Rite Publishing Presents









By Steven D. Russell



Rite Publishing Presents:

Restless Souls

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Dedication: To Hugo Solis Your artwork makes @uesthaven live and breathe.

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Owain Northway,

You have asked me to convey what it is to be a restless soul, to be unable to find peace after death, to be sent back from beyond the pale; I have endeavored to do so, but I have failed. For a return from death's embrace cannot be explained, sadly it can only be endured. Oh, and I don't recommend it to anyone.

Nestra Darklaugh

Restless Souls are not a "culture" we are not a "race" we simply share one similar trait; we have all died and come back as something less, something more than what we were. Some call us revenant kith, eidolons, deathless ones and I am sure some witty adventurer out there will soon coin the phrase "Emopyre."

Restless Souls are not tied to a particular area, culture, race or bloodline, though they do seem to be tied closely to a person's force of will and/or a person's destiny. Basically if the gods are not done playing lanceboard with your life, a little thing like death is not going to take you out of the game. In the lands of Questhaven, where the Questor's Society rule, the phenomenon is well known and the local Great Church of the Pantheon preaches that when your soul is weighed, Our Judge Of The Dead determines that the book of our life is not complete and that we must return to complete some unfinished task. Every religion tells of us coming back because the dead were not properly memorialized or some blasphemy or another was committed. Philosophers and Sages pontificate that we come back to avenge our own deaths, though I don't know why we just don't wait till our enemy joins us in the afterlife, though it does make sense for those of us whose blood enemy is immortal. Some of us are so dangerous neither heaven nor hell would accept us, so they sent us back. A few romantics compose poems on the power of love and friendship bringing them back to protect those they care about. Personally, I believe this happens because, for adventurers, death is cheap and the gods are cheating bastards that would never let us off that easy.

The history of the deathless ones in and around Questhaven, the Evocative City, is tied closely to the Obedient Fellowship of Our Quiet Guide to Death, a knighthood of holy warriors who embrace the second tenet of our deity;

Death is sacrosanct - Obey my decree: seek those who defile this purity and obliterate them. They are a self-righteous collection of extremists who oppose the ravages of necromancy and the "pure evil" of undead, regardless of whether we, that creature, is evil or in our case for that matter truly undead. Their nominal leader (as they have no official hierarchy to control them), Sir Torquemada, Obedient Brother of the Charred Pyre, has declared anathema upon us, citing the looting of our own corpses as defilement. Fortunately the Circle of Heroes that rules Questhaven, having at one time or another been Restless Souls themselves, for the most part protect us from overt persecution. This does not stop subvert forms of ostracism, assaults outside the protectorate, or in places where the church holds greater power than the secular government. Many of the elder deathless ones still speak of the chaotic days after the fall of the Dark Emperor, before the Questor's Society could consolidate its rule, when die hard fanatics of the order whose past was haunted by the atrocities of the Dark Emperor's undead caused many of our kind to be destroyed, flee back to a living state, seek out death, or simply disappear. Sir Torquemada's defeat by the mysterious eidolon known only as the Lord of Gargoyles is much lauded by my kind.

In a touch of irony, if Sir Torquemada were slain I believe his obsession would return him to this world as one of us. I am sure he would become one of "the delusional," those of us who believe they are alive and, regardless of proof, refuse to accept their own deaths.

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I died 7 years ago; I have no memory of how I died, though I have these scars as constant clues that it probably was not a natural death. I had a family, children, a husband, a home, all of which is gone. I have not aged, and I have not slept, I have spent every moment attempting to solve my own murder. Every year I have discovered another restless soul whose family suffered the same fate, under the same circumstance. We have now joined together to hunt this monster who destroys lives. I am sure it will end up being me and I just don't remember, or some other twist ending.

Physical Description

Restless Souls can be of any race, size, color religion, culture, and/or creed. We share a few physical traits in common, the first are the scars we earned in death, and these can be as simple as a rope mark around one's neck or full body scaring. One thing I have learned is that in this



world it is easier to come back from the dead than it is to heal these scars. It seems that amongst the revenant kith you either openly display your scars or play up a very dark and mysterious persona by hiding them. We are guite lucky that scars are incredibly fashionable.

The other feature shared by us is our "wrongness," many feel it when we enter their presence and animals sense it so keenly they cannot stand to be in our company. This is also accompanied by pallor mortis, the paleness of death that accompanies our souls' return from beyond the last mystery. It makes for horrible skin-burns when at the beach or lost in the desert.

It is common for many of us to play upon this disconnection with the natural order, often taking on motifs of death and darkness. Many of us add a splash of color to offset the gloom; I, personally, like to wear a pink bow with my skulls.

I would point out that in the city of Questhaven a subculture of restless souls exist that dates back to the beginning of the 2000 year reign of the Dark Emperor, as we do not age the motifs of that era survive amongst them. Younger members tend to adopt these motifs in order to be accepted in this society: dark makeup, thin plucked eyebrows, black leather, corsets, poet's shirts, chokers, a love of opera, a preference for silver jewelry, and a reverence for Our Judge of the Dead and Our Quiet Guide to Death. Fortunately this is the norm and not the rule; one can only take so much angst and outdated fashion.

Society

The foundations of our so called society are built around quests such as these: Our Deities of the Dead, proper demoralization of the dead, the prevention of sacrilege against the dead, and surprising to some is a deep and powerful respect for the love and friendship that two souls share, which many folk can take the wrong way.

Though we come from incredibly diverse backgrounds, restless souls have a lengthy history to draw from due to our preternatural longevity. We are not a major force in the wider world because our state of being is often an end unto itself. Once we finish our business in the world of the living we often return to the grave. This is often referred to as "The Final Task"; it's very final, that is until you resurrected, reincarnated or animated by some lazy necromancer who needs your corpse to wash his socks for all eternity.

There are many whose unfinished tasks have become a part of our society. And those who

have chosen or been forced into this existence. In the city of Questhaven there is Makarov Mentorunseen, who often uses an antagonistic facade to teach restless souls. He is the type of person who likes convoluted plots that almost put you back on the other side of the grave just so you can learn the moral of the story, he also happens to be in charge since he is the oldest surviving restless soul.

The Conclave of Revenant Kith is a geritocracy composed of the eldest eidolons who have not succumbed to "The Final Task." Their primary task is to function as a charitable organization, it also assists restless souls in finding legal matters dealing with their deaths, along with taxes, regaining of personal possessions, employment, accommodations, and other services they may need. It also punishes those who threaten our society, the destruction of a restless soul's corpse, the casting of forbidden magics such as soulbind and those who interfere in the unfinished task of another eidolon. Their idea of punishment is often odd, as I was once returned to life, for my interference.

Due to our troubled history with the Obedient Brotherhood, we've developed many insults and barbs. "Soot-kissed," for the order's habit of anointing their faces with ashes, and "Pyre Knight," their preferred method of burial and execution of undead, are the highest of insults amongst my kith; the first to denote someone who is unfriendly to my kind, and the latter one who is hostile, intolerant of our nature, or reckless with our safety. Barghestfodder is more a curse than an insult, mostly due to its defilement of a restless soul's corpse. If I call another restless soul a Gargovlian, it is a sign of respect and affection since we honor the Lord of Gargoyles's defeat of the Obedient Brotherhood. And yes, Owain, they often refer to you as "Barghest-vomit"

Relations

Most living creatures sense the "wrongness" in me and my people. They find further revulsion in our grotesque scars, and if that were not enough our mysterious otherworldly nature frightens them away. Our tragic backgrounds. combined with our often desolate obsessions with our unfinished task, makes positive relations with those who are not of the revenant kith few and far between; No matter what a girl tells you, it is you, not us.

We get along best with other outsiders and half-breeds as they, like ourselves, are often outcast from the own cultures. This has lead to

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our close association with lawless organizations. Though originally this was done to stop the theft of corpses its influence has expanded, as often legitimate would is hard for my folk to come by; so, yes, we really are part of the underworld, literally and figuratively.

We have found a much easier time amongst the Questor's Society and their adventurous membership who seem heartened by the fact that death does not mean an end to their adventures. Often they invite us along on their adventures, as they think our proximity will given them a better chance at returning as a restless soul.

Some of the feelings of hatred and distrust are completely justified, not only from our illegitimate dealings, but also that a small percentage of us have returned because neither Our Heavens nor Their Hells could harbor such a soul. These souls are the most dangerous creatures in existence, destroying them are often just a delaying tactic.

Alignment and Religion

We eidolon most often have the same alignment that we had in life, though many choose or discover a different outlook upon our return. Those who avoid "The Final Task," as the centuries wear on, adopt either a lawful or chaotic neutral outlook on their existence. But you can find exceptions to this rule throughout Questhaven, as our alignments tend to be as diverse as our membership, for alignment is not a bar against one returning as a restless soul.

As with alignments there are followers, holy warriors and priests, of a large number of different deities who become one of my kind. Rare is the deity that does not have some task that cannot be completed by one of the revenant kith. However, the majority tend to follow deities of Judgment, Death, Vengeance and Craftsmanship. In Questhaven the Conclave of Revenant Kith have presiding clerics serving Our Judge of the Dead and Our Quiet Guide to Death alongside Their Vicious Brother of Destruction

There is a small cult within our society driven by the belief that the gods intend for us to be the souls that will inherit rulership of the earth, when the Last Day arrives. They are a bit of a doomsday cult, having grown over obsessed with the doom and gloom motifs of our culture. While, at times, I do find the idea of a doomsday cult of immortals rather amusing, personally I think they have fell in love with their own angst.

Adventurers

Most of us were adventurers when we died, sometimes it is an entire fellowship that all died at the same time, with an unfinished task and, due to our inability to remember how we died, it can be quite a challenge to complete said task knowing you already suffered a tragic failure. A few of those who died in a dreary and hopeless existence do come back and decide to live out their new existence simply experiencing it. We don't favor any particular vocation but those whose abilities work best with animals rarely do well in those same vocation.

Names

Restless souls often maintain the same names that they did in life, though often they take on epithets that reflect their unfinished task, vengeful nature, our reverence for our deity who returned us, our lack of last rites, or the bond that brought us back. These epithets, like my own, often appear in our minds upon our return and we speak them naturally without thought. I am sure our deities do this for their own amusement.

Epithets: Bran's Heart, Demon's Outcast, Dragonquest, Earthfriend, Hell's Exile, Lasttask, of Our Judge of the Dead, of Our Lady of Ladies, Rosen's Beloved, The Desecrated, The Right Hand of Myron, The Unburied, うんじアスムシンビビル アスアンビス かと とんん バイド かく

Restless soul Creature

Restless soul creatures are those who have returned from the land of the dead with the permission of a deity, having beseeched him for a chance to return and complete a task that is left undone. Though not undead, they are both more and less than mortal.

Creating a Restless soul

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"Restless soul" is an acquired template that can be added to any dead creature. Most restless souls were once humanoids. Restless souls use the base creature's stats and abilities except as noted here.

Type: The creature's type changes to outsider (augmented). Do not recalculate class Hit Dice, BAB, or saves.



Defensive Abilities:

Restless (Ex): Unlike most outsiders, the restless soul when slain is simply returned to the land of the dead to await the judgment of the deity that allowed for their release. If the deity allows a restless soul to return as a restless soul again he suffers an additional negative level (or point of con drain).

Unnatural Aura (Su) Animals, whether wild or domesticated, can sense the unnatural presence of the restless soul at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the restless soul.

Weaknesses: Restless souls are affected by any spell or effect that can affect outsiders and/or the appropriate augmented subtype. For example if an elf became one of the restless soul he could be affected by a *dismissal* spell (returning the elf to the land of the dead), and could be affected by a charm person spell.

The restless soul is confined to appearing as it appeared at its time of death; it will also always appear as a pale, cold and unnatural creature regardless of mundane disguises, magical disguises, and polymorphs. A druid could transform into a bear for example but the bear would appear to be one of the restless souls.

Restless soul cannot tolerate the odor of a smokestick and will not enter an area heavy with its smoke. Similarly, they will not touch any creature wearing a silver holy symbol of the deity who allowed the creature to return from the dead (this includes unified churches of a pantheon or trinity of deities). They recoil from a strongly presented holy symbol of the deity who allowed them to return. These things simply keep the restless soul at bay they do not harm it.

Restless souls cannot cross running water under their own power; they can be carried across by another creature or conveyance.

Special Qualities:

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Beyond the Pale: The restless soul's old body does not animate, his spirit bonds with the plane of the deity who is returning him to the world of the living The Restless soul appears near his home, his grave, his body or his closest friends whichever spot allows him to reclaim his equipment and continue the one with the reason

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for his return. The restless soul's stats are the same as his old body's, he arrives naked when the DM determines an appropriate time, at the end of the encounter that caused his death is the most popular, though rare circumstances have allowed a restless soul creature to save the lives of his closest friends and/or allies.

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Restless souls gain two permanent negative levels when it returns to the land of the living, just as if it had been hit by an energy-draining creature. If the subject is 1st level, it takes 2 points of Constitution drain instead (if this would reduce its Con to 0 or less, it can't become one of the restless soul). A character that died with spells prepared has a 50% chance of losing any given spell upon coming back as one of the restless soul. A spellcasting creature that doesn't prepare spells (such as a sorcerer) has a 50% chance of losing any given unused spell slot as if it had been used to cast a spell.

A restless soul creature returns with a number of hit points equal to its current HD. Any ability scores damaged to 0 are raised to 1. Normal poison and normal disease are cured in the process of becoming one of the restless souls, magical diseases and curses are not undone. Missing parts of the original body are still missing when the creature becomes one of the restless souls. None of the dead creature's equipment or possessions is affected in any way by this template and remains with the original body.

Any bonded animals become a restless soul if they were slain along with their master when he returns as one of the restless soul.

The Restless soul can be returned to life by any of the normal means, removing this template and all of its accompanying benefits and penalties of this template.

Death Amnesia: Restless Souls are never able to recall the exact circumstances or cause of their death. If they death resulted from unnatural causes they never recall the identity of their killer.

Restless Soul Feats: When you apply this template you can substitute any feat you posses for a restless soul feat, when you lose this template you lose all restless soul feats that you possess and they are replaced with the original feats, if there was not an original feat you can replace them with any other feat which you meet the prerequisites of (subject to DM Adjudication).

Scarred Forever: Any wounds that resulted in your death result in the unhealable scarring of your new form.

Restless Soul Feats:

The following feats are designed specifically for Restless Souls or with Restless Souls in mind. They draw on these characters' unique origins and magical nature to grant them expanded abilities.

Some of these feats are marked with the Restless Soul feat type, which indicates that only members of that race are eligible to select them. A restless soul can take one of these feats as a bonus feat gained from a class feature, such as from the fighter or wizard class. The class feature that grants the extra feat must be referred to as a "bonus feat" in the class' level progression table. Otherwise, you cannot use this opportunity to select a restless soul feat. For example, the ranger gains combat styles that provide the equivalent of a feat, but that class feature is not specifically called a bonus feat.

AURA SIGHT [Restless Soul]

You embrace your supernatural connections to a point that you can see a person's personal aura. **Prerequisites:** You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse.

Benefit: You gain the ability to see personal auras. You can determine the attitude, creature type, subtype, class (if any) and level (or HD) of a creature they observe for at least 5 rounds. Creatures that are disguised or attempting to avoid this aura sight can make a Will saving throw (DC 10 + half your character level + your highest mental ability modifier) to negate the effect.

AVENGE MY DEATH [Restless Soul] You gain power from beyond to enact justice or vengeance upon the one who kill you. Prerequisite: You must have been murdered (DM Adjudication).

Benefit: Your negative levels do not affect you when you are engaged in battle with an opponent you know has killed you (subject to DM Adjudication) and its allies. You also add an additional 1d6 of bane damage against that same opponent and its allies.

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BALEFUL GAZE [Restless Souls] You are agony given physical form, your death was both horrifyingly painful granting you the power to cause pain in others.

Prerequisites: Cha 13

Benefit: A number of times per day (see table below) for 1 round per day, any opponent within 60 feet that meets your gaze must succeed on a Fortitude save (DC 10 + $\frac{1}{2}$ your character level + vour Cha modifier) or take sacred/profane damage and Dexterity damage listed below. Your negative levels do not affect you in reference to this feat.

Furthermore, the affected creature immediately falls prone and lies convulsing and helpless for 1 round this secondary effect is mind affecting effect. Any creature that makes a successful save is immune to this effect for 24 hours.

Special: Each subsequent time you take this feat you gain an additional use per day.

Character Level	Sacred/Profane Damage	Dexterity Damage
1-2	1d6	1d2
3-4	2d6	1d3
5-6	3d6	1d4
7-8	4d6	1d6
9-10	5d6	1d8
11-12	6d6	2d4
13-14	7d6	2d6
15-16	8d6	2d8
17-18	9d6	3d6
19-20	10d6	3d8

COMPANION OF LIGHT [Restless Soul] When you return from beyond the pale you bring a special spiritual companion with you. Prerequisites: Cha 13

Benefit: You gain a supernatural bond similar to a druid's nature bond animal companion that appears to be similar to a lantern archon or will o' wisp. With the following statistics:

Spirit Lantern

Starting Statistics: Size Small; Type: Animal (Extraplaner), Speed fly 60 ft. (perfect); AC +4 natural armor; Attack 2 light rays ranged touch attack (1d6); Ability Scores Str 1, Dex 11, Con 12, Int 6, Wis 11, Cha 10; Special Qualities low-light vision.

4th-Level Advancement: Ability Scores Dex +2, Con +2.

CONVERSE WITH THE DEAD [Restless Soul] You embrace your supernatural connections to a point that you can see and speak with the dead. **Prerequisites:** You must spend 100 gp per character level on special components for the mystical rites, including silver, and the blood of your corpse; Intimidate 12 ranks.

Benefit: Once per day you can ask a spirit a question with a one-word answer. Generally, spirits are found only near places of deathcemeteries, battlefields, haunted houses, and so on. The spirit is not omniscient. It knows all observable facts about its immediate, current surroundings, and can answer any question about such facts with 100 percent accuracy. ("Immediate, current surroundings" means the area around it at the time of questioning, out to about a 500-foot radius.) A spirit has a 75 percent chance + 1 percent per 2 character levels you possess to know the answer to a question regarding knowledge it had in life. It never knows the answer to a question pertaining to the future or the thoughts of another.

To force the spirit to answer, you must make an Intimidate check. A failed check results in no answer, or a lie (DM's discretion). The check's Difficulty Class equals 11 + the number of Hit Dice the creature had in life. Further, if the spirit has been dead more than 10 years, add +2 to the Difficulty Class. For spirits dead longer than 100 years, add another +2 to the Difficulty Class. For spirits dead longer than 1,000 years, add another +4 to the Difficulty Class. Your negative levels do not affect you in reference to this feat.

At 15th level, you can ask a question that requires an answer of up to one word per two character levels or a series of yes/no questionsone per two character levels.

Special: Each subsequent time you take this feat you gain an additional use per day.

DREAMWALKER [Restless Soul]

You embrace your supernatural connections to a point that you can enter the dreams of others. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 9th. **Benefit:** Once per day as a swift action you can use dream as a spell-like ability (Caster Level equal to your character level). In addition your message can be slightly more complex, and you (or the messenger) may have up to 1 round of communication per character level you possess with the recipient. Your negative levels do not affect you in reference to this feat. **Special:** Each subsequent time you take this feat you gain an additional use per day.

FADING FORM [Restless Soul]

You embrace your otherworldly nature so that you can move between this world and the next. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 3rd.

Benefit: Once per day as a swift action you can use blink as a spell-like ability (Caster Level equal to your character level). In addition you have minor selective control over this spell's effects. As a result, you can move through solid objects with no chance of failure. Your negative levels do not affect you in reference to this feat. **Special:** Each subsequent time you take this feat you gain an additional use per day.

FROM HELL [Restless Souls]

The nature of your spirit is such that it is just too tough for lower planes of existence to contain. Prerequisites: Evil alignment

Benefit: You gain Damage Reduction X/good where X is equal to your character level.

INCOPOREAL FORM [Restless Soul] You embrace your otherworldly nature. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 3rd.

Benefit: Once per day as a standard action you and your equipment become incorporeal as a spell-like ability (Caster Level equal to your character level) for one round per character level. Your equipments weight cannot exceed

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your maximum load. Your negative levels do not affect you in reference to this feat. Special: Each subsequent time you take this feat you gain an additional use per day.

LOVE AND FRIENDSHIP [Restless Souls] You have returned from beyond the grave to provide protection and guidance for someone you care about deeply.

Prerequisites: Select a PC or NPC who you have a close personal relationship with (subject to DM Adjudication) this person is considered your chosen ward.

Benefit: You continuously generate a shield other spell effect (Caster Level equal to your character level) in reference to your chosen ward, you also add an additional +2 bonus when you use aid another with your chosen ward. Your negative levels do not affect you in reference to this feat or when you use aid another with your chosen ward.

MASTER THE STORM [Restless Soul] You embrace your supernatural connections to a point to gain control of natural weather. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Unsettling Wind Character Level 13th.

Benefit: Once per day as a full-round action you can use *control weather* as a spell-like ability (Caster Level equal to your character level). In addition the spell's area becomes a 10mile-radius circle, centered on you. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

MIND OVER MATTER [Restless Soul] You embrace your supernatural connections to a point that you can perform telekinesis. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 9th. **Benefit:** Once per day as a swift action you can use telekinesis as a spell-like ability (Caster Level equal to your character level). In addition the spell can be used to wield a weapon or perform combat maneuvers using the ability modifier of your choice instead of your Strength or Dexterity modifier. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.



NO LAST RITES [Restless Souls]

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Due to your body being destroyed or some other sacrilege, it is not possible to perform the proper funeral rites and so you cannot go on to your final rest.

Prerequisites: Reverence of a deity or ethos that matches your alignment, can't be brought back to life by raise dead; Con 13, Character Level 13.

Benefit: You gain regeneration equal to your Constitution modifier. Fire and alignment-based effects deal normal damage to you. You do not regrow limbs or lost body parts.

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PARALIZING TOUCH [Restless Soul] You embrace your supernatural connections so as to be able to paralyze foes with a touch. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd. Benefit: Once per day as a standard action you can use *ghoul touch* as a spell-like ability (Caster Level equal to your character level). In addition you can affect one creature per four character levels (to a maximum of five), and can make as many touch attacks per round as you are capable of. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

PHASING FORM [Restless Soul]

You embrace your otherworldly nature so that you can move between this world and the next. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your

blood or the blood of your corpse, Character Level 3rd.

Benefit: Once per day for one round per character level as a spell-like ability you can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to ethereal jaunt (Caster Level equal to your character level). Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

SOUL JAR [General]

Your nature is similar to that of a lich, and you have actively made preparations to ensure vourself eternal life after your body gives up. **Prerequisites:** create a phylactery worth 120,000 gp, if this phylactery is destroyed so are you, Character Level 11th.

Benefit: If you die you gain the Restless Soul template.

Special: The most common form of phylactery is a sealed metal box containing strips of parchment on which magical phrases have been transcribed. The box is Tiny and has 40 hit points, hardness 20, and a break DC of 40. Other forms of phylacteries can exist, such as rings, amulets, or similar items.

SPIRITUAL POSSESSION [Restless Soul] You embrace your supernatural connections to a point that you are able to possess other creatures.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 9th; Incorporeal Form

Benefit: Once per day as a swift action you can merge your body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (Caster Level equal to your character level) except that it does not require a receptacle. To use this ability, you must be adjacent to the target. The target can resist the attack with a successful Will save (DC 10 + $\frac{1}{2}$ your character level + your highest mental ability modifier). A creature that successfully saves is immune to that your spiritual possession ability for 24 hours. Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.



TERRIFFYING VISIONS [Restless Soul] You embrace your otherworldly nature so that vou can project visions into the minds of others. Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including holy water, and your blood or the blood of your corpse, Character Level 7th

Benefit: Once per day as a swift action you can use *phantasmal killer* as a spell-like ability (Caster Level equal to your character level). In addition if the subject makes its Fortitude save, it takes 6d6 points of damage. Your negative levels do not affect you in reference to this feat. **Special:** Each subsequent time you take this feat you gain an additional use per day.

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UNFINISHED TASK [Restless Soul] Your driving passion for coming back draws power from the planer energy your body is composed of.

Prerequisite: name—very specifically—a task you will accomplish in no more than one year's time. If the task is not completed in that time, or if conditions arise that indicate the failure of the task, you are destroyed (you can still be brought back from the dead normally).

Benefit: Once per day, as an immediate action as long as what you are doing directly relates to vour chosen task (DM Adjudication), you can ignore all debilitating conditions affecting you (including your negative levels) for 1 round per character level you possess and that time counts as part of the condition's duration.

Special: Each subsequent time you take this feat you gain an additional use per day.

UNSETTLING WIND [Restless Soul]

You embrace your supernatural connections to a point that you can control elemental air.

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Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd. Benefit: Once per day as a swift action you can use *gust of wind* as a spell-like ability (Caster Level equal to your character level). In addition

the wind extinguishes even protected flames and continues to blow for 1d4+1 rounds (dismissible as a swift action).

Each round in the area, creatures must make saves or be knocked down. Your negative levels do not affect you in reference to this feat. Special: Each subsequent time you take this feat you gain an additional use per day.

UNSETTLING PRESENCE [Restless Soul] You embrace your supernatural connections to a point that you can frighten foes with a single moan.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd. **Benefit:** Once per day as a swift action you can use scare as a spell-like ability (Caster Level equal to your character level). In addition it affects creatures with more than 6 HD, and targets suffer a –4 penalty on all saving throws.

Your negative levels do not affect you in reference to this feat. Special: Each subsequent time you take this feat you gain an additional use per day.

WRATH FROM BEYOND [Restless Soul] You embrace your need for supernatural vengeance.

Prerequisites: You must spend 100 gp per character level on special components for the mystical rites, including silver, and your blood or the blood of your corpse; Character Level 3rd. Benefit: Once per day as a swift action you can use rage as a spell-like ability (Caster Level equal to your character level). In addition you do not need to concentrate to maintain the spell. It has a duration of one minute plus 1 round per character level (d).

Your negative levels do not affect you in reference to this feat.

Special: Each subsequent time you take this feat you gain an additional use per day.

Restless Soul Spells

Sometimes when a restless soul comes back from beyond the pale rather than losing a particular prepared spell he is granted a restless

soul spell (Subject to DM adjudication this happens at most 50% of the time a spell is lost and only once per spell level), gain knowledge from beyond about a spell never before know. These spells can be learned however just like any other.

Apparent Distraction

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School illusion (figment); Level bard o, sorcerer/wizard o Casting Time 1 standard action **Components** V, S, **Range** close (25 ft. + 5 ft./2 levels)Effect illusory sound **Duration** instantaneous Saving Throw Will disbelief; Spell Resistance no

This spell causes a loud sound that momentarily diverts other creatures' attention, While they are turning their attention away from you, you also as part of the casting can make a stealth check if you are within 10' of a hiding place of some kind. You move to that hiding spot and do not provoke attacks of opportunity; you can take no further actions until your next turn.

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Apparitional Knowledge

Divination

Level: Bard 1, Clr 1, Pal 1, Rgr 1 Sor/Wiz 1 Components: V, S, F Casting Time: 1 minute Range: Personal

Target: You

Duration: 1 hour/level or until discharged This spell only functions for restless souls allowing them to tap into the knowledge of the dead from beyond the veil On the next Knowledge check of your choice, you can decide to discharge this spell as an immediate action to give yourself a +1 insight bonus per caster level (+5 max) on the check. You treat this as a trained check even if you do not have any ranks in the skill.

Focus: A piece of silver jewelry worth at least 100 gp.

Discern Fear

Divination Level: Ass 2, Brd 2, Cleric 2, Rgr 2, Sor/wiz 2 **Components:** V, S, M/DF Casting Time: 1 standard action Range: Personal Target: You Duration: 1 minute/level (D)

You gain a sixth sense that allows you to intimidate creatures ease as you are able to detect what they fear. Your eyes turn red while under the effect of the spell, making it seem as though you were filled with wrath (although you can see as well as normal). While this spell is in effect, you gain an insight bonus equal to your caster level (maximum +10) on intimidate checks Arcane Material Component: A finger bone.

Hex of Truth

Enchantment (Curse) (Compulsion) [Mind Affecting] Level: Brd 3, Clr 3, Pal 2, Sor/Wiz 3 Components: V, S, M Casting Time: 1 standard action Range: Touch Target: One creature Duration: Permanent Saving Throw: Will negates Spell Resistance: Yes

The victim of the curse is unable to tell a lie as if the victim had failed its save in a *zone of truth*. *Material Component*: Saliva from the victim.

Enforced Choke

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Transmutation Level: Assassin 4, Sor/Wiz 4 Components: V, S, F Casting Time: 1 standard action Range: Close (25 ft. + 5 ft./2 levels) Target: One creature/3 levels (maximum 6 creatures) no two of which may be more than 30 feet apart.

Duration: 1 round/level Saving Throw: Fortitude negates Spell Resistance: Yes

Enforced choke causes force energy to grip the throat of one or more victims. Each victim immediately begins to suffocate. After failing the initial save, the target must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When a target fails one of these Constitution checks, she suffocates and makes no further checks. In the first round, she falls unconscious (o hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she dies.

Focus: A leather glove.

Enlivened Jome

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Transmutation Level: Sor/Wiz 5 Components: V, S, Casting Time: 24 hours Range: Touch Target: Personal spellbook Duration: Instantaneous Saving Throw: None Spell Resistance: Yes (object)

You awaken your spellbook to humanlike sentience. To succeed, you must make a Will save (DC 10 + your current level). The awakened spellbook is friendly toward you. You have no special empathy or connection with the spellbook you awaken, although it serves you in specific tasks or endeavors if you communicate vour desires to it. An enlivened spellbook has characteristics as if it were an intelligent item and an animated object (normally tiny) with bonus hit points equal to your caster level. An awakened spellbook can speak one language you know plus one additional language that you know per point of Intelligence (if any). An awakened spellbook gains 3d6 Intelligence, Wisdom, and Charisma scores as well as an additional 2d6 hit points. Awakened spellbooks have distinctive personalities of their own. These personalities can reflect the personality of the caster, spells contained within, or be completely random. Some examples include: cautious, crazy, curious, helpful, ornery, passionate, philosophical, or sarcastic. Special: You may have only one awakened tome in existence at any one time.

Incorporeal Form Transmutation Level: Brd 6, Clr 6, Sor/Wiz 5, Components: V, S, M Casting Time: 1 action Range: Touch Target: One creature Duration: 1 round/level Saving Throw: Fort negates Spell Resistance: Yes

A creature affected by a *incorporeal form* spell turns incorporeal, gaining the incorporeal subtype

If the affected creature's hit points are reduced to zero while in this incorporeal state, the creature's form is utterly destroyed, and the creature's physical body will not reappear at the end of the spell's duration.

Material Components: A drop of poison and a spider's web.

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Implacable Reast Conjuration (evil) Level: Clr 7, Drd 7, Sor/Wiz 7, **Components:** V, S Casting Time: 1 minute Range: Unlimited Target: A higher power (see text) Duration: 1 month Saving Throw: None Spell Resistance: No

You beseech a deity or other higher power to send a creature after a person who has wronged you to do battle. A deity or other high power of the DM's choosing hears your wish for vengeance and orders a creature (of the DM's choosing) to fulfill your request. The creature arrives on $5-500 (1000 \times 5)$ miles away. The specific creature summoned varies, but is usually 1 CR or more higher than the caster at the time of casting. Devils, Demons, Dragons, and Magical Beasts, are the most common creatures used to fulfill the *implacable beast*.

The creature to kill your chosen foe has quadruple standard treasure and maximum hit points (and uses whatever gear he has to the best of his ability to kill your target). If the creature has the means to, he first studies you using divination magic in order to more successfully engage your opponent. If he has friends or guards, the creature finds others to help deal with them so it can do battle with your opponent one on one. If the creature kills your opponent it then burns your body as an offering to the power you invoke and takes all of your opponent's belongings as a reward.

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The creature summoned can take as long as one month to choose the best opportunity to attack vour foe.

Phasing Blast Evocation Level: Sor/Wiz 8 **Components:** V, S Casting Time: 1 action Range: Medium (100 ft. + 10 ft./level) Area: 30-ft.-radius spread **Duration:** Instantaneous Saving Throw: Reflex half Spell Resistance: Yes

You fire a bolt of eldritch energy that passes through walls, doors, and other solid barriers and ends in an explosion. The explosion also bypasses non-living barriers, negating cover. Even creatures under the effects of *meld into stone* are hurt by this spell. Unlike most spells, you do not need a clear line of effect for phasing blast. You need only choose a direction and a distance at which you want the explosion to occur. The blast deals 1d6 points of energy damage per caster level (maximum 15d6), to all living creatures within the area of effect. This spell does not affect nonliving creatures such as constructs or undead.

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Virtually Indestructible

Transmutation Level: Clr 9, Drd 9, Sor/Wiz 9 Components: V, S, M Casting Time: 10 minutes Range: Touch Target: Object touched, up to a 10 ft. cube/level **Duration:** Instantaneous Saving Throw: Fortitude negates (harmless, object) Spell Resistance: Yes (harmless, object)

This spell causes an object to become much harder to destroy than it normally would be. The object's hardness increases by 20 and it gains 40 hit points per inch of thickness (these increases do not stack with other magic effects that increase hardness or hit points). The object also repairs itself as though it had fast healing 10. If the object already has a greater hardness, hit points, or fast healing than this spell grants, then it keeps the higher amount, but gains no additional bonus. While *virtually* indestructible makes an object harder than adamantine, it does not count as adamantine for damage reduction, or any other purpose. Material Component: 1,000 gp worth of powered adamantine.

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