



LEGENDARY RACES: RAKSHASA

BY: STEFEN STYRSKY



LEGENDARY RACES

RAKSHASA



A SOURCEBOOK FOR CREATING RAKSHASA PLAYER CHARACTERS
BY STEFEN STYRSKY WITH MARK GEDAK

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RAKSHASA

The beings known as rakshasas descend from a malevolent, greedy and gluttonous race now long forgotten. Whispered legends tell of time when these haughty peoples strode the earth almost like gods. They were beautiful, strong and intelligent. Instead of comparing themselves to gods as is the normal cycle of such tales, they simply declared that their ideal bodies and minds put them outside the realms of morality. Perfection, at least in their eyes, could never engender imperfection and thus whatever act they undertook no matter its depravity was acceptable. They were not immoral, but amoral.

What the rakshasa misunderstood was that acts of destruction and licentiousness, acts meant to gratify the senses, are easier than acts meant to create or uplift the spirit. Instead of performing good and evil with equal measure the rakshasa fell into depravity's trap. They devoted their lives to the indulgence of the senses and the cultivation of base instincts. The rakshasas terrorized those around them. Their country became known as a land of horrors. When they had slain all their neighbors the rakshasas invaded other countries.

No one could resist rakshasa warriors or rakshasa magic. Their swath of evil and destruction grew so wide the gods were moved to step in. They cursed the rakshasa. The gods decreed the rakshasa's animal natures should forever be obvious in the shape of animal heads. The hands of the rakshasa were turned backwards so their victims might always recognize them no matter the disguise they took and to also remind the rakshasa of their perverted nature.

This did not halt the rakshasa depredations. It only made them go into hiding. They still revel in killing and death and violating any and all taboos other sentient creatures hold, but now they perform their acts in secret. Their greatest pleasure is the slow corruption of non-rakshasa. They enjoy introducing other creatures to increasing depths of hedonism and indulgence before consuming the victim in a final orgy of blood and flesh.

RAKSHASA PHYSIOLOGY

The common belief all rakshasa are tiger-headed is incorrect. While all rakshasa bear an animal head, the tiger is only one a rakshasa might possess. Some claim the type of animal indicates the particular sin the rakshasa enjoys most. A boar-headed rakshasa might indulge in acts of hatred or aggression, a fox rakshasa perhaps lies and steals and the tiger head possesses an affinity for humanoid flesh.

What rakshasa do have in common are their backward hands. This is perhaps their most unsettling characteristic. Adventurers, accustomed to strange creatures, describe the rakshasa's hands as "wrong," not exotic or different, but something that just should not be.

The rakshasa's outsider nature makes them resistant to many spells. Their evil and depravity is so bound up into their flesh it acts as a shield to physical damage, blunting the power of most weapons. Even then the rakshasa's durable hide protects them from physical attack.

HABITAT AND SOCIETY

Rakshasa society is ordered and complex, full of understood and implied hierarchal and familial relations. The most evil of rakshasa take leadership positions and direct their lesser cousins in the ways of sin and depravity. Rakshasa earn respect and followers by dispensing sensual pleasures and devising unique ways their subordinates can indulge their whims and desires. A rakshasa leader always has on hand dozens of slaves, estates filled with exotic food, drink and substances, and treasuries filled with rare silks, spices and clothes for his enjoyment and that of his followers.

Rakshasa also demonstrate loyalty among what they call their "face cousins," other rakshasa who possess an animal head similar to their own. This secondary web of associations creates an alternative power structure within rakshasa society. Divided loyalty between a rakshasa's family and "face cousins" is not unknown. A hierarchy also exists among the different types of animal heads. The predators and stronger animals – lions and elephants – tend to command more respect. Lesser animals such as birds and rats are often the lowest of the rakshasa and spend their lives serving more powerful kin or even as slaves.

RAKSHASA MAGIC

The ancient rakshasa race has collected a massive base of arcane secrets. Most of this knowledge remains peculiar to the race, but some half-rakshasa learn it and spread its knowledge. A few individuals who have defeated rakshasa wizards or discovered fallen rakshasa cities also know much of this magic. Below are a few such bits of knowledge.

Rakshasa School of Magic

Rakshasa wizards practice a school of magic based on illusion and deception, but different from the standard school of illusion magic. The rakshasa illusionist selects and prepares spells as a caster of the illusionist school but gains the following arcane school powers.

Glamor Master (Su):

Whenever you cast a spell of the glamor subschool with a visual component, increase the spell's DC by +2. At 20th level you can see through all glamers as with a *true seeing* spell.

Copycat (Sp): You can create an illusory double of yourself as a move action. This double functions as a single *mirror image* and lasts for a number of rounds equal to your wizard level, or until the illusory duplicate is dispelled or destroyed. You can have no more than one copycat at a time. This ability does not stack with the *mirror image* spell. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Fearsome Hunter (Sp): Once per day At 8th level, the rakshasa can make himself appear as a fearsome beast that strikes terror into all who see him. Creatures within 30 ft. must save as if they viewed a *phantasmal killer*. Those who fail their save take 1d6 damage per two wizard levels and are shaken for 1 round. A save halves the damage and negates the shaken effect. A wizard may use this power one additional time per day for every three wizard levels.

Rakshasa Bloodline

Creatures as magically potent as rakshasa are bound to leave their mark on other beings. Ultimate Magic presented a rakshasa sorcerer bloodline. Below is an alternate rakshasa bloodline that inherits more of the rakshasa's physical characteristics than the UM bloodline.

Rakshasa

The rakshasa of the east consider other creatures two things: prey and toys. Your existence proves one of your ancestors was considered the latter and lived long enough to bear children for the decadent monsters.

Class Skill: Disguise.

Bonus Spells: *disguise self* (3rd), *detect thoughts* (5th), *keen edge* (7th), *phantasmal killer* (9th), *seeming* (11th), *shadow walk* (13th), *simulacrum* (15th), *scintillating pattern* (17th), *shape change* (19th).

Bonus Feats:

Arcane Strike, Improved Initiative, Lightning Reflexes, Lightning Stance, Quicken Spell, Skill Focus (Disguise), Skill Focus (Stealth), Weapon Finesse.

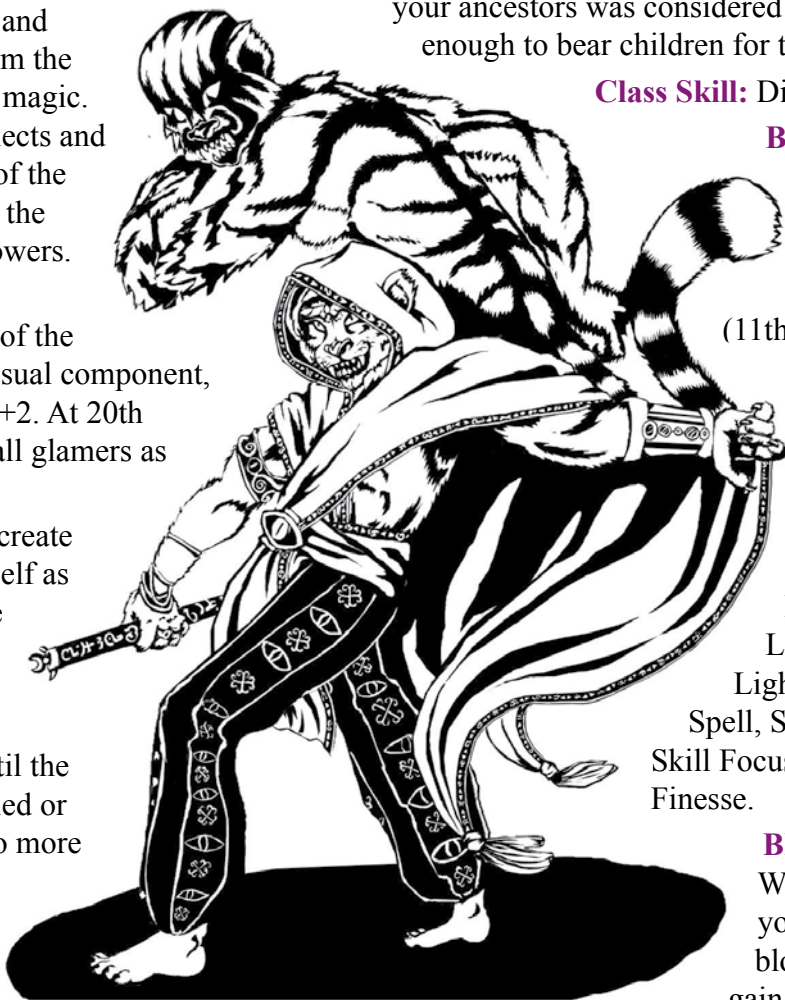
Bloodline Arcana:

When you cast one of your rakshasa sorcerer bloodline spells you gain SR equal to 11 + your

character level for a number of rounds equal to ¼ your sorcerer level.

Bloodline Powers: You bear the mark of the rakshasa. This does not mean you are evil by nature, but you are most happy when on the hunt. The stronger you get, the deadlier you become.

Claws (Ex): At 1st level you can grow claws as a free action. These claws are treated as natural weapons, allowing you to make two claw attacks as a full attack action using your full base attack bonus. Each of these attacks deals 1d4 points of damage plus



your Strength modifier (1d3 if you are Small). At 5th level these claws are considered magic for the purpose of overcoming damage reduction. At 7th level, the damage increases by one step to 1d6 (1d4 if you are Small). At 11th level, the threat range of your claws increases by 1. This stacks with the Improved Critical feat. You can use these claws for a number of rounds per day equal to 3 + your Charisma modifier. These rounds do not need to be consecutive.

Hunter (Ex): At 3rd level, you gain a +2 bonus to Perception and Stealth checks. This bonus increases to +4 at 9th level and to +6 at 15th level.

Bestial Reflexes (Ex): At 9th level you gain a +2 inherent bonus to Dexterity. This bonus increases to +4 at 13th level, and again to +6 at 17th level.

Bestial Aspect (Ex): At 15th level, you add +10 feet to your base speed and you gain the scent ability. When running you do not lose your Dexterity modifier (if any) to your AC. At the end of a move action you can make a full attack using both your claws against one opponent. At 17th level the bonus to your base speed increases to +20 feet.

Padirajah (Su): At 20th level, the evil taint of the rakshasa permeates your body. You gain DR 10/good and SR equal to 11 + your sorcerer level. Your claws are considered evil for the purposes of overcoming damage reduction and you gain darkvision with a range of 60 ft. If you already have darkvision increase its range by 30 feet.

RACIAL CLASS

For players who want to run a rakshasa character, the rakshasa player class is presented here. The rakshasa class is meant to scale with PCs of similar levels and therefore does not grant a PC the full powers of the rakshasa described in the Bestiary until late in its advancement. This can be thought of the rakshasa's normal growth cycle, from young to mature adult. A rakshasa may multiclass between rakshasa and other classes as freely as he desires. A rakshasa character always treats the rakshasa class as his favored class.

Role: With their high Dexterity and Constitution, fast attack bonus progression and DR a rakshasa can fulfill a party's need for a melee combatant. However, the rakshasa's spells also suit him to the role of sorcerer or wizard.

Alignment: Any;

Hit Die: d10

Class Skills: The rakshasa class skills are Bluff, Diplomacy, Disguise, Perception, Perform, Sense Motive and Stealth.

Skill Ranks per Level: 6 + Int modifier.

Level	Base Atk Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Rakshasa racial traits, DR 1/good and piercing
2nd	+2	+0	+3	+3	+2 Con, +2 Dex, DR 3/good and piercing
3rd	+3	+1	+3	+3	+1 Cha, <i>detect thoughts</i> , DR 5/good and piercing
4th	+4	+1	+4	+4	+2 natural AC, +2 Con, spells
5th	+5	+1	+4	+4	+2 Dex, spell resistance, DR 7/good and piercing
6th	+6	+2	+5	+5	+2 natural AC, +2 Str, <i>detect thoughts</i>
7th	+7	+2	+5	+5	+1 Cha, +2 Con, DR 9/good and piercing
8th	+8	+2	+6	+6	+2 Str, +2 Dex, DR 11/good and piercing
9th	+9	+3	+6	+6	+2 natural AC, DR 13/good and piercing
10th	+10	+3	+6	+6	+2 Cha, DR 15/good and piercing

Class Features

The following are class features of the rakshasa.

Rakshasa Racial Traits (Ex): At first level a rakshasa gains a number of racial traits detailed below:

+2 Str, +4 Dexterity, +4 Constitution, +2

Charisma: Rakshasa are agile and hardy creatures with forceful personalities.

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

Fast: Rakshasa have a base speed of 40 ft.

Darkvision: Rakshasa can see in the dark to a range of 60 ft.

Natural Armor: A tough hide grants the rakshasa a +2 natural armor bonus.

Natural Attacks: A rakshasa gains natural attacks based on their animal aspect. When creating a rakshasa character select one of the following aspects and the natural attacks associated with it:

Avian (bird): bite (1d4) and talons (2d3)

Feline (tiger, lion): bite (1d6) and 2 claws (1d4)

Reptile (alligator, crocodile, dinosaur): bite (1d8)

Serpent (poisonous snake or constrictor): bite (1d3 plus black adder venom) or bite (1d4 plus grab) and constrict (1d6)

Swine (boar): gore (1d8)

Vermin (badger, rabbit, rat): bite (1d6 plus filth fever)

Change Shape: A rakshasa can change its shape into any humanoid creature as if using the *alter self* spell.

Deceptive: Rakshasa receive a +2 racial bonus on Bluff and Disguise checks.

Weapon and Armor Proficiency: A rakshasa is proficient with all simple weapons, light blades, kukri, scimitars, and light armor, medium armor, and shields (except tower shields).

Languages: Rakshasa begin play speaking Common, Infernal and the Rakshasa dialect. Rakshasa with high Intelligence scores can choose from the following bonus languages: Abyssal, Draconic, and Undercommon.

Damage Reduction (Ex): A rakshasa begins 1st level with DR 1/good and piercing. The DR value increases as indicated on the table, to a maximum of DR 15/good and piercing at 10th level.

Detect Thoughts (Su): At third level a rakshasa

can *detect thoughts* as per the spell of the same name three times per day. At 6th level it gains the use of this ability as a constant ability. It can suppress or resume this ability as a free action. When a rakshasa uses *detect thoughts*, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a Will save (DC 10 + ½ racial Hit Dice + Cha modifier). The save DC is Charisma-based.

Spells: At fourth level a rakshasa can cast spells as a 1st level sorcerer. He does not gain any other benefits of the sorcerer class. With each addition level in rakshasa, his caster level increases by +1 to a maximum of CL 7th at 10th level.

Spell Resistance: At 5th level a rakshasa gains spell resistance equal to it 15 + Hit Dice.

Purple Duck Note: The Rakshasa racial class is a powerful class compared to many of the other classes. However, because of its racial build it also lacks the flexibility seen by other adventurers.



APARAJITA, BOAR RAKSHASA CLERIC

Female rakshasa 3/cleric of selfish pleasure 5

NE Medium outsider (native)

Init +1; **Senses** darkvision 60 ft.; Perception +2

Aura evil

Defense

AC 18, touch 11, flat-footed 17

(+5 armor, +1 Dex, +2 natural)

hp 75 (8 HD, 3d10+5d8+32)

Fort +9, **Ref** +8, **Will** +10

DR 5/good and piercing

Offense

Speed 40 ft.

Melee +1 *scimitar* +8 (1d6+1/18-20), gore +7 (1d8+1)

Special Attacks channel negative energy (3d6, DC 15), detect thoughts (3/day; DC 14)

Domain Abilities (CL 5th; concentration +8)

6/day - *touch of evil* (melee touch, sickened for 2 rounds), rapturous touch

Cleric Spells Prepared (CL 5; concentration +8)

3rd - *blood rage*, *suggestion*^D (DC 17), *summon monster III*

2nd - *align weapon*, *calm emotions* (DC 16), *enthrall* (DC 16), *summon monster II*

1st - *charm person*^D (DC 15), *command* (DC 15), *entropic shield*, *pacifist* (DC 15), *summon monster I*

0th (at-will) - *bleed*, *detect magic*, *resistance*, *vigor*

D domain spell (Evil, Pleasure*)

Statistics

Abl Str 12, Dex 18, Con 19, Int 8, Wis 17, Cha 17

Base Atk +6; **CMB** +7; **CMD** 21

Feats Dodge, Osyluth Guile, Scribe Scroll, Spell Focus (Enchantment)

Skills Bluff +11, Disguise +11, Knowledge (religion) +7, Perform (dance) +9, Sense Motive +9, Stealth +9;

Racial Bonus +2 Bluff, Disguise

SQ change shape (any humanoid, *alter self*)

Languages Common, Infernal, Rakshasa

Gear +1 *chain shirt*, *staff of charming* (7 charges), 2 *potions of serious wounds*, unholy symbol

* The Pleasure domain is featured in the *Book of Divine Magic* by 4Winds Fantasy Gaming. It is republished in the Additional Material section.

HALF-RAKSHASA

Feared and hated even more than other half breeds such as half-orcs and half-cyclops, the half-rakshasa must work hard for acceptance. Their forceful personalities and connection to strange, supernatural powers make them natural oracles, sorcerers, and witches. A few take up the role of rogue, employing innate abilities to beguile and entrance others to con and steal. Some instead decide on the path of the bard, realizing their heritage gifts them with unique abilities to influence and entertain.

Physical Description: Though half-rakshasa are humanoid, they always possess some mark or physical feature that sets them apart from other humanoids. Most have distinct bestial features and tapered ears, fur and stripes patches, scales or snouts. A half-rakshasa must disguise itself to conceal these features.

Society: Half-rakshasa possess no culture of their own. They adopt the laws and mores of the creatures who raise them, usually other rakshasa or half-rakshasa. Half-rakshasa raised in a rakshasa clan are most often slaves or laborers. The rare half-rakshasa raised in a humanoid setting are often only tolerated because the half-rakshasa's true parentage is unknown or a secret.

Relations: The half-rakshasa learns early in life to hide its ancestry. The reputation of the rakshasa causes most other humanoids to fear and hate half-rakshasa. This hatred is often expressed through violence against the half-rakshasa. A half-rakshasa raised in a rakshasa clan might also have problems relating to other races because they are accustomed to viewing sentient humanoids as either slaves, vehicles for pleasure or food.

Alignment and Religion: Half-rakshasa rarely worship a deity. Those from a rakshasa clan learn to disdain religion. Those raised among humanoids find themselves scorned and hated and do not care to pay respects to a superior being that allowed their lives to become nothing but a series of torments. The natural inclination of half-rakshasa is take on an evil alignment.

Adventurers: Half-rakshasa find it easiest to take the roles of fighter, rogue and sorcerer.

Half-Rakshasa Racial Traits

+2 to Dexterity, +2 to Charisma, -2 to

Intelligence: Half-rakshasa are agile and skilled manipulators but their animalistic natures have dulled their wits.

Medium: Half-rakshasa are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-rakshasa have a base speed of 30 feet.

Darkvision: Half-rakshasa can see in the dark up to 60 feet.

Shapechanger: Half-rakshasa can use the spell *alter self* as a spell-like ability three times per day with a caster level equal to its character level

Spell Resistance: Half-rakshasa possess spell resistance equal to 5 + their character level.

Inscrutable: Half-rakshasa are strange and mysterious creatures. They add a +4 to the DC of Sense Motive checks made against them.

Outsider Blood: Half-rakshasa count as humans and outsiders for any effect related to race.

Languages: Half-rakshasa begin play speaking Common and the Rakshasa dialect. Half-rakshasa with high Intelligence scores can choose from the following: Abyssal, Aklo, Draconic, and Undercommon.

Half-Rakshasa Racial Options

In addition to the above-described diversity, half-rakshasa are more varied in their backgrounds than they might first appear. A few imitate their outsider parent and develop a powerful lust for food, drink and sensual contact. Some practice the ancient magic that is the rakshasa's birthright. Such half-rakshasa might have different racial traits those raised in a more traditional rakshasa society.

Half-Rakshasa Adventurers

Half-rakshasa who chose to become adventurers tend to be spellcasters, from evil-eyed sorcerers to mysterious oracles and witches.

Alchemist: The ancient rakshasa race knows many alchemical secrets. Half-rakshasa alchemists can draw on deep alchemical tradition.

Barbarian: The bestial nature of rakshasa finds its ultimate expression in the barbarian. Half-rakshasa

who embrace their animal side often become furious, raging killers.

Bard: The glamers and illusions innate to rakshasa make half-rakshasa natural-born bards. Most half-rakshasa bards specialize in visual performances, such as dancing.

Cavalier: Half-rakshasa, believing themselves superior to other creatures, take up the cavalier's banner as champions of their race. Half-rakshasa cavaliers dedicate themselves to a clan or the order of the lion.

Cleric: Half-rakshasa, just like the rakshasa, believe themselves as complete in their own right. They do not feel the need to worship or appease gods. Very few half-rakshasa become clerics, though a few dedicate themselves to the ideals of destruction, lust or trickery.

Druid: The half-rakshasa who becomes a druid worships nature's cruel aspect. The half-rakshasa bonds easily with animals, finding kinship with the beasts.

Fighter: The agility and speed of a half-rakshasa makes them natural fighters who specialize in finesse weapons.

Gunslinger: The agility of the half-rakshasa should lead those of the martial persuasion to the path of the gunslinger, but most half-rakshasa shy away from weapons that draw the attention of others.

Inquisitor: Half-rakshasa inquisitors work for their birth clan, killing its enemies and making sure the clan's slaves do not attempt to escape or rebel.

Magus: Inheriting both physical and magical attributes from their outsider parent, half-rakshasa find it easy to follow the path of the magus.

Monk: Nothing about a half-rakshasa leads him to a monastic calling. Some half-rakshasa find peace and safety in a monastery, free from the outside world's prejudice and hatred.

Ninja: The inscrutable nature of the half-rakshasa make the ninja an ideal profession for them to pursue. Their natural agility and charisma complement many of the ninja's skills.

Oracle: While the rakshasa reject the divine, gods often find half-rakshasa useful receptacles of divine power. Half-rakshasa oracles tend towards the mysteries of battle, bones and nature.

Paladin: The rare half-rakshasa takes up the paladin's creed. These half-rakshasa usually come from families of humanoid parents. They spend a

lifetime attempting to atone for their birth and their bestial natures.

Ranger: The predatory nature of a half-rakshasa makes them well-suited to the role of ranger. They most often find themselves tracking escaped slaves or hunting other sentient humanoids for their meat.

Rogue: Stealth and silent killing appeal to the half-rakshasa. Many of the creatures turn it into a career. Half-rakshasa are well-suited to the rogue's way of life.

Samurai: Their infernal parentage corrupts the half-rakshasa concept of honor. Few half-rakshasa find the strict code of conducts used by samurai manageable within their fluid definition of morality.

Sorcerer: Half-rakshasa make strong sorcerers and many manifest the rakshasa sorcerer bloodline. Their innate connection to supernatural powers enhances the sorcerer's other magical abilities.

Summoner: As kin to outsiders, half-rakshasa find it easy to summon extraplanar creatures to do their bidding. A half-rakshasa's eidolon often resembles an infernal cat.

Witch: Their mysterious background and feline stare lend themselves well to half-rakshasa witches. The half-rakshasa witch usually has a cat familiar and a darkness or trickery patron.

Wizard: Many rakshasa find it difficult to take the wizard's path, as it does not offer an immediate payoff, requiring years of unrewarding study. However, some half-rakshasa find their affinity for illusions makes wizardry a natural career choice.

Alternate Racial Traits

The following racial traits might be selected instead of existing half-rakshasa racial traits. Consult your GM before selecting any of these new options.

Adept (Ex): The magical energy in a half-rakshasa allows him to easily manipulate arcane energy. He may use his Charisma instead of his Intelligence or Wisdom when determining class abilities for a spellcasting class that relies on one of these characteristics. When this trait is selected he must determine which ability (Intelligence or Wisdom) to which this trait applies. This racial trait replaces the Inscrutable racial trait.

Animal Nature (Ex): The half-rakshasa who identifies with his parent's animal half gains some of

the natural instincts of that animal. Half-rakshasa with this racial trait gain a +2 bonus on Handle Animal and Survival checks. This replaces the inscrutable racial trait.

Detect Thoughts (Sp): Rakshasa are deadly because of their ability to read minds. A half-rakshasa with this racial trait can use *detect thoughts* three times per day as a spell-like ability with a caster level equal to his character level. This replaces the shape changer racial trait.

Evil Incarnate (Ex): A few half-rakshasa so embody the evil nature of the outsider parent their flesh becomes resistant to physical damage. A half-rakshasa with this racial trait gains DR 1/good. This increases to DR 2/good at 7th level and to DR 3/good at 11th level. This does not make the half-rakshasa's attacks evil for the purposes of overcoming damage reduction. This replaces spell resistance.

Guarded Thoughts (Ex): Steeped in deception and mind-reading magic, half-rakshasa know to keep their thoughts private is to keep themselves alive. A half-rakshasa with this racial trait gains a +4 racial bonus to saves against any form of mind reading. This replaces the shapechanger racial trait.

Predator's Stare (Ex): Half-rakshasa sometimes possess the intimidating stare of the hunter. A half-rakshasa with this racial trait gains a +4 racial bonus on Intimidate checks. This replaces the inscrutable racial trait.

Favored Class Options

Instead of receiving an additional skill rank or hit point whenever he gains a level in a favored class, a half-raksha has the option of choosing from a number of other bonuses, depending upon his favored class. The following options are available to all half-rakshasa who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the listed favored class reward.

Alchemist: Add +1/2 to the number of bombs per day the alchemist can create.

Bard: Add +1/2 to the saving throw DC of the bard's fascinate ability.

Druid: Add +1 hit point or +1 skill rank to the druid's animal companion.

Ninja: Add a +1/2 on Acrobatics checks.

Ranger: Add +1/4 bonus on wild empathy checks

to influence animals and magical beasts.

Rogue: Add +1/2 on Bluff checks.

Sorcerer: Add one enchantment spell known from the sorcerer spell list.

Summoner: Add +1 hit point to the summoner's eidolon.

Witch: Treat the witch's level as +1/2 higher for the purpose of determining the effects of the witch's hexes.

Wizard: Add +1/2 to the saving throw DC of spells with the glamor descriptor.



SANJAY, HALF-RAKSHASA CHAMELEON

Male half-rakshasa rogue (chameleon) 1

CG Medium humanoid (human, outsider)

Init +3; **Senses** darkvision 60 ft.; Perception -1

Defense

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 9 (1d8+1)

Fort +1, **Ref** +5, **Will** -1; +1 save vs. divine

SR 6

Offense

Speed 30 ft.

Melee heavy mace +0 (1d8)

Ranged shortbow +3 (1d6/x3); 20 arrows

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 1st; concentration +3)

3/day - *alter self*

Statistics

Abl Str 10, Dex 17, Con 12, Int 11, Wis 8, Cha 14

Base Atk +0; **CMB** +0; **CMD** 13

Feats Skill Focus (Bluff)

Traits Dangerously Curious, History of Heresy

Skills Bluff +9, Climb +4, Diplomacy +6, Disguise +6, Intimidate +6, Perform (acting) +6, Stealth +7, Use Magic Device +7

Languages Common, Rakshasa

SQ inscrutable, misdirection (+4 stealth points)

Gear artisan's outfit, backpack, belt pouch (29 gp), disguise kit, leather armor, signet ring

EASTERN OPTIONS

In the mysterious east, the emphasis on mental acuity fosters a different type of adventurer. Character classes develop skills and abilities that harness the power of the mind as well as the body. Below is an additional cleric subdomain and several archetypes built along this theme.

Insight Subdomain

Clerics in the east train to understand reality at a deeper level. Many take the Knowledge domain and the Insight subdomain.

Associated Domain: Knowledge

Replacement Power: The following granted power replaces the lore keeper power of the Knowledge domain.

Epiphany (Ex): As an immediate action you can deliver an uncanny statement that allows others a sublime understanding of a concept. A single ally within 30 feet who can hear you gains either a +1 insight bonus to one attack roll or saving throw or a +2 insight bonus to one skill check. You must do this before the result of the roll is known. At 11th level these bonuses double to +2 and +4 respectively. You may do this a number of times per day 3 + your Wisdom modifier.

Domain Replacement Spells: 1st—*timely inspiration*, 3rd—*remove blindness/deafness*

Adept of the Perfect Form (Fighter)

Adepts of the Perfect Form teach that one may inure oneself to physical damage through meditation. They combine rigorous discipline with meditative techniques that emphasize the fundamental unreality of physical reality. Some even claim that physical existence is but an illusion.

Weapon and Armor Proficiency: An adept of the perfect form is proficient with all monk weapons and light armor.

Bravery (Ex): Adepts of the perfect form are even more inured against the ravages of fear. They gain a bonus to Will saves to resist fear equal to ½ their fighter level. This replaces the traditional bravery class ability.

Perseverance (Ex): An adept can continue to act even after he should normally collapse from the severity of his wounds. Instead of falling unconscious at 0 hp, he may continue to fight until he dies at his negative Constitution value. This replaces weapon training 1.

Mental Armor (Su): Starting at 3rd level, the adept of the perfect form hardens his physical form against attacks. Whenever he is wearing light armor or no armor he gains a +2 natural armor bonus. This bonus increases by +2 at levels 7th, 11th, and 15th. This replaces armor training 1 through 4.

Rock of Ages (Ex): At 19th level, once per day the adept of the perfect form may shift his Wisdom modifier (minimum +1) to one of his physical abilities for a 24 hour period. During this time his Wisdom modifier is treated as +0. This replaces armor mastery.

Akarupe Monk (Monk)

Akarupe monks stress that mental focus is a means for attaining enlightenment and inner peace. Though legends describe most Akarupe monks as heroes of the common man, rakshasa and half-rakshasa also find studying the ways of the akarupe make them better predators.

Attuned: At 1st level the akarupe monk is attuned to the energy of magical manipulations. He gains a +2 bonus to Sense Motive checks and a +2 bonus on Will saves against illusion spells, effects and spell-like abilities.

Ki-pool: At 3rd level, the akarupe monk gains a ki pool as normal instead of gaining it at 4th level. It otherwise acts as normal. This ability delays the monk's acquisition of fast movement until 6th level. At 6th level the monk gains fast movement +10 feet. The fast movement increases by +10 feet as normal.

Always Ready (Ex): At 11th level, the akarupe monk can never be caught flat-footed as long as he is wearing no armor. This ability replaces diamond body.

Greater Defense (Ex): At 13th level, the AC bonus granted to the monk while unarmored and unencumbered is doubled. This ability replaces diamond soul.

Beast Lord (Ranger)

Beast Lords develop a supernatural connection to animals. In the mysterious east these men and women are often considered children of the rakshasa, so close their souls join to animals.

Hunter's Bond (Ex): At 1st level, the beast lord gains an animal companion as described in the Ranger class description. At 4th level, the beast lord gains the communion ability (see below). This replaces the 1st favored enemy. When the beast lord gains a favored enemy at 5th level, his animal companion also gains this benefit.

Life Sense (Sp): At 1st level, a beast lord can detect the presence of animal life (specifically animals, dragons, fey, humanoids, magical beasts, monstrous humanoids, oozes and vermin) in a radius of 10 feet + 5 feet per class level.

The amount of information revealed by life sense depends on how long the beast lord studies a particular area of subject.

1st round: Presence or absence of life forces.

2nd round: Number of life forces in the area and the power of the most potent life force present, according to the following table.

Hit Dice	Aura Strength
Up to 5	Faint
6-10	Moderate
11-15	Strong
16+	Overwhelming

3rd round: The power of each aura.

With a successful Knowledge (nature) check (DC 10 + CR) of the creature) he can assign a creature type to each life form detected. This ability replaces track.

Communion (Su): At 4th level, his bond with his animal companion deepens, allowing him to impart unvoiced telepathic commands to it at a range of 25 ft. + 5 ft. per 2 class levels. In addition, he can grant it two benefits (breathing and hit point stabilization) at the same range.

Breathing: If the animal companion is trapped in an airless environment but the beast lord is not, the beast lord can use a move action to breathe for the animal companion.

Hit Point Stabilization: If the animal companion is ever reduces to below 0 hit points or bleeding, the beast lord may transfer one hit point to the animal companion to stabilize it or end a bleeding condition.

Wild Sense (Su): At 7th level, a beast lord may use a full-round action to see, hear or feel his animal-companion's sensory perceptions. The animal companion must be within 1 mile for this ability to function. This ability replaces woodland stride.

Reverse Communion (Su): At 12th level, the animal companion can use the communion and wild sense in the same way as the beast lord to provide aid to the beast lord.

Wild Mind (Su): At 17th level, a beast lord can command other animals to do his bidding. A natural animal gains no save against this ability but an animal companion can make a Will save DC (10 + ½ class level + Charisma modifier). The concentration required to have animals under his thrall prevents the beast lord from accessing his and his animal companion's favored enemy bonuses. This replaces hide in plain sight.

Memory Thief (Rogue)

The rogues of the east develop mental skills that allow them to remain hidden from powerful divination magic and manipulate the minds and thoughts of victims.

Memory Lapse (Sp): At 1st level a memory thief can cast *memory lapse* twice per day as a spell-like ability with a caster level equal to his rogue level. The save DC is 10 + ½ the rogue's level + the rogue's Intelligence modifier. This replaces trapfinding.

Nameless (Ex): The memory thief has gone through special training to obliterate his ego and sense of self. This reduces the powers others have over him and allows him to work without interference. At 3rd level he gains a +1 bonus to Disguise checks and to saves against charm and attempts to locate him with scrying or divination magic. This bonus increases by +1 for every 3 levels beyond third. This replaces trap sense.

Mind Attack (Sp): At 4th level, if a memory thief hits an opponent with a sneak attack that deals damage he may choose to affect the target with *modify memory*. The alteration of the victim's memory is instantaneous. If the victim's saving throw succeeds, the attack is just a normal sneak attack. The caster level for this ability is equal to the rogue's level. This is a mind-affecting ability and replaces uncanny dodge.

Memory Drain (Sp): At 8th level, if a memory thief hits an opponent with a sneak attack that deals damage he may choose to affect the target with *expend* instead of *modify memory*. If the victim's saving throw succeeds, the attack is just a normal sneak attack. The caster level for this ability is equal to the rogue's level. This is a mind-affecting ability and replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the memory thief archetype: befuddling strike, distracting attack, major magic, minor magic.

Advanced Talents: The following advanced rogue talents complement the memory thief archetype: master of disguise, redirect attack, slippery mind, thoughtful reexamining.

THE DARSUN KHOPESH

The rakshasa plague all who live in the mysterious east. Their depredations range far and wide and the kings of the land are sorely pressed to keep their people safe. Worst of them all was the asura Gampaja. His terror lasted generations and many heroes who set off to confront the monster never returned.

Darsun was a kshatriya prince of a minor kingdom when Gampaja was at his height. He realized the only way to kill Gampaja was to fashion a weapon that exploited the weakness of the rakshasa. With the aid of his royal priest, Darsun constructed a khopesh that could slice through magical protection, overcome the evil energies protecting a rakshasa's flesh and see through any disguise the rakshasa might take to fool the bearer of the khopesh. With the weapon Darsun slew Gampaja and freed the land of the creature's tyranny. The khopesh was last seen hanging in Darsun's throne room just before an earthquake destroyed his city. The metropolis's location was eventually lost to time and it is possible the khopesh remains buried and undiscovered.

Darsun's Khopesh

To successfully wield Darsun's Khopesh to its fullest potential, a character must fulfill the following requirements.

Alignment: Any good

Skills: Knowledge (planes) 4 ranks or Knowledge (religion) 4 ranks.

Weapon Level	Wielder Minimum Level	Abilities
1 st	—	+1 <i>khopesh</i>
2 nd	4 th	<i>Detect evil</i> (3/day)
3 rd	6 th	Slice through wards (1/day)
4 th	8 th	+2 <i>khopesh</i>
5 th	10 th	<i>Align weapon</i> (3/day)
6 th	12 th	Slice through wards (2/day)
7 th	14 th	+2 <i>keen khopesh</i>
8 th	16 th	<i>True seeing</i> (3/day)
9 th	18 th	Slice through wards (3/day)
10 th	20 th	+3 <i>keen khopesh</i>

Legendary Weapon Abilities

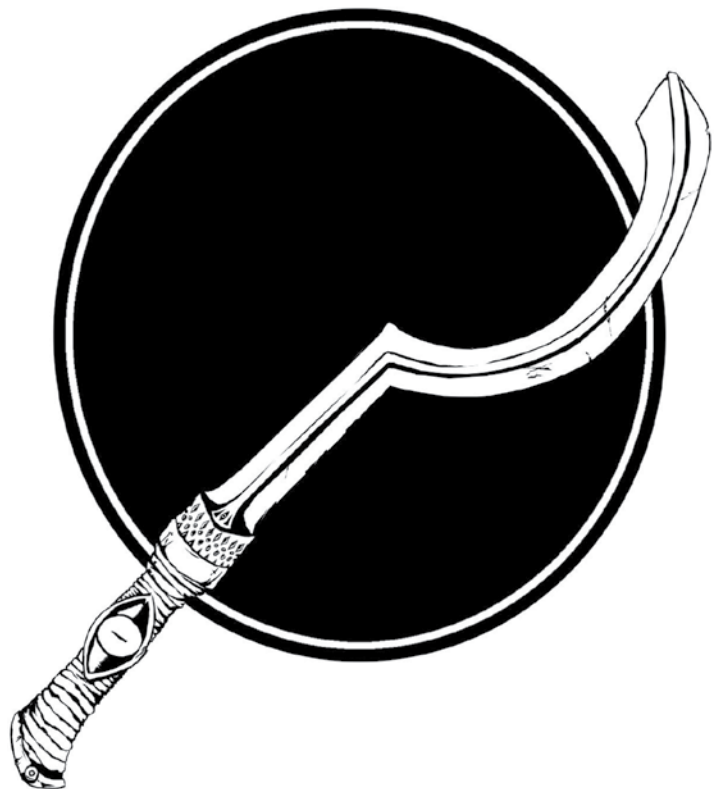
Detect Evil (Sp) Three times per day the wielder gains the ability to use *detect evil*.

Slice through Wards (Su) Once per day at 6th character level the wielder of the legendary khopesh can make a melee attack that ignores all magical protections such as enhancement bonuses to AC, *stoneskin*, *iron body*, and deflection bonuses (but not dodge or insight bonuses) on a single foe. This must be declared before the attack roll is made. He may do this twice per day at 12th level and three times per day at 18th level.

Align Weapon (Sp) The wielder gains the ability to use *align weapon* three times per day, but only to make the khopesh good-aligned.

True Seeing (Sp) The wielder gains the ability to use *true seeing* three times per day.

Purple Duck Note: The Darsun Khopesh is a legendary weapon as described in *Legendary I: Legendary Blades*. For more information on legendary weapons please consider picking up *Legendary I: Legendary Blades* or *Legendary II: Legendary Weapons* from your virtual roleplaying game product distributors such as Paizo or Rpgnow.



ASURA

The tall humanoid possesses a tiger's head. Its eyes glow like two malignant green lamps and large fangs descend past a jaw filled with sharp teeth.

ASURA (CR 16, XP 76,800)

LE Large outsider (evil, lawful, native)

Init +12; **Senses** darkvision 120 ft., *true seeing*; Perception +31

Defense

AC 32, touch 18, flat-footed 23

(+8 Dex, +1 dodge, +14 natural, -1 size)

hp 207 (18d10+108)

Fort +14; **Ref** +19; **Will** +17

Defensive Abilities guarded thoughts; **DR** 20/good and piercing; **SR** 31

Offense

Speed 50 ft.

Melee +2 *flaming kukri* +27/+22/+17/+12 (1d6+8/15-20 plus 1d6 fire), claw +20 (1d8+3), bite +20 (2d6+3)

Special Attacks detect thoughts (DC 26)

Space 10 ft.; **Reach** 10 ft.

Spell-like Abilities (CL 18th; concentration +25):

Constant—*true seeing*

At will—*charm monster* (DC 21), *dispel magic*, *legend lore*, *locate creature*

Spells Known (CL 15th; concentration +22):

7th (5/day)—*insanity*, *greater teleport*, *quicken lightning bolt* (DC 20)

6th (8/day)—*chain lightning*, *greater dispel magic*, *geas/quest*

5th (8/day)—*cone of cold*, *contact other plane*, *dominate person*, *persistent image*

4th (8/day)—*bestow curse*, *crushing despair* (DC 21), *greater invisibility*, *scrying*

3rd (8/day)—*fly*, *haste*, *lightning bolt* (DC 20), *suggestion* (DC 20)

2nd (8/day)—*acid arrow*, *bear's endurance*, *eagle's splendor*, *invisibility*, *locate object*

1st (8/day)—*mage armor*, *magic missile*, *protection from good*, *shield*, *silent image*

0th (at will)—*arcane mark*, *bleed*, *detect magic*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *read magic*, *resistance*

Statistics

Abl Str 22, Dex 27, Con 23, Int 25, Wis 22, Cha 25

Base Atk +18; **CMB** +25; **CMD** 43

Feats Alertness, Combat Casting, Combat Expertise, Dodge, Great Fortitude, Improved Critical (kukri), Improved Initiative, Quicken Spell, Weapon Finesse

Skills Appraise +25, Bluff +32, Diplomacy +28, Disguise +36, Intimidate +28, Knowledge (arcana) +28, Knowledge (history) +25, Knowledge (religion) +25, Perception +31, Perform +25, Sense Motive +31, Spellcraft +28, Stealth +25; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Abyssal, Aklo, Common, Draconic, Infernal, Rakshasa, Undercommon

SQ change shape (any humanoid, *alter self*)

Ecology

Environment any

Organization solitary or cult (1 asura plus 3-10 rakshasas)

Treasure triple (+2 *flaming kukri*, other treasure)

Special Abilities

Detect Thoughts (Su) An asura can *detect thoughts* as per the spell of the same name (CL 20th). It can suppress or resume this ability as a free action. When an asura uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 26 Will save. The save DC is Charisma-based.

Guarded Thoughts (Ex) Asuras are immune to any form of mind-reading.

Spells: An asura casts spells as a 15th level sorcerer.

Standing 10 feet tall or more, the asura is the most physically impressive rakshasa. Where their lesser kin have standard features, each asura looks different from all others. Most have exaggerated and monstrous appearances, with wild eyes and gnashing tusks framing sharp animalistic faces. Despite their frightful features, asuras are extremely intelligent and can be very charming. They all share the backward palms common to their race. An asura is almost never found in its natural form, as these consummate schemers are usually involved in decades-long intrigues among mortals. Asuras delight in manipulation, but they also have broader goals. Everything an asura does, from the grandest flourish that brings down a kingdom to

the regular visit with a street corner fishmonger, is calculated to achieve something more. All asuras share the same ultimate ambition. Fierce believers in reincarnation, each asura wishes to ascend to godhood itself. Every asura harbors the secret hope that it could be Kartava reborn, the ancient king of the mortal world. Many asura plots are designed to advance this ascension, both by controlling sources of mystical and temporal power and by eliminating possible rivals. For this reason, asuras never work together willingly. Each one would spend most of its time undercutting its rivals rather than pursuing its schemes.

DARBA

The stocky humanoid has a wolfish face. Even more disturbing are how its arms split at the elbow enabling it to hold a weapon in each backward-facing hand.

DARBA (CR 6, 2,400 XP)

CE Medium outsider (chaotic, evil, native)

Init +8; **Senses** darkvision 60 ft.; Perception +11

Defenses

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 68 (8d10+24)

Fort +7, **Ref** +10, **Will** +6

DR 10/good

Offense

Speed 30 ft.

Melee 4 fleshtearers +10 (1d8+2)

Spell-Like Abilities (CL 8th, concentration +10)

3/day - *hideous laughter* (DC 14), *hypnotism* (DC 13)

1/day - *greater teleport* (self plus 50 pounds of objects only), *suggestion* (DC 15)

1/week - *plane shift* (DC 19)

Statistics

Abil Str 14, Dex 18, Con 17, Int 13, Wis 11, Cha 15

Base Atk +8; **CMB** +10; **CMD** 24

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Stand Still

Skills Acrobatics +15, Bluff +13, Disguise +13, Knowledge (planes) +12, Perception +11, Sense Motive +11, Stealth +15

Languages Abyssal, Common

SQ change shape (any humanoid, alter self)

Ecology

Environment any

Organization solitary or pair

Treasure standard

Special Abilities

Multiweapon Mastery (Ex) A darba never takes penalties to an attack roll when fighting with multiple weapons.

The darba are members of a demonic group known as the pisacha or “eaters of raw flesh”. They share several traits with the powerful and deceptive rakshasa but are lower creatures with baser needs. They carry hooked blades known as fleshtearers which they use to rip into unsuspecting victims. Darbas often move about settlements disguised as a human or elf woman to lure rapists and thieves into their clutches since those individuals are less likely to be missed. Rakshasa often employ darbas as guards or flesh hunters. The primitive nature of the darba prevents it from enjoying the more involved debaucheries of the rakshasa.



RAVENNA

The emaciated creature moves from shadow to shadow with cat-like speed and precision. Its limbs betray a strength belied by their gaunt muscles. From its tiger face shine two red eyes and sharp teeth protrude from its jaws.

RAVENNA (CR 4, XP 1,200)

CE Medium monstrous humanoid

Init +7; **Senses** darkvision 60 ft., scent; Perception +9

Aura malevolence

Defenses

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 42 (5d10+15)

Fort +4; **Ref** +7; **Will** +5

Defensive Abilities night child; **Immune** charm

Offense

Speed 40 ft., climb 20 ft.

Melee bite +8 (1d8+3), 2 claws +8 (1d6+3)

Special Attacks rake

Spell-like Abilities (CL 5th; concentration +7)

3/day—*darkness*

Statistics

Abi Str 16, Dex 17, Con 15, Int 4, Wis 12, Cha 15

Base Atk +5; **CMB** +8; **CMD** 21

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Climb +11, Intimidate +6, Perception +9, Stealth +8, Survival +5, Swim +3

Languages Common, Rakshasa (cannot speak)

Ecology

Environment jungle

Organization solitary, gang (2–5) or tribe (5–30)

Treasure none

Special Abilities

Night Child (Su) The ravenna is said to be the spawn of night and the first rakshasa. As long as the creature does not move and remains within an area of at least dim lighting it gains the benefit of 50% concealment. This is a mind-affecting illusion.

Malevolence (Su) The hatred a ravenna exudes for all living creatures is so intense other creatures can sense it. Any creature within 30 ft. of a ravenna must

succeed on a DC 14 Will save or become shaken for 1d3 rounds. This is a mind-affecting, fear effect. The save DC is Charisma-based.

The ravenna is said to be a lesser cousin of the rakshasa. Some theorize ravenna are half-rakshasa who most resemble the animal portion of their outsider parent rather than the humanoid side. Whatever the case, ravenna are aggressive predators who kill and slaughter with abandon. Their heritage grants them supernatural abilities that make them particularly dangerous. They hunt for food, but also stalk and attack prey simply for the joy of the hunt. A ravenna stands a little over five feet tall. Black hair covers its entire body, including the face which is always a blend of humanoid and feline features. The creature's arms and legs are so thin it appears to suffer from starvation. This is rarely the case. Ravenna are strong for their size and seldom go without food.

Ravenna only fear rakshasa. They obey those creatures without question. Some rakshasa set themselves up as gods with a host of ravenna worshippers.

VETALA

The corpse shambles forward, moaning a death dirge. Its hands and feet are backwards, marking it as something other than a zombie

VETALA (CR 8, XP 4,800)

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft.; Perception +13

Defense

AC 18, touch 18, flat-footed 12

(+2 deflection, +5 Dex, +1 dodge)

hp 58 (9d8+18)

Fort +5; **Ref** +8; **Will** +7

Defensive Abilities incorporeal, channel resistance +2, rejuvenation; **Immune** undead traits

Weaknesses sunlight vulnerability

Speed fly 40 ft., (good)

Melee incorporeal bite +11 (1d6 Con)

Special Attacks corpse possession

Spell-like Abilities (CL 9th):

1/day—*insanity* (DC 19)

Statistics

Abil Str —, Dex 20, Con —, Int 6, Wis 12, Cha 15

Base Atk +6; **CMB** +11; **CMD** 24

Feats Dodge, Fly-by Attack, Mobility, Skill Focus (Perception), Skill Focus (Stealth)

Skills Fly +15, Perception +13, Stealth +21; **Racial Modifiers** +4 Stealth

Ecology

Environment any

Organization solitary

Treasure none

Special Abilities

Constitution Damage (Su) A vetala's bite deals 1d6 points of Constitution damage to a living creature. This is a negative energy effect.

Corpse Possession (Su) Once per round a vetala can enter and possess a corpse on the Material Plane. For purposes of this power a corpse includes unconscious creatures with negative hit points. This ability is similar to a *magic jar* spell (caster level 9th or the vetala's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the vetala must be adjacent to the target. If the target is not below -10 hit points it can resist the attack with a successful Will save. A creature that successfully saves is immune to that same vetala's corpse possession for 24 hours. Once in possession of a corpse, the vetala can make it move using any movement modes the creature possessed in life. The vetala can also employ its bite attack.

Rejuvenation (Su) The only way to permanently destroy a vetala is to quench the creature's anger over its unjust demise. This usually means slaying the rakshasa who murdered the vetala's humanoid body, though subjecting the raksha to some other horrible fate might also satisfy the vetala.

Sunlight Vulnerability (Ex) A vetala exposed to direct sunlight is staggered on the first round of exposure and is destroyed on the second consecutive round of exposure.

When a rakshasa tortures and kills a sentient humanoid, the dead creature's spirit sometimes reanimates as a vetala, a vampire-like being bent on the destruction of life. After a grisly and painful death, the vetala's spirit continues on, spurred by anger at its undeserved fate.

The vetala can not stand direct sunlight. During the day it haunts underground tombs and catacombs to wait for the night. However, a vetala possessing the body of a dead humanoid can move about in daylight while inhabiting the corpse. These vetala are often thought to be zombies, but an observant person can recognize their true nature if they notice the creature's backwards hands.

A vetala prefers to drain a victim of Constitution and then use the body to move to another location. Unlike ghosts a vetala is not bound to a specific site, though the creature does tend to haunt a area until it runs out of victims.



ADDITIONAL MATERIAL

The material needed to bring your Rakshasa player character to life makes up the early section of this book. The last few remaining pages provide you with a 3rd party clerical domain used in the rakshasa sample character, a feat from an additional Pathfinder Roleplaying Game source and a number of spells selected for the sample character or required for the domain. The chameleon archetype comes from Ultimate Combat and is reproduced here as well.

CHAMELEON (Rogue Archetype)

An absolute master of disguise, a chameleon effortlessly blends into any environment. Whether disappearing into crowded city streets, vanishing into desert sands, or slipping into the darkness of subterranean tunnels, the chameleon relies upon her ability to become part of her surroundings.

Misdirection (Ex): At 1st level, a chameleon begins her career knowing that the secret to disappearing lies in deceiving the senses of her observers. Every day she gains a pool of stealth points equal to her ranks in Bluff. These points refresh at the start of each day. Before making a Stealth check, she can choose to put stealth points into the roll, gaining a bonus on Stealth checks equal to the number of stealth points she puts into the roll. If she gains a bonus on Bluff checks because of a feat (such as Skill Focus [Bluff]), she adds a number of points to her stealth pool equal to the bonus the feat grants. This ability replaces trapfinding.

Effortless Sneak (Sp): At 3rd level, the chameleon chooses a single terrain from the ranger's favored terrain class feature. While she is within that terrain, she can take 10 on any Stealth check she can make within that terrain. When the chameleon reaches 6th level, and every three levels thereafter, she chooses a new type of terrain from the ranger's favored terrain list. She gains this ability with the newly picked terrain. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the chameleon archetype: camouflage, fast stealth, quick disguise, and terrain mastery.

Advanced Talents: The following advanced rogue talents complement the chameleon archetype: hide in plain sight and master of disguise.

Osyluth Guile (Combat)

You are skilled at misdirecting an opponent's attacks.

Prerequisites: Bluff 8 ranks, Dodge.

Benefit: While you are fighting defensively or using the total defense action, select one opponent. Add your Charisma bonus to your AC as a dodge bonus against that opponent's melee attacks until your next turn. You cannot use this feat if you cannot see the selected opponent.

Pleasure Domain

Granted Powers: You can grant others the glory of rapture with just a touch, and joy fills your heart to overflowing.

Rapturous Touch (Su): You can touch a creature as a standard action, granting them a +2 bonus to any one Perform check for one round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Heart of Joy (Su): Beginning at 8th level, your heart is so full of joy that you are immune to nonmagical fear effects and receive a +2 bonus to saving throws against magical fear effects.

Domain Spells: 1st – *charm person*, 2nd – *mantle of love*, 3rd – *suggestion*, 4th – *beauty of youth*, 5th – *break enchantment*, 6th – *symbol of persuasion*, 7th – *repulsion*, 8th – *peace aura*, 9th – *true resurrection*.

Purple Duck Note: All oracles use the cleric spell list and are not shown on the level line. Similarly, in our products sorcerers use the wizard spell list and are not shown on the level line.



BEAUTY OF YOUTH

School transmutation; **Level** bard 4, cleric 4, wizard 4

Casting Time 1 standard action

Components V, S, M (the dried, powdered petals of a white rose, stirred into a glass of wine and consumed by you)

Range personal

Target you

Duration permanent

Saving Throw none; **Spell Resistance** no

By casting this spell, you will permanently appear younger than you actually are. The number of years younger you look varies by race; see the table below. Beauty of youth does not remove physical or mental effects of natural or magical aging (such as the bonuses and penalties to ability scores that occur upon reaching middle age, or aging that occurs from the corrupting touch of a ghost), it only affects your physical appearance. Your youthful appearance gives you a +1 bonus to any Charisma-based skill check where your looks are involved – for example, if you are attempting a Diplomacy check to get the guard at the city gate to let you in without paying the gate tax, or when making a Perform (Dance) check when dancing for an audience. You can benefit from no more than 3 castings of beauty of youth in any 10-year period, and the Charisma-based skill check bonuses stack.

Race	Number of Years
Dwarf	3d6
Elf	4d6
Gnome	4d6
Half-Elf	1d6
Half-Orc	1d4
Halfling	2d4
Human	1d4

BLOOD RAGE

School enchantment (compulsion) [mind-affecting];

Level adept 3, bard 2, cleric 3, wizard 3

Casting Time 1 standard action

Components V, S, M (a drop of blood from each creature to be affected)

Range close (25 ft. + 5 ft./level)

Targets one willing living creature per 2 levels, no two of which may be more than 30 ft. apart

Duration 1 round/level

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

Resistance yes (harmless)

The targets of this spell become angrier as they fight, the pain of their wounds fueling their strength. An affected creature gains a cumulative +2 morale bonus to Strength and a cumulative –1 penalty to AC for every 5 points of damage it takes (maximum +10 Strength, –5 AC) for the duration of the spell. These bonuses last until the spell expires or the target falls unconscious.

EXPEND

School abjuration; **Level** sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (miniature broken hourglass)

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius burst

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You cause all creatures in the affected area to use up one or more of their limited-use magical abilities without any actual effect. A limited-use magical ability is any supernatural or spell-like ability which a creature can only activate a certain number of times during a set interval (3/day, 1/hour, etc.). The spell does not affect abilities which the creature can use at will or which are constant. It also does not apply to magical items or anything else external to a creature. A creature in the spell's area must make a Will saving throw or expend a single use of one of its abilities. Abilities with the greatest number of uses per day are affected first; if more than one ability has the same number of uses, randomly determine which one is affected first. Creatures must continue making Will saves, expending an additional use of an ability for each failed save, until they succeed, at which point the spell has no further effect.

MANTLE OF LOVE

School abjuration; **Level** bard 2, cleric 2, paladin 2

Casting Time 1 standard action

Components V, S, F (a heart-shaped ruby worth 50 gp)

Range touch

Target one living creature

Duration 1 min./level

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

Resistance yes (harmless)

You imbue the target creature with the protective love of your deity, protecting him from harm by granting him a +4 morale bonus on all saving throws. The spell ends if you and the target move out of sight of one another.

MEMORY LAPSE

School enchantment [mind-affecting]; **Level** bard 1, wizard 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates; **Spell Resistance** yes

You cause the target to forget what happened from the casting of the spell back to the beginning of its last turn. This may allow a retry on a Diplomacy, Intimidate, or opposed skill check, though only with respect to the target, not other creatures that may be present.

PACIFIST

School enchantment (compulsion) [mind-affecting];

Level bard 1, cleric 1, wizard 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration 10 min./level

Saving Throw Will resists; **Spell Resistance** yes

The target is suddenly convinced that killing is wrong and will avoid combat whenever possible. If forced into combat, the target will do her best to deliver only

non-lethal damage and will cast only spells that do not do physical damage.

PEACE AURA

School abjuration; **Level** cleric 8, druid 8

Casting Time 1 standard action

Components V, S, DF

Range touch

Area 40-ft. radius emanating from the touched point

Duration 24 hours

Saving Throw Will half; see text; **Spell Resistance** no

The area affected by the peace aura spell is warded against violence. An almost audible hum fills the area, calming the nerves and emotions of those who enter. Any creature attempting to strike or otherwise attack anyone within the warded area (including attacks with targeted spells) takes 1d6 points of force damage per caster level. Any creature with the Evil subtype suffers a -4 penalty to its saving throw. Peace aura is frequently cast prior to large meetings where the discussion is expected to become heated, or in sacred places where fighting of any type is unacceptable.

VIGOR

School transmutation; **Level** adept 0, cleric 0

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute or until discharged

Saving Throw Will negates (harmless); **Spell Resistance** yes

This spell infuses the subject with a small surge of strength. The creature gets a +1 competence bonus on a single melee damage roll. It must choose to use the bonus before making the roll to which it applies. Ranged or spell attacks are unaffected by this spell.

KHOPESH (EXOTIC, ONE-HANDED)

This heavy blade has a convex curve near the end, making its overall shape similar to a battleaxe.

Cost 20 gp; **Weight** 8 lbs.

Dmg(S) 1d6; **Dmg (M)** 1d8; **Critical** 19-20/x2

Type S; **Special** trip

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