

ULTIMATE EVIL



Ultimate Evil

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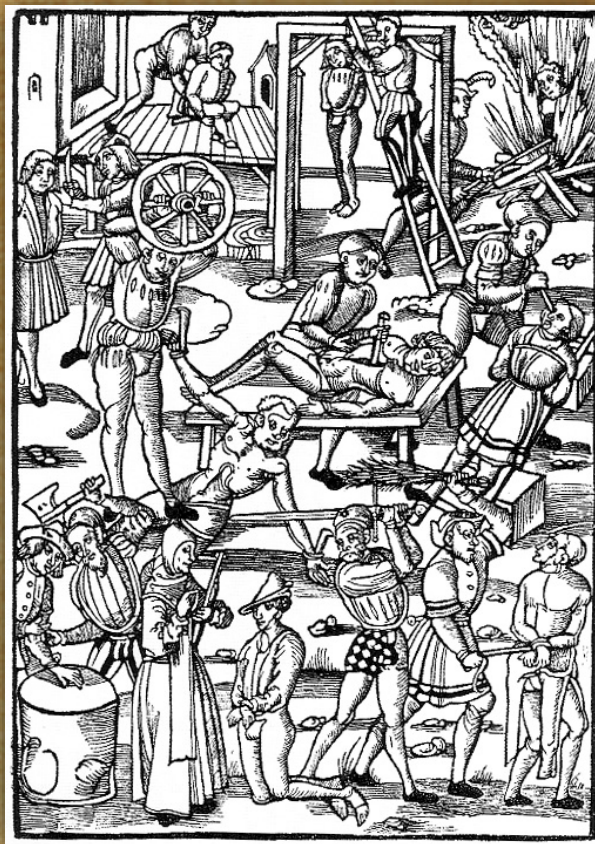


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Clinton J. Boomer, known to his friends as 'Booms,' began writing before the time of his own recollection. He was first published professionally in the Ennie Award-winning Pathfinder Chronicles Campaign Setting from Paizo Publishing after placing in the Final Four of Paizo's inaugural RPG Superstar! Competition. Boomer is a writer, filmmaker, gamer and bartender; his short comedic films, the "D&D PHB PSAs," have over 3,500 subscribers on YouTube and have been viewed more than a million and a half times. His fiction novel *The Hole Behind Midnight* was released in 2011.

Peter K. Ullmann leads the adventurous life of a musician, actor, activist and public school teacher a stone's throw away from the nation's capital. His first forays into worlds of magic, elves, dragons and mystery were through the world of the Dungeons and Dragons red box (and subsequent blue, teal, black and gold box sets), and the journey continued through the worlds of White Wolf's Werewolf and Changeling settings before plunging headlong into the creation of Exalted. After working for White Wolf's Exalted line as a freelancer and layout artist, Peter moved on to Pathfinder, where he currently writes as a freelance writer for d20pfsrd.com Publishing.



ABOUT THIS BOOK

Ultimate Evil is the largest project d20pfsrd.com Publishing has attempted yet, so large I had to wrangle TWO authors to handle it all and when it was my turn to edit and lay it out it still took months to complete.

Some things to note about this book (as well as most other d20pfsrd.com Publishing products)... In addition to all of the 100% new content written by the authors, we've included a collection of content from other publishers which we feel is of special interest or use by evil characters. Additionally, this book makes occasional reference to the Thundain Campaign Setting such as referencing names of gods or places. The World of Thundain is © 2014 Open Gaming LLC and is the home campaign setting I use.

– John

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*This is the excellent foppery of the world, that,
when we are sick in fortune,--often the surfeit
of our own behavior,--we make guilty of our
disasters the sun, the moon, and the stars; as
if we were villains by necessity; fools by
heavenly compulsion; knaves, thieves, and
treachers, by spherical predominance; drunkards,
liars, and adulterers, by an enforced obedience of
planetary influence; and all that we are evil in,
by a divine thrusting on: an admirable evasion
of whoremaster man, to lay his goatish
disposition to the charge of a star!*

-- King Lear, Act 1, Scene 2



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ESSAYS ON EVIL

by Clinton J. Boomer

All great and memorable malefactors are the tragic hero of their own tale, from a certain perspective: sometimes making hard choices that others are too weak to comprehend, sometimes victims of circumstances and hungers yet beyond their control, and sometimes misunderstood prophets of a painful, pessimistic but fundamental and ultimate truth.

In a different game, *they* would be the PCs.

Great fictional antagonists aren't just a collection of awesome powers, sneering taunts, a cool wardrobe and the ruthless, unquenchable desire to make their mark on the world, of course. The monstrous characters we love -- and love to hate! -- also possess an overarching, comprehensible and frighteningly-attainable goal, one toward which they actively fight. While it's true that a fair share of baddies want to have a good time, most of them also want to prove a point, send a message, see their enemies crushed before them and eventually rule the city.

The world.

The *universe*.

And much more, beyond.

Anything less than an active, goal-oriented antagonist is simply a monster, a speed bump or a random encounter.

Ambition is key.

The ambition of this wicked tome, then, is to make the scoundrels and devils, libertines and mischief-makers, mad cultists and brutish evildoers in your game as memorable, dynamic, interesting and as fun as possible.



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TYPES OF VILLAINS

Recurring Villains

A great villain always shows up more than once, even if it's just as a symbol, a signature, an intercepted letter, a dark dream, a trail of horror, a ghostly memory, a hand-delivered message or a silhouette cackling in the distance. When beginning your campaign, be sure to give plenty of foreshadowing as to the eventual final boss; alternatively, bring back memorable antagonists who've gotten away, even if they were originally intended just to be one-shot foes.

Truly great opponents feel passionately about one another, and passion can sometimes take the form of odd respect: a complete monster might still wish to meet her rivals on neutral ground to discuss things, or send gifts to her foes on important and personal dates. Baddies who just want the PCs dead are one thing; baddies who want certain PCs alive -- for any of a million reasons! -- are much more interesting, and resonate deeply with players.

At low levels, it's important to give a powerful villain strong incentives not to simply destroy the PCs: perhaps they're still beneath her notice, or she simply has bigger worries than these upstarts. The 1d100 Complications for Villains chart (see Appendix) suggests several other options: a demon-worshipping cultist unwilling to kill the PCs on sacred ground isn't something that players are likely to forget; a mob-boss who won't act against them out of respect for an old debt is truly memorable. Moreover, a foe with a complex streak of antihero idealism is three-dimensional, a living character, and not to be underestimated.

At higher levels, a smart villain should always be one step ahead of the players: ever-forearmed with three or four exit-strategies, back-up plans

and contingencies in place, continually able to depart if things get hot. Spell-casters with access to illusions and telepathy have the easiest time reaching out and screwing with a party, but a powerful warrior can often hire such spell-casting done ... or afford spies and assassins to deliver a message.

Because your antagonist can be anything, of course -- not limited to the same options available to PCs -- they can think outside the box: demons, genies, dragons, angels, devils, liches and even hags have powers that player-characters simply can't replicate. Don't be afraid to secretly tack on a template or Mythic abilities to keep the game-focused foe capable of surviving, always a formidable opponent and wily escape artist: baddies have special rules.

Use them.

A recurring villain is the opulent centerpiece of a grand campaign: the more diabolical they are, the bigger the payoff when finally defeated. Just make sure that your PCs get their final, glorious confrontation!

Rivals & Arch-Nemeses

What is a hero -- or even an anti-hero! -- without direct, personal opposition? Luke, after all, is only as memorable as Vader; Han is only as memorable as Boba Fett. Certainly, the Empire's legions and the petty criminals of the galaxy serve as faceless "enemies" to our main characters, but most members of these groups also effectively interchangeable ... and thus almost disposable.

Batman needs the Joker, just as Superman needs Lex Luthor, just as Spider-Man needs J. Jonah Jameson and the X-Men need Magneto.

If at least one PC comes to perceive at least one villain as a true, diametric opposite -- what they would be without the kindness, goodness and

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sense of justice that the PC has -- that can change the whole scope of your campaign. Take a moment to think about what defines each of player characters, and then invert only one element of the character: the vile opposite of a stoic, Lawful Good paladin might not be a shrieking, Chaotic Evil antipaladin, after all, but rather a stuffy magistrate in a small town who is simply too by-the-book.

Give your characters a chance to look into the darkest mirror of the self, and see what it brings out in them.

One-Shot Foes

A one-shot foe is an exciting opportunity to pull out all the stops: to make a villain as dangerous and as in-your-face as humanly possible. If the baddie only has a single session -- or even a single scene! -- to make a permanent impression on the players, then you as a GM have got to make it count.

Arguably, there are multiple "villains" in the film *Aliens*, and the eponymous xenomorphs are the least dynamic of them: the heroes face their own too-human fears, the harsh conditions of both deep space and an alien planet, the hive-like maze of a vast futuristic complex in ruins, the loss of military chain-of-command, the money-first policies of an interstellar mega-corporation, and even questions of what it means to be a responsible sentient being.\

For all that, and as little screen-time as she receives, we *remember* the Queen.

A one-shot foe doesn't have to be a calculating, cunning presence with a complex backstory, nor a dynamic antagonist who can be reasoned with, talked down, redirected or bought. She might simply be a force of nature, a butchering wall of frenzied, psychopathic hate and hunger that must be confronted and stopped. She might be

somewhere between a tempest and an erupting volcano.

What does she want?

She doesn't "want" anything.

She just *does things*, and anything that doesn't get out he way dies.

For that reason, of course, a more complex one-shot villain is all the more interesting: if the PCs can find some agreeable terms with a hired-gun or mercenary spell-slinger, they might deprive their nemesis of a useful tool. Even a particularly strange creature -- such as an undead druid or a bound Lawful outsider -- might be persuaded to go away, if the proper payment can be arranged.

Henchmen, Flunkies & Lackeys

Every character has a reason for getting up in the morning, and almost every character wants to wake up again tomorrow.

Unless your grand villain exclusively employs mindless undead, combat-programmed constructs or creatures with a totally aberrant psychology -- demons, truly twisted fae, star-summoned entities of the void or something even more dire -- then it is likely that her minions have their own agendas. By giving just a little bit of thought to what goals and ambitions these NPCs might have, you can add surprising depth to an evildoer's army: do they serve from a sense of fear?

Desire for power? Aligned ambitions? Promise of gold? Love?

An NPC who serves the antagonist deserves special consideration, because his actions and intentions directly illuminate what others think about that villainy which the PCs are sworn to oppose and destroy. Even if a hired flunky can't quite properly articulate his objectives in serving evil, it stands to reason that one method or

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another originally convinced him; in the case of cultists, it can be interesting to learn what it is that drives the leader, according to the enlisted ranks. Give a flunky or a lackey a bit of credit: he's not stupid, after all.

Dangerous people are usually quite good to their friends ... you just wouldn't want to cross them. *Ever.*

COMPLICATIONS FOR VILLAINS

Some of the greatest fictional villains are complete monsters, without a single shred of human decency or the ghost of a redeeming quality; they represent the purest kind of abject, rampaging, psychopathic sadist. Other antagonists, however, are all the more interesting because they refuse to be labeled quite so easily: actor Charles Dance, for example, does not believe that Tywin Lannister is a villain.

As noted above: all great and memorable malefactors are the tragic hero of their own tale, from a certain perspective. To add a complicating level of humanity and verisimilitude to a villain, feel free to roll once or twice on the chart below ... or simply pick out two or three qualities that make sense.

d%	Quality
1	Kind to dogs and other domesticated animals
2	Feeds the homeless
3	Would never kill an unarmed opponent
4	Has excellent taste in music
5	Has excellent taste in wine
6	Is passionate about rare art
7	Dreams of having a large extended family
8	Refuses to perform coup de grace attacks

9	Compulsive truth-teller; will never lie without overwhelming cause
10	Is deeply religious (good-aligned faith) and often attends worship services or practices private prayer, seeking absolution
11	Does small favors for weak, sickly or elderly people
12	Has sincere civic pride
13	Does not like ostentatious clothing
14	Abstemious teetotaler
15	Vegan
16	Amateur painter, poet or musician
17	Will not eat sweets
18	Treats prisoners with respect
19	Will not use poison
20	Will not use necromancy
21	Will not use divination magic
22	Will not use one type of energy (choose one)
23	Gives genuine advice to anyone who asks
24	Will always accept surrender
25	Will always return a favor
26	Will always pay a debt
27	Would never condone physical torture
28	Would never condone psychological torture
29	Fastidiously clean
30	Would never leave a dead body unburied or defiled
31	Would never steal
32	Would never protect another who violated one of her own personal credos

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33	Gives prompt medical care to all those in her custody or employ
34	Finds the undead distasteful
35	Finds one evil religion (choose one) distasteful
36	Would never harm a member of one neutral or good-aligned faith (choose one)
37	Would never perform blackmail
38	Will always accept a one-on-one duel
39	Will always grant a helpless victim a final request
40	Had a childhood sweetheart
41	Enjoys riddles
42	Enjoys sweet, simple foods
43	Enjoys the company of innocents
44	Enjoys clean jokes
45	Enjoys honest but poor-quality art
46	Would never use foul language
47	Is an excellent, polite host
48	Would never take a hostage
49	Has great admiration for one humanoid race (not her own)
50	Lives a needlessly spartan lifestyle
51	Would never engage in nepotism
52	Born into crushing poverty
53	Will always return a smile
54	Does not interrupt when others are talking
55	Tips servants well
56	Has great respect for thieves, even for those who steal from her
57	Takes great pride in her appearance
58	Gives sincere compliments often

59	Would never act in a surprise round
60	Would never attempt to escape after surrendering
61	Will not perform violence on certain holy days
62	Will not perform violence on sacred ground
63	Will not perform violence in the home of another
64	Will not enter a private building unless invited in by the owner
65	Excellent cook
66	Laughs at the jokes of others
67	Will not take or accept any title of royalty or nobility
68	Does not make any type of threats
69	Would never destroy the property of another
70	Would never destroy a book
71	Would never destroy art
72	Would never destroy a building
73	Would never destroy a religious object
74	Would never harm an innocent
75	Would never take another's freedom
76	Takes great pride in a job well done
77	Truly interested in the general welfare of humanity
78	Will always buy a drink for a stranger
79	Respects stoic people who want to be left alone
80	Would never consciously hurt someone's feelings
81	Sees the best in people

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82	Respectful, helpful and polite to foreigners
83	Does not get angry at the honestly-expressed opinions of others
84	Affable and pleasant at all times
85	Does not hide her desires
86	Cannot abide rudeness
87	Would never leave a mess
88	Would never harm a good-aligned outsider
89	Would never harm a noble or member of royalty
90	Would never harm an impoverished individual
91	Would never harm someone younger than them
92	Would never harm someone older than them
93	Would never harm a servant
94	Would never harm a slave
95	Would never harm any religious person
96	Would never harm a parent
97	Would never harm an officer of the law
98	Remembers birthdays and anniversaries
99	Would never betray a friend
100	Roll twice

These are, of course, simply guidelines; after all, the defining quality of evil is often "... except just this once."

Characters, whether villains or heroes, PCs or NPCs, might feel the lure of corruption as a slow slide of easy choices: you might say that you would never destroy a building or harm a piece of art ... right up until setting a museum on fire is the only way to get to your hated foe. It's one

thing to declare that you will always accept a one-on-one duel, to never take something you haven't earned and to be affable and pleasant at all times--even to enemies!--but it's quite another to act on those self-imposed rules when death or ultimate victory are on the line.

"... except just this once."

We enjoy watching great villains break their word or squander their seemingly-deeply-held convictions -- simply because it's momentarily convenient for them to do so -- because it reminds us that underneath it all, they're usually callow and selfish and weak. At the other end of the spectrum, it's fascinating to watch a unambiguously cruel, vicious and dangerous opponent take a stand and act in accordance with their fundamental ideals; the most memorable of antagonists may not agree with you, might wish to destroy you, might be more than happy to kill you and everyone you know ... but they are not hypocrites.

'Evil' isn't more powerful than good, or sexier, or more fun. It's often just way, way less complicated.

From that perspective, theft is the lowest and sometimes the most tempting kind of wickedness, and characters (even good-aligned PCs) steal all the time. It means that you gain something without having to pay for it, and -- sometimes more importantly -- it means that your victim doesn't have it any more. Stealing is kind of morally grey, especially if you're robbing the rich, freeing slaves or taking an artifact of doom from a demon-cult.

'Stealing when it's convenient' is the default behavior of anti-heroes, and it takes a very odd villain indeed to regard it as morally wrong. Some of the best antagonists, of course, might consider it a worse crime than murder ... or even genocide.

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Murder, likewise, is tempting because it's the easy way out. You ambush a helpless target and you don't have to deal with them anymore; if you do it to enough people, your problems might be solved. Lying is easier than telling the truth; once you've told one lie, however, you'll probably have to tell more ... or do something even more devious -- or permanent -- to cover it up

Psychological warfare, manipulation of emotions and the inflicting of despair are likewise easier than doing the hard, RIGHT thing. Torture is easier than detective work. Summoning demons and animating the dead are easier than getting yourself elected, rallying the people, paying for troops and leading an army.

Easy choices.

Slippery slopes.

"Just this once."

Of course ... being bad sometimes feels real good, revenge is often deliciously satisfying, and sometimes being evil gets you the friends, the respect, the skull-shaped mountain lair and the tidal-wave of gold and ultra-powerful demonic artifacts.

Every villain is the tragic hero of their own tale, after all.



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ARCHETYPES OF EVIL

The following are archetypes intended for evil characters and NPCs of various classes.

DARKWATER SPELLBINDER

(WIZARD ARCHETYPE)

In the pursuit of arcane power exists a path that leads some through the darkest waters of the world; a power that runs deeper than most can even fathom. This magic is as vast as the oceans, and its secrets zealously guarded by undersea monsters, sunken beyond the reach of all but those of the strongest will, who can brave those depths and bring back lost knowledge from the very veins of the world. The mystic might that lurks within the depths has been hidden for ages, and few can even begin to guess its mysteries. Those that do rarely share that knowledge with any pupil, but there are academies where such gifts are shared with common purpose.

A darkwater spellbinder is a follower of such purpose, beholden to ancient evils that burrow into the deep crevices of the world like maggots feasting on a tortured and rotting victim. The blood that courses through her veins pulses with newfound might, and the arcane secrets learned translate raw potential into pure power.

REQUIREMENTS

Alignment: Any evil.

CLASS FEATURES

Arcane School

A darkwater spellbinder may only select the dark water arcane school (see below).

Augmented Water Magic (Su)

A darkwater spellbinder casts spells with the [water] descriptor as if her caster level was two higher.

This ability replaces scribe scroll.

Darkwater Magic (Su)

Each time a darkwater spellbinder attains a new darkwater spellbinder level, she gains one spell of her choice to add to her spellbook. This is in addition to the two additional spells a wizard normally gains at each level. The free spell must be of a spell level she can cast and must be selected from the following spells:

- 1st—alter liquid or hydraulic push
- 2nd—black bile or slipstream
- 3rd—aqueous orb or bloodburst
- 4th—river lash or ride the waves
- 5th—geyser or splashkiss
- 6th—tidal wave or fluid form
- 7th—from the depths or vortex
- 8th—seamantle or unforgiving torrent
- 9th—storm of vitriol or tsunami

This ability replaces arcane bond.

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DARK WATER SCHOOL

This variant of the water school has several unique properties.

Upsurge (Su): As a standard action, you unleash a punishing wave of blue-black water. This wave deals 1d6 points of bludgeoning damage + 1 points for every wizard level you possess to any one creature within 10 feet of you, staggering that creature for one round. A successful Reflex save negates the staggered effect and halves the damage. The DC of this save is equal to $10 + \frac{1}{2}$ your wizard level + your Intelligence modifier.

A darkwater spellbinder can use this ability a number of times per day equal to 3 + his Intelligence modifier.

Water Supremacy (Su): A darkwater spellbinder gains a +2 enhancement bonus on Swim checks. This bonus increases by +1 for every five wizard levels possessed. In addition, he can hold his breath for a number of rounds equal to

four times your Constitution score before you must start making checks to avoid drowning. At 10th level, you gain a swim speed equal to your base speed. At 20th level, whenever you make a Swim skill check, assume the roll resulted in a natural 20.

Poisoned Stream (Su): At 8th level, a darkwater spellbinder can create a highly pressurized stream of polluted water that blasts out from your body. Creatures struck by the stream are afflicted by a poison that is equivalent to black lotus extract, except that the DC to save versus this poison is $(10 + \frac{1}{2} \text{ darkwater spellbinder level} + \text{Intelligence modifier})$. The stream is a 30 foot line of effect. Nonmagical fires hit by this stream are automatically extinguished. Magical fire effects are unaffected. The darkwater spellbinder can use this ability a number of times per day equal to $\frac{1}{2}$ his wizard level.

A darkwater spellbinder must select fire and earth as opposition schools.

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TRAITOR TO THE FAITH (EX- ANTIPALADIN/EX-PALADIN ARCHETYPE)

You are ronin, heretic, outcast and apostate; your vows have been shattered and your principles laid aside. For reasons you will carry forever, bearing them all-too-close to your burning heart, you have turned your back upon the ideals that defined you, renounced the doctrines that so long ago empowered your every word & stride, recanted your exalted station and dismissed the convictions which once filled you with zeal and a power beyond than merely mortal. Now, you are a champion without a cause ... your greatest quest, perhaps, will simply be finding something to believe in -- to fight for -- once more.

This archetype is an odd one. It is only able to be chosen when a paladin or antipaladin "falls" from faith. It is intended to make "ex-paladin" or "ex-antipaladin" a more viable option for a majority -- or even the duration! -- of a PC's adventuring career, allowing both classes significantly more flexibility at the table. A paragon of virtue who has abandoned her way for love, for hate or for fear -- or an exemplar of wickedness who has seen too much, been near-fatally scorned by a one-time demonic ally or otherwise lost his taste for the most sickening of horrors -- is an intriguing character concept; neither redemption nor damnation should ever come too quickly when telling a satisfying story.

Further, this archetype might be available at character-creation: a player could choose to begin the game as a chaotic neutral former member of a death-cult or a lawful neutral one-time soldier within a tyrannical regime; role-playing that character's eventual salvation and the achievement of a paladin's role is significantly more fun if the journey is longer, fraught with

greater peril, and strewn with both great temptations and flavorful character-moments.

Similarly, a PC might begin the game as a neutral ex-paladin farmer or laborer, slowly regaining her faith as she confronts spiritual evil ... while also being tempted towards easy answers and blasphemous gifts. The question of where her allegiance shall ultimately fall can make the game all the more exciting, and it gives both PCs and NPCs a reason to focus their guile and attention upon her actions.

Lastly, this archetype is of great use to characters who are unwillingly cast out of their faith for any of a thousand in-game reasons: perhaps they still serve a now-deceased god, or they have been exiled to realms where their deity's power cannot reach. A character learning to master a variety of mundane skills to replace their divine gifts makes for an interesting arc!

While the common view of the antipaladin is either as an engine of destruction or as a lord of the undead, there are other dark paths that the antipaladin may travel in their pursuit of power, paths that twist the mind, rend the soul and ravage the lands and its peoples. These cruel knights revel in the chaos brought about by a well-placed sword blow just as much as they delight in the poisoning of a well-loved noble or the diseased cries of an infected village. Even the weak cries of starving children are pleasing to these defiled warriors, and nothing pleases their dark masters more than the suffering of the innocent.

Read on and let us know what you think!

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WHICH PATH OF CHOOSE -- EXILE OR REDEMPTION?

This book intentionally serves multiple types of ex-paladin and ex-antipaladin characters, because no two journeys of self-realization accompanying the loss of an ideology are ever quite the same.

Some one-time devotees reject the entirety of their former lives, permanently -- or at least for the long term -- striking out as faithless, power-stripped wandering sell-swords or settling down to let their anger burn through them, crushed beneath the sorrows of a soul-deadening weight, consumed with malaise and self-hate; for such characters, the traitor to the faith archetype is perfect. Other characters, however, strike out in search of new power and new goals to fuel and refine an inner vision, trying to find something -- anything! -- that speaks to the god-shaped hole in their hearts.

For example: Captain Jycaestus Nail is a lawful evil Lord of Darkness antipaladin with the holy gun archetype, in direct service to an Infernal Duke of machinery, smoke, obedience and iron; she serves as part of an elite military unit representing a fascist, expansionist, theocratic police-state.

While overseeing the conquest and destruction of a hidden refugee village on the outskirts of her city's newest borders, she observes several of her nation's soldiers committing acts that she deems offensive, illegal and unworthy of their station. After deciding that their actions are improperly chaotic, she has them arrested, stripped of rank and held in stockade awaiting swift, impartial trial and summary execution; however, a higher-ranking officer of another company decides to release the offending soldiers with only a stern warning.

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After discussing this situation with her GM -- either during game or as part of her character's background -- the player of Jycaestus decides that she will disobey a direct order, perform a trial and then execute the guilty parties herself: an action the character deems to be lawful evil, in keeping with her faith, but which her patron devil believes to be chaotic good in nature. After committing these acts, Jycaestus is suddenly stripped of her power and her benefits, losing all of her antipaladin class abilities other than weapon, armor and shield proficiencies and becoming little more than a fighter without the feats.

The GM decides that Jycaestus does not lose the benefits of her *have gun* archetype ability, as it is sufficiently similar to a weapon proficiency, but she loses all other features of the class and archetype (such as *holy grit*).

If Jycaestus decides not to seek absolution, still believing herself to be morally in the right but now filled with disillusionment at a corrupt system, she may choose to take the Traitor to the faith archetype the next time she gains a level. This represents her disgust at the idea of all religions, and a rejection of using divine power to fuel her abilities. If she chooses this option, she does not gain Detect Danger as an extraordinary class ability, because she does not lose the *have gun* class feature; however, she gains focus of hate in place of her divine deed and hard won friendship in place of her divine bond (for example) from the *holy gun* archetype. Her alignment ceases to matter unless she ever becomes lawful evil once again -- or becomes lawful good or chaotic evil -- at which time she may choose to perform the rituals to become either a full paladin or antipaladin again, thus losing the archetype.

REQUIREMENTS

Class: A character must have had at least 1 level of paladin or antipaladin.

CLASS FEATURES

A traitor to the faith gains the following class features, which replace the class features lost upon becoming an ex-paladin or ex-antipaladin.

He gains a class feature only if his former class possessed that class feature and it must be replaced; if it was already replaced for any reason (such as via an archetype), he may instead gain either one bonus skill rank or one hit point.

Quiet Stranger (Ex)

A traitor to the faith is often unassuming and easily overlooked, even by those with whom he once served. He gains a bonus equal to his class level on Bluff and Disguise checks.

This ability replaces aura of evil/aura of good.

Danger Sense (Ex)

A traitor to the faith has a preternatural sense of threats. He gains a bonus on initiative checks equal to ½ his level, and can always act during a surprise round even if unaware of opponents.

This ability replaces detect good/detect evil.

Enmity (Ex)

As a swift action, a traitor to the faith may choose a foe within sight that has dealt damage to him or an ally this round as a target of his enmity.

The traitor adds ½ his Cha bonus (if any) to attack and damage rolls made against the target until the beginning of his next turn. If the target is a follower of his former faith he adds his full Cha bonus to attack and damage rolls instead.

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In addition, the traitor gains a deflection bonus equal to his Cha bonus to his AC against attacks from the target until the beginning of his next turn.

This ability replaces smite good/smite evil.

Mastery of Blood (Ex)

A traitor to the faith is intimately familiar with pain, both causing it and alleviating it.

He gains a bonus on Heal checks equal to twice his traitor to the faith level, including attempts to perform torture.

This ability replaces touch of corruption/lay on hands.

Resolute (Ex)

A traitor to the faith adds his Charisma bonus to Will saving throws he makes.

This ability replaces unholy resilience/divine grace.

Inspirational Combatant (Ex)

A traitor to the faith emanates an aura that protects his allies against attacks from or effects created by his foes.

He provides a +2 deflection bonus to AC and a +2 resistance bonus on saving throws to his allies within 10 ft. of himself.

At 17th and 20th levels the deflection and saving throw bonuses increase by an additional +1 and the aura radius increases by +5 ft., to a maximum of a +4 bonus and 20 ft. aura, respectively.

This ability replaces aura of cowardice/aura of courage and all further aura class abilities: (aura of despair/aura of resolve at 8th level, aura of vengeance/aura of justice at 11th level, aura of sin/aura of faith at 14th level and aura of depravity/aura of righteousness at 17th level.

Grim Hospitaler (Ex)

At 3rd level, a traitor to the faith gains Skill Focus (Heal) and thus access to **chirurgical procedures** (see *Appendix: Surgery and Sanity*).

This ability replaces both cruelty/mercy and plague bringer/divine health.

Measured Hate (Ex)

At 4th level, the bonus a traitor to the faith gains from his enmity class feature increases from ½ his Cha bonus to be equal to his Cha bonus instead.

In addition, he applies this bonus on all Heal checks he makes upon his quarry, as well.

This ability replaces channel negative energy/channel positive energy.

Long-Abandoned Teachings (Ex)

At 4th level, a traitor to the faith may activate scrolls and wands as if he retained his former class spell list and his caster level (he does not need to make Use Magic Device skill checks to activate such items).

In addition, he has learned to counter the magic of priests, cultists, devils, demons and angels at the expense of his own life-force.

As a standard action, a traitor to the faith may ready a counterspell against a divine caster or outsider within 60 ft.; he may use *dispel magic* as a spell-like ability (using his class level as his caster level, as above) when countering any spell from such a creature. When doing so the traitor to the faith gains one temporary negative level. This negative level automatically goes away after 24 hours, never becoming a permanent negative level. However, for the 24 hour duration it cannot be overcome or removed other than via *miracle* or *wish* spell.

At 12th level, this ability instead functions as *greater dispel magic*.

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This ability only affects divine spells and spell-like abilities created by creatures with the outsider type.

This ability replaces antipaladin spells/paladin spells.

Hard-Won Friendship (Ex)

At 5th level, a traitor to the faith gains one Teamwork Feat and the solo tactics inquisitor class feature (as an inquisitor of equal level).

He gains an additional Teamwork feat every four levels thereafter (9th, 13th, and 17th level.)

This ability replaces fiendish boon/divine bond.

Ultimate Rejection of Gods (Ex)

At 20th level, a traitor to the faith does not suffer negative levels when countering divine spells with his long-abandoned teachings class ability.

Additionally, a traitor to the faith is constantly under the effects of *spell turning*. The number of spell levels affected by the turning is equal to his traitor to the faith level but only affects “divine” spells (those cast by clerics, druids, experienced paladins and rangers, inquisitors, oracles, the adept NPC class, the hunter hybrid class, the shaman hybrid class, and the warpriest hybrid class).

This ability only affects divine spells and spell-like abilities created by creatures with the outsider type.

This ability replaces unholy champion/holy champion.



GATEWAY OF GODHOOD (SUMMONER ARCHETYPE)

Some preach the word of their faith. Some work great acts with magics or might for the glory of their god. Gateways of Godhood are simpler, yet so much more: an aspect of their god actually walks at their side, aiding them in all ways.

REQUIREMENTS

Alignment: The gateway of godhood's alignment must be within one step of her deity's, along either the law/chaos axis or the good/evil axis. The alignment of her eidolon is always the same as the deity from which it draws power, even if this is a different alignment.

CLASS FEATURES

Weapon and Armor Proficiency

The gateway of godhood gains proficiency with one martial weapon of her choice, which must be

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the same as her deity's favored weapon or otherwise appropriate to her culture and faith.

Spells

Spells cast by the gateway of godhood are divine in origin rather than arcane; any effect or special ability that resists divine magic is applied to all spells cast by the gateway of godhood. In addition, the gateway of godhood must meditate or pray for her spells, unlike standard summoners. At 1st level, the gateway of godhood chooses a specific time at which she must spend 1 hour each day in quiet, focused contemplation or supplication to regain her daily allotment of spells.

Aura

A gateway of godhood who worships a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to her deity's alignment, as per a cleric of her level; see detect evil for details. Her eidolon shares this aura, at identical strength.

Corridor to the Divine

At 1st level, the gateway of godhood gains one mystery, appropriate to her deity, as per an oracle. Spells from this mystery are added to the list of summoner spells known by the gateway of godhood. She does not gain revelations as per an oracle, but the gateway of godhood is considered to have the revelations class feature for purposes of the Extra Revelations feat.

Faithful Legions

The gateway of godhood cannot summon creatures of an alignment opposed to her own or her deity's using her summon monster ability.

Willful Eidolon

The gateway of godhood does not command her eidolon; it obeys only the whispered will of the deity she worships, and may act of its own accord.

The gateway of godhood may attempt to convince her eidolon to perform an action to which it is initially opposed via the Diplomacy skill; in cases of conflict, the eidolon is considered to have a starting attitude of Indifferent to its summoner. The expenditure of one feat allows the gateway of godhood to instead attempt to command her creature via Use Magic Device, at the same DC.

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HERALD OF GODHOOD (SUMMONER ARCHETYPE)

Some blessed, potent and truly devout souls can take the shape of a deity's purest desire, letting an avatar of immortal power step through them ... or even to ride their flesh through the world.

Special: A character with levels in this class who also possesses antipaladin or paladin levels may expend two daily uses of touch of corruption or lay on hands as a standard action to cast *summon eidolon* as a spell-like ability.

REQUIREMENTS

Alignment: The herald of godhood's alignment must begin play within one step of her deity's, along either the law/chaos axis or the good/evil axis. The alignment of her eidolon is always the same as the deity from which it draws power, even if this is a different alignment.

CLASS FEATURES

Weapon and Armor Proficiency

The herald of godhood gains proficiency with one martial weapon of her choice, which must be the same as her deity's favored weapon or otherwise appropriate to her culture and faith.



Spells

A herald of godhood never gains spells of 1st level and above; she retains only her cantrips and her *summon monster* spell-like ability. The cantrips cast by the herald of godhood are divine in origin rather than arcane; any effect or special ability that resists divine magic is applied to all spells cast by the herald of godhood. In addition, the herald of godhood must meditate or pray for her spells, unlike arcane-casting summoners. At 1st level, the herald of godhood chooses a specific time at which she must spend 1 hour each day in quiet, focused contemplation or supplication to regain her daily allotment of cantrips, summons and use of her eidolon.

This ability alters the spells class feature.

Aura

A herald of godhood who worships a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to her deity's alignment, as per a cleric of her level; see detect evil for details.

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Her eidolon shares this aura, at twice the strength.

Faithful Legions

The herald of godhood may only summon creatures with an alignment within one step of her deity's alignment when using her summon monster class ability.

This ability alters the summon monster class ability.

Cry of War

A herald of godhood gains a combat feat at 2nd, 6th, 12th, and 18th levels. She may grant this feat to her eidolon or keep it for herself; once this choice is made, it is permanent.

Desperate Plea

At 4th level, a herald of godhood may expend one use of her daily summon monster class ability to cast *summon eidolon* as a spell-like ability.

HAND OF PESTILENCE

(ANTIPALADIN ARCHETYPE)

Some villains weaken their foes and bring entire kingdoms to their knees without the single downward stroke of their swords. Their very bodies are the poison that cripple those that stand against them; their blood, their sweat, their tears, and even the words that drip from their lips are venomous. Foul gods and goddesses favor these servants with powers that allow them to plot their base destruction from afar.

Class Skills: A hand of pestilence adds Escape Artist to his list of class skills, but removes Profession in return.

Scourge Touch (Su)

At 3rd level, the very touch of a hand of pestilence carries with it a taint of dark power. Upon making

a successful touch attack, a hand of pestilence may force an opponent to make a DC (10 + $\frac{1}{2}$ class level + Constitution modifier) Fortitude saving throw or suffer 1d3 points of Constitution damage.

Subsequent touches upon a target which is currently suffering Constitution damage from this ability inflict 1 point of Constitution damage instead of 1d3.

This ability may be used (3 + Charisma modifier) times per day and it replaces *aura of cowardice*.

Blood Curse (Su)

At 11th level, the blood of a hand of pestilence becomes deadly to the living.

Whenever a hand of pestilence takes damage, anyone within 5 ft. of him must make a Reflex save, DC (10 + $\frac{1}{2}$ class level + Constitution modifier), or become splattered with sickening gore. This vile blood carries with it an unfortunate curse.

Affected creatures must succeed at a DC (10 + $\frac{1}{2}$ class level + Constitution modifier) Will save or suffer a -4 penalty on attack and damage rolls, saves, and ability checks until the curse is removed.

This ability replaces *aura of vengeance*.

Fleshmelt Contagion (Su)

At 17th level, a hand of pestilence can expend two uses of *smite good* and target a living creature he touches.

The target must make a DC (10 + $\frac{1}{2}$ hand of pestilence level + his Constitution modifier) Fortitude save or contract fleshmelt contagion. If the target is normally immune to disease it gains a +5 bonus to this saving throw but if the save fails is affected as if had no special immunity.

Fleshmelt Contagion: Similar to mummy rot, fleshmelt contagion is both a curse and a disease.

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Type curse, disease (contact); **Save** Fortitude DC 10 + ½ hand of pestilence level + his Constitution modifier

Onset immediate; **Frequency** 1/round for 10 rounds

Effect The effect depends on the number of failed saving throws.

Failed Saves	Effect
1	The target feels a wave of terror as they sense a malignance entering their body they cannot resist. The target gains the frightened condition as their skin suddenly blackens and cracks.
2	Oozing blisters and sores erupt on the skin of the victim, causing wracking pains. The target takes 1d4+1 points of damage for every two class levels (maximum 10d4+10) the hand of pestilence possesses.
3	The blisters open and the flesh of the victim begins to slough off in large sections. The target suffers 1d3 points of Dexterity and Charisma damage.
4	The targets muscles and nerves begin to rot from within. The target gains the paralyzed condition.
5-10	The target feels the vile malignance coursing through his body, quickly destroying him from within. The target takes 1d4+1 points of damage for every two class levels (maximum 10d4+10) the hand of pestilence possesses. If the target does not make a successful saving throw before dying, and there are rounds remaining in this effect, the target continues to take damage even after being dead, in case it's negative hit point total should be important for any reason (<i>breath of life</i> spell for example.)

Cure One save.

Special This accursed disease is highly contagious and spread by touch. Any creature touching an affected victim before they make a successful saving throw must make a Fortitude saving throw or risk contracting a weakened form of this disease.

The secondary form of the disease functions as the normal version except its onset is 1 hour and its frequency is 1/day for 3 days not 1/round for 10 rounds. For example, a secondary victim only appears to suffer negative effects 1 hour after becoming infected and the additional effects take longer to manifest (taking about 24 hours to pass from stage one to two, and another 24 hours from stage two to three). One successful saving throw during the first 3 days cures the disease on that creature.

If the creature does not succeed at least one saving throw during this period it becomes a carrier of the disease. It suffers no additional effects and it may attempt another saving throw every seven days thereafter to end the carrier effect.

While it is a carrier it risks affecting other creatures with this secondary form of the disease. Those that it touches or that touch it must attempt a saving throw at the same DC (and so on.)

This ability replaces *aura of depravity*.

Pestilent Aura (Su)

At 20th level, the hand of pestilence becomes a walking epidemic.

The hand of pestilence gains a foul aura that affects all living creatures within 30 ft. of himself. All such creatures, friend or foe, must make a DC (10 + ½ hand of pestilence level + Constitution modifier) Fortitude saving throw when first entering the aura and at the beginning of their turn if they begin their turn within the aura. Creatures which fail this saving throw gain the *sickened* condition as long as they remain within the aura plus 1 additional round per hand of pestilence level.

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A hand of pestilence may touch a creature that has less than 1 hit point and expend two uses of his *scourge* ability to possibly infest the victim with plaguewyrms larva.

The creature makes a DC (10 + $\frac{1}{2}$ hand of pestilence level + Constitution modifier) Fortitude save.

If the saving throw fails, it immediately dies and at the start of the next round, the corpse swells unnaturally and bursts apart, the virulent centipede-like beings inside tearing its way out. These two plaguewyrms fight under the Hand of Pestilence's control as if they had just been summoned and lasts for (5 + your Constitution modifier) rounds before expiring.

VILE VIRTUOSO (BARD ARCHETYPE)

The vile virtuoso archetype is exactly the sort of career path that one would pursue if you wanted to play your version of Adolf Hitler in one of your games - literally. Excellent orators capable of inspiring good people to acts of evil, and convincing them of the righteousness of your damnable causes, you are the perfect corrupter of the hearts of all who listen to your poisoned honey-sweet words. However, you're not just silver-tongued; you have an amazing variety of talents that can lure in the curious and instill evil in their hearts. After all, it couldn't hurt to look at your paintings of the base nature of humanity or congregate with a few close friends to watch your seductive dancing, feeling burning jealousy against your brothers for lusting after what surely must be yours. These are the thoughts that vile virtuosos inspire, and thoughts ultimately lead to deeds.

REQUIREMENTS

Alignment: Any evil.

CLASS FEATURES

Command Obedience (Su)

A 1st level bard can use his performance to force any single target within listening range to obey simple commands (allies *or* enemies). To be affected, the targets must be able to hear the bard's performance. An affected target must make a DC (10 + your class level + your Charisma modifier) Will save or be subjected to the effects of either a *command* spell or *forbid action* spell (the bard's choice). At 5th level, and every six bard levels thereafter, you may affect one additional target, to a maximum of four targets at 17th level. Each affected target must obey the same commanded or forbidden action. Inspire obedience is a mind-affecting compulsion effect. Inspire obedience can use audible or visual components. The bard much choose which component to use when starting his performance.

This ability replaces *inspire courage*.

Fanaticism (Su)

A bard of 3rd level or higher can use his performance to inspire fanaticism in his allies. Those allies must be within 30 feet and be able to hear the bard. Affected allies get a +2 bonus to saves to resist mind-affecting effects and attempts to alter their attitude. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th and +6 at 19th).

This ability replaces *inspire competence*.

Powerful Message (Su)

A bard of 12th level or higher can use his performance to alter the mood of non-allies within

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100 feet. The bard can affect a number of HD of creatures equal to (4 x your class level), though no affected creatures may be more than (3 + your class level) HD. Affected targets must make a DC (10 + your class level + your Charisma modifier) Will save or have their attitude permanently altered by one step toward any group of people or any individual creature you designate (i.e. "all elves", or "Baron Frang"). Creatures that make their Will saves gain the frightened condition as they are disturbed by your compelling message. Powerful message usually relies on audible components and is a mind-affecting, language-dependent emotion effect. However, it can be used with a visual component and becomes a mind-affecting emotion effect that is not language-dependent. The range of your powerful message effect increases to 150 feet at 15th level and 250 feet at 19th.

This ability replaces *soothing performance*.

Insidious Artist (Ex)

At 5th level, when creating a performance, the bard may instead choose to use Craft (books), Craft (cloth), Craft (painting), Craft (pottery), or Craft (sculpture) to deliver his bardic performance through a crafted work of art if it can use visual components. If he does so, its effects are limited to whoever can see the crafted work, and the effect takes 10 minutes of observing the work in order to take effect. Effects created by multiple crafted works, such as paintings in an art gallery, do not stack, and the DC to resist the effects created by the crafted work is locked in at the point when the crafted work is created (i.e. a 7th level bard creates a work of art that is intended to convey a *suggestion*. The difficulty to resist this effect is 13 plus the bard's Charisma modifier at the time the work was created, and remains so, even if the bard gains levels or their Charisma modifier changes).

GALLERY OF EVIL

Some works of art depict humanity at its utter worst and some sick collectors choose to display these despicable works together in a gallery of vile twistedness in order to actually harm the minds of those who view them. Should enough such works be gathered together, they can be used to influence viewers in any number of ways. Viewers exposed to multiple such works might develop a form of madness.

Creatures viewing more than (2 x their Wisdom modifier) such crafted works within 30 feet of each other or within one hour must make a DC (15 + the number of crafted works viewed) Will save or become afflicted with one type of insanity.

This ability replaces *lore master*.

NEW BARDIC MASTERPIECES

Rhetoric of the Righteous Army

Your inspiring speech compels your followers to gladly march off to war.

Prerequisite(s): Perform (act), Perform (oratory) or Perform (sing) 10 ranks, vile virtuoso archetype

Cost: Feat or 4th level bard spell known.

Effect: Through your mastery of propaganda and persuasion, you give a rousing speech that cements the conviction and resolve of those who already follow your cause. Your address is filled with phrases that inspire patriotism and righteous anger against your foes, and you call for justice to be brought down upon the heads of all who oppose your movement.

Upon completing the performance, your audience gains a +4 morale bonus to Strength and

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Constitution, and a +2 bonus on Will saves. You may affect no more than 2 willing creatures per level, no two of which may be more than 30 feet apart.

Use: 5 bardic performance rounds.

Action: 5 full rounds.



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BLOOD RITES

Since time immemorial, mortals have sought out power over one another, and one of the older and darker paths to power has been through the blood of mortals. Dark pacts and darker sacrifices have sown terror and discord throughout the ages, and the magic of the blood has seduced even the pious into acts of unspeakable evil. Yet, blood sorcery isn't strictly limited to those intent upon villainy. The old crone that helps to ensure that the village's crops will grow might be inclined to spill a few drops of blood upon the earth to help things along. That's often how things begin...

VITAL WITCHCRAFT (GENERAL FEAT)

By harnessing the power in mere drops of blood, you are capable of simple magics.

Prerequisite(s): Int 15.

Benefit(s): You gain access to a blood pool as if you were a blood mage. While your blood pool begins at 0, you may hold a maximum of (your Constitution modifier; minimum 1) blood points in your blood pool. This blood pool stacks with any existing blood pool you possess.

If you are not a spellcaster, you may use your blood pool to accomplish any one of the following effects as a full-round action:

- For 1 blood point, you may:
 - **Soothing Palm:** Remove all pain in any creature touched, negating any ongoing pain penalties.
 - **Rest of Bliss:** Cause any sleeping creature touched to have pleasant dreams.
 - **Finder:** Locate a lost (but not hidden) item within 30 feet.
- Add (Intelligence modifier) spells from the following list to your spell list. You may spontaneously cast any one of the following spells for 2 blood points at a caster level equal to your character level: *Dancing Lights, Detect Poison, Guidance, Haunted Fey Aspect, Know Direction, Mending, Message, Prestidigitation, Putrefy Food and Drink, Sotto Voce, Touch of Fatigue, Unwitting Ally, or Vigor*. These



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spells become a part of your spell list if they were not already.

- For 2 blood points, you may:
 - **Weather Witch:** Know the weather conditions in a 1-mile radius for the next 24 hours.
 - **Bestial Peace:** Calm an animal touched, granting a +1 morale bonus on Handle Animal checks for 10 minutes.
 - **Healing Hand:** Reduce the DC of any Heal check by 1.
- For 3 blood points, you may:
 - **Season's Bounty:** Cause crops in a 50 ft. radius of you (at the time of your casting) to increase their potential productivity over the course of the next year to one-third above normal.
 - **Fire Ward:** Bless a house to ward off accidental fires for one month.
 - **Healer's Grace:** With a touch, heal one point of ability damage.
- For 4 blood points, you may:
 - **Mender's Blessing:** With a touch, double the rate of natural healing, including when a target undergoes complete bed rest. If long-term care is provided as well, the healing effect is tripled.
 - **Bloodstone Focus:** Create a bloodstone focus (see below) from a simple chunk of quartz. This ritual takes 24 hours to complete and the caster must maintain constant contact with the quartz for it to

work. Once the ritual is complete, the caster is automatically attuned to it.

Unless you are a bloodmage, you may use no more blood points per day than your maximum blood pool, and in order to add points to your blood pool, you must shed either your own blood or the blood of another living creature. By inflicting (your character level) points of lethal damage, you gain a single point to your blood pool. If you are a bloodmage, your blood pool functions normally.

POWER OF THE BLOOD (GENERAL FEAT)

As your thirst for blood grows, so too does your mystic ability to use it. However, it begins to taint the soul.

Prerequisite(s): Vital Witchcraft, character level 5th, any non-good alignment.

Benefit(s): You add a number of points to your blood pool equal to your Constitution modifier (minimum 1), reduce the cost of any effects listed in the Vital Witchcraft feat by 1 blood point (to a minimum of 0) and reduce their casting time to a standard action. You also also gain the following effects:

- For 1 blood point, you may:
 - **Lord's Retort:** Speak in a booming voice as a standard action. This voice causes 1d8 points of sonic damage to all creatures within 30 feet and deafens them for 1d3 rounds.
 - **Surrounding Sight:** Gain a preternatural awareness of your surroundings, granting you a +1 dodge bonus for (Constitution modifier) minutes.

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- **Bloodmask:** Weep tears of blood for (Constitution modifier) rounds, giving you a +1 bonus on Intimidate checks.
- For 2 blood points, you may:
 - **Frightful Mien:** Generate a 10' aura of fear that causes living creatures to take a -4 penalty vs. fear effects. This effect lasts (Constitution modifier) rounds.
 - **Magic's Edge:** Temporarily enchant a normal item, giving it a +1 bonus to damage rolls for (Constitution modifier) rounds.
 - **Wildfire Witchery:** You may cause any one flammable nonmagical item within 10 feet to burst into flames. This fire is mundane in all respects.
- Add (Intelligence modifier) spells from the following list to your spell list. You may spontaneously cast any one of them for 3 blood points as a standard action: *ant haul, charm animal, commune with birds, detect poison, hide from animals, jump, keen senses, longstrider, magic fang, speak with animals, summon nature's ally I or whispering lore.*
- For 3 blood points you may:
 - **Seductive Smile:** Give yourself a +2 bonus to any Bluff or Diplomacy checks with creatures that you are sexually compatible with.
 - **Communion with the Ancients:** Enter an hour-long trance wherein you make contact with a random evil outsider. You may ask this

creature the answer to any one question, provided that the response is either yes or no (unless you are asking the outsider's name, which it may answer). Roll 1d20. On a roll of 1-7, the evil outsider ignores you. On a roll of 8-14, the evil outsider does not know the answer to your question. On a roll of 15-19, it answers the question correctly with either a yes or no answer. On a roll of 20, the evil outsider gives you a more complex answer than a simple yes or no, making a simple statement of no more than 25 words, that can impart additional information beyond the answer that you seek.

Once this ritual has been used, the caster may commune with any outsider that they know the name of. Communing with any outsider multiple times increases the chances that the outsider will corrupt the caster. For each successful contact with that outsider past the first, roll a DC (10 + the number of times you've contacted that outsider) Will save. If you fail this save, your alignment shifts to evil, if it is not already so. If you are already evil, failure means that you go insane (see the rules for insanity and roll for which type of insanity you are afflicted with).

- For 4 blood points, you may:
 - **Feral Invigoration:** Cause your flesh to ripple and tear, inflicting

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1d8 points of damage to you, but granting you either a natural bite, claw or gore attack for (your Constitution modifier) rounds. The damage for your natural attack is appropriate to a creature of your size.

- **Ritual of Awakening:** a three-hour long ceremony that will raise a single humanoid creature that you remain in contact with for the duration of the ceremony as a zombie or skeleton. This zombie is not under your direct control, and the ritual may only be performed under the light of a full moon.
- **Coldsnap:** Instantly create a 20 foot radius zone of biting cold and frost that causes 1d4 points of nonlethal cold damage to any living creatures within the zone that are not properly dressed for extreme cold or protected from cold weather conditions (such as by an *endure elements*) spell. This zone remains in effect for (Constitution modifier) minutes.

DARK PACT (GENERAL FEAT)

In your search for power, you have made a pact with a malevolent force in order to gain further power.

Prerequisite(s): Power of the Blood, character level 9th, any evil alignment.

Benefit(s): You have a connection with a being of the lower planes that has become your patron. This patron may be any evil outsider of CR 9 or 10. This patron speaks to you in dreams and promises you great power if you manage to release

it into your world. Of course, it has offered you small gifts to tempt you into its service. You gain a number of points in your blood pool equal to your Constitution modifier (minimum 1), and you reduce the cost of any effects listed in the Vital Witchcraft and Power of the Blood feats by 1 blood point (to a minimum of 0). You also gain access to the following effects:

- For 1 blood point, you may:
 - ✓ **Diabolic Awareness:** Have a general sense of the direction of any evil outsiders within 100 feet.
 - ✓ **Fearsome Touch:** Upon a successful touch attack, force the target creature to make a DC (10 + your class level + your Wisdom modifier) Will save or gain the shaken condition for one minute.
- For 2 blood points, you may:
 - ✓ **Bloodshield:** Gain a +4 deflection bonus to AC as a faint mystic shield is summoned into being for one round.
 - ✓ **Sense of the Dark Ones:** Gain the *scent* universal monster ability for 10 minutes.
- For 3 blood points, you may:
 - ✓ **Deny Grace:** Automatically counterspell any single healing spell cast within 30 feet of you.
 - ✓ **Choking Smoke:** Expel a blast of smoke that fills a 20 foot radius area. This effect functions in similar fashion to *obscuring mist*, except that it only lasts for one minute, and any creature in the area of effect (including the caster)

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must make a DC 15 Fortitude save or gain the sickened condition for the duration.

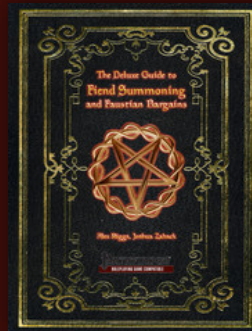
- For 4 blood points, you may:

- ✓ **Mark of the Wind:** Place a mark upon a willing subject for one hour. When that subject falls 10 feet or more, they are affected by the *feather fall* spell for a single round as if it had just been cast upon them.

- ✓ **Cruor Pledge:** You place a mark of blood upon the hand of a willing target, and then you each agree to a single simple task or pledge. This task or pledge may be no more than 20 words long and may take no longer than a year to complete. Upon completion of the task or pledge, or the expiration of a year, the mark disappears harmlessly. Should either party fail to fulfill the task in the appointed time, or break the pledge (willingly or otherwise), the party that breaks the pledge takes (caster's level + 5) points of damage upon sleeping, each night for a fortnight.

- For 40 blood points, you may:

Ritual of Transcendence (see sidebar at right): Summon your master to this plane. This ritual takes five nights to complete and requires an immobile, but still living, sacrifice. The ritual has a 10% chance of success, and regardless of whether it succeeds or fails, the sacrifice is killed. For each additional caster (who has the Dark Pact feat) performing the rite, the chance of success increases by 5%. Each caster may contribute from



The Ritual of Transcendence is compatible with the rules found in The Deluxe Guide to Fiend Summoning and Faustian Bargains by Alex Riggs and Joshua Zaback. However, it assumes that the character summoning such beings has no access to civilized conveniences like libraries and magical shops. The practitioners of these blood rites are often peasant farmers and old grannies that use the magic of the blood to make their lives just a little bit simpler. However, long-term use of such magics is addictive and can lead to the formation of dark cults that sacrifice travelers and outcasts in order to bring devilish beings into the world.

Should you have access to the rules presented in the aforementioned Deluxe Guide to Fiend Summoning and Faustian Bargains, it is recommended that you use those rules for the Ritual of Transcendence, and the boons you may receive from your patron. In performing the Ritual, you make your calling check, with your sacrifice acting as a +5 ritual component bonus. For every four blood points you spend on the Ritual of Transcendence, you are considered to have a +1 effort bonus on your calling check (maximum +10). These bonuses also apply to the binding check. Lastly, instead of gaining a single favor from your patron, you deal with them according to the bargaining rules in that supplement.

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their blood pool to pay the cost of this ritual. Should the ritual be successfully performed, your patron claws its way out from inside of the sacrifice's body and enters this world. It is in no way under your control, but it will grant you any one favor in its power to give you in exchange for loosing it into this world. The favor may take no longer than a single day and night to complete. Typical favors include killing someone specific, stealing an item, or helping you to seduce a desired sexual partner. You should consult your GM to determine an appropriate favor prior to summoning your patron. Should your patron die, you lose access to any of the effects granted by this feat until you gain another patron, a process that takes roughly one year to complete.



BLOODSTONE FOCUS (MAGIC ITEM)

Slot none; **CL** 1st; **Weight** 1 lb.; **Aura** faint necromancy

DESCRIPTION

This fist-sized chunk of blood crystal glows with an insidious claret light.

Attuning a bloodstone focus is an ancient and dark ritual that requires the prospective owner to reduce his or her hp to 1 or less by means of a slashing or piercing weapon and then soaking the stone in a wooden bowl filled with the shed blood for at least 24 hours. A bloodstone focus will only attune to a creature with the blood pool class feature (such as that gained by the blood mage prestige class, or via the Vital Witchcraft feat (introduced in this book.)

The stone stores up to four blood points in reserve. The crystal must first be immersed or washed in the blood of the attuned owner, or the blood of a freshly slain victim.

The stored blood points do not count toward the owner's total in their blood pool. The owner need not be in direct contact with it in order to use the points stored within, but it must be within 10 ft. of the owner to be drawn from the stone.

Should this stone be mounted into a staff or rod crafted from wyroot, the reserve increases to seven blood points instead of four.

CONSTRUCTION REQUIREMENTS

Feats Craft Wondrous Item; **Items** a blood crystal, wyroot (increases the cost by 900 gp); **Cost** 500 gp

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FOUL MAGIC

The following spells may be of interest to evil characters and creatures.

Abyssal Body

School abjuration (evil); **Level** antipaladin 2, cleric 3, inquisitor 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target 1 evil creature
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

You touch a creature and its body is instantly infused with infernal defenses.

The target creature gains DR 5/good.

Anarchic Body

School abjuration (chaotic); **Level** antipaladin 2, cleric 3, inquisitor 3

CASTING

Casting Time 1 standard action
Components V, S, DF

EFFECT

Range touch
Target 1 chaotic creature
Duration 1 round/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

You touch a creature and its body becomes infused with chaotic obscurity.

The creature touched gains damage reduction 5/lawful.

Black Bile

School conjuration (creation) [water]; **Level** magus 2, sorcerer/wizard 2

CASTING

Casting Time 1 standard action
Components S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect 1 stream of bile
Duration 1 round + 1 round per three caster levels
Saving Throw Reflex half; **Spell Resistance** no

DESCRIPTION

You vomit forth a stream of vile black fluids.

You make a ranged touch attack against one target. If the attack is successful, the target takes 1d4 points of acid damage per caster level (maximum 5d4). There is no saving throw vs. this initial damage.

At the beginning of the target's turn, the target may attempt a Reflex saving throw. The target suffers 1d4+1 acid damage or ½ if the saving throw is successful. This additional damage recurs each round on the targets turn once for every 3 caster levels (for a maximum of 6 rounds at caster level 18).

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Blinded by Rage

School abjuration (mind-affecting) [emotion, evil]; **Level** alchemist 5, antipaladin 4, bard 4, cleric/oracle 4, druid 5, inquisitor 4, magus 4, ranger 4, sorcerer/wizard 4, summoner 4, witch 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Area 20-ft.-radius emanation centered on you
Duration 1 round/level
Saving Throw Will negates (harmless); **Spell Resistance** yes

DESCRIPTION

An intense aura of fury surrounds you.

Enemies who begin their turn within this aura who fail their saving throw are filled with an uncontrollable anger towards you.

If a creature that is within the aura wishes to attack someone other than you, or target a creature other than yourself with a hostile spell, they must make a Will save to do so. If this saving throw fails they may only target you (but may still choose not to make an attack or cast a spell).

Attack rolls affected creatures make while within this aura suffer a -1 penalty for every two caster levels you possess (maximum -10). Additionally, affected creatures suffer a -1 penalty to concentration checks when casting spells within this aura. These penalties apply whether the affected creature attacks you or any other creatures so long as they are within the aura.

If an affected creature leaves the aura, the penalties remain in effect for one additional round, provided that the spell has not yet ended, but they may choose any target to attack or target with a spell as normal.

Bloodburst

School necromancy [evil, water]; **Level** antipaladin 4, sorcerer/wizard 3, witch 4

CASTING

Casting Time 1 standard action
Components V, S, M (a vial of the caster's blood)

EFFECT

Range medium (100 ft. + 10 ft./level)
Targets 1 living creature
Area 20-ft.-radius spread
Duration instantaneous
Saving Throw Fortitude half (see text); **Spell Resistance** yes

DESCRIPTION

You magically agitate the vital essence within a living creature, causing it to surge forth from every pore of their body.

This spell causes 1d6 damage per caster level (maximum 10d6) to a living (non-construct, non-undead) target. The target may attempt a Fortitude saving throw to reduce the damage by $\frac{1}{2}$. If the Fortitude saving throw is successful, there is no additional effect (ignore the remainder of this spell.)

If the Fortitude saving throw fails, in addition to the damage the target suffers, all creatures within a 20-ft. radius of the target may attempt a Reflex saving throw to avoid being splashed with this sickening gore. Those failing this saving throw gain the sickened condition for 1d4+1 rounds.



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Earthbane

School transmutation [earth, evil, fire]; **Level** antipaladin 4, bard 5, cleric/oracle 4, sorcerer/wizard 4, witch 4

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Area 20-ft.-radius spread centered on you
Duration 1 round/two levels
Saving Throw Fortitude half
Spell Resistance no

DESCRIPTION

This calamitous sorcery temporarily transforms the terrain around you into a craggy, noxious wasteland of burning salt crystals and boiling toxic sludge strongly reminiscent of the plane of Abaddon.

All good- or neutral-aligned creatures within the area of effect suffer 1d10 damage at the beginning of each round (maximum 10d10) to within the spread, half of which is fire damage, the other half being unholy energy (bypassing the corresponding damage reduction). Good-aligned outsiders take 1d12 points of damage per round from this spell (maximum 10d12) and are sickened for 1d4 rounds; a successful Fortitude save halves the damage and reduces the sickened condition to one round.

Evil-aligned creatures only take half damage from this spell (fire-based damage); such a creature can reduce the damage by half again (down to one-quarter) with a successful Fortitude save.

The caster is immune to the effects of this spell, but should the caster leave this blighted wasteland, the spell automatically expires and the terrain reverts back to normal.

From the Depths

School conjuration (summoning) [evil]; **Level** sorcerer/wizard 7

CASTING

Casting Time 1 full-round action
Components V, S, F/DF (a jar of aboleth slime worth 500 gp)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Effect 1 summoned creature or two summoned creatures (see text)
Duration 1 round/2 levels
Saving Throw none; **Spell Resistance** no

DESCRIPTION

This dark summoning pact magic summons forth the masters of the darkwater spellbinders—the sinister aboleth.

A mythic aboleth is conjured into existence. Except for the differences noted in this spell's entry, this spell functions in similar fashion to *summon monster vii*.

If the caster is a **darkwater spellbinder**, two mythic aboleths are conjured instead of one, provided that there is room for both to be summoned, their slime armor already prepared. If there is only room for one, then only one mythic aboleth is conjured forth.

Lament of Addisan

School enchantment (compulsion) [evil, emotion, mind-affecting]; **Level** bard 6

CASTING

Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area creatures within a 30-ft.-radius
Duration special (see below)
Saving Throw see text; **Spell Resistance** yes

DESCRIPTION

Addisan, a bardic follower of a forgotten goddess, created this spell to praise her deific patron and muse by convincing her audiences to commit suicide as a means of expressing thanks for her deeply emotional and moving performances. Half song, half spell, this insidious magic causes those who hear it to fall into a

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powerful and deeply depressive state, to the point of suicidal tendencies.

Creatures within the area of effect must make a DC (10 + ½ your caster level + your Charisma modifier) Will save. If they fail this saving throw they are overcome by their suicidal thoughts and begin injuring themselves. An affected creature is unable to take any other actions until has inflicted a number of points of damage at least equal to your bard level to themselves. Affected creatures are allowed to injure themselves in whatever manner they desire but may take no other action until the requirements of this spell are satisfied.

Creatures that succeed in their Will saves gain the staggered condition for one round.

Mark of Iniquity

School evocation [evil]; **Level** alchemist 3, antipaladin 2, bard 3, cleric/oracle 2, inquisitor 3, sorcerer/wizard 2, summoner 2, witch 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range touch
Targets creature touched; see text
Duration 24 hours
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

DESCRIPTION

Your very touch causes creatures to radiate evil.

The target gains an aura of evil, as an antipaladin of a level equal to yours.

River Lash

School transmutation [water]; **Level** magus 4, sorcerer/wizard 4, witch 4

CASTING

Casting Time 1 standard action
Components V, S, M (a pint of water)

EFFECT

Range personal
Target you
Duration 1 round/2 levels
Saving Throw none; **Spell Resistance** no

DESCRIPTION

One of your hands becomes engulfed in cold water and then suddenly, an eel-like whip of swirling water lashes outward.

For the duration of this spell you may attack targets up to 15 feet away with this water tentacle. Attacks are made against the opponents touch AC. A successful attack deals 1d8 bludgeoning damage per two caster levels (maximum of 5d8 at 10th level).

Shield of Vengeance

School evocation [evil, force]; **Level** antipaladin 3, bard 3, cleric/oracle 3, magus 3, ranger 3, witch 4

CASTING

Casting Time 1 standard action
Components V, S, M (buckler or light shield)

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets one creature
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** no

DESCRIPTION

Cocking your arm back, you make a throwing motion with your shield arm and a projection of pure force shoots out from your shield.

Upon striking its target, this spell deals 1d6+1 damage per caster level (maximum 10d6+10). Half of this damage is negative energy damage, but the other half is force damage. For every 10 points of damage dealt, the target is pushed 5 feet directly

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away from the caster. If the target is unable to be moved back (i.e. the target is pushed up against a wall), they gain the staggered condition for one round.

Splashkiss

School conjuration (creation) [evil, water]; **Level** druid 6, magus 5, sorcerer/wizard 5, summoner 6, witch 5

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./2 levels)
Targets 1 creature
Duration 1 round/level
Saving Throw Reflex negates; **Spell Resistance** no

DESCRIPTION

You call into being a pulsing sphere of water that arcs away from you toward your enemy.

The target must make a Reflex saving throw or find its head engulfed within the sphere, unable to breathe.

A creature affected by this spell can hold its breath for a number of rounds equal to twice its Constitution score. If an affected creature takes a standard or full-round action, the remaining duration that it can hold its breath is reduced by 1 round. After this period of time, the creature must make a DC 10 Constitution check every round in order to continue holding its breath. Each round, the DC increases by 1.

If the creature fails a Constitution check, it begins to drown. The first time it fails a Constitution check it falls unconscious (and is reduced to 0 hp). In the following round, it drops to -1 hit points and is dying. In the third round, it drowns.

Additionally, a creature affected by this spell suffers a -5 penalty to attacks, Perception checks, and it is unable to cast spells which have a verbal component.

Unforgiving Torrent

School conjuration (creation) [evil, water]; **Level** druid 8, sorcerer/wizard 8

CASTING

Casting Time 1 standard action
Components V, S, M (an orb of glass worth 100 gp)

EFFECT

Range long (400 ft. + 40 ft./level)
Area 100-ft.-radius
Duration 1 round/level
Saving Throw Fortitude partial; **Spell Resistance** no

DESCRIPTION

You grimace angrily and suddenly a huge dark cloud appears in the direction of your gaze, flashing with pale green lightning before unleashing a foul torrent of liquid.

This ominous cloud unleashes a downpour of oily, foul-smelling and burning rain causing 1d4 damage per caster level (maximum 20d4) to any creatures within the area. This damage occurs once when the spell is cast. A successful saving throw halves this damage.

For the duration of the spell, the area of effect is obscured as *fog cloud*.

If the spell is cast outdoors, for the duration of the spell plus an additional day per two caster levels the ground in the area of effect is treated as difficult terrain due to thick mud.

If the spell is not ended (or disrupted) before its normal duration ends, all natural vegetation wilts and dies and plants will not grow in the area of effect for one year.

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FEATS OF WICKEDNESS

Presented below are an assortment of feats especially intended for those of an evil alignment, or those on the path of evil. The feats below have one or more paladin/antipaladin class features (or the class itself) as prerequisites.

ACCOMMODATING WICKEDNESS

You possess a remarkable versatility as regards the art of erasing wounds and repairing spoiled flesh with a mere touch. One might almost mistake you for a kind, gentle-hearted worker of sacred miracles.

Prerequisite(s): Touch of corruption class feature

Benefit(s): You may use your touch of corruption ability to heal evil outsiders, evil-aligned dragons and all creatures with the [evil] subtype just as if they were undead. You may spend two daily uses of that ability to heal any creature with a non-good alignment.

AURA OF TERROR

Your aura of cowardice becomes more potent, as your incredible menace is amplified.

Prerequisite(s): Aura of cowardice class feature, caster level 8th.

Benefit(s): Your aura of cowardice expands to a 20-foot-radius emanation. Enemies within the aura who have to make a save vs. fear effect must roll their save twice and keep the worst result.

Normal: The aura of cowardice affects each enemy within a 10 feet and grants them a -4 penalty to saving throws against fear.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

COME FORTH THE CRIMSON FOUNTAIN

You are the most desperate and savage of brutes when caught up in the throes of your mad, ravening desire ... but with your unquenchable thirst comes incalculable power.

Prerequisites: Aura of blood class ability, Thirsty, Relentless Damned and Welcome Pain feats

Benefit(s): For a duration of 1 hour per antipaladin level, beginning immediately after drinking the blood of a sentient living creature, you gain a +2 resistance bonus on all saves against spells and effects from creatures which possess the same alignment as the target of your feeding. For the same duration, you also gain a +4 competence bonus on Survival checks to track creatures of the same type as the target of your feeding; this bonus increases to +8 if tracking either the specific creature on which you fed or a direct family member of your victim. The target creature and their relatives are considered "very familiar" for the purposes of divination spells and effects used by you.

You may spend one daily use of your touch of corruption as a free action after confirming any melee attack upon a living target. This attack causes the target to take 2 additional points of damage at the beginning of each round for each damage die of your normal touch of corruption ability (e.g., 4d6 equals 8 points of bleed). This special bleeding can be stopped as normal by a DC 15 Heal check -- or by the application of any effect that heals hit point damage -- but your Charisma modifier is added to the Heal DC.

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In addition, you may spend one daily use of touch of corruption to use *death knell* as a spell-like ability. Your antipaladin class level is the caster level for this and for the spell-like abilities listed below, and you use Charisma to determine your concentration check bonus. The saving throw against these spell-like abilities is equal to 10 + 1/2 your antipaladin level + your Charisma bonus.

At 8th level, you may additionally spend 2 daily uses of your touch of corruption to use *bleeding wound*, *vampiric touch* or *quicken bleed* as a spell-like ability.

At 16th level, you may additionally spend 4 daily uses of your touch of corruption ability to use *mass bleeding wound*, *mythic death knell*, *mythic vampiric touch* or *quicken bleeding wound* instead.

Your dark susceptibility to the draw of your thirst increases sharply, and you must consume 10 gallons of blood each day to avoid dehydration; this blood need not be fresh, nor taken from a humanoid. As before, if you ever become dehydrated, you lose all benefits of this feat until the condition is removed.

CORRUPTED FAITH

Not only are you a carrier of disease like most antipaladins, but you are intensity to the effects of disease you carry.

Prerequisite(s): Plague bringer class feature.

Benefit(s): Any disease you spread with your plague bringer class feature gains a +4 profane bonus on its resistance DC.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

CORRUPTION CHARGE

When you charge, you do so with the power of your vice.

Prerequisite(s): Touch of corruption class feature.

Benefit(s): When you hit with a charge attack, you can expend all of your remaining uses of touch of corruption to deal extra damage equal to 1d6 per use of touch of corruption expended + your Charisma bonus. This damage comes from unholy power and is not subject to damage reduction, energy immunities or energy resistance.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

CRUEL MOTIVATIONS

You have new ways to "motivate" your allies.

Prerequisite(s): Cruelty class feature.

Benefit(s): You can touch a creature and expend a use of your touch of corruption to grant them an effect with benefits and drawbacks. What effect you can grant is based on what cruelties you have access to as defined below.

Lash (fatigued or staggered). Target is flayed by an invisible lash and gains a 1 hp bleed. As long as the bleed lasts, the target gains a +2 morale bonus to attack rolls, saving throws, and weapon damage rolls.

Frenzy (dazed or shaken). Target is driven into a frenzy and gains +10 feet of movement and +1 attack when making a full attack action. Target is also limited in its use of skills and abilities in the same way as a barbarian in rage. This effect lasts until the target takes damage or 1 minute, whichever happens first.

Venomed (diseased or sicken). The target gains the ability to deal poison damage on a single melee attack. However, when it uses the

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poison, it is also exposed to it as if injured by its own attack.

Type poison (injury); *Save* Fortitude DC (10 +1/2 antipaladin's level + antipaladin's Cha bonus); *Frequency* 1/round for 2 rounds; *Initial Effect* 1 Str drain; *Secondary Effect* 1 Con damage; *Cure* 1 save

Source: #Allclasschallenge #Microfeats ([via Facebook](#)). Copyright 2014, Owen K. C. Stephens; Published by Owen K. C. Stephens.

CUNNING WICKEDNESS

You are a deceitful and wily creature, deeply gifted at wielding the shadowy and unexpected techniques more commonly mastered by spirit-assassins.

Prerequisite(s): Antipaladin level 2nd

Benefit(s): You gain any one ninja trick for which you meet the prerequisites. You spend daily uses of touch of corruption in place of *ki* to activate this ability.

Special: This feat may be taken multiple times. Each time it is chosen, you gain a new ninja trick.

ELDRITCH AFFLICTION [METAMAGIC]

Your spells can become curses.

Prerequisite(s): Extend Spell

Benefit(s): You may only apply this metamagic feat to spells with a duration of at least 1 round/caster level that do not deal damage of any kind (including hp, bleed, ability drains, and ability damage). The duration becomes permanent. The spell cannot be dispelled with dispel magic, but can be affected by spells that remove curses (such as remove curse).

The spell gains the curse descriptor. An eldritch affliction uses up a spell slot five levels higher than the spell's actual level.

Source: The Genius Guide to Feats of Spellcasting II. ©2014, Rogue Genius Games. Author: Owen K.C. Stephens.

EMPOWER DEATH

Your channeled negative energy empowers nearby undead.

Prerequisite(s): Channel negative energy class feature.

Benefit(s): As a standard action, you can channel negative energy to empower all undead within 30 ft. for a number of rounds equal to your Charisma modifier. Undead affected by this power gain a +4 bonus to Strength and Dexterity for the duration of the feat. Channeling energy in this way does not heal or harm creatures.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

EXTRA SCOURGE

You can use your scourge ability more often than normal.

Prerequisite(s): Scourge class feature

Benefit(s): You can use your scourge ability two additional times per day.

Special: You can gain Extra Scourge multiple times. Its effects stack.

EXTRA TOUCH OF CORRUPTION

You can use your touch of corruption ability more often.

Prerequisite(s): Touch of corruption class feature.

Benefit(s): You can use your touch of corruption ability two additional times per day.

Special: You can gain Extra Touch of Corruption multiple times. Its effects stack.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

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FAITH OF STEELY FLESH

Against your resolve and the potent magic which surrounds you, imbuing your skin, the weapons of mortals fail.

Prerequisite(s): Antipaladin or paladin level 7th

Benefit(s): As swift action, you may spend 1 daily use of touch of corruption or lay on hands to gain DR 2/magic until the beginning of your next turn. Any time a manufactured melee or ranged weapon strikes you and is affected by this damage reduction, the weapon likewise takes an amount of damage equal to your paladin or antipaladin level.

At 10th level, you instead gain this damage reduction against one alignment type of your choice; you must choose the specific alignment, which may not be your own, when you gain 10th level. This alignment may only be changed if you also change alignment.

At 15th level, this increases to DR 5. The damage to the weapon striking you overcomes up to 10 points of hardness.

FORGER OF TEMPERS

Your cruel mastery over the deeper, more primal mind is potent, if less than precise. Without a word or even a gesture, you alter, enhance and expand the awful mood-warping aura that forever surrounds you, channeling that maddening power into vicious passions, terrors, phantoms and obsessions, violently manipulating the raw emotions of others.

Prerequisite(s): Aura of despair class ability

Benefit(s): You gain access to the following spell-like abilities, which are activated by the expenditure of the listed number of daily uses of touch of corruption. Your antipaladin class level is the caster level for these spell-like abilities, and you use Charisma to determine your

concentration check bonus. The saving throw against these spell-like abilities is equal to 10 + 1/2 your antipaladin level + your Charisma bonus.

- ✓ agonizing rebuke, delusional pride, mad hallucination, miserable pity, oppressive boredom, scare, unadulterated loathing, unnatural lust — 1 touch
- ✓ blood rage, malicious spite, overwhelming grief, phantasmal killer, reckless infatuation, terrible remorse — 2 touches

At 12th level, you additionally gain access to the following effects:

- ✓ envious urge, smug narcissism, utter contempt, vengeful outrage — 3 touches

At 16th level, you additionally gain access to the following effects:

- ✓ joyful rapture, overwhelming presence, waves of ecstasy -- 4 touches

Your aura of despair is suppressed until the beginning of your next round immediately after you use any of these abilities.

GREATER CUNNING WICKEDNESS

Your training has increased apace, granting you further abilities known to the dark shinobi.

Prerequisite(s): Antipaladin level 13th, Cunning Wickedness feat

Benefit(s): You gain any one master trick for which you meet the prerequisites. You may, as before, freely spend daily uses of touch of corruption in place of ki to activate these abilities.

Special: This feat may be taken multiple times. Each time it is chosen, you gain a new master trick.

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MASTERFUL MONOLOGUE

While others may mock you for revealing your sinister plans, there is always method in your madness.

Prerequisite(s): Cha 14, Antagonize

Benefit(s): Whenever you take the time to explain your evil plots to one or more opponents, taking a minute or longer to detail your plans in exacting detail, you may then mock your targets as helpless to prevent your plans from being completed, forcing your opponent to make a DC (10 + your level + your Charisma modifier) Will save. Should your opponents fail the save, they take a -4 penalty to all actions that are directly related to stopping your evil scheme (including attacking you, if your plot would fall apart without you) for the next 24 hours. This is a mind-affecting effect.

NECROTIC UTTERANCE

With but a gesture and a foul word of unlife, you repair blasphemous flesh from a safe distance.

Prerequisite(s): Touch of corruption class feature

Benefit(s): You may use your touch of corruption to heal a willing evil creature at a range of 30 feet as a standard action that does not provoke an attack of opportunity. This ability is primarily only of use on undead allies, but some feats allow you heal certain living creatures. You must be able to speak and have a free hand to use this ability. The target heals half the amount that would normally have been healed if you had touched them.

RETRIBUTIVE STRIKE

You do not go quietly into that good night.

Prerequisite(s): Caster level 6

Benefit(s): As a free action, when you become unconscious, a burst of destruction emanates from you, dealing damage to creatures within 30 feet of you equal to 1d4/level of the highest level spell slot you have remaining. The spell slot is expended. A Reflex save (DC = 10 + 1/2 caster level + Charisma bonus) is allowed for half damage. You may also use this feat when killed, increasing damage dice to d6s.

Source: The Genius Guide to Feats of Spellcasting II. ©2014, Rogue Genius Games. Author: Owen K.C. Stephens.

REWARD OF CORRUPTION

When you lay on hands, divine energy ripples through you, granting you corruption.

Prerequisite(s): Touch of corruption class feature.

Benefit(s): Each time you use your touch of corruption ability, you gain a +1 profane on all attack rolls for 1 round.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

REWARD OF DEATH

When you use touch of corruption, you are also healed.

Prerequisite(s): Touch of corruption class feature.

Benefit(s): Each time you use your touch of corruption to harm a creature, you heal a number of hit points equal to your Charisma bonus. This power has no effect if you use touch of corruption to heal undead.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

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SKILLFUL DEVOTION

You have the faith to sway hearts, shatter minds, recall the most incredible of esoterica or even to move mountains, depending on your particular dedications and passions.

Prerequisite(s): Antipaladin or paladin level 5th

Benefit(s): Choose one skill, such as Acrobatics, Intimidate or Use Magic Device. As swift action, you may spend 1 daily use of touch of corruption or lay on hands to gain a bonus on this skill equal to twice your class level until one check of the chosen skill has been completed or until one hour has passed, whichever comes first.

Special: This feat may be taken multiple times. Each time it is chosen, you choose a new skill to which it applies.

SWEET NECTAR OF UNLIFE

Your body is an aching, pulsing conduit of darkness; you are bolstered and renewed -- made whole and clean - - when your agile fingers knit-together and re-shape the flesh of the walking damned.

Prerequisite(s): Touch of corruption class feature.

Benefit(s): Immediately after you use your touch of corruption ability to heal a willing target, you heal a number of hit points equal to your Charisma bonus. You additionally remove the effects of disease, exhaustion, fatigue, paralysis, poison, sleep effects and stunning upon yourself, as per a paladin's mercy.

TRIUMPHANT DARKNESS

Rippling with blasphemous faith and the power that flows from it, you bolster and embolden those creatures fortunate enough to feel your dark caress.

Prerequisite(s): Touch of corruption class feature.

Benefit(s): Immediately after you use your touch of corruption ability to heal a willing target, either you or your affected ally gains a +1 profane bonus on all attack rolls for a number of rounds equal to your Charisma modifier.

ULTIMATE CRUELTY

By using your touch of corruption, you can bring back the dead as an undead servitor.

Prerequisite(s): Cha 19, touch of corruption, cruelty class feature.

Benefit(s): You can expend 10 uses of touch of corruption to turn a dead creature into an undead creature, as per *create undead* with caster level equal to your antipaladin level. You must provide the material components or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way except by waiting for the 24 hour duration to expire.

Source: Antipaladin Feats. Copyright 2011, Mark Gedak; Published by Purple Duck Games.

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ULTIMATE TEMPTATION

Your legacy of fell bargains with damnable powers has gifted you with the incredible ability to reshape reality itself at the whispered plea of another ... for a price.

Prerequisite(s): Touch of corruption class feature, Welcome Pain feat.

Benefit(s): You can expend 10 uses of touch of corruption to grant a *wish* to a mortal humanoid other than yourself, as per *limited wish*, with a caster level equal to your antipaladin level. The saving throw against this, if any, is equal to 10 + 1/2 your antipaladin level + your Cha bonus.

You must provide material components as normal, or you may choose to suffer 1 temporary negative level plus 1 additional negative level for each 1,000 gold pieces otherwise required for the spell replicated. These negative levels are removed after 24 hours (they never become permanent), and cannot be overcome in any way except by waiting for the duration to expire.

You must abide by the wording of their wish; you may, however, choose to creatively interpret a poorly-phrased wish, and you may demand payment of any kind.

UNDYING ROT

You can infect the recently dead with a curse of lesser, mindless, uncontrolled undeath.

Prerequisite(s): Hand of pestilence class feature.

Benefit(s): You may defile a fresh, mostly-intact corpse as a full-round action that provokes attacks of opportunity. If the body has been dead for more than an hour, this requires a minute instead of a round.

The corpse rises as a plague zombie after 2d6 hours, as if the victim had been infected with zombie rot at the time of its death. If the body is burned, blessed (via the *bless* spell) or buried in area under the effects of a *consecrate* spell before it rises, the corpse does not rise.

You possess no special control over the zombie, and it does not recognize you as its creator.

VILE SCOURGE

Your corruptive power is even more difficult to resist.

Prerequisite(s): Class level 5th, scourge class feature.

Benefit(s): The DC to resist your scourge class ability increases by +1.

Special: You can gain this feat up to three times. Its effects stack.

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MONSTERS OF MALICE

Presented below are all of the monsters or creatures used or referenced in this book as well as a few NPCs. Not all are evil, but all are included or referenced elsewhere in this book.

NPC: SIR GREGOR BERENGAR, KNIGHT OF FLAMES (CR 18)

CR 18

XP 153,600

Male human graveknight antipaladin 17

CE Medium undead (augmented humanoid)

Init +6; **Senses** darkvision 60 ft.; Perception +27

Aura cowardice (10 ft.), depravity (10 ft.), despair (10 ft.), sacrilegious aura (30 ft., DC 24), sin (10 ft.), vengeance (10 ft.)

DEFENSE

AC 33, touch 14, flat-footed 31 (+11 armor, +2 deflection, +1 Dex, +1 dodge, +5 natural, +3 shield)

hp 268 (17d10+170)

Fort +22, **Ref** +13, **Will** +18

Defensive Abilities channel resistance +4, rejuvenation; **DR** 10/magic and 5/good; **Immune** cold, electricity, fire (ruinous revivification), undead traits; **SR** 29

OFFENSE

Speed 20 ft.

Melee +3 longsword +28/+23/+18/+13 (1d8+10/19–20 plus 4d6 fire), slam +24 (1d4+7)

Ranged +1 composite longbow +20/+15/+10/+5 (1d8+1/+3)

Special Attacks channel destruction, channel negative energy (DC 24, 9d6), devastating blast (10d6 fire, DC 24), smite good 6/day (+6 attack and AC, +17 damage), undead mastery (DC 24)

Antipaladin Spell-Like Abilities (CL 17th; concentration +23)

At will—detect good

Antipaladin Spells Prepared (CL 14th; concentration +20)

4th—fear (DC 20), greater invisibility

3rd—dispel magic, nondetection, vampiric touch

2nd—blindness/deafness (DC 18), corruption resistance, invisibility, silence (2, DC 18)

1st—command (DC 17), disguise self, protection from good, protection from law, read magic, summon monster I (evil creatures only)

TACTICS

Before Combat Sir Gregor is no fool. He uses great cunning to plan the destruction of followers of good gods, most especially gods of loyalty, honor, or similar. He avoids combat if he does not fully understand his opponent's capabilities—otherwise he wades into combat boldly.

During Combat Sir Gregor prefers to fight from the back of his faithful steed Morgari, making use of Morgari's exceptional mobility. However, if Morgari is destroyed in combat, or Sir Gregor is forced to fight alone for some other reason, he is happy to fight with all advantages on his side, using *greater invisibility* and *silence* cast on his longsword to slaughter those who would otherwise depend on spells or command-word activated magic items for their defense. Alternatively, he tosses devastating blasts

Morale Sir Gregor is absolutely devoted to the destruction of the followers of good gods, and most especially gods of honor, duty, or loyalty. He typically travels with a number of intelligent and unintelligent undead under his control who have standing orders to recover his armor if he is ever slain and to take it somewhere safe, away from enemies, while he rejuvenates.

STATISTICS

Str 24, **Dex** 14, **Con** —, **Int** 20, **Wis** 14, **Cha** 22

Base Atk +17; **CMB** +24 (+26 overrun); **CMD** 39 (41 vs. overrun)

Feats Dodge, Greater Vital Strike, Improved Initiative^B, Improved Overrun, Improved Vital Strike, Intimidating Prowess, Mounted Combat^B, Power Attack, Ride-By Attack^B, Shield Focus, Step Up, Toughness^B, Vital Strike, Weapon Focus (longsword)

Skills Bluff +25, Diplomacy +23, Intimidate +41, Knowledge (local) +22, Perception +27, Profession (merchant) +6, Ride +25, Sense Motive +22, Stealth +17

Languages Abyssal, Common, Necril, Orc, +2 additional

SQ cruelties (cursed, nauseated, poisoned, sickened, staggered), fiendish boon (fiendish servant), phantom mount, revitalizing corruption, ruinous revivification (fire), touch of corruption 14/day (8d6)

Combat Gear potions of fly (2), potion of haste; **Other Gear** +2 adamantite full plate, +1 buckler, +1 composite longbow with 40 arrows, +3 longsword, amulet of natural armor +1, belt of physical might +2 (Str, Dex), headband of mental prowess +2 (Int, Cha), ring of protection +2, diamond dust (worth 50 gp), 168 gp

SPECIAL ABILITIES

Auras (Su)

We have combined some of the antipaladin aura effects into one entry for clarity and convenience during a combat.

All enemies within 10 feet of Sir Gregor...

- Suffer a –4 penalty on saving throws against fear and compulsion effects. Creatures that are normally immune to fear lose that immunity while within this area.

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- Suffer a –2 penalty on all other saving throws.

Additionally, as a free action, Sir Gregor can expend two uses of his smite good ability to grant the ability to smite good to all of his allies within 10 feet of himself, using his bonuses. Allies must use this ability by the start of his next turn and the bonuses last for 1 minute. Good creatures gain no benefit from this ability.

Lastly, Sir Gregor's weapons are treated as evil-aligned for the purposes of overcoming damage reduction and any attack made against an enemy within 10 feet of him is treated as evil-aligned for the purposes of overcoming damage reduction.

Channel Destruction [Fire] (Su)

Any weapon Sir Gregor wields seethes with heat, and deals an additional 4d6 points of fire damage.

Devastating Blast (Su)

Three times per day, Sir Gregor may unleash a 30-foot cone of fire as a standard action. This blast deals 10d6 points of fire damage (Reflex DC 24 for ½ damage).

Phantom Mount (Su)

Once per hour, Sir Gregor can summon the remains of his faithful steed Morgari who served him loyally life. Morgari appears as a skeletal war horse with burned flesh and blackened bones. He can carry Sir Gregor, one additional Medium-sized rider and up to 170 pounds of equipment. If Morgari is destroyed, he can be summoned again with full hit points 1 hour later.

Morgari Statistics

AC 18 (-1 size, +4 natural armor, +5 Dex)
hp 24 (7 +1 hit point per Gregor HD). If reduced to 0 or less hp, it disappears.
Speed 100 ft.

In addition, Morgari can...

- Ride over sandy, muddy, or swampy ground without difficulty or decrease in speed.

- Use *water walk* at will (as the spell, no action required to activate this ability).
- Use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.
- Fly at speed 100 ft. with a +17 bonus on Fly skill checks.

Rejuvenation (Su)

At dawn the day after Sir Gregor is destroyed, his armor begins to rebuild his body. This process takes 1d10 days—if his body is destroyed before that time passes, the armor merely starts the process anew. After this time has elapsed, Sir Gregor awakens fully healed.

Revitalizing Corruption (Ex)

Sir Gregor has the ability to restore his own hit points with touch of corruption as a swift action. Doing so still requires a free hand, causing him to lose his shield bonus to AC for that round.

Ruinous Revivification [Fire] (Su)

Sir Gregor was slain within the temple of his god Diadem, the god of honor and loyalty, when he was locked within and it was set ablaze by other followers of Diadem who decided he had swayed from the teachings of their god and so now posed a grave threat to the world. Sir Gregor swore an oath upon his death to wield the power of the flames against followers of his god, his god who he decided had betrayed him, Diadem's greatest and most loyal follower.

Sir Gregor chose fire at the time of his death and rebirth, and so fire influences the effects of several of his special abilities.

Sacrilegious Aura (Su)

Sir Gregor constantly exudes an aura of intense evil and negative energy in a 30-foot radius. This aura functions as the spell *desecrate* and uses his armor as an altar of sorts to double the effects granted. Sir Gregor constantly gains the benefits of this effect (including the bonus hit points, as

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this aura is part of his creation). In addition, this miasma of fell energies hinders the channeling of positive energy. Any creature that attempts to summon positive energy in this area—such as through a cleric's channel energy ability, a paladin's lay on hands, or any spell with the healing subtype—must make a DC 24 concentration check. If the check fails, the effect is expended but does not function.

Undead Mastery (Su)

As a standard action, Sir Gregor can attempt to bend any undead creature within 50 feet to his will. The targeted undead must succeed at a Will save or fall under Sir Gregor's control. This control is permanent for unintelligent undead; an undead with an Intelligence score is allowed an additional save every day to break free. A creature that successfully saves cannot be affected again by Sir Gregor for 24 hours. Sir Gregor can control up to 85 Hit Dice of undead creatures. If he exceeds this number, the excess from earlier uses of the ability becomes uncontrolled, as per *animate dead*.

ABOUT THIS CHARACTER

Sir Gregor Berengar is a tragic figure. He once stood as the greatest single follower of Diadem, the greatest god of duty, honor, and loyalty. He served Diadem as an absolutely faithful follower for most of his life, standing as a symbol of what it truly means to respect order and structure. Sadly, in his final years in the order he began to display signs of impending madness. He began to take the teachings of Diadem to further and further extremes, ultimately getting lost within his own twisted maze of what is order and what is duty and what the world has become when left to its own devices. He decided that order must be imposed before man destroys the greatest gift given to him, the very world man inhabits.

To this end he assumed control over the land he once served, declaring that all must follow his commands, to the letter, or be slain. The church of Diadem quickly determined that Gregor had lost his mind. They prayed extensively to Diadem for guidance and wisdom but all they gleaned was that either Gregor must be destroyed, or his will is good—that is, if he is allowed to succeed then it is the will of Diadem that he does so. The church could not allow this to happen and so formed a plot to see to his demise. Even his own children saw the monster he had become and decided to work with the church and so the plot was hatched to entrap Gregor within the temple, along with his foul steed Morgari, at which point the church would be destroyed by fire, removing all remnants of Gregor from the world.

With his dying breath, Gregor swore a new oath, that to serve Thuel until his ultimate destruction. Thuel is the god of battle, rage, anger, lust, and revenge and this more than adequately served Gregor's needs. Thuel happily accepted Gregor's oath and thus was born a new Sir Gregor,

NPC: MOIRA DÉ ANANKE (CR 22)

This ghostly figure is often encountered singing softly to herself with her head down, and combing her beautiful long red hair with a golden comb. She is dressed in green translucent garments.

CR 22

XP 614,400

Female banshee bard 9

CE Medium undead (incorporeal)

Init +16; Senses darkvision 60 ft., hear heartbeat; Perception +40

DEFENSE

AC 38, touch 33, flat-footed 25 (+5 armor, +10 deflection, +12 Dex, +1 dodge)

hp 433 (28 HD; 19d8+9d8+308)

Fort +19, Ref +26, Will +24; +4 vs. bardic performance, language-dependent, and sonic

Defensive Abilities incorporeal; Immune undead traits

Weaknesses sunlight powerlessness

OFFENSE

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Speed fly 60 ft. (perfect)

Melee incorporeal touch +33 (14d6 negative energy plus terror)

Special Attacks bardic performance 36 rounds/day (move action; countersong, dirge of doom [DC 24], distraction, fascinate [DC 24], inspire competence +3, inspire courage +2, inspire greatness, suggestion [DC 24]), wail (DC 31), terror (DC 29)

Bard Spells Known (CL 9th; concentration +19)

3rd (5/day)—fear (DC 23), *major image* (DC 23), *sculpt sound*, *slow* (DC 23)

2nd (7/day)—blindness/deafness (DC 22), *detect thoughts* (DC 22), *hold person* (DC 22), *suggestion* (DC 22)

1st (8/day)—charm person (DC 21), *grease* (DC 21), *hideous laughter* (DC 21), *unseen servant*, *ventriloquism* (DC 21)

0 (at will)—*detect magic*, *ghost sound* (DC 20), *mage hand*, *message*, *open/close*, *prestidigitation* (DC 20)

TACTICS

Before Combat Moira is often encountered near rivers, playing her flute or singing softly to herself. She makes no special preparations before combat except to use her wail ability as soon as at least one male comes within 40 ft. of her.

During Combat Moira focuses all of her efforts on the most attractive male in any group which encounters her. After wailing, she uses her spells interchangeably with her incorporeal touch attacks to slay any remaining males. She completely ignores females of all races unless blatantly attacked by one.

Morale Moira is solely dedicated to destroying males but if she feels she is in danger of being destroyed she will flee into a nearby river or body of water.

STATISTICS

Str —, **Dex** 34, **Con** —, **Int** 10, **Wis** 20, **Cha** 30

Base Atk +20; **CMB** +32; **CMD** 53

Feats Ability Focus (wail), Alertness, Combat Reflexes, Dodge, Extra Performance, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Toughness, Weapon Focus (touch), Wind Stance

Skills Fly +20, Intimidate +40, Knowledge (local) +21, Knowledge (nobility) +21, Perception +40, Perform (dance) +41, Perform (sing) +41, Sense Motive +7

Languages Common, +1 additional

SQ bardic knowledge +4, lore master 1/day, versatile performance (dance, sing)

Gear ghost touch bracers of armor +5, headband of alluring charisma +6

SPECIAL ABILITIES

Hear Heartbeat (Ex)

Moira can sense the beating hearts of living creatures within 60 feet, as the blindsight ability.

Terror (Su)

A creature damaged by Moira's touch attack must make a DC 23 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such

as the *heroes' feast* or *mind blank* spells), Moira's touch attempts to dispel one such effect with *greater dispel magic* (CL 14th). Negative energy damage caused by her touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wail (Su)

Once per minute, Moira may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of her when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a –4 penalty on this save.

Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 wail of the banshee). If she is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

ABOUT THIS CHARACTER

Moira is a deadly foe and should be used with caution by the GM.

Moira is the ghost of a famous entertainer killed by her husband after he slit her throat so he could be exclusively with his mistress. Before she died she led a very successful career as a bard, playing for famous nobles and wealthy merchants. Since her death she has been solely focused on destroying all men whom she now sees as a curse upon the world.

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BLOODKNIGHT (CR 12)

A heavily armored figure dismounts from an ebony horse. What little you can see on the knight is the color of fresh cream.

XP 19,200

Human vampire fighter 11

LE Medium undead (augmented humanoid)

Init +7; **Senses** darkvision 60 ft.; Perception +21

DEFENSE

AC 30; touch 14, flat-footed 26 (+10 armor, +3 Dex, +1 dodge, +6 natural)

hp 110 (11d10+50), fast healing 5

Fort +8, **Ref** +5, **Will** +5

Defensive Abilities channel resist +4; **DR** 10/magic and silver;

Immune undead traits; **Resist** cold

10, electricity 10 **Weaknesses** challenges, vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +1 unholy longsword +22/+17/+12 (1d8+7/19-20) and slam +16 (1d4+3 plus energy drain) or armor spikes +18/+13/+6 (1d6+3), or slam +21 (1d4+7 plus energy drain)

Special Attacks blood drain, create spawn, energy drain (1 level, DC 19), weakening gaze, weapon training (swords +2, natural +1)

STATISTICS

Str 24, **Dex** 16, **Con** -, **Int** 16, **Wis** 16, **Cha** 18

Base Atk +11; **CMB** +18; **CMD** 31

Feats Alertness^B, Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Disruptive, Dodge^B, Great Fortitude^B, Improved Initiative^B, Improved Vital Strike, Lunge, Mobility, Spellbreaker, Spring Attack Toughness^B, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack

Skills Bluff +17, Diplomacy +9, Intimidate +17, Knowledge (dungeoneering) +7, Knowledge (history) +5, Knowledge (nobility) +7, Perception +21, Profession (soldier) +15, Ride +11, Sense Motive +17, Stealth +19, Survival +5

Languages Common, Draconic, Orc

SQ armor training 3, call dark steed, enhance weapons and armor, gaseous form, immunity to cursed weapons and armor, rejuvenation, shadowless, spider climb

SPECIAL ABILITIES

Blood Drain (Su)

A bloodknight may suck blood from a grappled opponent; if it establishes or maintains a pin it drains blood, dealing 1d4 points of Constitution damage. The bloodknight heals 5 hit points of damage, or gains 5 temporary hit points for an

hour (up to a maximum equal to its full normal hit points) each round it drains blood.

Call Dark Steed (Su)

A bloodknight may summon a dark steed to serve it. This acts like the paladin's divine bond ability, except it summons a fiendish mount.

Exceptionally powerful and charismatic bloodknights ride nightmares, gorgons or other mighty creatures.

Create Spawn (Su)

A bloodknight can create spawn out of those it slays with its blood drain or energy drain, provided that the slain creature is of the same creature type as the bloodknight's base creature type. The victim rises from death as a vampire in 1d4 days, under the command of the bloodknight. A bloodknight may have enslaved spawn totaling no more than twice its own hit dice; any spawn it creates that exceeds this limit are free-willed undead. The bloodknight may free enslaved spawn to create new spawn, but can never regain control over the freed undead again. The bloodknight can elect to create a full-fledged bloodknight in place of a spawn, but rarely do so, viewing them as dangerous rivals. At most, a bloodknight may create a single of its own kind to serve as a squire.

Enhance Weapons and Armor (Su)

Any melee weapon that a bloodknight wields gains either the *unholy* or *wounding* special ability. Any armor the bloodknight wears gains either the *improved shadow* or the *undead controlling* special ability. These powers function only for the bloodknight, and are chosen upon the generation of the bloodknight. Once the bloodknight is destroyed, the weapons lose these powers permanently.

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Gaseous Form (Su)

As a standard action, a bloodknight can assume gaseous form (CL 5) at will, but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Immunity to Cursed Items

A bloodknight can use and wield cursed items without suffering any negative effects, and frequently uses cursed weapons. Any cursed items function as the beneficial (or opposite) versions of the item while in the bloodknights possession. If the item has no beneficial version of itself, it simply does not function while in the bloodknights possession. For example, a -2 cursed weapon functions as a +2 weapon instead.

Rejuvenation (Su)

A bloodknight reduced to 0 hit points in combat is reduced to gaseous form, and attempts to escape. It must reach its coffin within 2 hours or be utterly destroyed. Once the bloodknight is at rest, it is helpless, and regains 1 hit point after an hour, then is no longer helpless, and resumes its fast healing.

Shadowless (Ex)

A bloodknight casts no shadow, and creates no reflection in a mirror.

Spider Climb (Ex)

As per the spell, at will.

Weakening Gaze (Su)

A bloodknight can slow the mind and reactions of their opponents as a standard action. Anyone that the bloodknight targets must make a Will save DC 19, or suffer a-3 to their initiative, any hit rolls, mental skills, and Will saves for 24 hours. Once a target fails a save against a bloodknight's gaze, they cannot be affected again by the same

bloodknight for 24 hours. The range of this ability is 30 feet.

WEAKNESSES

Aversion to Garlic

Just as with common vampires, bloodknights cannot tolerate the odor of garlic, and will not enter an area laced with it.

Revulsion to Mirrors

Bloodknights recoil from mirrors and holy symbols, remaining at least 5 feet away from the object, and are unable to touch or make melee attacks against a creature holding such items. After 1 round, the bloodknight may make a DC 25 Will save to overcome this revulsion.

Permission to Enter

A bloodknight cannot enter a private home or dwelling unless invited in by someone with the authority to do so (the owner of the residence or a previously invited guest.)

Answer the Challenge

Bloodknights are irresistibly compelled to battle any creature that directly challenges them to single (one-on-one) combat. As long as the being that challenged them does not flee, no other creature attempts to attack the bloodknight or aid the bloodknight's target and the sun is not within a half hour of rising, the bloodknight will focus all its attacks on the challenger until it slays them.

Sunlight

Exposing a bloodknight to natural sunlight staggers it on the first round of exposure, and destroys it utterly on the second consecutive round of exposure.

Running Water

A bloodknight immersed in running water takes damage equal to 1/3 its maximum hit points each

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round it is immersed. If it is reduced to 0 hit points in this way it is utterly destroyed.

Stake through the Heart

Driving a wooden stake through a bloodknight's heart causes it to enter a state of suspended animation. It gains the helpless condition until the stake is removed but it is not destroyed. If the stake is removed it is no longer helpless and acts normally.

If its head is severed and burned or anointed with holy water while the bloodknight is so staked, the bloodknight is permanently destroyed.

ECOLOGY

Environment any

Organization solitary

Treasure NPC gear (-1 cursed longsword, +1 full plate of rage with silver armor spikes, belt of giant strength +2, cloak of resistance +2, horn of fog)

Bloodknights are a brutal subspecies of vampire, calling themselves the “blessed of Hell”. If not in control of a barony of their own, they work for powerful undead lords (usually a lich or greater mummy). Even the most powerful undead keeps a careful eye on bloodknight servants as they have been known to forcefully depose of their “masters.” Bloodknights enjoy creating cursed magic items both for their own use, and to scattered about for others to find.

FEY RIVER ELK (CR 4)

N Large animal

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 14, touch 11, flat-footed 11 (+4 Dex, +1 natural, -1 size)

HP 25 (3d8+12)

Fort +7, **Ref** +9, **Will** +3

Defensive Abilities +4 bonus on saves against mind-affecting effects, resist cold and electricity 10, and DR 5/cold iron

OFFENSE

Speed 50 ft., swim 30 ft., fly 75 ft. (good)

Melee gore +3 (1d8+2) or 2 hooves -1 (1d6 -1)

Space 10 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 4th; concentration +6)

3/day—*dancing lights*

1/day—*faerie fire*, *entangle* (DC 13), *glitterdust* (DC 11)

STATISTICS

Str 15, **Dex** 19, **Con** 18, **Int** 4, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Endurance, Lightning Reflexes, Run

Skills Bluff +3, Fly +8, Perception +8, Stealth +8, Swim +11

Languages Sylvan

SPECIAL ABILITIES

Trackless Step (Ex) A fey creature does not leave a trail in natural surroundings and cannot be tracked. It can choose to leave a trail, if it so desires.

ECOLOGY

Environment cold or temperate plains

Organization solitary

Treasure none

GIANT HYENA BEAST OF CHAOS (CR 4)

CN Large magical beast (augmented)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +16

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

HP 21 (2d10+10)

Fort +7, **Ref** +4, **Will** +1

Defensive Abilities evasion, immunity to *confusion*, *fear*, *hold animal*, *hold monster*, *slow*, and *haste*, SR 15

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10 ft., **Reach** 10 ft.

STATISTICS

Str 20, **Dex** 13, **Con** 19, **Int** 2, **Wis** 13, **Cha** 10

Base Atk +2; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Skill Focus (Perception)

Skills Perception +16, Stealth +1; **Racial Modifiers** +4 Stealth in tall grass

SPECIAL ABILITIES

Frightful Presence (Ex)

When a beast of chaos growls, roars, hisses, or makes any other sound common to its animal type, all creatures within 30 feet that hear it and those with fewer HD than the beast of chaos must

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succeed on a Will save (DC 10 + 1/2 the beast of chaos' HD + the beast of chaos' Charisma modifier) or become shaken for 5d6 rounds.

Rage (Ex)

In the presence of bright light (a *daylight* spell, *continual flame*, but not actual sunlight), a beast of chaos flies into a berserk rage, attacking until either it or its opponent is dead. It gains +4 Strength and -4 AC while enraged. It cannot end its rage voluntarily. If the source of light is removed, the creature's rage ends 1d4 rounds later. The beast is fatigued (-2 to Strength and Dexterity) for the remainder of the encounter.

Trip (Ex)

A beast of chaos can make a trip attempt on a successful attack.

ECOLOGY

Environment warm plains
Organization solitary
Treasure none

You can find the beast of chaos template, and much more, in the Tome of Horrors Complete by Necromancer Games, Inc., published and distributed by Frog God Games.

MYTHICAL AXE BEAK (CR 4)

This stout flightless bird stands upon two long, powerfully muscled and taloned legs, but it is its wicked axe-shaped beak looks as if it could rend steel.

LN Large animal

Init +9; **Senses** low-light vision; Perception +15

DEFENSE

AC 16, touch 14, flat-footed 11 (+5 Dex, +4 natural, -1 size)
HP 67 (6d8+36)
Fort +11, **Ref** +10, **Will** +12

OFFENSE

Speed 60 ft.
Melee bite +13 (2d6+15)
Space 10 ft.; **Reach** 10 ft.
Special Attacks sudden charge

STATISTICS

Str 30, **Dex** 21, **Con** 22, **Int** 2, **Wis** 15, **Cha** 14
Base Atk +4; **CMB** +15; **CMD** 30
Feats Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception), Stable Gallop
Skills Perception +15; **Racial Modifiers** +4 Perception

SPECIAL ABILITIES

Stable Gallop

A mythical axe beaks AC penalty when charging is halved. The penalties on ranged attacks made by its rider are reduced by 1 when a mythical axe beak takes a double move and by 2 when running (minimum penalty of 0). A rider of a mythical axe beak gains a +4 bonus on concentration checks caused it is required to make when the mythical axe beak moves.

Sudden Charge (Ex)

When making a charge attack, a mythical axe beak makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the axe beak cannot be tripped in return.

ECOLOGY

Environment temperate plains
Organization solitary
Treasure incidental

The eyes of this creature betray a wisdom unseen in common axe beaks.

You can find the mythical template, and much more, in the Tome of Horrors Complete by Necromancer Games, Inc., published and distributed by Frog God Games.

PLAGUEWYRM (CR 14)

This centipede-like creature is as large as a medium-sized dog with an ebon carapace covered in thick slime and viscera. Its malevolent eyes are a sickly yellow and burn with furious intensity as a clear ichor drips from its gaping maw.

XP 38,400

NE Medium magical beast

Init +6; **Senses** darkvision 60 ft., low-light vision, tremorsense 20 ft.; Perception +4

DEFENSE

AC 29, touch 16, flat-footed 23 (+6 Dex, +13 natural)
hp 88 (13d10)
Fort +12, **Ref** +14, **Will** +4; +4 profane bonus vs mind-affecting effects
DR 10/piercing or slashing; **Immune** mind-affecting effects; **Resist** acid 30

OFFENSE

Speed 40 ft., burrow 10 ft., climb 20 ft.
Melee 2 claws +17 (3d8+4), mandibles +17 (4d6+2)
Special Attacks constrict (3d4+4)

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STATISTICS

Str 18, **Dex** 22, **Con** 11, **Int** 2, **Wis** 6, **Cha** 2

Base Atk +13; **CMB** +17; **CMD** 33 (can't be tripped)

Skills Climb +14, Intimidate +4, Perception +4, Stealth +8

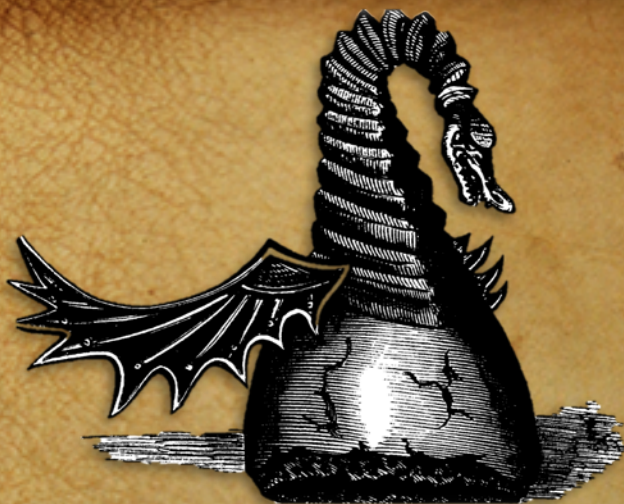
SPECIAL ABILITIES

Spread Disease (Ex) *Bubonic Plague*: Claws or **Mandibles**—injury; *save* Fort DC 17; *onset* 1 day; frequency 1/day; *effect* 1d4 Con damage and 1 Cha damage and target is fatigued; *cure* 2 consecutive saves. Any creature that touches the infected target, is touched by the target, or spends more than an hour in a confined space with the target must make a save against the disease's DC or contract the disease.

ECOLOGY

These insectile beasts are a vile perversion of the symbiotic parasites that most mortal creatures play host to. Dramatically enlarged and hostless, these creatures know little but avaricious hunger, which makes them incredibly aggressive and dangerous monsters. Their limited minds are warped by the process that transforms them into these monstrous beasts, giving them the desire to inflict pain and suffering upon their victims.

An adult plagueworm can be up to 4 feet long and weigh nearly 60 pounds, possessing armor-plated skin and a draconic visage, which partly gives it its name. As magically created beasts, they do not have any formal social structures. They merely exist to eat and spread disease.



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APPENDIX 1: OATHBREAKER TEMPLATE (CR +0)

Not every paladin or antipaladin is able to maintain the edicts of their god or goddess. Some may lose their way, never to recover. However, there are others that manage to find a new path to power out of the ruins of the old. These ex-paladins and ex-antipaladins have found a way to channel their convictions into new powers by consuming external magical energies.

“Oathbreaker” is an acquired template that can be added to any former paladin or antipaladin. An oathbreaker uses all the base creature's statistics and special abilities except as noted here.

An oathbreaker discovers new powers as determined by their new alignment and their former class abilities.

Mana Charge (Su)

An oathbreaker gains the ability to fuel class abilities by draining charges from wands, staves or other charged magical items, by spell level, as a free action. The magical item drained must be in the oathbreakers physical possession, though it need not be wielded. The number of spell levels that must be drained, if any, depend upon the power used and are listed as a cost for using that power; spell levels drained in excess of the cost to use the ability are lost. Should an item possess insufficient charges or spell levels, the drain fails to function and the ability is not activated.

For example, Sephia, a 5th level former paladin gains this template because for whatever reason her alignment changed from lawful good to lawful neutral. She loses access to her normal class abilities and gains the abilities of the lawhunter instead. Instead of using her former smite evil ability, she gains access to the tellurian grievance class ability. To use it, she must use a free action to drain a charge out of the wand of fireballs she carries in her backpack. When she does so, the charge grants her three spell levels to fuel her powers, since fireball is a 3rd-level spell. However, the tellurian grievance ability only uses one spell level, so the remaining two are lost.

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Consult **Table: Oathbreaker Variant Powers** to determine which powers an oathbreaker gains. In the case of abilities that are listed as one ability or another, one must be chosen; once that choice is made, it is permanent.

LG	LN	LE	NG	TN	NE	CG	CN	CE
<i>Paladin</i>	<i>Lawhunter</i>	<i>Lord of Darkness</i>	<i>Holy Servitor</i>	<i>Mortal Paragon</i>	<i>Knight of Avarice</i>	<i>Deliverer</i>	<i>Errant Templar</i>	<i>Antipaladin</i>
Aura of Good	Aura of Authority	Aura of Evil	Aura of Good	Aura of Balance	Aura of Evil	Aura of Good	Aura of Chaos	Aura of Evil
Detect Evil	Detect Danger ♦	Detect Danger ♦	Detect Danger ♦	Detect Danger ♦	Detect Danger ♦	Detect Danger ♦	Detect Danger ♦	Detect Good
Smite Evil	Tellurian Grievance *	Smite Good	Righteous Retribution *	Parity Strike *	Ransacking Blow *	Censure *	Illicit Drive *	Smite Good
Divine Grace	Balanced Recovery ♦	Balanced Recovery ♦	Balanced Recovery ♦	Balanced Recovery ♦	Balanced Recovery ♦	Balanced Recovery ♦	Balanced Recovery ♦	Unholy Resilience
Lay on Hands	Lay on Hands or Touch of Corruption ☆	Touch of Corruption ☆	Lay on Hands ☆	Lay on Hands or Touch of Corruption ☆	Touch of Corruption ☆	Lay on Hands ☆	Lay on Hands or Touch of Corruption ☆	Touch of Corruption
Aura of Courage	Courageous Heart ♦	Aura of Obedience	Courageous Heart ♦	Aura of Peace ☆	Courageous Heart ♦	Aura of Freedom ☆	Courageous Heart ♦	Aura of Cowardice
Divine Health	Paragon of Fortitude ♦	Blood Tracker ♦	Mortal Empathy ♦	Paragon of Fortitude ♦	Blood Tracker ♦	Mortal Empathy ♦	Paragon of Fortitude ♦	Plaguebringer
Mercy	Adamant ♦	Cruelty ☆	Mercy ☆	Adamant ♦	Cruelty ☆	Mercy ☆	Adamant ♦	Cruelty
Channel Positive Energy	Stroke of Law ♦☆	Stroke of Law ♦☆	Stonebreaker ♦☆	Stonebreaker ♦☆	Stonebreaker ♦☆	Stroke of Chaos ♦☆	Stroke of Chaos ♦☆	Channel Negative Energy
Spells	Spell Resistance ♦	Spell Resistance ♦	Spell Resistance ♦	Spell Resistance ♦	Spell Resistance ♦	Spell Resistance ♦	Spell Resistance ♦	Spells
Divine Bond	Bond of Law	Bond of Law ♦	Bond of Nature	Bond of Nature	Bond of Nature	Bond of Chaos	Bond of Chaos	Fiendish Boon
Aura of Resolve	Aura of Command	Aura of Command ♦	Aura of Light ♦	Aura of Stability	Aura of Cold Darkness ♦	Aura of Pandemonium ♦	Aura of Pandemonium	Aura of Despair
Aura of Justice	Establish Order	Domination	Benevolence	Inevitable Decree	Wicked Tongue	Mark of Mercy	Appeal Against Authority	Aura of Vengeance
Aura of Faith	Aura of Loyalty †	Aura of Sin †	Aura of Cooperation †	Equalizing Aura †	Aura of Selfishness †	Aura of Mercy †	Aura of Bedlam †	Aura of Sin
Aura of Righteousness	Aura of Ambition ◆	Aura of Hopelessness ◆◆	Aura of Hope ◆	Aura of Ambition ◆	Aura of Hopelessness ◆	Aura of Hope ◆	Aura of Ambition ◆	Aura of Depravity
Holy Champion	Champion of Law ◆	Champion of Tyranny ◆◆	Champion of Righteousness ◆	Champion of Balance ◆	Champion of Vice ◆	Champion of Freedom ◆	Unpredictable Champion ◆	Unholy Champion

* Should the character gain the patronage of a god or goddess with an alignment within one step of their own, along either the law/chaos axis or the good/evil axis, they may opt to permanently exchange this power for the ability to smite (alignment), which functions the same as smite evil with the exception that it targets creatures of an opposing alignment (chaotic for lawful neutral characters, lawful for chaotic neutral characters, evil for neutral good, and good for neutral evil). True neutral

characters may declare an alignment that they may smite, but once declared, it may not be changed unless they change both their alignment and their deity. Other abilities that rely upon these may use smite (alignment) as the prerequisite ability instead.

◆ Should the character gain the patronage of a god or goddess with an alignment within one step of their own, along either the law/chaos axis or the good/evil axis,

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they may opt to permanently exchange this power for the paladin or antipaladin variant of this ability (as appropriate to their alignment along the good/evil axis). Characters that are neutral (along the good/evil axis) may choose one or the other, but once their choice is made, it is permanent and cannot be changed.

☆ Use of this power costs three spell levels.

† Use of this power costs seven spell levels.

◆ Use of this power costs nine spell levels.

AURA OF GOOD/EVIL ALTERNATIVE CLASS ABILITIES

Aura of Authority (Ex): This aura is equivalent to an aura of law. The power of a lawhunter's aura of authority (see the *detect law* spell) is equal to her class level.

This ability functions only while the character is conscious, not if she is unconscious or dead.

Aura of Balance (Ex): The power of a mortal paragon's aura of balance grants you a +1 bonus to Diplomacy checks when interacting with any neutral good, true neutral or neutral evil characters or creatures.

This ability functions only while the character is conscious, not if she is unconscious or dead.

Aura of Chaos (Ex): The power of an errant templar's aura of chaos (see the *detect chaos* spell) is equal to his class level.

This ability functions only while the character is conscious, not if she is unconscious or dead.

DETECT EVIL/GOOD ALTERNATIVE CLASS ABILITIES

Detect Danger (Ex): You are able to detect danger, granting you a +1 bonus to Initiative checks. Additionally, you never caught flat-footed.

SMITE EVIL/GOOD ALTERNATIVE CLASS ABILITIES

Censure (Su): Once per day, and at a cost of a single spell level, the deliverer is capable of forging her thoughts into a singular, powerful action. As a swift action, the deliverer chooses one target within sight for her censure. This functions in similar fashion to a paladin's *smite evil*, with several distinct changes. Instead of adding her class level to her damage rolls, she instead adds her ½ her class level (rounded up) to her CMB and CMD against the target of her censure. She also gains a dodge bonus to her AC instead of a deflection bonus.

Any feats that alter or enhance a paladin's *smite evil* (or an antipaladin's *smite good*) ability, such as *adept champion* or *protector's strike* alter or enhance this ability as well, substituting the appropriate changes with regard to the benefits of such feats.

Illicit Drive (Su): Once per day, and at a cost of a single spell level, the errant templar is able to join his body and his emotions into a controlled and furious assault. As a swift action, the errant templar chooses one target within sight for his illicit drive. This functions in similar fashion to a paladin's *smite evil*, save that the errant templar instead affects lawful targets, and the double damage on the first strike targets outsiders with the lawful subtype, lawful-aligned dragons and constructs. He also replaces the deflection bonus to AC with an equivalent dodge bonus to AC.

Any feats that alter or enhance a paladin's *smite evil* (or an antipaladin's *smite good*) ability, such as *adept champion* or *protector's strike* alter or enhance this ability as well, substituting the appropriate changes with regard to the benefits of such feats.

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Parity Strike (Su): Once per day, and at a cost of a single spell level, the mortal paragon is able to find a perfect balance within himself and find a small measure of his former glory. As a swift action, the mortal paragon chooses one target within sight for his parity strike. This functions in similar fashion to a paladin's *smite evil*, save that the mortal paragon affects non-neutral (i.e. neither lawful neutral, neutral good, true neutral, neutral evil, or chaotic neutral) targets, and advanced effects target outsiders with the non-neutral subtype, non-neutral aligned dragons and magical beasts. He replaces the Charisma bonus (if any) to attack rolls with an equivalent penalty to her target's attack rolls, replaces the additional damage dealt against her target with adding $\frac{1}{4}$ of her class levels (rounded down; minimum 1) to all critical threat confirmation rolls against her target and also replaces the double damage dealt on the first strike with a penalty to Constitution equal to his Charisma modifier, which affects hit points and Fortitude saves. This penalty lasts for (3 + Charisma modifier) rounds. Regardless of the target, parity strikes automatically bypass only half of any DR the creature might possess instead of the full amount.

Any feats that alter or enhance a paladin's *smite evil* (or an antipaladin's *smite good*) ability, such as *adept champion* or *protector's strike* alter or enhance this ability as well, substituting the appropriate changes with regard to the benefits of such feats.

Ransacking Blow (Su): Once per day, at the cost of a single spell level, the knight of avarice is able to channel her anger and avarice into a mighty blow. As a swift action, the knight of avarice chooses one target within sight for her ransacking blow. This functions in similar fashion to an antipaladin's *smite good*, save that the knight of avarice replaces the Charisma bonus to

attack rolls with an equivalent penalty to her target's attack rolls, and she replaces the additional damage dealt against her target with gaining temporary hit points equal to the damage she deals each time she successfully inflicts damage upon her target, to a maximum of twice her level in damage per strike.

Any feats that alter or enhance a paladin's *smite evil* (or an antipaladin's *smite good*) ability, such as *adept champion* or *protector's strike* alter or enhance this ability as well, substituting the appropriate changes with regard to the benefits of such feats.

Righteous Retribution (Su): Once per day, at the cost of a single spell level, the holy servitor is able to infuse her benevolent spirit into her attacks. As a swift action, the holy servitor chooses one target within sight for her righteous retribution. This functions in similar fashion to a paladin's *smite evil*, save that the holy servitor replaces the double damage dealt to outsiders with the evil subtype, evil-aligned dragons, or undead creatures with dealing triple the amount of damage, but the damage is nonlethal. She also replaces the deflection bonus granted to AC with a morale bonus to confirm critical threats equal to her Charisma modifier (if any).

Any feats that alter or enhance a paladin's *smite evil* (or an antipaladin's *smite good*) ability, such as *adept champion* or *protector's strike* alter or enhance this ability as well, substituting the appropriate changes with regard to the benefits of such feats.

Tellurian Grievance (Su): Once per day, and at a cost of a single spell level, the lawhunter is able to channel her righteous anger into her attacks. As a swift action, the lawhunter chooses one target within sight for her tellurian grievance. This functions in similar fashion to a paladin's *smite evil*, save that the lawhunter targets chaotic

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creatures, replaces the Charisma bonus to attack rolls with an equivalent penalty to her target's attack rolls, and she replaces the additional damage dealt against her target gaining DR/epic equal to her class level against the target's attacks. Lastly, she replaces the double damage dealt on the first attack against outsiders with the evil subtype, evil-aligned dragons and undead creatures with reducing the target's first saving throw versus any one spell, attack or other effect by her class level, which instead targets outsiders with the chaotic subtype, chaotic-aligned dragons or aberrations. Should the target's saving throw be reduced *below* +0, the save automatically fails. Lastly, she replaces the deflection bonus granted to AC with an equivalent bonus to damage rolls made against the target of her tellurian grievance.

Any feats that alter or enhance a paladin's *smite evil* (or an antipaladin's *smite good*) ability, such as *adept champion* or *protector's strike* alter or enhance this ability as well, substituting the appropriate changes with regard to the benefits of such feats.

DIVINE GRACE/UNHOLY RESILIENCE ALTERNATIVE CLASS ABILITIES

Balanced Recovery (Ex): At the cost of a single spell level, and before rolling a Fortitude, Reflex or Will save, you may opt to take a -4 penalty to the save and then roll twice, taking the better of the two rolls. Should you already possess the Improved Great Fortitude, Improved Lightning Reflexes or Improved Iron Will feats, instead of using the normal benefit of the feat, you may instead choose reroll the appropriate save and take the better of the two rolls.

AURA OF COURAGE/COWARDICE ALTERNATIVE CLASS ABILITIES

Courageous Heart (Ex): Within you lurks the blood of lions. At 3rd level, you become immune to mundane forms of fear and gain a +4 bonus to saves versus magical forms of fear.

Aura of Freedom (Su): At 3rd level, you are able to generate a 10 foot aura of freedom. This aura lasts for a number of rounds equal to your class level. Each ally within your aura of freedom gains a bonus equal to ½ your class level to combat maneuver checks or Escape Artist checks to escape from bondage, resist grappling or pinning, or being knocked prone.

This ability functions only while the character is conscious, not if she is unconscious or dead.

Aura of Peace (Su): At 3rd level, you are able to generate a 10 foot aura of calm. This aura lasts for a number of rounds equal to your class level. Each foe within 10 feet of you must make a DC (10+ ½ your class level + your Charisma modifier) Will save upon entering or during the first round that they are within your aura in order to attack you or your allies. Should they fail this save, they are dazed for 1 round. Foes that leave and re-enter your aura again while it is in effect must make the save again.

This ability functions only while the character is conscious, not if she is unconscious or dead.

Blood Tracker (Ex): Your sense of smell has become preternaturally developed. You gain the *scent* special ability against creatures that you have caused at least (11 - ½ your class level) hit points of damage to.

Mortal Empathy (Ex): Your ability to court allies is unparalleled. You gain a bonus equal to ½

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your class level to Diplomacy checks to improve the attitude of the person that you are interacting with.

DIVINE HEALTH/HAND OF PESTILENCE ALTERNATIVE CLASS ABILITIES

Paragon of Fortitude (Ex): Strength of body has ever been your strong suit, and even without the blessings of a god to strengthen you, you are able to harness your strength to overcome adversity. At 3rd level, you add your class level on checks to stabilize at negative hit points, and you also gain a 25% chance to ignore bleed damage or ability drain. This effect does not stack with similar effects.

MERCY/CRUELTY ALTERNATIVE CLASS ABILITIES

Adamant (Ex): At 3rd level, you are able to use either your lay on hands or touch of corruption ability to grant the target of your touch a bonus equal to $\frac{1}{2}$ your class level to their natural AC for (3 + your Charisma modifier) rounds instead of granting the normal healing or harming effect. This effect consumes five spell levels and does not stack with any spells or effects that increase natural AC; only the highest bonus applies. At 6th level, and every three levels thereafter, the effect consumes one fewer spell level, to a minimum of one spell level at 15th level.

SPELLS ALTERNATIVE CLASS ABILITIES

Spell Resistance (Sp): Even without magic of your own to call upon, you still understand the nature of spells and how to manipulate their

energies. Beginning at 4th level, you gain spell resistance equal to (5 + your class level).

CHANNEL POSITIVE/NEGATIVE ENERGY ALTERNATIVE CLASS ABILITIES

Stonebreaker (Su): Your fists become harder than the hardest stone. Beginning at 4th level, you may add your class level to the damage of any attack against an object or creature made of stone or earth.

Stroke of Chaos (Su): Beginning at 4th level, upon a successful touch attack, you are able to inflict the staggered condition upon the target of your touch, provided that the target is lawful. This condition lasts for (Charisma modifier) rounds. At 12th level, you are able to inflict this condition as a ranged touch attack up to a distance of 30 feet.

Stroke of Law (Su): Beginning at 4th level, upon a successful touch attack, you are able to inflict the staggered condition upon the target of your touch, provided that the target is chaotic. This condition lasts for (Charisma modifier) rounds. At 12th level, you are able to inflict this condition as a ranged touch attack up to a distance of 30 feet.

DIVINE BOND/FIENDISH BOON ALTERNATIVE CLASS ABILITIES

Bond of Chaos (Sp): At 5th level, you may call a hyena to your side, as a paladin calls her mount. This hyena is chaotic neutral in alignment and possesses both the giant template and the beast of chaos template. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the

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character's effective druid level is equal to his class level -2.

Bond of Law (Sp): At 5th level, you may call an axe beak to your side, as a paladin calls her mount. This axe beak is lawful neutral in alignment and possesses the mythical animal template. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the character's effective druid level is equal to his class level -2.

Bond of Nature (Sp): At 5th level, you may call a river elk to your side, as a paladin calls her mount. This river elk is true neutral in alignment and possesses the fey creature template. This ability functions like the druid animal companion ability (which is part of the Nature Bond class feature), except that the character's effective druid level is equal to his class level -2.

AURA OF RESOLVE/AURA OF DESPAIR ALTERNATIVE CLASS ABILITIES

Aura of Cold Darkness (Su): There is a cold taint upon your soul and you have embraced it. For three spell levels, you generate a 10 foot aura of freezing darkness. All foes that enter your aura (or are within its range when you first generate it) are staggered for one round as the freezing cold grips them like a fist. Creatures with the fire subtype remain staggered so long as they are within your aura. Any liquids within your aura begin to freeze (though this effect is purely cosmetic). Lastly, your aura lowers the light level by two steps, granting you and your allies within your aura concealment in dim light conditions and total concealment in darkness. This benefit is not extended to your foes, as you and your allies are

able to see normally. Your aura remains in effect for (3 + your Charisma modifier) rounds.

Aura of Command (Ex): You are easily able to rally others to your cause and coordinate their actions. All of your allies within 10 feet gain a +1 bonus to attack rolls and weapon damage rolls. This bonus increases to +2 at 12th level, and +3 at 16th level.

This ability functions only while the character is conscious, not if she is unconscious or dead.

Aura of Light (Su): You've managed to recover a small measure of the power of a paladin. For three spell levels, you are able to shine brightly like a torch, illuminating a 20 foot radius centered on you. This light shines for (3 + your Charisma modifier) rounds. All attacks against undead creatures within 10 feet do 1 extra damage. You are able to pay up to (your Constitution modifier) additional spell levels; each additional spell level you spend increases the extra damage by 1.

Aura of Pandemonium (Su): Your ability to spawn chaotic behavior is pleasing both to you, and to any whimsical entities that may be watching your career with interest. For three spell levels, you are able to generate a 10 foot aura of wildly aggressive behavior. Everyone *except* for you and your allies with your aura must make a DC (10 + your class level + your Charisma modifier) Will save or have their attitude *decreased* by two steps against all others (including those outside of your aura), except for you and your allies. If you possess the Antagonize feat, you may decrease their attitudes by one additional step. If you have either the Persuasive or Sociable feats, you may choose to increase affected creatures attitudes by two steps instead of decreasing them. If you possess both the Persuasive and Sociable feats, you may increase affected creatures attitudes by one additional step.

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Creatures that become unfriendly to others will refuse to cooperate with one another, beginning arguments or ignoring each other. Creatures that become hostile to others will attack the nearest creature that they are hostile to. Creatures that become friendly to others will stop fighting each other, possibly even offering minor forms of assistance (helping them up from a prone position, giving them food, etc...). Creatures that become helpful will form even stronger bonds, immediately offering whatever assistance and cooperation they can, such as healing, promises of alliance, or assistance in combat. Creatures that leave your aura will revert to their normal attitudes at the rate of one step per round.

This aura lasts for (3 + your Charisma modifier) rounds, but you can pay up to (your Constitution modifier) additional spell levels; every two additional spell levels you spend extends your aura by 5 feet and its effects by one round.

Aura of Stability (Su): You have formed a bond with the earth, and have unlocked one of its secrets. For three spell levels, you generate a 10 foot aura of stability. All allies within your aura gain a bonus equal to $\frac{1}{2}$ your class level to their CMD to resist efforts to move them. The mortal paragon becomes immune to being knocked prone. Your aura remains in effect for (3 + your Charisma modifier) rounds.

AURA OF JUSTICE/VENGEANCE ALTERNATIVE CLASS ABILITIES

Appeal Against Authority (Su): Freedom is one of the most important ideals to an errant templar. By spending two uses (at no spell level cost) of his illicit drive, he grants immunity to compulsion effects to himself and all of his allies within 10

feet for one minute. Using this ability is a free action.

Benevolence (Su): Exercising your powers for the greater good, you bestow some of your charity upon another. The holy servitor is able to expend two uses (at no spell level cost) of her righteous retribution ability to bestow a morale bonus equal to your Charisma modifier to Diplomacy or Heal checks, casting or receiving healing spells (manifesting as extra points of healing), attack rolls against creatures of evil alignment, or saving throws against charm and compulsion effects. This bonus lasts for ($\frac{1}{2}$ your class level, rounded up) rounds. Using this ability is a free action.

Establish Order (Su): As a lawhunter, you are capable of calling out a sharp command that can still hostilities. By expending two uses of your tellurian grievance (at no spell level cost), you are able to command (your Charisma modifier; minimum one) creatures to cease all hostilities. If any of your targets engage in any hostile actions for the next ($\frac{1}{2}$ your class level, rounded up) rounds, they suffer a cumulative -1 penalty to attack rolls, damage rolls, saving throws and skill checks (up to -5) for each round that they make hostile actions. This penalty remains in effect until your establish order expires. Using this ability is a free action.

Inevitable Decree (Su): As a mortal paragon's power grows, so too does his ability to predict telling blows. By expending two uses of his parity strike (at no spell level cost), you are able to declare a single target and guarantee that the next successful attack against that target will result in a confirmed critical hit. If that target is immune to critical hits (such as incorporeal creatures or elementals), the target instead takes a penalty to their armor class equal to twice the mortal paragon's Charisma modifier against the

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next incoming attack. Using this ability is a free action.

Mark of Mercy (Su): The deliverer, by inflicting at least one point of damage to herself and expending two uses (at no spell level cost) of her censure, is able to draw a mark, using her own blood, upon the forehead of any living creature.

This mark is capable of storing ($\frac{1}{2}$ your class level)d4 points of magical healing that is automatically used whenever the marked creature is injured. This mark lasts for (your Charisma modifier) days before expiring.

The mark does not automatically confer the benefits of healing spells. The deliverer, or another caster, must use cure spells (or similar magics) to first heal any existing damage, and any remaining healing is stored within the mark.

The deliverer may have no more than (Constitution modifier; minimum one) marks in effect at any given time. Using this ability is a standard action.

Wicked Tongue (Su): For a knight of avarice, words are far sharper than even the most wicked of blades. You are able to expend two uses (at no spell level cost) of your ransacking blow to levy a powerful curse upon every enemy within 10 feet. Creatures affected by your curse suffer a bleed effect equal to your Charisma modifier that lasts for one minute. This effect cannot be cured by normal means, but can be healed magically. Creatures that are immune to bleed damage instead suffer (your Charisma modifier)d8 points of damage, but may make a DC ($10 + \frac{1}{2}$ your class level + your Charisma modifier) Fortitude save for half damage. Using this ability is a free action.

AURA OF FAITH/SIN

ALTERNATIVE CLASS ABILITIES

Aura of Bedlam (Su): An errant templar harnesses the energy of pure chaos. As a swift action, the errant templar generates a 10-foot aura of bedlam. This aura disrupts spells and magic items (except those of a chaotic nature) used within the aura. Enemy spellcasters within the aura must make a successful DC ($10 + \frac{1}{2}$ your class level + your Charisma modifier) caster level check each time they attempt to cast a spell. If the check fails, the spell fizzles away just as if it had been cast. Any magic item that your foes use within this area must make a successful DC ($10 + \frac{1}{2}$ your class level + your Charisma modifier) Fortitude save or lose its magical properties for that round. A new save must be made each round the item remains within the area. These DCs are Constitution-based.

Spells and powers with the chaotic descriptor are unaffected by the aura of bedlam. This aura lasts for one minute, until the errant templar dismisses it (as a free action), or until it is discharged (see below), whichever comes first.

Whenever one of your foes within your aura successfully casts any spell that does not possess the chaotic descriptor, you are able to speak a word of rebuke as an immediate action to make a targeted counterspell effect; on a successful ($1d20 +$ your class level) check versus DC ($11 +$ the spellcaster's level), the spell ends without effect. This word of rebuke immediately ends the aura of bedlam.

Aura of Cooperation (Su): Holy servitors understand that in order to achieve their ultimate goals, working together creates a smoother path toward success. As a swift action, the holy servitor generates an aura of cooperation that grants all allies within 10 feet a +(Charisma modifier) bonus to rolls when aiding another, or attack rolls when flanking. Additionally, any static bonuses gained from teamwork feats are increased by 1, so long as

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one of the characters with that teamwork feat remains within the aura. This aura lasts for one minute, until the holy servitor dismisses it (as a free action), or until it is discharged (see below), whichever comes first.

If one of the holy servitor's allies within the aura of cooperation is about to be struck by an enemy, the holy servitor may speak a word of rebuke as an immediate action that forces that enemy to make a DC ($10 + \frac{1}{2}$ your class level + your Charisma modifier) Will save or attack a valid target of your choice instead. If there is no valid choice other than the original target, the attack is negated. This word of rebuke immediately ends the aura of cooperation.

Aura of Loyalty (Su): Lawhunters can serve as a beacon of order to those that seek shelter from the storm of chaos that surrounds them. As a swift action, the lawhunter is able to generate an aura of steadfast calm and clarity that grants all lawful allies within 10 feet an insight bonus on saving throws and armor class equal to the lawhunter's Charisma modifier. This aura lasts for one minute, until the lawhunter dismisses it (as a free action), or until it is discharged (see below), whichever comes first.

If one of the lawhunter's allies within the aura of loyalty is struck by an enemy, the lawhunter may speak a word of rebuke as an immediate action that forces that enemy to make a DC ($10 + \frac{1}{2}$ your class level + your Charisma modifier) Will save or gain the stunned condition for one round (until just before your next turn). This word of rebuke immediately ends the aura of loyalty.

If the lawhunter possesses the ferocious loyalty feat, or the leadership feat (and the ally is a member of her cohort), the word of rebuke's stun condition lasts for one additional rounds.

Aura of Mercy (Su): While random acts of kindness bring her joy, sharing her warm and protective nature with others is what makes a deliverer the powerful force for good that she is. As a swift action, the deliverer is able to generate a 10 foot aura that causes all damage done to her allies within the aura to be converted to nonlethal damage. Additionally, her allies enjoy immunity to bleed effects while within her aura. This aura lasts for one minute, until the deliverer dismisses it (as a free action), or it is discharged (see below), whichever comes first.

If one of the deliverer's allies within the aura of mercy is struck by an enemy, the deliverer may speak a word of mercy as an immediate action that heals the ally of (Charisma modifier)d8 + (your class level) points of damage. The deliverer need not touch her ally to confer this healing boon. This word of mercy immediately ends the aura of mercy.

Aura of Selfishness (Su): The preservation of self comes before all subsequent actions, and no one knows this better than a knight of avarice. As a swift action, the knight of avarice is able to generate a 10 foot aura that causes any magical healing given to one of your enemies to instead target any ally of your choice within your aura, healing them regardless of whether they are healed by positive or negative energies. This aura lasts for one minute, until the knight of avarice dismisses it (as a free action), or it is discharged (see below), whichever comes first.

If one of the knight of avarice's allies within the aura of selfishness is damaged by any magical spell or effect (including damage done by magical weapons) inflicted by an enemy, the knight of avarice may speak a word of rebuke as an immediate action that forces that enemy to make a DC ($10 + \frac{1}{2}$ your class level + your Charisma modifier) Will save or be forced to use the same

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attack upon one of their allies. If they are unable to repeat the attack (i.e. they no longer have that spell or spell-like ability available, or they have no remaining allies), they are instead dazed for one round. This word of rebuke immediately ends the equalizing aura.

Equalizing Aura (Su): There is a careful balance to the natural order of things that must be preserved, and it is the duty of a mortal paragon to act in the preservation of that balance. As a swift action, the mortal paragon is able to generate an 10 foot aura that grants all allies within the aura's area of effect a number of temporary hit points equal to (your Charisma modifier) for every three levels you possess (rounded up). These temporary hit points do not stack with temporary hit points from other sources, such as from a *false life* spell. For example, a 14th level mortal paragon ex-paladin with a Charisma of 16 would grant their allies 15 temporary hit points. This aura lasts for one minute, until the mortal paragon dismisses it (as a free action), or it is discharged (see below), whichever comes first.

If one of the mortal paragon's allies within the equalizing aura is struck by an enemy, the mortal paragon may speak a word of rebuke as an immediate action. The ally that was just struck gains a luck bonus to their next attack roll against that opponent equal to the number that their opponent exceeded their armor class by on this attack (minimum +1), which must be used on your ally's next action. For example, should your ally's opponent exceed their armor class by 6, they gain a +6 bonus to attacking that opponent on their next attack against that opponent. This word of rebuke immediately ends the equalizing aura.

AURA OF RIGHTEOUSNESS/DEPRAVITY ALTERNATIVE CLASS ABILITIES

Aura of Ambition (Su): You gain DR 5/vorpal and immunity to compulsion spells and spell-like abilities. Each enemy within 10 feet of her gains a -4 morale penalty on saving throws against compulsion effects. This effect lasts for 10 minutes.

This ability functions only while the character is conscious, not if she is unconscious or dead.

Aura of Hope (Su): You gain DR 5/evil and immunity to spells and spell-like abilities with the evil descriptor. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against spells and spell-like abilities with the evil descriptor. This effect lasts for 10 minutes.

This ability functions only while the character is conscious, not if she is unconscious or dead.

Aura of Hopelessness (Su): You gain DR 5/good and immunity to spells and spell-like abilities with the good descriptor. Each ally within 10 feet of her gains a +4 morale bonus on saving throws against spells and spell-like abilities with the good descriptor. This effect lasts for 10 minutes.

This ability functions only while the character is conscious, not if she is unconscious or dead.

HOLY CHAMPION/UNHOLY CHAMPION ALTERNATIVE CLASS ABILITIES

Champion of Balance (Su): Your connection to the earth becomes absolute. Your DR increases to 10/vorpal, and you become completely immune to spells with the earth descriptor. Finally, when you use your parity strike against any outsider of any

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alignment, the very earth beneath its feet becomes hostile. The outsider takes 2d8 points of acid damage each round that they are in contact with any earth or stone, including man-made structures. This damage completely bypasses any acid resistance that the outsider may possess.

Champion of Freedom (Su): Your spirit finally becomes free to do as you will. For one hour, you gain the benefits of the spell freedom of movement as a constant spell-like ability. Whenever you use your lay on hands ability, you also grant them the benefits of freedom of movement for one round. In addition, when you use your censure and successfully stroke an evil outsider, the outsider is also subject to a harm, using your class level as your caster level. After the harm effect and the damage from the attack is resolved, the censure immediately ends.

Champion of Law (Su): You are the living embodiment of law. Your DR increases to 10/vorpal. For one hour, whenever you use your tellurian grievance and successfully strike an undead creature, it must make a DC (10 + your class level + your Charisma modifier) Fortitude save or be destroyed utterly. After the attack and the save are resolved, the tellurian grievance immediately ends. In addition, you are able to deliver your Stroke of Law through your weapon as if it had the conductive property.

Champion of Righteousness (Su): Your body and soul are filled with righteous fire. For one hour, your DR increases to 10/evil and you gain fire resistance 20. Whenever you use your righteous retribution and successfully strike an evil outsider, the outsider bursts into the righteous fire that burns within you, dealing 15d6 points of damage to it. Half of the damage is fire damage and the other half results directly from your holy power. Outsiders that survive this effect must also make a DC (10 + your character level +

your Charisma modifier) Fortitude save or be permanently blinded.

Champion of Tyranny (Su): The right to rule is one that fills you with sublime purpose. For one hour, your DR increases to 10/good.

Furthermore, as a standard action, you may fill one living creature within 30 feet with trembling awe, forcing it as a compulsion effect to make a DC (10 + your character level + your Charisma modifier) Will save or fall to the ground and prostrate itself before you. Flying creatures incapable of hovering must land immediately in order to prostrate themselves. This creature is considered to be helpless for the duration of the effect. Each round on its turn, a target of this effect may attempt a new saving throw to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that makes the initial save to resist this spell is merely staggered for 1 round.

Champion of Vice (Su): You gain the power to inspire sinful acts in those around you. As a standard action, you make select any one humanoid target within 30 feet and bestow upon them an invisible mark of corruption as a ranged touch attack. Your target may make a DC (10 + your class level + your Charisma modifier) Fortitude save to resist the mark's effects. The mark persists for 24 hours, and spells such as true seeing reveal the vile mark upon the target's body. If it is successful, you may select one of the following vices to mark them with; the effects of which are based upon the nature of the mark. The mark can be removed with a limited wish or wish spell, but you may have no more than (your Intelligence modifier) marks active at any time, with no more than a single mark on any individual target.

- *Avarice:* Your target becomes obsessed with some nearby object of your choosing

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and ignores everything else that doesn't try to take away that object, destroy the object, or attack your target. If your target is attacked, it will run away at top speed, fighting only if it cannot run. If anything takes away the object of your target's desire, they will become immediately hostile and attack the offender with their most effective or powerful attacks to get it back as soon as possible, completely losing interest once they have regained the object. While affected, it will refer to the object of its obsession by some pet name (i.e. "dearest", "darling", "treasure", etc...). If the target possesses 8 or fewer HD, they must make a DC 30 Will save or be permanently affected by this obsession. This is a compulsion effect.

- *Envy*: Your target becomes obsessed with being better, in some fashion, than another humanoid target within sight that you designate, who becomes the subject of their envy. If the affected character is helpful or friendly toward the subject of their envy, they will attempt to compete in every possible way with them, acting recklessly in the process. They must succeed at a DC 30 Will save each time they do something dangerous or ill-advised as they compete with the subject of their envy; success means that they are able to maintain control and good sense, failing to act in a dangerous or reckless fashion. If your target is indifferent or unfriendly, they will attempt to sabotage the efforts of the subject of their envy as they compete with them, cheating in competition or placing the subject of their envy at risk at every possible opportunity. Should they succeed at a DC (10 + your class level + your Charisma modifier) Will

save, they may refrain from such underhanded behaviors for one action. Should your target be hostile toward the subject of their envy, they will attack and attempt to kill them with all possible haste.

Each hour that they remain under this compulsion effect, their attitude toward the subject of their envy automatically shifts one step toward hostile. If your target possesses 8 or fewer HD, they must make a DC 30 Will save or be permanently affected by this effect.

- *Gluttony*: Your target is overcome with ravenous hunger and must find food. What they eat does not matter, but each waking hour that they do not eat causes them 1d8 points of nonlethal damage and gain the staggered condition, which lasts until you eat. They must consume at least a pound of food in order to satiate their hunger, though upon waking they must consume four pounds of food to properly break their fast.
- In addition to binge-eating, targets affected by this vile mark seek out other excesses, the most common being excessive drinking, gambling or carousing. While the mark remains in effect, the target gains a -5 penalty to all actions that do not involve satiating their hunger for excesses.
- If your target possesses 8 or fewer HD, they must make a DC 30 Will save or be permanently affected by this obsession. They will gain 10 pounds per week, and for each 10% of their original body weight that they gain, their clothing and armor will no longer fit and will require replacement. For every 30% of their original body weight that they gain, they

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lose 1 point of Constitution and 1 point of Dexterity. This is a compulsion effect.

- *Lust*: Your target is overcome by unbridled lust for the nearest sexually compatible creature, which is determined by the target's normal sexual preferences. The target is filled with the compulsion to rush to the subject of its lust and passionately kiss, caress or otherwise couple with that subject for the duration of this effect, taking no other actions. If there is no sexually compatible creature nearby, they suffer a -5 penalty to all actions that do not involve sating their lustful desires. If your target possesses 8 or fewer HD, they must make a DC 30 Will save or be permanently affected by this lustful behavior, constantly seeking out sexual encounters. For every day that passes without a sexual encounter, the target loses a point of Intelligence, becoming more and more a slave to their own passions.
- *Pride*: The target of this compulsion effect is filled with hubris, stubbornly refusing aid from anyone, taking on unnecessary risks by themselves, and becoming incredibly boastful. They will actively seek to avoid receiving healing (magical or otherwise) or enhancing magics (such as bull's strength or heroic invocation), and will prefer to fight without their best weapons and armor, discarding them at the first opportune moment and challenging their foes to unarmed combat, secure in the knowledge that they can win (even if their foes don't fight them on equal terms). They must succeed at a DC 30 Will save any time they wish to refrain from doing something that would put them at a disadvantage.

Additionally, they suffer a -5 penalty to Charisma-based checks as they become so unbearable that all those around them are repulsed by their egotism and narcissism. If your target possesses 8 or fewer HD, they must make a DC 30 Will save or be permanently affected by this prideful behavior.

- *Sloth*: Targets affected by this compulsion loses all interest in everything. They will not make attacks of opportunity, will not cast defensive spells, and take a -5 penalty on all rolls unless they succeed at a DC (10 + your class level + your Charisma modifier) Will save upon attempting to take each action. If your target possesses 8 or fewer HD, they must make a DC 30 Will save or be permanently affected by this mark, failing to take care of themselves and wasting away to nothing, losing 1 point of Constitution each day.
- *Wrath*: Seething hatred burns within the target that bears this mark. Each round, they must make a DC (10 + your class level + your Charisma modifier) Will save or immediately attack the nearest creature (friend or foe) with their most powerful or effective attacks or spells. If they continue to fail their Will saves, they will not stop until all creatures within sight are dead, after which, they will seek out more creatures to kill. They gain a +4 profane bonus to attack rolls, and become immune to the shaken and frightened conditions while under the influence of this effect, but a -4 penalty to Will saves. If your target possesses 8 or fewer HD, they must make a DC 30 Will save or be permanently affected by this mark, spending their days in slaughter until

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they are, themselves, killed. This is a compulsion effect.

Unpredictable Champion (Su): Your battle prowess becomes as capricious as you are. Your DR increases to 10/lawful. Additionally, each round, you roll 2d4 and consult the table below to determine the effects of your unpredictable champion ability.

Roll	Result
2	Whenever you use illicit drive, your critical threat range is doubled. This explicitly stacks with other effects that expand the threat range of your weapon (such as the keen weapon property or the improved critical feat).
3	Your skin hardens like stone and you become immune to critical hits and precision damage.
4	Your weapon gains the anarchic property. If it already possesses this property, it deals an additional 1d6 points of damage against all of lawful alignment. You also act as if you were under the effects of the haste spell.

5	Whenever you use illicit drive and successfully strike a lawful outsider, or a lawfully-aligned dragons, they gain the confused condition for 1d4 rounds; constructs are dazed for 1d4 rounds. You also act as if you were under the effects of the blink spell.
6	You gain a +4 insight bonus to attack and damage rolls and gain the ability to jump up to 50 feet in any direction as a swift action.
7	You gain a +4 deflection bonus to AC, a +4 bonus to Constitution, and you become immune to spells and spell-like effects with the mind-affecting descriptor.
8	As a standard action, you are capable of inflicting a warpwave upon any target within 30 feet as a ranged touch attack. The target can resist your warpwave's effects with a DC (10 + your class level + your Charisma modifier) Will save. It otherwise behaves like warpwaves generated by proteans.

Finally, your initiative bonus from detect danger increases by 2.

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APPENDIX 2: SURGERY AND SANITY



Note: The surgery and sanity rules presented here were first presented in [The Mad Doctor's Formulary © 2013, Legendary Games; Authors Jason Nelson and Clinton J. Boomer](#). In addition to the Surgery procedure included here, the source material also includes rules for the surgical procedures of “adjust appearance”, “adjust attitude”, “graft flesh”, “implant psychic trigger”, “induce amnesia”, “insert limbic reservoir”, “install kill-switch”, “instill identity”, “lobotomize”, and “stimulate adrenal cortex”.

This book (Ultimate Evil) was co-authored by one of the authors of the Mad Doctor's Formulary (Clinton J. Boomer) and so we hope you will find the source material also to your liking.

CHIRURGICAL PROCEDURES

In order to learn a surgical procedure, you must first have the Skill Focus (Heal) feat or at least 5 ranks in both the Craft (alchemy) and Heal skills. If you meet either prerequisite, you can learn procedures in a fashion similar to learning new spells. You must first find a suitable tome

containing the instructions for the procedure or be taught by another character who already knows it for one week, after which you must practice the procedure on a living humanoid or upon a humanoid corpse that has died within the past 24 hours (including a corpse affected by gentle repose, as long as it was cast within 24 hours of the creature's death). Using a corpse for this purpose results in a -5 penalty to skill checks to master the procedure.

If you achieve complete success, you have mastered the procedure and can use it at will. If you achieve a partial success, you have mastered it imperfectly; you take a permanent -2 penalty to skill checks related to that procedure until you achieve a perfect success with it, after which this penalty disappears. If you fail to master the procedure, you must study for an additional week and attempt to master it again with a living patient or corpse. You gain a cumulative +1 bonus to skill checks made to master the procedure for each week of practice after the first.

Each week you spend mastering a surgical procedure expends one alchemy crafting kit, one antidote kit, and one healer's kit. In addition, you must have an alchemist's lab and surgeon's tools in order to learn a surgical procedure, although once you have mastered the procedure you can try to perform it without these tools and their accompanying bonuses.

Once you have mastered a surgical procedure, you can perform it at any time. The time required for each procedure is listed, during which time the patient must be helpless, unconscious, or willing. A willing patient can remain awake during the procedure, though she automatically becomes

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fatigued and sickened for the duration of the procedure and for an identical amount of time thereafter.

When performing chirurgery, you make three skill checks against the listed DC, one each utilizing Craft (alchemy), Heal, and Disable Device, the latter representing the surgeon's skill at working with the body's intricate and delicate organic mechanisms. All checks also have a listed synergy skill; this skill provides a +1 bonus to skill checks related to the procedure for every 3 ranks in the skill.

If all three skill checks succeed, the procedure is a complete success. Two successful checks produce a partial success; a single successful check indicates a failed procedure. If all checks fail, the procedure goes horribly awry, resulting in malpractice and dire complications. If the result of any skill check is a natural 1, the target must succeed at a Fortitude save with a DC equal to the procedure's DC or else the entire procedure results in malpractice regardless of the result of the other two skill checks. If two checks produce natural 1s, malpractice automatically occurs and the patient dies if it fails the Fortitude save. If all three checks produce natural 1s, the patient dies with no save allowed. A surgeon can always choose to fail any associated skill checks but cannot choose to roll a natural 1 and cannot take 10 or take 20 (creatures with Skill Mastery can take 10 if they have mastered one of the relevant skills).

Each procedure has a DC and requires the listed amount of time to complete. If the surgeon does not have at least one assistant available to assist with the procedure, including holding books and anatomical diagrams at the proper angle, this time is doubled and the reader takes a -5 penalty to all associated skill checks. Masterwork tools, a full or portable alchemist's laboratory, and a healer's kit provide their normal benefits to the

relevant skill checks when used as a part of chirurgery. If the target is below 0 hit points when chirurgery is begun, all associated skill checks take a penalty equal to the patient's negative hit point total prior to receiving the procedure.

Chirurgical procedures are strenuous upon the patient's body. The patient becomes fatigued and sickened by pain for the duration of the procedure and is fatigued for 1 week thereafter. This fatigue is reduced by 1 day for every 5 points by which the surgeon exceeded the DC on any checks, though fatigue can never be reduced below 1 day. In addition, after receiving a chirurgical procedure the DC for any further procedures is increased by 5 for the next 24 hours. This stacks if additional procedures are attempted. This increase is doubled to 10 if the same procedure is repeated on a patient within 24 hours. Each procedure requires the listed number of uses of a healer's kit; if this number of uses is not available, each missing use results in a cumulative -2 penalty to all skill checks associated with the procedure. Any save DCs for effects that duplicate spells are Intelligence-based. Unless otherwise noted, all effects of a chirurgical procedure are permanent.

SAMPLE PROCEDURE: SURGERY

Surgery (DC 20, Disable Device, 1d4 hours, 5 uses): You can conduct surgery to repair major damage to the target's body and mind. After surgery, the patient becomes exhausted for 24 hours. For every point by which the surgeon exceeds the DC on the three checks, 1 hour of exhaustion is converted to fatigue instead, to a minimum of 1 hour of exhaustion. If the check results exceeding the DC would reduce exhaustion below 1 hour, they instead reduce the total duration of fatigue, to a minimum of 8 hours. Any bleed effects that affect the patient for the

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duration of this exhaustion and fatigue are doubled.

Complete Success: The patient heals 1d6 points of damage per character level (up to the patient's full normal hit point total) and 1 point of ability damage per character level (or half this amount of ability drain).

Partial Success: The patient heals 1d4 points of damage per character level (up to the patient's full normal hit point total) and 1 point of ability damage per two character levels.

Failure: The patient heals 1 point of damage per character level (up to the patient's full normal hit point total) but takes 2 points of damage to a randomly determined ability score.

Malpractice: The patient takes 1d6 points of damage and 1 point of damage to a random ability score per character level and the contracts filth fever.

Reversal: Ill effects of surgery can be removed by any effect that cures ability damage, disease, or hit point damage as appropriate.

Special: You can also use surgery to amputate a limb, excise a tumor, or remove an implanted device. Amputation requires only 1d4 rounds, reduced by 1 round for every 5 points by which the surgeon exceeds the DC on any of the checks related to the surgery. Other surgeries require the normal amount of time. Removal of a limb eliminates any natural weapon that is a part of that limb. Removal of an arm also precludes the use of two-handed weapons or any other action requiring two hands. Spellcasting with somatic components has a 50% spell failure chance. Removal of a leg reduces speed by 50% if the patient still has 2 or more ambulatory limbs

remaining. If only one ambulatory limb remains, the patients can move only 5 feet per round, and that by spending a full-round action on moving. Surgery can also be used to peel off natural armor, removing 2 points of natural armor bonus, plus 1 for every 5 points by which any skill checks exceed the DC.

Removing a tumor or lesion assists in curing a diseased character, adding a +2 bonus to the patient's next saving throw against a disease, increased by +1 for every 5 points by which any skill check exceeds the DC. The bonus from such a surgery stacks with the bonus granted by making a Heal check to treat disease.

Surgery can also remove a tumor familiar, magical tattoo, or similar effect, as well as implanted mechanical devices such as a kill-switch or limbic reservoir. Such surgical removal requires the normal amount of time for a surgery and a complete success for removal.

Synergy Skill: Knowledge (type based on the patient's creature type).

ADDITIONAL INFORMATION

If you are using the Madness rules from the [Gothic Campaign Compendium](#), collected from Tomes of Ancient Knowledge, chirurgical procedures violate the integrity of mind and body both surgically and through experimental psychotropic agents, causing the patient to gain 1 Madness point. A Fortitude save (DC equal to the procedure's skill check DC -5) negates this Madness gain.

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