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SHATTERED SKIES

הַדָּרָג הַלְּבָנִי הַדָּרָג הַלְּבָנִי הַדָּרָג הַלְּבָנִי הַדָּרָג הַלְּבָנִי

ADVENTURES

WHISPERS OF THE DARK MOTHER PLAYERS GUIDE



PUBLISHING

PATHFINDER
ROLEPLAYING GAME COMPATIBLE



PLAYERS GUIDE TO WHISPERS OF THE DARK MOTHER

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INTRODUCTION

In the shadows of Bright Mountain; something rotten stirs. During the day, citizens grow fearful casting an ever watchful eye towards the horizon. At night, the clouds of a vile darkness roll over the town of Brighton. The ancient shadows strain to contain what secrets lie in the forgotten ruins of the mountain pass. The looming dread billows threw the populace much darker with every passing day. The hanging threat

About the Adventure

The adventure begins in the trading town of Brighton. Brighton is a fertile farming community on the banks of the Talmaara river. It is firmly embedded in Bright Mountain Valley, and for those planning to traverse the dangerous paths, remains the best place to rest and purchase supplies. The town has its troubles but this inspires heroes to rise up. Long ago, the hero St. Gran and his twin sister Bryn, united the tribes of the region and established the common tongue. Today, town nobles seek able bodied adventures to perform routine and dangerous tasks.

CHARACTER TIPS

The forests surrounding Bright Mountain are a den of hungry monsters, prowling for their next meal. Rumors of a great beast can be heard in whispered tones at tavern halls around the town. A beast so dangerous that it earned itself a name. For nearly two decades the monster hasn't been heard from, but those who have lived to through the last time it terrorized the wilds remember the sights of it's gruesome kills. The citizens of Brighton carry on, regardless of danger, ever hopeful the next songs write themselves in their own greatness.

FITTING INTO THE STORY

The Player Characters can be from anywhere in the world. Brighton is a busy trade hub, and one of the few places to meet the dwarves from the northern peaks. The riches gathered from their mines and along the Talmaara River makes the town an ideal staging base for forays into the Mistwoods. The Horse Brass has some of the best ale among from Bryndell to Griffonport, and hosts seasonal beer festivals. Following a victory, the winning ale can expect to be served in taverns throughout the country.

The Laughing Dragon Inn is an often sought landmark. Many adventurous professionals congregate here; a fence can easily be contacted, or guide hired. Additionally, as a

repository of diverse individuals, the search for hard to find talents here often bears fruit of some kind. The fountain in front of the inn also doubles as a religious shrine to the Lucky Traveler, god of roads.

Lastly, the forested hills surrounding Bright Mountain are a treasure trove of hidden riches. It's veins of minerals are plentiful. Gran's long forgotten conquests litter the valley with orc cairns, shrines, and even human settlements that frequently act as hidden fortresses with treasures long forgotten. Many spelunkers come to Brighton to investigate the haunted mountains and earn their fortunes. Most fail. Dwarves often bring back tales of daring would-be adventures whom met some grisly fate to some monster up there; as a warning; a warning often ignored at the sheer quantity of coin to be gained.

POSSIBLE BACKGROUNDS

Local Characters however, may have different motivations. The kingdom of Bryndell is a kingdom of hero worship. Locals in this town tend to take up some level of adventuring at some point. Whether a few dangerous weeks, or a few years of wanderlust, it is somewhat of a coming of age for the populace of Bryndell. The Rural settlement of Brighton is no different. Young farmers take up the sword when plowshares rest; often seeking stories and glories in the forests surrounding town.

The success of these seasonal quests can be cause for celebration. Some find riches, in furs, hides, and rare treasures. Others find fame in felling notorious beasts in plaguing locals whom are ill-equipped or ill-suited to combat such creatures. A young local who longs for adventure, to put the plow away for good, makes a strong candidate for this adventure.

Academics and arcane specialists find the libraries of Lady Celeste Canterville are a worthy prize for study. The tomes in this library are enough to start any aspiring spell-caster on the road to greatness. No self-respecting scholar skips a week or so in her libraries. The Church of the Balanced Coin is a strong church, that has financing possibilities for those whom are pursuing magical studies. These investments often tie the individual close the Brighton. The clergy don't like to allow loans like this out of sight for long.

Those who pursue divine paths can find a strong start for the career they have chosen among the Temple of Eternal Slumber. This beacon to the afterlife is dedicated to shepherding the faithful to a undisturbed place of rest. Less scrupulous citizens might find the Roadhouse to be a



a home-away-from home. A known gathering center for people of questionable character. Information flows like ale from a spigot; as does coin and service here. Soldiers of Bryndell would find a good home here working for the sheriff. The rural lifestyle would be a great change of pace from the fast-paced capitol. The thriving commercial routes provide ample opportunity for banditry; bringing an unyielding hunger for man-at-arms.

A natural bend to one's talents will find endless possibilities in the river; and in the forests as guides. The lifestyle of a river trader is dangerous, and a druid or ranger who can tame the currents can easily make some coin.

Rural life leaves privacy to be an abundant resource. A pleasant and sunny disposition can hide one's true motives and beliefs well in roads of Brighton. Some come here to escape the prying eyes of city life.

THEMES TO CONSIDER

Horror

One of the particular aspects about this adventure path is the focus on horror. The monsters presented are particularly brutal, and eventually; the players will be

brought to face with powerful creatures of unknowable power. Esoteric entities toy with mortal souls for mere entertainment, and snuff out life indiscriminately. The heroes of this adventure path should be brave, but mortal. They aren't invincible, and they will eventually meet alien mindsets far outside the realms of Gran's grandchildren. When you create your characters, firmly root them in the idea that they are not exactly heroes yet. Though they definitely may rise to the occasion, they are merely average among the populace. This story is particularly compelling with dramatic weakness, and fear. Choosing one of the below flaws bestows a +1 trait bonus to Knowledge Local checks. A PC may choose more than one flaw, but only receives the trait bonus once.

EXAMPLE FLAWS

Weak Pride — Your sense of self is held up by mere toothpicks. A simple failure causes your world view to come crashing down around you. This is disastrous for your personal morale until you overcome that which set you back.

Sieve of Courage — While bravado is certainly cultivated, you have created a facade of bravery. Your

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Your courage quickly drains when faced with insects or certain noises. You are jumpy, and a little distraught at the idea of being alone for long.

Over Confidence — Nothing is out of your reach, or so you think so. You can find yourself overwhelmed at some point; but you won't let anyone know that. You will keep going, attempting anything to overcome what you believe to be a truly trivial challenge.

Strong Bias — You are right. Always. And even when you are wrong, it's not your fault, but the world which made it wrong. As far as you know, your way, is the highway, so everybody better know it. Things that don't conform to your world view are nonsensical, and are obviously flawed.

Overly Skeptical — Everything must have evidence. Everything. Even your own sight isn't enough evidence. You won't believe a story unless you hear it from a few trusted sources. Though, not many meet your standards for a trusted source.

Inferiority Complex — You believe you are the worst; quite possibly the very worst. You won't let it get you down though. One day, you'll prove your worth something. You keep at it, even at your belief that everyone is secretly holding back to make you feel better.

Drinker — You don't deal with your problems directly. You like to think of your solutions over a few cold beverages. Preferably alcoholic ones. Even more preferably, many more than a few. While some worry you are running away, you are strategically reanalyzing the problem.

Self Serving- You do anything to get yourself ahead. You want to keep yourself in the best standing possible. And if a few people need to be inconvenienced for you, you'll do it, in a heartbeat.

FEATS

Bravado of Olde

Pumping in your blood is the legacy of Bryndell. Every inch of your being yearns for greatness.

Prerequisites: Cleave, Heroic Legacy

Benefit: As you charge forward into a horde of enemies, you find purpose. At the end of your charge, you may use the Cleave feat. Any feat that lists Cleave as a prerequisite may also be activated.

Flyer's Remorse

With a sharp eye, a quick flick of the wrist, you can adjust your aim against flying targets.

Prerequisites: +5 base attack bonus

Benefit: While using a ranged weapon you can quickly adjust your aim to be better suited to flying opponents. As a move action, you can ready a single ranged weapon to attack an incoming flying creature. Should the flying creature fly within your first range increment you may attack that opponent as if they had triggered an attack of opportunity with your ranged weapon. As long as the weapon is loaded, you can make this attack. If you have more than one attack of opportunity, you may expend an attack of opportunity to re-ready this attack after the first.

Heroic Legacy

Benefit: Proving yourself in situations that would crush lesser beings comes with a surge of adrenaline. When threatened by a single creature with double your hit dice or 3 or more creatures with as many hit dice as you, you gain a +1 morale bonus on attack and damage rolls against that creature.



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TRAITS

These traits will help tie the characters to the Town of Brighton, the surrounding regions, and the Whispers of the Dark Mother Adventure path. Though player characters created in this campaign are average people that can come from all over, these traits are designed to help them integrate the characters into the world, and work with locals to resolve their problems.

COMBAT

Bright Mountain Veteran — The Bright mountain valley is a dangerous place, filled with all sorts of monsters that would sooner end you than look at you. When fighting an elevated opponent you gain a +1 trait bonus on attack rolls with polearms. This bonus is also granted against creatures that are larger than you.

Greywatch Training — You have gone to Bryndell to train to be part of the Greywatch. For some reason, you didn't finish your training. Some lessons have followed you. You gain a +1 trait bonus on damage rolls with holy water.

SOCIAL

Heretical Cultist — Raised in a family of individuals whom worship the Dark Mother, you don't necessarily want to follow such a deity. This has strained your relationship with the family, and you have distanced yourself with the cults as much as possible without exposing yourself to danger. Your limited familiarity with the cult's lifestyle has forced you to conceal your past. You gain a +1 circumstance bonus on either Stealth and Bluff checks to cover up your true feelings about the life you were born into. Additionally you are accepted as a member of the cults of the Dark Mother as a known if distant friend, despite your distaste with such affiliations.

Horse Brass Regular — You have spent your nights drinking in revelry. Your long habit of drinking has built up your tolerance. You gain a +1 trait bonus on Fortitude saves versus poisons. Drinking alcohol simply doesn't leave you as drunk, cutting the penalties in half. It is still certainly a pleasure with certain well brewed mixes. Additionally you gain another +1 trait bonus on gather information checks in the Horse Brass.

RELIGION

Balanced Coin Patron — As a regular of the Church of the Balanced Coin, you have a list of financial tricks for gauging the worth of treasures. You gain a +1 trait bonus on Appraise checks, and Appraise is always a class skill. Additionally, you have a small savings account at the Church of the Balanced Coin, worth roughly 500 gold.

Walk of Veil's Pilgrim — Your piety demanded a pilgrimage to Bryndell, specifically to Walk the Veil. In doing-so, the Grey Maiden has blessed you. You may weep silently while presenting your holy symbol. Crying this way produces glowing tears that leave trails of ash on your face. This is a rare mark of favor among the followers of the Grey Maiden. Some may treat you as a sacred being. You gain a +1 trait bonus to diplomacy when dealing with worshipers of the Grey Maiden. This bonus increases to +2 when interacting with members of her church.

CAMPAIGN

Birdsong's Legacy — As one of the descendants of Jandor Birdsong, you have good instincts as an explorer. You are granted a +1 trait bonus on Knowledge (geography) checks in unfamiliar or new regions. Your knowledge of your ancestry is a mystery; but it still runs deep in your veins.

Dust Warden Hopeful — The legions of the Dust Wardens have your attention. You wish to join the ranks one day. Your enthusiasm and training grant you one of the following benefits, once a day:

Undead familiarity: Once per day you may reroll a single knowledge check to identify an undead creature. You must take the second result even if it's lower.

To Ashes: Once per day you may deal 1d4 additional points of damage against an undead creature for one attack. You must declare that you are using this benefit before your attack roll. A miss ruins the attempt.

Ogre's Alley Survivor — You have the unfortunate experience of having seen the horrors of the past. While you may not remember all the details, your experience has left you sensitive to the supernatural. You gain a +1 trait bonus on perception checks to notice a haunt nearby. In addition you gain a +1 trait bonus on any saves required by a haunt.

Lord Mayor's Assistant — Through diligent work, you managed to become an assistant to the Lord Mayor, Wilhem Goodwater. Your job is to hear the townsfolk's concerns. While you do not wield any actual power, you do act as the Lord Mayor's ear on the ground. The office gives you a small seal; this proves your position to the population at large. When presenting this seal you are granted a +1 trait bonus on diplomacy checks with the citizens of Brighton, as well as nobles who recognize the Lord Mayor's name.

NEW SPELLS

GREY MAIDEN'S TEARS

School Necromancy (good); **Level** cleric 3, empath 4, librarian 4, oracle 4, repose 3

Casting Time 1 minute

Components V,S,M

Range 5 feet

Target One water-filled basin

Duration 10 minutes

Saving Throw Will (Harmless); **Spell Resistance** no

As you cast this spell, you begin to weep tears of dust. The dust must be collected into a basin of water. Once collected the dust and the water begin to shimmer and create a brief glance at the afterlife to speak with loved ones. For the duration of the spell, the caster may call forth a single entity to speak with. To call the entity, you must have the name of the individual and someone whom mourning the deceased. The entity may then speak to the individual in mourning. Once contacted in this way, the entity cannot be contacted again via this spell. The entity does not have to speak and may only listen. The entity may also break the connection early if they so desire, rendering the water filled basin a pool of ash.

EMERGENCY SUCCOR

School Transfiguration; **Level** cleric 1, empath 1, librarian 1, oracle 1

Casting Time 1 immediate action

Components V,S,M

Range 30 feet.

Target One Creature

Duration instantaneous

Saving Throw Will (Harmless); **Spell Resistance** no

This spell can be cast as an immediate action when an ally of the spell caster takes damage that would reduce them to less than 1 hit point. Any extra damage that reduces the ally below 1 hit point are transferred to the caster of this spell. The transfer of damage is instantaneous and is not reduced by any Damage reduction or any abilities that would otherwise change the amount of damage suffered by the caster.

GRAN'S MINOR LANCE

School Evocation; **Level** bard 1, bloodrager 1, magus 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V,S,M

Range personal

Effect One force lance

Duration 1 round per caster level

Saving Throw Reflex (See below); **Spell Resistance** No

The spellcaster holds up a single free hand to the sky and praises Gran's heroic legacy while casting the spell. A single brilliant lance of energy is created in the hand of the caster. The lance deals 1d6 force damage points plus one additional point of damage per caster level. The spellcaster is proficient with the lance. The lance may be thrown once, dispelling the spell but dealing the lance damage to all creatures in a 20 foot line unless they succeed a Reflex save. On a successful save, the lance does no damage.

GRAN'S MIGHTY LANCE

School Evocation; **Level** bard 3, bloodrager 3, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V,S,M

Range personal

Effect One force lance

Duration 1 round per caster level

Saving Throw None; **Spell Resistance** No

The spellcaster pulls forth from the sky a lance of pure crackling energy. The lance is wielded by the caster using the caster's primary casting attribute (Charisma for bard, bloodrager and sorcerer, intelligence for wizard and magus) in addition to the caster's Base Attack Bonus. The lance deals 1d10 points of damage plus the caster's level. The lance may be thrown dealing damage to creatures in a 30 foot line. It returns to the caster at the end of the round.

SINEW SPASM

School Necromancy; **Level** cleric 1, death 1, empath 2, librarian 1, wizard/sorcerer 1

Casting Time 1 standard action

Components V,S,M

Range Close (25 feet + 5 feet per caster level)

Target One corpse

Duration 1 round per caster level

Saving Throw None; **Spell Resistance** no

This spell infuses a single corpse with just enough negative energy to flex and swing it's limbs randomly, snapping and cracking bones as the limbs spasm. The caster can designate a single square that the corpse will attack at the start of his turn. The corpse has an attack bonus equal to the caster's spellcasting bonus attribute

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TABLE: MARTIAL WEAPONS

Ranged

Cost Dmg (S) Dmg (M) Critical Range Weight Type Special

Grapple Arrow	25 gp	—	—	—	40 feet	10 lbs	P	See below
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Weighted Javelin	35 gp	1d4	1d6	x2	15 feet	15 lbs	P	See Below
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(Intelligence for wizard, wisdom for cleric, charisma for sorcerer) plus the caster's base attack bonus. The twisting snapping limbs do 1d6 points of bludgeoning damage.

Attacking the limb can destroy it with a successful attack roll against an AC of 9 + the caster level.

SKY STONE

School Conjunction (creation) **Level** Dimensionist 3, ranger 3, sorcerer/wizard 2, summoner 2, witch 3

Casting Time Full Round casting

Components V,S,M

Range Short range (25 feet + 5 feet per caster level)

Effect Create one Small sized rock

Duration permanent

Saving Throw Reflex;

Spell Resistance no

The spellcaster weaves magics that pull dirt and dust in the air into a single solid mass 30 feet above the caster. The spell caster can direct the drop of the small sized rock at any point within range. Creatures that are within 10 feet of the point of impact must succeed a reflex save or suffer 2d6 points of bludgeoning damage. The stone's impact creates a small wall with 5 hit points and 5 hardness. A medium or smaller sized creature can take cover as a move action to duck behind it.

EQUIPMENT

The town of Brighton faces many dangers. On the cusp of a mountain valley, the town is under constant threat from monsters above. Ogres, giants, gremlins, and worse prowl the surface; but wyverns, elementals, and griffons plague citizens from the sky. To combat these hazards, blacksmiths developed the following weapons

Grapple Arrow — Grapple arrows are arrows with special serrated hooks that embed in the victim. Though the true use of the arrow comes from the heavy hemp rope tied to each arrow. The hemp rope is then attached to a heavy weight. The arrow may be further secured to a tree, boulder or other such

fixture. When a grapple arrow hits a flying creature it does normal damage for the bow, but also instills a -2 circumstance penalty to fly skill checks. Each time the creature is hit by a grapple arrow they gain an additional -2 penalty. Firing a grapple arrow doubles the range penalties to hit, as the rope and the weight heavily adjust the flight of the arrow.

Weighted Javelin — Heavy Javelins are long thin rails of wood with a heavy hook barbed tip. These javelins look and function similarly to harpoons. They are designed to be hurled from the back of a flying creature. When they hit another flying creature the heavy weight in it sends the creature in a lopsided flight. The creature suffers a -2 circumstance penalty to fly skill checks, and a -1 penalty to Aerial Combat Maneuver Defense.



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FAITHS & PHILOSOPHIES

The following five faiths are the most popular among the people of Brynndell. Three organized churches guide the spiritual while shrines spread throughout the country venerate other deities. Evil cults do exist, but their numbers are relatively small. The foul-hearted pay homage to the destructive Hell Candle, and Shub-Niggurath, goddess of monsters.

THE TEMPLE OF THE BALANCED COIN (COIRTHRADAIL)

Alignment Lawful Neutral
Domains Community, Knowledge, Law, Rune, Travel



The church guides development through civic improvement, civil arbitration, and education. Clerics of the faith go by the title 'Guilder' and serve by acting as bankers, judges, tax collectors, and teachers. Temples often double as shops with exquisite yet fairly priced goods. Teaching others to read and write the common tongue is a central ethos to the faith. Literacy breeds civilization. By spreading civilization, the guilders believe order will overcome the chaos of the wild, and through order, there is peace.

THE CHURCH OF ETERNAL SLUMBER (THE GREY MAIDEN)

Alignment Lawful Neutral
Domains Darkness, Death, Earth, Law, Repose



The goddess of death, the Grey Maiden, upholds the cosmic order and remains neutral in the struggles between celestial and infernal powers. Myths tell that no mortal being can speak the Grey Maiden's true name without perishing instantly. She carries different titles among the cultures of Celmae: the Veiled Guide, the Night-Flower, the Queen of the Underworld, and other aliases. The Gray Maiden leads the souls of the departed into the afterlife and keeps watch over the barriers between the living and the dead. She oversees the cycle of death, decay, and renewed in the soil of farms and gardens. Icons depict her as a coldly

beautiful young woman, dressed in gray robes, bearing a crystal lantern, attended by shades and ghostly owls. She needs no weapons to kill, but can end lives with a whisper. Her warrior-priests favor flails, weapons suited well to crushing both skeletal horrors and living flesh and bone.

THE NATURAL WAY

Alignment Neutral
Domains Animal, Good, Plant, Protection, Sun



The Natural Way is a druidic order dedicated to the teachings and philosophies of The Creator. The order perform seasonal rites within the many standing-stone circles found throughout Brynndell and sponsor the biannual harvest festivals. They consider all living beings to be grandchildren of the Creator and so refer to each other by familial names, with the head of an order being called 'father' or 'mother'.

Not all worshipers of The Creator are druids. In some manner, every resident of Brynndell pays homage to the God of the Gods, be it in the form of daily prayer or small service in his name.

Protectors of the wilds, druids of the Natural Way punish those who despoil the land or work to corrupt nature in some way. They view most creatures of the world as valuable pieces of the ecosystem, though consider aberrations enemies to that order. Most druids spend their days performing landscaping tasks to help keep the wilds healthy and clean from the alien fungus choking the eastern end of Bright Mountain Valley.

THE FRIENDS OF THE ROAD (THE TRAVELER)

Alignment Chaotic Good
Domains Good, Liberation, Luck, Travel, Void



The Friends of the Road are a group of roadside inn owners who are also clerics of the wandering god. Their small inns are a refuge during long journeys, offering travelers a soft bed and good meal. The Friends also offer an unofficial mail service, any message left at one inn can be picked up at any other of the senders choosing. Each year the

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Friends of the Road gather at one of the inns for a rowdy party. Although the date of the party remains the same every year, only the friends know at which inn it will be held and it's become a game amongst travelers to guess which one

Clerics of The Traveler pray for their spells under the night sky while gazing up at the stars.

AMAURA

Alignment Chaotic Good

Domains Charm, Community, Good, Healing, Magic, Water

The goddess of life, appears as a maternal, middle-aged woman with raven black hair that's often adorned by seashells. She wears flowing blue robes over her azure-toned chainmail Oceanbreaker. Her eyes are soft, and those in her presence feel an overwhelming sense of calm.

The faithful of Amaura believe that life on Celmae began in the oceans and that all surface beings evolved from its waters. She teaches respect for life and protects wells and water from corruption. Her followers task themselves with water bearing, marriage, and childbirth. Amaura believes that love and the joy of life transcend all boundaries. She enjoys offerings of flowers, jade, and seashells that are thrown into bodies of water.

Amaura considers sharks, sauguign, kraken, and kopru her enemies, and the faith teaches that these creatures refused



the Goddess's gift of love, turning away and becoming the murderous monsters they are today. The storm god Krokaar is the father of her daughter, Hydra. The union that brought about their godling's birth was not consensual and this crime has caused Amaura to hate Krokaar ever since.

The Goddess of the Sea favors both the scimitar and the morningstar. One symbolizes the way she cuts through the waves as she swims, and the other for the way she crushes foes with her waves.



Deity	AL	Areas of Concern	Domains	Favored Animal	Favored Weapon
Amaura	CG	Fertility, Magic, Motherhood, Oceans, Rebirth, Sea-life	Charm, Community, Good, Healing, Magic, Water	Hippocampus	Morningstar
Coirithradail	LN	Cities, Law, Literacy, Merchants, Wealth	Community, Knowledge, Law, Rune, Travel	Horse	Warhammer
Creator	N	Animals, Creation, Nature	Animal, Good, Plant, Protection, Sun	None	Spear
Grey Maiden	LN	Burial, Corpses, Tombs	Darkness, Death, Earth Law Repose	Owl	Flail
Traveler	CG	Games, Merriment, Roads	Good, Liberation, Luck, Law Repose	Opossum	Quarterstaf

DUST WARDEN PALADIN ARCHETYPE

Dust Wardens are paladins of the Grey Maiden, sworn to eradicate the undead and restore Her balance of life and death to Celmae and beyond.

Detect Undead (Sp): At will, a dust warden can use detect undead, as the spell. A paladin can, as a move action, concentrate on a single individual within 60 feet and determine if it is undead, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual, the paladin does not detect other individuals within range. This ability replaces detect evil.

Dust to Dust Smite (Su): Once per day, a dust warden paladin can call upon the Grey Maiden to aid him in his fight against the undead. As a swift action, the paladin chooses one undead target within sight to smite. The paladin adds his Charisma bonus (if any) to his attack rolls and adds his paladin level to all damage rolls made against the target of his smite. Furthermore, the bonus to damage on the first successful attack increases to 3 points of damage per level the paladin possesses. Each successful attack against a corporeal undead creature causes it to rapidly decompose into dust, imposing a -2 penalty on all the creature's rolls and to its Armor Class and CMD until the end of the dust warden's next turn. Dust to dust smite attacks automatically bypass any DR the undead creature might possess.

In addition, while the smite is in effect, the paladin gains a deflection bonus equal to his Charisma modifier (if any) to his AC against attacks made by the target of the smite. If the paladin targets a creature that is not undead, the smite is wasted with no effect. The smite effect remains until the target of the smite is destroyed or the next time the paladin rests and regains his uses of this ability. At 4th level, and at every three levels thereafter, the paladin may use dust to dust smite one additional time per day, to a maximum of seven times per day at 19th level. This ability replaces smite evil.

Divine Bond (Sp): Beginning at 5th level, a dust warden with the bonded weapon divine bond may select the ghost touch weapon property, in addition to other weapon properties he may choose from

to enhance his bonded weapon. If a dust warden has selected the bonded mount, his bonded mount gains detect undead as an at-will spell-like ability. The mount cannot focus this ability for more than 1 round. This ability modifies the paladin's divine bond ability.



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