on saving throws made to avoid the effects of such magical foliage.



Natural Living (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist's harmony with the natural world gives him a sense of tranquility that helps protect him from mental attacks, while his healthy, natural lifestyle empowers his body. He gains a +4 bonus on saving throws made to resist mind-affecting effects. Additionally, the cultist is able to draw sustenance from sunlight, and as long as he spends at least 1 hour per day in direct sunlight, he does not need to eat or sleep, and he gains immunity to sleep effects (these benefits are lost if he goes 24 hours without spending at least 1 hour exposed to direct sunlight, but are regained once he has spent an hour in direct sunlight). Finally, he gains a +2 bonus on saving throws made to resist paralysis, poison, and stunning.

Treewaker (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist learns the secret of bringing sentience to trees. This functions similarly to *awaken*, except that it takes only 1 hour, does not have costly material components, and can only affect trees. Further, trees awakened in this way become treants, rather than being treated as animated objects. The cultist can use this ability once per day.

Ascension: At 20th level, instead of gaining the outsider type, the cultist is treated as having the fey creature type, and he gains low-light vision. Additionally, he gains DR 10/cold iron and slashing, and spell resistance 30. Finally, he can cast *entangle*, *plant growth*, and *tree stride* as spell-like abilities at will.



Cult of the Dragon

Above and beyond anything else, the Cult of the Dragon is devoted to the devout admiration, and in some cases even outright worship, of true dragons. While the varied nature of dragons means that some members of the cult are good-aligned and pursue the goals of goodaligned metallic dragons, while others serve as henchmen for nefarious evil-aligned chromatic dragons, with many cultists falling somewhere in between, the cult places the veneration of dragons of all colors and alignments above the petty concerns of good versus evil. That said, because powerful true dragons occasionally take over local branches of the cult for themselves, and are not always willing to accept their reluctance to work against other dragons' plans, it is not that uncommon for the cult to be turned against itself. It is generally understood that such situations are temporary, and simply part of the business of serving dragons.

The cult of the dragon's ceremonial garb is purple robes—one of the few colors or metals not associated with a particular type of dragon. Their symbol is the silhouette of a dragon, its wings furled about its body, posed in the midst of using its breath weapon.

Alignment: Members of the Cult of the Dragon can be of any alignment.

Restricted Spells: Members of the Cult of the Dragon are not restricted in their spellcasting.

Breath Weapon: Members of the cult of the dragon do

not gain the ability to channel energy, as other cultists do. Instead, they gain a breath weapon. This breath weapon takes the form of either a 15-foot cone or a 30-foot line, and the cultist can choose which shape it takes each time he uses this ability. The breath weapon deals damage of one of the following energy types: acid, cold, electricity, or fire. The cultist chooses which type of energy his breath weapon deals when he gains this ability, and it cannot later be changed. The amount of damage inflicted by the breath weapon, and the number of times per day that the breath weapon can be used, are identical to the standard channel energy class feature of the cultist. A successful Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves the breath weapon's damage. At 7th level, the breath weapon takes the form of either a 30-foot cone or a 60-foot line, and at 14th level it takes the form of either a 60-foot cone or a 120foot line.

Familiar: Faerie dragon^{B3}, pseudodragon, or shadow drake^{B4}

Sacrifice: Wealth

Hexes: Members of the Cult of the Dragon can select from the following hexes.

Alter Breath Weapon (Su): The cultist's devotion to dragons of every color allows him to alter the nature of his breath weapon on the fly, although it is always its most effective when it is of the element he originally chose. Whenever he uses his breath weapon, he can choose to have it deal acid, cold, electricity, or fire damage instead of the energy type that he originally chose. If he does so, the damage dice rolled for the breath weapon are reduced from d6 to d4 (so a breath weapon that would normally deal 2d6 fire damage could be made to deal 2d4 cold damage, instead).

Draconic Senses (Ex): The cultist's eyes change, taking on a golden color, with reptilian irises. The cultist gains darkvision 60 feet and low-light vision. If he already possessed darkvision (or later gains it from another source), the range of his darkvision increases by 60 feet, instead, and if he already possessed low-light vision (or later gains it from another source), then he can now see four times as far in dim light conditions as a human. At 7th level, the cultist can see perfectly in smoky conditions, and in snowy conditions. At 14th level, the cultist gains blindsense 30 ft.

Miasmic Breath Weapon (Su): The cultist can alter his breath weapon to create a cloud of energy, instead of a line or cone. This takes the form of a 20-foot-radius cloud, which is either centered on the cultist's location. or has its area adjacent to the cultist's space. Either way, the cloud is stationary once created. Any creature inside the area when it is created takes an amount of damage as normal for the cultist's breath weapon (a Reflex save halves the damage). Each round, the number of damage dice rolled is halved, until the result would be less than a single dice, at which point the cloud dissipates. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half damage, as normal. The cloud does not interfere with vision or the ability to breathe. A strong wind, such as that created by a gust of wind, immediately disperses the cloud. The

cultist can use this ability 3 times per day.

Scales of the Dragon (Ex): The cultist's skin changes, taking on the appearance of glistening draconic scales. At first, the changes are subtle: the scales appear only as small patches, or are either so fine as to be difficult to discern, or grow under a thin layer of skin, making them hard to spot, but eventually they come to cover the majority of the cultist's body, and gleam as brilliantly as they do on dragons of the same color. The cultist's natural armor bonus to AC increases by +1. At 6th, 12th, and 18th levels, the cultist's natural armor bonus to AC increases by an additional +1 (to a maximum of +4 at 18th level).

Wyrmtongue (Sp): The cultist gains the constant spelllike ability to speak with reptiles, as the *speak with animals* spell, except that it only functions on reptilian animals. At 7th level, the cultist can cast *charm monster* as a spell-like ability 3 times per day, except that it can only be used to target reptilian animals. At 14th level, he can expend 2 daily uses of this ability to cast *mass charm monster*, instead, with the same restriction. At the GM's discretion, these abilities may also apply to reptilian creatures of the dragon or magical beast types.

Claws of the Dragon (Secret of the First Circle) (Su): At 1st level, the cultist can grow claws as a free action. These claws are treated as natural weapons, allowing the cultist to make two claw attacks as a full-attack action using his full base attack bonus. Each of these attacks deals 1d4 points of damage plus his Strength modifier (1d3 if he is Small). At 5th level, these claws are considered magic weapons for the purposes of overcoming DR. At 7th level, the damage increases by one step to 1d6 points of damage (1d4 if he is Small). At 1th level, these claws deal an additional 1d6 points of damage of the same energy type as the cultist's breath weapon. The cultist can use his claws for a number of rounds per day equal to 3 + his Charisma modifier. These rounds do not need to be consecutive.

Draconic Resistances (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist's affinity for dragons grants him some of their defensive ability. He gains DR 5/magic, and gains resist 10 against the energy type associated with his breath weapon. Finally, he gains a +4 bonus on saving throws made to resist paralysis and sleep effects. At 14th level, his energy resistance increases to 15, and at 19th level he becomes immune to that energy type.

Draconic Flight (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist gains the ability to sprout leathery dragon wings from his back as a standard action. This grants him a fly speed of 60 feet with average maneuverability. He can dismiss the wings as a free action.

Ascension: At 20th level, when the cultist would become an outsider, his type instead changes to dragon. He gains darkvision 60 feet and low-light vision, as well as immunity to magic sleep effects and paralysis effects. Additionally, he can call upon the majesty and power of dragons, granting him the frightful presence universal monster ability, with a range of 30 feet, a duration of 1 minute, and a saving throw DC equal to 10 + 1/2 the cultist's class level + the cultist's Charisma modifier).

Daughters of the Raging Storm

The Daughters of the Raging Storm are a cult devoted to the power and majesty of storm spirits, gods of the sky, and the powers of lightning, wind, and rain. There are many splinter versions of this cult, and each has a slightly different doctrine, belief system, and goals, but as a general rule, the Daughters of the Raging Storm have little in the way of organized dogma, beyond serving themselves and their communities. They are often militant and violent organizations which strike out with a vengeance against those they perceive as their enemies, but exactly who that is varies from one branch of the cult to the next. Despite their name, the Daughters of the Raging Storm are open to both men and women, although many of the highest positions of power are occupied by women.

Typically, their ceremonial garb involves a loosefitting blue robe with golden linings; they do not typically wear hoods or cover their faces. Their symbols also vary, but almost always feature a yellow or golden lightning bolt on a blue background, often accompanied by a weapon or animal of some kind.

Alignment: Members of the Daughters of the Raging Storm can be of any alignment.

Restricted Spells: Members of the Daughters of the Raging Storm cannot cast spells with the earth descriptor.

Channeled Energy: Members of the Daughters of the Raging Storm do not channel positive or negative energy, but channel lightning, instead. The cultist's channel energy inflicts electricity damage to all creatures, living or undead, in the affected area. Creatures are entitled to a Reflex save, rather than a Will save, for half damage.

Familiar: Small air elemental or mephit (air or water)

Sacrifice: Blood or Wealth

Hexes: Members of the Daughters of the Raging Storm can select from the following hexes.

Call Lightning (Sp): As a standard action, the cultist can conjure a vertical bolt of lightning 5 feet wide and 30 feet tall, which strikes an area he designates within 60 feet, dealing an amount of electricity damage to each creature in the area equal to 1d6 plus an additional 1d6 for every 2 class levels beyond 1st (to a maximum of 10d6 at 19th level). A successful Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves this damage. The cultist can use this ability 3 times per day, plus an additional time for every 3 class levels he possesses beyond 1st (to a maximum of 9 times per day at 19th level). This ability does not function indoors or underground.

Call Rain (Sp): As a full-round action, the cultist can conjure ominous black rainclouds in the sky and cause rain to begin to fall. The rain begins falling at the beginning of the cultist's next turn, and falls in a 6o-footradius area centered on the location that the cultist was in when he used this ability. The rain falls for 10 minutes, overriding any other type of precipitation in the area



(including snow, heavy snow, sleet, and hail). Rain reduces visibility ranges by half, resulting in a -4 penalty on Perception checks. It automatically extinguishes any unprotected flames, and causes protected flames (such as those of lanterns) to dance wildly and have a 50% chance of extinguishing. Over time, the rain may turn dirt or packed earth to mud, at the GM's discretion (generally this takes at least 1 minute). The cultist can use this ability a number of times per day equal to 3 + his Charisma modifier. This ability functions indoors and underground, but the rain occurs outside and above ground.

Call Wind (Sp): As a standard action, the cultist can cause eldritch winds to whip around him. He can increase the wind speed in a 6o-foot-radius area centered on him by up to 20 miles per hour, plus an additional 10 miles per hour for every 5 class levels he possesses beyond 1st (to a maximum increase of 50 miles per hour at 16th level). These winds move with the cultist, and blow away from him in all directions. The cultist is affected normally by these winds; if he is blown away, determine the direction that he is blown randomly. The winds persist for 1 minute, or until the cultist dismisses them (a standard action). The cultist can use this ability 3 times per day.

Mighty Shout (Su): The cultist is able to make his voice heard over great distances, his words thundering across the landscape. As a full-round action, the cultist can speak a message of up to 25 words. These words echo thunderously, and are clearly audible (Perception DC -10) up to 1 mile away, with the Perception DC to hear them increasing by 1 for every 100 feet beyond that, instead of the normal distance. The speech is not exceptionally louder at its point of origin than it is 1 mile away, and is not loud enough to impair hearing, even for creatures adjacent to the cultist. This great echoing voice that seems to come from everywhere can be quite unnerving, and if the cultist chooses to make an Intimidate check as part of this message, he gains a bonus equal to his class level on the check. The cultist can use this ability a number of times per day equal to his Charisma modifier.

Sonic Resistance (Ex): The cultist gains resist sonic 5, and gains a +4 bonus on saving throws made to resist sonic effects, and any effect which would deafen him. At 11th level, this increases to resist sonic 10, and he gains immunity to the deafened condition.

Infuse Weapon (Secret of the First Circle) (Su): At 1st level, the cultist learns to channel the power of lightning through any weapon that he wields. As a swift action, he can infuse a melee weapon in his hand with electricity, causing it to deal an additional 1d6 points of electricity damage with each successful hit. This benefit lasts until the beginning of the cultist's next turn. The cultist can use this ability a number of times per day equal to 3 + his class level.

Thunderclap (Secret of the Second Circle) (Su):

Beginning at 9th level, the cultist can create a mighty thunderclap as a standard action. This creates a 10-footradius burst of sound, centered on a location of the cultist's choosing within 6o feet. Creatures in the affected area suffer 1d10 points of sonic damage per 2 class levels the cultist possesses. A successful Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves this damage. Creatures that fail their Reflex save must also succeed on a Fortitude save (same DC) or be deafened for 1 minute. The cultist can use this ability 3 times per day.

Stormrider (Secret of the Third Circle) (Su): Beginning at 17th level, the cultist learns how to control the skies themselves to lift himself into the air. He gains a fly speed with perfect maneuverability. The speed at which he can fly depends on the strength of the winds in the area he is in. In areas of light or moderate wind (0 – 20 mph), his fly speed is 30 feet. In areas of strong or severe wind (21 - 50 mph) his fly speed is 40 feet. In areas of windstorm-strength wind (51 – 74 mph), his fly speed is 60 feet. In areas of hurricane-force wind (75 – 174 mph), his fly speed is 80 feet. Finally, in areas of tornado-force wind (175 mph or higher), his fly speed is 120 feet. In all cases, the cultist suffers only 1/2 the normal penalty on Fly checks imposed by the winds. The cultist can fly in this way for a total number of minutes per day equal to his class level, which must be spent in increments of at least 1 minute. Finally, the cultist gains resist electricity 10.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the air subtype. Additionally, he becomes immune to electricity, and his entire body is suffused with electricity, which damages those that attack him. Whenever a creature successfully damages the cultist with a melee attack made with a natural attack, an unarmed strike, or a weapon made primarily of metal, the attacking creature suffers 3d6 points of electricity damage. Finally, the cultist can use his stormrider ability for an unlimited number of minutes per day.

Fellowship of the Ruby Feather

The Fellowship of the Ruby Feather is a loose collection of individuals who are devoted to improving the world around them and combatting the forces of evil and oppression, and which come together to do so. The theory behind the organization is that by pooling their talents and resources, the members of the fellowship can accomplish more good than they would acting alone, and to a certain extent, this is true: the fellowship does provide resources and aid to members of the organization to help them in their various quests, and the fellowship is also a good source of information, with members alerting one another to potential wrongs which can be righted. Practically speaking, however, the main function of the Fellowship of the Ruby Feather is to serve as a sort of lodge or gentleman's club for individuals who consider themselves to be heroic adventurers. Much time is spent by members sharing stories of their separate and individual triumphs and adventures over drinks in the fellowship lounge, or engaging in various banquets, balls, and other social occasions, with the cult as a whole rarely mobilizing together against any particular threat or menace.

Their symbol is a stylized image of a creature that they refer to as a phoenix, but is probably better described as being a quail with bright red and orange feathers. Their ceremonial garb is red robes with a purple fez that has a reddyed peacock feather affixed to the front.

Alignment: Members of the Fellowship of the Ruby Feather cannot be lawful or evil.

Restricted Spells: Members of the Fellowship of the Ruby Feather cannot cast spells with the evil or law descriptor.

Channeled Energy: Positive

Familiar: Lyrakien azata^{B2}

Sacrifice: Wealth

Hexes: Members of the Fellowship of the Ruby Feather can select from the following hexes.

Azatic Resistance (Ex): The cultist gains a +4 bonus on saving throws made to avoid petrification. Additionally, he gains an amount of electricity resistance equal to 1/2 his class level (rounded down, minimum 1). At 4th level, he gains an amount of cold and fire resistance equal to 1/4 his class level.

Blessings of the Four Seasons (Su): The cultist is constantly affected by the spell *endure elements*. Additionally, he gains a benefit that varies depending on what season is currently prevailing. In summer months, the cultist gains a +1 bonus on attack rolls. In autumn months, he gains a +1 bonus on Fortitude saves. In winter months, he gains a +1 bonus on Will saves, and in spring months, he gains a +1 bonus on Reflex saves. At 11th level, these bonuses increase to +2.

Blessings of Sun, Moon, and Stars (Su): The cultist receives a magical blessing whenever he is exposed to sunlight, moonlight, or starlight. When he first enters sunlight, the cultist receives a number of temporary



hit points equal to his class level. If the cultist is not damaged, these last for as long as the cultist remains in the sunlight, and for 1 round thereafter. If the temporary hit points are lost, the cultist can spend 1 minute basking in the sun in order to regain them. While in moonlight, the cultist gains a +4 bonus on Wisdom-based skill checks, as well as a +4 bonus on Stealth checks. While in starlight, the cultist gains spell resistance equal to 11 + his class level.

The cultist can only benefit from one of these blessings at any given time. If more than one of these light sources are present, sunlight supersedes moonlight, and moonlight supersedes starlight (meaning that the starlight blessing can only be gained when the stars are visible, but the moon is not). The cultist does not benefit from these blessings when not directly exposed to the light in question, meaning that this ability almost never functions indoors or underground.

Light Rays (Su): As a standard action, the cultist can fire a ray of light from his fingertip, similar to those created by ghaele azatas. Treat this as a ranged touch attack with a maximum range of 60 feet. If the attack hits, it deals 1d4 points of damage. The damage increases to 1d6 at 5th level, 1d8 at 10th level, 1d10 at 15th level, and 1d12 at 20th level. The cultist can use this ability at will.

Truespeech (Sp): The cultist gains a +4 bonus on Linguistics checks, and can cast *comprehend languages* as a spell-like ability 3 times per day. At 5th level, he can speak with any creature that has a language, as though using a *tongues* spell (his caster level is equal to his class level). This ability is always active, but the cultist can choose to suppress or resume it as a move action.

Bardic Performance (Secret of the First Circle) (Su): At ist level, the cultist gains a limited ability to make inspiring performances in a manner similar to a bard. This functions as the bardic performance class feature of the bard, with the following exceptions. The cultist can use this ability a number of rounds per day equal to 2 + his Charisma modifier, and at each level after 1st he can use bardic performance for 1 additional round per day. It is always a standard action for a cultist to begin a bardic performance, and he does not gain the ability to do so as a move or swift action at higher levels. Additionally, he gains access to a limited number of performances. At 1st level, he gains access to countersong and his choice of distraction, fascinate, or inspire courage. At 3rd level, he gains inspire competence. At 12th level, he gains soothing performance. He does not gain any of the other standard bardic performances.

Azata Freedom (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist's devotion to freedom allows him to protect himself and gain increased mobility. He can activate this ability as a swift action, and it functions as freedom of movement, except that instead of causing any combat maneuver checks made to grapple him to automatically fail, and causing him to succeed on all checks made to grapple or escape a pin, it only grants a +4 bonus to CMB and CMD for the purposes of avoiding or escaping a grapple (all other aspects of the spell apply normally). Alternatively, as a move action, he can sprout a pair of birdlike wings covered in ruby-red feathers, which grants him a fly speed of 60 feet with good maneuverability. He can use this ability for a total number of rounds per day equal to twice his class level, divided as he chooses between these two different uses of this ability. If he chooses to have both of these abilities active at the same time, each round that both benefits are active counts as two rounds of use.

Wind Blast (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist can create powerful blasts of wind, similar to those commanded by a bralani azata. As a standard action, he can release this wind in a 30-foot cone. Each creature in the area suffers 1d6 points of damage per class level, half of which is bludgeoning, and the other half of which is sonic. A successful Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves this damage. Additionally, each creature in the area is affected as though by the spell *gust of wind*. The cultist can use this ability 3 times per day.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the azata, chaotic, and good subtypes, and all benefits associated with those subtypes. If the cultist has the azatic resistance hex, he may immediately replace it with a different hex for which he qualifies. Additionally, he can use his azata freedom ability for an unlimited number of rounds per day.

Guardians of the Eternal Flame

The Guardians of the Eternal Flame are an order devoted to the power and majesty of fire. Derided by some as a loose collection of pyromaniacs and undisciplined sorcerers, the Guardians of the Eternal Flame show a surprising amount of restraint when it comes to fires, respecting the dangers of fire just as much as its potential benefits to mankind. Of course, as with many organizations, radical fringe elements of the cult are interested in little more than excuses to start and spread fires.

Their ceremonial garb is a red vest worn over an orange tunic, with loose-fitting yellow pants. They do not typically obscure their faces when they meet, but typically wear fezzes of a dark red, with a black or grey feather plume. Their symbol is an open flame in a circle, with a human worshipper on either side. Interestingly, the cultists make it a point of pride to never draw the shape of the flame in their symbol the same way twice, with the tongues of fire taking subtly different shapes or configurations each and every time.

Alignment: Members of the Guardians of the Eternal Flame can be of any alignment

Restricted Spells: Members of the Guardians of the Eternal Flame cannot cast spells with the cold or water descriptors.

Channeled Energy: Members of the Guardians of the Eternal Flame do not channel positive or negative energy, but channel fire, instead. The cultist's channel energy inflicts fire damage to all creatures, living or undead, in the affected area. Creatures are entitled to a Reflex save, rather than a Will save, for half damage.

Familiar: Small fire elemental or mephit (fire or magma)

Sacrifice: Wealth

Hexes: Members of the Guardians of the Eternal Flame can select from the following hexes.

Fire Conversion (Su): Three times per day, when the cultist casts a spell that deals energy damage, he can change the type of damage inflicted by the spell to fire damage. This also adds the fire descriptor to the spell, and removes any descriptor associated with the previous energy type. This does not increase the casting time or spell level of the affected spell, and the cultist can cast spells with the cold descriptor using this ability, despite their normal restriction against casting such spells.

Fire Resistance (Su): The cultist gains an amount of fire resistance equal to his class level. Three times per day, as an immediate action, he can increase his fire resistance to twice his class level until the end of his next turn.

Increase Flammability (Su): The cultist can magically reduce a creature or object's resistance to flames, causing wood to become dry, metal to melt at lower temperatures, and flesh to singe more easily. As a standard action, the cultist can choose a single creature or object within 60 feet. If the target is an object, its hardness is reduced by an amount equal to the cultist's class level against fire damage for 1 minute (to a minimum hardness of o). If this reduces the object's effective hardness to o, fire damage inflicted to the object is not halved. This reduction of hardness applies only to fire damage, and does not affect the object's hardness for the purposes of other damage types. If the object is larger than a single 10-foot cube, only a 10-foot cube of the object's area is affected.

If the target is a creature, and has fire resistance, his resistance is reduced by an amount equal to the cultist's class level for 1 minute. If the target is a creature with no particular resistance to fire, that creature gains vulnerability to fire (suffering 150% as much fire damage as it otherwise would) for 1 minute. At 7th level, the cultist can use this ability on a creature with fire immunity, causing that creature to take 1/2 damage from sources that deal fire damage, rather than taking no damage, for 1 minute. In all cases, if the target is a creature, a successful Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) negates this effect. Whether used on creatures or objects, multiple instances of this ability do not stack.

Immolate (Su): The cultist can cause his foes to spontaneously erupt in flames. As a standard action, the cultist can cause a single creature within 30 feet to suddenly combust, suffering 1d6 points of fire damage, plus an additional 1d6 points of fire damage for every 3 class levels beyond 1st. A successful Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves this damage. A creature that suffers any amount of fire damage from this ability catches on fire. A creature that catches fire in this way must succeed on another Reflex save at the beginning of his turn each round (same DC) or suffer 1d6 points of fire damage, plus an additional 1d6 points of fire damage for every 3 class levels the cultist possesses beyond 1st. If the creature succeeds on this saving throw, he extinguishes the flames, and is no longer on fire. The target can automatically douse the flames by immersing himself in water, or gain a +4 bonus on his saving throws by rolling on the ground, as normal for extinguishing fires. The cultist cannot target the same creature with this ability more than once in a 24-hour period.

Smokefriend (Su): The cultist can see through fire, fog, and smoke without penalty, as long as the light is sufficient to allow him to see normally. At 7th level, he can breathe smoke as though it were pure air, and is immune to all inhaled poisons and abilities that rely on breathing (including stench, *stinking cloud*, and similar spells and abilities).

Fire Ray (Secret of the First Circle) (Su): At 1st level, the cultist can unleash a ray of elemental fire as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6 points of fire damage on a successful hit. At 7th level, this increases to 1d8 points of fire damage, and at 14th level it increases to 1d10 points of fire damage.

Cone of Smoke (Secret of the Second Circle) (Su): At 9th level, the cultist can exhale a cone of choking, superheated smoke and ash. Doing so is a standard action, and the smoke fills a 6o-foot cone. Each creature in the area suffers 1d6 points of fire damage per 2 class levels. A successful



Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves this damage. Additionally, the area is filled with cloying smoke, which obscures vision in the same manner as a *fog cloud* spell. Additionally, each creature that enters the area or begins its turn within the area must succeed on a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or be nauseated for 1 round. The smoke lingers in place for a number of rounds equal to the cultist's Charisma modifier (minimum 1). The cultist can use this ability 3 times per day. At 14th level, and again at 19th level, he gains an additional daily use of this ability.

Form of Flames (Secret of the Third Circle) (Ex):

Beginning at 17th level, the cultist can transform his own body into living flames as a move action. This causes the cultist to become incorporeal. He gains an incorporeal touch attack which deals an amount of fire damage equal to 1d6 per 2 class levels. Additionally, any creature that hits him with a natural attack, a manufactured melee weapon without reach, or an unarmed strike suffers 3d6 points of fire damage. The cultist can end this effect as a swift action. The cultist can maintain this effect for a number of rounds per day equal to twice his class level. These rounds need not be consecutive.

Ascension: At 20th level, when the cultist becomes an outsider, he also gains immunity to fire. If the cultist has the fire resistance hex, he may immediately replace it with a different hex for which he qualifies. Additionally, the cultist gains some of the benefits enjoyed by elementals: he becomes immune to bleed, paralysis, poison, and sleep effects, although he does not gain immunity to flanking, stunning, critical hits, or precision-based damage.



Hermetic Order of the Infernal Crown

The Hermetic Order of the Infernal Crown is devoted to the diabolical rulers of the nine Hells. Those who join the cult are promised not only magical power and influence over others in this life, but are also promised positions of great power and importance in Hell once they pass on to the afterlife. Often, the cult presents itself as a sort of social networking group, such as a gentleman's club or a lodge, and attracts members by strongly implying that many influential public officials are members of the order, and that those interested in making connections to the halls of power in their society would be well-served to join the order and have chances to meet these people. Of course, most of the time, these are bald-faced lies, and the ranks of the cult are filled primarily with ambitious individuals who have no real power or connections, all pretending to be more important than they are, so as not to be snubbed.

Their symbol is a nine-pointed crown turned so that its points face towards the ground. Their ceremonial garb is burgundy-red robes trimmed with gold, with large cowls that conceal their faces.

Alignment: Members of the Hermetic Order of the Infernal Crown cannot be good or chaotic.

Restricted Spells: Members of the Hermetic Order of the Infernal Crown cannot cast spells with the chaos or good descriptors.

Channeled Energy: Negative.

Familiar: Imp.

Sacrifice: Blood or wealth.

Hexes: Members of the Hermetic Order of the Infernal Crown can select from the following hexes.

Corrupting Whisper (Sp): As a standard action, the cultist can mentally compel a single creature within 60 feet to perform a single evil act, such as theft, murder, or other actions that involve hurting another for personal gain or enjoyment. The act in question must be able to be described in 100 words or less, and must take no more than 24 hours to complete. The target is entitled to a Will save to resist this effect, and gains a +4 bonus on the save if performing this action will have obvious negative consequences (such as violating a law in front of the town guard, or breaking an important promise to a loved one). If the target succeeds on the Will save, he identifies the cultist as the source of the mental compulsion. Whether the target succeeds or fails his Will save, he cannot be the target of this hex again for 24 hours. The cultist can use this ability a number of times per day equal to his Charisma modifier.

Devilish Wound (Su): Whenever the cultist scores a critical hit with a melee weapon, he can choose to leave a devilish wound. If he does, the damage inflicted by that critical hit cannot be healed naturally, and even magical healing fails to affect it unless the caster succeeds on a caster level check (DC 11 + the cultist's class level). A creature that has been affected by this ability cannot be affected by another devilish would until the first one has been successfully healed.

Diabolical Contract (Su): With one minute of work, the cultist can draw up a diabolical contract which is magically binding to those who sign it. A character that is forced to sign the contract by magical compulsion is unaffected, as is a character who is somehow tricked into signing the document without realizing that it is a contract (such as with *illusory script*), but anyone who signs it willingly (even under duress) is bound by the letter of the contract as though by a *geas/quest* spell. The first time that a signatory actively tries to break the letter of the agreement, he may make a Will save. Creatures that were not under any particular duress at the time that they signed the contract suffer a -4 penalty on this saving throw. Success on this saving throw indicates that the creature is able to break the contract. Failure indicates that he is magically compelled to uphold his end of the contract, and he cannot attempt another saving throw at any time.

A creature can be freed of the *geas/quest* effect in several ways. First, once the terms of the contract are completed, the effect ends, although if the terms of the contract call for an open-ended task on the part of one or more signatories, this may never occur. Second, if any signatory successfully breaks the letter of the agreement (by succeeding on his Will save), the effect ends immediately for all signatories. Finally, if all other signatories agree to release one or more of the signatories from the contract, they can do so, ending the effect for just the chosen signatories.

The cultist can create a number of diabolical contracts per week equal to his Charisma modifier.

Flames of Perdition (Su): As a standard action, the cultist can surround himself with an aura of hellish flames. This aura has a radius of 5 feet, plus 5 additional feet for every 5 class levels the cultist possesses (to a maximum of a 25-foot radius at 20th level). Each creature that enters the aura, or begins its turn in its area, suffers 1d6 points of fire damage. A successful Reflex save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) halves this damage. At 4th level, and every 3 levels thereafter, the damage inflicted by the aura increases by 1d6 (to a maximum of 7d6 at 19th level). The cultist is never harmed by his own flames of perdition ability. The cultist can use this ability for a total number of rounds per day equal to his Charisma modifier (minimum 1).

Infernal Resistance (Ex): The cultist becomes immune to poison, and gains an amount of fire resistance equal to his class level. At 10th level, he also gains an amount of acid and cold resistance equal to 1/2 his class level.

Devil's Sight (Secret of the First Circle) (Su): Beginning at 1st level, the cultist can see perfectly in darkness of any kind, even that created by *deeper darkness*.

Harness Hellfire (Secret of the Second Circle) (Su): Beginning at 9th level, whenever the cultist casts a spell that deals fire damage, he can choose to make the damage hellfire, instead. If he does, then half of the damage inflicted by the spell is not subject to fire resistance or immunity. Further, any good creature damaged by the spell suffers an additional amount of fire damage equal to the cultist's class level. This damage is also not subject to fire resistance or immunity.

Hell's Black Wings (Secret of the Third Circle) (Ex): Beginning at 17th level, as a move action, the cultist can grow a pair of fearsome bat-like wings, which grant him a fly speed of 60 feet with good maneuverability. The wings can be dismissed as a free action.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the devil, evil, and lawful subtypes, and all the traits associated with those types. If the cultist has the infernal resistance hex, he may immediately replace it with a different hex for which he qualifies. Additionally, once per day, he can summon any devil of CR 16 or less as a full-round action that does not provoke attacks of opportunity. This summons has a 100% chance of success. The summoned creature serves him faithfully for up to 10 minutes, and this otherwise functions as the spell *summon monster IX*.

Inheritors of the Ancient Wave

The Inheritors of the Ancient Wave is a sect that devotes itself to the mighty and alien aboleths. They glorify the ancient days, when aboleth empires stretched across the land and sea, and actively work to help bring about their prophesied time of reckoning, when the aboleths will once again rise up and take control of land and sea alike. The members of the Inheritors of the Ancient Wave believe that, should they help the aboleths in conquering the humanoid nations, they will be greatly rewarded for their efforts, and placed in positions of great power.

The regalia of the Inheritors of the Ancient Wave are a blue robe with green trim, and an ocean motif. Low-ranking members often wear masks resembling the cracked visages of skum, while high-ranking members have masks reminiscent of aboleths. The cult's symbol is three red eyes surrounded by four reaching green tentacles on a black background.

Alignment: Members of the Inheritors of the Ancient Wave cannot be good.

Restricted Spells: Members of the Inheritors of the Ancient Wave are not restricted in their spellcasting.

Channeled Energy: Negative

Familiar: Homunculus

Sacrifice: Blood or wealth

Hexes: Members of the Inheritors of the Ancient Wave can select from the following hexes.

Alien Mind (Ex): The cultist's mind has been shaped by his encounters with the strange and alien aboleths, altering his thought processes. He gains a +4 bonus on saving throws made to resist mind-affecting spells and effects. Additionally, whenever he is the target of a divination spell that allows a saving throw that is not denoted as harmless, if he succeeds on the saving throw, the caster gains a glimpse into the cultist's horrifying and twisted mind, and must succeed on a Will save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or be shaken for 1 minute.

Altered Anatomy (Ex): The cultist gains darkvision 60 feet. If the cultist already possessed darkvision, he can either increase the range of his existing darkvision by 60 feet, gain low-light vision, or gain blindsight 10 feet. At 5th level, the cultist's internal organs shift and move, granting him a 25% chance of ignoring a critical hit or precision-based damage inflicted to him, as the light fortification armor ability. At 10th level, this increases to 50%, and at 15th level it increases to 75%.

Controlling Gaze (Sp): The cultist gains a +2 competence bonus on Diplomacy and Intimidate checks. Additionally, the cultist can cast *charm person* once per day as a spell-like ability. At 3rd level, and every 3 levels thereafter, he can cast *charm person* one additional time each day. At 9th level, he can expend 3 daily uses of this ability in order to cast *charm monster* or *dominate person*



as a spell-like ability, instead. At 18th level, he can expend 6 daily uses of this ability in order to cast *dominate monster* instead.

Rubbery Skin (Ex): The cultist's skin becomes slick and rubbery. He gains a +4 bonus on Escape Artist checks, and his natural armor bonus to AC increases by +1. At 8th level, and again at 15th level, his natural armor bonus to AC increases by an additional +1.

Tentacles (Su): As a move action, the cultist can cause a pair of ectoplasmic tentacles to grow from his body. These tentacles have a reach of 10 feet (for a Small or Medium creature) and are secondary natural attacks that deal 1d4 points of bludgeoning damage on a successful hit (for a Medium creature). Further, the tentacles grant a +4 competence bonus on all combat maneuver checks made using them. The tentacles remain for 1 minute, or until the cultist dismisses them (a move action). The cultist can use this ability a number of times per day equal to 1 + his Constitution modifier.

Primordial Transformation (Secret of the First Circle) (Su): At 1st level, the cultist gains the ability to breathe water as well as air, and gains a swim speed equal to his base land speed.

Secrets of Magic (Secret of the Second Circle) (Su): At 9th level, the cultist can choose a single enchantment or illusion spell that appears on the sorcerer/wizard spell list at 4th level. He adds this spell to his spellbook as though it were a 3rd-level spell, and treats it as a 3rd-level spell thereafter.

At 11th level, he can choose a 5th-level spell, and add it to his spellbook as a 4th-level spell, in the same way. At 13th level, and again at 15th level, he can choose a 6th-level spell, and add it to his spellbook as a 5th-level spell. At 17th level, he can choose a 7th-level spell, and add it to his spellbook as a 6th-level spell. At 19th level, he can choose an 8th-level spell, and add it to his spellbook as a 6th-level spell. All spells chosen this way must be enchantment or illusion spells, and must appear on the sorcerer/wizard spell-list at the indicated spell level.

Slime (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist's body becomes able to produce a transformative slime, similar to that secreted by aboleths. As a standard action, the cultist can spit a blob of this slime as a ranged touch attack, with a range increment of 10 feet, and a maximum range of 60 feet. If the attack hits, the target must succeed on a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or instantly have his skin and flesh transformed into a clear, slimy membrane. This reduces the target's Constitution score by 4, and causes the target to quickly dry out, suffering 3d6 points of damage each round that he is not immersed in water or a similar liquid. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this ability. The cultist can use this ability 3 times per day.

Ascension: At 20th level, when the cultist becomes an outsider, instead of gaining the outsider type, the cultist is treated as having the aberration creature type, and he gains darkvision 60 feet. If he already possessed darkvision, the range of his existing darkvision increases by 60 feet. Additionally, he learns how to transform a creature that has been afflicted with his slime into a skum servant. Doing so requires a special ritual that takes 1 hour to perform, requiring that the slime-afflicted creature be either helpless or willing. At the end of the ritual, the creature is transformed into a skum, although the creature retains any class levels, feats, skills, and the memories of his former life. Skum created by the cultist in this way are magically linked to him, and he can control their actions as though with dominate monster. This effect lasts indefinitely, though it can be broken by break enchantment, or more powerful magic.

The cultist can only control a total number of Hit Dice worth of skum in this way at any given time equal to twice his Hit Dice, and he cannot control any skum whose Hit Dice are equal to or greater than his class level minus 4. If a newly created skum would exceed the cultist's Hit Dice limit, he can choose to release a previously created skum from his control. Skum that are not under the cultist's control are free-willed and can act as they please. Any Hit Dice worth of skum that the cultist controls count against the Hit Dice of undead he can control with *animate dead* and similar spells, and vice versa. Only creatures that have failed the saving throw to resist the cultist's slime ability can be transformed into skum in this way.

Knights of the Green Void

This unusual and obscure cult is devoted to the concepts of entropy—the inevitable and constant decay of every single thing, throughout the multiverse. They believe that all of creation is temporary and passing in nature, and work to speed things towards what they see as their inevitable conclusion: the complete dissolution of everything. What makes the Knights of the Green Void so peculiar, however, and the source of their colorful name, is their elevation of oozes as the ultimate embodiments of entropy, and the perfect life form—or as close to perfect as something can be, given their ideology. They point to the simplicity, both in mind and body, of oozes, lauding their effectiveness and efficiency. Further, they idealize the ooze's existence, always in search of its next meal, and leaving a trail of destruction (and often acid) in its wake.

Their ceremonial garb is green robes trimmed with black. Their symbol is a single human hand, its fingers curled in pain, with liquid running down its fingers—interpreted by some to be a hand doused in acid or ooze, and by others as the hand melting away in the face of unavoidable entropy.

Alignment: Members of the Knights of the Green Void cannot be lawful.

Restricted Spells: Members of the Knights of the Green Void cannot cast spells with the fire or law descriptors.

Channeled Energy: Negative

Familiar: Ooze mephit

Sacrifice: Blood or Wealth

Hexes: Members of the Knights of the Green Void can select from the following hexes.

Entropic Curse (Su): The cultist can call upon the powers of entropy to reverse a creature's natural healing, causing it to tear the target apart rather than knit him back together. As a standard action, the cultist can force a single creature within 30 feet to succeed on a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or have his fast healing and regeneration inverted. Each round, instead of healing damage from his fast healing or regeneration, the target suffers that much damage, instead. This effect lasts for 1 minute. Creatures without fast healing, regeneration, or a similar ability are immune to this effect, as are creatures whose regeneration cannot be overcome by normal means (such as the tarrasque). Regardless of whether the creature succeeds or fails on his saving throw, he is immune to this hex for 24 hours.

Oozefriend (Su): The cultist has a special bond with oozes, and is able to manipulate them to some extent. Mindless oozes, and oozes with an Intelligence score of 2 or less, will not attack the cultist unless he makes a hostile action toward the ooze first, or the ooze is directly ordered to do so by some creature that is able to magically control its actions. Oozes with Intelligence scores of 3 or higher have their starting attitude towards the cultist increased by one step (hostile becomes



unfriendly, unfriendly becomes indifferent, and so on). At 11th level, the cultist is able to affect oozes with mindaffecting spells and abilities, even if they would normally be immune. The ooze gains a +2 bonus on saving throws made to resist such effects.

Slime Shield (Su): The cultist can conjure a shield of translucent slime which he can use to slow incoming blows. Conjuring the shield is a standard action, and it grants a +2 shield bonus to AC. The cultist must use a hand to wield the slime shield, but the shield is weightless and does not have an arcane spell failure chance. At 6th level, and again at 12th level and 18th level, the shield bonus granted by the slime shield increase by +1. Once summoned, the slime shield lasts for 1 minute. The cultist can use this ability 3 times per day.

Spit Slime (Sp): As a standard action, the cultist can spit a blob of mildly acidic slime. This functions as the spell grease (10-foot square version only), except that any creature that falls in the grease suffers an amount of acid damage equal to the cultist's class level. This damage is suffered each time the creature falls in the affected area, and at the end of any turn in which the creature remained prone in the area for his entire turn. The slime remains active for 1 minute, after which it loses its acidity and dries harmlessly into nothingness. The cultist can use this ability 3 times per day.

Withering Glance (Su): As a standard action, the cultist can direct his gaze on a single humanoid creature within 30 feet. That creature must succeed on a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's

Charisma modifier) or have his vitality temporarily drained away, causing him to suffer penalties to his Strength, Dexterity, and Constitution scores as though he had advanced to the next age category. If the target fails the Fortitude save by 10 or more, he suffers penalties as though he had advanced 2 age categories, instead. If this would cause the target to suffer penalties beyond those associated with the venerable age category, he suffers only the penalties associated with venerable, instead. These penalties last for 1 minute. Regardless of whether the target succeeds or fails on his saving throw, he is immune to this ability for 24 hours.

Acidic Touch (Secret of the First Circle) (Su): At 1st level, the cultist can coat the palm of his hand with an eldritch acid made from pure entropy. This acid does not harm the cultist, but can be used to damage creatures or objects. As a standard action, the cultist can make a melee touch attack. If the attack hits, it deals 1d6 points of acid damage, plus an additional 1d6 points of acid damage for every 3 class levels beyond 1st (to a maximum of 7d6 at 19th level). This acid damage is not halved before hardness, and ignores hardness of 10 or less. The cultist can use this ability a number of times per day equal to his Charisma modifier (minimum 1).

Amorphous Body (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist learns how to shift and twist his internal anatomy, in much the same way that an ooze is able to, making it difficult for him to suffer serious damage. The cultist has a 25% chance of ignoring any critical hit or precision-based damage. At 12th level, this increases to a 50% chance, at 15th level it increases to a 75% chance, and at 18th level it increases to a 100% chance.

Liquid Body (Secret of the Third Circle) (Sp): Beginning at 17th level, the cultist gains the ability to completely liquefy himself, allowing him to pass through small cracks and similar openings. This functions as *gaseous form*, except that the cultist does not gain a fly speed, and instead gains a land speed and swim speed of 10 feet. The cultist can use this ability at will. Transitioning to and from liquid form is a fullround action.

Ascension: At 20th level, when the cultist would become an outsider, his type changes to ooze, instead. He gains immunity to all mind-affecting effects, poison, sleep effects, paralysis, polymorph, and stunning. He also gains blindsight, and cannot be flanked.

Order of the Rainbow Veil

The Order of the Rainbow Veil is a secret society that is dedicated to the ideals of the couatls: hidden benefactors who work behind the scenes, or in disguise, to manipulate mortal societies for their own benefit, helping to achieve peace and harmony. Some branches of the order work directly with couatls, taking orders from their winged serpent masters and serving as their hands in society. Others envision themselves taking on the role of couatls for their society, endeavoring to act in much the same way to quietly shape society for the betterment of all. Though their attitudes towards the societies that they protect tend to be arrogant and dismissive—they maintain that they must operate in secrecy because otherwise those whose best interests they claim they work towards would misinterpret their benevolence as control-they nonetheless genuinely believe that they are working for the betterment of mankind, and often their works do accomplish quite a deal of good.

They are organized into seven circles, from red (for the newest, least-initiated members) to indigo (for the leaders of the cult), and their ceremonial garb are robes of the same color as their rank, with black stoles, except for the supreme leader of any given branch of the cult, who wears a black robe with a rainbow stole. Their symbol is a sevencolored serpent, coiled into a protective circle around the globe.

Alignment: Members of the Order of the Rainbow Veil cannot be chaotic or evil.

Restricted Spells: Members of the Order of the Rainbow Veil cannot cast spells with the evil descriptor.

Channeled Energy: Positive

Familiar: Celestial familiar or psuedodragon

Sacrifice: Wealth

Hexes: Members of the Order of the Rainbow Veil can select from the following hexes.

Fangs (Su): As a swift action, the cultist can grow a pair of large, snakelike fangs, granting him a primary bite natural attack that deals id4 points of piercing damage for a Medium creature (if the cultist is Small, the fangs deal id3 points of damage, instead). If the cultist is 1th level or higher, these fangs deliver couatl venom with each hit (see below). The cultist can use these fangs for a total number of rounds each day equal to 3 + his class level. These rounds need not be consecutive, and the cultist can retract the fangs as a swift action.

COUATL VENOM

Injury—bite; *save* Fortitude DC varies (10 + 1/2 the cultist's class level + the cultist's Constitution modifier); *frequency* 1/minute for 10 minutes; *effect* 1d4 Str; *cure* 2 consecutive saves.

Know Alignment (Sp): The cultist is constantly affected as though by detect chaos, detect evil, detect good, and detect law. He can only concentrate on one of these spells at a time, but given enough time, can easily use all four to determine a creature's exact alignment. If the cultist is at least 7th level, he can concentrate on all four of these spells simultaneously. If he is at least 13th level, he can concentrate on all four spells as a move action. If he is at least 19th level, he can concentrate on all four spells as a swift action.

Know Hearts (Sp): The cultist gains a +4 bonus on Sense Motive checks. At 3rd level, he can cast *detect thoughts* once per day as a spell-like ability. At 6th level, and every 3 levels thereafter, he can cast *detect thoughts* one additional time each day. At 12th level, once per day, when he casts *detect thoughts* in this fashion, he can do so as an immediate action. At 15th and 18th levels, he can use this ability as an immediate action one additional time per day (to a maximum of six daily uses of *detect thoughts*, up to three of which can be immediate actions, at 18th level)

Serpent Tail (Su): As a standard action, the cultist can cause his legs to fuse together into a serpent's tail, covered in rainbow-colored iridescent scales. This reduces his speed by half, but renders him immune to being tripped, and also grants him a tail slap primary natural attack that deals 1d8 points of bludgeoning damage for a Medium creature (1d6 points of bludgeoning damage if the cultist is Small). Additionally, the cultist gains the grab and constrict universal monster abilities, allowing him to attempt to start a grapple as a free action whenever he hits with his tail slap attack, and to constrict (the constrict damage is equal to his tail slap damage, but always applies 1.5 times his Strength modifier). Returning to normal form is a move action. The cultist can use this ability for a number of rounds per day equal to 3 + 1/2 his cultist level. If the cultist runs out of rounds while still transformed, he is forced to spend a move action that round returning to normal form.

Stealth (Su): The cultist gains a +4 competence bonus on Disguise and Stealth checks. If the cultist is at least 3rd level, he can cast *invisibility* once per day as a spelllike ability. At 6th level, and every 3 levels thereafter, he can cast *invisibility* one additional time each day. At 12th level, once per day, when he casts *invisibility* in this fashion, he can do so as an immediate action. At 15th and 18th levels, he can use this ability as an immediate action one additional time per day (to a maximum of six daily uses of *invisibility*, up to three of which can be immediate actions, at 18th level).

Divine Revelations (Secret of the First Circle) (Su): At 1st level, the cultist can choose a single spell from the cleric spell list of a spell level that he is able to cast, and add that spell to his spellbook. He forever after treats that spell as though it were on the sorcerer/wizard spell list at the same level that it appears on the cleric spell list. Every level thereafter, he may choose an additional spell from the cleric spell list of a spell level that he is able to cast, and he adds that to his spellbook in the same fashion.



Rainbow Wings (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist can summon a pair of rainbow-colored, feathery wings, which appear from his back without damaging his clothes or armor, and allow him to take to the air. Any time the cultist falls 10 or more feet, the wings appear automatically, allowing him to descend slowly and safely to the ground, as the spell *feather fall*, with a caster level equal to the cultist's class level. If he does not reach the ground by the end of this effect, he can choose to activate the wings fully as a free action (see below); otherwise, he begins to fall.

Additionally, the cultist can summon the wings at any time as a swift action, granting him a fly speed of 60 feet with good maneuverability. He can dismiss the wings with another swift action. He can use the wings a total number of rounds per day equal to his class level. They need not be spent consecutively. The use of this ability that replicates *feather fall* does not count against the number of rounds the cultist can use this ability each day.

Finally, the cultist can call upon the wings to shield him from certain effects. As an immediate action, he can summon the wings to grant himself a +4 bonus on any saving throws made to resist spells with "color," "prismatic" or "rainbow" in their names, and grant himself spell resistance equal to 10 + his class level against such spells. These benefits last until the beginning of his next turn, and this consumes 2 daily rounds of this ability each time it is used in this way.

Rainbow Stare (Secret of the Third Circle) (Ex):

Beginning at 17th level, as a standard action, the cultist can direct an eldritch stare at a living creature within 60 feet, causing his eyes to glow with hypnotic, rainbow colors. The target must succeed on a Will save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) or be affected by the stare, as determined by his Hit Dice, relative to the cultist's class level.

Hit Dice 5 or *More Fewer Than Cultist's Level:* The creature is either blinded permanently and paralyzed for 10 minutes, or affected as though by *dominate monster*, chosen by the cultist.

Hit Dice 1 – 4 *Fewer Than Cultist's Level:* The creature is either blinded permanently and stunned for 2d4 rounds, or affected as though by *charm monster*, chosen by the cultist.

Hit Dice Equal to Cultist's Level: The creature is blinded and stunned for 2d4 rounds.

Hit Dice 1 – 4 Greater Than Cultist's Level: The creature is blinded and stunned for 1d4 rounds.

Hit Dice 5 or *More Greater Than Cultist's Level:* The creature is stunned for 1 round.

The cultist can use this ability once per day. At 20th level, the cultist can use this ability one additional time per day.

Ascension: At 20th level, when the cultist becomes an outsider, his body becomes covered in fine, iridescent scales, which increase his natural armor bonus to AC by +2, and grant him spell resistance 31 and immunity to poison.

Servitors of the Divine Judges

The Servitors of the Divine Judges promote themselves publicly as the watchdogs and overseers of religious orders and institutions, hunting down and punishing those who commit atrocities in the gods' names, or who otherwise abuse their positions. In actuality, however, this simply serves as a pretext for the cult to insinuate themselves into religious orders and affairs, and, indeed, many of the "corrupt" priests and heretics that they try to execute have, in fact, done nothing wrong.

In truth, the Servitors of the Divine Judges are devoted to the infernal race of outsiders known as the asuras: evil beings that take every opportunity to thwart the gods their ancient enemies—and which revel in destruction of all kinds. The cult wages a secret war on behalf of their asura allies, attempting to do as much harm as possible to divine servants and religious institutions of all alignments and faiths. Their ceremonial garb is black robes with hoods, and porcelain masks with two faces: the left face smiling and happy, the right face stern and disapproving. Their symbol is six golden swords, arranged in a circle, with the hilts pointing inward, and the blades pointing out.

Alignment: Members of the Servitors of the Divine Judges cannot be good or chaotic.

Restricted Spells: Members of the Servitors of the Divine Judges cannot cast spells with the good or chaotic descriptors.

Channeled Energy: Negative

Familiar: Tripurasura^{B3}

Sacrifice: Blood

Hexes: Members of the Servitors of the Divine Judges can select from the following hexes.

Asuric Resistance (Ex): The cultist gains a +4 bonus on saving throws made to resist curses, diseases, and poisons. At 6th level, he also gains an amount of acid and electricity resistance equal to 1/3 his class level.

Breathe Poison (Su): The cultist becomes immune to inhaled poisons. Additionally, three times per day, as a standard action, he can exhale a cloud of noxious green vapor, which clouds the minds of those that inhale it. This cloud is clearly visible, and takes the form of a 15foot cone. It lingers in the air for a number of rounds equal to the cultist's Constitution modifier, and any creature that enters the affected area or begins his turn within the affected area is exposed to the poison.

SERVITOR POISON

Inhaled; *save* Fortitude DC varies (10 + 1/2 the cultist's class level + the cultist's Constitution modifier); *frequency* 1/round for 6 rounds; *effect* 1d₃ Wis; *cure* 2 consecutive saves.

Divine Hatred (Ex): The cultist's potent hatred of all things divine empowers his attacks and spells. He gains a +2 morale bonus on attack and damage rolls made against creatures capable of casting divine spells, as well

as against outsiders with spell-like abilities. Additionally, the saving throw DCs of his spells, spell-like abilities, and supernatural abilities are increased by +1 for such creatures. At 5th level, and every 5 levels thereafter, the bonuses to attack and damage increase by +1. At 8th level, and again at 16th level, the bonuses to saving throw DCs increase by +1.

Elusive Aura (Su): The cultist can exude an aura that affects all creatures within its area as if by a *nondetection* spell. This aura has a radius equal to 15 feet, plus an additional 5 feet for every 2 class levels beyond 1st (to a maximum of 60 feet at 19th level). The caster level check to attempt divination on creatures within the aura is 15 + the cultist's caster level. Activating or suppressing this effect is a move action. The cultist can have this aura active for a total number of minutes per day equal to his class level, which must be spent in 1-minute increments.

Gaze of Destruction (Su): As a standard action, the cultist can gaze upon a single creature within 60 feet, focusing malevolence and hatred upon him, and inhibiting his ability to heal. The target is entitled to a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) to negate this effect. If the target fails, then until the beginning of the cultist's next turn, the target loses the benefits of any regeneration or fast healing he may possess (except for regeneration that cannot be overcome by any known means, such as that possessed by the tarrasque). Additionally, until the beginning of the cultist's next turn, any magical healing that the target would receive is halved (rounded down). This applies only to healing that restores hit points, and not other forms of healing (such as removing negative conditions, ability score damage, etc.).

Style of Twin Judgments (Secret of the First Circle) (Ex): At 1st level, the cultist gains Two-Weapon Fighting as a bonus feat, even if he doesn't meet the prerequisites. Additionally, he ignores any Dexterity score prerequisites for the purposes of qualifying for any feats relating to two-weapon fighting (including, but not necessarily limited to, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting, and Two-Weapon Defense). Finally, as a swift action, he can negate the -2 penalty for fighting with two weapons until the beginning of his next turn. He can use this ability a number of times per day equal to his class level.

Divine Spell Resistance (Secret of the Second Circle) (**Su**): Beginning at 9th level, the cultist gains spell resistance equal to 11 + his class level, which applies only to spells cast by divine spellcasters and the spell-like abilities of outsiders. He also gains a +4 bonus on saving throws made to resist the effects of such spells or spell-like abilities.

Spirit Knives (Secret of the Third Circle) (Ex): Beginning at 17th level, the cultist can summon spectral knives, reminiscent of an asurendra's spirit blades, to fight on his behalf. Summoning these spirit knives is a full-round action. When he does so, the cultist creates up to four dagger-shaped force effects that float near him until directed. The cultist can use a standard action to direct one knife to attack a target up to a distance of 30 feet away, or use a full-round action to cause all four knives to attack up to four different targets up to a distance of 30 feet away, each to a different target if



desired. Once the cultist directs a spirit knife to attack a foe, the knife continues to make a single attack against that foe each round on the cultist's turn until directed otherwise, or until the target moves more than 30 feet away from the cultist.

The spirit knives attack with the cultist's base attack bonus modified by his Charisma modifier, and deal an amount of damage equal to 1d4 + his Charisma modifier with each successful hit. Against divine spellcasters, the spirit knives gain an additional +2 bonus on attack rolls, and deal an additional 1d4 points of damage. Physical attacks do not affect these knives, but *disintegrate*, a *sphere of annihilation*, or a *rod of cancellation* (touch AC 25) causes them to vanish. The knives last for one minute, or until the cultist moves more than 30 feet away from them, at which point they vanish without a trace.

The cultist can use this ability once per day. At 19th level, he gains an additional daily use of this ability.

Ascension: At 20th level, when the cultist becomes an outsider, he gains the asura, evil, and lawful subtypes, and all the traits associated with those types. If the cultist has the asuric resistance hex, he may immediately replace it with a different hex for which he qualifies. Additionally, once per day, he can summon an asurendra as a full-round action that does not provoke attacks of opportunity. This summons has a 70% chance of success. The summoned asurendra serves him faithfully for up to 2 minutes, and this otherwise functions as the spell *summon monster IX*.

Sisterhood of Perfect Steel

The Sisterhood of Perfect Steel is an organization devoted to the improvement of life through the application of clockwork, constructs, and similar technology. They believe that steel, and other metals, are much stronger than flesh, and so should be used to replace and augment it to whatever extent is possible. They devote themselves wholeheartedly to the study of artifice and the creation of constructs, as well as unlocking the mysteries of strange technological artifacts, whenever they are able to get their hands on them. Despite their name, the Sisterhood of Perfect Steel is open to members of both genders, although its four founding members were all female.

Their ceremonial garb consists of grey robes covered in reflective sequins or scales, of a metallic silvery color. The leader of any given branch of the cult has robes with coppercolored sequins or scales, instead. Their symbol is an iron golem holding a globe above its head in one hand.

Alignment: Members of the Sisterhood of Perfect Steel cannot be chaotic.

Restricted Spells: Members of the Sisterhood of Perfect Steel cannot cast spells with the chaos descriptor.

Channeled Energy: Members of the Sisterhood of Perfect Steel channel different energies than those that most cultists channel. Instead of channeling positive or negative energy that harms or heals living and undead creatures, the cultist channels a strange energy which can either harm or heal constructs, and has no effects on creatures of other types. Each time the cultist uses his channel energy class feature, he must choose whether he will harm or heal constructs with that use of the ability. This otherwise functions as normal for the channel energy class feature of the cultist.

Familiar: Clockwork familiar or homunculus

Sacrifice: Wealth

Hexes: Members of the Sisterhood of Perfect Steel can select from the following hexes.

Alter Metal (Su): The cultist can touch a metal object and cause it to transform into another type of metal altogether. If the object is attended by an unwilling creature, this requires a melee touch attack, and the object is entitled to a Fortitude save (DC 10 + 1/2 the cultist's class level + the cultist's Charisma modifier) to resist the effect. The cultist can transform up to a single 5-foot cube of metal, though it must be a single, continuous object. This ability can be used to transform a weapon or suit of armor into cold iron, adamantine, or similar metals, or to transform them into particularly soft and malleable metals (imposing a -2 penalty on attack and damage rolls for weapons, or reducing a suit of armor's bonus to AC by 2). The transformation lasts for one minute. A successful Appraise check (DC 10) makes it clear that the object is not naturally made of this material, making it difficult to sell items in this state. The cultist can use this ability 3 times per day.

Sidebars Technology Feats

The feats granted by the technological savy hex are open gaming content, but are included in a book that cannot be referenced under the Pathfinder Roleplaying Game Compatibility License. While we could reprint them here, they would be of little value without all of the technological equipment included in that book. All of that content, however, can be found for free at www.doopfsrd.com.

Technological Savvy (Ex): The cultist is very familiar with advanced technology. The cultist gains the Technologist feat, and he treats Craft (mechanical) and Knowledge (engineering) as class skills. Additionally, if he takes 5 ranks in both Craft (mechanical) and Knowledge (engineering), he gains the Craft Technological Item feat as a bonus feat, as well.

Magnetic Grasp (Sp): The cultist is able to master the power of magnetism to manipulate metal objects. The cultist can cast *mage hand* as a spell-like ability at will, except it can lift up to 5 lbs. per class level, instead of the normal amount, and can only be used to lift metallic objects. At 6th level, the cultist can cast *telekinesis* as a spell-like ability once per day, except that it can only be used to affect metallic objects. At 9th level, and every 3 levels thereafter, the cultist can use this *telekinesis* ability 1 additional time per day.

Steelfriend (Sp): The cultist knows how constructs work and think, and is able to use that to his advantage when interacting with them. The cultist gains a +2 competence bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks made against constructs. At 3rd level, as a standard action, the cultist learns to hide from constructs as a spell-like ability. This functions identically to the spell *hide from undead*, except it affects constructs instead of undead creatures. The cultist can use this ability once per day. At 6th level, and every 3 levels thereafter, she gains an additional daily use of this ability. At 12th level, she learns how to magically override a construct's commands or free will. She can expend 3 uses of this ability in order to cast *control construct*^{UM} as a spell-like ability.

Steelshape (Su): The cultist can sculpt metal like clay, altering its shape and weakening its structure. As a standard action, the cultist can touch a piece of metal no larger than a 5-foot cube in order to reduce or increase its hardness by an amount equal to his Charisma modifier. This effect lasts for 1 round per class level. If the object is attended by an unwilling creature, the cultist must succeed on a melee touch attack, and the object is entitled to a Fortitude save (DC 10 + 1/2 the cultist's

class level + the cultist's Charisma modifier) to resist the effect. The cultist can use this ability 3 times per day.

Additionally, at 5th level, she can alter the shape of a touched metal object as a spell-like ability. This functions as the spell *stone shape*, except that it applies to metal instead of stone. The cultist can use this ability once per day at 5th level, plus an additional time per day at 10th level and every 5 levels thereafter.

Metallic Implants (Secret of the First Circle) (Su): At 1st level, the cultist gains a magical metal implant in his arm. There are three different metal implants he can choose from, as outlined below.

Reinforced Plates: Several metal plates are implanted beneath the cultist's skin, protecting him from all but the most consequential of blows. The cultist's natural armor bonus to AC increases by +1. At 6th, 12th, and 18th levels, it increases by an additional +1. These plates make the cultist's body somewhat more rigid and difficult to move, however, and he suffers a constant -2 armor check penalty.

Shifting Hand: The cultist's hand is completely replaced with a metal one. This hand functions in all ways as a normal hand, but as a move action, the cultist can cause it to liquefy and reform itself into the shape of a light or one-handed melee weapon, or any metal tool that can be held in one hand and costs less than 100 gp (such as thieves' tools). The weapon is not magical, but can be given magical abilities in the same fashion as any other weapon (the cultist must either lose his hand during the time it takes to do so, or be present for the entire process of adding magic to the weapon).

Shocking Palm: The cultist's palm contains a metal plate that can deliver a powerful electrical shock on contact. As a standard action, the cultist can make a melee touch attack with the palm, which deals 1d6 points of electricity damage per 2 class levels (rounded down, minimum 1d6). The cultist can use this ability 3 times per day. At 6th, 12th, and 18th levels, he gains an additional daily use of this ability.

Steel Shell (Secret of the Second Circle) (Su): Beginning at 9th level, the cultist is able to summon a second skin of metal which flows over his body like a liquid and hardens to prevent blows from reaching him. As an immediate action, he can grant himself DR 10/adamantine and resist fire 10. He can dismiss this protection at any time as a swift action. He can use this ability for a total number of rounds per day equal to his class level.



Copper Bones (Secret of the Third Circle) (Su): Beginning at 17th level, the cultist's bones become lined with copper, allowing him to better channel electricity. He gains resist electricity 20. Additionally, whenever he casts a spell with the electricity descriptor, he treats his caster level as being 2 higher than it actually is.

Ascension: At 20th level, when the cultist would become an outsider, he instead becomes a construct, gaining all benefits and drawbacks of the construct type.

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Eantasy worlds are full of secret societies that dress in strange garb, meet in hidden places at predetermined and arcane times, chant strange chants, and perform eldritch rituals whose significance could never truly be understood by an outsider. These secret orders, brotherhoods, and cabals are collectively known as cults, and their members, cultists, and they have captured the popular imagination for centuries, and are a staple of fantasy media. It is, of course, possible for a member of a cult to belong to any number of different classes, but while barbarians and druids get their own classes with special class features to set them apart from classes like fighter or cleric, and provide unique play experiences, the *Pathfinder Roleplaying Game* doesn't have a class designed specifically for cultists.

Untíl now.

Esoteric Orders: The Cultist presents a base class specifically designed for cultists, with unique and flavorful abilities that tie into the common expectations of cultists in fantasy media, such as their inherent madness, and their penchant for communing with otherworldly forces, and committing ritual sacrifices. Each cultist also chooses a specific cult to which they belong, from among 15 included here, which determines many of their class features and abilities, ensuring that cultists belonging to different cults play very differently. Finally, the book is filled with beautiful art by Phill Simpson, which brings each of the cults to life before your eyes.



