



MORE MALCONTENT



ADDITIONAL CONTENT
FOR THE MALEFACTOR
BASE CLASS



Pathfinder®

ROLEPLAYING GAME COMPATIBLE

MORE MALCONTENT

"If fortune favors the bold, it is with a quick death. Fortune does no favors."

-Coalm Coldforge, Cavetapper

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TABLE OF CONTENTS

| | |
|---|----|
| Introduction | 3 |
| More Malcontent | 4 |
| New Malefactor Archetypes | 4 |
| Class Skills | 4 |
| Class Skills | 5 |
| Class Skills | 5 |
| New Feats | 6 |
| Cursedrinker | 6 |
| Split Malediction | 7 |
| Hex Bringer | 7 |
| Draw Upon Curse | 7 |
| Oracular Conduit | 7 |
| New Maledictions | 7 |
| QUICKMIRE TRAP | 13 |
| OUANGA TRAP | 14 |
| New Prestige Classes | 15 |
| Table: Hellbound Witch | 19 |
| New Magic Items | 20 |
| Gremlin Oil | 20 |
| Scrimshaw Albatross Figurine of Wondrous Power | 20 |

INTRODUCTION

The malefactor has become one of my favorite products that we have produced. The artwork by Anna Rigby has become an iconic piece that will forever define the class, and the class's abilities and mechanics have wowed the critics and fans alike. But believe it or not, the malefactor concept itself was seemingly cursed.

I first devised the class concept several years ago, and it sat there, loitering in the dark recesses of my mind. I really wanted a great curse-based class. Pathfinder didn't have a spiritual successor to the Hexblade class from 3.5 D&D yet, and I felt I could take that class and make an excellent conversion.

Somewhere along the way, the great design team at Paizo created the Hexcrafter Magus archetype, thoroughly thwarting my nefarious plans. I put the Malefactor on the back-burner again, playing a Hexcrafter though one of Paizo's darker adventure paths. As much as I liked the Magus class, it felt limited to me, and I drudged up the Malefactor once more.

They didn't need to be spellcasters at all, I thought. They didn't need to be warriors either. Slowly, my perceptions changed from the original notions of the Hexblade to that of the actual concept I was looking for. I took all of my ideas and put them in front of the TPK team, who challenged everything, and I thank them for it! When we were done, I think we had the class structure and core mechanics found. The Malefactor would yet live!

Once my dark flavor had fully been put

to paper, I found James Olchak, RPG Superstar 2012 contestant and convinced him that he should help me flesh out the mechanics for the abilities. I may have threatened to level drain his puppy if he didn't... I don't recall clearly.

Anyway, after much deliberation and several incarnations we had the Malefactor. But there was still a major problem. Nothing like this existed in the game, and this class goes against the very philosophy of the adventuring party. The Malefactor is not a very ally-friendly class. Standing in their presence is very ill-advised.

We worked at the class some more, ensuring that while bad luck, they could be of value to a party. In addition, we went for more utilitarian options. The Malefactor needed to be able to fulfill a variety of traditional roles, without really replacing any of the standard classes.

Finally, when all was said and done, when the curtain was finally drawn, the product was a success. So much so, that fans and critics alike clamored for more. So this product supplement stems from a long difficult road, but we always seek to give our friends and fans what they ask for – and they wanted more Malefactor content!

This book is dedicated to all of our friends and fans – you make it all possible. Enjoy!

-Brian Berg

Co-founder and CEO of TPK Games.

MORE MALECONTENT

The Malefactor is a soul whose existence has been plagued by chaos and misfortune, haunted by destructive spirits of mischief known as Yla. Those who survive their tumultuous childhood beset by these spirits can grow to manipulate the destructive forces that surround them, and become symbols of fear, respect and, very rarely, adoration.

Malefactors are born, not trained, and can occur anywhere, in any society. While the previous work regarding the Malefactor gave a thorough overview of the typical Malefactor's potential and abilities, it was by no means exhaustive. Recently, a trove of new Malefactor traditions and curses have been discovered, utilized by Malefactors that dwell in isolated or inhospitable environments, a summary of which can be perused below. While these new Maledictions are more common in their environment of origin, they can be learned in the normal manner by any Malefactor that knows of them.

NEW MALEFACTOR ARCHETYPES

Bog Child

The Malefactors known as "Bog Children" are nearly feral creatures, driven from their communities of birth, and forced into isolation and madness in deep bogs or marshes, which quickly become infamous

and shunned places. Bog children tend toward chaos and evil more often than most malefactors, and frequently carry out campaigns of revenge against the communities that shunned them.

Class Skills

The Bog Child's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Intimidate (Cha), Sense Motive (Wis), Stealth (Dex), Survival (Wis), and Swim (Str).

Mask of the bog (Su): A Bog Child typically paints her face and exposed flesh with a thick layer of mud, into which she draws intricate, swirling patterns. If applied when the bog child recovers her strife for the day, the fearsome mask allows her to gain extra points of strife equal to her Charisma modifier. These extra points of strife are spent *last* out of the Bog Child's strife pool, and are lost if the bog child's *Mask of the Bog* is washed off. A Bog Child's mask is unaffected by exposure to light rain or small amounts of water, but is destroyed by bodily immersion in water, stormy conditions, or being targeted with spells or effects like a water elemental's drenching touch, or geyser effect from a *decanter of endless water*.

This ability replaces Strife Surge.

The following maledictions are typically known by bog children, but can be learned by any malefactor: *Hateful Honey*, *Quickmire Trap*, *Ouanga Trap*, and *Wracking Echo*.

Cavetapper

In the deep places beneath the earth, the Cavetapper maintains a lonely vigil against the threats that would creep from the dark and endanger his sanctum. Living nearby (but not within) any subterranean culture, a Cavetapper uses his abilities in a protective fashion, patrolling cavern passages and mines and routing the dangers found within. The echoing rattle that frequently accompanies a Cavetapper carries for great distances, warning away creatures who have learned to fear his curses.

Class Skills

The Cavetapper's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge: Dungeoneering (Int), Perform (Cha), Profession (Wis), Sense Motive (Wis), Stealth (Dex), and Survival (Str).

Weapon and Armor Proficiency: In addition to the malefactor's normal proficiencies, Cavetappers are proficient with the light pick, heavy pick, ratcheting flail, and heavy ratcheting flail (described below).

Rattle (Su): Beginning at third level, a Cavetapper can use a percussion instrument (typically a ratcheting flail) to create a cacophonous rattling noise that travels for great distances in the echoing underground chambers that a Cavetapper typically inhabits. In addition to acting as a warning to others, a Cavetapper can use his Rattle ability to create a *Countersong* effect, as a first level bard. At eighth level, a Cavetapper gains the ability to create a *Dirge of Doom* effect, also as a bard. A Cavetapper's Rattle abilities only function while underground.

This ability replaces both *Luck of the Damned* and the standard malefactor's ability to bypass concealment with his *Harrowing Strikes*.

The following maledictions are typically known by Cavetappers, but can be learned by any malefactor: *Breach*, *Damocles Trap*, *Flickerlight*, *Pebblesharp*, and *Rumble*.

Frostblight

At the bleak, frozen corners of the world, a Frostblight is sometimes a threadbare civilization's only hope against giants, dragons, and other great beasts of the tundra. A Frostblight is an accursed seeker of profit, adventure, and glory, in that order. She counts upon her mastery of luck to protect her against any threat, and deals in the currency of pelts and troll heads as much as gold and gems.

Class Skills

The Frostblight's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge: Nature (Int), Profession (Wis), Ride (Dex), Stealth (Dex), and Survival (Str).

Snow Step (Su): Beginning at 4th level, a Frostblight can traverse snowy or icy terrain as if it were normal terrain. Frostblight also leaves no tracks in snow, as Yla spirits wipe them away as they are made.

This ability replaces *Cursebreaker*.

Snow Sense (Su): Beginning at 13th level, a Frostblight gains tremorsense 60' detecting any creature in contact with snow and ice. Once per round, when making a melee attack against creatures detected by snow sense, a Frostblight may spend a point of strife to roll twice and take the better result.

This ability replaces *Dire Displacement*.

The following maledictions are typically known by Frostblights, but can be learned by any malefactor: *Blind Spot*, *Coldsnap*, *Frailty*, *Inadvertent Ignition*, and *Tumorous Healing*.

Curse-Eater Archetype [Revised]

A Curse-Eater draws forth foul magics and consumes them as others would eat honeyed bread.

Cursebreaker (Su): The Curse-Eater gains the *Cursebreaker* ability at 2nd level. This replaces the standard *Cursebreaker* ability normally gained at 4th level.

In addition, the Curse-Eater gains the following additional options:

Devour Curse (Su): As part of a full-round action when you successfully use the *Cursebreaker* ability, you gain temporary hit points equal to the caster level of the broken curse.

Cursed Resilience (Ex): When you successfully use the *Cursebreaker* ability, you gain spell resistance equal to the caster level of the curse.

This ability lasts for a number of rounds equal to your Con bonus.

Transfer Curse (Su): Instead of devouring a curse with the *Cursebreaker* ability, as a standard action you can instead spit it forth to a new target within 30 feet. The new target is allowed a saving throw at the original curse DC to avoid the effects.

You may also hold the curse for a number of rounds equal to your Con modifier before you must expel it. If it is not expelled, it is simply lost without any benefit or hindrance.

This ability replaces both the standard *Cursebreaker* ability and *Harrowing Strikes*.

NEW FEATS

Cursedrinker

You destroy cursed items to refuel your strife pool.

Prerequisites: Strife Pool, *Cursebreaker* class feature

Benefit: You can destroy a cursed magical item (per the effect of a successful *disjunction* spell) by holding it and focusing on it as a full-round action. This act releases and absorbs the latent curse in the item, recharging your strife pool with a number of points equal to one-half the caster level of the cursed item being absorbed.

Split Malediction

You affect multiple targets with your maledictions, but opponents find them easier to resist.

Prerequisites: Malediction class feature, Wis 15+, Dread Escalations class feature

Benefit: You can affect more than one target with your Maledictions. For each additional target beyond the first, all targets reduce the save DC to resist by 2.

Hex Bringer

Your understanding of curses has allowed you to gain further insight into causing misfortune in others.

Prerequisites: Strife Pool, Cursebound class feature, Int 13+

Benefit: You may choose one Hex from the list of Witch Hexes. This Hex can be used by expending a point from your strife pool. Any Hex effects stack with your Aura of Misfortune. Once a Hex has been used on a creature, it cannot be used again on the same creature for 24 hours. This feat can be taken multiple times, each time it is taken a different Hex must be chosen.

Draw Upon Curse

Drawing upon areas of latent misfortune and woe, you channel their misery into power.

Prerequisites: Cursebound class ability

Benefit: When within 30' of a haunt or unhallowed location, you treat any Maledictions you cast as though under the effects of a *Strife Surge* (as per the Malefactor class ability).

Oracular Conduit

By accepting a permanent disability or curse, you gain minor oracular ability

Prerequisites: Cursebound class ability

Benefit: You may select one Oracle's Curse, which is now permanently applied to you. It advances in level and you gain any retroactive abilities upon gaining the curse as though you were an Oracle of equivalent level. In addition to becoming cursed, you are now able to channel the misfortune and bad luck of your curse, granting you the ability to select one 0th or 1st level spell from the Oracle spell list. You may spend one point from your strife pool to cast this spell as a spell-like ability.

Special: This feat may be chosen multiple times. Each time you choose this feat, it allows you to gain access to a new Oracle spell. You do not gain additional Oracle curses.

NEW MALEDICTIONS

A Malefactor's most potent power lies with the ability to place their own misfortune upon others. These powers are called maledictions. Any malediction that mimics a spell uses the Malefactor's level as an effective caster level.

Unless otherwise noted, using a malediction is a standard action that does not provoke an attack of opportunity. The save to resist a malediction is equal to 10 + 1/2 the Malefactor's level + the Malefactor's Wisdom modifier. At first level, Maledictions have a range of 20 ft. This range increases

to 40 ft. at 9th level, to 60 ft. at 15th level. The duration for these abilities is equal to the Malefactor's Wisdom modifier (minimum of 1 round), unless specified otherwise.

Backdraft (Su): This malediction targets creatures with breath weapons, causing them to accidentally inhale or swallow a portion of the noxious energy produced. A creature under the effect of *Backdraft* takes nonlethal damage equal to their constitution modifier each time they use their breath weapon. A Fort save negates the effect.

Dread Escalation: In addition to the malediction's typical effect, creatures under the effect of backdraft are nauseated for one round after using their breath weapon, as they cough and choke on their own destructive emissions. *Cost:* 2 strife

Blind Spot (Su): With this malediction, you may create a hiding place where none is otherwise practical. By targeting a creature or group of creatures, you can exhort Yla spirits to subtly tug on cloaks, helmets, hoods, or other clothing, causing a single 5 ft. square to be concealed from their sight, no matter which way the affected creatures turn. Both the square and the target(s) must be within range of the malediction, but until the duration of the malediction elapses, any medium or smaller creature standing in the *Blind Spot* is considered to have total concealment versus any creatures affected by this malediction. A Will save negates these effects, and any creature attacked from within a *Blind Spot* is entitled to a new save. Only one *Blind Spot* can be established at a time, but a number

of creatures equal to $\frac{1}{2}$ your malefactor level (minimum 1) can be affected with a single casting.

Dread Escalation: *Blind spot* can be increased in size, to a 10 ft. square, and can conceal Large or smaller creatures within the area. *Cost:* 1 strife

Breach (Su): Yla spirits aid you in forcefully destroying obstructions in your path. Whenever you make a Strength check to break, bend, lift, or otherwise remove a door, gate, portcullis, grating, or similar man-made nonmagical barrier, your Strength Check gains a bonus equal to your Malefactor level, plus your Wisdom modifier.

Dread Escalation: Magical barricades created by spell effects can be targeted. In addition, you can make the Strength check to breach obstructions out to the normal range of your Maledictions. *Cost:* 1 strife.

Coldsnap (Sp): With a snap of your fingers, the heat is instantly drained from a small amount of liquid, freezing it solid. Once per round, as a swift action, you may target a visible flask, vial, or similar diminutive or smaller liquid-filled container. The liquid within unattended nonmagical objects instantly freezes solid, while attended or magical objects are entitled to a Fortitude save to negate the effect. Frozen potions cannot be consumed, frozen alchemical splash weapons (including an Alchemist's bombs, and excepting those that deal cold damage) become harmless (although they regain potency when the duration of this malediction elapses). Glass, ceramic, or other brittle containers

affected by Coldsnap are cracked and ruined, and immediately leak their contents upon thawing.

Dread Escalation: You may enact Coldsnap as an immediate action. Cost: 1 strife.

Damocles Trap (Sp): By targeting a ten ft. square beneath a natural cavern ceiling, large tree, cliff face, heavy chandelier, or other overhanging non-magical object within range of this malediction, a Malefactor may create a deadly trap. Creatures that trigger this trap are targeted with heavy, plunging objects (such as a broken stalactites, iron sconces, or tree limbs). Creatures can reduce damage taken by making a Reflex save versus the Maledictions save DC. The Malefactor can have only one *Damocles Trap* in effect at a time (creating a new *Damocles Trap* causes the previous one to become harmless), and its stats are described below. Creating a *Damocles Trap* requires a full-round action, and the triggering location (a 5-ft. square) must be placed within the area of effect. Once triggered, a *Damocles Trap* cannot be created again in the same location. The Perception check required to detect a *Damocles Trap*, as well as the DC of the Disable Device check, is equal the malediction's DC. A *Damocles Trap* is permanent until triggered, or another *Damocles Trap* is created. A malefactor never triggers his own *Damocles Trap*.

DAMOCLES TRAP

XP 800

Type mechanical; **Perception** special; **Disable Device** DC special

EFFECTS

Trigger location; **Reset** none

Effect falling debris (all in a 5-ft.-square area); 4d6 bludgeoning damage (Reflex half)

Dread Escalation: The Malefactor can create a deadlier version of the *Damocles Trap*. For every point of strife invested, the falling objects deal an additional 2d6 of damage against a target, (up to a maximum of 10d6 dmg). In addition, a *Damocles Trap* escalated with at least one point of strife can gain an additional effect, depending on its material composition, as described below:

- Stalactites deal piercing damage as well as bludgeoning, and add the Malefactor's Charisma bonus to each creature damaged.
- Tree limbs entangle all damaged creatures for one round.
- Boulders, loose earth, or similar rubble dazes targets that take full damage, for a duration of one round.
- A lit chandelier spills hot wax or burning oil on each creature that takes full damage, for an additional 1d8 fire damage.
- Icicles deal +1d6 cold to each damaged target.

Dishevel (Su): This malediction creates a 10-ft. burst of frenzied Yla activity. Within the area of effect, each target wearing armor must make a Reflex save, or have the various straps, buckles, and clasps holding their armor in place be loosened, opened, and otherwise misadjusted, leading to their armor acting as if donned hastily (resulting in +1 armor check penalty, and -1 armor bonus to AC. It also increases the armor check penalty on readied shields by +1.

Dread Escalation: Targets that fail their saves are treated as entangled by their armor, until the duration expires. *Cost:* 1 strife.

Flickerlight (Sp): This malediction causes light sources to fail at a critical moment. As a swift action, *Flickerlight* causes nonmagical light sources to dwindle, giving off no more radiance than a candle for the duration of the effect, as if suddenly blown by an errant wind. The Malefactor can target a number of light sources equal to his level plus his Wisdom modifier with a single manifestation of this malediction. A Will save negates the effect, but unattended light sources are not entitled to a save. *Flickerlight* can target typical torches, braziers, lanterns, even campfires and alchemical light sources such as sunrods, or luminous patches of fungus. Bonfires or similar exceptionally large beacons are unaffected.

Dread Escalation: Magical light sources can be targeted, such as objects affected by *continual flame* or *light* spells, luminous magical weapons, and similar items. Magical items are always entitled to a save, although unattended magical items take a -4 penalty on this save. *Cost:* 1 strife.

False Positive (Su): With this malediction, a malefactor can cause a targeted creature to be treated as either an ally or an enemy, for purposes of all targeted spells that the target is within the effective range of. Each time a spellcaster uses such an effect, he must make a Will save, or include the target of this malediction within the effect, according to his false status. For example, a sorcerer casting *haste* upon his allies would have to make a save versus this effect, or first include an enemy fighter (marked as an ally) within the spell, before any of his actual allies (which may result in actual allies being left out of the spell's effect entirely).

Conversely, a cleric casting *mass harm* would likewise need to make a save, or include one of his own party members (marked as an enemy) within the damaging effect. This is a mind-affecting effect. The target of the malediction is entitled to a Will save to avoid being marked as a false positive. Only one creature may be marked as a *false positive* at a time, and he must be marked as either an ally or enemy (he cannot be simultaneously marked in different ways for different groups).

Dread Escalation: False positive can be enacted as an immediate action. *Cost:* 2 strife

Frailty (Su): A creature targeted by *frailty* must make a Fortitude save or find his natural defenses faltering. Creatures with damage reduction bypassed by adamantite, bludgeoning, chaos, cold iron, law, magic, piercing, silver or slashing weapons suffer a penalty to their DR, which thus prevents less damage for the duration of the malediction. This penalty is equal to ½

the Malefactor's level. Damage prevented cannot be reduced to below zero in this manner.

Dread Escalation: Creatures with DR/-, DR/good, or DR/evil can be targeted. Cost: 2 strife.

Hateful Honey (Su): A creature targeted by this malediction finds themselves irresistibly attractive to vermin. Upon failing a Fortitude save, the targeted creature begins to exude a cloying, sweet odor that attracts and excites vermin of all kinds, which attempt to attack the target to the exclusion of creatures not affected by *hateful honey*. In addition, the attracted vermin gain a bonus on both attack rolls and damage equal to ½ the Malefactor's level, plus ½ the target's (not the malefactor's) Charisma bonus, if any. In marsh terrain, or other areas where vermin populations are high (such as a sewer), a creature affected by *hateful honey* is swarmed by harmless gnats or similar fine vermin for the duration of the malediction's effect, which *sickens* the target. Summoned vermin, or vermin otherwise magically controlled, do not automatically attack a creature under the effect of *hateful honey*, but they are still entitled to the applicable bonuses on attack and damage rolls against a creature so affected.

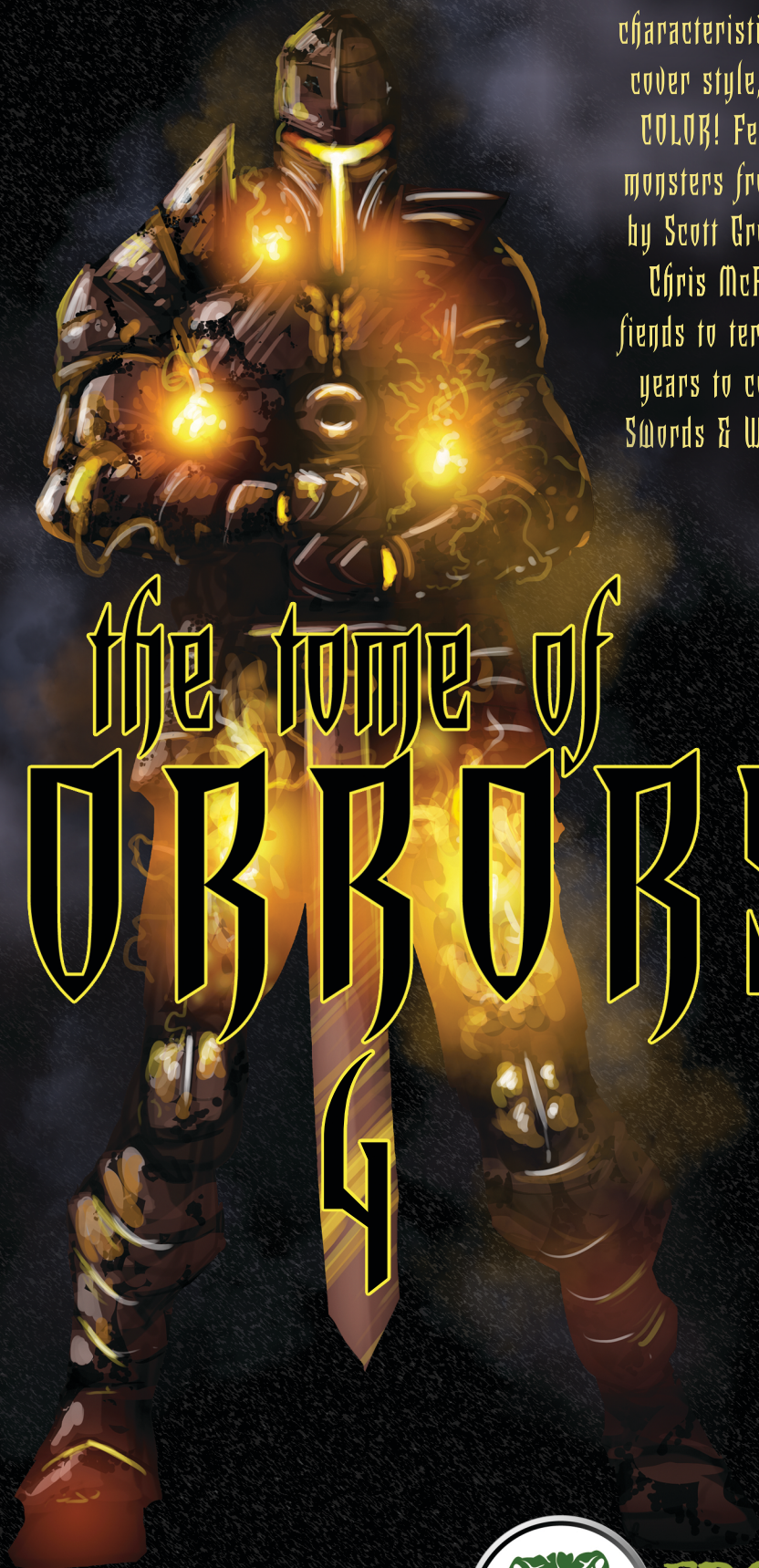
Dread Escalation: The scent of Hateful Honey has a similar attractive effect on oozes of all kinds. Cost: 2 strife.

Inadvertent Ignition (Sp): The target of this malediction becomes unnaturally flammable, as if he was coated in a thin film of grease. Whenever a creature under the effect of this malediction takes damage

due to a fire effect, he must make a Reflex save, or catch on fire, taking 1d6 points of fire damage each round for the duration of *Inadvertent Ignition*. Once a target has ignited in this manner, the effects of *Inadvertent Ignition* end, although they may be targeted again. This flame is not supernatural in nature, and can be extinguished as normal.

Dread Escalation: Targets under the effect of escalated *Inadvertent Ignition* risk immolating themselves each time they use a spell, spell-like effect, or supernatural effect that deals fire damage. Whenever a target uses such an ability under the effect of *Inadvertent Ignition*, they must make an additional Reflex save, or become engulfed in flames dealing damage equal to ½ the damage the spell or effect normally caused by the ability (in the case of spells like scorching ray, which produce multiple rays, the damage is equal to ½ the damage caused by a single ray). Effects like Evasion have no effect on this damage, and the target remains aflame, taking 1d6 points of fire damage per round, as normal for *Inadvertent Ignition*. Cost: 2 strife

Lividity (Sp): With an almost inaudible stream of hissed insults, a Malefactor can induce his enemies into a futile anger. A humanoid creature targeted by this malediction must make a Will save or be driven into a state of gibbering frustration. Targets that fail their saves take a -2 penalty on attack rolls, armor class, and caster level checks, but gain a +2 bonus on melee damage rolls. Against creatures capable of entering a true rage, such as Barbarians, the effect is more profound and dangerous. In-



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stead of gaining the +2 bonus on damage rolls, enraged creatures that fail their saves gain +2d6 bonus damage on melee damage rolls. In addition, however, enraged creatures take 1d6 nonlethal damage per round they remain enraged, and consume an additional round of rage for each round they are under the effect of both rage and *lividity*. This is a sonic, mind-affecting effect.

Dread Escalation: The penalties to attack, armor class, and caster level checks increase to -4, while the bonus to melee damage increases to +4. Against enraged targets, bonus melee damage increases to 4d6, while nonlethal damage taken increases to 3d6. *Cost:* 3 strife.

Misplacement (Su): Yla spirits infest a target's clothing and carried equipment, rearranging items, filling pockets with tangled thread, wedging debris into scabbards, and otherwise making it difficult to draw items quickly. A creature affected by this malediction must use a standard action to draw any item, even if extraordinary or magical effects would normally speed this action. A Will save negates this effect.

Dread Escalation: In addition to requiring a standard action, drawing an item now requires a Strength check (DC equal to 11+ Malefactor's Wis modifier) for weapons drawn from a scabbard, or Dexterity check (at the same DC) for items drawn from pouches, belts or other containers. *Cost:* 1 strife.

Mutinous Summons (Su): A creature that fails a Will save versus mutinous summons uses summoning spells or effects at great

risk. Whenever a creature under the effect of this malediction uses a spell or spell-like effect of the summoning subschool, each creature he summons has a 50% chance of arriving uncontrolled by the caster (and remaining that way for the duration of the summoning effect). The malefactor likewise has no control over the mutinous creature - it is simply free to act as its alignment dictates.

Dread Escalation: Summoned creatures not controlled by the caster are instead controlled by the manifester of *Mutinous Summons*. *Cost:* 2 strife.

Pebblesharp (Sp): The target of this malediction finds a needle-sharp pebble in his footwear at the worst possible moment. Creatures (who must be standing on the ground, not flying or swimming) targeted by *pebblesharp* must make a Reflex save or be affected as if they stepped on a caltrop, although no actual damage is taken. The heal check to treat the caltrop wound is equal to the malediction's DC, but otherwise goes away at the end of the duration. An individual enemy can only be targeted with this Malediction once every 24 hours.

Dread Escalation: *Pebblesharp* can be enacted as an immediate action, and charging creatures that fail their save suffer 1d6 points of bleed for the duration's effect. *Cost:* 1 strife.

Quickmire Trap (Su): By targeting a 5-ft. square within a deep or shallow bog, a Malefactor can create a debilitating trap. Large or smaller creatures that trigger this trap plunge chest-high into a morass of thick, glue-like mud, which impairs both

the creature's ability to defend itself and its ability to escape danger. Creatures can avoid the effect by making a Reflex save versus the malediction's save DC. The malefactor can have only one *Quickmire Trap* in effect at a time (creating a new *Quickmire Trap* causes the other one to become harmless), and its stats are described below. Creating a *Quickmire Trap* requires a full round action, and the triggering location (a 5-ft. square) must be placed within the area of effect. Once triggered, a *quickmire trap* cannot be created again in the same location. The Perception check required to detect a *Quickmire Trap*, as well as the DC of the Disable Device check, are equal the malediction's DC. A *Quickmire Trap* is permanent until triggered, or another *Quickmire Trap* is created. A malefactor never triggers his own *Quickmire Trap*.

QUICKMIRE TRAP

XP 200

Type mechanical; **Perception** DC special; **Disable Device** DC special

EFFECTS

Trigger location; **Reset** none

Effect entangling mud; creatures are unable to move from that square; (Reflex negates) once triggered, the trap can be escaped with a successful Disable Device check, DC 20 Escape Artist check, or DC 24 Strength check (made as a full round action).

Dread Escalation: A *Quickmire Trap* can be created as an immediate action. Cost: 2 strife.

Rumble (Sp): This Malediction creates an ominous, low oscillation within stone and earth to the extent of its range, taking the form of an emanation from the Malefactor. Within this area (which can be maintained indefinitely through concentration), creatures of the animal or vermin type become edgy and jittery, and must make a Fort save once per round, or move twenty feet (or their base speed, whichever is slower). On any round where the creature is damaged, it automatically succeeds on this save. This is a sonic effect.

Dread Escalation: This malediction can also affect magical beasts or aberrations with 6 INT or less. *Cost:* 1 strife.

Spectral Interference (Sp): This malediction targets manifested incorporeal creatures, swarming them with semi-material Yla spirits, who harass and tear at the creatures. An incorporeal creature that fails a Will save versus Spectral Interference takes an additional 2d4 damage from corporeal attackers (this bonus damage is not halved), and suffers a 20% miss chance while attacking corporeal targets.

Dread escalation: *Spectral Interference* can have more deleterious effects versus incorporeal creatures. With the expenditure of 1 strife, a malefactor can either increase the targeted creature's miss chance to 50%, or increase the amount of bonus damage the creature takes from corporeal sources to 3d6. If desired, these effects can be stacked.

Tumorous Healing (Su): This malediction causes rapidly healed flesh to take on a swollen and debilitating aspect. Whenever a creature affected by this malediction

is targeted by fast healing, regeneration, spells of the healing subschool, or positive channeled energy, the healed flesh swells and crawls across the body in a revolting manner. Creatures subjected to this effect become *confused* for one round each time they are subjected to rapid healing, for the duration of the malediction. This is a transmutation effect. Fort negates. An opponent may only be targeted by this malediction once per 24 hours and gains a new saving throw each round if affected for multiple consecutive rounds.

Dread Escalation: An affected creature obsessively hacks at their crawling, alien flesh, treating results of 51-100 on the confusion chart as “Deals 1d8 points of damage + Str modifier to self with item in hand.” **Cost:** 2 strife.

Ouanga Trap (Su): By leaving a small pouch of valuables for her enemies to find, a Malefactor may create a trap that curses them to become lost. Outwardly, an *Ouanga Trap* resembles a small leather pouch of simple workmanship, typically filled with a few coins or gems, and tied shut with the hair of a wild animal. An *Ouanga Trap* is usually left at an abandoned campsite, for pursuers to “discover.” If an *Ouanga Trap* is disturbed, it affects all creatures within a 20 ft. emanation, who must make Will saves or become lost, unable to navigate wilderness terrain of any kind. Each hour after triggering the trap, each affected creature may make a Survival check to realize that they are lost, as normal. However, if the lost character is still carrying the *Ouanga Trap*, the check’s DC is equal to the malediction’s DC instead (if higher). A carried

Ouanga Trap can be detected in the manner of a cursed item, and abandoned without difficulty. The Perception check required to detect an *Ouanga Trap*, as well as the DC of the Disable Device check, are equal to the malediction’s DC. An *Ouanga Trap* is permanent until triggered, or another *Ouanga Trap* is created. A malefactor never triggers his own *Ouanga Trap*.

OUANGA TRAP

XP 600

Type magic; **Perception DC** special; **Disable Device DC** special

EFFECTS

Trigger touch; **Reset** none

Effect affected creatures within 20 ft. become lost; (Will negates) once triggered, the trap’s effects can be escaped with a successful DC 20 Survival check. If the ouanga is still carried, the check’s DC is equal to the malediction’s DC instead (if higher).

Dread Escalation: The victims of an *Ouanga Trap* expend twice as much food and water as normal on any day in which they were lost due to the trap’s effects. These supplies are lost, contaminated, or otherwise wasted. **Cost:** 1 strife

Wild Shot (Sp): A creature under the effect of wild shot makes ranged attacks at great risk. When an affected creature attempts to make a ranged attack with a projectile or thrown weapon, the trajectory of their missile seems to bend, wobble and otherwise misbehave. Projectiles and thrown weapons divert from their original targets as if they were grenade-like weapons. If diverted to an occupied square, that creature

is instead targeted at the original attack bonus. Once a creature has fallen victim to wild shot, the effect ceases at the end of their turn, although they may be targeted again as normal. Will negates.

Dread Escalation: Wild shot can also affect rays and other magically produced ranged attacks. *Cost:* 2 strife.

Wracking Echo (Sp): A creature that fails a Fortitude save versus *wracking echo* must immediately make an additional save versus a single poison or disease he is currently suffering the effects of (chosen randomly). If the target of this malediction fails the save, he suffers the effect of the poison or disease as normal. If he succeeds, this success does not count as a successful save for the purposes of fighting off the affliction. An individual enemy can only be targeted with this malediction once every 24 hours.

Dread Escalation: When a creature makes his additional save versus the poison or disease he is afflicted by, the Fort DC equals the malefactor's malediction DC, unless the original DC is higher. *Cost:* 2 strife.

NEW PRESTIGE CLASSES



Black Cat Rager

Occasionally, those born with the cursed aspect of the Malefactor successfully repress their unfortunate nature by giving full release to their violent proclivities. These raiders, pit-fighters, and criminal enforcers most frequently develop the skillset of the Barbarian. However, the Yla spirits that haunt a malefactor-born cannot be sated merely witnessing chaos, and eventually redouble their destructive mischief. When these engines of chaos meet, a Black Cat Rager is created.

Black Cat Ragers combine the lunatic fury of the Barbarian with the maledictions of the malefactor, creating a cyclone of destruction on the battlefield.

Role: The Black Cat Rager is a powerful combatant who combines rage-fueled melee dominance with debilitating curses, leaving destruction in her wake.

Alignment: Black Cat Ragers are invariably dedicated to lunacy and excess, and cannot be lawful in alignment.

Requirements

To qualify to become a Black Cat Rager, a character must fulfill all the following criteria.

Skills: Acrobatics, 5 ranks; Climb, 5 ranks.

Maledictions: Must know Cross the Path.

Rage Powers: Must be able to rage, know Beast Totem, lesser (APG).

Other: Must be able to make a Harrowing Strike (attack rolls).

Class Skills

The Black Cat Rager's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Intimidate (Cha), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the Black Cat Rager prestige class.

Weapon and Armor Proficiency

Black Cat Ragers gain no proficiency with any weapon or armor.

Black Cat Rage (Ex): A Black Cat Rager may use any maledictions she knows, as well as any other spell-like or supernatural abilities common to malefactors, during a rage.

Table: Black Cat Rager

| | BAB | Fort | Ref | Will | SPECIAL |
|----|---------|------|-----|------|---|
| 1 | +1 | +0 | +2 | +0 | Black Cat Rage, Black Claw Strike, (Maledictive Rend) Malediction |
| 2 | +2 | +0 | +3 | +0 | Rage, Rage power |
| 3 | +3 | +1 | +3 | +1 | Improved Harrowing strike |
| 4 | +4 | +1 | +4 | +1 | Malediction, Raging Strife surge, |
| 5 | +5 | +1 | +4 | +1 | Bonus Feat, Rage, Rage power |
| 6 | +6/1 | +2 | +5 | +2 | Black Claw Strike (Improved damage) Damage reduction 1/- |
| 7 | +7/2 | +2 | +5 | +2 | Malediction (40 ft.) Discord |
| 8 | +8/3 | +2 | +6 | +2 | Improved Aura of Misfortune Rage, Rage power |
| 9 | +9/4 | +3 | +6 | +3 | Black Claw Strike (Harrowing), Improved Harrowing strike |
| 10 | +10/5/1 | +3 | +7 | +3 | Cat's Choice, Rage |

Black Claw Strike (Ex): While using the claws provided by her Lesser Beast totem rage power, a Black Cat Rager gains unique benefits in combat. At first level, any time a Black Cat Rager successfully hits a target with both of her claw attacks, she may enact any malediction that she knows, as long as it normally requires a standard action (or less) to enact, and targets the creature struck. Maledictions that normally affect more than one target may be used with Black Claw Strike, but only the struck creature is affected. At sixth level, the damage dealt by a Black Cat Rager's claws increase their damage one step, as if they had increased in size one category. At ninth level, a Black Cat Rager may make a Harrowing Strike with each of her claw attacks (when making a full attack), expending only a single point of strife in order to do so.

Bonus Feat (Ex): A Black Cat Rager gains a bonus feat at 5th level, which may be chosen from the following list: Baleful Aura, Cursed Weapon, Extended Strife Surge, Extra Strife, Extra Rage, Extra Rage Power, Extra Malediction, Focused Malediction, Improved Strife Surge, Quick Malediction, Tenacious Malediction.

Cat's Choice (Ex): At tenth level, the Black Cat Rager must choose between two possible capstone abilities for her progression, choosing either Greater Rage (as an 11th-level Barbarian) or Dread Escalations (as a 10th-level Malefactor). Once this choice is made, it can never be changed, although an applicable progression in the appropriate class can qualify the Black Cat Rager for the other ability.

Damage Reduction (Ex): A Black Cat Rager gains DR 1/- as a seventh-level bar-

barian. If the Black Cat Rager already has DR 1/- or better, it instead improves by 1.

Discord (Ex): Creatures that team up to attack a Black Cat Rager find that they impede each other more than they help. Characters using the Aid Another action against a Black Cat Rager need to successfully attack AC 15, rather than AC 10, in order to have an effect, and creatures that flank the Malefactor suffer a -2 profane penalty on their attack rolls against her instead of enjoying any flanking bonus.

Improved Aura of Misfortune (Su): The Black Cat Rager increases the penalty of her Aura of Misfortune ability by one.

Improved Harrowing Strike (Su): A Black Cat Rager's Harrowing Strike improves as if she had gained the next level as a malefactor that grants an improvement to that ability. If Harrowing Strike has improved to its maximum extent, this ability provides no benefit.

Malediction (Su): You gain a Malediction, as per the Malefactor ability. At level seven, the Black Cat Rager increases the range of her maledictions to 40 ft, if they do not already extend to that range.

Rage (Ex): The Black Cat Rager gains an additional 2 rounds of rage, as if she had gained a level in Barbarian.

Rage Power (Ex): You gain a Rage Power, as per the Barbarian ability. You must meet any prerequisites for the rage power you choose.

Raging Strife Surge (Ex): During a rage, a Black Cat Rager can enter a Strife Surge by expending an extra two rounds of rage at the beginning of her turn.



Hellbound Witch

As purveyors of all manner of curses and hexes, the Witch is a class that has much in common with the Malefactor. A cursed Witch becomes a much more terrifying persona, someone who sacrifices their own safety to inflict horrible curses on their opponents.

Hellbound Witches are drawn from Witches who have access to both Hexes and Maledictions, and the powers that they gain increase their mastery over both.

Role: The Hellbound Witch is a great boon for a party, provided they can learn to deal with their “peculiarities.” The Hellbound Witch is capable of healing, dealing damage and wielding powerful curses to hinder the group’s enemies.

Alignment: The motivations of a Hellbound Witch vary widely. Most have goals and needs that are heavily obfuscated and unfathomable to the mundane commoner, so most tend to be neutral or neutral evil. Lawful Hellbound Witches, whether good, neutral, or evil, are rarer, and often use their powers for either the benefit—or control—of society. Chaotic Hellbound witches are rarer still, as the calling generally requires great personal discipline.

Requirements

To qualify to become a Hellbound Witch, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 3 ranks, Knowledge (religion) 3 ranks.

Spells: Able to cast 2nd-level arcane spells.

Other: Know two Maledictions.

Class Skills

The Hellbound Witch’s class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex) and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the Hellbound Witch prestige class.

Weapon and Armor Proficiency

Hellbound Witches gain no proficiency with any weapon or armor.

Spells per Day

When an even level of Hellbound Witch is gained, increase the Hellbound Witch's effective arcane caster level by one and improving spells per day.

Hex (Su): You gain a Hex, as per the Witch ability.

Malediction (Su): You gain a Malediction, as per the Malefactor ability.

Improved Aura of Misfortune (Su): The Hellbound Witch increases the penalty of their Aura of Misfortune ability by one.

Major Hex (Su): The Hellbound Witch gains the ability to select and use major hexes.

Horrifying Hex (Su): The Hellbound Witch can weave a Hex that melds both a Malediction and a Hex into one action.

The target receives a -2 penalty on their saves against both of these curses. The Hellbound Witch may use this ability once per day per Int bonus (minimum 1) New Equipment

Flail, Ratcheting: This exotic light flail has a sturdy geared mechanism set below the head that can be engaged in order to cause the flail to make a loud, rhythmic, percussive sound as the head of the flail is rotated. In untrained hands, this functions as a formidable noisemaker, but a proficient character trained in percussion instruments can make perform checks using the bizarre musical weapon. A ratcheting flail can be wielded as a martial weapon, but the wielder cannot make perform checks with it at the same time.

Heavy Flail, Ratcheting: This heavier version of the ratcheting flail requires two hands to wield, and deals greater damage. A ratcheting heavy flail can be wielded as a martial weapon, but the wielder cannot make perform checks with it while doing so.

Table: Hellbound Witch

| Level | BAB | Fort | Ref | Will | SPECIAL |
|-------|------|------|-----|------|--|
| 1 | +0 | +0 | +0 | +2 | Malediction |
| 2 | +1 | +0 | +0 | +3 | Hex, +1 level of existing arcane spellcasting class |
| 3 | +2 | +1 | +1 | +3 | Malediction |
| 4 | +3 | +1 | +1 | +4 | Hex, +1 level of existing arcane spellcasting class |
| 5 | +3 | +1 | +1 | +4 | Malediction, Improved Aura of Misfortune |
| 6 | +4 | +2 | +2 | +5 | Hex, +1 level of existing arcane spellcasting class |
| 7 | +5 | +2 | +2 | +5 | Malediction, Major Hex |
| 8 | +6/1 | +2 | +2 | +6 | Hex, +1 level of existing arcane spellcasting class |
| 9 | +6/1 | +3 | +3 | +6 | Malediction |
| 10 | +7/2 | +3 | +3 | +7 | Hex, +1 level of existing arcane spellcasting class, Horrifying Hex, Improved Aura of Misfortune |

NEW MAGIC ITEMS

Gremlin Oil

Price 100 gp

Description

This revolting, slippery oil, sometimes called “liquid strife” is carefully extracted from the organs of deceased and specially prepared gremlins. Consuming a flask of gremlin oil is a standard action that causes the drinker to enter an artificial strife surge for 1d4+1 rounds, reducing the strife costs of dread escalations or other strife-consuming abilities by one. However, the imbiber is sickened for the same duration. Consuming more than one flask of gremlin oil within a 24 hour period results in the drinker becoming nauseated for 1d4+1 rounds, while providing no benefit. A creature incapable of entering a strife surge likewise gains no benefit from consuming gremlin oil.

Construction Requirements Craft Wondrous Item, gentle repose

Cost 50 gp

Scrimshaw Albatross Figurine of Wondrous Power

Price 11,100 gp

Description

When the command word is spoken, this rustic whalebone figurine becomes a large-sized albatross, although it retains its bony consistency, giving it hardness 5. It possesses the statistics of a giant vulture (with a 30ft. swim speed and minus the diseased ability), but can follow the spoken commands of its owner, regardless of language.

While animated, the scrimshaw albatross possesses an aura of misfortune similar to that of a first-level malefactor. The scrimshaw albatross never suffers the effects of its own aura, and it only inflicts nearby creatures with a -1 penalty to their saving throws. If ridden by a creature with its own aura of misfortune, the scrimshaw albatross instead increases the penalty inflicted by its rider's aura by -1, simultaneously increasing the area affected to match its own aura. The aura mimics the area of either the Figurine or Malefactor, whichever is larger.

The scrimshaw albatross can be used twice per week, for up to 6 hours each time.

Construction Requirements Craft Wondrous Item, animate objects, bestow curse

Cost 5,550 gp

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