The background of the entire page is a detailed illustration. In the center, a character with long black hair, wearing a spiked collar and gauntlets, plays a large, ornate electric guitar. The guitar has a crescent-shaped body and a long, jagged neck. The character is surrounded by a dark, stormy environment with purple and orange lighting, lightning bolts, and skeletal structures. In the foreground, there are several grotesque, horned demons with red skin and sharp teeth, some of which are being crushed under the character's feet. The overall tone is dark and intense.

# The BOOK of Metal

Written By: Kriss Morton

Art By: Alex Boca

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE







# The BOOK of Metal

A Heavy Metal  
Resource Book

Written By: Kriss Morton  
Art By: Alex Boca

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# The BOOK of Metal

## CREDITS

**Created by:** Kriss Morton

**Lead artist:** Alex Boca

**Additional art by:** Andrea Alemanno

**Constructed for print by:** Jodie Potter

**Special thanks:** The hundreds of Kickstarter backers who donated to *The Book of Metal*'s production. To see a full list of backers and their contributions, please turn to the back of this book. And to Jodie, for countless hours working on the layout and aesthetics!

*Crimson Text font created by Sebastian Kosch;*  
*Mirage Gothic font created by Carlos Mario Peña Solís.*

**Copyright Kriss Morton, 2018. All rights reserved except as noted below.**

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc.. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.



# TABLE OF CONTENTS

Introduction .....	3
--------------------	---

## Volume I: Player Resources

Track 1: Gods of Metal .....	9
Amok-Rhaun.....	9
Carpathia .....	11
Diosborne .....	12
Epicona .....	14
Gorgrinderoth .....	15
Track 2: Classes of Metal .....	15
Brutalmancer .....	15
Cowboy from Hell .....	22
Disciple of Metal .....	26
Guardian of Sacred Worlds .....	37
Knight of Badassdom .....	44
Psychotron .....	51
Roadie of the Damned .....	57
Sentinel .....	62
Veteran of the Psychic Wars .....	66
New Archetypes	
Deathsinger .....	70
Lightning Lotus .....	74
Rocket Queen .....	77
Track 3: Grimoire of Metal .....	81

## Volume II: Dungeon Master's Toolkit

Track 4: Armory of Metal .....	95
Track 5: Bestiary of Metal .....	142

## Back of the Book:

Accolades of Metal .....	203
Index of Metal .....	205
Open Game License .....	207

# Obligatory Introductions

## How to use this Book

You should use this Book to make your campaign more Metal and, therefore, more awesome. But in all seriousness, this Book is a resource for players and DMs and is designed to be of such quality that one finds it fun and useful regardless of their musical tastes. Although certain references might be made to the grand and widely understood D&D cosmology, the contents of this book are intended for use with virtually any setting. Much of what you'll read here has thematic implications which are tenuously justified by invoking the Planes of Mayhem: a series of yet-unheard-of realms from which the essence of Metal seeps into other campaign worlds.

Such flavor has been provided mostly to embrace (rather than downplay) those wacky, gonzo elements which are the natural territory of any fantasy supplement based entirely around Metal music. Should you find yourself in the presence of adventurers and storytellers who do not appreciate such over-the-top motifs, rest assured: you can easily disregard the Heavy Metal fluff of these character classes and other chaotic creations and utilize them solely for the mechanics and inspiration they provide.

And so, without further ado, let's get into....



# A Brief History of Metal

Lost between the ages when mortal civilization was naught but a flickering candle in howling winds, there lies a thousand-year span that history has failed to record. For countless generations, the material realm would lay shrouded in silence and perpetual night. Its wretched inhabitants knew neither the flame of wisdom nor the exuberance of vitality, huddling frightfully amidst shriveled ruins and cradling their desolate hope.

Then came a wind which sundered mountains and shattered the cathedral spires of ancient empires. A massive roar broke from the trembling heavens. The forlorn creatures looked up at the crumbling sky in awe and wonder. What they saw through the celestial rift was a maelstrom of unimaginable wonder and brutality: an eruption of infernal pyroclasm, a convocation of demons, minotaurs, and minotaur-demons, and an unquenchable essence which spoke to the primeval soul of mortalkind.

Then greatness descended in resplendent pillars of thunder and lightning.

*The Age of Metal had begun.*

And they saw that it was good.

A new divinity descended upon the world, bringing with it all the carnage and majesty that had once been isolated within the Planes of Mayhem. These Gods of **Metal** stoked the fires of civilization, giving its creatures life, purpose, and zeal. They imparted sonorous, earth-shaking power to their Disciples, chosen for their ardent and relentless spirits, and commanded to them that Metal must be played across lands far and wide, and louder than the totality of every screaming spirit which dwelled within the Nine Hells.

And so they played, leaving no land quiet or unchanged. The mortal races set entire cities aflame, turning them into bonfires for the kingdom-wide mosh pits they held. Many such bitter enemies as orcs and dwarves joined together, united in transcendence, dancing to the ruination of empires and the annihilation of old order... and when they did not, then they did fight - but not as they had fought in the past. Their battles were impossibly bloody and brutal, fought with an animalistic ferocity that would humble barbarian kings.

Those who tried to thwart the Metal found their efforts met with catastrophic reprisal, followed by failure. The aboleths - those ageless masterminds of forgotten power and grandeur - thought in their alien brains that they could kill the Metal. But the Gods of Metal and their servants kicked the living shit out of them, blowing apart their inconceivable undersea palaces like they were castles of sand, and stomping those fish-headed overlords so thoroughly that their names would forever become afterthoughts in the stories of campaigns to come.

Then there were those other gods, who many mortals had come to adulate and fear, which thought that they could stop Metal's inexorable crusade. How comically wrong they were! They were bitten, smitten, and stricken, banished back to their divine realms, and the tragic ballad of their vanquishing at the hands of Metal is one oft told in warning still today.

***But like the flame which burns hotter and brighter than any other, the Age of Metal was not to last.***

It only took the Gods of Metal just over ten years to rock out the entire world. And so, on the eleventh day of the eleventh year, as the body and soul of a galvanized world lay spent after a decade of tumultuous revelry, these Gods uttered a message that resounded across the realms. It was a proclamation of ages, at once and forever:

***“These songs we have given to you  
And these riffs we have bestowed  
Now you must forge your own path  
Those whose chests beat with a Heart of Metal  
Shall carry on the torch of passion and brutality  
And the greatest among you shall make  
A smoldering mosh pit out of the Planes”***

And so they returned to the Planes of Mayhem, their departure heralded by a grand conjuration as abrupt and magnificent as the one which brought them.

Darkness returned.

It is an age of omens lost; mortalkind has written a million songs, cried countless tears, kicked down doors and slain monsters without number. The deities of Ages Old have since rekindled their power base and recruited a prodigious number of followers. After the passage of many millennia, the Age of Metal has become but an unwritten chapter in the realm’s long history, forgotten by nearly all.

But make no mistake, reader. Metal remains, and Metal endures.

For Metal never dies.



# Volume I: Player Resources



## Track 1. The Gods of Metal

They stand watch over the realms from cathedral spires. They inspire fear and awe among the festering craters of all Hells real and imagined. Their thoughts are primordial storms that churn oceans and shake landscapes.

### *They are the Gods of Metal.*

Each of the entities presented before you embodies themes which Metal features prominently, and possesses power which commands respect across the cosmos.

### Alignment

It has been said that Metal transcends the quaint boundaries of alignment. Even those who seek to damage and oppress others have need for beauty and majesty. Even those who seek to rescue and liberate may find themselves rightfully enamored by the macabre and grotesque. Therefore, characters who wish to serve a Metal god may do so regardless of their professed alignment.

### Domain Powers

The Metal gods are able to grant their own special domain powers, separate from what's available through the domains under them. A character who obtains domain powers (such as a Cleric or Inquisitor) may choose to substitute one of their domain powers for the equivalent-level domain power granted by their chosen god of Metal.

## **Amok-Rhaun, Headsman of War**

*A helmeted warrior stares forward, beard streaked with droplets of blood and eyes luminous with an otherworldly glow. He carries a shotgun over his shoulder with one hand, and clutches an arming sword in the other. A bandolier of shells crosses over the diety's chain mail vest. A smile is beginning to form upon his face, his expression subtly sardonic.*

In the totality of all battles past and present Amok-Rhaun dwells: atop hills where the sky

crumbles with the blackened claw of arrow-fire, and deep within trenches where the massive roar of gunfire fills the endless grey. His essence is the horror and the glory which can only be born in the dark crucible of mass conflict. Whether it is the courage to carry on or actually the screaming, adrenaline-fueled bloodlust to kill everything in sight, it is said that the Metal of Amok-Rhaun provides.

The physical description above is a portmanteau of Amok-Rhaun's artistic depictions, which vary significantly depending on the setting or historical context one seeks to portray. In battlefields where firearms and mechanical monstrosities are present, Amok-Rhaun is shown with an army helmet; on the bloodied tundra of the frozen north, his headgear may be like the helmets of Vikings.

### Followers of Amok-Rhaun

It is said that Amok-Rhaun carries a grim and twisted sense of humor. While bards, warriors and Disciples across the land may call to Amok-Rhaun for uplifting melodies to vanquish evil, those who specifically follow him also recognize and employ the darker motifs that come inherent to war and battle. Tales of the terror one feels as they are about to greet death, of the carnage that surrounds a warrior fighting only to survive - these are Amok-Rhaun's purview as well. Amongst said followers, Amok-Rhaun is sometimes depicted as being a skeleton instead of a human man.

**Domains:** Earth, Glory, Madness, Strength, War.

**Subdomains:** Ferocity, Heroism, Hubris, Legend, Nightmare, Resolve.

**Favored Weapon:** Battle Axe.

### Alternative Domain Powers

*You may choose to permanently replace one of your domain powers available at 1st level with the one below:*

**Disposable Heroes (Sp):** Once per day as a standard action, you can conjure a hapless



humanoid combatant to fight for you. This functions as though you had cast Summon Monster I, except the creature you summon is based on the roll of a d4 and consulting the table below.

Die Result	Creature Summoned
1	Coward
2	Servant
3	Blind Man
4	Frontliner

Here the creatures are briefly described:

*Coward:* A commoner-turned-soldier who is rightfully terrified for their lives. (1 HD warrior, 8 hp, AC 13, +2 bonus to attack rolls (before applying shaken), 1d6+1 longspear damage, +2 Fortitude saves, +0 to other saves. Always enters the fight shaken and will easily become frightened or panicked at the sight of fearsome opposition.)

*Servant:* A loyal, obedient worker probably doomed to be sacrificed for the greater mayhem. (1 HD commoner, 4 hp, AC 10, +1 bonus to attack rolls, 1d4+1 club damage. +0 to all saves. Skilled at select mundane tasks such as cooking, bed-making or greeting visitors.)

*Blind Man:* A courageous fighter who never manages to keep one eye open. (1 HD warrior, 8 hp, AC 11 (after Blinded penalty), +2 bonus to attack rolls, 1d8+1 battle axe damage. +2 to Fortitude saves, +0 to other saves. Permanently blind, but competent and attentive enough to move toward the source of danger and swing at its direction.)

*Frontliner:* An expendable warrior with dogged determination. (1 HD warrior, 8 hp, AC 15, +2 bonus to attack rolls, 1d8+1 longsword damage. +2 to all saves. Immune to fear, charm and compulsion.)

If firearms are present in your setting, the above combatants might, at DM's discretion, be armed with muskets and similar weapons instead of

melee weapons.

At 3rd level, you summon 1d3 creatures of the rolled type. At 5th level, you summon 1d4+1 creatures instead.

*You may choose to permanently replace one of your domain powers available at 6th or 8th level with the one below:*

**Cry of the Blackbirds (Su):** At 6th level, once per day as a standard action, you can unleash a war cry that briefly galvanizes the fighting spirits of you and your allies.

For 1 round, allies within 30 feet gain the following improvements when charging:

- Their speed increases by 20 feet, effectively adding 40 feet to the distance they can cover.
- They no longer need to move in a straight line, and they can charge even if impeded by difficult terrain (provided that they have sufficient movement to still make the charge).
- They are able to make a full attack after moving (as though possessing the Pounce special attack).

When you use this ability, you can choose to expend an unused divine spell slot of 3rd level or higher, making this spell slot unavailable until you rest. If you do, the ability improves depending on the level of the spell slot you expended. Unless otherwise specified, all of the improvements are cumulative: for example, if you use a 9th level spell slot, your ability improves in all of the listed ways.

**3rd or higher:** For 1 round, affected allies also gain a +2 morale bonus to attack and weapon damage rolls, and become immune to fear; if they are shaken, frightened or panicked, those conditions immediately end.

**5th or higher:** Allies gain a +4 morale bonus to attack and weapon damage rolls (instead of +2).

**7th or higher:** You can use this ability as a swift action when you charge, which allows you to gain its full benefits.

**9th or higher:** This ability affects all allies who can hear your voice.

## Carpathia, Mistress of the Nihil

*A winter cloak shrouds the scene, backdropped by a frozen lake amidst the severed limbs of a decaying forest. The cloak-bearer is a pale-skinned woman whose long ashen hair cascades and undulates like a serpent's dance. Her eyes, which seem to bore into the viewer's very being, reflect pools of limitless emptiness, darker than black.*

That feeling of falling through a black abyss for which there is no end or exit? That is Carpathia's embrace. The reverence which one feels for dying landscapes, or for monoliths to empires fallen? That is her warmth and solace. Carpathia is melancholy; Carpathia is oblivion, yet it is not always despair which she brings. She is the embodiment of that dark beauty which comforts forlorn creatures and renews lost and wounded spirits.

### Followers of Carpathia

Carpathia's followers tend to meet amongst timeless ruins, remote wilderness groves or other discreet places secluded away from major civilization. Their rituals and offerings are often solemn and macabre in nature. Even outside of the clerical spheres, those who venerate Carpathia tend toward pursuits of ancient and esoteric magic, seeking to comb the depths of the Multiverse and its mysteries. It is not uncommon, even, for such followers to consort with the dead or even creatures from beyond this realm, finding them to be more amicable company than the alternative.

**Domains:** Darkness, Death, Madness, Water, Void.

**Subdomains:** Dark Tapestry, Isolation, Night, Stars, Truth, Undead.

**Favored Weapon:** Scythe.

### Alternative Domain Powers

*You may choose to permanently replace one of your domain powers available at 1st level with the one below:*

**Darkness Our Bride (Su):** Whenever you are in pitch black darkness (natural, magical or otherwise), you can spend a swift action to draw ephemeral power, gaining a +1 morale bonus to effective caster level (improving your spells but not granting you new ones). At 5th level, using this ability also grants you a +2 morale bonus to Wisdom and Charisma. These benefits last for 1 round. You can use this ability even if you have the ability to see in the darkness. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

*You may choose to permanently replace one of your domain powers available at 6th or 8th level with the one below:*

**This White Mountain On Which You Will Die And Fade Away in Silence (Sp):** At 8th level, once per day as a standard action, you can touch a creature and banish them into oblivion. On a successful melee touch attack, you force the target to make a Will saving throw (DC 10 + ½ your Cleric level + your Wisdom modifier). On a failed save, the creature vanishes from existence for 3 rounds. During this time, they are not affected by damage, spells or effects (other than this one) and durations from other spells and effects do not elapse for them. At the end of the second round of banishment and again at the end of the third, the target makes a new Will save.

Once the target succeeds on one of the Will saves, this effect ends, they reappear in the last location they occupied, and they become shaken from the ordeal for 1 minute; they are otherwise unchanged from their sojourn into oblivion. If the target fails both of the Will saves, they disappear from the realms of being, and no mortal magic can return them; over a long span of time arbitrarily determined by the DM, their name and history will be forgotten.

When you use this ability, you can choose to expend an unused divine spell slot of 3rd level or higher, making this spell slot unavailable until you rest. If you do, the ability improves depending on

the level of the spell slot you expended. Unless otherwise specified, all of the improvements are cumulative: for example, if you use a 9th level spell slot, your ability improves in all of the listed ways.

**3rd or higher:** If the target succeeds on their initial Will save (thereby avoiding banishment), they receive a haunting glimpse of the void beyond existence and become shaken for 1d3+1 rounds.

**5th or higher:** This ability can be used at a range of 25 feet + 5 feet per 2 caster levels (as a Close range spell) without requiring a touch attack.

**7th or higher:** You gain a +4 insight bonus to your caster level check to overcome spell resistance (if applicable). Furthermore, a target who fails the initial saving throw suffers a -4 circumstance penalty to their second and third saving throws against this ability.

**9th or higher:** The ability can be used at a range of 100 feet +10 feet per caster level (as a Medium range spell). Furthermore, a target who fails the initial saving throw but succeeds on a subsequent one suffers a harrowing experience, gaining 2d4 temporary negative levels upon returning from oblivion (as per an Energy Drain spell).

## Diosborne, Grandfather of Metal

*An old man with a long mane of silver hair stares into perpetual vacancy. A pair of sunglasses covers his eyes, and his expression is otherwise reminiscent of Zen.*

Diosborne is the eldest of the Metal Gods, and one of very few entities to have witnessed the formation of the Planes of Mayhem and the origins of Metal: cosmic mysteries which befuddle even divine beings. For millennia Diosborne has cultivated the growth of the Metal Gods' power and influence without needing to take a direct role in conflicts himself. Indeed, even among the divine ranks, Diosborne seldom speaks, leaving follower and divine alike to guess at his mystical will and ambitions. The other Gods of Metal venerate Diosborne in particular and attribute much of their legacy to him.

## Followers of Diosborne

Diosborne's followers tend toward being, in some ways, more laid back and well-adjusted than clerics of other Metal Gods. They eschew extreme carnage and other over-the-top trappings in favor of preserving Metal's pure invigorating essence. It is, however, prophesied that one day Diosborne will end his silent vigil and join his champions in the crusades of Metal. When this happens, his descent upon mortal realms will be more savage and profound than anything the latest generation of Metal Disciples could dream of.

**Domains:** Air, Artifice, Earth, Knowledge, Luck.

**Subdomains:** Construct, Fate, Imagination, Lightning, Memory, Metal.

**Favored Weapon:** Longsword.

## Alternative Domain Powers

*You may choose to permanently replace one of your domain powers available at 1st level with the one below:*

**Technical Ecstasy (Ex):** Whenever you roll a natural 15 or higher on an attack roll, ability check or skill check, you can magnify your likely success with technical perfection and attain a result as though you had rolled a natural 20. You declare your usage of this ability after seeing the roll but before the results are declared. You can use this ability once per day.

If your campaign uses the Hero Points optional rule, you may also use this ability when you spend a Hero Point on an attack roll, ability check or skill check (regardless of what you initially rolled); you treat the roll as a natural 20 instead of rerolling it or adding any bonus to it.

*You may choose to permanently replace one of your domain powers available at 6th or 8th level with the one below:*

**Heaven and Hell (Sp):** At 8th level, as standard action once per day, you can conjure interplanar ripples from the Planes of Mayhem that produce a variety of spell-like effects upon the battlefield. Roll 1d20 and consult the table below to see what



happens. Unless otherwise specified, these effects only target creatures within range; the range is equal to 100 feet + 10 feet per Cleric level you possess and the saving throw DCs (when applicable) are 10 + ½ your Cleric level + your Wisdom modifier.

1. A hole appears in the sky (or something resembling a ceiling, if you are indoors) and begins pulling all objects and creatures within range toward it. This creates the lasting effect of a *Reverse Gravity* spell for a number of rounds equal to your Cleric level.

2-3. A randomly determined foe must succeed on a Will save or be banished into the void.

4-8. Electricity shocks all foes within range, pronouncing their funerals by dealing 1d6 damage per Cleric level you possess (Reflex half).

9-10. One ally of your choice becomes equipped with a pair of Fey-enchanted boots that grant the following spell benefits upon that ally, as though cast by a Cleric of your level: *Divine Favor*, *Haste*, *Fly*, *Freedom of Movement*. These boots replace that ally's footwear and override any benefit they would receive from their own magical boots (if any). After a number of rounds equal to your Cleric level, the boots vanish, all of these spell effects end and the ally regains their original footwear.

11-12. One foe of your choice must succeed on a Fortitude save or be turned to stone (as per the *Flesh to Stone* spell).

13. Danger overwhelms the immediate zone, dealing 3d6 damage of a randomly determined energy type (between fire, acid, cold, or sonic) to all creatures and unattended objects within range; a successful Reflex save negates this damage. This effect repeats each round within the area where you originally triggered it, lasting a total number of rounds equal to your Cleric level.

14-15. Allies become infused with the spirits of ancient warriors, gaining a +2 competence bonus to attack rolls, damage rolls and saving throws for a number of rounds equal to your Cleric level.

16-18. One foe of your choice must succeed on a Will save or become violently paranoid of all

other creatures - especially its allies (if any). On the following round, a creature so afflicted by paranoia must make an additional Will save; if they fail, they treat their former allies as hostile and react accordingly. This is a mind-affecting ability.

19. The gates of Hell open, calling forth 1d4+1 fiendish creatures of a type determined by the DM. The strength of these creatures depends on the Cleric's level, and should closely correspond to what a Summon Monster spell of the highest castable spell level can produce (for example, use hellhounds - which are on the list for *Summon Monster IV* - for an 8th level Cleric). While they might be reasoned with, these called creatures are in no way aligned toward or controlled by the caster, and will do and kill as they please.

20. Neon knights descend from the heavens, taking the form of 1d4+1 celestial creatures of a type determined by the DM. The strength of these creatures depends on the Cleric's level, and should closely correspond to what a Summon Monster spell of the highest castable spell level can produce. Alternatively, the DM may choose elementals with the Celestial template when there are no appropriate angelic creatures for the spell level (such as greater elementals when this effect is triggered by a 13th level Cleric, since there are no good-aligned outsiders on the list for *Summon Monster VII*) or simply improvise. While they might be reasoned with, these called creatures are in no way aligned toward or controlled by the caster, and will do and vindicate as they please.

When you use this ability, you can choose to expend an unused divine spell slot of 3rd level or higher, making this spell slot unavailable until you rest. If you do, the ability improves depending on the level of the spell slot you expended. Unless otherwise specified, all of the improvements are cumulative: for example, if you use a 9th level spell slot, your ability improves in all of the listed ways.

**3rd or higher:** Roll twice on the above table and take whichever result you prefer.

**5th or higher:** Treat your Cleric level as 2 higher



for all level-dependent effects of whatever you roll, and increase the saving throw DC by 2 (if applicable).

**7th or higher:** You gain a +4 luck bonus on rolls to overcome spell resistance (if applicable).

**9th or higher:** You may choose your desired effect (instead of rolling on the table).

## Epicona, the Matriarch of Wonder

*A woman with gaze ablaze watches from a horizon of constellations. Her crimson hair flows outwards as though whirling in a tempest; her eyes are burning maelstroms which bear the essence of infinity.*

Epicona is the essence of wonder, majesty and transcendence. Her glorious cadences impart a feeling of resplendent grandeur and of fusing with the absolute. While other aspects of Metal may terrify with intensity or transform with savagery, Epicona brings that aspect which unites creatures across numerous races and alignments to be one in the presence... of Metal.

Like the followers of Carpathia, Epicona adherents tend toward an affinity for the natural world. They instill the music of ancient cultures with Metal in order to bring out the splendor of nature in ways thought unfathomable. Epicona gives a directive to her followers which is simple and pure: play music from the tallest peaks and perches that it may reach the ears of all and unite the realms in ecstatic wonder.

**Domains:** Air, Community, Magic, Sun, Weather.

**Subdomains:** Arcane, Day, Divine, Light, Storm, Wind.

**Favored Weapon:** Longspear.

### **Alternative Domain Powers**

*You may choose to permanently replace one of your domain powers available at 1st level with the one below:*

**The Song of Life (Su):** Once per day, by spending one uninterrupted minute in ritual and

concentration, you can impart vitality to all allies who can hear your chanting song, restoring 1d6 points of damage per Cleric level you possess. At 5th level, this ability also removes the fatigued and exhausted conditions from those affected.

*You may choose to permanently replace one of your domain powers available at 6th or 8th level with the one below:*

**This Moment is Eternity (Sp):** At 8th level, once per day as a standard action, you can urge your allies to timeless greatness by bolstering them with a variety of effects, as per the spell *Blessing of Fervor*.

When you use this ability, you can choose to expend an unused divine spell slot of 3rd level or higher, making this spell slot unavailable until you rest. If you do, the ability improves depending on the level of the spell slot you expended. Unless otherwise specified, all of the improvements are cumulative: for example, if you use a 9th level spell slot, your ability improves in all of the listed ways.

**3rd level:** You can use this ability as though it were a Medium range spell (100 ft. +10 ft. per level).

**5th or higher:** Any character who chooses the bonus ‘cast a single spell of 2nd level or lower as if it were an enlarged, extended, silent, or still spell’ may select a spell of 4th level or lower instead. Any character who chooses the bonus ‘gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves’ gains a +3 bonus instead.

**7th or higher:** The ability’s duration increases to 10 minutes (instead of 1 round per caster level).

**9th or higher:** You can use this ability as a swift action (instead of a standard).

## Gorgrinderoth Harbinger of Brutality

*A monstrous behemoth of a figure stands, pressing its hooves against a floor of melting organs. Wrathful faces churn and roar incomprehensibly from atop the creature's biceps. Six-hundred and sixty-six horns protrude from its skull, and blood maggots cascade out from its milk-white eyes.*

Gorgrinderoth embodies the grotesque and the unseemly. Whether it is the melting of faces, the filling of carcasses with vermin, or the masses being bathed in writhing lava, any imagery that the uninitiated would find revolting and associate with unsound minds likely channels the spirit of Gorgrinderoth. Aside from possessing a name that is a mouthful to say, he stands for violence turned up to eleven, manifest through over-the-top executions and displays of power that even creatures beyond the reach of civilization find terrifying - and rightfully so, for what mundane psyche can withstand the blast waves of Metal's purest, most vitriolic aggression?

### Followers of Gorgrinderoth

While widely respected by adherents to the rites of Metal, Gorgrinderoth is the one Metal God whose actual clerics and priests tend most frequently toward evil alignments. This is because Gorgrinderoth's motifs and rituals sometimes include relishing in the infliction of exquisite pain and suffering upon the living. Gorgrinderoth himself is not necessarily evil, since a desire to destroy one's foes in a spectacularly gruesome fashion does not Evil make, provided this desire does not extend into the realms of torture and excessive suffering. Those who devote their lives to the aspect of Brutality, specifically, may tend toward that extreme.

**Domains:** Chaos, Death, Destruction, Fire, Vermin.

**Subdomains:** Cannibalism, Demon, Murder, Plague, Rage, Torture.

**Favored Weapon:** Earth Breaker.

### Alternative Domain Powers

*You may choose to permanently replace one of your domain powers available at 1st level with the one below:*

**Coffinfeeder (Sp):** As a standard action, you can feast on the corpse of a once-living creature that has died within the last minute. You gain power from the feast as though you had cast *Death Knell* on a dying creature. You can use this ability once per day. At 5th level, you can use this ability twice per day.

*You may choose to permanently replace one of your domain powers available at 6th or 8th level with the one below:*

**Death Comes Ripping (Sp):** At 8th level, as a melee touch attack, you can cause a living creature to suffer unpleasantly. Roll 1d6 per Cleric level you possess. If the total is equal to or greater than that creature's current hit points, the creature keels over and starts vomiting blood maggots from their eye sockets; skeletal hands tear through dimensional rifts and pull apart the victim's body; organs push against the walls of their flesh and disperse in a sanguine pus bleeding from every orifice; also, the creature dies (no save). If the rolled number is less than the creature's current hit points, that creature suffers negative energy damage equal to the rolled amount; a successful Fortitude save (DC 10 + ½ your level + your Charisma modifier) halves this damage. This is a death effect (in case you needed that clarified). You can use this ability once per day.

When you use this ability, you can choose to expend an unused divine spell slot of 3rd level or higher, making this spell slot unavailable until you rest. If you do, the ability improves depending on the level of the spell slot you expended. Unless otherwise specified, all of the improvements are cumulative: for example, if you use a 9th level spell slot, your ability improves in all of the listed ways.

**3rd or higher:** The ability requires a ranged touch attack (instead of a melee touch attack) and can be

used with a range increment of 30 feet.

**5th or higher:** Roll 1d8 per Cleric level you possess (instead of 1d6).

**7th or higher:** You gain a +4 insight bonus to your caster level check to overcome spell resistance (if applicable).

**9th or higher:** The ability can be used at a range of 100 feet without requiring a ranged touch attack. Roll 2d6 per Cleric level (instead of 1d8).

## **Track 2. Classes of Metal**

*Here are chronicled those lost arts and professions which sprang from the Metal realms and traditions. You know them as prestige classes, and there are even a few archetypes as well.*

### **Regarding Balance & Design**

These character options were balanced with mindfulness toward moderately advanced groups where full-level spellcasters are busy nearly wrecking reality and those without spellcasting play with some degree of optimization. They are quite potent, certainly strong enough to put most single-class Fighters to shame, but then, that's not such a travesty, now is it? While all of these classes are respectably powerful, you may notice that particular generosity has been given to those classes designed for rogues and warriors so as to help give them an exciting and even playing field. May they serve you well, reader.

### **Additional Feat Options**

Each character option, in addition to the customization choices offered within the class or archetype itself, brings to bear a list of feats which are only available to members of that class or archetype. These feats are selected just like any other, serve to provide yet more options and diversity, and should not be necessary for any class to perform its intended function.

### **Class Conversions to 3.5**

At the end of each prestige class will be a short section describing its compatibility with Dungeons & Dragons 3.5th Edition, and what steps can be taken to most expediently convert the class from the Pathfinder Roleplaying Game to D&D 3.5. It bears mentioning that for any prestige class, one of necessary steps is to increase the requisite number of ranks for any skill prerequisite by 3; otherwise, a character might end up qualifying for the prestige class far sooner than intended. Likewise, certain skills and abilities will need to be renamed or replaced with their 3.5 equivalents. Character class archetypes will not

have sections discussing 3.5 compatibility as they all involve replacing or altering specific class features which appear differently in the Pathfinder Roleplaying Game than they do in 3.5.

### **A Reminder on Terminology**

“Character level” and “Hit Dice” are used mostly synonymously in this Book; remember that such terms refer to the total number of levels possessed by the character in any class. In contrast, the term “class level” always refers to levels specifically in the class that is being described or referred to.

## **Brutalmancer**

*“Blood magic?” The cowed mage shook his head and emitted a rasp, aqueous laugh. “That magic, is for the weak and faint of heart.”*

*Forward he leaned, revealing two eyeless sockets and an ashen face so ravaged and misshapen that the bone seemed to protrude through flesh.*

*“Let me show you some real magic.”*

Millennia ago, when a cabal of wizards rediscovered the lost text of Epicus Doomicus Metallicus - which contained ancient rituals from the Age of Metal - they learned how to harness energies from the Planes of Mayhem and wield greater power than they had ever known before. But these arcanists were not servants of Metal Gods. They sought the power for their own ends, and so, wielding that power came at a price.

The price was melted faces, cooked brains, severed limbs, and all the trappings of Metal's most violent and brutal side. Many of those wizards and their students shunned the lost art, deciding that some forgotten rituals should remain so. But a small handful of them were totally badass, perhaps even masochistic - but most certainly out of concerns to give.

And so the realm's first Brutalmancers came to be.



### A Note from the Author

Of all the prestige classes in this book, this one is probably the most susceptible to becoming truly broken when used with nefarious intent. This possibility for abuse cannot be fully eliminated without compromising the raw, essential nature of this class. Proceed with caution and healthy communication with your gaming group.

**Role:** Brutalmancers partake in over-the-top personal injury in exchange for drastically increased power: power which is usually directed toward applications of murder. Thus, a Brutalmancer is very handy to have around when you really need something to die right then-and-there and can afford to worry about the consequences later. However, should a Brutalmancer find themselves paired with a powerful, particularly patient and dedicated healer, true mayhem is sure to follow.

**Alignment:** Brutalmancy is offensive and torturous in nature; its practitioners must be comfortable with covering the landscape in bloody viscera and subjecting others to particularly violent and painful deaths. Thus, if there are any good-aligned Brutalmancers out there, they are probably insane.

**The Dead & The Bodiless:** Invariably, there will be inspiring Brutalmancers who have attained lichdom or otherwise shed their weak and flesh-filled bodies. These creatures may think

themselves clever since they have transcended the need for vital organs. The Gods of Metal laugh at them, for creatures which cannot pay the necessary tolls of anguish and viscera cannot reap the benefits of Brutalmancy.

**Hit Die:** d8.

### Requirements

To endure the path of mutilation necessary for becoming a Brutalmancer, a character must fulfill all the following criteria.

**Alignment:** Any non-good, unless your DM decides that alignment restrictions should drown in a lake of writhing poisonous spiders.

**Feats:** Endurance, Diehard.

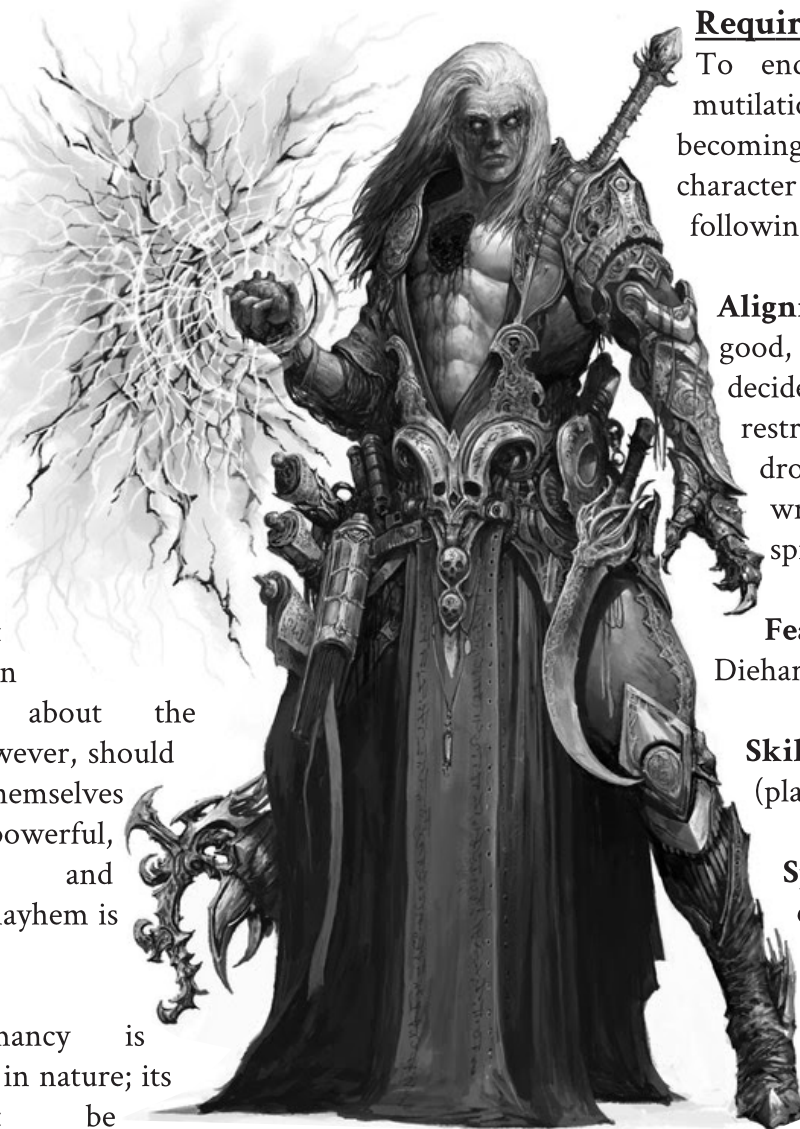
**Skills:** Knowledge (planes) 5 ranks.

**Spells:** Ability to cast 3rd-level arcane spells.

**Special:** At the DM's discretion, the caster may not be a creature physically incapable of paying the tolls demanded by Brutalmancy (such as most undead).

### Class Skills

The Brutalmancer's class skills (and the key ability for each skill) are Craft (Int), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Spellcraft (Int), and Use Magic Device (Cha).



**Skill Ranks at Each Level:** 2 + Int modifier.

**Spellcasting:** At the indicated levels (all except 1st and 10th), the Brutalmancer adds one to his arcane spellcasting class level for spell casting purposes, granting him more spells per day, spells known, and increasing his caster level with such spells. This does not grant or improve other features from a previous class. If a character had more than one arcane spellcasting class before becoming a Brutalmancer, he is a loser, and must decide which class to treat as one level higher for these purposes.

**Brutal Ritual (Su):** At 1st level and again every three levels thereafter, the Brutalmancer learns one of the signature techniques of that wicked, wild power harnessed from the Planes of Mayhem. He chooses one ability from the list below. When called upon, these abilities each have a Benefit and a Sacrifice. These Sacrifices take effect immediately after activating the ability and after the completion of any spell being cast with the ability (if applicable). If the Brutalmancer is somehow prevented from actually paying the sacrifice or otherwise finds a way to cheat the ritual, then the Brutalmancer either suffers a violent and spectacular mishap such that he regrets his hubris, or some terrifying, dimension-hopping nemesis from the Planes of Mayhem adds the Brutalmancer's name to its list of mortals

to torment (DM's discretion).

#### Brain Boil

*Benefit:* Three times per day as a swift action, the Brutalmancer can overclock his brain to achieve immense intellect and arcane potency. This grants the Brutalmancer a +2 profane bonus to his Intelligence score for a number of rounds equal to 3 + his Constitution modifier.

A character with 5 class levels in Brutalmancer can overclock their brain further, choosing whether to gain a +2 bonus or +4 bonus when activating this ability, and a character with 10 class levels can choose between a +2, +4, or +6 bonus.

*Sacrifice:* The Brutalmaster cooks his brain in the process. At the end of the duration, the Brutalmancer suffers Intelligence drain equal to half the Intelligence bonus he received from this ritual (so 3 points of drain for a +6 boost).

#### Circle of Entrails

*Benefit:* As a full-round action, the Brutalmancer can use his entrails to create a 10' radius circle of magical power on the ground at a point within 5 feet of him. The entrails meld with the surface upon which they are created so that the circle cannot easily be broken by physical disturbances; it remains active for 10 minutes per Hit Die the Brutalmancer possesses. Whenever the Brutalmancer casts a spell while standing within

Level	BaB	Fort	Ref	Will	Special
1	+0	+2	+0	+0	Brutal Ritual, Impossible regrowth
2	+1	+3	+0	+0	+1 spell caster level
3	+1	+3	+1	+1	Pain Divine +2, +1 spell caster level
4	+2	+4	+1	+1	Brutal Ritual, +1 spell caster level
5	+2	+4	+1	+1	A Better Living Through Metal, +1 spell caster level
6	+3	+5	+2	+2	Pain Divine +4, +1 spell caster level
7	+3	+5	+2	+2	Brutal Ritual, +1 spell caster level
8	+4	+6	+2	+2	Greater impossible regrowth, +1 spell caster level
9	+4	+6	+3	+3	Pain Divine +6, +1 spell caster level
10	+5	+7	+3	+3	Brutal Ritual, A Better Living Through Metal

his circle of power, he may spend a swift action to apply one of the following metamagic effects to it (as though using the corresponding feat): Burning, Concussive, Extend, Enlarge, Fearsome, Sickening, or Traumatic.

The circle of power can be dispelled as a spell cast by the Brutalmancer, but doing so results in a nasty surprise for the dispeller. Any creature that dispels the circle of power suffers 1d6 points of damage per caster level of the Brutalmancer and becomes stunned for 1 round; a successful Fortitude save (DC 10 +  $\frac{1}{2}$  the Brutalmancer's Hit Dice + the Brutalmancer's Intelligence modifier or Charisma modifier, whichever is higher) halves this damage and allows the creature to not be stunned. While there is no limit to how often the Brutalmancer may use this ritual, the Brutalmancer may have no more than one Circle of Entrails active at any given time; if he creates such a circle while one is already active, the previous one loses its arcane power.

*Sacrifice:* Since the circle of power is created from the Brutalmancer's own innards, it results in 1d3 points of Constitution drain to him.

*Special:* The Brutalmancer can choose to spend one minute creating a longer lasting circle that remains active for 24 hours; if he does, creating the circle taxes him by 3 points of Constitution drain (instead of 1d3).

### Facemelting

*Benefit:* Three times per day, when the Brutalmancer casts a spell dealing acid, electricity, fire, or sonic damage, he may spend a swift action to maximize the damage dice of those energy types (as though using the Maximize Spell feat), allowing him to achieve maximal face-meltage.

*Sacrifice:* The Brutalmancer melts his own face as well, suffering damage equal to twice his caster level. This damage is untyped and therefore not reduced by energy resistance.

### Sanguine Battery

*Benefit:* Three times per day as a swift action, the Brutalmaster can cut himself open and have brutality flow through him. Until he falls

unconscious or chooses to end this ability as a free action, he gains a +2 morale bonus to the caster level of his spells. This improves to a +3 bonus with 5 levels in the Brutalmancer class and a +4 bonus with 10 levels.

*Sacrifice:* The brutality flows through the Brutalmancer... and from him. When the Brutalmancer uses this ability, he suffers damage equal to 2d6 + 1d6 per 5 Brutalmancer levels he possesses and, on subsequent rounds, suffers the same amount of d6s in bleed damage. If the Brutalmancer stops bleeding, this ability ends prematurely.

*Special:* If the Brutalmancer suffers bleed damage from any source, he may choose to activate this ability as an immediate action; if he does, he takes control of the bleeding. The bleed damage becomes 2d6 + 1d6 per 5 Brutalmancer levels he possesses (regardless of what it was before) and he may choose to end it simply by ending the Brutal Ritual.

### Soul Ablaze

*Benefit:* Three times per day as a swift action, the Brutalmancer can set his metaphysical essence on fire to achieve greater interpersonal magnetism and arcane potency. This grants the Brutalmancer a +2 profane bonus to his Charisma score for a number of rounds equal to 3 + his Constitution modifier.

A character with 5 class levels in Brutalmancer can immolate his soul further, choosing whether to gain a +2 bonus or +4 bonus when activating this ability, and a character with 10 class levels can choose between a +2, +4, or +6 bonus.

*Sacrifice:* The Brutalmaster ravages his aura in the process. At the end of the duration, the Brutalmancer suffers Charisma drain equal to half the Charisma bonus he received from this ritual (so 3 points of drain for a +6 boost).

### Ultimate Power

*Benefit:* Once per day, as a full-round action, the Brutalmancer can call upon neigh-ultimate arcane power. This allows him to do one of the following (his choice when he activates this Brutal Ritual):



- Use Limited Wish as a spell-like ability; if the Brutalmancer is capable of casting 9th level sorcerer/wizard spells, he may use Wish as a spell-like ability instead.
- Cast a single spell he knows with a casting time of 1 round or less; the spell becomes Intensified (as though with the Intensified Spell feat), Heightened (as per Heighten Spell) to the highest level spell slot available to the Brutalmancer, benefits from a caster level increase of +4, and does not consume one of the Brutalmancer's spell slots (the Brutalmancer can choose this option even if he has not prepared the spell in question or has ran out of spells for the day).

*Sacrifice:* This ritual involves the Brutalmancer ripping out his own, still-beating heart. The Brutalmancer must make a Constitution check (DC 15). If he fails the ability check, he dies violently and for the next 24 hours his spiritual energy is put on display somewhere within the Planes of Mayhem; during this time, any attempts to raise, reincarnate or resurrect the Brutalmancer automatically fail. If he succeeds on the ability check, he is reduced to -1 hit points but suffers no lasting damage otherwise (his heart melds back into place with the rest of his internal organs).

*Special:* The Brutalmancer must possess at least two other Brutal Rituals before he can select this one.

### Vital Catalyst

*Benefit:* Three times per day as a standard action, the Brutalmancer can invest his life force to empower an animated or conjured minion. When he does so, he chooses a spell from the list below and activates it as a spell-like ability. The Brutalmancer does not need to know the spell he chooses, but he must have a sufficiently high caster level (as indicated on the table).

The Brutalmancer can only target creatures under his control which he has summoned or raised, such as through the *Summon Monster* or *Animate Dead* spells. If the Brutalmancer chooses a spell which affects more than one ally, only summoned or raised creatures under his control are affected;

Spell	Req. Level	HP Cost
<i>Blood Armor</i>	6th	10
<i>Blood Blaze</i>	6th	10
<i>Caustic Blood</i>	13th	25
<i>Countless Eyes</i>	9th	10
<i>Cure Light Wounds</i>	6th	5
<i>Cure Serious Wounds</i>	9th	10
<i>Cure Light Wounds, Mass</i>	13th	25
<i>Haste</i>	9th	15
<i>Inflict Light Wounds</i>	6th	5
<i>Inflict Serious Wounds</i>	9th	10
<i>Inflict Light Wounds, Mass</i>	13th	25
<i>Deadly Juggernaut</i>	9th	20
<i>Rage</i>	6th	15
<i>Resist Energy</i>	6th	10
<i>Resist Energy, Communal</i>	9th	25
<i>Unliving Rage</i>	6th	15

the Brutalmancer himself does not count as one such creature. Spells with a range of 'personal' are treated as having a range of 'touch' and a target of 'creature touched.'

*Sacrifice:* The Brutalmancer pays for the spell ritual with his own blood and viscera, and suffers the indicated amount of hit point loss.

*Special:* The Brutalmancer can use this ability as an immediate action (instead of a standard); in order to do so, his caster level must be at least four greater than the listed required amount. Furthermore, using this ability as an immediate action results in the hit point cost being doubled (for example, only a 17th level Brutalmancer could use *Mass Cure Light Wounds* on his minions as an immediate action, and doing so would cost him 50 hit points).



### Vital Catalyst, Reversed

*Benefit:* Three times per day, the Brutalmancer can spend a swift action and cull the life force of a target animated or conjured minion to bolster his own arcane power. He must choose a creature within 60 feet under his control which he has summoned or raised. This grants the Brutalmancer a profane bonus to the caster level of the next spell he casts within 1 minute. The amount of increase is based on a comparison of Hit Dice between the creature sacrificed and the Brutalmancer. (For example, using the table below, a 9th level Brutalmancer sacrificing a 7 HD creature would gain a +2 caster level increase.)

Hit Dice of Creature Sacrificed	Caster Level Increase
Up to caster's hit dice -10	0 (unworthy sacrifice)
Up to caster's hit dice -5	+1
Up to caster's hit dice	+2
Up to caster's hit dice +10	+3
Up to caster's hit dice +20	+4
More than caster's hit dice +20	*

\*First, how in the Nine Hells did somebody in your campaign manage to pull this off? Second, it is recommended that the Brutalmancer be able to pull off some epic shit - at least equivalent to a caster level increase of +6.

*Sacrifice:* This instantly kills or destroys the target creature and removes its physical remains from the current plane of existence.

**Impossible Regrowth (Su):** Upon taking his first level in this class, the Brutalmancer learns how to gradually replace his cooked and ruptured organs; if he undergoes an 8 hour rest while at full hit points and while he possesses no ability damage, he can recover one point of ability drain from each affected ability score.

At 8th level, the Brutalmancer masters an esoteric ritual that allows him to rapidly recover lost bodily functions. Once per day as a spell-like ability, he can duplicate either *Restoration* or *Regenerate*, but only on himself.

**Pain Divine (Ex):** Pain ceases to trouble the Brutalmancer by his 3rd level in the class. He gains immunity to pain effects (such as *Pain Strike* or *Symbol of Pain*). Furthermore, whenever the Brutalmancer takes damage while casting a spell, he receives a +2 morale bonus to his concentration check to avoid losing the spell.

The Brutalmancer continues to improve upon his composure and discipline while under injury. The aforementioned bonus increases to +4 at 6th level in this class, and to +6 at 9th level.

**A Better Living Through Metal:** When the Brutalmancer reaches 5th level, he undergoes a transformation which permanently makes him more Metal and capable, granting him one chosen feature from the list below. At 10th level, he gains another such feature.

While most of the below abilities are supernatural, the sacrifices and consequences involved in obtaining them (such as losing his eyes and becoming blind) are quite rooted in physical reality and persist even in an antimagic field. Magical attempts to reverse the price for a listed ability below (such as regrowing a lost arm) generally fail or at the very least result in the loss of the class ability gained through that sacrifice; in extreme situations such as divine intervention or a Wish or Miracle spell, discretion is left to the DM.

**Follow the Blind (Su):** The Brutalmancer carves out his eyes and gains the ability to truly see. This renders the Brutalmancer permanently blind, but grants him the following benefits:

- Blindsense 90 feet.
- Constant *True Seeing* (as the spell), which functions through his blindsense. In the unlikely event that an illusion or facade is able

to fool a blind arcanist in the first place, the Brutalmancer automatically “sees” through it and he can focus his vision to see into the Ethereal Plane.

- Constant *Arcane Sight* (as the spell) except that it works out to 90 feet. If the Brutalmancer reaches 10th level in this class, this ability improves and instead functions as *Greater Arcane Sight*.
- Once per day, the Brutalmancer can conjure a remote magical sensor that allows him to see afar; this functions as *Arcane Eye*, except with a casting time of 1 standard action. Since the eye “sees” as he would see, it has a sensory range of 60 feet with all of the above effects.

**Made of Metal (Ex):** The Brutalmancer infuses his skin with metal plating. This prevents the Brutalmancer from donning most manufactured armors (they won’t fit), but grants him an armor bonus to AC equal to  $4 + \frac{1}{2}$  the Brutalmancer’s class level, peaking at a +9 bonus when the Brutalmancer reaches 10th level in the class.

**Pulse of the Maggots (Su):** The Brutalmancer replaces many of his internal organs with symbiotic maggots and other fine insects. This reduces the effect of magical healing on the Brutalmancer; whenever he would be subject to a spell that instantly restores hit points such as *Cure Light Wounds* or *Heal*, he recovers hit points as though the caster level was five less (minimum 1). The Brutalmancer’s natural healing rate is doubled, allowing him to recover twice as many hit points, points of ability damage, and points of ability drain than he normally would after an 8 hour rest. Furthermore, whenever the Brutalmancer would be struck by a critical hit or sneak attack, there is a 50% chance that the critical hit or sneak attack is negated and damage is rolled normally (as per a moderate fortification armor effect).

**Severed Survival (Su):** The Brutalmancer hacks off his arm, thereby permanently becoming one-armed. In its place he gains the ability to conjure a

floating, spectral arm as a swift action. The spectral arm allows the Brutalmancer to deliver touch range spells at a distance, functioning as though he had cast a *Spectral Hand* spell with significant differences. The spectral arm can deliver touch range spells of any level (not just 4th level or lower), and it can also be used to deliver spells with a range of Close (such as *Finger of Death*). When delivered through the spectral arm, close range spells function as touch range spells, requiring a melee touch attack roll to deliver as normal and also having their range extended by the spectral arm. The Brutalmancer does not need to invest his own life force to create the arm; it always manifests with a hit point value of twice the Brutalmancer’s character level. The spectral arm has a duration of 8 hours (instead of 1 minute per caster level), but it ends prematurely when the Brutalmancer sleeps or otherwise falls unconscious. The Brutalmancer can theoretically use the spectral arm to perform simple interactions with objects and environments, but he is limited by its incorporeal nature.

The Brutalmancer can dismiss the spectral arm as a free action. If the spectral arm is destroyed, the Brutalmancer loses the ability to conjure it until he rests and recovers his spells; otherwise, there is no limit to how often he can dismiss or re-summon the arm.

### **Brutal Feats - More Ways to Brutalize**

The following feats are available for Brutalmancers.

#### *Adept of Brutality*

Prerequisites: Two or more Brutal Rituals

Benefit: You learn one additional Brutal Ritual.

Special: You can take this feat multiple times. Its effects stack.

#### *Pain Magnificent*

Prerequisites: Pain Divine

Benefit: You can channel the energy of incoming pain magic into a burst of invigorating energy. Once per hour, when you would be subject to a pain effect, you may choose to gain a morale

bonus equal to the penalty that would otherwise be afflicted (for example, *Inflict Pain* would grant you a +4 morale bonus on attack rolls, skill checks and ability checks) and also become healed for any damage that would be caused by the effect. These benefits last for as long as the particular spell or effect lasts (for example, *Pain Strike* would continue to heal you over multiple rounds unless dispelled or dismissed by the caster).

*Superior Impossible Regrowth*

Prerequisites: Great Fortitude, Brutalmancer level 8th

Benefit: You gain one additional daily use of your spell-like ability option from Impossible Regrowth (for a total of two); furthermore, you may choose to cast *Greater Restoration* on yourself (instead of *Restoration*) as a spell-like ability. Whenever you cast *Regenerate* as a spell-like ability, the casting time is only 1 standard action.

*Transformation of Brutality*

Prerequisites: Adept of Brutality, Toughness, Brutalmancer level 10th

Benefit: You gain one additional ability from the list under A Better Living Through Metal.

### **Converting this Class into 3.5**

This class requires some work to fully translate into 3.5 and works best if your DM allows for other content to be imported from the Pathfinder Roleplaying Game. The Circle of Entrails ritual refers to multiple metamagic feats that don't exist in 3.5, so substitutes may need to be chosen. The class also refers to the bleed damage mechanic which 3.5 does not have. The Ultimate Power ritual refers to Intensified Spell (also not in 3.5 – the Epic Level Handbook version doesn't count), but you can easily just say that the ability increases the “damage dice cap” of the spell by 5, which is what the metamagic feat does anyway.

The Vital Catalyst ritual lists multiple spells that 3.5 does not have, but it's still viable when limited to “Core” 3.5 spells. Under A Better Living through Metal, Pulse of the Maggots refers to the moderate fortification armor property, which

grants a 75% chance to ignore critical hits, etc in 3.5 (instead of the 50% in the Pathfinder Roleplaying Game). Finally, if we are being honest, this class might be tenuously balanced under current rules as-is; there's no telling what could happen when you integrate it into the even greater plethora of options available for 3.5.

## **Cowboy from Hell**

*“Don't you go telling me about the horrors of the dungeon. You haven't been out there on the frontier wastes, far beyond the feeble grasp of civilization, staring down the maw of a towering worm of death, weathering dust storms that'll flay the flesh right off your bones... yeah, I've seen some shit. But then they say, there's at least one rugged slinger who's been to Hell and back from those wastes, and I don't mean that like no poem. What's it take, I wonder, to put the fear of mortal extinction into a cuss who's survived such trials?”*

*You'll know one when you see one. Know them by the way the air seems to burn with brimstone when they walk on by in their black dusters. Know them by the way they stand tall in the light and when bullets just can't seem to touch them. And you'll definitely know them by their eyes, both haunted and fearless, for they gone and they gazed into the abyss, and the abyss... it went and gazed right back.”*

How adventurers like these come to be is truly the realm of legend and mystery, but this much is surmised: sometimes, a tough bastard from the blasted frontier greets Death, but doesn't stay for the arrangement. Their encounter grants them a nightmarish tour through the Lower Planes as they bear witness to sights reserved for the long-gone and truly damned. Then, just as it seems their sojourn with Hell might become a permanent stay, they go and claw themselves right out - alive, but changed.

**Role:** Cowboys from Hell wield new and frightening powers from the depths of all nine Hells. While this may occasionally allow them to

step outside their traditional role of artillery, more often than not these powers serve to supplement the already existing abilities they possessed as a gun-toting warrior.

**Alignment:** Cowboys from Hell can be of any alignment. However, since the class presumes that one has formed a connection with the Lower Planes, it is far more common for such characters to be evil-aligned. If the character is good-aligned, aesthetic trends of the time might nonetheless demand that they wear black.

**Hit Die:** d10.

### **Requirements**

In order to have what it takes to be a Cowboy from Hell, a character must have the following:

**Base Attack Bonus:** +5.

**Feats:** Must be proficient with Firearms.

### **Class Skills**

The Cowboy from Hell's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (local) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim

(Str).

**Skill Ranks at Each Level:** 4 + Int modifier.

**Grit (Ex):** If the Cowboy from Hell wasn't a hardass to begin with, he is now. At first level, the Cowboy gains the Grit class feature if he did not already have it (see Gunslinger class). The Cowboy from Hell does not learn new Gunslinger Deeds from his levels in this prestige class.

Since the Cowboy has literally seen Hell and lived to tell of it, he gains immunity to all non-magical fear effects.

**Vulgar Displays of Power:** Starting at first level, the Cowboy from Hell gains the ability to invoke spell-like abilities using his Grit. The Cowboy begins knowing three 1st level spells and one 2nd level spell, all chosen from the Vulgar Display Spell List. As the Cowboy gains levels in this class, he learns additional spells as shown on the table below. When casting a spell from the Vulgar Display Spell List, the saving throw DC is equal to 10 +  $\frac{1}{2}$  the Cowboy's Hit Dice + his Wisdom or Charisma modifier (whichever is higher); the caster level is equal to the Cowboy's Hit Dice. Upon reaching 2nd level in the prestige class and every level thereafter, the Cowboy can choose to learn a new spell in place of one he already knows, effectively "losing" the old spell in exchange for the new one.

Level	BaB	Fort	Ref	Will	Special
1	+1	+2	+0	+2	Grit, Vulgar Displays of Power
2	+2	+3	+0	+3	Desperado Ability
3	+3	+3	+1	+3	Heresy +1
4	+4	+4	+1	+4	Extra Grit
5	+5	+4	+1	+4	Desperado Ability
6	+6	+5	+2	+5	Heresy +2
7	+7	+5	+2	+5	Desperado Ability
8	+8	+6	+2	+6	Extra Grit
9	+9	+6	+3	+6	Heresy +3
10	+10	+7	+3	+7	Desperado Ability



Although these powers stem from his connection to the Lower Planes, they are in fact fueled by his own cussed tenacity and force of will. As such, the Cowboy from Hell does not use spell slots. Instead, the Cowboy may cast any one of his known spells by expending a number of Grit equal to one-half the spell level (minimum 1, rounded up).

Level	1st	2nd	3rd	4th	5th
1	3	1	-	-	-
2	3	2	-	-	-
3	3	2	1	-	-
4	3	3	2	-	-
5	3	3	2	-	-
6	3	3	3	1	-
7	3	3	3	2	-
8	3	3	3	2	-
9	3	3	3	3	1
10	3	3	3	3	2

### **Vulgar Display Spell List**

**1st level:** *Abundant Ammunition, Cause Fear, Compel Hostility, Detect Demon, Doom, Endure Elements, Infernal Blood, Murderous Command, Obscuring Mist, Tireless Pursuit, Wrath.*

**2nd level:** *Blistering Invective, Castigate, Confess, Darkness, Death Knell, Detect Demon, Howling Agony, Instrument of Agony, Scare, Surmount Affliction.*

**3rd level:** *Agonizing Rebuke, Confess, Deeper Darkness, Dispel Magic, Hunter's Eye, Pain Strike, Speak with Dead, Terrible Remorse.*

**4th level:** *Death Ward, Fear, Forced Repentance, Glimpse of Truth, Named Bullet, Red Hand of the Killer, Stoneskin, Unholy Blight\*.*

**5th level:** *Break Enchantment, Flame Strike, Insect Plague, Litany of Vengeance, Mass Pain Strike, True Seeing, Spell Resistance, Suffocation.*

\*When the Cowboy from Hell casts this spell, it always deals maximum damage (as though enhanced by the Maximize Spell feat), even though he does not possess that feat.

The DM may decide that additional spells are

available to choose from if they are thematically appropriate.

**Desperado Ability:** At levels 2, 5, 7 and 10, the Cowboy From Hell gains an ability from the list below which reflects the perfect symmetry of his honed fighting instincts and supernatural prowess.

*I'll Cast A Shadow (Ex):* The Cowboy exudes a palpable aura of menace and eminence that allows him to sow terror and dispense justice. The Cowboy gains a morale bonus to Sense Motive and Intimidate checks equal to half his Hit Dice. Furthermore, he adds *Zone of Truth* to his list of spells for Vulgar Display of Power; at 6th level in the class, he also adds *Mark of Justice* to his spell list.

*Metal Magic (Su):* The Cowboy from Hell expands his range of destructive magic. Starting with spells gained at his current level, whenever the Cowboy from Hell gains a new spell known, he may choose a spell from the Evocation school on the Sorcerer/Wizard spell list (instead of being limited to the Vulgar Display list).

Furthermore, the Cowboy from Hell gains the ability to better direct this magic by placing an area spell upon one of his bullets. When the bullet is fired, the spell's area is centered where the bullet lands, even if the spell could normally be centered only on the caster; this effectively allows the Cowboy to use his firearm's range rather than the spell's range. A spell cast in this way uses its standard casting time and the Cowboy from Hell can fire the bullet as part of the casting. The bullet must be fired during the round that the casting is completed or the spell is lost (and the Grit is wasted). If the shot misses, the Grit is also wasted.

*Pale Horse (Sp):* The Cowboy gains the service of a trusty, unusually intelligent and wicked steed to aid him in his reign of asskicking. This mount is usually a heavy horse (for a medium Cowboy) or a pony (for a small Cowboy). This mount functions

similarly to a druid's animal companion, using the Cowboy's Hit Dice as his effective druid level.

When the Cowboy gains this ability, he may choose to acquire an undead companion instead of a living one; if he does, the animal companion's type changes to undead, it loses its Constitution score, and it gains a Charisma score of 12 (which may change its hit point total). An undead animal companion otherwise functions identically to a living one.

As a full-round action, the Cowboy may summon the mount to his side, causing it to appear adjacent to him. This ability is the equivalent of a spell of a level equal to one-third the Cowboy's Hit Dice. The Cowboy may summon his mount in this way a number of times per day equal to the number of Desperado abilities he possesses.

When the Cowboy from Hell reaches 11 Hit Dice, his mount gains the fiendish creature template; if it isn't an undead companion, it also becomes a magical beast for the purposes of determining which spells affect it. When the Cowboy reaches 15 Hit Dice, his mount gains spell resistance equal to the Cowboy's Hit Dice + 11. Should true death embrace the mount, the Cowboy may not summon another one for 30 days or until he gains a new character level, whichever comes first. During this period, the Cowboy takes a -1 penalty on attack and weapon damage rolls.

*Out for Blood (Sp)*: Once per day, the Cowboy can use *Named Bullet* as a spell-like ability. This ability does not cost Grit, and it is separate from the Cowboy having *Named Bullet* on his spell list (which allows him to spend Grit to use it). At 10th level, this ability improves and the Cowboy may use *Greater Named Bullet* instead. If the Cowboy knows the name of the specific foe he intends to kill, he may use the spell-like ability (whichever one he has) as a swift action.

*Right on the Edge (Ex)*: Living right on the edge, the Cowboy regains Grit whenever he rolls for

initiative (or when a new combat breaks out, at the DM's discretion) while he has less than half of his maximum Grit remaining; the Cowboy's Grit replenishes so that it is at half of his maximum.

*Stone Cold Metal (Ex)*: With stone cold metal in his hands, the Cowboy skillfully dispatches his opponents. The Cowboy gains the Gun Training feature of the Gunslinger class. If the Cowboy already possesses this feature or one similar to it, he instead chooses another type of firearm for it to apply with.

*Throes of Rejection (Su)*: The Cowboy's immense fortitude grants him +1 hit point per Hit Die, as well as DR/- equal to 1 per five Hit Dice he possesses (for example, 3 points of DR/- at 15th level).

*Will to Survive (Ex)*: The Cowboy's sheer will prevents him from being easily slain. He gains a +4 morale bonus on saves against all death spells and magical death effects, and is allowed a saving throw against such effects even if one is not normally allowed. Once per day, if the Cowboy would be reduced to 0 hit points or below, the Cowboy may choose to expend all of his Grit in order to remain at 1 hit point instead (or avoid any hit point loss, if he was already below 1); he must have at least 1 point of Grit to do so.

*Heresy (Su)*: The Cowboy's adamant and peculiar defiance against extraplanar influence grants him a +1 luck bonus to saving throws against divine spells as well as the spell-like abilities of outsiders. If the Cowboy becomes subject to a spell or effect that deals damage or causes debility based on alignment (such as *Chaos Hammer* or *Blasphemy*), the Cowboy is always treated as having the most favorable alignment for the purpose of what damage or debility he suffers. The bonus to saving throws increases to +2 at 6th level and to +3 at 9th level.

**Extra Grit**: At the indicated levels, the Cowboy gains one instance of the Extra Grit feat.

## **Cowboy from Hell Feats - More Ways to Take Over the Town**

The following feats are available for Cowboys from Hell.

### *Chambers of Damnation*

**Prerequisites:** Deadly Aim, One or more Desperado abilities

**Benefit:** Whenever you make an attack with a firearm that benefits from the Deadly Aim feat, you may forego the usual bonus to ranged damage rolls; if you do, your ranged attacks instead deal 1d6 points of additional fire damage per +2 bonus you would have received (for example, 3d6 points in total if your base attack bonus is +8). This extra damage is not multiplied on a critical hit; however, on a successful critical hit, your attack also deals an extra 1d10 points of fire damage if your weapon has a x2 critical multiplier, 2d10 points if your weapon has a x3 multiplier, or 3d10 points if your weapon has a x3 multiplier.

### *Figure in Black*

**Prerequisites:** I'll Cast A Shadow, Charisma 13

**Benefit:** While clad mostly or entirely in black, you gain the Frightful Presence ability out to 30 feet. As a free action, you can force enemies with fewer Hit Dice than you to become shaken for 5d6 rounds unless they succeed on a Will save (DC 10 +  $\frac{1}{2}$  your Hit Dice + your Charisma modifier); creatures with 4 or fewer Hit Dice instead become panicked on a failed save. Creatures that succeed on their saving throw become immune to your Frightful Presence for 24 hours.

### *High Noon, Your Doom*

**Prerequisites:** One or more Desperado abilities, plus two or more of the following: Great Fortitude, Iron Will, Lightning Reflexes

**Benefit:** You gain one additional Desperado ability.

### *Infernal Power*

**Prerequisites:** Vulgar Displays of Power

**Benefit:** You learn two additional spells from the

Vulgar Displays spell list. You must choose spells which you qualify for.

**Special:** You can take this feat multiple times. Its effects stack.

### *Nine Flavors of Hell*

**Prerequisites:** Chambers of Damnation

**Benefit:** Whenever you use the Chambers of Damnation feat, you may choose whether the additional damage is acid, cold, electricity, or fire damage; you decide each time you make an attack that's affected by the feat.

### *Sweating Bullets*

**Prerequisites:** Right on the Edge

**Benefit:** Once per day, when you take damage that reduces you to half or less of your maximum hit points, you may choose to immediately regain grit up to your maximum.

### *Untouchable*

**Prerequisites:** Two or more Desperado abilities

**Benefit:** You gain a +1 dodge bonus to Armor Class while wearing light or no armor.

**Special:** If you have four or more Desperado abilities, you can take this feat a second time; its effects stack.

## **Converting this Class into 3.5**

This class does not translate well into 3.5 because it's written for and makes extensive use of mechanics for the Gunslinger class, which does not exist in 3.5. It also references numerous spells not in 3.5. Theoretically, it could be made to work if virtually all of that Pathfinder Roleplaying Game content was brought along with it.

## **Disciple of Metal**

*...And the music played on, each pull of the string fostering harmonies that drove the warriors to murderous frenzy. Those who dared stand against them fell to a man; their blood seeped into the hillside and fed the hungry earth.*

*...And the music played on, each chord the sanguine*



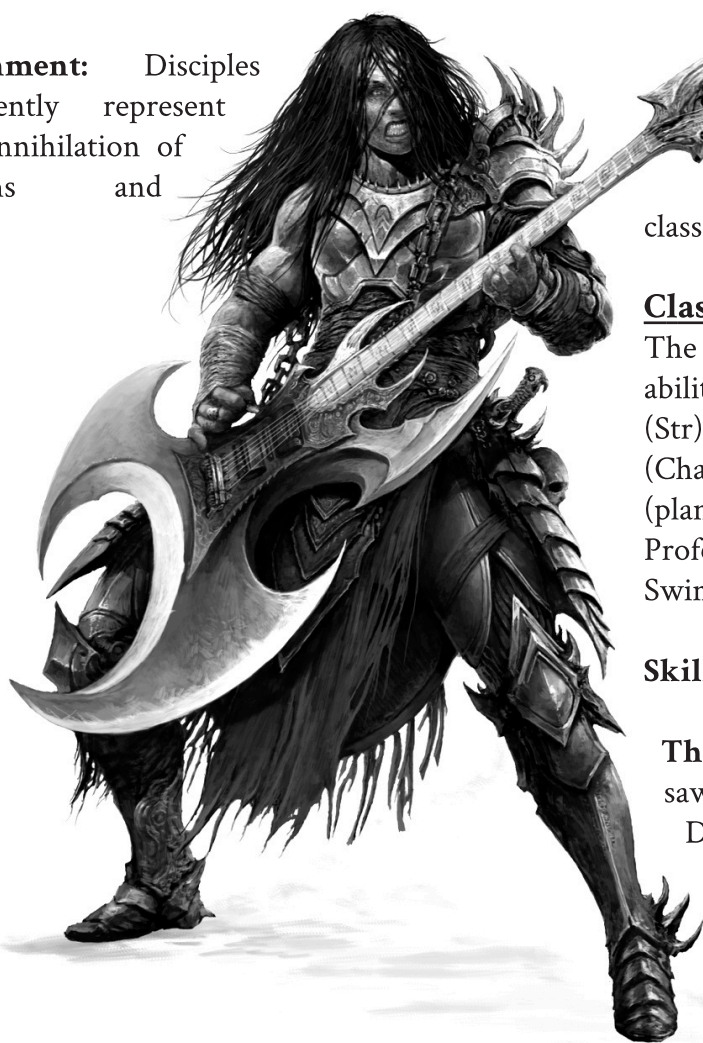
*finality of Kings and infidels alike. Atop the mountain's peak, penetrating the thundering nimbus of the heavens and towering over lesser mortals stood one man, an Axe cradled in his arms, his fingers shredding its surface with inhuman celerity. From his lips escaped but one word – one word that spoke for the pillars of corpses at his feet, the ruins of palaces and the seeds of brutality, at once and forever:*

### **“Metal.”**

**Aliases:** Badass Bard, Battle Bard, Heavy Metal Bard, Iron Man (Maiden), Brother (Sister) of Metal.

**Role:** Disciples are not like other pansy mewling bards. A Disciple of Metal finds his home on the frontline, where fresh blood is spilt and heads are split atwine. His music and his weapon are one and the same.

**Alignment:** Disciples inherently represent the annihilation of axioms and



boundaries. Though oft worshippers of Metal gods, Disciples forge their own path, write their own rules, and don't take shit from anyone. Thus, it is especially common for Disciples of Metal to be Chaotic aligned - especially Chaotic Badass.

**Hit Die:** d8.

### **Requirements**

To prove themselves worthy of bloody baptism into the ranks of Metal, a character must fulfill all the following criteria:

**Alignment:** Any chaotic, unless the non-chaotic character is sufficiently brutal and awesome (this is between you and the GM).

**Feats:** Power Attack, Toughness.

**Skills:** Perform (Metal) 5 ranks.

**Spells:** Ability to cast 2nd level arcane spells.

**Special:** Bardic performance or equivalent class feature (such as Raging Song).

### **Class Skills**

The Disciple of Metal's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (religion) (Int), Knowledge (planes) (Int), Linguistics (Int), Perform (Cha), Profession (Wis), Ride (Dex), Spellcraft (Int), and Swim (Str).

**Skill Ranks at Each Level:** 4 + Int modifier.

**The Gods Made Heavy Metal (Ex):** ...and they saw that it was good. Henceforth, all of the Disciple's bardic magic is considered, for all intents and purposes, divine magic. He gains proficiency in medium and heavy armor. Since his magic is divine now, even the heaviest of metal apparel won't interfere with his spell casting or abilities. The



Disciple becomes so inured to the impossibly loud noises demanded by his vocation that he gains sonic resistance equal to his Hit Dice and cannot be rendered deaf by spells or abilities.

The Disciple adds his class levels in Disciple of Metal to his Bard levels for the purpose of determining daily uses of Bardic Performance, their effectiveness and action type, and what performances are available to him. He does not gain or improve other Bard abilities, such as Bardic Knowledge, Jack of All Trades or Versatile Performance.

*Becoming a Heavy Metal Skald:* Vikings are well-received by the Metal Gods, as are other performers who aspire toward their traditions of storytelling and facemauling. A Skald who gains levels in Disciple of Metal improves his Raging Song abilities and learns new songs in the same manner that a Bard would progress Bardic Performance. He even improves upon and gains new Rage Powers as though advancing in Skald, but he does not progress other Skald class features such as Uncanny Dodge or Spell Kenning. Note that, in exchange for being able to advance their Rage Powers, a Skald / Disciple of Metal does not have the option of accessing the Euphony boons imparted with Inspire Greatness or Inspire Heroics, as the Skald does not learn those songs.

This prestige class functions otherwise identically, so that you can replace all references to Inspire Courage with Inspired Rage and Bardic Performance with Raging Song in order to play a Skald / Disciple of Metal.

**Spellcasting:** A 3rd level and every odd-numbered level in Disciple of Metal afterwards, that savage champion of steel, adds one to his Bard (or Skald) level for spell casting purposes, granting him more spells per day, spells known, and increasing his caster level with such spells.

**Euphony (Su):** At levels 1, 4, and 7, the Disciple selects one Euphony. Euphonies further enhance the empowering effects of bardic music and are magnificent for mortal ears to behold. Whenever the Disciple of Metal uses Inspire Courage, Inspire Greatness or Inspire Heroics, his otherwise inferior bardic music becomes Metal by taking on the aspect of a chosen Euphony. He can invoke a known Euphony at will as part of the same action used to create bardic music, and the effects end when the bardic music ends. Only one Euphony may be in effect at any given time (unless multiple Disciples are present, in which case the universe collapses under the sheer weight of the epic splendor to follow). These Euphonies have additional effects when used in conjunction with more potent performances, as listed.

Level	BaB	Fort	Ref	Will	Special
1	+1	+2	+0	+2	The Gods Made Heavy Metal, Euphony
2	+2	+3	+0	+3	Instruments of Destruction, Cacophony
3	+3	+3	+1	+3	Disciple, +1 spell caster level
4	+4	+4	+1	+4	Euphony
5	+5	+4	+1	+4	Cacophony, +1 spell caster level
6	+6	+5	+2	+5	Disciple
7	+7	+5	+2	+5	Euphony, +1 spell caster level
8	+8	+6	+2	+6	Cacophony
9	+9	+6	+3	+6	Disciple, +1 spell caster level
10	+10	+7	+3	+7	Cacophony
11	+11	+7	+3	+7	Brutal Legend, +1 spell caster level

Bulletproof: Those affected gain DR 5/adamantine against attacks from firearms. The far-reaching potency of Metal means that even worlds that have yet to invent gunpowder have heard of this euphony; it just doesn't do anything useful there.

*Inspire Greatness:* They also gain a +5 deflection bonus to Armor Class against firearms.

*Inspire Heroics:* As Inspire Greatness, and their DR becomes DR 10/adamantine.

Fight Until We Die: Those affected gain the ability to fight until victory or death, doubling their morale bonus to Will saving throws against fear and acting as though they had the Diehard feat.

*Inspire Greatness:* Death only comes to an affected ally when they reach a negative HP value equal to twice their Constitution score. Because this tenacity is brought about only by the power of Metal, a character who is into the negatives for their Constitution score or below when this Euphony ceases affecting them will immediately die.

*Inspire Heroics:* As Inspire Greatness, and they gain a +2 bonus to their Constitution score.

Guardians of Fate: Those affected gain the protection of cosmic forces, resulting in a +1 luck bonus to Armor Class.

*Inspire Greatness:* They also gain a +1 luck bonus to saving throws.

*Inspire Heroics:* As Inspire Greatness, and they gain 1 temporary hero point, as per the Heroic Fortune spell; this effect can't trigger more than once per character per day, even if the Disciple ends his song and starts anew.

Heaven Can Wait: Those affected gain the ability to defy the grave, resulting in a +4 morale bonus to saving throws against channeled negative energy, death spells and magical death effects, and energy drain.

*Inspire Greatness:* They also gain the benefits of *Death Ward*, making them immune to channeled negative energy and energy drain, and allowing

them a saving throw against magical death effects that otherwise would not allow one.

*Inspire Heroics:* As Inspire Greatness, and their saving throw bonuses from this Euphony become untyped (allowing them to stack with other morale bonuses).

Into the Storm: Those affected gain a +10' bonus to their speed for all movement types.

*Inspire Greatness:* They also gain a +4 bonus to initiative rolls. If an affected ally has already rolled initiative for the encounter, this bonus results in a new total for them which takes effect on the following round.

*Inspire Heroics:* As Inspire Greatness, and their movement does not provoke attacks of opportunity; they can even move through the spaces of creatures larger than they are, provided that they do not end their turn in such spaces.

One Shot At Glory: Those affected gain a +4 bonus to attack rolls made to confirm critical hits, allowing them to reap bloodshed and fame on the battlefield. On a successful critical hit, their attack deals an additional 1d6 damage per critical multiplier (2d6 for a x2 multiplier, 3d6 for a x3 multiplier, etc).

*Inspire Greatness:* They also gain the ability to make a final strike if brought to the brink of oblivion. If an affected ally is dropped to 0 HP, they may make a melee attack against a foe they threaten as an immediate action.

*Inspire Heroics:* As Inspire Greatness, and they gain the benefits of the Improved Critical feat with any weapon they wield.

Refuse, Resist: Those affected become resistant to magical influences upon the mind, gaining a +3 sacred bonus to saving throws against mind-affecting spells or abilities.

*Inspire Greatness:* The saving throw bonuses granted by this Euphony increase to +5 instead.

*Inspire Heroics:* As Inspire Greatness, and when the Disciple starts playing this Euphony, affected allies may also make an immediate saving throw against any such influences currently upon them.

Sacrament of Wilderness: Those affected resist binding ties and constricting chains, gaining a +3 sacred bonus to saving throws and their Combat Maneuver Bonus against effects that impede movement, such as *Web*, paralysis and slow. They also gain a +3 bonus to Combat Maneuver Defense against grappling attempts.

*Inspire Greatness:* The above bonuses are increased to +5.

*Inspire Heroics:* They move and act as though under the influence of a *Freedom with Movement* spell, effectively telling many such impediments to piss off.

Strength Beyond Strength: Those affected gain a +2 sacred bonus to their Combat Maneuver Bonus, Combat Maneuver Defense, Strength checks and Strength-based skill checks.

*Inspire Greatness:* The above bonuses are increased to +4.

*Inspire Heroics:* As Inspire Greatness, and they also gain a +2 bonus to their Strength score.

Tattered Flags and Bloody Banners: Those affected gain increased fervor as death approaches, granting them a +2 morale bonus to attack rolls, saving throws and skill checks while reduced to half-or-less of their maximum HP.

*Inspire Greatness:* A character whose hit points are 0 or less while this Euphony affects them gains 1 temporary hero point, as per the *Heroic Fortune* spell; this effect can't trigger more than once per character per day, even if the Disciple ends his song and starts anew.

*Inspire Heroics:* As Inspire Greatness, and they actually gain a +4 morale bonus to attack rolls, saving throws and skill checks while reduced to half HP or less.

The Grand Conjunction: Those affected gain a +2 profane bonus to Concentration checks and add 1 to the saving throw DCs of their spells.

*Inspire Greatness:* They also gain a +2 profane bonus to checks made to defeat spell resistance.

*Inspire Heroics:* As Inspire Greatness, and they receive +1 effective caster level, improving the

potency of their spells and allowing them to further demolish the fabric of the cosmos.

Through the Fire and Flames: Those affected gain resistance 10 against a single energy type (specified upon activation between acid, cold, electricity, fire or sonic) so that they may carry on. The Disciple grants 15 points of resistance at 10th level and 20 points at 15th level.

*Inspire Greatness:* The resistance values increase by 10, up to 30 points at 15th level.

*Inspire Heroics:* As Inspire Greatness, and the resistance applies against all available energy types instead of one. Yaaaaaaah!

**Instruments of Destruction (Ex):** At 2nd level, the Disciple's weapon... becomes his instrument! By making a sacrifice of 2500 gp to the Metal Gods and ritualistically headbanging for eight hours, he may turn any magical melee weapon into a masterwork instrument; it's still a goddamn weapon. An axe, for example, may double up as a guitar. As a result of his Metal training, he has no difficulty jamming out in the thick of battle whilst surrounded by ravenous foes (although the restrictions for what actions can be taken while maintaining bardic performance still apply). This instrument grants the Disciple (and only the Disciple) a competence bonus to Perform checks equal to 1/2 his Hit Dice, in addition to the +2 circumstance bonus for being masterwork. A Disciple can only have one such weapon glorified at a time.

**Cacophony (Sp):** At levels 2, 5, 8 and 10, the Disciple masters a Cacophony from the list below. Cacophonies wreak destructive havoc upon the battlefield and are generally unpleasant for non-Disciples to listen to. In order to successfully invoke the Metal Gods' power thusly, the Disciple must expend the specified number of daily rounds for bardic performance and make a successful Perform check; if he fails his check, he will have wasted his daily music and his enemies will mock him 'til death (their death, not his).

Most Cacophonies duplicate existing spells. As the Disciple grows in level, he usually gains the ability to invoke a wider array of spells through his Cacophonies. For example, Children of the Grave initially grants access to *Animate Dead*, but a 13 Hit Die Disciple may also use it for *Create Undead*, and so forth. When the Disciple has a choice of multiple spells to invoke in a Cacophony, he chooses which one to use each time he activates the ability and prior to rolling his Perform check. All spells duplicated through the use of a Cacophony have a save DC of 10 + the spell level + the Disciple's Charisma modifier, and use the Disciple's Hit Dice in place of caster level for all purposes.

1000 Eyes: The Disciple's foes find themselves in the pupil of a thousand eyes and all of their pathetic falsehoods are penetrated. This cacophony duplicates spells that reveal the unseen.

7th Level (DC 20 Perform check, 2 rds of bardic music): *See Invisibility*

9th Level (DC 25 Perform check, 2 rds of bardic music): *Invisibility Purge*

11th Level (DC 35 Perform check, 5 rds of bardic music): *True Seeing*

Acid Bath: The Disciple bathes his foe's environs in seething acid.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Acid Pit*

9th Level (DC 30 Perform check, 4 rds of bardic music): *Acidic Spray*

13th Level (DC 40 Perform check, 6 rds of bardic music): *Caustic Eruption*

By the Sword in my Hand: The Disciple calls a blessing of might and conquest into his weapon as he vows to drive his foes into submission.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Forceful Strike*

9th Level (DC 30 Perform check, 3 rds of bardic music): *Triple Corpse Hammerblow\**

13th Level (DC 35 Perform check, 5 rds of bardic music): *Decapitate*

15th Level (DC 40 Perform check, 6 rds of bardic music): *Inhuman Rampage\**

Cthulhu Dawn: The Disciple ravages mortal minds with a song of the Great Old Ones.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Confusion*

13th Level (DC 40 Perform check, 6 rds of bardic music): *Insanity*

17th Level (DC 50 Perform check, 10 rds of bardic music): *Call of Ktulu\**

Children of the Grave: The Disciple's music awakens the dead to do his bidding.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Animate Dead*

11th Level (DC 35 Perform check, 5 rds of bardic music): *Create Undead*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Create Greater Undead*

Creeping Death: The Disciple draws upon the music of the chosen one, summoning insects as per the spell below.

7th Level (DC 25 Perform check, 1 rd of bardic music): *Summon Swarm*

9th Level (DC 30 Perform check, 4 rds of bardic music): *Insect Plague*

11th Level (DC 35 Perform check, 5 rds of bardic music): *Swarm Skin*

13th Level (DC 40 Perform check, 6 rds of bardic music): *Creeping Doom*

Death in Fire: The Disciple summons a storm of lethal flames. Only death remains.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Volcanic Storm*

11th Level (DC 35 Perform check, 5 rds of bardic music): *Chains of Fire*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Fire Storm*

Fatal Energy: The Disciple rends the life force of one who dares to oppose him.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Enervation*



13th Level (DC 40 Perform check, 6 rds of bardic music): *Finger of Death*

17th Level (DC 50 Perform check, 10 rds of bardic music): *Massacre*

Holy Thunderforce: The Disciple calls upon the fury of the thunder with glory, pride and bloodshed.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Crimson Thunder\**

11th Level (DC 35 Perform check, 5 rds of bardic music): *Chain Lightning*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Storm Bolts*

Master of Puppets: The Disciple twists the mind and pulls the strings of a single poor bastard, as per the potent enchantment below. There are two important differences between this cacophony and casting the spell. First, the duration is reduced to eighty-six rounds (8 minutes, 36 seconds). Second, once under the effect, victims suffer a -2 penalty on saving throws triggered by being commanded to act against their nature.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Dominate Person*

17th Level (DC 45 Perform check, 8 rds of bardic music): *Dominate Monster*

Operation Ground & Pound: The Disciple forces the environs to rock with a galvanizing solo.

7th Level (DC 20 Perform check, 1 rd of bardic music): *Stone Call*

11th Level (DC 35 Perform check, 5 rds of bardic music): *Animate Objects*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Earthquake*

Primordial Breath: Drawing from the magic of forces ancient and terrifying, the Disciple emulates one of the spells below to produce a battle-changing mist of the ages.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Stinking Cloud*

9th Level (DC 30 Perform check, 4 rds of bardic music): *Cloudkill*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Incendiary Cloud*

Prince of Darkness: The Disciple summons forth darkness that is more deadly than man.

7th Level (DC 25 Perform check, 2 rds of bardic music): *Deeper Darkness*

9th Level (DC 30 Perform check, 3 rds of bardic music): *Black Tentacles*

13th Level (DC 40 Perform check, 6 rds of bardic music): *Hungry Darkness*

Rage of the Winter: The Disciple channels winter's vengeance.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Ice Storm*

9th Level (DC 30 Perform check, 4 rds of bardic music): *Cone of Cold*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Polar Ray*

Shout at the Devil: The Disciple casts out unnatural and unwanted powers.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Dismissal*

11th Level (DC 35 Perform check, 5 rds of bardic music): *Banishment*

13th Level (DC 35 Perform check, 5 rds of bardic music): *Undeath to Death*

Some Kind of Monster: The sheer brutality of the Disciple of Metal's playing becomes so monstrous that he attracts the attention of extraplanar entities bent on total destruction.

7th Level (DC 30 Perform check, 3 rds of bardic music): *Summon Monster IV*

9th Level (DC 30 Perform check, 4 rds of bardic music): *Summon Monster V*

11th Level (DC 35 Perform check, 5 rds of bardic music): *Summon Monster VI*

13th Level (DC 40 Perform check, 6 rds of bardic music): *Summon Monster VII*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Summon Monster VIII*

17th Level (DC 50 Perform check, 10 rds of bardic music): *Summon Monster IX*

This Cacophony can only summon “monsters” of non-good alignment; once summoned, such creatures proceed to attack anything in sight that’s nearby or possibly perceived as threatening. They will not attack Disciples of Metal, but he cannot control them and they will probably devour his allies at some point.

Superbeast (DC 40 Performance check, 6 rds of bardic music): Truly the one who the enemy wants, the Disciple transforms as per the aptly named *Transformation* spell. While changed into the Superbeast, the Disciple retains his ability to activate bardic class abilities, Euphonies and Cacophonies even though he can no longer cast spells. To even select this song, the Disciple of Metal must first prove himself to the Metal Gods by possessing seven levels in this class.

Symphony of Destruction: The Disciple renders destruction through the force of punishing sound. 7th Level (DC 20 Perform check, 1 rd of bardic music): *Shatter*

11th Level (DC 35 Perform check, 5 rds of bardic music): *Sympathetic Vibration*

13th Level (DC 40 Perform check, 6 rds of bardic music): *Pied Piping*

15th Level (DC 45 Perform check, 8 rds of bardic music): *Greater Shout*

\*New spell featured in the Book of Metal.

**Disciple:** At levels 3, 6, and 9, the Disciple grows closer to becoming the epitome of all things Metal. He chooses an aspect of Metal from the list below:

*Angel of Death (Su):* The Disciple is a monarch to the kingdom of the dead, wielding true necromancy in the name of Metal. When using a Cacophony to invoke *Animate Dead*, the Disciple is considered to be four levels higher when determining the number of Hit Dice he animates. By making a Perform check (DC 30), the Disciple can invoke *Command Undead* as a spell-like ability; there is no limit to how often he may do this. The

Disciple must possess the Children of the Grave Cacophony before he may select this ability.

*Deathbringer from the Sky (Ex):* The Disciple becomes no mere man. Monstrous and wicked is he, such that he gains a +5 circumstance bonus to Intimidate checks but suffers a -5 circumstance penalty to Diplomacy checks. He gains a climb speed of 20' and a +20 enhancement bonus to Acrobatics checks made to jump. At 10 Hit Dice, the Disciple gains a Fly speed equal to his base speed. These changes cannot be reversed by any means short of mutilating the Disciple and remaking his form anew.

*Defender of the Faith (Ex):* The Disciple becomes a champion crusader... of Metal. He gains a +2 bonus to attack rolls against the enemies of Metal, and his weapon attacks deal an additional 2d6 damage against them. (If your DM isn’t up to the nebulous task of determining what constitutes an enemy of Metal, have the bonuses apply to non-Metal Clerics and Bards, Lawful-aligned entities, and creatures of the Fey subtype.)

*Fight Fire With Fire (Su):* The Disciple brings punishing retaliation to those who would set him ablaze. Whenever the Disciple of Metal suffers energy damage, he may spend an immediate action and expend two rounds of bardic performance. If he does, the next spell or ability he uses before the end of his next round and with the same energy descriptor gains a profane bonus to damage against his attacker equal to twice his levels in Disciple of Metal. If the Disciple of Metal lost half or more of his total hit points against the energy attack he’s retaliating against, this bonus is doubled. Area-of-effect spells and abilities add the damage to all targets as long as the original attacker is in the target area. Alternatively, the Disciple of Metal may apply the profane damage bonus to the next melee attack he makes with his instrument of destruction against the original attacker before the end of his next turn. In order to use this ability, the Disciple must be aware of the attack upon him and be able to identify his attacker.

*Iron Man (Ex):* The Disciple's own body becomes like Metal. Ordinary weapons glance off of him as though they were manufactured by Mattel. He gains DR/magic equal to 5 per Disciple ability he possesses, and a natural bonus to AC equal to +1 per 3 Hit Dice (up to a maximum of +5 at 15th level).

*Louder than Hell (Su):* By means of sundering the veil between worlds and turning it up to eleven, the Disciple of Metal makes his spells roar louder than the incessant screams of tortured, tormented souls. He treats his Hit Dice and caster level each as 3 higher for the purpose of determining the range and duration of Bard spells and Cacophonies. Whenever he deals energy damage with a Bard spell or Cacophony, he may choose to have half of the damage dealt be considered sheer divine power (and therefore not subject to energy resistance).

*Radical Resistance (Ex):* And so let it be written that the Disciple of Metal was a fearless, indomitable songster of gratuitous violence and mayhem. Twice per day, the Disciple of Metal may reroll a failed saving throw against any mind-affecting effect. Furthermore, he adds his Charisma modifier to Will saves instead of his Wisdom modifier.

*The Triumph of Steel (Ex):* The Disciple spurns the insufferable titles of 'hybrid' and 'support' and hones his martial prowess to adamantium heights. When fighting with his instrument of destruction, he gains a +1 bonus to attack rolls and a +2 bonus to weapon damage rolls. Furthermore, he qualifies for feats that require a minimum number of Fighter levels as though he himself had Fighter levels equal to 1 + his levels in the Disciple of Metal class (so a 3rd level Disciple of Metal could qualify for Weapon Specialization). If the Disciple has actual levels in Fighter, that blasphemer, then these levels stack.

*Warriors of the World (Ex):* The Disciple's personal magnetism reaches so far and wide that he gains

the Leadership feat. If he obtains Leadership without the benefit of this class feature, he attracts a great many more warriors by adding his Disciple of Metal class level to his Leadership score for the sole purpose of determining followers gained. If your DM doesn't use Leadership in their campaign, throw this paragraph into a fire.

*Way of the Fist (Ex):* The Disciple's instrument is his own body. He gains the Monk's Unarmed Strike ability, including its scaling increase to unarmed damage. His unarmed damage is based off of his Hit Dice (instead of his levels in Monk). He counts an unarmed strike as his instrument of destruction for the purpose of Disciple abilities, feats and Cacophonies. His unarmed strikes are Metal manifest, and count as magic for the purpose of overcoming damage reduction. Since a Disciple may only have one instrument of destruction at a time, he who studies the Way of the Fist forfeits the ability to invest manufactured weapons with such glorious power. Finally, he gains a competence bonus to Perform checks equal to 1/2 his Hit Dice. (Ask your DM about obtaining masterwork heavy metal war paint in order to receive a circumstance bonus to Perform checks.)

**Brutal Legend (Ex):** At 11th level, the Disciple has reached the apex of his crusade. He becomes immune to sonic damage, and gains his choice of one ultimate ability below. Go forth and die.

*Caught in a Mosh:* Nothing distracts the Disciple from his music. He may take 10 on Perform checks even when caught in the thick of a raging battle atop an erupting volcano while his limbs are torn upon by a hundred world-devouring serpents, or while he is otherwise under duress.

*Ram it Down:* The Disciple masters the art of ramming "it" down. His bardic performances, Euphonies and Cacophonies influence even those normally immune to mind-affecting abilities. This allows him to, for example, impart morale

bonuses from such abilities to his allies. If any such effects would allow a saving throw, an enemy who is immune to mind-affecting abilities gains a +5 bonus to their Will save.

*The Art of Ruin:* The Disciple invests his chosen weapon with the power to ruin anything. His instrument of destruction ignores 10 points of hardness with its attacks, and always counts as “Ruin” for the purpose of overcoming damage reduction. (To be clear, “Ruin” encompasses all alignments and materials, and overcomes everything but DR/- and DR/Epic.)

### **Disciple Feats - More Ways to Mosh**

The following feats are available for Disciples of Metal.

#### *Extra Cacophony*

**Prerequisites:** One or more Cacophonies

**Benefit:** You gain an additional Cacophony, but you must pay for this power by discarding more of your inferior Bardic magic. Treat your Bard level as 1 less for the purpose of spell casting; this causes you to lose spells and spell slots.

#### *Extra Euphony*

**Prerequisites:** One or more Euphonies

**Benefit:** You gain an additional Euphony, but you must pay for this power by discarding more of your inferior Bardic magic. Treat your Bard level as 1 less for the purpose of spell casting; this causes you to lose spells and spell slots.

#### *Greater Shred Focus*

**Prerequisites:** Shred Focus

**Benefit:** When invoking spells from Cacophonies, you gain a +2 bonus to caster level checks made to defeat spell resistance. Add +1 to the DC for all saving throws against your Cacophonies; this stacks with Shred Focus.

#### *Holy Diver*

**Prerequisites:** One or more Euphonies

**Benefit:** Your mastery of stage theatrics and crowd-diving enables you to use both of the

following maneuvers.

**Powerslide:** Whenever you would roll an Acrobatics check to move through threatened squares, you may expend two rounds of bardic performance to execute a Powerslide. If you do, you drop to the floor and are considered kneeling until you stand up again, and you roll a Perform (Metal) check instead of an Acrobatics check. Enemies whose threatened squares you pass through suffer 1d8 points of electricity damage per 2 ranks you have in Perform (Metal) (up to a maximum of 5d8). A successful Reflex save (DC 10 + ½ your Hit Dice + your Charisma modifier) halves this damage.

**Stage Dive:** Whenever you would roll an Acrobatics check to make a jump or soften a fall, you may expend two rounds of bardic performance to execute a Stage Dive. If you do, you roll a Perform (Metal) check instead of an Acrobatics check, and you automatically land on your feet as long as falling damage does not knock you unconscious. Creatures (hostile or otherwise) near where you land suffer 1d6 points of sonic damage per 10' that you fell (maximum 20d6); the area-of-effect is a radius of 10' for every 40' that you fell (minimum 10', maximum 50'). A successful Fortitude save (DC 10 + ½ your Hit Dice + your Charisma modifier) halves the sonic damage.

#### *Legendary Tales*

**Prerequisites:** Two or more Disciple abilities, Lore Master class feature

**Benefit:** Once per week, you may expend four rounds of bardic performance and make a Perform check (DC 40); if you are successful, you cast *Legend Lore* as a spell-like ability. The duration of your performance is equal to what the casting time of *Legend Lore* would be, regardless of whether your check succeeds or fails. You may use the Lore Master ability one additional time per day.



### *Reign in Blood*

Prerequisites: Two or more Disciple abilities

Benefit: As an immediate action, you may expend four rounds of bardic performance to empower yourself with *Deadly Juggernaut* as the spell, except that foes must also have blood in order to be considered qualifying opponents. If you choose to use this feat immediately after slaying a qualifying opponent, they count toward the bonuses you gain from *Deadly Juggernaut*.

### *Shred Focus*

Prerequisites: One or more Cacophonies

Benefit: You gain a +2 bonus to Perform checks made to invoke Cacophonies. Add +1 to the DC for all saving throws against your Cacophonies.

### *Smite and Ignite*

Prerequisites: One or more Disciple abilities

Benefit: After making a successful melee attack with your instrument of destruction, you may spend a swift action and expend three rounds of bardic performance to bathe your foe in the fires of Metal. Your immolated foe suffers 2d6 fire damage each round for 3 rounds. This damage ignores 5 points of fire resistance for each Disciple ability you possess. The supernatural flame is more difficult to put out than an ordinary fire, and can only be prematurely extinguished by the victim jumping into water to douse themselves, or by being dispelled as if it was a 3rd level spell (treat your caster level as equal to your Hit Dice for this purpose). This feat doesn't stack with itself; if you trigger it against a foe who you've already ignited, it merely resets the duration back to 3 rounds.

### *Straight through the Heart*

Prerequisites: One or more Disciple abilities

Benefit: Once per round, when you score a critical hit with your instrument of destruction, you may expend three rounds of bardic performance to increase the weapon's critical threat multiplier by one step (x2 becomes x3, etc).

### *The Culling*

Prerequisites: One or more Disciple abilities

Benefit: As a standard action, you may expend one round of bardic performance and command your instrument of destruction to fly forth from your hand and rip into all foes within a line 5' wide and up to 30' long (you may have the line be as short as 10'); make a melee attack at your highest base attack bonus with your instrument of destruction against each creature in the affected area. You must make a separate roll against each opponent. For the purpose of these attacks, you are not affected by spells or abilities which damage or debilitate melee attackers such as *Fire Shield* or *Unholy Aura*. The weapon then returns to your hand. This feat isn't compatible with the Way of the Fist Disciple ability, unless your DM allows you to detach your limb or something similarly spectacular and messy.

Spell Level	Perform Check DC	Rounds of Performance
1st-2nd	DC 20	1-2 rounds
3rd	DC 25	2-3 rounds
4th	DC 30	3 rounds
5th	DC 30	4 rounds
6th	DC 35	5 rounds
7th	DC 40	6 rounds
8th	DC 45	8 rounds
9th	DC 50	10 or more rounds

### Designing your own Cacophonies

When it comes to incorporating the vast kingdoms of Metal into this wicked profession, the possibilities are limitless and the process is fairly simple. To implement your own Cacophony, begin by choosing a spell, preferably one from a sourcebook that your DM won't hate you for.

Based on the spell level, you can determine its Perform check and how many rounds of bardic performance must be expended to use it in a Cacophony.

If a spell shows up on multiple spell lists, use the highest level version. Consider making the spells available at the same level that a Cleric would gain access to spells of that level (for example, 7th level spells tend to become available at 13th level), and have the Cacophony offer three spells with a similar theme at varying levels. These are merely guidelines, which not even the existing Cacophonies strictly follow. One might decide to be more generous if the spells were already accessible to non-Metal Bards of inferior might and savagery (Symphony of Destruction), or if the spells are given certain drawbacks or limitations (Some Kind of Monster). Particular care should be given when dealing with iconic doom-spells from classes that have been breaking the game since the 1970s (Fatal Energy).

Now, if you are the player, ask yourself this question: are you designing this Cacophony mostly because you have a cool idea for a Metal song that can be translated into tabletop asskickings?

*Answer One:* Yes, pure creative awesomeness inspires my reign of mayhem and/or I absolutely must have my favorite Metal songs embodied in the halls of murderation.

*Result:* Proceed, brother (sister, or other) of Metal, and may the DM recognize your devotion and absence of hubris.

*Answer Two:* No, I just want to pull some crazy powergaming shenanigans by throwing around Contingencies or utilizing combos that go against the spirit of the class.

*Result:* You have angered the Metal gods with your sorry attempts at ascension. Punch yourself in the crotch and go listen to 9 straight hours of the heaviest Metal you can find as recompense for your transgression.

### **Converting this Class into 3.5**

Although this class was originally written for 3.5, it has undergone considerable revisions to be adapted into its current form. Still, it can be converted back into 3.5 without losing its essence.

The most significant difference is that 3.5 Bards manage their bardic music by uses per day, rather than by rounds. It is suggested that all Disciple class features which expend rounds of bardic performance expend half as many daily uses of bardic music in 3.5 (rounded down). The balance of this is not perfect; spells or abilities which expend exactly three rounds of bardic performance would become appreciably more valuable in 3.5. There are numerous other variables affecting how this class might perform in 3.5, such as the core 3.5 Bard possessing less options than the Pathfinder Roleplaying Game Bard, or how 3.5 would make it more difficult to trivialize the Perform check DCs for Cacophonies given how Skill Focus is less potent. If the DM is concerned about the power of this prestige class, they can round up instead and the Disciple of Metal will still be strong and likely more useful than they were prior to leveling into this class. The DM may wish to consider modifying or removing some of the extra feats made available to Disciples. Numerous Cacophonies involve spells which were introduced in the Pathfinder Roleplaying Game, so your DM must be willing to work with those somehow. Some mechanics will need to be changed into their closest 3.5 equivalents (for example, modifiers to CMB or CMD would instead be modifiers to attack rolls and ability checks for specific purposes).

## **Guardian of Sacred Worlds**

*War / It's now or never*

*We shall stand together*

*One by one / This world is sacred*

Scattered amidst the inconceivably vast Multiverse lie many worlds which hold the foundation of myth and fantasy itself. It is said that when the mortal realms came into existence, they had been forged with the essence of those worlds which had come before them. In an unusual and oft-forgotten feat of solidarity between Gods both Metal and otherwise, there formed a priestly order whose purpose was to

preserve the memory of these sacred realms for all time... and, if necessary, help defend them from the darkness which lurks between worlds.

The Guardians are descended from this long line of protectors and history-keepers. Informally, some have taken to calling them 'guardians of the blind' because it has been their calling to wander the many lands seemingly without aim or purpose - as though bereft of sight.

**Role:** Strategically, a Guardian of Sacred Worlds serves in mostly the same capacities as other priests: to mend, to protect, and to purge threats with divine power - though invariably, she finds her offensive repertoire improved with the secrets that she learns.

**Alignment:** Guardians come from all alignments, though the most prominent and long-lived members are often neutral. Their path requires that they embrace the sacred worlds' darkness as well as their light; it is not uncommon for a Guardian to channel healing warmth in one moment, and the vengeful flames of a dark lord the next.

**Hit Die:** d8.

### **Requirements**

To qualify for membership as a Guardian of Sacred Worlds, a character must fulfill the following criteria:

**Feats:** Skill Focus (Knowledge [planes]).

**Skills:** Knowledge (planes) 4 ranks.

**Spells:** Ability to prepare and cast 2nd-level divine spells.

**Special:** Ability to "lose" a prepared spell slot to spontaneously cast either cure spells, inflict spells, or *Summon Nature's Ally* spells.

### **Class Skills**

The Guardian's class skills (and the key ability for each skill) are Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (history) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Knowledge (planes) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Survival (Wis).

**Skill Ranks at Each Level:** 2 + Int modifier.

**Spellcasting:** At the indicated levels (all except 2nd and 10th), the Guardian of Sacred Worlds adds one to her divine spellcasting class level for all spell casting purposes, granting her more spells per day, spells known, and increasing her caster level with such spells. This does not grant or improve other features from her previous class. If the character has more than one divine spellcasting class before becoming a Guardian, she has erred severely, and must decide which class to treat as one level higher for these purposes.

**Spontaneous Casting:** Upon gaining her first level in this class, the Guardian learns to reach across the disciplines of priest and druid, honing her ability to manipulate vital energy and conjure allies from other realms.

If the character has levels in the Cleric class, she gains the ability to "lose" any prepared divine spell that is not a domain spell in order to cast any *Summon Nature's Ally* spell of the same level or lower (even though such spells are not featured on the spell list for Clerics).

If the character has levels in the Druid class, she gains the ability to "lose" a prepared divine spell in order to cast any cure spell of the same spell level or lower. A character who is neutral or evil aligned might instead gain the ability to convert prepared divine spells into inflict spells (even though such spells are not featured on the spell list for Druids); this is otherwise handled in the same way it would be handled for Clerics of neutral or evil alignment.

**Rite of Sacred Worlds:** At levels 2, 4, 6 and 8, the Guardian forges a connection with one of the

aforementioned sacred realms. These connections are oft signified as ballads or mantras which retell some tragic or magnificent tale from within said realm. Many such abilities have both a passive benefit and an active benefit limited by uses per day. Thus, the Guardian of Sacred Worlds chooses one of the abilities below.

**Battle of Sudden Flame (Su):** The Guardian wields destructive power from the volcanic peaks. Whenever the Guardian deals fire damage with a spell, she ignores 5 points of fire resistance; this amount improves to 10 points when she reaches 5th level in this class, and to 15 points at 10th level.

Three times per day, when the Guardian casts a spell with the fire descriptor, she may enhance it so that the searing flames continue to burn creatures for 1 round. On the next round, creatures damaged by the spell suffer one-half of the damage it inflicted the previous round; a second Reflex save made on the creature's turn negates this extra damage. This ability only works with spells that have an instantaneous duration and allow a saving throw for reduced damage (such as *Flame Strike*).

Alternatively, the Guardian may expend a daily use of this ability when casting one of the spells listed below; if she does, the spell gains a specific,

added effect.

*Produce Flame:* The spell's casting time is reduced to a swift action. The maximum damage bonus she can gain for caster level is +10 (instead of +5).

*Sun Metal:* The spell's casting time is reduced to a swift action. The extra damage increases to 1d6.

*Flame Blade:* The spell's duration increases to 10 minutes per caster level. The Guardian adds her Wisdom bonus to the damage dealt by the spell.

*Wall of Fire:* The spell's duration increases to 1 minute per caster level. All damage dealt by this spell is maximized (as though affected by the Maximize Spell feat).

*Fire Seeds:* Acorn grenades created with this spell deal +1 damage per die to their target, and deal 1d4 splash damage per die (instead of 1 splash damage per die). Holly berry bombs created with this spell explode in a 10-foot radius burst (instead of a 5-foot burst).

*Elemental Swarm:* Fire elementals she summons act as though under a Haste spell for the entire duration of their summoning.

**Light Beyond the Dark (Su):** The Guardian channels the light of majesty and renewal. Whenever the Guardian damages a creature using a spell with the light descriptor, creatures so damaged become dazzled for 1 round (no save); at the DM's discretion, certain creatures may be unaffected - such as those who cannot see, or

Level	BaB	Fort	Ref	Will	Special
1	+0	+0	+0	+2	Spontaneous Casting, +1 spell caster level
2	+1	+0	+0	+3	Rite of Sacred Worlds
3	+2	+1	+1	+3	+1 spell caster level
4	+3	+1	+1	+4	Rite of Sacred Worlds, +1 spell caster level
5	+3	+1	+1	+4	+1 spell caster level
6	+4	+2	+2	+5	Rite of Sacred Worlds, +1 spell caster level
7	+5	+2	+2	+5	+1 spell caster level
8	+6	+2	+2	+6	Rite of Sacred Worlds, +1 spell caster level
9	+6	+3	+3	+6	+1 spell caster level
10	+7	+3	+3	+7	Mastery of Rites



those who voluntarily avert their eyes from the caster in the same manner as avoiding a gaze attack. The duration of this effect increases to 1d4+1 rounds when the Guardian reaches 5th level in this class, and to 1 minute at 10th level.

Three times per day when the Guardian casts a spell with the light descriptor, she may increase the saving throw DC by 2. This ability only works with spells which harm or debilitate creatures and allow a saving throw for reduced effect.

Alternatively, the Guardian may expend her daily use of this ability when casting one of the spells listed below; if she does, the spell gains a specific, added effect.

*Heat Metal:* If this spell heats a creature's worn armor, the damage is maximized (as though affected by the Maximize Spell feat); if this spell heats a creature's wielded weapon, the creature suffers a -2 penalty to attack rolls with that weapon for the whole duration of the spell (no save).

*Daylight:* This spell becomes the equivalent of daylight for the purposes of creatures that are damaged or destroyed by bright light.

*Searing Light:* The Guardian gains a +4 sacred bonus on her attack roll and on any subsequent check to overcome spell resistance (if applicable), and the spell gains the benefits of Empower Spell (as per the feat).

*Flame Strike:* The spell gains the benefits of Widen Spell (as per the feat).

*Wrath of the Sun\*:* The Rite's effect applies to each bolt used during the course of the spell (that is, each bolt has its saving throw DC increased by 2).

*Prismatic Sphere:* The sphere causes blindness to creatures looking at with 12 or less HD (instead of 8 or less HD); regardless of Hit Dice, creatures looking at the wall become dazzled for 2d4x10 minutes (no save).

\*New spell featured in the Book of Metal.

Miracle Machine (Su): The Guardian calls upon vestiges of the long lost Miracle Machine.

Whenever the Guardian casts a cure spell, she cures an additional 1d8 points of damage; this amount improves to 2d8 when she reaches 5th level in this class, and to 3d8 at 10th level. Furthermore, if a Guardian of any level uses a cure spell with a range of touch, the spell instead gains a range of close (25 feet + 5 feet per 2 caster levels) and, if used offensively, does not require a touch attack.

Three times per day, when the Guardian cures hit point damage with a spell that channels positive energy (such as *Cure Light Wounds* or *Heal*), she may enhance it so that it wards the recipient from death; this functions as though *Death Ward* were cast upon the target (even if the Guardian is not high enough level to cast that spell), except that the duration is only 1 minute. If the spell is used to target multiple creatures, each affected creature benefits from the *Death Ward* effect for only 2 rounds.

Alternatively, the Guardian may expend all three daily uses of this ability when she uses a divine spell to restore life to a deceased creature; if she does, the spell improves in one of the following ways chosen by the Guardian. The Guardian must have all three daily uses remaining to use this option.

The creature suffers one less negative level or point of ability drain.

If the spell brings the creature's soul into a randomly determined form (such as *Reincarnate*), the Guardian may restore the creature to their original form instead of rolling on the table.

If the spell has a material component, the gold cost of that material component is reduced by one-half.

The spell's casting time is reduced by a factor of ten (becoming 1 round if it was 1 minute, or 1 minute if it was 10 minutes).

Murder the Dawn (Su): The Guardian empowers certain magic with the anguish of the fallen one. Whenever the Guardian casts an inflict spell, she deals an additional 1d8 points of damage; this

amount improves to 2d8 when she reaches 5th level in this class, and to 3d8 at 10th level. Furthermore, if a Guardian of any level uses an inflict spell with a range of touch, the spell instead gains a range of close (25 feet + 5 feet per 2 caster levels) and does not require a touch attack.

Three times per day, when the Guardian deals negative energy damage from a spell (such as *Inflict Critical Wounds* or *Harm*), she may enhance it so that it drains power from her foes. A living creature who fails their saving throw against the spell gain 2 temporary negative levels; if the spell is used to target multiple creatures, each creature who fails their saving throw gains 1 temporary negative level instead. Like negative levels inflicted through an *Enervation* spell, these negative levels heal after a number of hours equal to the Guardian's caster level (maximum 15) instead of becoming permanent. This ability only works with spells that have an instantaneous duration and allow a saving throw for reduced damage.

Alternatively, a Guardian with 15 or more Hit Dice may expend a daily use of this ability to spontaneously cast *Hungry Darkness*, even though the spell is not on the list for her class; to do this, she must "lose" a prepared divine spell that is of 7th level or higher and not a domain spell.

The Soulforged, the Stainless Will Rise (Su): By channeling the limitless ambition of the Soulforged, the Guardian can greatly bolster her magical potency. Once per day as a free action, the Guardian may increase her caster level by 2 plus 1 more per 5 levels she possesses in this class. This effect lasts for 1 minute, until the Guardian becomes incapacitated, or the Guardian dismisses the ability - whichever comes first. At the end of the duration, the Guardian suffers one point of Wisdom drain for each round that this ability was active. If the Guardian's Wisdom drops to 0 as a result of this ability, the power utterly consumes her, forever erasing the shattered vestiges of her identity; the exact effects of this are up to the

DM's discretion, but the Guardian should cease to be available as a player character.

Time Stands Still at the Iron Hill (Ex): The Guardian's fighting prowess improves, and she may choose one bonus feat selected from those listed as Combat Feats.

Three times per day as a full-round action, the Guardian can make a combination melee weapon attack that channels the wrath and prowess of Fingolfin's seven strikes. The Guardian rolls a single melee attack with a +4 bonus to her attack roll. If the attack is successful, she then makes six additional attack rolls at her highest base attack bonus. For each of the six additional rolls that would hit her target, the Guardian's single attack gains a bonus to damage. The amount of bonus damage per hit is based on the Guardian's Hit Dice. This ability is not usable with touch attacks.

Hit Dice	Bonus Damage per Extra "Hit"
6-8	1d8
9-12	2d6
13-17	3d6
18+	4d6

For example, a 13th-level Guardian who was successful on four out of six additional rolls would deal an additional 12d6 damage on her single attack.

Welcome to the Otherland (Su): The Guardian gains applicable wisdom over the gateways between worlds. The Guardian gains the ability to "lose" any prepared divine spell that is not a domain spell in order to cast any spell she knows from the Teleportation subschool (such as *Plane Shift* or *Tree Stride*) of the same spell level or lower.

Once per day as a standard action, the Guardian may banish her foe to the Otherland. This ability functions identically to the *Maze* spell, except that the Guardian's caster level for divine spells

determines the Intelligence check DC for a creature to escape the labyrinth, as indicated below. The Guardian must possess at least two other Rites of Sacred Worlds before choosing this one.

Caster Level	Escape DC
8 or less	14
9-10	16
11-12	18
13-14	20
15-17	20*
18+	22*

\*The spell is particularly potent. The spell's range increases to 100 ft. plus 10 ft. per caster level (as a Medium-range spell). Furthermore, the Guardian may choose to have the spell affect all creatures within a 10' radius of a point within range, instead of a single creature.

Wheel of Time (Su): The Guardian can bind friends and foes alike within the cycle of fate. Three times per day as an immediate action, she may do one the following:

When a creature within 30 feet makes a failed attack roll, the Guardian imposes upon that creature a -2 luck penalty to attack rolls for 1 minute.

When a creature within 30 feet makes a successful attack roll, the Guardian grants that creature a +2 luck bonus to attack rolls for 1 minute.

When a creature within 30 feet fails a saving throw, the Guardian imposes upon that creature a -2 luck penalty to saving throws for 1 minute.

When a creature within 30 feet makes a successful saving throw, the Guardian grants that creature a +2 luck bonus to saving throws for 1 minute.

When the Guardian reaches 5th level in this class, the range for this ability increases to 60 feet; when she reaches 10th level, the luck modifiers increase to either a +3 bonus or a -3 penalty (whichever is applicable).

Winter is Coming (Ex): As the Guardian prepares for the inevitable storm (be it winter, summer or otherwise), she gains the ability to “lose” a prepared divine spell that is not a domain spell in order to cast *Resist Energy* or *Protection from Energy*, provided that she sacrifices a spell slot of the same level or higher.

Three times per day, when the Guardian casts *Resist Energy* or *Protection from Energy*, she may double the spell's duration. When the Guardian reaches 5th level in this class, she gains the separate option to expend two daily uses of this ability to reduce the casting time to a swift action; at 10th level, she may expend all three daily uses to reduce the casting time to an immediate action.

With Thunder & Lightning (Su): A great storm heralds the dark lord's arrival. Whenever the Guardian deals electricity or sonic damage with a spell, she ignores 5 points of electricity or sonic resistance (whichever is applicable); this amount improves to 10 points when she reaches 5th level in this class, and to 15 points at 10th level.

Three times per day, when the Guardian damages a creature using a spell with the electricity or sonic descriptor, she may enhance it to stagger and disrupt her shocked foes. Creatures who fail their saving throw against a spell dealing electricity damage become staggered for 1 round; creatures who fail their saving throw against a spell dealing sonic damage become deafened for 1 minute. This ability only works with spells that allow a saving throw for reduced damage or effect (such as *Call Lightning* or *Sound Burst*).

Alternatively, the Guardian may expend a daily use of this ability when casting one of the spells listed below; if she does, the spell gains a specific, added effect.

*Shatter:* The Guardian doubles her caster level for the purpose of determining the weight of objects which are affected in an area attack, and the maximum weight of a nonmagical object that she can shatter. If she uses the spell to damage a

crystalline creature, she instead applies this ability's deafening effect mentioned above.

*Call Lightning:* The Rite's effect applies to each bolt used during the course of the spell (that is, each bolt causes the target to become staggered on a failed saving throw).

*Call Lightning Storm:* As *Call Lightning*.

*Control Weather:* The spell's casting time is reduced to one minute, and the change in weather manifests after only one additional minute. The Guardian can call forth a thunderstorm even if doing so would not be appropriate for the climate and season.

*Holy Word:* Sheer divine power arcs out toward nongood creatures within the area, dealing 1d6 damage per 2 caster levels to them (maximum 10d6); this damage is halved for creatures who make their saving throw against the spell, and it does not apply to creatures whose Hit Dice exceed the Guardian's caster level. This ability works similarly with *Blasphemy*, *Dictum* and *Word of Chaos*, except that it affects creatures who are lacking the appropriate alignment (nonevil for *Blasphemy*, etc).

*Storm of Vengeance:* Lightning bolts called down with this spell deal massive damage, as though under the effects of both the Empower Spell and Maximize Spell feats.

**Mastery of Rites (Ex):** At 10th level in this class, the Guardian improves her affinity for the sacred realms. Three times per day, the Guardian may spend one uninterrupted minute in meditation to regain one expended daily use of a Rite of Sacred Worlds.

### **Guardians of Sacred Feats**

The following feats are available for Guardians of Sacred Worlds.

#### *Curved Blade of Sudden Flame*

**Prerequisites:** Battle of Sudden Flame, Weapon Focus (Scimitar)

**Benefit:** As long as you have a divine spell of 2nd level or higher available to cast, you can cast *Flame Blade* without expending one of your spell slots.

Whenever you use the Battle of Sudden Flame Rite to enhance your casting of *Flame Blade*, you cast the spell as a swift action (in addition to the other benefits). You gain a +2 bonus to caster level checks made to overcome spell resistance with *Flame Blade*.

#### *Priest of Sacred Worlds*

**Prerequisites:** Cleric level 4th, two or more Rites of Sacred Worlds

**Benefit:** Choose one of your Cleric domains. You gain the 6th or 8th level ability associated with that domain. You may add your class levels in Guardian of Sacred Worlds to your Cleric level for the purpose of abilities granted by the domain you chose.

#### *Rite of Sacred Worlds Focus*

**Prerequisites:** Two or more Rites of Sacred Worlds

**Benefit:** Choose one of your Rites of Sacred Worlds that enhances specific spells. You add +1 to the DC of all saving throws against spells which would be applicable for enhancement under the Rite you select (for example, choosing With Thunder & Lightning would grant you a bonus with all spells of the electricity or sonic descriptors, as well as *Control Weather* and other specific spells listed). You gain one additional daily use of the Rite you selected.

**Special:** You can gain this feat multiple times. Each time you take the feat, it applies to a different Rite you know.

#### *Wanderer of Sacred Worlds*

**Prerequisites:** Druid level 4th, two or more Rites of Sacred Worlds

**Benefit:** You may add your class levels in Guardian of Sacred Worlds to your Druid level for the purpose of Wild Empathy (allowing you to grow your modifier with that ability). When you reach 15 Hit Dice, you gain the Druid's A Thousand Faces class feature. When you reach 17 Hit Dice, you gain the Druid's Timeless Body class feature.



### **Converting this Class into 3.5**

This class easily translates into 3.5 with virtually no effort. Because 3.5 makes it more difficult for Druids to gain ranks in Knowledge (the planes), your DM should consider allowing Druids to substitute Knowledge (nature) in order to qualify for this class. This class references two spells that do not exist in D&D 3.5 or in the Book of Metal: *Sun Metal* and *Hungry Darkness* (under Battle of Sudden Flame and Murder the Dawn). However, even if your DM does not allow you to import those spells, both of those abilities are entirely functional without the options to use or enhance those spells.

## **Knight of Badassdom**

The Knights of Badassdom are warriors from across the realms who perished before their time, but not before their spirit and prowess earned recognition from the Gods of Metal. Thus they have been resurrected to do battle again; this time, with the Metal Gods' power flowing through their veins. The ultimate aspiration for a Knight of Badassdom is to earn not merely a death worthy of song, but a death worthy... of Metal.

### **A Note from the Author**

This prestige class is powerful even by the elevated standards of this book... and that's sort of the point. For reasons that need not be explained, this class also encourages risky behavior and character mortality. The idea behind this class should be clear: to live on the edge, only to one day have an awesome, epic moment and then perish forever. Both players and DMs should understand and accept what this means before introducing or allowing a Knight of Badassdom into the campaign.

**Role:** In order to reach his full potential, a Knight of Badassdom must regularly engage in acts of intrepid recklessness with no shits given. Such a daring warrior can only be at home in the frontlines, shaking off blows and plunging balls-

deep into the womb of danger. The more who engage him in battle, the better: a true Knight of Badassdom accepts all challengers.

**Alignment:** The Knight of Badassdom may be of any alignment, for there is death and glory to be had whether one fights ogres, demons, or angels.

**Hit Die:** d12.

### **Requirements**

To become a Knight of Badassdom, a character must meet the following criteria:

**Base Attack Bonus:** +5.

**Feats:** Endurance, Diehard.

**Special:** The character must have died in battle and had their soul raised from the dead. Alternatively, a character who is brought "to the brink of death" (within 5 hit points of death) will also qualify as having visited the realms of death only to be returned fortuitously, overseen by the Gods of Metal on the condition that this next chance at life will be their last.

### **Class Skills**

The Knight of Badassdom's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Perform (Cha), Profession (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks at Each Level:** 2 + Int modifier.

**Badassdom Manifest:** The Knight of Badassdom is defined by his capacity to perform deeds of particular valor and madness... and either live to speak of them, or perish in a blaze of glory.

At the start of each day, the Knight of Badassdom gains 2 Badass Points at 1st level, and more points at 2nd level onward, as indicated on the table above. These points replace the Knight's previous

total such that he loses any points he may have accumulated on the previous day. Badass Points represent a combination of the Metal Gods' favor, the Knight's own blazing spirit, and the tears of his enemies. They allow the Knight to perform superhuman deeds, kicking ass and taking names all while impressing the Gods of Metal.

In addition to the points allotted to him each day, the Knight of Badassdom can earn additional points from certain actions or circumstances in the battlefield that demonstrate guts and hellbent determination. The Knight is limited as to how many Badass Points he can accumulate at any one time; the limit is equal to twice the amount of Badass Points automatically allotted to him at the start of each day. Below are the listed ways in which the Knight may gain additional Badass Points.

*Killing Blow:* Whenever the Knight of Badassdom reduces a worthy foe to 0 or fewer hit points with a melee attack, he gains 1 Badass Point. A foe is considered worthy if they are not helpless or unaware, and if they have Hit Dice equal to or greater than half the Knight's character level.

*Grievous Wounds:* Whenever the Knight of Badassdom suffers damage equal to half his maximum hit points or greater in a single round, he gains 2 Badass Points. This is cumulative with the points gained from At Death's Door, if applicable.

*Sheer Tenacity:* Whenever the Knight of Badassdom succeeds on a Fortitude or Willpower save with a DC of 15 or greater, he gains 1 Badass

Point. The Knight of Badassdom may only gain a Badass Point this way once per round.

At the DM's discretion, the above circumstances fail to award Badass Points if the Knight of Badassdom is not actually engaged (or about to be engaged) in combat or some similarly dangerous situation. Furthermore, the Gods of Metal frown upon those who would seek to "cheat" on gaining their favor, and such individuals will soon be deemed unworthy.

**Act of Badassdom (Optional):** Whenever the Knight of Badassdom performs an Act of Badassdom, he gains 1-4 Badass Points as determined by the DM. Acts of Badassdom must be dramatic and inspiring and involve a particular amount of risk. Consider the below to be DM guidelines based on how many Badass Points to award:

1 Point: The Knight of Badassdom undertakes a particularly daring and risky course of action which naturally inspires a response of "That's badass!"

2 Point: The Knight of Badassdom does something which is especially risky and against sound, tactical judgment. The chance of success should either be low, or the action should involve placing the Knight in significant and unnecessary danger.

4 Points: All of the above, except the action must be practically guaranteed to result in death, either because of a miniscule chance of success or a certainty that the Knight will die achieving it.

Level	BaB	Fort	Ref	Will	Badass Points/Day	Special
1	+1	+2	+0	+2	2	Badassdom Manifest, Beautiful Death, Feats of Prowess
2	+2	+3	+0	+3	3	Dauntless
3	+3	+3	+1	+3	3	Against all Odds
4	+4	+4	+1	+4	4	None Left to Give
5	+5	+4	+1	+4	4	Ultimate Invocation of Badassdom

**Beautiful Death (Ex):** As soon as the Knight of Badassdom reaches Death's Door, the Gods of Metal begin a cosmic fanfare to welcome a worthy soul among their ranks. The Knight of Badassdom soars with resolve and Metal power such that he may attain the most spectacular end to his adventuring career. When Death finally knocks, the Knight's essence is drawn into the Planes of Mayhem, beyond the realms of Death, where it is forever outside of mortalkind's reach.

This results in the following benefits for the Knight of Badassdom:

- The Knight of Badassdom does not become staggered as a result of being reduced to 0 HP or less, and may act normally even at the brink of annihilation.
- The Knight of Badassdom adds his Hit Dice to his Constitution score for the purpose of determining how much of a negative HP total he can obtain before dying. (For example, a 10 Hit Die Knight dies when his hit points are reduced to a negative amount equal to his Constitution score +10).
- Once per day, when the Knight of Badassdom would be reduced from 0 HP or greater to -1 HP or less, his HP total becomes 0 instead and he gains 3 Badass Points.
- Whenever a spell or effect would cause instant death or destruction to the Knight of Badassdom (including *Disintegrate* and other such effects that trigger upon reducing a target to 0 HP), the Knight of Badassdom ignores that effect and merely suffers the damage and other spell effects normally.
- As long as the Knight of Badassdom has a Constitution score, it may not be reduced below 1.

When the Knight of Badassdom is killed, no mortal magic - not even a *Wish* or *Miracle* spell - may restore his soul to its body.

**Feats of Prowess:** At 1st level, the Knight of Badassdom learns two abilities from the list below, and one additional ability every class level thereafter. These abilities require Badass Points to

activate.

**Badass Boast (Ex):** Whenever the Knight of Badassdom spends at least one round espousing the successes of himself or his group, detailing the manner in which enemies will be vanquished, or undergoing a similar boast, he may spend one or more Badass Points to invoke a variety of effects. The Knight may spend up to three Badass Points, and he chooses one effect from the list below for each such Point he spends. Using this ability when combat has already started requires a standard action.

*1 Point:* The Knight makes an Intimidate check to demoralize each enemy within 30 feet who can hear and understand his boast. He gains a morale bonus to this check equal to one-half his Hit Dice.

*2 Points:* As above. Furthermore, the Knight and allies within 30 feet who can hear and understand him gain a +2 morale bonus to attack rolls and saving throws for 1 minute.

*3 Points:* As above, except that both effects have no range limit and instead affect all enemies or allies who can hear and understand the Boast.

**Culling Strike (Ex):** After damaging a creature with a melee attack, the Knight of Badassdom may spend one or more Badass Points to perform a Culling Strike; if he does, he has a chance of instantly disabling or incapacitating the attack's target, as noted below. The Knight may choose to use this ability after seeing the effects of his attack (and thus avoid wasting his points).

*1 Point:* The Knight rolls 1d4 per point of Base Attack Bonus that he has. If the total roll is equal to or greater than the creature's remaining Hit Points, the creature is immediately reduced to 0 hit points; otherwise, there is no additional effect.

*2 Points:* As above, except that the Knight rolls 1d6 per point of Base Attack Bonus.

*3 Points:* As above, except that the Knight rolls 1d8 per point of Base Attack Bonus.

**Deluge of Nightmares (Su):** As a standard action, the Knight of Badassdom can briefly assume the visage of forces far more terrifying than whatever

fools he happens to be fighting. He must spend two or more Badass Points to use this ability.

*2 Points:* All enemies within 30 feet must succeed on a Willpower save (DC 10 +  $\frac{1}{2}$  the Knight's Hit Dice + the Knight's Charisma modifier) or become panicked for 1 round, then shaken for 1 minute. Enemies who succeed on their saving throw instead become shaken for 1 round. This is a fear effect.

*3 Points:* As above, except enemies who fail their saving throw are panicked for 1d4+1 rounds (instead of 1 round).

Inexorable (Ex): Whenever the Knight of Badassdom would make a saving throw, he may spend a Badass Point to gain benefits as indicated below. He must choose to use this ability prior to rolling.

*1 Point:* The Knight gains a +4 luck bonus to the saving throw.

*2 Points:* As above, except that if the Knight rolls below a 10 on his saving throw, he may treat the result as though he had rolled a 10.

*3 Points:* As above, and furthermore the Knight gains the Evasion and Stalwart class abilities until the start of his next turn.

Martial Virtuosity (Ex): As a free action during combat, the Knight of Badassdom may spend a Badass Point to gain a single Combat feat of his choice. He must choose a feat for which he meets the prerequisites, and he learns the feat only for the duration of the combat. The Knight of Badassdom may use this ability up to three times during a single combat to gain a different feat he qualifies for each time; if the Knight uses this ability more than that in the same combat, he changes one of his three feat selections from Martial Virtuosity to a different feat instead of gaining another one.

No Limits (Su): As an immediate action, the Knight of Badassdom may spend one or more Badass Points to overcome boundaries and limitations as per the options below. These benefits last for 1 round.

*1 Point:* The Knight gains a climb speed equal to his base land speed, and a +20 enhancement bonus to Acrobatics checks made to attempt high or long jumps.

*2 Points:* As above, and the Knight becomes affected by *Freedom of Movement* (as the spell). Alternatively, if the Knight of Badassdom is already under this ability's effects, he may spend a Badass Point to extend their duration by 1 round; this does not require an action, and he may do so as often as he has Badass Points and desires to extend or renew the duration.

Radiant Burst (Su): As a standard action, the Knight of Badassdom can cause his weapon to emit a burst of blinding light and glory that is awesome to behold. He must spend two or more Badass Points to use this ability.

*2 Points:* All enemies within 30 feet must succeed on a Fortitude save (DC 10 +  $\frac{1}{2}$  the Knight's Hit Dice + the Knight's Charisma modifier) or become blinded for 1 round, then dazzled for 1 minute. Enemies who succeed on their saving throw instead become dazzled for 1d4+1 rounds.

*3 Points:* As above, except enemies who fail their saving throw are blinded for 1d4+1 rounds (instead of 1 round).

Reach for Blood (Su): Whenever the Knight of Badassdom takes the attack action, he may spend Badass Points to embark upon a brutal rampage that rends even the air, causing his attack to affect multiple foes in an area.

*1 Point:* Instead of attacking one creature, the Knight makes a single melee attack against all foes in a 15-foot cone. Situational benefits and abilities - such as charging or the Vital Strike feat - apply to all of the attack's targets.

*2 Points:* As above, except the Knight makes a single melee attack against all foes in a 30-foot cone.

*3 Points:* The Knight of Badassdom may use this ability when taking the full attack action (instead of an attack action). If he does, he makes all of his regular attacks against a single creature as normal, and then furthermore makes a single melee attack



against every foe within a 30-foot cone.

**Relentless Charge (Ex):** Whenever the Knight of Badassdom makes a charge, he may spend two or more Badass Points to increase the ferocity of said charge.

*2 Points:* The Knight gains the Pounce special ability until end of turn.

*3 Point:* As above, and the Knight gains a +2 bonus to attack rolls made as part of his charge (in addition to the normal +2 bonus for charging).

**Second Wind (Ex):** As an immediate action, the Knight of Badassdom may spend one or more Badass Points to regain hit points and surmount afflictions as indicated below.

*1 Point:* The Knight regains hit points equal to his Hit Dice.

*2 Points:* The Knight regains hit points equal to twice his Hit Dice. The Knight loses the fatigued condition (if he has it); if the Knight has the exhausted condition, it becomes replaced by the fatigued condition. The Knight loses one temporary negative level (if he has any).

*3 Points:* As above, except that the Knight ends all of the following conditions upon him: exhausted, fatigued, nauseated, sickened, staggered, stunned. Furthermore, use of this ability does not count as an action when 3 Badass Points are spent, allowing the Knight to recover hit points and conditions even if he would normally be prevented from doing so. The Knight of Badassdom must still be conscious to use this ability.

**Seismic Slam (Su):** As a standard action, the Knight of Badassdom can smash the ground to create a shockwave of Metal energy with might and power based on how many Badass Points he spends.

*1 Point:* The Knight makes a trip attempt against all creatures within 10 feet that are standing on the same ground. This does not provoke any attacks of opportunity, and no creature may attempt to trip the Knight in response to a failed attempt.

*2 Points:* As above, but each creature also suffers 1d6 sonic damage per 2 Hit Dice the Knight possesses (max 10d6). A successful Fortitude save (DC 10 +  $\frac{1}{2}$  the Knight's Hit Dice + the Knight's Strength modifier) halves this damage. This damage is dealt regardless of whether the Knight's foes are knocked prone.

*3 Points:* As above, but creatures who fail their saving throw are also stunned for 1 round.

**Dauntless (Ex):** Upon reaching 2nd level, the Knight of Badassdom becomes even more courageous and incorrigible. Whenever the Knight fails a saving throw against a fear or charm effect, he may immediately attempt a new saving throw to avoid or overcome the effect; he only gets one extra chance per saving throw that he would fail. (Passing the second saving throw also counts as having made his save for the purpose of Sheer Tenacity.)

**Against all Odds (Ex):** The Knight of Badassdom fights at his best when the odds are stacked against him. Starting at 3rd level, the Knight of Badassdom gains a +2 morale bonus to AC and damage rolls whenever he is threatened by three or more enemies. Once per combat, if the Knight of Badassdom makes a melee attack against a creature whose Hit Dice exceeds his own by 5 or more, he gains 1 Badass Point (even if his attack misses).

**None Left to Give (Ex):** At 4th level, the Knight of Badassdom automatically succeeds on saving throws against all fear and charm effects. This ability allows the Knight to gain Badass Points from Sheer Tenacity when foes foolishly attempt to charm or frighten him.

**Ultimate Invocation of Badassdom (Su):** When he reaches 5th level, the Knight of Badassdom becomes worthy of petitioning the Metal Gods for direct intervention.

Once per week, the Knight of Badassdom may spend 5 Badass Points to invoke one of the boons

below. The Knight of Badassdom must be at his maximum allotment of 8 Badass Points before he can use this ability.

*Berserker Rage:* The Knight of Badassdom has set forth onto him The Berserker Rage(TM); this is not to be confused with ordinary, inferior barbarian rage. This imparts him with nothing short of superhuman power for a very short amount of time. Using this ability is a free action.

For the next minute, the Knight of Badassdom gains the following benefits:

- All the effects of the Rage feature from the Barbarian class, except the Knight does not become fatigued afterwards; furthermore, the duration is fixed at one minute and is not influenced by his Barbarian level or Constitution score. If the Knight of Badassdom has at least six levels in Barbarian, he benefits from Greater Rage instead, and furthermore benefits from Mighty Rage if he has fifteen or more levels in Barbarian. The DM may rule that other classes with Rage progressions may enhance The Berserker Rage(TM) in a similar fashion.
- Immunity to the fatigued and exhausted conditions, and the Knight immediately recovers from those conditions.
- DR/magic equal to the Knight's Hit Dice (so DR 15/magic at 15 HD). If the Knight of Badassdom possesses 20 or more Hit Dice, he also gains DR 10/epic.
- Once per round, the Knight of Badassdom may use any one Feat of Prowess he knows without requiring or expending any Badass Points; he may even use the stronger, 3-point variations of those abilities.

*Iron Clad Angels:* As a full-round action, the Knight of Badassdom calls forth the Metal Gods' otherworldly servants. The strength and number of the Metal host varies with the Knight's Hit Dice, as per the table below.

Depending upon thematic implications and what role outsiders play in the campaign, the creatures

summoned could be represented as Valkyries literally descending from the sky in a host of thunder while cacophonous riffs rock the horizon. Alternatively, the Metal Gods may send demons instead. These creatures are not directly under the Knight's control, but they are helpful and friendly toward him and his allies. After 1 minute, the summoned creatures depart to deal with matters of greater cosmic significance.

In either case, consider the table to be a set of polite suggestions, subject to the DM's discretion; creatures of similar power will also do. This ability is designed to be roughly the equivalent of casting *Summon Monster* at 2 spell levels higher than the indicated number of Hit Dice would allow (for example, the benefit at 12 HD - when a Cleric or Wizard would normally be able to cast *Summon Monster VI* - is roughly comparable to casting *Summon Monster VIII*).

Hit Dice	Outsider Summoned
11 or less	2 Celestial Griffons / 2 Shadow Demons
12-13	3 Celestial Griffons / 3 Shadow Demons
14-15	3 Celestial Rocs / 3 Vrocks
16-17	2 Valkyries
18-19	3 Valkyries
20+	1 Solar / 1 Balor

*On Wings of Steel:* As a free action, the Knight of Badassdom assumes the likeness of a powerful outsider; this outsider may be good, evil or otherwise, as long as it is Metal AF. At the DM's discretion, this outsider may be one which most reflects the aesthetic inclinations of the Knight's own moral compass - or some nonsense like that.

For 10 minutes, the Knight of Badassdom gains the following benefits:

- A +4 bonus to Strength, Constitution, Wisdom

and Charisma. This bonus is profane (if the Knight's alignment is evil or neutral) or sacred (if the Knight's alignment is good).

- Spell resistance equal to 12 + the Knight's Hit Dice.
- The Knight's attacks with natural or manufactured weapons are considered to be the most favorable material and alignment for the purpose of bypassing Damage Reduction.
- A fly speed of 60 feet (good maneuverability) and a +5 competence bonus to Fly checks.
- The ability to speak and understand all languages known to mortalkind; this benefit may be restricted to merely granting a benefit similar to the *Tongues* spell, if it would cause the DM to have an aneurism otherwise.
- The power to invoke a number of spell-like abilities, each usable once per instance of this ability. The Knight's Hit Dice determines what spell-like abilities are available to him. The abilities are cumulative, such that an 18th level Knight of Badassdom will have five abilities he can use. The caster level for these abilities is equal to the Knight's Hit Dice and the saving throw DCs are based off of the Knight's Wisdom or Charisma (whichever is higher).

Hit Dice	Spell-Like Ability
10-11	<i>Flame Strike</i>
12-13	<i>Blade Barrier</i>
14-15	<i>Heal</i>
16-17	<i>Fire Storm</i>
18-19	<i>Storm of Vengeance</i>
20+	<i>Implosion</i>

The DM might allow the Knight of Badassdom to substitute some of the spells listed below for other divine spells of similar spell level (for example, swapping *Fire Storm* for *Sunburst*) if doing so would be thematically appropriate.

## **Knight Feats - More Ways to Die Gloriously**

The following feats are available for Knights of Badassdom.

### *Face the Almighty*

**Prerequisites:** Against all Odds

**Benefit:** You gain a +2 bonus to attack rolls against creatures whose Hit Dice exceed your own by 5 or more, as well as a +2 bonus to saving throws against the spells and abilities of such creatures.

### *Face the Horde*

**Prerequisites:** Against all Odds

**Benefit:** Whenever you are threatened by six or more enemies, your morale bonus to AC and damage rolls increases to +4.

### *Inner Badassery*

**Prerequisites:** Beautiful Death

**Benefit:** You start each day with one additional Badass Point.

**Special:** You can gain this feat twice. Its effects stack.

### *Splendor of Asskicking*

**Prerequisites:** Beautiful Death

**Benefit:** Treat your Hit Dice as two greater for the purpose of using Feats of Prowess. This improves saving throw DCs as well as other effects dependent on Hit Dice.

### *Versatile Badass*

**Prerequisites:** Beautiful Death

**Benefit:** You learn one additional ability from the Feats of Prowess list.

**Special:** You can gain this feat multiple times. Its effects stack.

## **Converting this Class into 3.5**

This class easily translates into 3.5. It should be noted that 3.5 characters normally die at -10 HP instead of a negative amount equal to their Constitution score, but this minor difference doesn't change the functionality of the class. The Inexorable ability references the Stalwart class feature, which doesn't exist in 3.5, but can be



simply understood as being Evasion for Fortitude and Willpower effects. If your Knight of Badassdom takes the Iron Clad Angels capstone ability, the DM will want to modify the table for which monsters are summoned (or create their own) since the monsters listed may be different or nonexistent in 3.5.

## Psychotron

*Part bionic / And organic*

*Not a cyborg / Call him Psychotron*

To create the ultimate living killing machine has been a pursuit among certain alchemists and engineers for as long as their respective practices have existed. It is only in recent years that the secret has been found (or more accurately, rediscovered): imbue the host's enhancements with the power of Metal. How, precisely, one instills an essence of "Metal" into alchemical and engineering artifices remains the subject of much bewildering debate. To obfuscate the matter further, many of those who managed to figure it out ended up violently and inexplicably murdered shortly thereafter. Thus, so far as the popular arcano-scientific circles are concerned, the creation of the fabled "Psychotron" has become something of a cursed subject matter. Surely such a radical transformation could only lead to an unstable and unpredictable instrument of mayhem, to no betterment of the civilized realms....

**Role:** Psychotron excel at murdering. To this end, they are fairly adaptable because of their ability to alternate effectively between ranged and melee murder even while specializing in one of the two. When Psychotron are not murdering a single creature of their choice, they are most likely murdering multiple foes at once. Occasionally, a Psychotron will demonstrate other useful skills - such as infiltration or technological savvy - which serve to supplement his capacity for murder.

**Alignment:** Psychotron can be of any alignment, as strange as it may sound. It is true that they are often the product of heedless ambition at best, and quite likely violent obsession. While Psychotron are most naturally dispositioned toward Neutral or Evil alignments, it is possible that their powers may be put to what one may tentatively call "a good cause."

**Hit Die:** d8.

### Requirements

Regardless of whether a character facilitated their own transformation into the Psychotron or had another do it on their behalf, a character must fulfill the following criteria to maintain their systems at peak efficiency:

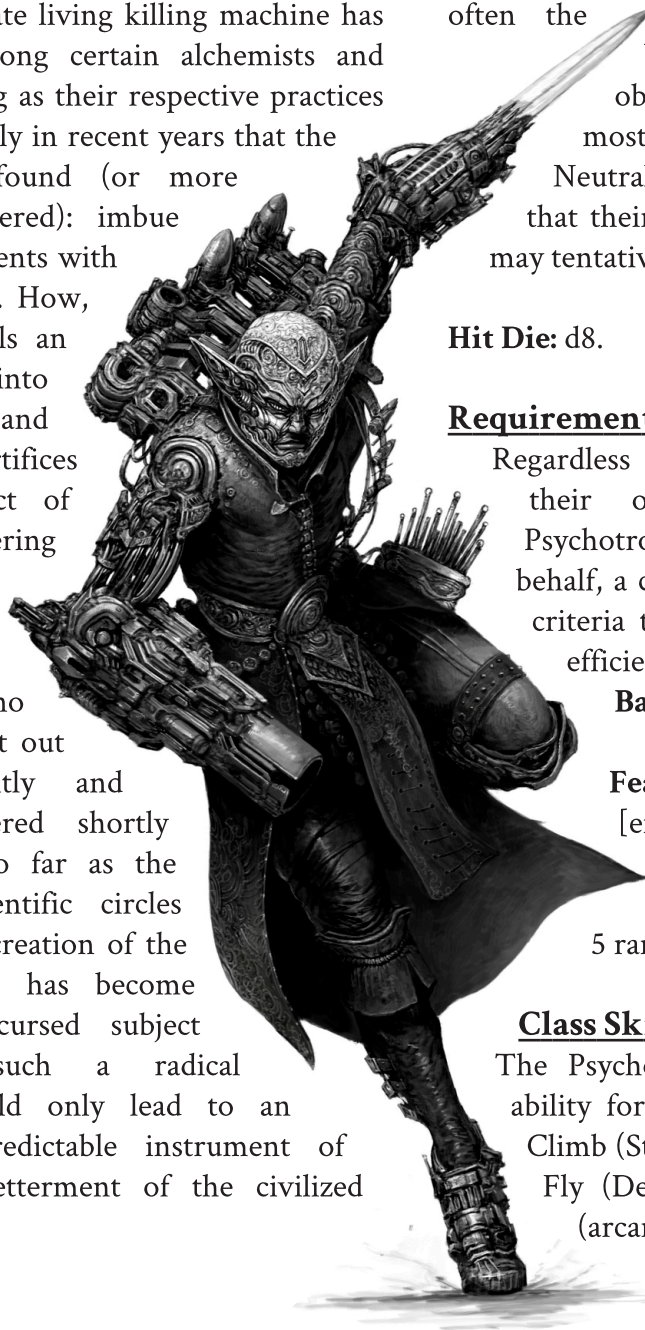
**Base Attack Bonus:** +3.

**Feats:** Skill Focus (Knowledge [engineering]).

**Skills:** Knowledge (engineering) 5 ranks.

### Class Skills

The Psychotron's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (engineering) (Int), Sleight of Hand (Dex), and Stealth (Dex).





**Skill Ranks at Each Level:** 4 + Int modifier.

**Close Weapon System (Su):** The Psychotron gains the ability to transform one of his arms into a melee weapon. He chooses a single type of light or one-handed melee weapon. As a free action once per turn, the Psychotron may call a masterwork version of that weapon into being; this causes the Psychotron to drop whatever else he may be holding or carrying in that hand. The Psychotron may spend another free action to recall the weapon, but because the weapon is a part of his arm, he may not drop it or change hands with it, and he cannot be disarmed of it as long as he retains that limb; the hand is not considered free until he recalls the weapon.

The Psychotron may “repurpose” other melee weapons as the means of changing or upgrading his weapon selection. By spending one minute installing the new weapon and recalibrating his systems, the Psychotron may change his weapon selection to that of any specific masterwork light or one-handed melee weapon available to him (even magical weapons); this consumes the weapon in question, as it literally becomes a part of the Psychotron. At the DM’s discretion, some weapons (such as powerful artifacts) may prove resistant to being absorbed in this manner, or cause baleful complications for attempting such.

Regardless of which specific weapon he uses, the Psychotron ensures that it is always optimized for violence. He gains an enhancement bonus on attack and damage rolls with his close weapon system equal to 1 per +4 Hit Dice he possesses (up to a maximum of +5 at 20th level). Since this is an enhancement bonus, it doesn't stack with the bonus from magic weapons. For example, a Psychotron with 12 character levels treats a *+1 flaming sickle* effectively as a *+3 flaming sickle*.

**Energy Blast (Su):** The Psychotron gains the use of a retractable laser cannon, or some similar instrument of mayhem. As a standard action, the Psychotron can fire a blast of destructive energy at

a foe at will. An energy blast is a ranged attack with a range increment of 60 feet, which deals 2d6 points of damage plus 1 for every Hit Die the Psychotron has (for example, a 5th level character would deal 2d6+5 damage with an energy blast). Upon gaining this ability, the Psychotron must choose one type of damage for his energy blast: acid, cold, electricity, or fire. He may change this selection each time he gains a level. The Psychotron must have at least one hand free to use this ability.

**MDK Battery:** Upon reaching his second level, the Psychotron gains a reserve of Murder Points which he uses to empower many of his systems - especially those that emulate the effects of various spells. The Psychotron’s Murder Points replenish to their maximum whenever the Psychotron completes an eight hour recovery period.

Whenever any Psychotron class ability duplicates a spell, the caster level is equal to the Psychotron’s Hit Dice; when applicable, the saving throw DCs are equal to 10 + ½ the Psychotron’s Hit Dice + the Psychotron’s Intelligence modifier.

**Auxiliary Weapon System (Sp):** At levels 2, 5, and 8, the Psychotron improves his affinity for murder by gaining one choice from the list of abilities below. These abilities emulate various spells and the Psychotron must spend the indicated amount of Murder Points to use them. Whenever the Psychotron gains a level, he may choose to replace one of his Auxiliary Weapon Systems with another (in addition to any new systems he gains that level, if any).

*Artillery Shot (2 Murder Points):* The Psychotron fires a long-distance barrage to hamper opponents (and also kill them), functioning as *Volcanic Storm*.

*Destructive Overload (2 Murder Points):* The Psychotron releases an explosion of energy as per the *Detonate* spell.

*Flamethrower (1 Murder Point\*):* The Psychotron

emits a fan of flames as per a *Burning Hands* spell, except that the spell deals additional damage equal to the Psychotron's Hit Dice (for example, 5d4+6 at 6th level), and creatures which fail their saving throw catch on fire. When the Psychotron uses this Auxiliary Weapon System, he may use it again on the following round without spending any additional Murder Points; this allows him to effectively maintain the flamethrower for many rounds or even minutes at a time if there is no interruption.

*Incendiary Grenade (2 Murder Points):* The Psychotron launches a tried-and-true projectile that bursts into flame, as per *Fireball*.

*Shock Cannon (2 Murder Points):* The Psychotron fires a long line of electricity, functioning as *Lightning Bolt*, except that the spell's damage improves to 1d8 per caster level, up to a maximum of 10d8 at 10th level.

#### 5th Level Options

Starting with his selection at 5th level, the Psychotron may also choose from below.

*Absolute Zero (3 Murder Points):* The Psychotron covers the area in front of him with sub-zero temperatures, functioning as a *Cone of Cold* spell.

*Lightning Coil (3 Murder Points):* The Psychotron

lets loose a crackling bolt of electricity, functioning aptly as per *Chain Lightning*.

*Poison Canister (3 Murder Points):* The Psychotron fills a space with poisonous gasses as per *Cloudkill*.

*Seeker Bolts (3 Murder Points):* The Psychotron launches a quick salvo of murder-seeking bolts as per the spell *Magic Missile*, except that the casting time is a swift action.

#### 8th Level Options

Starting with his selection at 8th level, the Psychotron may also choose from below.

*Cluster Bomb (6 Murder Points):* The Psychotron launches a devastating barrage as per *Fire Storm*.

*Death Ray (6 Murder Points):* The Psychotron shoots a ray of instantly fatal energy, just like a *Finger of Death*.

*Sonic Boom (6 Murder Points):* The Psychotron lets forth a devastating sonic boom, functioning as *Greater Shout*.

*Ultraviolet Burst (6 Murder Points):* The Psychotron fires a weapon with the power of the sun; this functions as the *Sunburst* spell, except that the blindness only lasts for 1d4+1 rounds.

Level	BaB	Fort	Ref	Will	Murder Points	Special
1	+1	+0	+2	+0	-	Close Weapon System, Energy Blast
2	+2	+0	+3	+0	4	MDK Battery, Auxiliary Weapon System
3	+3	+1	+3	+1	6	Primary Weapon Upgrade
4	+4	+1	+4	+1	9	Defensive System
5	+5	+1	+4	+1	12	Auxiliary Weapon System
6	+6	+2	+5	+2	15	Primary Weapon Upgrade
7	+7	+2	+5	+2	18	Defensive System
8	+8	+2	+6	+2	21	Auxiliary Weapon System
9	+9	+3	+6	+3	24	Primary Weapon Upgrade
10	+10	+3	+7	+3	28	Defensive System

**Primary Weapon Upgrade:** At levels 3, 6 and 9, the Psychotron gains his choice of one upgrade for either his Energy Blast or Close Weapon System, as per the list below.

#### Energy Blast Upgrades

*Diffusion (Su):* As a swift action, the Psychotron can spend one Murder Point to cause his energy blasts to disperse on impact, damaging creatures near the initial targets. For 1 round, whenever the Psychotron damages a target with an energy blast, creatures and objects within 10 feet of his target also receive the same amount of damage; a successful Reflex save (DC 10 +  $\frac{1}{2}$  the Psychotron's Hit Dice + the Psychotron's Dexterity modifier) halves the area damage caused by a nearby energy blast. The Psychotron may effectively turn his energy blasts into area attacks by firing them at the ground or similar surfaces within 10 feet of his intended targets.

*Penetrating Blasts (Su):* As a swift action, the Psychotron can spend 2 Murder Points to empower his energy blasts. For 1 round, the Psychotron's energy blasts against targets within one range increment are resolved against touch AC, though they are not considered touch attacks for the purposes of feats and abilities such as Deadly Aim.

*Pure Energy (Su):* The Psychotron adds 'force' to the list of energy types he may choose for his energy blast. Furthermore, he gains a +1 enhancement bonus to attack rolls with his energy blasts.

*Rapid Fire (Su):* As long as the Psychotron has at least one Murder Point remaining, he may activate Rapid Fire as a free action. For 1 round, his energy blasts no longer require a standard action to use; instead, attacking with an energy blast merely takes the place of one of the Psychotron's normal attacks, and he can make a full attack using energy blasts. While Rapid Fire is active, the Psychotron's energy blasts are less potent, dealing damage equal to 1d6 + 1 for every

2 Hit Dice the Psychotron has. This option does not expend Murder Points.

*Reconfigure (Su):* The Psychotron's versatility improves, such that he gains his choice from one of the following benefits:

Impact: Energy blasts deal an additional 1d6 damage on a successful hit.

Point Blank: Energy blasts gain a +2 circumstance bonus to attack rolls against targets within 30 feet.

Precision: Energy blasts are able to count as sneak attacks as long as the attack is made within one range increment (instead of being restricted to 30 feet, though other restrictions still apply).

Range: Energy blasts have their range increment improved by 40 feet.

As a free action, the Psychotron may spend one Murder Point to change either his selection for which type of damage his energy blasts deal, or his upgrade choice from the short list above, or both.

#### Close Weapon System Upgrades

*Arsenal (Su):* The Psychotron gains the ability to "store" multiple weapon configurations and switch between them at will, effectively gaining multiple active weapons. Whenever the Psychotron installs a new weapon for his close weapon system, he adds it to his list of available weapons instead of merely replacing his previous one. The Psychotron may call any one of his weapons each time he uses the close weapon system. The Psychotron may store a maximum number of weapon configurations equal to his class level; whenever he wishes to add another weapon beyond that limit, he must choose to "forget" one of his previous weapon configurations. Installing a new weapon takes the Psychotron only one full-round action (instead of a minute).

*Blade Dash (Sp):* As a standard action, the Psychotron may spend 1 Murder Point to perform a weaponized dash with his close weapon system, as per the spell *Bladed Dash*; if the Psychotron has 10 or more Hit Dice, he may

instead spend 2 Murder Points to use *Greater Bladed Dash*.

*Deadliness (Ex)*: The Psychotron improves his affinity with the close weapon system, gaining a +1 bonus to attack rolls and a +2 bonus to damage rolls with it. The Psychotron's class levels also count as Fighter levels for the purpose of qualifying for feats that require a minimum number of Fighter levels (such as Weapon Specialization), stacking with any existing Fighter levels the Psychotron may have.

*Extension (Su)*: As long as the Psychotron has at least 1 Murder Point remaining, he increases the reach of attacks made with his close weapon system by 5 feet.

*Maximum Force (Sp)*: The Psychotron may spend 2 Murder Points to enact a mighty *Forceful Strike* with his close weapon system, as per the spell.

**Defensive System**: At levels 4, 7 and 10, the Psychotron develops an augmentation designed to further his staying power (thereby indirectly increasing his potential for murder). These enhancements exact a price, however, by interfering with the body's ability to attune to magical items. Each feature selected effectively occupies a magic item "slot" on the Psychotron's body, preventing him from gaining the benefits of a magic item for that slot; for example, an upgrade which occupies the "Neck" slot prevents the character from using an Amulet of Natural Armor, and so forth.

With one minute of uninterrupted tinkering, the Psychotron can turn one or more of his Defensive Systems "off", suppressing the benefits in order to free up the magic item slot, or likewise turn "on" any Defensive System that was disabled this way. If the Psychotron possesses multiple Defensive Systems that would occupy the same slot, only one of those systems may be active at a time. Additionally, whenever the Psychotron gains a level, he may choose to completely replace one of

his Defensive Systems with another (in addition to any new systems he gains that level, if any).

*Cloaking Device (Su)*: This system distorts light waves to provide concealment, continuously providing the benefits of a *Blur* spell upon the Psychotron. When the Psychotron reaches 15 Hit Dice, this system improves such that it functions as *Displacement* instead of *Blur*. Furthermore and at all levels, the Psychotron may spend 2 Murder Points as a swift action to become invisible for a short duration as per the spell *Vanish*. This system occupies the shoulders slot.

*Critical Response (Su)*: The Psychotron gains a measure of protection against lethal attacks, benefiting from a continuous Death Ward spell effect. He also gains a vital backup in case of critical damage. Once per hour, if the Psychotron suffers damage that would reduce him to 0 HP or less, he immediately regains 1d6 hit points per Hit Die. This healing can retroactively prevent the Psychotron from being killed or incapacitated because of the new hit point total. This system occupies a ring slot.

*Deflective Shielding (Su)*: A potent defensive shield surrounds the Psychotron, imparting a deflection bonus to AC equal to 1 per 3 Hit Dice he possesses (up to a maximum of +6 at 18th level). As an immediate action, the Psychotron can spend 1 Murder Point to supercharge his shield, increasing the deflection bonus by 4 for against a single attack (this can cause the bonus to go higher than +6). This system occupies a ring slot.

*Deploy Forcefield (Su)*: As a swift action, the Psychotron can conjure a disc-shaped forcefield into one of his free hands. The forcefield grants a shield bonus to AC equal to 4 + 1 more per 4 Hit Dice the Psychotron possesses (up to a maximum of +9 at 20th level). As a standard action while holding the forcefield, the Psychotron may use it to grant himself total cover in a certain direction as though it were a tower shield. The forcefield does not impose a penalty to the Psychotron's



attack rolls and proficiency with tower shields is not required to make use of it. Dismissing the forcefield is a free action. The forcefield automatically dismisses if it is destroyed with damage (it has a Hardness of 20 and 10 Hit Points) or if it leaves the Psychotron's hand for any reason, but it can simply be conjured again as another swift action. While active, the forcefield occupies one hand and also the shield slot.

*Dermal Plating (Su):* The Psychotron gains a layer of dermal protection, providing an enhancement bonus to his natural armor bonus equal to 1 per 3 Hit Dice he has (up to a maximum of +6 at 18th level). The Psychotron also gains DR/magic equal 5 per Defensive System he possesses. This system occupies the chest slot.

*Energy Resistance (Su):* The Psychotron constantly benefits from Endure Elements as per the spell. Furthermore, the Psychotron may spend 2 Murder Points to activate *Resist Energy* as per the spell, except that he may only target himself; if the Psychotron wishes, he may increase the Murder Point cost to 4 to use this ability as an immediate action. This system occupies the neck slot.

*Environmental Adaptation (Su):* The Psychotron becomes more self-sufficient and adaptable to the environs, gaining the following benefits:

- Continuous life-sustaining nourishment, eliminating his need to eat or drink.
- A +5 circumstance bonus to saving throws against poison and disease, as well as outright immunity to harmful vapors and gases (such as a *Cloudkill* or *Stinking Cloud*).
- The ability to breathe normally even while underwater or within a vacuum.
- As a swift action, the Psychotron may spend 1 Murder Point to end the fatigued condition upon himself, or 2 Murder Points to end the exhausted condition. This system occupies the head slot.

*Jump Jets (Su):* The Psychotron benefits continuously from a *Jump* spell, allowing him to reach great heights. Furthermore, the Psychotron may spend 1 Murder Point as a free action to gain

the ability to fly (as per the *Fly* spell) for 1 minute; he may choose to maintain this effect by spending 1 additional Murder Point on each subsequent minute. This system occupies the feet slot.

*Night Optics (Su):* Enhanced optics grant the Psychotron 60-foot darkvision as well as an active countermeasure against invisible and obfuscated foes. The Psychotron may spend 1 Murder Point as a swift action to gain the ability to see invisible creatures and objects (as *See Invisibility*) for 1 minute. Furthermore, a Psychotron with 12 or more Hit Dice may spend 3 Murder Points as a swift action to gain the ability to see things as they actually are (as *True Seeing*) for 1 minute. This system occupies the eyes slot.

*Spell Protection (Su):* The Psychotron gains technomagical protection, imparting spell resistance equal to 12 + his Hit Dice. The Psychotron has some measure of control over this system: he may spend a free action during his turn to suppress it for 1 round, ending the spell resistance until the start of his next turn. Suppressing the system in this way is not the same thing as turning it "off", as it does not free up the magic item slot. This system occupies the shoulders slot.

## **Psychotron Feats - More Ways to Murder**

The following feats are available for Psychotrons.

### *Assassin in Stealth*

Prerequisites: Sneak Attack +2d6 or greater

Benefit: Add one-half of your Psychotron class levels to your Rogue levels (or the levels of whichever other classes you have that grant Sneak Attack) for the purpose of determining your Sneak Attack progression. For example, a 4th level Rogue/6th level Psychotron would have the Sneak Attack value of an 7th level Rogue, for a total of 4d6 additional damage.

### *Assailant from Hell*

Prerequisites: One or more Auxiliary Weapon Systems

Benefit: You gain one upgrade from the list under

Primary Weapon Upgrades.

Special: You may take this feat multiple times. Its effects stack.

#### *Downright Mean*

Prerequisites: Poison use class feature

Benefit: You may store up to five doses of poison within a safe internal compartment to be accessed or retrieved later. Like your close weapon system, these poisons are always available on your person, even though they would not be detected with a mundane search. As a swift action, you can apply one dose of contact or injury poison within your internal compartment to your close weapon system. You do not risk exposure to contact poisons when you apply them in this way. When you recall your close weapon system (or use the Arsenal upgrade to change to a different weapon), any poisons currently applied to it are removed.

#### *Engaged in War*

Prerequisites: One or more Auxiliary Weapon Systems

Benefit: Add 2 to the DC for all saving throws against your Auxiliary Weapon Systems.

#### *Impervious to Damage*

Prerequisites: One or more Defensive Systems

Benefit: You gain one additional Defensive System.

Special: You may take this feat multiple times. Its effects stack.

#### *Killing Machine*

Prerequisites: One or more Auxiliary Weapon Systems

Benefit: You gain one additional Auxiliary Weapon System.

Special: You may take this feat multiple times. Its effects stack.

#### *Non-Stop Combatant*

Prerequisites: One or more Auxiliary Weapon Systems

Benefit: Your maximum number of Murder Points increases by 1, plus 1 more for every 3

Psychotron levels you possess.

#### *Target to Destroy*

Prerequisites: One or more Auxiliary Weapon Systems

Benefit: You are precise enough to avoid murdering your allies. Whenever you use an Auxiliary Weapon System, you can increase the Murder Point cost by 1 to choose a number of targets equal to your Intelligence modifier; these targets are excluded from the effects of your Auxiliary Weapon System.

### **Converting this Class into 3.5**

This class translates pretty well into 3.5, even though there are a few spells referenced which are specific to the Pathfinder Roleplaying Game; abilities involving those spells should be easy to convert (Artillery Shot in particular, since Volcanic Storm is just an Ice Storm that deals fire damage) or they can simply be excluded entirely without issue. Since 3.5 is less lenient when it comes to cross-classing skills, it could be difficult for warriors and rogues to actually qualify for the Psychotron by 6th level as intended; ask your DM to consider allowing a Rogue to qualify with ranks in Disable Device, or a Fighter to qualify with 4 cross-class ranks in Knowledge (architecture and engineering).

## **Roadie of the Damned**

Behind every successful, glory-basked band there is the Roadie: a creature who need not become the star of the show, for although their presence might hardly be noticed, the tumultuous engine of adventuring mayhem is theirs to run. Some say that the first Roadies of the Damned came into being as a result of blessings from the Gods of Metal, who recognized their invaluable contributions even as the mortal masses overlooked them. Others say that the Roadie walks a path of quiet contemplation between raucous battles and tavern festivities. Then there are those who talk about the ancient and secluded School of Roadies, where one can learn the first

Roadie's mysterious ways....

**Role:** The Roadie of the Damned is all about supporting the team. While he might put up a fight in a pinch, his true strength lies in acting as a force multiplier for his fellow band mates. To this end he possesses a plethora of skills, handy magicks and a mastery over fate itself.

**Alignment:** Although Roadies of all alignments can be found, they are somewhat less likely to lean toward Chaos and Evil due to their professed philosophy of sticking with the team and promoting the band's welfare.

**Hit Die:** d8.

### Requirements

To qualify for membership as a Roadie of the Damned, a character must fulfill the following criteria:

**Feats:** At least one Teamwork feat, plus Quick Draw.

**Skills:** Profession (roadie or similar) 4 ranks, Sleight of Hand 4 ranks, Stealth 4 ranks, Survival 4 ranks.

### Class Skills

The Roadie of the Damned's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Dex), Disguise (Cha), Knowledge (engineering) (Int), Knowledge (local)

(Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), Survival (Wis), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 6 + Int modifier.

**Boon of the Road:** At each level except 4th and 7th, the Roadie of the Damned receives one Boon of the Road chosen from the list below. These are abilities which aid the Roadie in being the best bandmate he can be. Some of the Roadie's class features grant spell-like abilities: for each of these, the Roadie uses his Hit Dice for his caster level and the saving throw DC is equal to 10 + 1/2 the Roadie's Hit Dice + the Roadie's chosen spellcasting ability modifier (see Spellcasting).

*Great Speed (Ex):* The Roadie of the Damned receives a +10 bonus to his speed, regardless of his encumbrance or armor worn.

*I Am There (Sp):* Once per day as a swift action, the Roadie may use *Dimension Door* as a spell-like ability with one caveat: the range of the spell is limited to 60 feet, and the Roadie must choose a location within 5 feet of an ally who he can see. If the Roadie possesses 11 or more Hit Dice, he may use this ability twice per day instead. The Roadie must possess Great Speed in order to select this boon.

*Killer Combo (Ex):* Once per round, whenever the Roadie of the Damned uses the Aid Another action to improve an ally's Armor Class or attack

Level	BaB	Fort	Ref	Will	Special
1	+0	+2	+2	+2	Boon of the Road, Spellcasting, Well-Oiled Machine
2	+1	+3	+3	+3	Boon of the Road, Setup of the Damned, You Got This!
3	+2	+3	+3	+3	Boon of the Road, Teamwork Feat
4	+3	+4	+4	+4	Great Boon of the Road
5	+3	+4	+4	+4	Boon of the Road, Teamwork Feat
6	+4	+5	+5	+5	Boon of the Road
7	+5	+5	+5	+5	Great Boon of the Road, Teamwork Feat

roll, he may choose to have the benefit from Aid Another last until the beginning of the Roadie's next turn (instead of applying only toward a single attack).

*Magic of the Road (Ex):* The Roadie of the Damned adds 1 to his effective class level for the sole purpose of spellcasting. This increases the Roadie's effective caster level as well as his spells per day and, potentially, what level of spells are available for him to cast.

*One with the Crowd (Sp):* Once per day, the Roadie of the Damned may spend a swift action to use *Sanctuary* as a spell-like ability; if the Roadie possesses 9 or more Hit Dice, he may use this ability twice per day instead.

*On the Clock (Ex):* The Roadie has an exceptional ability to act on the spot and under pressure. He receives a +2 bonus to initiative checks and he is never considered surprised (allowing him to always act in a surprise round).

*Opening Act (Ex):* Once per day, the Roadie may take another standard action in addition to any other actions he would normally have in a round. If the Roadie possesses 15 or more Hit Dice, he may use this ability twice per day instead. The Roadie may only use this ability during the first round of combat. The Roadie must possess On the Clock in order to select this boon.

*One with the Background (Sp):* Once per day, the Roadie may spend a swift action to use *Vanish* upon himself as a spell-like ability. If the Roadie possesses 9 or more Hit Dice, he may use this ability twice per day instead. The Roadie must possess One with the Crowd in order to select this boon.

*Road's Mending (Ex):* Whenever the Roadie of the Damned casts a cure spell, he may treat it as though it were empowered with the Empower Spell feat, increasing the amount of damage healed by one-half. This does not apply to damage

dealt to undead with a cure spell.

*Wicked Save (Ex):* Whenever the Roadie of the Damned uses a standard action to Aid Another, he may choose one of the following benefits to impart on the ally who receives his bonus. These options are not available if the Roadie performs Aid Another as a swift action.

- The Roadie may spend an immediate action to cast a Roadie of the Damned spell which targets only a single creature; his ally must be the target.
- The Roadie's ally gains temporary hit points equal to 1d6 per 2 Hit Dice of the Roadie (maximum 10d6). These temporary hit points are lost after 1 minute.
- The Roadie's ally may immediately make a new saving throw against a single spell or effect which they are under and which allows a saving throw; the ally uses their new saving throw result and overcomes or mitigates the effect if the result would have allowed them to do so.

**Spellcasting:** The Roadie of the Damned gains the ability to cast a small number of divine spells drawn from the Roadie spell list below. He must choose and prepare his spells in advance. The Roadie's daily spell allotment is given on the table below.

Level	1st	2nd	3rd	4th
1	1	-	-	-
2	2	-	-	-
3	2	1	-	-
4	3	2	-	-
5	3	2	1	-
6	3	3	2	-
7	4	3	2	1
8*	4	3	3*	2*

\*Only available with a certain Boon; the class only goes up to 7th level.

Upon gaining this feature, the Roadie chooses whether his spellcasting ability modifier is



Intelligence, Wisdom, or Charisma; once made, this choice cannot be changed. To prepare or cast a spell, the Roadie must have a spellcasting ability score equal to 10 + the spell level. The saving throw DCs are 10 + the spell level + the Roadie's spellcasting ability modifier.

The Roadie spends 1 hour each day in drinking and raucous partying in order to regain his daily allotment of spells. Time spent resting has no effect on whether the Roadie can prepare Roadie spells, though he still may only prepare spells once per day. The Roadie may prepare and cast any spell on the Roadie spell list, provided that he can cast spells of that level; he must still choose which spells to prepare during his daily festivities.

### **Roadie of the Damned Spell List**

1st level: *Bless, Create Food and Water, Cultural Adaptation, Cure Moderate Wounds, Disguise Self, Endure Elements, Invigorate, Lesser Restoration, Obscuring Mist, Remove Fear, Restful Sleep.*

2nd level: *Bear's Endurance, Bull's Strength, Cat's Grace, Communal Endure Elements, Cure Serious Wounds, Delay Poison, Eagle's Splendor, Fox's Cunning, Heroic Fortune, Heroism, Minor Creation, Remove Paralysis, Resist Energy, Shield Other, Owl's Wisdom.*

3rd level: *Communal Resist Energy, Create Food and Water, Cure Critical Wounds, Dispel Magic, Fly, Good Hope, Haste, Major Creation, Mass Invigorate, Protection from Energy, Remove Blindness/Deafness, Remove Curse, Tiny Hut.*

4th level: *Break Enchantment, Breath of Life, Communal Protection from Energy, Death Ward, Freedom of Movement, Heroes' Feast, Stoneskin.*

**Well-Oiled Machine (Ex):** Starting at 1st level, all of the Roadie's allies are treated as though they possess the same Teamwork feats as the Roadie for the purpose of determining whether they receive a bonus from the Roadie's feat. The Roadie does not receive any bonus from the Teamwork feats himself, unless his allies actually possess the feats in question. The team's positioning and actions must still meet the

prerequisites listed in the feat for an ally to receive the listed bonus.

**Setup of the Damned (Ex):** The Roadie is the master of storage and setup. Beginning at 2nd level, the Roadie is considered to be one size category larger for the sole purpose of determining his carrying capacity. He may also retrieve any specific item from a worn or held pack or container as no more than a move action, even if he is drawing from a container that carries more than what a normal backpack would hold (such as a larger Bag of Holding). The Roadie may don armor (or help others don armor) in only one-half the time. At the DM's discretion, this ability may halve the time taken with other relatively mundane tasks as well, such as setting up band equipment or setting a kitchen table.

**You Got This! (Ex):** From 2nd level on, whenever the Roadie of the Damned successfully performs the Aid Another action, he grants his ally a +4 bonus (instead of +2). Furthermore, the Roadie of the Damned may use a swift action to perform the Aid Another action; if he does, he provides only one-half the bonus he would otherwise grant (usually resulting in a +2 bonus).

**Teamwork Feats (Ex):** The Roadie of the Damned gains a bonus feat at levels 3, 5 and 7, in addition to those gained from normal advancement. These bonus feats must be selected from those listed as Teamwork feats and the Roadie must meet the prerequisites of said feats.

**Great Boon of the Road:** At 4th level and again at 7th level, the Roadie gains a Great Boon of the Road chosen from the list below. These abilities represent the pinnacle of the Roadie's craft.

*Never Seen, Always Present (Ex):* The Roadie of the Damned may use One with the Crowd at will, and he may use One with the Background an additional two times per day (for three total, or four at higher levels). Whenever he uses One with the Background, he may choose to cast *Invisibility* instead of *Vanish*. The Roadie must

possess One with the Background to select this great boon.

*Rock On! (Ex):* Once per encounter, when the Roadie of the Damned uses the Aid Another action, he may grant his ally one temporary Hero Point. The Hero Point expires if it is not spent before the end of the encounter. The Roadie must possess both Killer Combo and Wicked Save to select this great boon.

*Take One for the Team (Su):* Three times per day, the Roadie of the Damned may use an immediate action when an ally within 60 feet would be affected by a spell or attack to swap locations with his ally. The Roadie uses this ability after the attack is declared but before the results are determined. The ally ceases to be targeted by the effect and the Roadie of the Damned becomes its target instead; the Roadie makes any saving throws as appropriate and uses their own Armor Class, etc, to determine whether they suffer its effects.

This ability will even prevent an ally from being targeted by an ability which targets multiple creatures (such as *Chain Lightning*). Swapping locations with an ally prevents them from being damaged or affected by area-of-effect abilities only if the swap causes them to no longer be in the affected area; otherwise, they are not protected from it. The Roadie must possess I Am There to select this great boon.

*The Road Provides (Su):* Whenever the Roadie of the Damned casts a cure spell, he may increase the casting time to 1 minute in order to spontaneously convert it into the Mass equivalent of that spell (for example, *Cure Light Wounds* would become *Mass Cure Light Wounds*). If the Roadie possesses 13 or more Hit Dice, he may expend a 4th level Roadie of the Damned spell slot in order to cast *Heal* once per day. The Roadie must possess both Magic of the Road and Road's Mending in order to select this great boon.

*Testing, 1, 2, 3... (Su):* The Roadie of the Damned can alter cosmic reality and render a failed action akin to a mere sound or instrument check. Three times per day, he may spend an immediate action to allow one ally within 60 feet who he can see to reroll a single ability check, attack roll, saving throw or skill check. The ally must take the second roll, even if it is worse than the original.

*The Spotlight's On You! (Su):* Once per day, the Roadie of the Damned can use a full-round action and choose an ally he can see within 60 feet. The ally gains a full-round action they may use, in addition to all other actions they would normally receive this round; this bonus action may be divided into a second standard action plus a second move action, or used to take a full attack or equivalent action, etc. The Roadie must possess Opening Act to select this great boon.

### **Feats of the Damned - Ways to Roadie**

The following feats are available for Roadies of the Damned.

#### *Additional Boon*

Prerequisites: Two or more Boons of the Road

Benefit: You gain one additional ability chosen from the Boon of the Road list.

Special: You can take this feat multiple times. Its effects stack.

#### *Grandmaster of the Road*

Prerequisites: Two Great Boons of the Road, Additional Boon, Skill Focus (Profession [roadie])

Benefit: You gain one additional ability chosen from the Great Boon of the Road list.

#### *One of the Band*

Prerequisites: Bardic performance, two Great Boons of the Road

Benefit: You may add 4 to your Bard level for the purpose of determining daily uses of bardic performance, their effectiveness and action type, and what performances are available to you. This does not allow you to gain or improve any other Bard abilities such as Jack of All Trades or

Versatile Performance.

If you and an ally who you can perceive are both using Inspire Courage, you may cease providing the bonuses from your performance to instead increase the bonuses granted by your ally's performance by 1; this lasts for as long as you are both maintaining Inspire Courage.

**Special:** At your DM's discretion, you may be able to substitute a similar performance ability (such as Raging Song) in place of bardic performance for this feat.

#### *On the Fly*

**Prerequisites:** Two or more Boons of the Road

**Benefit:** Whenever you complete an 8 hour rest, you may exchange any one Boon of the Road you know for another one which you qualify for. If you possess one or more Great Boons of the Road, you may exchange one of those for another one as well.

#### *Roadie of Unusual Talents*

**Prerequisites:** Two or more Rogue Talents, two Great Boons of the Road

**Benefit:** You gain one Rogue Advanced Talent. Furthermore, you may add your Roadie of the Damned class levels to your Rogue level for the purpose of determining what Rogue Talents you qualify for. Whenever you would gain a new Rogue Talent, you may choose a Rogue Advanced Talent instead.

#### **Converting this Class into 3.5**

This class translates adequately into 3.5 only if your DM allows for other Pathfinder Roleplaying Game content to be imported. The Roadie makes heavy use of Teamwork feats, which

aren't a thing in 3.5, in addition to referencing a number of spells that cannot be found in 3.5. The class can work without those spells and options; a generous DM may even allow you to choose other support-oriented spells in their place.

## Sentinel

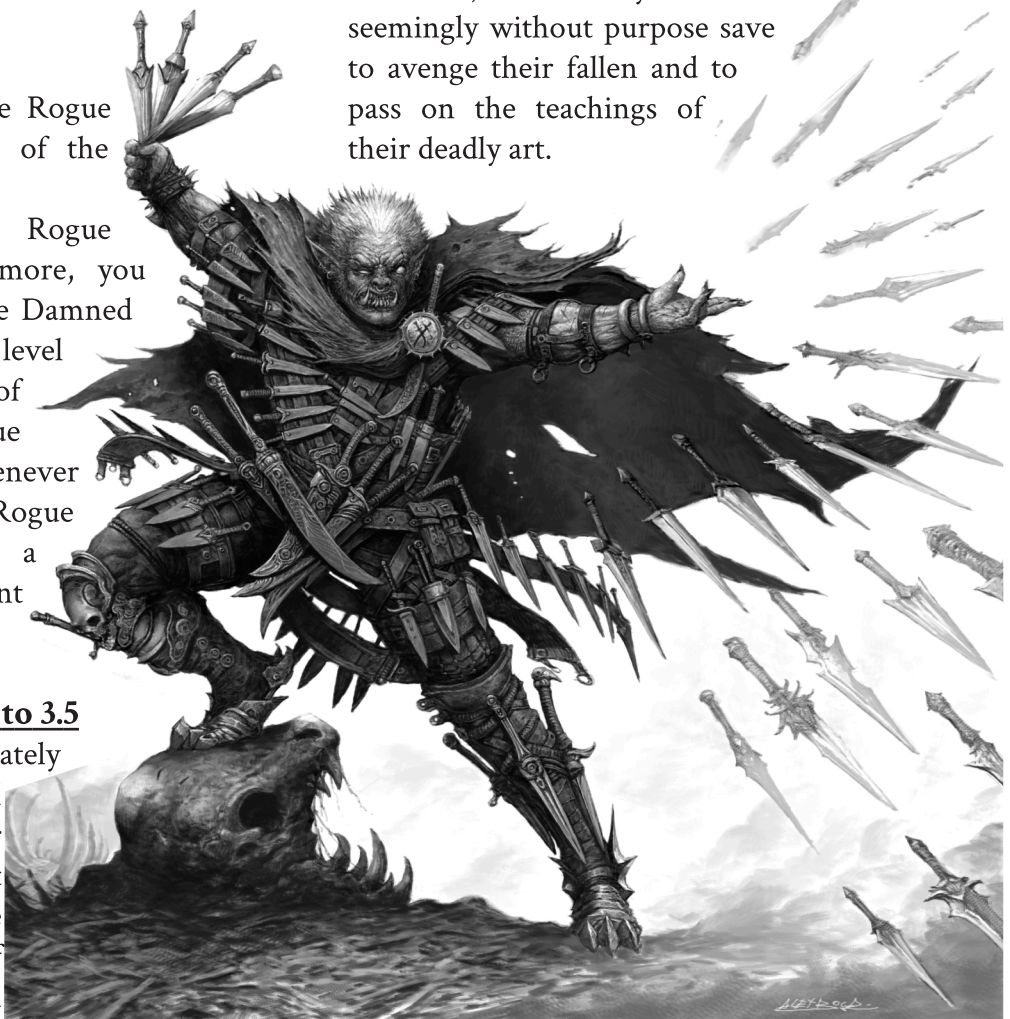
*Sworn to avenge*

*Condemn to Hell*

*Tempt not the blade*

*All fear the Sentinel*

The Sentinels were an ancient order of weapon-masters who practiced the esoteric arts of knife throwing and kept guardianship over the people of their remote territories. Under circumstances lost to the shuffle of history, their lands were cast into ruin and the organization was destroyed. Only a handful of Sentinels remained, and they wandered seemingly without purpose save to avenge their fallen and to pass on the teachings of their deadly art.





**Role:** Sentinels blend the roles of skirmisher and ranged assault, weaving across the fray while perforating their enemies with throwing knives. As many foes learn much too late, Sentinels are also versed in crowd-control due to their ability to saturate an area with deadly blades.

**Alignment:** Sentinels can be of any alignment. Those who harbor a connection to the lost traditions of the original Sentinels may harbor a Lawful bent. Many Sentinels lean toward Neutrality or Chaos because of the perspective and self-sufficiency that a wanderer's isolation brews.

**Hit Die:** d8.

### Requirements

To prepare themselves for the arduous rites of the Sentinel, a character must fulfill all the following criteria.

**Base Attack Bonus:** +4.

**Feats:** Point Blank Shot, Rapid Shot, Quick Draw.

### Class Skills

The Sentinel's class skills (and the key ability for each skill) are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), and Swim (Str).

**Skill Ranks at Each Level:** 4 + Int modifier.

### A Note from the Author

Multiple abilities below only function when the Sentinel uses "throwing knives." This term is purposefully loosely defined so as to allow the DM and the players to use their common judgment when deciding which weapons count as "throwing knives."

**Enhance Knives (Su):** The Sentinel's knives cut deeper and soar farther than thought possible by mundane throwers. Starting at 1st level, every nonmagical throwing knife the Sentinel lets fly becomes magical and gains a +1 enhancement bonus. Furthermore, any knife thrown by the Sentinel gains the *Distance* weapon quality in addition to any other magical properties it may have.

At level 4, this ability improves so that knives thrown by the Sentinel gain an enhancement bonus of +1 per four Hit Dice he possesses; this does not stack with any existing enhancement bonus granted by a magic weapon, nor does it reduce the enhancement bonus of a more powerful weapon.

At level 7, any knife thrown by the Sentinel gains the *Keen* weapon quality in addition to any other magical properties it may have.

At level 10, the Sentinel can more easily pierce through multiple targets with each knife he throws. Whenever the Sentinel drops a creature to 0 or fewer hit points with a thrown knife, he may have the knife travel to another creature in a

Level	BaB	Fort	Ref	Will	Special
1	+1	+0	+2	+0	Enhance Knives (magic and distant), Sentinel Technique
2	+2	+0	+3	+0	Bonus Feat
3	+3	+0	+3	+1	Sentinel Technique (new ability), Superior Conditioning
4	+4	+1	+4	+1	Bonus Feat, Enhance Knives (greater magic)
5	+5	+1	+4	+1	Sentinel Technique (2/encounter, new ability)
6	+6	+2	+5	+2	Superior Conditioning
7	+7	+2	+5	+2	Enhance Knives (keen), Sentinel Technique (new ability)
8	+8	+2	+6	+2	Bonus Feat, Sentinel Technique (3/encounter)
9	+9	+3	+6	+3	Sentinel Technique (new ability), Superior Conditioning
10	+10	+3	+7	+3	Bonus Feat, Enhance Knives (penetrating)



line; he can make an additional attack at that creature as long as he can trace a line starting from his own space and passing through both targets. The second attack is made at a -4 penalty, in addition to any modifiers for added range. The Sentinel can only make one extra attack per original attack (so a Sentinel making three attacks in a round could possibly gain an extra attack on all three of them).

**Sentinel Technique:** The Sentinel's signature maneuver is the ability to throw a boundless quantity of knives with which to lacerate and perforate his innumerable foes. At levels 1, 3, 5, 7 and 9, the Sentinel gains one ability from the list below. Instead of choosing a different option at a later level, the same choice may be selected a second time for improved flexibility. All of these upgraded options allow the Sentinel to alter the area-of-effect for his techniques; when applicable, he chooses which dimensions and values to use for the area-of-effect each time he uses the Sentinel Technique.

Once per encounter, the Sentinel may use a single Sentinel Technique that he knows. At 5th level, he may use a Sentinel Technique twice per encounter; at 8th level, he may use a Sentinel Technique three times in an encounter. All Sentinel Techniques share the same per-encounter recharge period (so a 4th level Sentinel who knows two techniques must still choose which one he wishes to use in an encounter, instead of being able to use both of them once).

All of the below abilities can be used as a standard action and the saving throw DC is equal to  $10 + \frac{1}{2}$  the Sentinel's Hit Dice + the Sentinel's Strength or Dexterity modifier (whichever is higher). If the Sentinel possesses the Shot on the Run feat, he gains increased versatility with Sentinel Techniques; this allows him to spend a full-round action to move up to his speed and use a Sentinel Technique he knows at any point during his movement.

*Deadly Barrage (Su):* The Sentinel chooses a single 20' radius spread within range and deals piercing damage to each creature in that area; the damage is 1d6 per character level of the Sentinel (max 20d6) with a successful Reflex save for half. This ability has a range of 50' + 5' per two Hit Dice of the Sentinel.

If this ability is taken twice, the Sentinel can choose to alter the radius spread, decreasing it to as little as 10' or increasing it to as large as 30'. The range also increases to 100' + 10' per Hit Die of the Sentinel.

*Death Blossom (Su):* When the Sentinel wishes to kill everything in the immediate vicinity, he can throw knives at all creatures within 20', dealing 1d8 piercing damage per character level of the Sentinel (max 20d8) with a successful Reflex save for half.

If this ability is taken twice, the Sentinel can choose to increase the area-of-effect to up to 20' + 5' per 3 Hit Dice he possesses (for example, a 12th level Sentinel could field a Death Blossom with an area-of-effect up to 40'); the saving throw DC also increases by 1.

*Fan of Knives (Su):* The Sentinel can throw knives in a 30' cone originating from him; each creature in the area suffers 1d6 piercing damage per character level of the Sentinel (max 20d6) and a successful Reflex save halves this damage.

If this ability is taken twice, the Sentinel can alter the size of the cone to be anywhere from 15' to a maximum size of 30' + 15' per 5 Hit Dice he possesses (for example, a 10th level Sentinel could field a Fan of Knives with a cone size up to 60'); the saving throw DC also increases by 1.

*Perforating Tunnel (Su):* The Sentinel can unleash knives that damage all creatures in a 60' line originating from him; each creature in the area suffers 1d8 piercing damage per character level of the Sentinel (max 20d8) and a successful Reflex save halves this damage. The Sentinel may even choose to increase the length of this line, up to a maximum length of 60' + 5' per Hit Die he

possesses.

If this ability is taken twice, the Sentinel can increase the width of the line to 10' without reducing its length. He may also choose to reduce the length of the line to as little as 30'. The saving throw DC also increases by 1.

Using a Sentinel Technique does not deplete knives from the Sentinel's inventory (though any campaign in which it is necessary to track one's number of knives is probably the wrong campaign to play a Sentinel). The dozens-to-hundreds of knives generated by Sentinel Techniques inexplicably vanish or fade into the background moments after completing their violent work.

**Bonus Feat:** At levels 2, 4, 8, and 10, the Sentinel gains a bonus feat in addition to those gained by normal advancement. These bonus feats must be selected from the following list: Blood Runs Everywhere\*, Close-Quarters Thrower, Deadly Aim, False Opening, Distance Thrower, Far Shot, Greater Two-Weapon Fighting, Improved Initiative, Improved Precise Shot, Improved Two-Weapon Fighting, Knives Like Bullets\*, Manyshot, Pinpoint Targeting, Precise Shot, Seeds of Death\*, Tempt Not the Blade\*, Two-Weapon Fighting, Upon their Deadly Course\*. The Sentinel must meet the prerequisites for any feat he chooses. Furthermore, the Sentinel may treat throwing knives as arrows for the sole purpose of usability with the Manyshot feat, allowing him to use the feat with such weapons.

\*New feat specific to this prestige class, detailed further below.

**Superior Conditioning:** At levels 3, 6 and 9, the Sentinel's physical conditioning allows him one choice from the boons below. Instead of choosing different options at later levels, the same choice may be selected twice for an improved benefit.

*Blinding Speed (Su):* The Sentinel can increase his speed and agility to veritably superhuman levels.

He gains a 30-foot enhancement bonus to his speed and a +5 enhancement bonus to Acrobatics checks. If this ability is taken twice, the Sentinel benefits continuously from a *Haste* spell effect.

**Defensive Training (Ex):** The Sentinel gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the Sentinel to lose his Dexterity bonus to AC also causes him to lose his dodge bonus. Furthermore, once per encounter, the Sentinel may spend an immediate action to grant himself a +4 competence bonus to AC against a single attack. If this ability is taken twice, the dodge bonus doubles to +2 and the aforementioned competence bonus to AC applies to all attacks made against the Sentinel until the start of his next turn (instead of a single attack).

*Evasion (Ex):* The Sentinel gains Evasion, which functions identically to the 2nd level Rogue ability of the same name. If the Sentinel takes this ability a second time, or if he already has Evasion from another class when he chooses this ability, he instead gains Improved Evasion (as per the Rogue Advanced Talent).

*Skirmisher (Ex):* The Sentinel gains the Mobility and Shot on the Run feats, even if he does not meet the prerequisites for them. If this ability is taken twice, the Sentinel's dodge bonus from Mobility increases to +6 (instead of +4) and he gains the ability to move up to 5 feet as a free action whenever an attack of opportunity provoked by his movement misses him; this movement doesn't count against the Sentinel's total overall movement for the round, and it does not provoke attacks of opportunity.

### **Sentinel Feats - Ways to Kill with Knives**

The following feats are available for Sentinels.

*All Fear the Sentinel*

**Prerequisites:** Sentinel level 10th, Skill Focus (Acrobatics)

**Benefit:** You gain one additional Superior Conditioning ability. You may instead choose to

improve an ability you already have by choosing it a second time.

#### *Blood Runs Everywhere*

**Prerequisites:** Sentinel level 7th

**Benefit:** Once per day when you use a Sentinel Technique, you may cause bleeding with it. Each creature damaged by the Technique suffers 2d6 points of bleed damage each round on their turn. Bleed damage can be stopped by a DC 15 Heal check or through any magical healing.

#### *Knives Like Bullets*

**Prerequisites:** One or more Sentinel Techniques

**Benefit:** Your throwing knives have a maximum range of ten increments (instead of five). Treat your Hit Dice as 5 greater for the purpose of determining the range and maximum area-of-effect for all of your Sentinel Techniques.

#### *Seeds of Death*

**Prerequisites:** Sentinel level 7th

**Benefit:** Once per day, you may use one of your Sentinel Techniques as a swift action (instead of a standard).

#### *Tempt Not the Blade*

**Prerequisites:** One or more Sentinel Techniques

**Benefit:** Twice per day, you may spend a free action to instantly regain one of your per-encounter uses of Sentinel Technique.

#### *Upon their Deadly Course*

**Prerequisites:** One or more Sentinel Techniques

**Benefit:** You learn one additional Sentinel Technique. You may instead choose to improve a Sentinel Technique you already know by choosing it a second time. Add 1 to the saving throw DC of all your Sentinel Techniques.

### **Converting this Class into 3.5**

This class easily translates into 3.5. The only point of discrepancy is that many feats on the Bonus Feat list are specific to the Pathfinder Roleplaying Game or function differently within it; this could be addressed simply by allowing any Combat feat

to be chosen instead. It's worth noting that since 3.5 lacks the Deadly Aim feat, it could be more difficult for a Sentinel to remain effective in combat.

## **Veteran of the Psychic Wars**

*You're seeing now a veteran*

*Of a thousand psychic wars*

*I've been living on the edge so long*

*Where the winds of Limbo roar*

The Veteran of the Psychic Wars is one who bears the soul of the Eternal Champion: a timeless role for individuals chosen to uphold the balance between Law and Chaos. Willing or not, and knowingly or not, this champion serves the cause of the Cosmic Balance: a grand force for neutrality which seeks to prevent the dominance of power by either Law or Chaos.

Having been reincarnated endlessly through these multiverse-spanning wars, the Veteran has served the Cosmic Balance through many lives for a time beyond mortal reckoning. It is precisely this shared duty among countless incarnations that the Veteran distinguishes themselves - for they have gained the power to reach beyond the meagre skills of their latest incarnation and access their memories from an interminable cycle of conflict.

**Role:** The Veteran's role in a group cannot be easily defined because certain components of their skill set may change from moment to minute. In one battle the Veteran may embody the art of a skilled warrior; in the next, a duplicitous spy. The Veteran may be a jack-of-all-trades, or a savvy specialist who possesses multiple tools to surmount the challenges before them.

**Alignment:** The Cosmic Balance only chooses souls with a distinct tendency to avoid heavy leanings toward either Law or Chaos. Beyond this qualification, the Veteran of the Psychic Wars need not be virtuous, nor even a willing and mindful participant in the endless struggle.

**Hit Die:** d8.

### **Requirements**

To qualify for membership as Veteran of the Psychic Wars, a character must fulfill the following criteria:

**Alignment:** Any nonlawful, nonchaotic.

**Base Attack Bonus:** +4.

**Feats:** Alertness, Iron Will.

### **Class Skills**

The Veteran's class skills (and the key ability for each skill) are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Intimidate (Cha), Knowledge (all) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Swim (Str), Survival (Wis), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 6 + Int modifier.

### **Incarnations of the Eternal Champion (Su):**

As a swift action, the Veteran of the Psychic Wars may call upon certain powers and skills which he possessed in a previous incarnation. When he uses this ability, he chooses one incarnation that he knows and gains the listed benefits for 10 minutes. At 1st level, the Veteran learns of two incarnations whose abilities he may draw upon; he learns an additional incarnation at levels 2 and 4. The Veteran may only benefit from one

incarnation at a time; if he uses this ability while an incarnation is already active, that previous incarnation ends. He can use this ability twice per day. At levels 3 and 5 in the class, he gains an additional daily use of Incarnations of the Eternal Champion.

*Adventurer's Virtuosity:* The Veteran gains a single feat of his choice. He must choose a feat for which he meets the prerequisites, and he may not choose feats which have class features as prerequisites (such as Extra Rogue Talent or Fluidity of Remembrance). At 5th level in this class, the Veteran may also reroll any ability check or skill check which comes up with a natural roll of 4 or less on the d20.

*August Leadership:* The Veteran projects a spirit of confidence and bravery, granting a +2 morale bonus to saving throws to himself and allies within 30 feet. As a free action once per turn, he may grant an ally under the influence of a charm or fear effect a new saving throw against that effect, provided that it allowed a saving throw to begin with. At 5th level in this class, the Veteran also grants a +2 morale bonus to attack and damage rolls.

*Cold Rage:* The Veteran enters a trance-like state of combat hyper-awareness. He gains a +2 insight bonus to attack and damage rolls and the Uncanny Dodge class feature. While this ability is active, the Veteran may not use any ability which denies him the ability to concentrate (such as a Barbarian's rage). At 5th level in this class, the bonus increases to +1 per three Hit Dice the

Level	BaB	Fort	Ref	Will	Special
1	+0	+2	+2	+2	Incarnations of the Eternal Champion 2/day
2	+1	+3	+3	+3	Additional incarnation, Shifting tides of Law and Chaos
3	+2	+3	+3	+3	Eternal memoirs, Incarnations of the Eternal Champion 3/day
4	+3	+4	+4	+4	Additional incarnation, Ward of balance
5	+3	+4	+4	+4	Incarnations of the Eternal Champion 4/day



Veteran possesses (maximum +5); furthermore, he may make one additional attack at his full base attack bonus. This additional attack is not cumulative with similar effects, such as *Haste* or *Divine Power*.

*Eldritch Arts:* The Veteran channels arcane magic from a previous life as a magician. When the Veteran gains this ability, he chooses two or more spells from the Sorcerer/Wizard spell list; the Veteran may cast each of those as spell-like abilities once per day, but only while this incarnation is active. The Veteran gains additional spell-like abilities as his Hit Dice improves, as per the table below. If the Veteran ends this incarnation and begins it anew in the same day, he does not recover expended spell-like abilities for doing so. If the Veteran chooses a spell with a material component that costs more than 1,000 gold, he must provide that component when using that spell-like ability. The saving throw DC for his chosen abilities is based on the higher of his Intelligence or Charisma modifier.

Hit Dice	1st	2nd	3rd	4th*	5th*
5-6	1	1	-	-	-
7-8	2	2	-	-	-
9-10	2	2	1	-	-
11-12	2	2	2	-	-
13-14	2	2	2	1*	-
15-16	2	2	2	2*	-
17+	2	2	2	2*	1*

\*The Veteran must have 5 levels in this class in order to use 4th and 5th level spells from this ability; omit this portion of the table otherwise.

### **A Request from the Author**

Please prepare your “go-to” selection for Eldritch Arts before the session, and make on-the-fly changes to it as necessary. Nobody wants to wait while you flip through the books to find nine

spells to gain.

*Enforcer of Balance:* The Veteran embraces his destiny and receives a direct boon of power from the Cosmic Balance. When the Veteran activates this ability, he chooses one target within sight to bring balance to. If the target is of lawful or chaotic alignment, the Veteran adds his Intelligence or Wisdom bonus (whichever is higher) to his attack rolls and his character level to all weapon damage rolls made against that target. If the target is an outsider with a lawful or chaotic subtype, the bonus to damage on the first successful attack increases to 2 points of damage per level he possesses. The Veteran’s attacks automatically bypass any DR the creature might possess. If the Veteran targets a creature that is not lawful or chaotic, this incarnation is wasted with no effect. This

incarnation ends prematurely when the target is incapacitated. At 5th level in this class, the Veteran also gains a deflection bonus equal to his Intelligence or Wisdom bonus (whichever is higher) against attacks made by the target.

*Heroic Defender:* The Veteran channels the skill and spirit of a tenacious vanguard. He gains a +2 dodge bonus to AC. If the Veteran wields a shield, he may spend a swift action to share this dodge bonus with one adjacent ally, or half of the bonus with all adjacent allies, until the beginning of his next turn. At 5th level in this class, the bonus increases to +1 per three Hit Dice the Veteran possesses (maximum +5); he also gains DR 5/-.

*Rugged Gunslinger:* The Veteran gains the Grit class feature (see Gunslinger class) and a number of grit points equal to 1/2 his Wisdom modifier (minimum 1). He treats his character level -3 as his Gunslinger level for the purpose of what Deeds he has access to. At 5th level in this class, he also gains the Gun Training class feature with one specific type of firearm (see Gunslinger class).

*Scoundrel:* The Veteran gains rogue-like cunning and technique. He gains Sneak Attack 2d6 (as per the Rogue ability), the Evasion class

feature, and two Rogue Talents of his choice. He must qualify for the talents he chooses; for the purpose of making this selection, the Veteran treats his character level as his rogue level. At 5th level in this class, the Veteran may choose to gain one Advanced Talent and one other Rogue Talent.

*Spellbreaker:* The Veteran gains the effects of an *Arcane Sight* spell as well as a +2 bonus to saving throws against spells and spell-like abilities. Once during the incarnation, the Veteran may make a combat maneuver check to sunder an ongoing spell effect; he receives an insight bonus to the combat maneuver check equal to one-half his Hit Dice, and this ability otherwise functions identically to the Spell Sunder Barbarian rage power. At 5th level in this class, the Veteran benefits from *Greater Arcane Sight* instead.

*Stormbringer:* The Veteran adds 1d8 points of electricity damage to his weapon attacks. Once during the incarnation, the Veteran may spend a standard action to summon a cavalcade of lightning that ravages both body and mind; this supernatural ability functions as per a *Lightning Bolt* spell with a major difference: half of the damage is electricity while the other half is psychic energy. A creature immune to mind-affecting spells and abilities suffers only half damage (only the electricity damage). The saving throw DC is based on either Intelligence or Wisdom (whichever is higher) and the caster level is based on the Veteran's Hit Dice. At 5th level in this class, the added electricity damage on attacks increases to 1d8 per four Hit Dice he possesses (maximum 5d8), and once during the incarnation he may choose to emulate a *Chain Lightning* spell (instead of *Lightning Bolt*), with the same exception noted above.

**Shifting Tides of Law & Chaos (Su):** At 2nd level, forces of law and chaos flow through the agent of balance in equal measure. Three times per day, the Veteran may use a free action on his turn to invoke either a Boon of Order or a Boon

of Entropy, which lasts for 1 minute. He may choose to end such a Boon early as another free action.

*Boon of Order:* When making attack rolls, ability checks, saving throws and skill checks, the Veteran treats his result as though he had rolled a 10 on the d20; he does not actually roll for the above.

*Boon of Entropy:* When making attack rolls, ability checks, saving throws and skill checks, the Veteran rolls a d6 along with the d20. If the natural roll on the d20 is an even number, he applies the result of the d6 as a bonus to his check; otherwise, it is a penalty. (For example, if the Veteran rolled a 16 on his attack roll and a 5 on the d6, he would gain a +5 bonus to the attack roll.)

**Eternal Memoirs (Su):** At 3rd level, the Veteran may reach into the collective memory of his countless incarnations to gain knowledge that would otherwise be foreign to him.

Once per day as a free action, he may grant himself an insight bonus to a single Knowledge check equal to his Hit Dice, as well as make the Knowledge check untrained. This ability improves for a Veteran with 11 or more Hit Dice, who may expend his daily use of this ability to recall legends as per the spell *Legend Lore* (with a casting time appropriate to the situation indicated in the spell description). At the DM's discretion, this class feature is only useful for accessing information and legend which has existed for a long time (at least one mortal generation), such that legends which have only become relevant in the Veteran's current lifetime would not be available.

**Ward of Balance (Su):** By 4th level, the Veteran gains a measure of protection against the potent magicks of law and chaos. He gains spell resistance equal to 12 + his Hit Dice against lawful and chaotic spells, as well as spells cast by lawful and chaotic outsiders.

## **Veteran Feats - More Ways to Champion**

The following feats are available to members of the Veteran of the Psychic Wars prestige class.

### *Boundless Incarnations*

**Prerequisite:** Incarnations of the Eternal Champion

**Benefit:** You gain two additional known incarnations.

**Special:** You can gain this feat multiple times. Its effects stack.

### *Eternal Magus*

**Prerequisite:** Arcane Pool, Incarnations of the Eternal Champion

**Benefit:** You may add your levels in Veteran of the Psychic Wars to your levels in the Magus class for the purpose of determining how many points you have in your Arcane Pool; if you have the Bladebound archetype, this benefit also applies to the Arcane Pool of your Black Blade and the progression for all of your Black Blade's bonuses and abilities.

### *Fluidity of Remembrance*

**Prerequisite:** Incarnations of the Eternal Champion

**Benefit:** As long as more than two minutes remain on the duration for your active incarnation, you may spend a swift action to change your active incarnation without expending another daily use of Incarnations of the Eternal Champion; this does not refresh the duration, and each time you change your active incarnation this way, the remaining duration is reduced by two minutes.

### *Font of Remembrance*

**Prerequisite:** Incarnations of the Eternal Champion

**Benefit:** You gain two additional uses of Incarnations of the Eternal Champion.

## **Converting this Class into 3.5**

This class translates decently into 3.5. You will want to simply disregard the Rugged Gunslinger

incarnation (as it references a Pathfinder Roleplaying Game class). The Spellbreaker incarnation references Spell Sunder which doesn't exist in 3.5. For clear reasons, the Eternal Magus feat will not be relevant in a 3.5 campaign. Perhaps the most significant change or loss will come from Scoundrel, because it references Rogue Talents which 3.5 does not have (although Advanced Talents are equivocal to Special Abilities from the 3.5 Rogue). Your DM might consider replacing the Rogue Talents with another Rogue class feature, such as Trapfinding or Trap Sense, or grant one from a specific set of bonus feats instead of the nonexistent Rogue Talents.

## **Class Archetypes**

### **Deathsinger (Bard Archetype)**

Like many plucky adventurers, Deathsingers seek to right wrongs and alleviate suffering in the realms: by helping other creatures attain the joy of death. The cabal of the Deathsingers was dispersed long ago by the attacks of short-sighted zealots, but this has not stopped its scattered members from singing the joyous songs of the grave and espousing the deeds of those glorious, unholy creatures which dance upon the threshold of life and death. As they uncover forbidden lore and consort with the dead, a Deathsinger knows that to bring an end to wretched life is their art, calling, and purpose.

**Deathsinger's Vigil (Sp):** The Deathsinger's eyes reveal when those around them reach the edge of mortality. From 1st level onward, the Deathsinger benefits continuously from a *Deathwatch* spell effect.

**Lay Waste (Su):** Starting at 1st level, as a standard action that provokes an attack of opportunity, the Deathsinger can choose a single point within 30 feet and unleash a blast of destructive energy upon it. Creatures within a 5' radius spread suffer 1d6 points of sonic damage; a



successful Reflex save (DC 10 +  $\frac{1}{2}$  the Bard's level + the Bard's Charisma modifier) halves this damage. The damage of Lay Waste increases by 1d6 at every odd-numbered Bard level. The Deathsinger may use Lay Waste a number of times per day equal to their class level + their Charisma modifier.

This ability replaces all of the Bard's spellcasting ability, including cantrips.

**Superior Lay Waste (Su):** At levels 4, 7, 10, 13 and 16, the Deathsinger improves the range of their Lay Waste ability by 30 feet and, furthermore, they may choose one enhancement for Lay Waste from the list below. These enhancements are cumulative. A Deathsinger may choose to use Lay Waste without taking advantage of one or more enhancements available to them. Each time the Deathsinger gains a level, they may choose to exchange one of their chosen





enhancements for another one which they qualify for.

### Enhancements for Lay Waste

*Concentrated Effect:* Instead of targeting an area, you can make a ranged touch attack against a single target when you use Lay Waste. Instead of having a fixed range, this attack is considered to have a range increment of 20 feet (regardless of your Bard level) and suffers range penalties as normal. When you use Lay Waste in this way, you add your Charisma bonus to damage and creatures do not receive a Reflex saving throw to reduce the damage; other saving throws (such as from other abilities) may still apply. This enhancement may not be combined with Increased Area-of-Effect.

*Haunting Blast:* Creatures damaged by your Lay Waste must also succeed on a Will save or become shaken for 3 rounds. This enhancement may not be combined with Sickening Blast.

*Increased Area-of-Effect:* The radius of Lay Waste increases to 10 feet. This enhancement can be taken up to three times; it doubles the radius each time (from 10 feet to 20 feet, then 20 feet to 40 feet).

*Inferno Blast* (requires 7th level): You may choose to deal fire damage with Lay Waste (instead of sonic damage); if you do, you deal an additional 1d6 points of damage. If your damage allows for a Reflex saving throw for half damage, then creatures who fail their Reflex saving throw against your blast also catch on fire.

*Forceful Blast:* Whenever you damage a creature with your Lay Waste, you can immediately attempt a bull rush or trip maneuver against them. This attempt does not provoke an attack of opportunity and you do not risk being knocked prone yourself. Instead of using your combat maneuver bonus for the attempt, you have a modifier equal to your Bard level plus your Charisma bonus.

*Quickened Blast* (requires 10th level): You may use Lay Waste as a swift action; doing so expends two daily uses of the ability. This allows you to use Lay Waste twice in a single round by expending three

uses in total.

*Sheer Power:* The saving throw DC of your Lay Waste ability increases by 2; this also applies to the saving throw DC of secondary effects, such as other Lay Waste abilities.

*Sickening Blast:* Creatures damaged by your Lay Waste ability must also succeed on a Fortitude save or become sickened for 3 rounds. This enhancement may not be combined with Haunting Blast.

*Split Blast* (requires 7th level): Each time you use Lay Waste, you may choose two different target areas; you deal damage to creatures within the appropriate radius (usually 5 feet) of either point of origin. Creatures in overlapping spaces (for example, if you target two areas close to each other) only suffer damage from your ability once. If you combine this enhancement with Concentrated Effect, you instead choose two different targets for the blast.

**Harmonies of the Grave (Su):** Upon reaching fifth level, the Deathsinger learns how to weave potent death magic into their bardic performances. The Deathsinger chooses two spells drawn from the Deathsinger spell list; they may only choose spells up to a certain spell level, based on how many levels they have in Bard. Whenever the Deathsinger has a bardic performance active, they may spend a standard action to cast one of their chosen spells as a spell-like ability. The caster level for these spells is equal to the Deathsinger's Bard level and the saving throw DCs are equal to 10 + the spell level + the Deathsinger's Charisma modifier. If the Deathsinger ends their bardic performance (including if they end it to change to another performance), each spell with a duration that was cast during that performance also ends.

The Deathsinger may choose one additional spell from the Deathsinger spell list at each odd-numbered level in Bard (7, 9, etc). Each time the Deathsinger gains a level, they may also exchange one of their chosen spells for another one which they qualify for (for example, an 8th level

Deathsinger could exchange one of their 2nd level spells for a 3rd level spell).

**Table: Deathslinger Spells Available**

Bard Level	Spells Known	Highest Spell Level
5	2	2nd
6	2	2nd
7	3	3rd
8	3	3rd
9	4	3rd
10	4	4th
11	5	4th
12	5	4th
13	6	5th
14	6	5th
15	7	5th
16	7	6th
17	8	6th
18	8	6th
19	9	7th
20	9	7th

### Deathsinger Spell List

1st level: *Ray of Enfeeblement*, *Ray of Sickening*.

2nd level: *Command Undead*, *False Life*, *Ghoul Touch*, *Scare*, *Stricken Heart*.

3rd level: *Lesser Animate Dead*, *Howling Agony*, *Malediction*, *Vampiric Touch*.

4th level: *Animate Dead*, *Bestow Curse*, *Fear*, *Wall of Pain*\*.

5th level: *Blight*, *Slay Living*, *Suffocate*, *Vampiric Shadow Shield*, *Waves of Fatigue*.

6th level: *Banshee Blast*, *Circle of Death*, *Deathsinger's Defilement*\*, *Eyebite*, *Major Curse*,

*Raining Blood*\*.

7th level: *Control Undead*, *Plague Storm*, *Tou Thanatou*\*, *Waves of Exhaustion*.

\*New spell featured in the Book of Metal.

This ability replaces Lore Master.

### Alternative Performances

The Deathsinger learns some bardic performances which are not practiced by other bards, and which replace some performances that would otherwise be available to them.

**Song of Quietus (Sp):** At 6th level, the Deathsinger can use their performance to drain a dying creature's life force, affecting them as per a *Death Knell* spell except that the range is 25 feet plus 5 feet per 2 Bard levels the Deathsinger has. This replaces Suggestion.

**Mass Song of Quietus (Sp):** At 12th level, the Deathsinger can use their performance to hasten all nearby, dying souls to oblivion. All living creatures within 30 feet of the Deathsinger who have been reduced to 0 or fewer hit points suffer 1 point of bleed damage, and furthermore must make a saving throw or die as though the Deathsinger had cast *Death Knell* on them. Furthermore, a living creature who is killed while this performance is active (through any means) automatically has their soul siphoned as though they had failed a saving throw against *Death Knell* spell cast by the Deathsinger. This replaces Soothing Performance.

**Requiem (Sp):** At 18th level, the Deathsinger can use their performance to call even distant souls to their grave, ensuring the demise of foes who would think to flee from the Deathsinger and their entourage. Using this ability requires three consecutive rounds of performance before there is any effect; after the third round, the Deathsinger creates an effect equivalent to the *Deathsinger's Requiem* spell, using their Bard level as their caster level. The Deathsinger may only successfully use this performance once per hour; if it is interrupted before reaching the third round, they

may attempt it again until the spell is successfully cast. This replaces Mass Suggestion.

### **Deathsinger Feats - Singing About Death**

The following feats are available for Deathsingers.

#### *Arsenal of Desolation*

**Prerequisites:** Deathsinger level 4th

**Benefit:** Whenever you rest and regain your daily bardic performances, you may exchange any one Lay Waste enhancement you know for another one which you qualify for.

#### *Desolator*

**Prerequisites:** Deathsinger level 1st

**Benefit:** You may use your Lay Waste ability three additional times per day.

**Special:** You can gain this feat multiple times; its effects stack.

#### *Extra Harmony of the Grave*

**Prerequisites:** Deathsinger level 5th

**Benefit:** Choose one additional spell from the Deathsinger spell list which you qualify for. You gain the ability to cast this spell using your Harmonies of the Grave class feature.

**Special:** You can gain this feat multiple times, choosing a different spell each time.

#### *Gravecaller*

**Prerequisites:** Deathsinger level 11th, Gravespeaker

**Benefit:** You can expend five rounds of your bardic performance to cast *Create Undead* as a spell-like ability. If you have 16 or more levels in Deathsinger, you can also expend eight rounds of your bardic performance to cast *Create Greater Undead* as a spell-like ability. These spell-like abilities still have verbal components and, furthermore, you must still provide the material components for them.

#### *Gravespeaker*

**Prerequisites:** Deathsinger level 3rd

**Benefit:** You can expend two rounds of your bardic performance to cast *Gentle Repose* as a spell-

like ability. If you have five or more levels in Deathsinger, you can also expend three rounds of your bardic performance to cast *Speak with Dead* as a spell-like ability. These spell-like abilities still have verbal components.

#### *Greater Songs of Reaping*

**Prerequisites:** Deathsinger level 12th, Songs of Reaping

**Benefit:** Any temporary hit points you gain from the *Death Knell* spell stack, up to a maximum amount of temporary hit points equal to twice your character level. Whenever you use Mass Song of Quietus, it affects all living creatures within 60 feet of you (instead of 30 feet).

#### *Necrodancer*

**Prerequisites:** Deathsinger level 1st

**Benefit:** Whenever you use Inspire Courage, Inspire Greatness or Inspire Heroics, you may choose to have your performance also affect undead allies who are immune to mind-affecting abilities (such as mindless ones). Instead of granting such creatures a morale bonus to saving throws against charm and fear effects, Inspire Courage grants them a profane bonus to saving throws to resist channeled positive energy; instead of granting such creatures a morale bonus to all saving throws, Inspire Heroics grants them a profane bonus to all saving throws. The effects of your bardic performances are otherwise identical and other creatures continue to receive the normal benefits.

#### *Songs of Reaping*

**Prerequisites:** Deathsinger level 6th

**Benefit:** Once per minute, you may use Song of Quietus without ending or interrupting another bardic performance which you have already started. Whenever you slay a creature using *Death Knell*, you gain a +2 profane bonus to Charisma.

## **Lightning Lotus (Monk Archetype)**

Rumors have emerged regarding a monastery in distant lands where the ascetics strive not for

purity and balance, but to become one with the maelstrom of thunder and lightning. The monks from this school train upon a gateway to the Plane of Air and wield abilities more akin to what one would expect from a sorcerer. A few fortunate souls have even witnessed the masters of this school transform into pure lightning themselves: such is the power and majesty of the little-known Lightning Lotus discipline.

**Hands of Lightning (Su):** At 1st level, the Lightning Lotus gains the ability to imbue her attacks with electrical energy. Whenever she strikes a creature with an unarmed strike or monk special weapon, she may spend a swift action to add 1d6 points of electricity damage to the attack. At 3rd level and every odd-numbered level thereafter, the Lightning Lotus adds 1d6 to the electricity damage she deals with this ability. The extra damage from Hands of Lightning is not multiplied on a critical hit. The Lightning Lotus may use this ability a number of times per day equal to 3 + her Wisdom modifier.

Starting at 6th level, the Lightning Lotus may spend 1 ki point whenever she uses Hands of Lightning to cause the added electricity damage to spread to all enemies within 10 feet of her target; a successful Reflex save (DC 10 + ½ her Monk level + her Wisdom modifier) halves this damage.

Upon reaching 11th level, the Lightning Lotus may use Hands of Lightning as a free action once per round. This allows her to activate Hands of Lightning twice in a single round - once as a free action and once as a swift action - though she may only activate the ability once per successful attack. This ability replaces Stunning Fist.

**Bonus Feats:** The Lightning Lotus adds many new feats to the lists of bonus feats available to her at levels 1, 2, 6, 10, 14, and 18. Unlike other feats on the list, the Lightning Lotus must meet all prerequisites for any feat she chooses from the list below. These feats may be taken at any level unless otherwise noted in their prerequisites:

Arcing Fists, Caller of the Storm's Brethren, Child of the Storm, Extra Hands of Lightning, Inexorable Storm, Lightning Stance, Piercing Storm, Sudden Storm, Wind Stance, or Wings of the Storm. (All of these feats, except Wind Stance and Lightning Stance, are new feats specific to this archetype and detailed further below.)

**Energy Resistance (Su):** Upon reaching 3rd level, the Lightning Lotus permanently gains 10 points of electricity resistance. This amount improves to 20 points at 8th level and again to 30 points at 13th level. This ability replaces Still Mind.

**Disciple of the Storm (Sp):** At the indicated levels, the Lightning Lotus gains access to spell-like abilities which she may use by spending the indicated amount of ki points. She uses her Monk class level as the caster level for these spell-like abilities, and her Wisdom bonus to determine the saving throw DCs.

4th level: *Defensive Shock* (1 point), *Resist Energy* (electricity only, 1 point), *Shocking Grasp* (1 point), *Shock Shield* (1 point)

6th level: *Elemental Touch* (electricity only, 2 points), *Lightning Bolt* (2 points), *Protection from Energy* (electricity only, 2 points)

8th level: *Ball Lightning* (2 points), *Communal Resist Energy* (electricity only, 2 points), *Detonate* (electricity only, 2 points)

10th level: *Lightning Arc* (3 points), *Communal Protection from Energy* (electricity only, 3 points)

12th level: *Chain Lightning* (3 points), *Elemental Aura* (electricity only, 2 points)

15th level: *Ride the Lightning* (4 points)

18th level: *Stormbolts* (6 points)

These abilities replace Slow Fall, Wholeness of Body, Diamond Body, Abundant Step, Quivering Palm, and Tongue of Sun and Moon.

**Tongue of the Storm's Brethren (Ex):** Starting at 5th level, the Lightning Lotus may speak with any creature of the Air subtype. She also receives an insight bonus equal to ½ her Monk level on Bluff, Diplomacy, Intimidate and Sense Motive



checks when dealing with such creatures. This ability replaces Purity of Body.

**Perfect Self:** At 20th level, the monk gains the Air subtype in addition to the other effects listed under Perfect Self. This ability modifies Perfect Self.

### **Lightning Lotus Feats - More Ways to Shock the Opposition**

The following feats are available for Lightning Lotuses.

#### *Arcing Fists*

**Prerequisites:** Lightning Lotus level 6th

**Benefit:** Whenever you spend a ki point to spread the damage from Hands of Lightning to nearby enemies, it affects enemies within 15 feet (instead of 10 feet). Whenever you score a critical hit with an attack that's enhanced with Hands of Lightning, you may spend an immediate action to cast one of your spell-like abilities granted by Disciple of the Storm; you must spend ki points as normal to use said ability.

#### *Caller of the Storm's Brethren*

**Prerequisites:** Inexorable Storm, Lightning Lotus level 8th

**Benefit:** As a full-round action, you may spend 2 ki points to summon a Medium lightning elemental or 1d4+1 Small lightning elementals. Your summoned elementals appear where you designate within a range of 25 ft. + 5 ft. per 2 Monk levels you possess, last for 1 round per Monk level or until dismissed, and function identically to creatures summoned with a *Summon Nature's Ally* spell.

As your Monk level increases, you gain the ability to spend additional ki points to summon more powerful elementals in the same manner as above. 10th level: You may spend 3 ki points to summon a Large lightning elemental or 1d3 medium Lightning Elementals.

12th level: You may spend 3 ki points to summon a Huge lightning elemental, 1d3 large Lightning

Elementals, or 1d4+1 medium Lightning elementals.

14th level: You may spend 4 ki points to summon a Greater lightning elemental, 1d3 huge Lightning Elementals, or 1d4+1 large Lightning Elementals.

16th level: You may spend 5 ki points to summon an Elder lightning elemental, 1d3 greater Lightning Elementals, or 1d4+1 huge Lightning Elementals.

When you reach 18th level in Lightning Lotus, you can also spend 6 ki points to cast *Elemental Swarm* as a spell-like ability (using your Monk level as your caster level), except that you may only choose to open a portal to the Plane of Air. All elementals which appear are lightning elementals, rather than air elementals.

#### *Child of the Storm*

**Prerequisites:** Lightning Lotus level 14th

**Benefit:** As long as you have at least 1 ki point remaining, you are immune to electricity damage. Whenever you would be affected by a spell dealing electricity damage, you may spend 1 ki point as an immediate action to do one of the following (your choice):

- Gain a bonus to your caster level for the purpose of spell-like abilities available through Disciple of the Storm. The bonus is equal to one-half the level of the spell you were affected by (minimum 1) and lasts for only 1 round.

- Gain temporary hit points equal to one-half the electricity damage that would have been dealt by the spell (disregarding your immunity and energy resistance).

- Turn the spell back upon the original caster, as though it were bounced back with *Spell Turning*. This option only works if the spell has only you as a target.

#### *Extra Hands of Lightning*

**Prerequisites:** Hands of Lightning

**Benefit:** You gain three additional daily uses of Hands of Lightning.

**Special:** You can gain this feat multiple times. Its effects stack.

### *Inexorable Storm*

Prerequisites: Lightning Lotus level 4th

Benefit: Whenever you use a spell-like ability granted to you by Disciple of the Storm, add 1 to its saving throw DC and you gain a +2 bonus to your caster level check made to overcome spell resistance, if applicable.

### *Piercing Storm*

Prerequisites: Lightning Lotus level 4th

Benefit: Whenever you deal electricity damage with Hands of Lightning or any spell-like ability granted to you by Disciple of the Storm, you may spend 1 ki point (in addition to any ki points spent to use the spell-like ability); if you do, the damage ignores 10 points of energy resistance per 5 Monk levels you possess.

### *Sudden Storm*

Prerequisites: Lightning Lotus level 10th

Benefit: Whenever you use a spell-like ability granted to you by Disciple of the Storm which has a casting time of a standard action, you may double the ki point cost to reduce the casting time to a swift action.

### *Wings of the Storm*

Prerequisites: Lightning Lotus level 6th

Benefit: As long as you have at least 1 ki point remaining, you may levitate as though you had cast *Levitate* on yourself. You may spend 2 ki points to cast *Fly* as a spell-like ability, but you may only target yourself; if you have 14 or more Monk levels, you may spend 4 ki points (instead of 2) to do so as a swift action.

## Rocket Queen (Magus Archetype)

In realms of decadence and grandeur there existed a Magus who did not follow the way of the blade. Instead this noble-blooded arcanist devised a way to weave her spells into exploding projectiles so dubbed “rockets”. This queen of rockets would later foster a chain of apprentices who carried on this esoteric tradition.

**Arcane Rockets (Su):** At 1st level, the Rocket Queen creates magic-infused rockets with which to level her enemies. Each day, the Rocket Queen can use a number of rockets equal to her Intelligence modifier. Firing an arcane rocket is a standard action that provokes an attack of opportunity. Arcane rockets have a range of 30 feet and use the Throw Splash Weapon special attack (although they are not thrown). Rockets are considered weapons and can be selected using feats such as Point-Blank Shot and Weapon Focus. On a direct hit, a Rocket Queen’s rocket inflicts 1d6 points of fire damage + additional damage equal to the Rocket Queen’s Intelligence modifier. The damage of her rockets increases by 1d6 points at every third Magus level; the bonus damage is not multiplied on a critical hit or by using feats such as Vital Strike. Splash damage from the rockets is equal to their minimum damage (so a rocket from a 9th level Magus dealing 4d6+6 points of fire damage on a direct hit would deal 10 points of splash damage). Those caught in the splash damage can attempt a Reflex save for half damage. The DC of the saving throw is equal to 10 +  $\frac{1}{2}$  the Magus’ level + her Intelligence modifier.

This ability replaces Spell Combat.

**Arcane Pool (Su):** At 1st level, the Rocket Queen gains a reservoir of arcane energy that she can use to fuel and empower her arcane rockets (see below). This arcane pool has a number of points equal to  $\frac{1}{2}$  her Magus level (minimum 1) + her Intelligence modifier. The pool refreshes once per day when the Rocket Queen prepares her spells. As a free action, the Rocket Queen may expend 2 points from her arcane pool to regain her entire daily allotment of Arcane Rockets.

The Rocket Queen may also expend 1 point from her arcane pool as a swift action to choose one of the enhancements below. The enhancement lasts for 1 minute and affects all rockets that she fires in that time. Only one enhancement may be active at a time; if she uses this ability again, the first use immediately ends.

*Guided Rocket:* The range increment on her arcane rockets is doubled.

*Rocket Spread:* Arcane rockets have their splash radius increased by 5 feet (up to 10 feet). At 10th level, the splash damage of her rockets is the same amount of damage that would be dealt on a direct hit (instead of the minimum). At 15th level, the splash radius increases by another 5 feet (up to 15).

At 5th level, the Rocket Queen gains two additional options when using this ability:

*Energy Infusion:* Choose an energy type: acid, cold, electricity, or fire. Her rockets deal 1d6 damage of the chosen energy type (in addition to their normal damage). If she fires multiple rockets in a round (such as from Rocket Barrage), the extra damage only applies to the first rocket she fires in a round. The amount of extra damage increases to 2d6 at 10th level and 3d6 at 15th level.

*Seeking:* The arcane rockets ignore any miss chance that would apply from concealment or similar sources (as a *Seeking* weapon).

At 10th level, the Rocket Queen gains even further options when using this ability:

*Alacritous:* Firing rockets no longer provokes an attack of opportunity.

*Deluge:* When the Rocket Queen uses her Rocket Barrage ability, she may choose to fire one additional rocket at her highest Base Attack Bonus; if she does, all rockets she fires this round have their damage reduced by 1d6.

This ability modifies Arcane Pool.

**Rocket Spellstrike (Su):** At 2nd level, the Rocket Queen gains the ability to place a spell with a range of “touch” upon one of her arcane rockets. She foregoes the free touch attack normally allowed to deliver the spell; instead, she makes a rocket attack as normal and the spell’s target becomes the creature or object struck directly by the rocket. The rocket deals its normal damage and effects in addition to the effects of the spell it delivers. A spell cast in this way uses its standard casting time and the Rocket Queen fires the rocket as part of the casting. The rocket must

be fired during the round that the casting is completed or the spell is wasted.

This ability replaces Spellstrike.

**Explosive Discoveries (Su):** Whenever the Rocket Queen gains a magus arcana, she may choose from certain Alchemist discoveries which affect the Bomb class feature instead of choosing from the Magus Arcana list. When chosen in this way, the discovery affects the Arcane Rocket ability (instead of Bomb) and uses the Rocket Queen’s magus level in place of an alchemist level for the purpose of effects and prerequisites (which she is otherwise still required to meet). The following discoveries may be selected: Acid Bomb, Concussive Bomb, Explosive Bomb, Force Bomb, Frost Bomb, Precise Bombs, Shock Bomb. At the DM’s discretion, other, similar discoveries may also be permitted.

This ability modifies Magus Arcana.

**Rocket Ray (Su):** At 5th level, the Rocket Queen can place any spell which calls for a ranged attack upon one of her rockets (such as Scorching Ray or Enervation). This ability otherwise functions identically to Rocket Spellstrike, and it also allows her to use the range of her rockets rather than the range of her spell.

This ability replaces the bonus feat gained at 5th level.

**Improved Range (Su):** At 7th level, the Rocket Queen extends the range increment of her rockets to 40 feet. At 14th level, the range improves again to 60 feet.

This ability replaces Medium Armor and Greater Spell Combat.

**Spellblast (Su):** At 8th level, the Rocket Queen gains the ability to place an area spell upon a rocket. When the rocket is fired, the spell’s area is centered where the rocket lands (except for cone or line spells), even if the spell could normally be centered only on the caster. A cone-shaped or line-shaped spell treats the target’s square as the point of origin, and the Rocket Queen may

choose the direction of the spell. This ability allows the Rocket Queen to use the range of her rockets rather than her spell. A spell cast in this way uses its standard casting time and the Rocket Queen fires the rocket as part of the casting. The rocket must be fired during the round that the casting is completed or the spell is wasted. If the rocket misses its intended target, the spell nonetheless goes off after determining which square the rocket lands in.

This ability replaces Improved Spell Combat, Heavy Armor and Counterstrike.

**Rocket Barrage (Su):** At 10th level, the Rocket Queen's power increases such that she can fire a barrage of multiple rockets. As a full-round action, she may expend 1 point from her arcane pool to fire multiple rockets based on her Base Attack Bonus; this functions just like a full-attack with a ranged weapon. She may not use this ability in conjunction with Ranged Spellstrike, Rocket Ray, or Spellblast.

This ability replaces Fighter Training.

**Missile Matriarch (Su):** At 20th level, the Rocket Queen becomes the undisputed sovereign of arcane missiles. Whenever she uses her Arcane Pool to enhance her rockets, she may spend 3 points (instead of one) to choose two enhancements to apply to her rockets simultaneously. Furthermore, using the Rocket Barrage ability no longer expends points from her arcane pool.

This ability replaces True Magus.

### **Rocket Queen Explosive Feats**

The following feats are available for Rocket Queens.

#### *Abundant Rockets*

**Prerequisites:** Rocket Queen level 12th

**Benefit:** Whenever you use Rocket Barrage, you expend one less daily use of your Arcane Rockets (minimum 1); for example, if you make three

attacks with rockets, you only expend two uses of Arcane Rockets.

#### *Diffusing Barrier*

**Prerequisites:** Extended Charge

**Benefit:** As a standard action, you can spend 1 point from your arcane pool to imbue your armor with arcane energy for 1 hour. During this time, if you would suffer damage from a spell or effect that allows a Reflex save for half damage, you may end this effect to automatically take half damage from the ability (or none if you make a successful save).

#### *Extended Charge*

**Prerequisites:** Arcane Rockets

**Benefit:** Whenever you expend one or more points from your arcane pool to enhance your Arcane Rockets, the enhancement lasts for 1 minute per Magus level you possess.

#### *Greater Extended Charge*

**Prerequisites:** Extended Charge

**Benefit:** Whenever you expend one or more points from your arcane pool to enhance your Arcane Rockets, the enhancement lasts for 10 minutes per Magus level you possess.

#### *Inexorable Rockets*

**Prerequisites:** Arcane Rockets

**Benefit:** Add 1 to the DC for saving throws against your Arcane Rockets, as well as to the DC for all saving throws against a spell you placed on a rocket (through either Rocket Spellstrike, Rocket Ray or Spellblast).

#### *Piercing Rockets*

**Prerequisites:** Arcane Rockets

**Benefit:** As a swift action, you may expend 1 point from your arcane pool to cause all of your Arcane Rockets to ignore 10 points of energy resistance for 1 round.

#### *Reactive Barrier*

**Prerequisites:** Extended Charge

**Benefit:** Whenever you are struck by a melee



attack, you may expend 1 point from your arcane pool as an immediate action to damage the attacker as though they were struck directly by one of your Arcane Rockets. The rocket also deals its splash damage to all creatures within range (other than yourself). Use of this feat also expends one of your rockets.

#### *Queen's Regalia*

Prerequisites: Proficiency with medium armor, Rocket Queen level 9th

Benefit: You gain proficiency with heavy armor. You can cast Magus spells while wearing heavy armor without incurring the normal arcane spell failure chance.

#### *Unstable Imbuement*

Prerequisites: Arcane Rockets

Benefit: As long as your Arcane Rockets are benefiting from one or more enhancements, the critical threat range on your Arcane Rockets is doubled and, on a successful critical hit, an Arcane Rocket deals +1 damage per die (this applies to splash damage as well). Whenever you roll a natural 1 on an attack roll with an Arcane Rocket benefiting from one or more enhancements, that rocket immediately detonates in your square, damaging you as though it had scored a direct hit on you as well as dealing splash damage to all creatures within range.

#### *Wild Imbuement*

Prerequisites: Rocket Queen level 6th

Benefit: Whenever you expend one or more arcane points to enhance your Arcane Rockets, you may choose to grant one additional enhancement (usually resulting in a total of two). If you do, all of the enhancements you grant are randomly determined. Roll 2d4 to determine which ones you grant, or 2d6 if you are a Rocket Queen of 10th level or higher. If you roll the same result twice, you lose out on the additional enhancement but immediately regain 1 arcane point.

## Track 3. - Grimoire of Metal

*Here are listed those new and terrifying spells which practitioners discovered by tapping into the Planes of Mayhem.*

### Spell Name

**Agitated Screams of Maggots:** Deal 1d8 sonic damage/two levels and sicken creatures.

**A Voice Like Thunder:** Project your voice and music for hundreds of feet; choose from effects.

**Bestow Terror of the Nemesis:** Impart the powers of an Antipaladin onto the target.

**Blind Fury:** All-consuming rage strengthens a creature, but may cause them to attack allies.

**Call of Ktulu:** Looming rift punishes, terrifies, and maddens creatures over a span of time.

**Cleanse in Pestilence:** Magical pestilence inflicts a Constitution penalty to a living creature.

**Crimson Thunder:** Bolster a melee attack with electricity and affect multiple foes.

**Crown of Thorns:** Mystical crown makes a martyr, willing or otherwise.

**Deathsinger's Defilement:** Aura of spirits damages foes and desecrates the area.

**Deathsinger's Requiem:** Destroy enemies with negative energy from afar.

**Dirge Inferno:** Burn foes for 1d8 damage/two levels and potentially frighten them.

**Dirge Inferno, Greater:** As *Dirge Inferno*, but deals 1d6 damage per caster level.

**Flames of Revenge:** Fiery melee attack becomes more dangerous when you are near death.

**F\*cking Hostile:** A moshing rage helps your allies to push foes around.

**Hail to the Hammer:** Grant your allies a blessing which they may freely trigger later.

**Hearts on Fire:** Confer fighting inspiration and temporary hit points round-by-round.

**Inhuman Rampage:** Attack all foes within reach; deal extra sonic damage.

**Mummy Dust:** Create a cloud that sickens and inflicts mummy rot.

**Power of the Dragonflame:** Touch a foe to cause severe, lingering elemental damage.

**Power, Wisdom, Courage:** Grant one of three distinct boons upon a creature.

**Raining Blood:** From a lacerated sky.

**Reign of Madness:** Iron, fire, sickness, and death wash over an area over a span of time.

**Ride the Void:** Briefly sequester yourself beyond time and space.

**Secular Haze:** Grant spell resistance against the divine magic of other faiths.

**Set the World on Fire:** A maelstrom of fire gradually grows from you in all directions.

**Stand Up and Fight:** Cause your allies to overcome disabling conditions.

**Tornado of Souls:** As *Whirlwind* but inflicts negative levels as well.

**Tou Thanatou:** Inflicts a curse of certain death.

**Triple Corpse Hammerblow:** Add force damage to a bludgeoning attack; strike multiple foes.

**Wall of Pain:** Wall of pain weakens, slows and staggers creatures.

**Well of Sadness:** Drown the whole land in sorrows for a month.

**Wrath of the Sun:** Fire sunbeams dealing 7d6 damage multiple times over one minute.

### Agitated Screams of Maggots

**School** evocation [sonic]; **Level** shaman 3, sorcerer/wizard 3, witch 3

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous; see text

**Saving Throw** Fortitude partial; **Spell Resistance** yes

You generate a buzzing cacophony of anguish-filled bugs which causes death and discomfort, dealing 1d8 points of sonic damage per two caster levels (maximum 5d8) and causing creatures to become sickened for 1d4+1 rounds. A successful Fortitude save halves the damage and negates the sickened effect.

This spell inexplicably (or perhaps, aptly) ravages

vermin and insect-like creatures. Any such creature within the spell's area instead suffers 1d8 points of sonic damage per caster level (maximum 10d8); on a failed saving throw, these creatures become nauseated for 1 round, sickened for 1 minute, and also lose any tremorsense they may possess for 1 minute.

## A Voice Like Thunder

**School** transmutation [sonic]; **Level** bard 4, bloodrager 4

**Casting Time** 1 swift action

**Components** V

**Range** personal

**Target** you

**Duration** 1 round/level (D) or until discharged

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

Your voice becomes as potent and far-reaching as a force of nature. When you speak, you can make your voice audible and understandable for out to 200 feet per caster level; if you play a musical instrument, you can extend this effect to the sound of the instrument as well. This allows you to affect creatures with Inspire Courage that would not otherwise be able to perceive you due to a great distance. You also double the numerical range on all other bardic performances (even those that duplicate spells); when applicable, your targets must still be able to see, hear, and/or understand you.

As a free action, you may end the spell to do any one of the following:

- Make a single check to dispel a *Silence* spell that is affecting you or an area that you are in (as though you were casting *Dispel Magic* upon it); you gain a +5 enhancement bonus to your caster level check to end the spell.
- The next spell with the sonic descriptor that you cast before the end of your turn has its range tripled, and its saving throw DC (if any) increased by 2.
- If you are a Disciple of Metal, the next spell-like ability you use from a Cacophony has its range

doubled, and its saving throw DC (if any) increased by 2.

Although this spell has a verbal component, you can cast it while you are under the effects of *Silence*; if you do, it counts as an attempt to dispel it with a bonus (see above) and ends immediately.

When this spell ends, you must succeed on a Fortitude save against your own spell DC; if you fail, your voice becomes hoarse and you cannot speak any louder than a soft, barely audible croak for 1 hour.

## Bestow Terror of the Nemesis

**School** transmutation [evil, chaos]; **Level** cleric 7, antipaladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** chaotic evil creature touched

**Duration** 1 round/level (see text)

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

This spell is the reverse of *Bestow Grace of the Champion* and grants the powers of an Antipaladin. You channel the power of chaos and evil into the target, temporarily giving it powers similar to those of an Antipaladin. The target gains the ability to use *Detect Good* at will as a spell-like ability, immunity to disease (suppressing any diseases currently affecting it), and immunity to fear (ending any fear effects currently affecting it); can use Touch of Corruption once as an Antipaladin of  $\frac{1}{2}$  your caster level, and can Smite Good once as an Antipaladin of  $\frac{1}{2}$  your caster level. It adds its Charisma bonus to all its saving throws. It can use spell completion, spell trigger, or other magic items that require the ability to cast spells as an Antipaladin. Any abilities not used by the time the spell expires are lost. This spell has no effect if cast on an Antipaladin.

## Blind Fury

**School** enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 4, bloodrager 4, shaman 5, sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** 1 round/level

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

You cause a single target to be overcome with a destructive, all-consuming rage. The affected creature gains a +6 morale bonus to Strength and Constitution, a +3 morale bonus on Will saves, and a -2 penalty to AC. Each round, the target must attack the nearest creature other than itself. The effects are otherwise identical with a Barbarian's Rage, except that the subject isn't fatigued at the end of the rage.

## Call of Ktulu

**School** conjuration (summoning); **Level** cleric/oracle 9, shaman 9, sorcerer/wizard 9, summoner 6, witch 9

**Casting Time** 1 round

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Effect** 360-ft. radius cloud of madness and terror

**Duration** concentration (maximum 10 rounds) (D)

**Saving Throw** see text; **Spell Resistance** yes

You create a looming rift through which seeps the essence of alien realms. Each creature in the area must succeed on a Will save or become shaken for 1 hour. Each round you continue to concentrate, the spell generates additional effects as noted below. Each effect occurs on your turn.

*2nd Round:* Echoes of madness ripple through the rift. Creatures in the area with 8 or less Hit Dice go permanently insane (no save); other creatures must succeed on a Will save or become confused for 1d4 minutes.

*3rd Round:* Alien mouths and appendages pour through the rift and assail creatures. Six randomly determined creatures suffer 20d6 bludgeoning and piercing damage. A creature targeted can attempt a Reflex save to avoid this damage.

*4th Round:* Inexplicable dread reigns over the area, causing creatures to become shaken for 1 hour (no save); creatures who were already shaken must succeed on another Will save or become panicked for 1 hour.

*5th through 9th Rounds:* Giant tentacles lash out intermittently across the area. At the start of each round, two randomly determined creatures become the target of a combat maneuver check made to grapple them; the CMB of this effect is equal to 15 + your caster level. Creatures who become grappled are thrashed about and then released on the next round, freeing them and dealing 10d6 points of bludgeoning damage (though they might become grappled again on the following round). This effect cannot be dispelled, nor can the tentacles be damaged.

*10th Round:* Those within the area receive a glimpse of the Great Old One himself, and must succeed on a Will save or die in terrified agony. Those who have already become confused or insane by this spell automatically fail their saving throw. This is a fear effect and a death effect. Creatures immune to fear become stunned for 1d4 rounds on a failed save (instead of killed).

Psychic discord interferes with concentration and mental faculties. For as long as they remain in the area, creatures suffer a -4 penalty on Intelligence, Wisdom and Charisma. Spells cast within the area are disrupted unless the caster succeeds on a concentration check against a DC equal to the spell's save DC + the level of the spell the caster is trying to cast.



## Call of Valhalla

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric/oracle 4, shaman 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one living creature

**Duration** 1 round/level

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

One creature who is near to the afterlife becomes filled with renewed strength and vitality. As long as the creature's hit points are at or below half of their maximum, they gain immunity to fear effects as well as a +1 morale bonus on attack rolls and weapon damage rolls for every three caster levels you possess (maximum +5).

Once during the spell's duration, if the creature would take damage reducing them to less than 0 hit points, they can choose to immediately gain a +6 sacred bonus to their Constitution score; this may prevent the creature from dying or falling unconscious, though the hit points gained as a result of this increase are not lost first like temporary hit points.

Although this spell will work on a creature with more than half of their remaining hit points, it does not confer any benefit until that creature's hit points are reduced.

## Cleanse in Pestilence

**School** necromancy [disease]; **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** living creature touched

**Duration** 1 hour/level

**Saving Throw** Fortitude half; **Spell Resistance** yes

You wrack the target with a short-lived, magical disease which causes one's flesh (or similar

matter) to shrivel and decay. The target takes a penalty to Constitution equal to 2d6+1 per three caster levels you possess (maximum 2d6+5). A successful Fortitude save reduces this penalty by half. This spell cannot reduce a creature's Constitution score below 1, and the penalty does not stack with itself.

## Crimson Thunder

**School** evocation [electricity]; **Level** cleric 4, druid 4, inquisitor 4, magus 4, paladin 4

**Casting Time** 1 swift action

**Components** V, S

**Range** touch or reach of melee weapon

**Target** one creature, plus foes within 10 feet of the target

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes  
You cast this spell as you strike with a melee weapon, unarmed strike, or natural attack to unleash a roaring arc of crimson thunder. In addition to the normal weapon damage of the attack, you deal 1d4 points of electricity damage per caster level (maximum 10d4). This additional damage arcs out to nearby foes, damaging enemies within 10 feet of the target. A successful Reflex save halves the electricity damage.

## Crown of Thorns

**School** necromancy [pain]; **Level** cleric/oracle 5, inquisitor 5, shaman 5, witch 5

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute/level

**Saving Throw** see text; **Spell Resistance** yes

When laying your hand upon the creature, you adorn them with a crown of thorns that causes pain and duress and gives them the ability to absorb the pain of others.

Whenever one of the creature's allies within 30

feet of them takes hit point damage, the creature may choose to reduce the damage dealt to their ally by one-half; the amount of damage prevented in this way is taken by the creature (similar to a *Shield Other* spell effect). This does not require any action, but the creature must be aware of their ally being under attack and willing to share in their damage.

At the start of each of the creature's turns, they must succeed on a Fortitude saving throw or become staggered for 1 round as a result of the excruciating pain. If the creature is a willing recipient of this spell, they gain a +8 morale bonus to this saving throw. A creature who succeeds at this saving throw for two consecutive rounds may choose to end the spell immediately.

Even if this spell is used on an unwilling creature, there is no initial saving throw against it. Furthermore, an unwilling recipient of this spell becomes sickened for its duration. If you use this spell against an unwilling creature, it becomes a spell of the evil type.

### Deathsinger's Defilement

**School** necromancy [evil]; **Level** cleric/oracle 6, deathsinger 6, sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Targets** you

**Duration** 1 round/level (D)

**Saving Throw** see below; **Spell Resistance** yes

An aura of wailing spirits and destructive energy surrounds you. The area within a 20' radius around you becomes imbued with negative energy and affected as though under a *Desecrate* spell; each round, enemies within this area must succeed on a Will save or suffer 4d6 points of damage.

### Deathsinger's Requiem

**School** necromancy [death]; **Level** sorcerer/wizard 8, witch 8

**Casting Time** 2 rounds

**Components** V, S

**Range** 1 mile

**Targets** up to one living creature per three caster levels

**Duration** instantaneous

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

You call down a dirge of profane, spiritual energy to annihilate distant foes. Each target suffers 1d8 points of negative energy damage per caster level you possess (max 20d8); a successful Will save halves this damage. Creatures reduced to 0 hit points or less by this damage die instantly. If you have firsthand knowledge of a creature (you have met them), you do not need to be able to perceive them to target them with this spell; the spell simply fails to affect any target who is not in range when you complete the casting.

### Dirge Inferno

**School** necromancy [fear, fire, mind-affecting];

**Level** deathsinger 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 30 ft.

**Area** cone-shaped burst

**Duration** instantaneous and 1d4+1 rounds or 1 round (see text)

**Saving Throw** Reflex half and Will negates (see text); **Spell Resistance** yes

You unleash a cone of roaring flames followed by an ominous, soul-wrenching dirge. Creatures and unattended objects in the area suffer 1d8 points of fire damage per two caster levels (maximum 5d8); a successful Reflex save halves this damage. Creatures who fail their Reflex save must succeed on a Will save or become panicked for 1d4+1 rounds. If a creature fails its Reflex save and succeeds on its Will save, it becomes shaken for 1 round.

## Dirge Inferno, Greater

**School** necromancy [fear, fire, mind-affecting];

**Level** deathsong 7, sorcerer/wizard 7, witch 7

**Casting Time** 1 standard action

**Components** V, S

**Range** 60 ft.

**Area** cone-shaped burst

**Duration** instantaneous and 1d4+1 rounds or 1 round (see text)

**Saving Throw** Reflex half and Will negates (see text); **Spell Resistance** yes

This spell functions as *Dirge Inferno*, except that the damage is 1d6 points per caster level (maximum 15d6).

## Flames of Revenge

**School** evocation [fire]; **Level** cleric 6, druid 6, inquisitor 6, magus 6

**Casting Time** 1 swift action

**Components** V, S

**Range** touch or reach of melee weapon

**Target** one creature

**Duration** instantaneous

**Saving Throw** Reflex half; **Spell Resistance** yes

You cast this spell as you strike with a melee weapon, unarmed strike, or natural attack to unleash a vengeful cascade of white-hot flames. In addition to the normal weapon damage of the attack, you deal 1d4 points of fire damage per caster level (maximum 15d4). A successful Reflex save halves the fire damage. Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames is a full-round action that requires a DC 20 Reflex save.

This spell becomes more dangerous as you draw close to death. If you are at one-half or less of your maximum hit points when you cast this spell, the damage increases to 1d6 per caster level (maximum 15d6). If you are at 0 or less hit points when you cast this spell, the damage instead becomes 1d10 per caster level (maximum 15d10).

## F\*cking Hostile

**School** enchantment (compulsion) [emotion, mind-affecting]; **Level** bard 3, bloodrager 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one willing living creature per three levels, no two of which may be more than 30 ft. apart

**Duration** concentration + 1 round/level; see text

**Saving Throw** none; **Spell Resistance** yes

You let loose a primordial dirge which launches your allies into a face-mauling, moshing rage. This spell functions as the *Rage* spell, except that affected creatures also gain the following additional benefits:

- A competence bonus equal to half your caster level to combat maneuver checks made to perform the bull rush, overrun, or grapple maneuvers.

- After succeeding on a melee attack against another creature, they may spend a swift action to attempt a bull rush combat maneuver against that same creature. This does not provoke an attack of opportunity.

Furthermore, if one of the affected creatures would benefit from a rage effect other than this spell (Barbarian Rage, Inspired Rage, etc), this spell improves their existing rage instead of granting a similar, redundant effect; the target's morale bonuses to Strength and Constitution each increase by 2, and the morale bonus to Will saves increases by 1. If the target's own rage would end while this spell remains active, they gain the lesser benefits of the *Rage* spell as normal. Multiple castings of this spell do not stack to further increase the benefits of rage.

To maintain the benefits of this spell, an affected creature must either attack or be attacked each round. If an affected creature goes an entire round without attacking or being attacked, this spell immediately ends for them.

## Hail to the Hammer

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 3, cleric/oracle 3, inquisitor 3, shaman 3, paladin 3

**Casting Time** 1 hour

**Components** V, S, DF

**Range** 40 ft.

**Area** all allies within a 40-ft.-radius burst centered on you

**Duration** 1 hour/level or until discharged

**Saving Throw** none; **Spell Resistance** yes

In those long periods of ennui between action, you enact a ritual to invoke the favor of the gods of battle... eventually. Each affected creature may, once during the spell's duration, grant themselves a +2 luck bonus to attack rolls, weapon damage rolls, saving throws and AC for 1 round. Activating the spell's effect doesn't take an action; a creature can even activate it on another character's turn. Once used, the spell ends for that particular creature. A creature may not have more than one *Hail to the Hammer* spell active on them at the same time.

## Hearts on Fire

**School** enchantment (compulsion) [mind-affecting]; **Level** bard 4

**Casting Time** 1 round

**Components** V, S

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

**Effect** one or more bursts of inspiration and vigor

**Duration** see text

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

When you cast this spell, make a Perform check. The result of your check determines the duration of this spell and may affect the range as well.

*Less than 20:* 1 round.

*20-29:* 1 round/level.

*30-39:* 1 minute/level.

*40-49:* 1 minute/level, and the spell's range increases to medium (100 ft. + 10 ft./level).

*50+:* 10 minutes/level, and the spell's range

increases to long (400 ft. + 40 ft./level).

You ignite your allies' hearts with a burning desire to overcome all foes. Immediately upon completion of the spell, and once per round thereafter, you may cause a single ally to gain a +4 morale bonus to attack rolls, saves, and skill checks, immunity to fear effects, and temporary hit points equal to your caster level (similar to a *Greater Heroism* spell); these benefits last for only 1 round.

You need not confer this spell's benefits immediately; other actions, even spellcasting, can be performed first. Each round after the first, you may use a standard action (concentrating on the spell) to grant the above benefits to another ally of your choice for 1 round. You can use this spell to repeatedly bolster the same ally (refreshing their temporary hit points each time), or to spread out the benefits to different allies.

## Inhuman Rampage

**School** evocation [sonic]; **Level** cleric 7, inquisitor 6, magus 6

**Casting Time** 1 round

**Components** V

**Range** personal

**Target** you

**Duration** instantaneous

When you cast this spell, you make a single melee attack at your highest base attack bonus against every foe within reach. You must make a separate roll against each opponent. Each of these attacks becomes infused with destructive energy, dealing 6d6 points of sonic damage in addition to the attack's regular damage.

## Mummy Dust

**School** necromancy [disease, evil]; **Level** cleric/oracle 5, sorcerer/wizard 6, witch 5

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** cloud spreads in 20-ft. Radius, 20 ft. high



**Duration** 1 round/level

**Saving Throw** Fortitude negates; Will partial, see text; **Spell Resistance** yes

You create a debilitating cloud of necrotic dust. Living creatures in the cloud become sickened for as long as they remain within the cloud and for 1d4+1 rounds after they leave. Creatures who fail their Fortitude save must also make a Will save; if the second save fails, the creature contracts mummy rot. A creature that succeeds on its saving throw but remains in the cloud must continue to save each round on your turn.

The disease is contracted immediately (the onset period does not apply). Since mummy rot does not heal naturally, an afflicted creature can only be cured by having *Remove Disease* and *Remove Curse* cast on them within 1 minute of each other. Use the disease's listed frequency of 1/day and saving throw DC of 16 to determine further effects.

## Power of the Dragonflame

**School** evocation [acid, cold, electricity, or fire];

**Level** druid 7, sorcerer/wizard 7

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** instantaneous and 1 round/level

**Saving Throw** Reflex partial; **Spell Resistance** yes

You lay your hand upon a creature and cause them to become consumed in dragonfire (or frost, etc). Choose an energy type: acid, cold, electricity, or fire. All damage from this spell is of the chosen type. The target suffers 1d8 points of damage per caster level (maximum 20d8). Furthermore, the target must succeed on a Reflex save or continue to be affected by the spell, suffering an additional 1d8 points of damage per 2 caster levels (maximum 10d8) at the start of each of your turns. Each time this spell deals damage, the target can attempt a new Reflex save, ending the

spell on a successful saving throw.

## Power, Wisdom & Courage

**School** evocation; **Level** cleric/oracle 6, druid 7

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** 1 minute

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

This spell grants a creature you touch one of the three boons below, chosen by you at the time of casting. You can't cast this spell on yourself.

**Power:** The creature gains a +4 sacred bonus to Strength and a +1 sacred bonus to their effective caster level; this improves effects dependent on caster level but does not grant additional spells. Once during this spell's duration, the creature may, as a free action, choose to double both of the above bonuses for 1 round; if they do, the spell ends after the round.

**Wisdom:** The creature gains telepathy out to 100 feet, allowing them to mentally communicate with any other creature within range that has a language. The creature also gains a +4 sacred bonus to Wisdom checks, Wisdom-based skill checks, and Will saving throws. Once during this spell's duration, the creature may cast *Cure Critical Wounds* as a spell-like ability; doing so causes this spell's effect to end immediately afterwards.

**Courage:** The creature gains immunity to fear and to any spell or effect that would possess or exercise mental control over them (similar to the benefit granted by a *Protection from Evil* spell); the creature also gains a +4 sacred bonus to saving throws against death spells and magical death effects, and receives a save to negate such effects even if one would not normally be allowed. Any time during the spell's duration, the creature may end this spell effect upon them to immediately gain one Hero Point, which must be spent on the same round it is gained or be lost.

*A mighty and venerable relic once promised power, wisdom and courage to whoever possessed it. Yet dark ambitions and wicked hearts corrupted the relic, and into pieces it shattered. Calling upon aspects of that ancient artifice, this spell is that relic's vestige and also its remembrance.*

## Raining Blood

**School** necromancy [evil, poison]; **Level** cleric/oracle 7, magus 6, sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S, DF

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

**Effect** 40-ft. radius sanguine cloud

**Duration** 1 round/level

**Saving Throw** Fortitude partial; **Spell Resistance** yes

You cause blood, infused with negative energy, to rain down from a lacerated sky. Each round, the profane shower deals 3d6 points of negative energy damage to all creatures within the area (no save). The blood is both toxic and distressing to living creatures, who must succeed on a Fortitude save or also become sickened for 1 minute; creatures immune to poison do not need to make this saving throw.

## Reign of Madness

**School** conjuration (summoning); **Level** cleric/oracle 9, shaman 9, sorcerer/wizard 8, witch 8

**Casting Time** 1 round

**Components** V, S, M (crushed gemstones worth 6,666 gp)

**Range** long (400 ft. + 40 ft./level)

**Effect** 100-ft. radius storm of brutality

**Duration** concentration (maximum 5 rounds) (D)

**Saving Throw** see text; **Spell Resistance** yes

You call forth energy from the Planes of Mayhem to unleash waves of madness and destruction. Discordant screams echo across the battlefield,

forcing all creatures in the area to make a Will save or become confused for 1d4+3 rounds.

Each round you continue to concentrate, you suffer 3d6 damage (no save) and the spell generates additional effects as noted below. Each effect occurs on your turn.

*2nd Round:* Treads of iron and mechanical appendages reach out through the planes and smash up to one creature of your choice per three caster levels, dealing 10d8 bludgeoning damage. A creature targeted can attempt a Reflex save to avoid this damage. Creatures who fail their Reflex saving throw must also roll a Fortitude save; if they fail, they become stunned for 1 round.

*3rd Round:* Scorching fire rains from above, dealing 1d6 points of fire damage per caster level to all creatures in the area; a successful Reflex save halves this damage.

*4th Round:* A festering sickness takes hold over the area, affecting all living creatures with a disease of your choice unless they succeed on a Fortitude save, as per the *Contagion* spell.

*5th Round:* A wave of negative energy smothers all creatures in the area, dealing 1d6 points of negative energy damage per two caster levels. A successful Will save halves this damage. Furthermore, all applicable corpses in the area rise to become undead skeletons or zombies (randomly determined). Unlike with an *Animate Dead* spell, these undead are not under your control, and are instead hostile to all living creatures.

When the spell ends (regardless of how it ends), wracking pain surges through your form and you must immediately succeed on a Fortitude save against the spell DC or suffer a -4 penalty on attack rolls, skill checks, and ability checks for 1 hour.

## Ride the Void

**School** transmutation; **Level** sorcerer/wizard 6, witch 6

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Target** you

**Duration** see text

You briefly sequester yourself into a void beyond time and space. For 1 round, you gain all the effects of both the *Ethereal Jaunt* and the *True Seeing* spells. After 1 round when you return to the material world, you gain a +2 insight bonus on ability checks, attack rolls, damage rolls, saving throws, skill checks and caster level checks, as well as immunity to energy drain and all negative energy effects; these benefits last for 1 minute per caster level.

Immediately after casting this spell, there is a 1% chance per caster level that you will receive a great vision or revelation from the void. If you do, you gain the wisdom to solve a single problem or answer a single question you query about within 1 year, similar to the effects of a Vizier card drawn from a Deck of Many Things. Upon utilizing this benefit, you must succeed on a DC 15 Wisdom check or go permanently insane. Regardless of whether you succeed or fail, you can never again in your mortal lifetime receive such a vision or revelation as a result of casting this spell.

## Secular Haze

**School** abjuration; **Level** cleric/oracle 4, inquisitor 4, paladin 4

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 1 min./level

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

This spell functions similarly to *Spell Resistance*,

except that it only protects against divine magic. Creatures who share your faith (including yourself) do not have their divine spells affected by this spell resistance.

## Set the World on Fire

**School** evocation [fire]; **Level** druid 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

**Range** see text

**Effect** Flames extending outward from you

**Duration** concentration (see text) (D)

**Saving Throw** Reflex half; **Spell Resistance** yes  
You send forth a writhing maelstrom of fire in all directions, dealing 6d6 points of fire damage to creatures and objects within 30 feet; a successful Reflex save halves this damage. This damage also ignores 5 points of hardness on objects. Within this area, structures may burn down, metals may melt, and natural vegetation may be eradicated.

At the end of each round, the fire grows and spreads out another 20 feet, so that by the second round the flames damage everything within 50 feet, 70 feet on the third round, and so forth. A solid barrier (such as a stone wall or building) may halt this advancement in a given direction - until it, too, is worn down and destroyed. While this spell's area may grow almost indefinitely, it has only a limited ability to follow your movement; the spell ends if you move more than 5 feet during a round, voluntarily or otherwise.

While concentrating on this spell, you are immune to fire damage and complications related to extreme heat. You also no longer need to breathe, protecting you from smoke or a lack of air. This spell is difficult and arduous to maintain for an extended period of time. After concentrating on this spell for 1 minute, you must succeed on a concentration check (DC 25) at the end of each round or lose this spell; after each such successful check, the DC for subsequent

checks increases by 1.

## Stand Up and Fight

**School** abjuration; **Level** bard 5, inquisitor 5, paladin 4

**Casting Time** 1 standard action

**Components** V, S

**Range** 50 ft.

**Area** The caster and all allies within a 50-ft. burst, centered on the caster

**Duration** 1 minute

**Saving Throw** none; **Spell Resistance** yes (harmless)

You halt conditions that would prevent your allies from partaking in the battle. This does not end the effect causing the condition; it merely suspends the condition's effects for the duration of the spell. Allies affected by this spell temporarily overcome the following conditions: dazed, frightened, panicked, paralyzed, stunned.

You can attempt to cast this spell even if you would be prevented from doing so by one of the above conditions. To do so, you must succeed on a Charisma check (DC 15). If you succeed, you cast the spell despite your affliction and begin to suppress the listed conditions. If you fail, you do not take any action and the spell is wasted.

## Tornado of Souls

**School** necromancy [air, death]; **Level** shaman 9, sorcerer/wizard 9

**Casting Time** 1 standard action

**Components** V, S

**Range** long (400 ft. + 40 ft./level)

**Effect** cyclone 10 ft. wide at base, 30 ft. wide at top, and 30 ft. tall

**Duration** 1 round/level (D)

**Saving Throw** Reflex negates; see text; **Spell Resistance** yes

You summon a cyclone of wailing spirits that ravages the life force of creatures. This spell functions similarly to the *Whirlwind* spell, except

that all damage dealt by the spell is negative energy damage. Furthermore, any living creature which becomes suspended in the powerful winds (after failing two Reflex saves) gains one negative level each round (no save) in addition to suffering damage.

Assuming the subject survives, they regain lost levels after a number of hours equal to your caster level (maximum 15 hours) instead of having a chance to gain them permanently.

An undead creature suspended in the winds gains a +4 profane bonus to Strength and Dexterity for 1 minute.

## Tou Thanatou

**School** necromancy [curse, death]; **Level** cleric/oracle 8, deathsinger 7, shaman 8, sorcerer/wizard 8, witch 8

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one creature

**Duration** permanent

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

You inflict a curse of certain death upon the subject, causing the following:

- The target can't heal naturally, nor can they receive any form of magical healing. Fast healing and regeneration are suppressed and have no effect.
- Every 30 days, the target must succeed on a Fortitude save or age one category.
- If the target dies, no spell of 8th level or lower may successfully bring them back from the dead or raise them as an undead.

When you cast this spell, you can make a major offering to an appropriate god of Death (such as an artifact or the soul of a creature with at least 20 Hit Dice); if you do, you can cast *Tou Thanatou* on a target who you are familiar with and who does not need to be in the spell's range, as long as they are on the same plane of existence. Furthermore,



if that target dies while under the effect of *Tou Thanatou*, the spell immediately spreads to their next of kin (or one at random, if there would be multiple) who also receives a saving throw as normal.

When you cast this spell, you may take your own life. If you do, there is no saving throw against this spell and spell resistance does not apply (the target still receives regular Fortitude saves to fend off magical aging, however). Your departed soul travels beyond the realm of mortal influence where even a *Wish* or *Miracle* spell cannot reclaim it.

### Triple Corpse Hammerblow

**School** evocation [force]; **Level** cleric 3, inquisitor 3, magus 3, paladin 3

**Casting Time** 1 swift action

**Components** V, S

**Range** touch or reach of melee weapon

**Target** one creature

**Duration** instantaneous

**Saving Throw** Fortitude partial; **Spell Resistance** yes

You cast this spell as you strike with a melee attack that would deal bludgeoning damage. In addition to the normal weapon of the attack, you deal 1d6 points of force damage per 2 caster levels (maximum 5d6); a successful Fortitude save halves the force damage. If your target drops to 0 or fewer hit points as a result of your attack, you can make another melee attack at your highest base attack bonus against another foe within reach. You can make no more than two extra attacks as a result of casting this spell and dropping foes.

### Wall of Pain

**School** necromancy [pain]; **Level** cleric/oracle 4, deathsinger 4, shaman 4, sorcerer/wizard 4, witch 4

**Casting Time** 1 standard action

**Components** V, S

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

**Effect** writhing shadowy barrier up to 20 ft. long/level or a ring of energy with a radius of up to 5 ft./two levels; either form 20 ft. high

**Duration** concentration + 1 round/level

**Saving Throw** see below; **Spell Resistance** yes

You conjure a wall of pain-inducing energy. One side of the wall, selected by you, projects waves of agony dealing 2d6 points of nonlethal damage to each creature that ends its turn within 10 feet of that side or inside the wall. A creature takes the same damage when it enters the wall for the first time on a turn or ends its turn there. In addition, any living creature damaged by the wall must succeed on a Fortitude save or become staggered and have its movement speed halved (round down to the next 5-foot increment); these effects last for 1 round.

If you evoke the wall so that it appears where creatures are, each creature within its area suffers damage and must make a Fortitude saving throw as though they ended their turn inside of it.

### Well of Sadness

**School** enchantment (compulsion) [emotion, mind-affecting]; **Level** cleric/oracle 9, shaman 8, sorcerer/wizard 9, witch 8

**Casting Time** 1 hour

**Components** V, S, M (crushed obsidian worth 10,000 gp), DF

**Range** touch

**Area** 1-mile radius emanating from the touched point

**Duration** 1 month

**Saving Throw** see text; **Spell Resistance** see text

You drown the surrounding land into a well of sorrows. Creatures suffer a -2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls, and any morale bonuses they would receive are suppressed. Creatures also have a 20% chance each round to

lose their action as they contemplate the fleeting and futile nature of existence (animals and creatures of low Intelligence may simply lie around morosely). Even plant growth is reduced by one-half, as if affected by the stunt growth effect of *Diminish Plants*. There is no saving throw against these effects for a creature within the area, and spell resistance does not apply.

A creature who leaves the affected area makes a Will saving throw against the spell (and also checks for spell resistance, if applicable); if they are successful, the spell's effects end on them immediately (though re-entering the area will cause them to be afflicted again). A failed saving throw means that the creature continues to suffer the spell's effects. As long as a creature remains outside of the affected area, they may continue to make new saving throws each week to break free of the spell.

You are immune to the effects of your own *Well of Sadness*.

## Wrath of the Sun

**School** evocation [light]; **Level** cleric/oracle 7, druid 6, shaman 7, sorcerer/wizard 7

**Casting Time** 1 round

**Components** V, S

**Range** 120 ft.

**Effect** one or more 120-ft.-long beams of sunlight

**Duration** 1 minute

**Saving Throw** Reflex half; **Spell Resistance** yes  
Immediately upon completion of the spell, and once per round thereafter, you may shoot forth a beam of immensely destructive, concentrated sunlight which deals 7d6 points of damage to all creatures in a 120' line. A successful Reflex save halves this damage. Creatures to which sunlight is harmful take double damage from this spell; undead creatures specifically harmed by bright light are automatically destroyed on a failed save.

You need not blast foes with sunrays immediately; other actions, even spellcasting, can be performed first. Each round after the first, you may use a standard action (concentrating on the spell) to fire a beam. You may call a total number of beams equal to 1/2 your caster level (maximum 10 beams).

Once during the spell's duration, you may spend a full-round action to fire one beam per three caster levels - up to a maximum of the remaining number of beams. If you do, each beam deals its damage as normal, except that a creature caught in the area of multiple beams only suffers damage once, and this spell immediately ends regardless of any beams remaining.

# Volume II: Dungeon Master's Toolkit



## Track 4. - Armory of Metal

*Weapons and relics left behind during the Age of Metal, or perhaps seized from the Planes of Mayhem. Beware: the power contained herein may not be meant for mortal hands.*

### A Note on Power Levels

When a system encompasses such a wide range of levels as the Pathfinder Roleplaying Game, the result is that the awesomeness of an item is often relative to when the party encounters it.

That's why some of the scaleable items listed henceforth have two or three versions presented, with some abilities only appearing in a higher level version.

*Mid-Level:* Means that the item is intended to be discovered sometime around 4th-9th level.

*High-Level:* Means that the item is intended to be discovered sometime around 10th-14th level.

*Damn High:* Also known as 'Too Damn High of a Level', this means that the item is intended for levels 15 and above.

As with all other resources, these are merely guidelines which DMs should feel free to play with as they wish. If you instead want an item that scales *with* the party and grows from Mid-Level instead of becoming an outclassed novelty half-way through the campaign, *just do it!*

### Crafting Costs

Item prices and construction costs have been given for many of the below items for which it would be feasible to calculate. Many such items lack any such values, for they are more equivalent to artifacts or items otherwise not meant for crafting.

## **Akatsuki**

*Upon the blade of this blood-red dagger there rests a disc-shaped symbol, perhaps to represent a moon or the dawning sun.*

**Aura** strong enchantment

**Properties** +1 Vicious Dagger, special

The story of Akatsuki begins with the story of three sorceresses who sought to champion the crusade of Metal Gods. At first there was dissent among the Gods about this, but in time the trio became among those chosen to wield the Metal Gods' power. Many skilled Disciples joined with them and the resulting band became a mighty force to be reckoned with. But even the Metal Gods knew not what they had wrought, for the sorceresses suspected that the legions of Metal may one day turn against them. Secretly, the trio crafted an artifact that would become the terror of all monsters which dwell in the Planes of Mayhem.

*Dye Bloody Crimson:* It is said that Akatsuki draws strength from the fragile hearts of its wielders, but the blade actually, literally requires blood to work. The more strength of charm and personality a wielder possesses, the more power the blade draws from them. As a swift action, Akatsuki's wielder may nick themselves with the blade to infuse it with power. The wielder loses 1d6 hit points per point of Charisma bonus that they have (minimum 1d6), and Akatsuki's number of charges becomes equal to the wielder's Charisma bonus (or 1, if they have none), regardless of how many charges it had before.

*Cherish this Love:* As a standard action, Akatsuki's wielder may point the blade at one creature within 30 feet to accost them with the power of love. This expends all of the blade's charges, and the targeted creature must succeed on a Will save (DC 19 + the number of charges expended) or become permanently affected as per *Charm Monster*.

If this function is used against a creature from the Planes of Mayhem or another servant of the Metal Gods, it takes on a new and terrifying aspect. Instead of becoming charmed, the creature becomes panicked for 1 minute on a failed Will save. After the minute ends, the creature must



succeed on a second Will save or become affected as per the *Dominant Monster* spell. Furthermore, the creature becomes shaken for 1 day even after succeeding on either saving throw, as their faculties struggle to recover from the horror forced upon them. The effects of Cherish this Love on a particular creature end if the one who used that ability upon them is killed.

Inexplicably, Cherish this Love works against creatures immune to mind-affecting abilities, though such creatures gain a +10 bonus to their saving throws. At the DM's discretion, the more potent effect from Cherish this Love may also apply against other particularly menacing creatures from outside mortal society, such as high-level undead or evil-aligned outsiders.

## Astral Hammer of Destiny

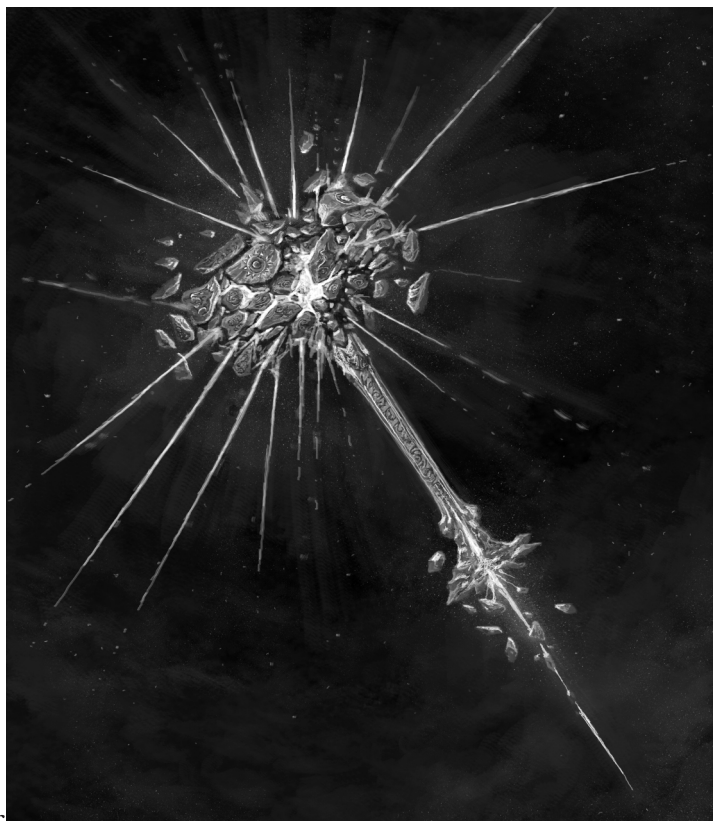
*Resplendent beams of light dance across the interior of this opaque, crystalline hammer.*

**Aura** strong evocation

**Properties** +4 Warhammer of Flaming Burst, special

Said to have been forged in the fires of celestial realms, the Astral Hammer (known also as the Hammer of Destiny) is a weapon of pure crystal powered by high-tech lasers entwined within a star. This conundrum of magic and engineering has baffled smiths and sages for many generations, except for those who choose not to think about it too deeply. Most notably, the Astral Hammer saw use in the hands of a great hero, whose story is sung across multiple worlds, in a climactic, intergalactic conflict against the nefarious chaos wizards of time and space.

*Cosmic Energy:* Three times per day, the wielder may spend a swift action and command the hammer to take the form of radiant energy. This causes the hammer to gain the brilliant energy property for one minute, after which the hammer reverts to normal. Whenever the Astral Hammer possesses the brilliant energy property, its attacks



deal quadruple damage to walls of force and similar obstructions.

*Galactic Retribution:* When wielded upon the Astral Plane, the Astral Hammer's enhancement bonus increases to +6 and if it scores a critical hit with a melee attack, it releases a cosmic cavalcade of lasers striking both the original target and all enemies within 100 feet, dealing 10d6 fire and 10d6 force damage to them; a successful Reflex save (DC 26) halves this damage. If an attack from the Astral Hammer slays a creature's astral body (such as a body created with the *Astral Projection* spell), that creature's silver cord instantly becomes sundered, sealing their demise in both realms of existence.

*Rays of the Sun:* The Astral Hammer bestows its wielder the ability to use *Sunburst* as a spell-like ability three times per day (CL 20th, DC 26). This ability is represented by the wielder actually throwing the hammer, which soars a great distance to its precise intended destination, emits the sunburst, and then flies back to the wielder flawlessly and in the span of a few seconds.

## Battle Metal Banner

*This crimson, battle-weathered banner bears proudly the sign of the horns.*

**Aura** moderate enchantment; **CL** 11th; **Price** 45,000 gp

Standards such as these saw prominent use during the Age of Metal, especially for the Metal Gods' conflict against the fish-headed overlords of the deep. Though the war has long since ended and the Age of Metal long since past, those mortals who continued to harbor the secrets of Metal also preserved the art of these Banners' craft. Because they flow proudly no matter where the winds of war take them, the Battle Metal Banners have stood with glory and majesty over every manner of battlefield.

When this banner is displayed, it grants a +2 morale bonus to weapon damage rolls and to saving throws against fear. This bonus is granted to whoever is carrying or displaying the banner, as well as allies within 60 feet who can clearly see it. Alternatively, a creature may spend a swift action to plant the banner into the ground or a similar surface, after which it will grant its bonus to that creature and their allies as long as they are within 60 feet and the banner remains visible to them.

A 5th level Cavalier can display the Battle Metal Banner as part of their Banner class feature. If they do, the item's bonus to saving throws against fear stacks with the bonus granted by the Cavalier's ability. The Cavalier must still display carry or display the Banner on their own (or upon their mount) in order to gain the effects of their class feature.

If the Banner is displayed by a character with levels in the Disciple of Metal prestige class, the bonuses granted by the Banner are doubled against the enemies of Metal.

The Battle Metal Banner is warded with protective magic that allows it to stand proud and

strong against wind, water, and other environmental hazards. Should an attempt be made to destroy it, the Battle Metal Banner has a hardness of 20 and 50 hit points. As long as it is not destroyed completely, the Banner restores to full hit points at the start of each new day and any wear or tear upon it merely deepens the character of its weathered, battle-weary appearance.

### Construction Requirements

Craft Wondrous Item, *make whole*, *greater heroism*;

**Cost** 22,500 gp

## B.F.G

*This astonishingly large and cumbersome implement hums with technomagical power.*

**Aura** strong evocation; **CL** 17th; **Price** 72,000 gp

The almighty and rightly feared B.F.G fires a green, viscous sphere of ass-kicking which emits seething jolts of superheated energy as it travels in a line, and then visits all but certain annihilation upon a foe unfortunate enough to be struck by it. Whatever possessed the B.F.G's makers to create this weapon of profound devastation, none can say for certain. Some spout legends that the B.F.G was created using energy drawn from the Lower Planes to fight against those same demons from realms below, but the truths behind its purpose - and its workings - may never be known by scholars of this age.

The B.F.G may be fired once per day. Except for unusually large creatures, the B.F.G requires both hands to wield. Firing the B.F.G is a standard action and the wielder makes a ranged touch attack; because of the sphere's slow movement, the B.F.G's range increment is only 30 feet and it suffers double the usual range penalty (typically -4 per range increment).

Regardless of whether the attack hits or misses, the B.F.G deals 20d6 force damage to all creatures and objects in a 30' wide line drawn from the wielder to the intended target (including the target themselves); a successful Reflex save (DC

20) halves this damage. Furthermore, a target directly hit by the B.F.G suffers an additional 100 points of force damage. A creature reduced to 0 or fewer hit points by the B.F.G instantly explodes, leaving behind only chunks and bloody viscera.

The sphere travels up to 300 feet before dissipating if it does not strike a creature or solid obstacle. It moves only in a straight line and carves a path of destruction where it goes. At the DM's discretion, a miss might cause the sphere to travel astray or beyond the intended target, which can modify where the line goes and what creatures are damaged.

Construction Requirements

Craft Wondrous Item, *disintegrate*, *greater planar binding*; **Cost** 36,000 gp

**Black No. 1**

*This innocuous potion bottle contains a pitch black dye along with instructions in Common runes.*

A traveling peddler once beseeched Carpathia for a hair dye which would allow any mere mortal to harness well that quality of gothic and nocturnal beauty. The Metal Goddess answered, and gifted onto the peddler that formula which we now call Black No. 1. The peddler would soon learn that such majesty was not meant to be simply conjured by the irreverent and the unworthy, for Carpathia's gift was also her punishment. The hair dye was cursed: those who applied the dye became no longer themselves, and it was not long until the peddler was corralled by angry masses and put to death. Yet bottles of the mysterious formula continue to surface, as though to serve as a recurring lesson against the hubris of mortalkind.

More than just a hair dye, the fabled Black No. 1 is nothing less than an insidious magical concoction which transforms the user into a creature of gothic aesthetic with newfound powers. Each time a creature partakes of Black No. 1, they undergo a transformation lasting 1 minute. The

transformation occurs with minimal disruption and the creature will usually be unaware of any physical changes taking place. Once the transformation is complete, the creature's skin becomes a ghostly milk-white tone, all of the hair on their head turns pitch black, and their fingernails and toenails mysteriously become painted. The creature gains the following abilities for 8 hours:

*Enhanced Senses:* The creature gains darkvision out to 60 feet as well as low-light vision, if they did not already possess these abilities.

*Natural Weapons:* Ebony black fingernails sprout into claws, allowing the creature two natural attacks each dealing 1d4 damage if they are Medium-sized (otherwise, adjust the damage accordingly). If the creature has 5 or more Hit Dice, each attack from these claws also deals an additional 1d6 points of negative energy damage against living creatures.

*Nocturnal Majesty:* The creature gains a +4 morale bonus to Dexterity and Charisma as feelings of dark delight and euphoria fill them.

*Spells of Midnight:* The creature gains spell-like abilities based on their Hit Dice, as per the table below. All abilities are cumulative. The caster level is equal to their Hit Dice and the saving throw DCs are Charisma based. Each such ability is usable once during their transformation (or once per day, if it becomes permanent).

Hit Dice	Spell-Like Abilities
1-2	<i>Cause Fear, Obscuring Mist</i>
3-4	<i>Darkness, Hideous Laughter</i>
5-6	<i>Deeper Darkness</i>
7-8	<i>Enervation</i>
9-10	<i>Shadow Step</i>
11+	<i>Shadow Walk</i>

These netherly boons come with a curse, and the following effects also apply:



*Between Life and Death:* The creature gains 10 points of resistance to positive and negative energy for every 5 Hit Dice they possess (minimum 10 points). This is a two-edged sword because it means that, for example, a living creature will receive a reduced benefit from most forms of magical healing, in addition to being protected against negative energy spells and attacks. Although beautiful in most senses of the word, the creature will appear undead to the naked senses of most individuals; a Heal, Perception or Knowledge (Religion) check (DC 15) allows one to discern that the creature is still living.

*Light Sensitivity:* The creature gains the Light Sensitivity special quality, causing them to be dazzled in areas of bright sunlight or the *Daylight* spell.

*Narcissism:* Whenever the creature sees their own reflection, they must succeed on a Will save (DC 10 + ½ their own Hit Dice + their own Charisma modifier) or become fascinated by their new appearance (as per the condition). This lasts until the transformation ends or until it is broken. If the creature succeeds on their saving throw against this effect, they become immune to it for 1 hour.

After 8 hours, the creature returns to normal. Black No. 1 is quite intoxicating, and there has been at least one documented outbreak of many humanoids becoming addicted to it. Some say that the transformation induced by the concoction can become permanent and more severe after repeated use.

## **Black No. 1 Affected Commoner** **CR 1** **XP 400**

Human commoner 3

N Medium humanoid (human)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception -1

**Weakness** Light sensitivity, narcissism

Defense

**AC** 13, touch 13, flat-footed 10 (+3 Dex)

**Hit Points** 13 (3d6+3)

**Fort** +2 **Ref** +4 **Will** +0

**Defensive Abilities** positive and negative energy resistance 10

Offense

**Speed** 30 ft.

**Melee** 2 claws +4 (1d4+1)

**Spell-Like Abilities** (CL 3rd)

1/day - *Darkness*, *Cause Fear* (DC 13), *Hideous Laughter* (DC 14), *Obscuring Mist*

Statistics

**Str** 12, **Dex** 16, **Con** 12, **Int** 10, **Wis** 9, **Cha** 15

**Base Atk** +1; **CMB** +2; **CMD** 15

**Feats** Blind-Fight, Dodge, Weapon Finesse

**Skills** Acrobatics +4, Climb +5, Handle Animal +6, Knowledge (local) +3, Stealth +6

**Languages** Common

## **Blood of the Kings**

*This polished, decorative battle axe carries a regal quality which belies its macabre origins.*

**Aura** moderate enchantment and evocation; **CL** 7th (mid-level), 11th (high-level), 17th (damn high); **Price** 12,810 gp (mid-level), 31,810 gp (high-level), 77,310 gp (damn high)

**Properties**

*Mid-level:* +1 Furious Battle Axe (Raging Song as 1st level Skald 1/day)

*High-level:* +3 Furious Battle Axe (Raging Song as 7th level Skald 1/day)

*Damn high:* +5 Furious Battle Axe of Wounding (Raging Song as 13th level Skald 1/day)

Once there was a dynasty of barbarian kings with a penchant for sanguine sacrifice. At the end of one's period of rulership, tradition would demand that they be beheaded and that their blood be soaked into the dynasty's most prized artifact: this battle axe, which carries the blood of all kings before it... literally and figuratively. Naturally, only those who held the blood of said kings in their veins were allowed the honor of wielding the Blood of the Kings into battle.



*Inspire Rage:* By proudly displaying the axe and emitting a badass boast (usually concerning the axe's legacy, the wielder's awesomeness, or how much the enemy is about to get rocked), the wielder of the axe can inspire his allies into a rage identical to that granted by a Raging Song ability from a Skald of the level indicated above. Additional benefits, such as access to Rage Powers or access to other Skald songs, are not imparted. Instead of functioning under the usual rounds-per-day duration for Raging Skald, this ability is simply usable once per day and lasts for 1 minute or until the end of the battle. The action required to activate this ability changes with its effective Skald level (standard to move, and then to swift).

All of the above assumes that the wielder is not a Skald. If the Blood of the Kings is wielded by a character with levels in Skald, the axe instead allows them to treat their Skald level as 5 higher for the purpose of determining Raging Song's benefits, the action required to use it, and the potency of Rage Powers that go along with it. The axe does not grant additional Rage Powers, Songs, or rounds per day.

#### Construction Requirements

Craft Magic Arms & Armor, *heroism, rage*; **Cost** 6,405 gp (mid-level), 15,905 gp (high level), 38655 gp (damn high)

## The Book of Heavy Metal

*Close the book and look at the front cover. Are you impressed? You should be.*

### Aura METAL

The Gods of Metal created this tome of knowledge so that the infinite glory of Metal may be spread across the planes. Though it may be crushed, burnt or torn apart, it cannot be permanently destroyed; only when everything within every plane of existence within the entire Multiverse has been made into Metal will the Book of Heavy Metal cease to be, for its purpose would then be fulfilled.

The Book of Heavy Metal imparts gainful and

awe-inspiring knowledge to any who read it.

The reader gains familiarity with all things covered in the Book of Metal, resulting in a +10 competence bonus to Knowledge checks related to any item, creature, deity, etc featured in the Book, and may make such Knowledge checks untrained. Several strange and powerful advancement paths become known to the reader, justifying their investment into any prestige class featured in the Book.

Whoever has read and also possesses the Book of Heavy Metal gains the ability to perform a Ritual of Metal by ceremoniously headbanging for 1 hour, 6 minutes and 36 seconds. This imparts the reader with a permanent Boon of Metal, which may be arbitrarily chosen by the DM (in accordance with the Metal Gods' whims) or randomly determined from the list below. Once the ritual has been performed, the Book of Heavy Metal vanishes so that it may appear again in another realm altogether.

1. **Wings of Metal:** The reader grows a set of monstrous and wicked-looking wings. (Work with your DM to establish the most thematically appropriate, Metal appearance for the wings.) The reader gains a Fly speed equal to their base speed; if the reader already has wings for some bizarre reason, the wings become more awesome, resulting in a +10-foot bonus to their Fly speed and a +10 enhancement bonus to Fly checks.

2. **Power to the Metal:** Courage and heroism forever fill the reader's heart, giving them the resolve to face any adversary. The reader becomes immune to fear and gains a morale bonus to all saving throws equal to their Charisma bonus (minimum +1); if the reader already gains this benefit (such as from the Divine Grace class feature), they instead treat their Charisma bonus as two greater for that purpose.

**Glory of Metal:** The reader defies death... at the price of any death they suffer being final. When the reader is killed, no mortal magic - not even a *Wish* or *Miracle spell* - may restore their soul to its body. The reader gains the following benefits:

- The reader does not become staggered as a

result of being reduced to 0 HP or less, and may act normally even at the brink of annihilation.

- The reader adds their Hit Dice to their Constitution score for the purpose of determining how much of a negative HP total they can obtain before dying.
- Once per day, when the reader would be reduced from 0 HP or greater to -1 HP or less, their HP total becomes 0 instead, and they instantly gain a Hero Point if your campaign is using the optional Hero Point system.
- Whenever a spell or effect would cause instant death or destruction to the reader (including *Disintegrate* and other such effects that trigger upon reducing a target to 0 HP), they ignore that effect and merely suffer the damage and other spell effects normally.
- As long as the reader has a Constitution score, it may not be reduced below 1.

4. **Crusade of Metal:** The reader is enlisted in the ongoing crusade against “the enemies of Metal” - whoever or whatever those may be. They gain a +2 sacred bonus to attack rolls against the enemies of Metal, and their weapon attacks deal an additional 2d6 damage against them. (If your DM isn’t up to the nebulous task of determining what constitutes an enemy of Metal, have the bonuses apply to non-Metal Clerics and Bards, Lawful-aligned entities, and creatures of the Fey subtype.)

5. **Weapon System of Metal:** The reader gains one randomly determined auxiliary weapon system from the list below. These weapon systems function as spell-like abilities. The caster level for the weapon system is equal to the reader’s Hit Dice, and the saving throw DC is equal to 10 + ½ the reader’s Hit Dice + the reader’s Intelligence modifier.

1. Incendiary Grenade 2/day: The reader launches a tried-and-true projectile that bursts into flame, as per *Fireball*.
2. Seeker Bolts 2/day: The reader launches a quick salvo of murder-seeking bolts as per the spell *Magic Missile*, except that the casting time is a swift action.
3. Lightning Coil 1/day: The reader lets loose a

crackling bolt of electricity, functioning aptly as per *Chain Lightning*.

4. Poison Canister 1/day: The reader fills a space with poisonous gasses as per *Cloudkill*.
5. Cluster Bomb 1/day: The reader launches a devastating barrage as per *Fire Storm*.
6. Death Ray 1/day: The reader shoots a ray of instantly fatal energy, just like a *Finger of Death*.

The DM may choose to alter, expand upon, or limit this list based on the reader’s Hit Dice and the power level of the campaign. The DM may also allow the reader to change their weapon system later, as a Psychotron might. Additional auxiliary weapon systems are detailed under the entry for the Psychotron prestige class.

6. **Relic of Metal:** The reader gains a potentially encounter-breaking magic item from the DM’s vault of glorious nightmares. An example table is given below.

1. Akatsuki
2. Goblet of Gore
3. Hammer of Face Smashing
4. Hell's Bells
5. Mirror's Truth
6. Obsidian Crown Unbound
7. Staff of Carnage
8. Warcurse

7. **Ultimate Wish of Metal:** Once per week, the reader may rip out their own, still-beating heart in order to gain a wish from the Metal Gods. This allows the reader to use *Limited Wish* as a spell-like ability; if the reader has 15 or more Hit Dice, they may use *Wish* as a spell-like ability instead. After completing the wish, the reader must make a Constitution check (DC 15). If they fail, they instantly die and for the next 24 hours their spiritual energy is held at the Planes of Mayhem; during this time, any attempts to raise, reincarnate or resurrect the reader automatically fail. If they succeed on the ability check, they are reduced to -1 hit points but suffer no lasting damage otherwise (their heart melds back into place).

8. **Everything of Metal:** The reader gains a touch of fortune with much that they do, imparting a +1 luck bonus to ability checks, attack

rolls, saving throws and skill checks, and increasing the saving throw DC of any spell or ability they use by 1. Furthermore, the reader may always reroll a result of a natural 1 on any ability check, attack roll, saving throw or skill check they make. This versatile boon comes at a price: the reader must refer to everything they do, own or positively associate with as being 'of Metal.' For example, they might refer to their *Fireball* spell as a "Fireball of Metal", their enchanted sword as a "wicked longsword of Metal", and their adventuring goal as a "sacred quest of Metal." Should the reader fail in this obligation, the bonus is lost until the next day.

## Boots of Demon Speeding

*These scorched, steel boots smell of burnt cobblestone and bear the emblem of a demon's visage immolated in blue-green flames.*

**Aura** strong enchantment and transmutation

It is said that the minions of certain archdevils possess a penchant for extreme drag-racing across plains of terror and desolation. From these competitions and similar pursuits, some unusual magical devices have been created. That's all that really needs to be said about the purported origins of such footwear as the Boots of Demon Speeding.

*Demon-Speeding:* As a full-round action, a character wearing these enchanted boots can Demon Speed, allowing them to cover a tremendous distance. At any point during this movement in a single round, the wearer can take a single 90 degree turn; otherwise, the movement must be made in a straight line. This movement allowance does not increase or decrease based on feats, spells, other items, or modifiers to the wearer's actual speed.

Continuous movement at maximum speed causes the wearer to accelerate. For each consecutive round spent moving the maximum distance allowed, the distance the wearer can move on subsequent rounds increases as shown on the

table below - up to a limit reached after three rounds. If the wearer doesn't use a full-round action to move the maximum distance allowed by the Boots, they immediately stop accelerating and drop back to a maximum allowed distance of 300 feet when using this item.

The magic of the boots imparts situational clarity and fortitude, allowing the wearer to react intelligibly to their surroundings even while traveling at speeds in excess of 100 MPH, and protecting them from motion sickness.

Rounds	Max. Distance	Special
1	300 feet	Collision (+5 bonus, 5d6 damage)
2	600 feet	Collision (+10 bonus, 10d6 damage), Trailblazing
3	1000 feet*	Collision (+20 bonus, 20d6 damage), Trailblazing

\*After reaching this threshold, the wearer can continue to travel this distance each round, but moving any less than 1000 feet in a round causes the wearer to slow back down as indicated above. Devils are stringent creatures.

*Collision:* If the wearer makes a bull rush attempt within 1 round of Demon Speeding, they gain a circumstance bonus to their combat maneuver check based on the speed they had just obtained. Regardless of whether the bull rush succeeds or fails, both the wearer and their target suffer bludgeoning damage as a result of the high speed collision (no save) in addition to the maneuver's effects, if any. The wearer might also suffer the listed amount of bludgeoning damage as a result of carelessly making contact with a wall or solid obstacle.

*Trailblazing:* After moving 600 feet or more as a result of Demon Speeding, the wearer creates a

path of smoke and flame that covers all of the squares they traversed and lasts for 1 round. The smoke provides total concealment and the flames deal 2d6+10 fire damage to creatures in the area.

## Celestial Effigy

*Less than a foot tall, this enigmatic metal creation takes the form of an aberration with faint celestial features. Light bends and distorts in the Effigy's presence.*

**Aura** strong divination

Artifices like these are not uncommon in the realms. In cities, merchants can be found peddling baubles by the dozens claiming them to be protective relics or trinkets of auspicious fortune. But this Effigy is no mere novelty. Even a cursory glance upon it is enough to impart inexplicable chills to the imaginative viewer. An extended observation of the Effigy will reveal that time seems to slip away and become lost in its presence. Then there are the voices; pulsating echoes from another world call out to whoever holds the Effigy. Whatever ineffable force directs these whispers must possess potent divinations indeed, for they seem to always know the Effigy's wielder very closely, and speak of lessons and wisdoms that will benefit their situation. These cryptic echoes impart tremendous insight - and also madness.

A character in possession of the Celestial Effigy periodically receives visions of alien landscapes and hears voices from the darkness of space. After each week, the character gains one point of Whispers (detailed below). A character who actively chooses to shun the visions and voices can avoid gaining a point of Whispers by succeeding on a DC 20 Will saving throw.

### Whispers

As a character gains levels of Whispers from the Effigy's influence, their grasp on reality becomes tenuous, resulting in a penalty to their Wisdom score. In exchange for their deteriorating mental

faculties, they gain peculiar and potent abilities.

Should the character rid themselves of the Effigy, they lose one level of Whispers each day as their mind comes crashing back to reality; this reduces their penalty to Wisdom until it is removed completely and, consequently, causes them to lose the abilities they gained from the Effigy.

Whispers Score	Penalty to Wisdom	Ability Gained
1	-1	Lunatic insight
2	-2	Augury 1/day
4	-3	Truesight
6	-4	Legend lore 1/day
8	-6	Mind blank
10	-8	Moment of prescience 1/day

*Lunatic insight.* Even the smallest taste of the Effigy's enlightenment grants them answers to questions they never knew they had. The character gains a +2 insight bonus to all Intelligence checks and Intelligence-based skill checks, and is furthermore considered trained on all Knowledge skills.

*Augury.* By listening closely to the lessons embedded in the chorus of whispers, the character may use *Augury* as a spell-like ability once per day.

*Truesight.* The Effigy opens the character's senses to see the twisted truth beyond all obscurement, granting them Truesight out to a range of 60 feet.

*Legend lore.* The Effigy is prepared to grant extensive knowledge of whatever significant subject the character desires to understand, emulating *Legend Lore* as a spell-like ability.

*Mind blank.* The character's own consciousness becomes so warped and altered that they become immune to mind-affecting spells and abilities.

*Moment of prescience.* By feverishly praying to the Effigy and whatever otherworldly patron it



represents, the character can grant themselves a profound boost of insight when they need it most; this functions as a spell-like ability for *Moment of Prescience*. The caster level is equal to 15, or the character's Hit Dice - whichever is greater.

### In the company of Madness

Terrible things will come to pass if the Effigy should fall into the hands of one who is a servant of madness and mental discord. When a cleric (or member of a similar class) who has selected the Madness Domain gains points of Whispers, they do not suffer any penalty to Wisdom for doing so, and the Effigy may see fit to benefit the character in other ways...

## Cloak of Heavy Metal Thunder

*This impractically large cloak always protrudes from the wearer's shoulders, resulting in a wide and menacing silhouette. Lightning courses through it at all times.*

**Aura** moderate enchantment and transmutation; CL 8th (mid-level), 13th (high-level), 16th (damn high); **Price** 16,700 gp (mid-level), 59,950 gp (high-level), 99,150 gp (damn high)

### Properties

*Mid-level:* Grants +2 enhancement bonus to Charisma, Crowd-Pleaser

*High-level:* Grants +4 enhancement bonus to Charisma, Crowd-Pleaser & Encore

*Damn high:* Grants +6 enhancement bonus to Charisma, Crowd-Pleaser & Encore

It is understood that atop the mountain of Skaulfokery, eleven Disciples of Metal competed in a rock-off battle to win the Metal Gods' favor... and earn the right to have the Cloak of Heavy Metal Thunder bestowed upon them. The ground quaked and the air shuddered and the skies bled in the midst of their performance. So calamitous was the competition that it's said the mountain even collapsed under the weight of the contest. Mount Skaulfokery had never been known as a volcano, yet still it spat such a complete deluge of fire and Rock, literal and otherwise, that not one of the

eleven Disciples survived to claim the Cloak; so goes the legend, and so remains the Cloak: an undiscovered mystery.

*Crowd-Pleaser:* The Cloak of Heavy Metal Thunder serves to enhance the wearer's magnetism and performance. As such, it imparts an enhancement bonus to Charisma. Furthermore, a wearer who is sufficiently skilled in their art gains the ability to use the below Finale spells as spell-like abilities; this is based on the number of ranks they possess in Perform (Metal). The spell-like abilities do not come entirely without cost; to use them, the wearer must expend three rounds of Bardic Performance (or a similar resource) and succeed on a Perform (Metal) check lest the action and energy be wasted.

*7 ranks:* Purging Finale (DC 25 Perform check)

*10 ranks:* Heroic Finale (DC 30 Perform check)

*13 ranks:* Stunning Finale (DC 35 Perform check)\*

*16 ranks:* Deadly Finale (DC 40 Perform check)\*

\*Only available with the High-level and Damn high level variants.

*Encore:* The wearer can maintain their performance while using finishing chords which are rote to them. Once per day, the wearer may cast a Bard spell ending with the word "Finale" without actually ending their bardic performance; the performance appears to stop for a few seconds, only to instantly start back up again. This only functions when the wearer actually knows and casts the spell in question; it does not apply to spell-like abilities.

### Construction Requirements

Craft Wondrous Item, *eagle's splendor*, *purging finale*, *heroic finale* (mid-level and up), *stunning finale* (high-level and up), *deadly finale* (damn high); **Cost** 8,350 gp (mid-level), 29,975 gp (high level), 49,575 gp (damn high)

## Cloak of the Wanderer

*The scent of distant lands clings to this slightly frayed cloak of green and brown.*

**Aura** moderate transmutation

The true origins of this enchanted cloak are unknown. One matter of consensus among soothsayers is that the cloak invariably finds its way into the arms of those who possess a wanderer's spirit, so that they travel far from any place called home, with company or alone. Indeed, some have even posited that the cloak contains a little known curse that those who wear it will always sooner or later find themselves upon a path of solitude.

*Across Land & Time:* The cloak bestows its wearer with powers to aid in their journeys across the realms. The cloak begins each day with 3 charges, regardless of any charges it had remaining from a previous day. If the cloak spent at least 8 hours of the previous day being donned by a creature with 9 or more Hit Dice, it gains an additional 2 charges that day. The wearer may expend these charges to use the spell-like abilities below.

Spell-Like Ability	Charges
<i>Jump</i>	1
<i>Longstrider</i>	1
<i>Pass without Trace</i>	1
<i>Invisibility*</i>	2
<i>Levitate*</i>	2
<i>Spider Climb*</i>	2
<i>Water Breathing*</i>	3
<i>Water Walk*</i>	3

\*These spell-like abilities have a range of personal, instead of being usable on other creatures.

If the cloak begins the day with 5 charges, the

following powers also become available:

Spell-Like Ability	Charges
<i>Dimension Door</i>	4
<i>Passwall</i>	5

*Endure the Endless Night:* Whoever wears the Cloak of the Wanderer for at least one week starts benefiting continuously from the spell effects of *Endure Elements* and *Tireless Pursuit*. Additionally, the wearer only needs to consume half as much food and water as normal, and they only need 4 hours of sleep to gain the benefits of 8 hours of sleep. If the cloak is removed and not donned again for at least one hour, it must be worn again for a whole week before these benefits take effect.

## Circlet of the Mindtraveller

*For reasons one can only guess, this regal silver circlet bears the emblem of a falcon.*

**Aura** strong divination

The Mindtraveller was a mystic theurge who roamed the vast and distant lands in search of magical secrets. He did this over the course of many generations by means of projecting his personality and consciousness into minds beyond his own, effectively prolonging his life by traveling from one mind to another. Whether said minds were willing participants to this practice remains an unanswered question, even though it is said that the Mindtraveller's quest was undertaken for the greater good and betterment of civilization. Though his legacy endures throughout many scholarly institutions, this circlet is all that remains of the Mindtraveller himself.

This circlet imparts numerous powers and benefits to the wearer by means of forging a link between his mind and the ancient consciousness of the Mindtraveller, which resides within the item. Because of the nature of this link, none of the below abilities function for a wearer under the

influence of a *Mind Blank* spell, or for one immune to mind-affecting spells altogether.

*Whispering Voices:* The wearer gains telepathy out to a range of 20 ft. per Hit Die he possesses. Three times per day, he may use *Detect Thoughts* as a spell-like ability.

*Wisdom of Yore:* Once per day, the wearer can allow a creature to gaze into the Mindtraveller's memories and receive guidance. As a standard action, he targets a single creature within range of his telepathy; within the next minute, that creature may gain a +10 insight bonus to a single attack roll, skill check, ability check or saving throw they make. The creature chooses at the time they make a check whether to apply the insight bonus to it, and this benefit is lost if it's not used before the minute is up. Alternatively, the wearer can use this ability to expose a creature to a memory of nightmare and terror; if he does, the creature becomes frightened for 1 minute unless they succeed on a Will save (DC 10 + ½ the wearer Hit Dice + the wearer's Wisdom modifier).

*Knowledge of the Gods:* Once per week, a spell-capable wearer may open his mind to the deepest recesses of the Mindtraveller's magical secrets, allowing him to produce nearly any spell effect arcane or divine. This allows the wearer to expend a single spell slot of 7th level or higher in order to cast *Limited Wish* (regardless of his class or whether the spell would normally be available to him); he does not even need to provide the normal material component cost of 1,500 gp. However, using this ability requires the wearer to voluntarily lower his mind's defenses against outside influence; consequently, he suffers a -4 penalty to saving throws against mind-affecting spells and abilities for one day. A wearer with 18 or more caster levels may instead choose to expend a 9th level spell slot to cast *Wish*; if he does, he foregoes the normal material component cost of 25,000 gp, and suffers a -4 penalty to saving throws against mind-affecting spells and

abilities for one week (until this ability recharges).

### Circlet as an Intelligent Item

Your DM may decide that it's more interesting for the circlet to remain inhabited by the willful mind and spirit of the Mindtraveller - who still has goals of his own. Below are suggested stats to use if the circlet is to be an intelligent item.

**Alignment** lawful good; **Senses** 120 ft., blindsense

**Intelligence** 18; **Wisdom** 20; **Charisma** 12; **Ego** 20

**Language** telepathy (Common and six other languages)

As he did in bodily form, the Mindtraveller seeks to uncover ancient and forgotten knowledge for the good of civilization. Thus, it is not enough for the host to merely seek knowledge, but they must also actively make such knowledge available to organizations and institutions which could make gainful use of it. Thankfully, the Mindtraveller is intelligent and judicious enough to make exceptions for knowledge regarding abhorrent practices, vile rituals and other secrets which would be to the detriment of mortalkind.

Whenever the wearer uses the Knowledge of the Gods item power, the circlet gains a +4 bonus to Ego for the same duration as the wearer's penalty to mind-affecting spells and abilities.

### Dark Chest of Wonders

*A box like this can take virtually any form, from an ornate and magnificent storage, to an ordinary-looking chest meant for holding simple, sensible objects - not otherworldly beings or hordes of monsters.*

**Aura** strong conjuration and transmutation

Adventurers far and wide have come to accept that treasure chests placed securely within curious and fun-house dungeon realms will, on occasion, possess curious and nonsensical rewards or defense mechanisms. That's to be expected; these days, one should consider themselves lucky that their chest is even a chest at all and not some ravenous, tentacled monster. Strangest among

these fabled containers are the Dark Chests of Wonder, for which no sage can adequately account for. It may be that these rare and mind-blowing boxes draw upon the chaotic essence of the Maelstrom or, even, that the chests exist distinctly as a practical joke played upon adventurers by powers far beyond mortalkind's reach and understanding.

Unless otherwise noted below, the Chest always contains treasure which is valuable and significant to the party (such as a magic item or tremendous amount of gold) and... something else. This something else is usually an encounter or oddity that the party must contend with as a result of daring to open the chest. To determine what else occupies the chest, roll 1d20 and consult the list below.

1. A group of ravenous and unusually intelligent bulettes leaps out of the chest. During combat, the bulettes utter such inane taunts as "Immaeatchu" and "Om nom nom your face."
2. A mysterious, deal-making, wish-granting figure appears before the party. The figure might be an archdevil or a manifestation of some cosmic force; regardless, he cordially offers the party a considerable boon such as power, wealth, knowledge, or some particular benefit tailored to the party's needs and interests at that time. The boon comes with a steep price not measured in coins, such as a quest fulfilled, a change in the party's fate to come, or the possession of a party member's soul when they die. The figure is upfront with the costs of the deal; though he may give cryptic or vague descriptions as to how the cost will play out, he speaks only the truth and gains nothing from outright lying to the party. He is as powerful as the DM requires him to be, but will not engage the party in combat or otherwise directly interfere with them under any circumstances.
3. Runes appear in the air before the party: "Death's Advocate Approaches." No immediate encounter takes place, but a group of monsters lead by a creature well out of the party's league

will stalk the party and seek to ambush them within the next week.

4. The party releases one or more shoggoths. Shoggoths function similarly to gibbering moutherers but are far more resilient and deadly (consider using advanced versions with additional Hit Dice as needed to challenge the party, or drawing from one or more published variants of that monster).
5. A portal to another realm opens. The realm beyond the portal is one with bright, gaudy colors and monstrously inconceivable geometry not suitable to mortal minds. While the latter description may invoke thoughts of Lovecraft, the realm is actually an 8-bit demiplane with blocky, retro-style graphics and aesthetics. Any creatures the party encounters or fights will share this horrid appearance and operate upon tenets of old-school video gaming (repeating the same line over and over, making a sound effect when hit, disappearing when slain, etc).
6. The chest also contains a single hourglass roughly two feet tall. Sand descends within the hourglass, inexplicably counting down to some unknown event that will befall the party (or the land they know) as a result of their opening the chest. The hourglass possesses an aura of overwhelming evil and portent; it cannot be destroyed or have its countdown affected by ordinary mortal means.
7. The party finds the treasure to be guarded by... themselves. More precisely, the treasure is guarded by the party's hostile clones whose abilities and equipment are identical to their own. The clones disappear into mist when incapacitated, leaving no remains or equipment behind.
8. An otherworldly creature challenges the party to perform an incredible task not related to combat or adventuring prowess - such as answer a series of difficult riddles, or play the greatest song in the world - lest the party suffer an undesirable fate.
9. The chest actually doesn't have treasure at all, but instead has a sign which reads "Sorry, your treasure is in another chest" and a map indicating



the other locale the party must travel to in order to claim their rightful reward.

**10.** A minotaur Disciple of Metal appears with a retinue of monstrous minions. If the party happens to be aligned with the forces of Metal or has a Disciple of Metal among their ranks, the minotaur throws up the horns and lets the party be after some customary banter. Otherwise, he proclaims that he will bring “the Mega-Death” upon the party and attacks.

**11.** The party is greeted by a human commoner, obviously inebriated, who explains that he is actually a “lich wuf powahful mageks” and demands that the party surrender all of their gold and valuables or suffer annihilation. The drunkard is fooled easily, but should his offer be met with outright refusal and ridicule, there is a 5% chance per level of the highest-leveled character in the party that the drunkard will really turn out to be a disguised lich... and a potent one, at that.

**12.** It's the attack of the dread gazebo! The statistics for a Huge animated object should be appropriate. If this encounter would be far too easy, consider having the chest teleport the character who opens the chest to the battlefield... where they must face the gazebo alone.

**13.** Instead of containing the usual fare of gold and magic items, the chest contains a dusty tome with one of the following illustrations: a giant, red demon statue with gemstone eyes that two adventurers are presently trying to pry out; a barbarian smashing down a splintering wooden door as he emerges from a stone archway, his adventuring companions behind him; a robed archwizard with an impossibly long, white beard battling against winged monstrosities. The book contains highly prized and esoteric knowledge which may border on Meta or even break the fourth wall. You may wish to roll the d20 a second time in order to generate an actual encounter for the chest's guardians.

**14.** A chorus of shrieking can be heard as a tunnel of wind rises out from the chest. After one round, a *Tornado of Souls* engulfs the area (as per the new spell featured in the Book of Metal) as though cast

by a 20th level sorcerer.

**15.** Two prismatic beams of domination shoot from the chest, each seeking a different target within 100 feet. Resolve the effects of the first beam, then the second.

**First Beam:** The first beam targets the creature with the most current hit points within 100 feet (randomized on a tie). That creature must make a Will saving throw against a *Dominate Monster* effect; the DC is 14 + ½ the creature's own hit dice. If the creature succeeds on its saving throw or is immune, the beam instead arcs to the next creature with the most current hit points within 100 feet of the previous target, and so forth. The beam only stops arcing once it has successfully dominated a creature, or when there are no more valid targets within range.

**Second Beam:** The second beam targets the creature with the least current hit points within 100 feet (randomized on a tie). If the creature succeeds on its saving throw or is immune, the beam instead arcs to the next creature with the least current hit points. Otherwise, this beam functions identically to the first beam.

A creature that succeeds on its saving throw or otherwise proves unable to be affected becomes immune to the domination beams and cannot be subsequently targeted by either the first or second beam. In most cases, two characters will end up being dominated. An unknown force immediately commands all dominated creatures to lethally attack the rest of the party using all available resources.

**16.** The magic of the chest summons a prominent BBEG, who is probably just as confused as the party! If there is no presently clear and looming BBEG or if such an event would be needlessly disruptive, the chest instead summons a rival group of adventurers with equal or greater experience than the party. The rival adventuring group is determined to usurp the party's quest of importance, if any, and claim wealth and glory for themselves.

**17.** A massive, marvelous, magical, megalomaniacal millipede seeks to murder the party. Use the statistics for a Titan Centipede, and

apply the following suggested modifications and bonuses: Intelligence and Charisma score changed to 24, +5 insight bonus to Armor Class and all saving throws, constant *Haste* effect, SR 21, and the millipede casts spells as a 13th level sorcerer. Adjust as needed. The millipede sings about its resplendent greatness while attacking the party.

**18.** The party is cordially invited (or violently coerced, if you prefer) to partake in a mystical game show. They will have the opportunity to compete for fabulous prizes by answering a series of trivia questions which may or may not break the fourth wall. Example questions may include:

- What is the base THAC0 of a 2nd level Fighter in 1st Edition AD&D?
- Name exactly two Domains associated with the elder god Nyarlathotep.
- Name a particularly murderous Fey known for its sanguine headwear.

The danger of this encounter most likely lies within the consequences for a poor performance or refusal to compete.

**19.** By opening the chest, the party unwillingly summons a monster with hypothetically world-ending capabilities (such as the Tarrasque, or the Jugulator). The monster engages the party for 1 round per 5 Hit Dice of the highest level party member, before it is recalled back to the plane from which it came.

**20.** Roll again twice and combine the two results (for example, a mystical game show hosted by a Dread Gazebo).

## Dead Skin Mask

*Teeming with unholy energies, this putrid mask combines the flesh of no less than a dozen decomposed faces.*

**Aura** moderate necromancy; **CL** 7th; **Price** 30,000 gp

Many are the calamities which befall villages in times of war and strife. For at least one such village, their horror was to continue after death. A prominent necromancer found the ruined and lifeless town, and from the rotted corpses there he

took many small pieces of flesh. This flesh he stitched together, and bound with powerful magic, and so the Dead Skin Mask was made.

*Hide from Undead:* Three times per day, the wearer may shelter themselves from the senses of the dead as per *Hide from Undead*, with a saving throw DC of 11 + their Wisdom modifier and with a caster level equal to their Hit Dice.

*Soul of the Tomb:* Damage from negative energy heals the wearer (as though they were undead); healing from positive energy damages the wearer instead of healing them. The wearer also gains a +4 competence bonus on all Charisma checks and Charisma-based skill checks when interacting with undead. Furthermore, the wearer treats their Hit Dice as two greater for the purpose of *Animate Dead* (and similar spells), and for channeling negative energy should they possess the means to use these spells or abilities.

### Construction Requirements

Craft Wondrous Item, *animate dead*, *hide from undead*, *speak with dead*; **Cost** 15,000 gp

## Deathfire Grasp

*An orb of pale-blue fire seethes between the clawed fingers of an outstretched hand fixed atop this ostentatious, needlessly long and bulky rod.*

**Aura** moderate evocation and necromancy; **CL** 14th; **Price** 76,200 gp

In a distant land and time, there existed a grand arena known as the Conjurer's Vale; within, mighty champions of various nations and virtues clashed in battles most grandiose and fierce. Once, a planeswalker of particular talent and resourcefulness sought to infiltrate this realm and bring its treasures to our own. They achieved this feat but once, returning with only two magical relics from the worlds afar: those being the Deathfire Grasp and the Lightbringer. Said planeswalker is thought to have been devoured by a giant alien monster during their subsequent attempt to steal artifacts from another dimension.

*Amplifying Power:* Merely holding the Deathfire Grasp improves the wielder's affinity for spells of the Evocation and Necromancy schools, raising the effective caster level and saving throw DC by 1 for any such spells cast by them.

*Fiendish Immolation:* Once per day as a standard action, the wielder can deluge a single foe within 60 feet with ebon flames. The flames burn hotter against more tenacious opponents, dealing damage equal to 4d6 + 1d6 per 10 current hit points the target has (maximum 40d6, so a target with 110 remaining hit points would suffer 14d6 damage). Half of the damage is fire and the other half is sheer, untyped destructive energy; a successful Reflex save (DC 16 + ½ the wielder's Hit Dice) halves this damage. Regardless of whether the target makes their saving throw, a sanguine outline surrounds them and weakens their defenses. For the next minute, the target's Spell Resistance (if any) is reduced by 2, they suffer a -2 penalty to saving throws against spells and spell-like abilities, and any energy resistance they have is lessened by 10 points.

#### Construction Requirements

Craft Rod, *bestow curse, destruction*; **Cost** 38,100 gp

## Diary of a Madman

*The ink which lay splotted across this worn, pitch black journal smells suspiciously like an amalgam of blood, alcohol and motor oil.*

**Aura** moderate divination and conjuration

So it was that a devout and modestly-addled high priest of Diosborne did journey across the Multiverse's distant planes, guided by visions of Metal, and wrote a diary of his experiences. While most passages can be adequately described as the ramblings of a madman, the book also contains wise lessons and mementos from the high priest's journey

Other than the memoirs of an unsound mind, the Diary of a Madman contains at least 1d4 unusual features or properties detailed below. These

anomalies are unlikely to be apparent from a cursory glance at the book and must instead be discovered through a feverish perusal.

1. Whenever the book is opened to a specific page, the sky also opens and rains blood as per a *Raining Blood* spell centered upon the book. Closing the book ends the spell immediately. The book itself is impervious to damage from the spell.

2. Hidden within the contents of a chapter are the detailed whereabouts of a legendary guitar aide known as the Plectrum of Fate. The journey will be wrought with danger and only a meticulous reader skilled in both History and Linguistics could hope to even piece together the relevant information from the clues and code.

3. Train tickets have been wedged between the pages: one for whoever finds them, plus one for each relevant member of their adventuring party. When transportation across long distances is desired, the Crazy Train (see Bestiary of Metal) arrives within one minute and accepts their tickets for a one-way trip to virtually anywhere - on this plane of existence, or otherwise.

4. A chapter contains mystical instructions on how to play the greatest song in the world. Upon completing the chapter, the words vanish and the reader gains the benefits of a *Moment of Prescience* spell (CL 20th), with two major differences: the spell lasts until discharged (its duration being effectively infinite), and the spell may only be discharged on a roll made while attempting/pertaining to a rock-off challenge.

5. A page contains a randomly determined or DM-chosen spell of power and significance. Anybody with the book open to that page may cast that spell, regardless of their class, level, or abilities; however, each time one wishes to cast the spell in this manner they must perform a ritual honoring the Metal Gods (detailed on the same page). The ritual might take entire rounds, minutes, hours or longer, and may involve bizarre and violent sacrifices.

6. Pressed face-down against a page is a single



card. Anybody looking upon the card feels an ominous sense of dread and finality. Grabbing or flipping the card has the same effect as a single draw from a Deck of Many Things.

7. The six hundred and sixty-sixth page contains instructions on how to summon a powerful outsider whose arrival would herald death and destruction for the mortal realms.

8. An illustration of the Metal God Diosborne comes to life when gazed upon by a worthy reader. The depiction tasks the viewer with a mystical quest of majesty, mayhem and Metal. If the viewer chooses to set upon the quest neig-immediately (and to the exclusion of other, lesser tasks), Diosborne blesses them along the way with divine providence and auspicious omens.

## Dimmu Burger

*This food item resembles a traditional hamburger... except that the bread buns are ashen gray, and the cheese is pitch black: blacker than the souls of those who invented the Dimmu Burger.*

**Aura** faint transmutation; **CL** 13th; **Price** 4,550 gp

Once there was a fast food joint in Hell popular amongst all of its denizens, and a personal favorite of many Archdevils themselves. Amidst circumstances unforeseen and hitherto unrecorded, the food locale became washed away in the Maelstrom, sandwiched in the fabric between realms and thereby destined to roam the multiverse. Hell's morale and serendipity never recovered from such a tragic loss.

Dimmu Burgers have found their way all across the many planes, delivering to all species the tasty, satisfying goodness of Belial's Beef and souls done medium well.

*Taste of Evil:* A Dimmu Burger is most delicious when savored, but can be gobbled down as a standard action when the situation demands it. Any character who eats a Dimmu Burger gains a boost of wicked power, resulting in a +2 profane

bonus to attack rolls, ability checks, saving throws, and skill checks for 1 minute.

**Shagrath's Transformation:** For reasons unknown and best left uninvestigated, Dimmu Burgers have a particular reaction when consumed by evil-aligned creatures of orcish blood. Any such creature who ingests a Dimmu Burger benefits from a *Bestow Terror of the Nemesis* spell (as featured in the Book of Metal) as though it was bestowed upon them by a 13th level Cleric in addition to the usual benefits of eating a Dimmu Burger.

### Construction Requirements

Craft Wondrous Item, *bestow terror of the nemesis*;

**Cost** 2,275 gp

## Emerald Sword

*This resplendent blade of glistening emerald reflects the sun's rays and all but has "Righteous Sword of Vanquishing Evil" written all over it.*

**Aura** moderate evocation

### **Properties**

*Mid-level:* +1 Holy Longsword (Piercing Light, Splendor, Turn Undead 2/day, Daylight 2/day)

*High-level:* +3 Holy Longsword (As above, and Dispel Evil 2/day)

*Damn high:* +5 Holy Longsword (As above, and Holy Word 1/day)

Applauded by legends, and destined for warriors of clear heart, the Emerald Sword bestows worthy heroes with the glory and power to defeat the lords of darkness. That's all that really needs to be said about this significant weapon.

*Piercing Light:* Though the blade is made from neither cold iron or silver, the Emerald Sword's attacks are always treated as the most favorable material for the purpose of overcoming the natural DR of evil-aligned creatures.

*Splendor:* As a swift action, the wielder can command the Emerald Sword to radiate light as though kissed by the sun. Creatures with light sensitivity and within 10 feet of the wielder are dazzled as though facing sunlight; creatures that



could be damaged or destroyed in bright light suffer 6d6 damage each round they remain within 10 feet of the swordbearer (no save), and those with sunlight powerlessness (such as wraiths) are staggered and unable to attack.

*Turn Undead:* Twice per day as a standard action, the wielder can unleash a burst of righteous energy that causes all undead within 30 feet to become panicked; a Will save (DC 10 + 1/2 the wielder's Hit Dice + the wielder's Charisma modifier) negates this effect. Those wretched creatures that fail their saving throw flee in terror for 1 minute. Intelligent undead receive a new saving throw each round to overcome their fear. If the wielder possesses the channel positive energy class feature, they may expend a use of their channel energy in order to use this ability more times in a day; if they also possess the Turn Undead feat, they add 2 to the saving throw DC when using the sword in this way and there is no limit to how many times they can Turn Undead while wielding the Emerald Sword.

*Spell-Like Abilities:* One or more of the following spell-like abilities become available, using the wielder's Hit Dice for the caster level and their Charisma modifier for saving throw DCs.

*Daylight 2/day:* Twice per day, the Emerald Sword can produce a more potent version of the *Daylight* spell that even functions as actual sunlight and appropriately affects creatures that are vulnerable to such light.

*Dispel Evil 2/day* (High-level and Damn high level variants only): The wielder may invoke *Dispel Evil* as an immediate action, allowing them to suddenly benefit from the AC bonus just as an enemy attacks them. Note that while casting the spell is an immediate action, discharging the spell is not, since that requires a melee touch.

*Holy Word 1/day* (Damn high level only): As the spell.

## Eye of the Beholder

*An ornate necklace has been made out of a single monstrous eye, placed securely inside an alchemically treated receptacle and hung about a chain. Fine runes lay etched upon the back of the receptacle.*

**Aura** moderate enchantment, evocation and transmutation

The headmaster of a once-renown artificer's guild had the ambitious notion to create an amulet which could channel the many powers of an Eye Tyrant. Thus, adventuring parties were commissioned to slay ten beholders and bring back from each beholder a different eyestalk. (Why the headmaster did not simply murder one beholder for all of its eyestalks remains to be known.) After stirring the numerous eyeballs in a cauldron filled with arcane reagents, the headmaster fused their essence together into one. Deciding then that he would test the Eye's power, he ordered one of his apprentices to direct the amulet toward him and speak the command word for Slow.

Unfortunately, the Eye did not precisely work as intended. It could have been anything, really: bad luck, simple carelessness, or even the headmaster's failure to make the appropriate gestures of headbang-and-mosh while mixing (and thus, earning the ire of the Metal Gods). Whatever the reason, the once-headmaster found himself on the receiving end of a *Disintegrate* spell he was not prepared for.

*Command Words:* The writing on the back of the amulet is so tiny that the words bleed together and cut off, though a DC 15 Linguistics check is sufficient to piece together their meaning. The runes educate the reader on the amulet's ten command words and indicates which eye ray powers each word corresponds to. The runes do not, however, betray the amulet's insidious design flaw; most of the rays do not correspond to the correct command word.

*Eye Rays:* As a standard action, anybody who wears the amulet can speak one of the command words to harness the power of an eye ray against their intended target. Regardless of which command word is spoken, roll 1d12 to see which of the eye rays below is fired by the amulet. The DM should record the result so that future utterances of that command word produce the same result.

Each time the amulet is used, it consumes the listed number of charges. When the amulet is out of charges, the eye within becomes closed until it renews. The amulet begins each adventuring day with a fresh set of 1d6+4 charges, regardless of whether it had charges left over from a previous day. If the die result below would produce an effect for which the amulet has insufficient charges, the amulet recognizably starts to produce the listed effect but the spell nonetheless fails (as though interrupted or otherwise negated) and depletes the amulet of its remaining charges.

All of the spell effects work at a range of 150 feet, have a saving throw DC of 14 + the spell level, and otherwise function as though cast by a 13th level Wizard or Cleric.

1. Charm Monster (2 charges)
2. Disintegrate (3 charges)
3. Deep Slumber (1 charge)
4. Fear (2 charges)
5. Finger of Death (3 charges)
6. Flesh to Stone (2 charges)
7. Inflict Serious Wounds (1 charge)
8. Slow (1 charge)
9. Stone to Flesh (2 charges)
10. Telekinesis (2 charges)
11. Random malfunction! Roll 2d10 and consult the results above. The first d10 roll determines what ray is normally generated with that command word (and will be generated with future uses of that same word); the second determines what ray actually comes out this time.
12. The command word is bunk, and always

produces a random ray from the list above.

## The Frayed Ends of Sanity

*Nine vicious, barbed tails protrude from a leather grip etched with chaotic symbols and incomprehensible geometry.*

**Aura** faint enchantment and evocation

### Properties

*Mid-level:* +1 Whip or Cat-o'-Nine Tails (special), can unleash 3 charges at a time

*High-level:* +2 Whip or Cat-o'-Nine Tails (special), can unleash 5 charges at a time

*Damn high:* +4 Whip or Cat-o'-Nine Tails (special), can unleash 7 charges at a time

This enchanted 'whip' was the signature implement of a firebrand inquisitor whose unrelenting fervor and aggression brought him frightful renown on the battlefield... and the interrogation chamber. Such did the inquisitor's skill and devotion grow that the 'ordinary' fare of brigands and witches became beneath him, so he turned his wrath to creatures that dwelt beyond the realms of mortalkind. This would turn out to be the worst idea ever made by the inquisitor in his short, ambitious life; one thing lead to another and the inquisitor had his brain devoured by alien monsters. It is thought that fragments of the inquisitor's shattered psyche (and perhaps even vestigial energies left behind by those the inquisitor had tortured) became embedded in the whip, now forever changed by its journey into halls of the mad.

Statistically, this weapon can use the template of either a whip or cat-o'-nine-tails, whichever version the DM chooses to use. However, the deadly enchantments of this particular weapon cause it to forego the nonlethal property and, furthermore, still deal damage to creatures with armor and/or natural armor bonuses.

*Mind Wrack:* Whenever The Frayed Ends of Sanity deal attack damage to a living creature, that creature suffers 1 point of Wisdom damage (no

save). A creature is immune to this damage if it is immune to mind-affecting abilities, or if it possesses a mental capacity that is distinctly alien to mortals (such as a mind flayer or chaos beast, at the DM's discretion). Each time a creature suffers Wisdom damage this way, the Frayed Ends of Sanity gain one charge.

*Nova of Consciousness:* As a standard action, he who wields the Frayed Ends of Sanity can release a shockwave of psychic power. This depletes the weapon of three charges and can only be done if the weapon has at least that many charges; all enemies within 15 feet of the wielder must make a Will save (DC 10 +  $\frac{1}{2}$  the wielder's level + their Charisma modifier) or suffer *Confusion*, as though cast by a Bard with a caster level equal to the wielder's Hit Dice. The Frayed Ends of Sanity have zero charges initially, and can store up to nine charges.

Unsurprisingly, the more potent variants of this weapon have more dangerous effects. When the wielder uses Nova of Consciousness with a high-level or damn high level variant of the magic item, he gains additional options.

*High-level:* The wielder can expend 5 charges instead of 3; when he does, enemies who fail their saving throw against Nova of Consciousness become permanently afflicted as though by an *Insanity* spell.

*Damn high:* The wielder can expend 7 charges instead of 3; when he does, enemies who fail their saving throw and are susceptible to such an ability become insane (as with the High-level effect), but must also make a Fortitude save against the same DC. If they fail their Fortitude saving throw, they die in psychic agony.

*The Calling:* A character who rests for eight hours while the Frayed Ends of Sanity are on their person hears the calling of voices tormented and demented. Upon waking up, that character must make a Will save (DC 17); on a failed save, they suffer 1d4+2 points of Wisdom damage and the Frayed Ends of Sanity gain one charge.

## Gloves of Death-Punching

*These yellow-toned gloves sport bright red fingertips. Another pattern of red adorns the knuckle area, stylized to appear as though the wearer of the gloves also wore spiked knuckles.*

**Aura** moderate evocation and transmutation; **CL** 15th; **Price** 146,760 gp

When a cadre of artificers viewed a bard's play featuring fantastic martial arts and esoteric disciplines, they were intrigued to hear about a fabled five-finger technique for instantly exploding an opponent's heart. They were also utterly incredulous, convinced that such an art could not exist outside of the magical disciplines and so, mostly for kicks, they crafted these enchanted gloves based on what they thought to be a fable.

*Canto 34:* Once per day, the wearer can use a swift action to imbue her hands with the freezing power of Cocytus. This causes her unarmed attacks to deal an extra 1d6 cold damage, functioning as a weapon of Frost for the next four minutes and two rounds.

*Death-Punch Adept:* Once per day, the wearer can deliver a fatal punch that functions identically to the Monk's Quivering Palm ability; the saving throw DC is equal to 10 +  $\frac{1}{2}$  the wearer's Hit Dice + her Wisdom modifier. If the wearer is already skilled enough to deliver death punches on her own, these gloves instead allow her to use Quivering Palm one additional time per day, and to treat her monk level as five higher for the purpose of determining Quivering Palm's saving throw DC.

*Killing Hands:* These gloves grant an enhancement bonus to attack and damage rolls made with unarmed attacks, similar to the benefit of an Amulet of Mighty Fists. The enhancement bonus scales with the wearer's own unlocked potential, and is equal to +1 per three Hit Dice she possesses (minimum +1, maximum +5).



### Construction Requirements

Craft Wondrous Item, *chill metal* or *ice storm*, plus *finger of death* and *greater magic fang*; **Cost** 73,380 gp

## Goblet of Gore

*This jeweled chalice teems with profound and inexplicable carnage. Organs ooze from a pool of bubbling blood that cascades down the goblet's smooth surface.*

**Aura** strong necromancy and transmutation

Artificers and magisters of the realms have accomplished many prodigious tasks, but nothing quite like the Goblet of Gore which could not have been made by mortal hand. Nay: such a twisted and profane artifact could have only been birthed in the horror-filled halls of Crystal Mountain, where evil takes its form....

*Chambers of Blood:* The Goblet of Gore can be permanently imprinted with corpses for use as



everlasting components for *Animate Dead* and similar spells. A living creature slain within the last hour, who is a legal target for *Animate Dead* or *Create Undead*, can be stuffed into the goblet. Once stuffed, the Goblet slurps the remains into its bowels and thereafter the wielder of the Goblet can treat any imprinted corpse type as a corpse component for *Animate Dead* and *Create Undead*, with an unlimited number of corpses available. For example, if the Goblet was stuffed with a kobold, a 5th level Cleric casting *Animate Dead* could create 10 kobold skeletons using the Goblet. Note that, while there is no limit to how many corpses can be imprinted into the Goblet of Gore, the wielder of the Goblet can only use it for corpses they have personally stuffed into it; the corpse of a long-dead race interred by some ancient user will not be available to a different wielder in another time.

*Zombie Ritual:* Even a character with no necromantic powers of their own can create zombies by merely drinking from the Goblet of Gore. Drinking from the goblet is a standard action and, unless the character is immune to disease, they must succeed on a Fortitude save (DC 15) or become nauseated for 1 round and sickened for 2d6 hours as their intestines reel with horror at their newfound ingestion. Regardless of success or failure, the character immediately vomits forth a writhing stream of blood and guts that coalesces into fully formed zombies within mere seconds. This instantly creates a number of 4 HD humanoid zombies equal to 1/2 the imbiber's Hit Dice under the imbiber's control. As the zombies animate, this temporarily suspends the flow of the goblet so that it stops spewing succulent sinews and loses the ability to perform *Zombie Rituals*. After 8 hours, any remaining zombies melt into goo and the goblet can create zombies this way again.

When creating zombies, the DM either chooses the species of zombie that manifests or decides by rolling on the table below.



1-45: Human	76-80: Halfling
46-50: Half-elf	81-85: Hobgoblin
51-55: Half-orc	86-90: Gnoll
56-60: Elf	91-93: Ogre
61-65: Orc	94-96: Minotaur*
66-70: Dwarf	97-99: Fire giant*
71-75: Gnome	100: Other*

\*Since these zombies would have more than 4 HD, the DM may wish to adjust the number of zombies created accordingly. For example, a 6th level character who would normally create three 4 HD zombies should only be able to create two 6 HD minotaur zombies, or one 12 HD hill giant zombie. The Goblet of Gore always creates at least one zombie this way, even if it would be too powerful for a necromancer of that level to control. Zombies created in excess of twice the character's hit dice might spurn his naive attempts at control and go on an indiscriminate brain-eating rampage. Undead created by Zombie Rituals do not count against the character's control limit of undead from other spells and class abilities.

## Hammer of the Emperor

*The engraving of a clenched gauntlet adorns both of the blunted heads on this massively thick, impractical warhammer. On one of the heads, the gauntlet can be seen extending its middle finger in a rude gesture.*

**Aura** moderate evocation; **CL** 7th (mid-level), 9th (high-level), 15th (damn high); **Price** 44,280 gp (mid-level), 98,280 gp (high-level), 191,360 gp (damn high)

Properties

*Mid-level:* +2 Thundering Earth Breaker (The Emperor's Might)

*High-level:* +3 Thundering Earth Breaker of Impact (As above, and The Emperor's Shockwave)

*Damn high:* +5 Thundering Earth Breaker of Impact (As above, and The Emperor's Earthquake)

This menacing hammer was the signature

weapon of the Emperor of Murder, and saw much use against the aboleths and their minions during the Age of Metal. Decisively victorious as the crusade of Metal had been, it was not without cost. When this hammer became lost in the murky abyss of oceans deep, the Emperor's subsequent rage lead to him using his bare, metal fists to pulverize many a fish-headed skull.

*The Emperor's Might:* Once per day as the wielder smashes a foe with the hammer, he can empower his attack with a *Forceful Strike* as the spell, with a caster level equal to the wielder's Hit Dice.

*The Emperor's Shockwave* (High-level and Damn high level variants only): Once per day as a standard action, the wielder can strike the ground causing a destructive wave to emanate from a point within reach. This ability deals 1d6 force damage per Hit Die of the wielder (maximum 15d6) in a 30' cone and causes creatures to be dazed for 1 round. A successful Fortitude save (DC 10 + ½ the wielder's Hit Dice + the wielder's Strength modifier) halves this damage and prevents the daze.

When activating this ability, the wielder can choose to have it emanate from either his own square or a square in which he has sufficient reach to make a melee attack with the hammer. If the wielder causes this ability to originate from his own square, he chooses the direction of the cone. If the wielder causes this ability to originate from another square, the cone travels in the same direction as that square from the wielder. (When in doubt, draw a straight line from the center of the wielder's square to the target square; the cone goes in that direction.) The wielder must be able to strike the ground or a similar surface in order to use this property.

*The Emperor's MFing Earthquake* (Damn high level only): Once per day as a standard action, the wielder can create a localized earthquake by striking the ground before him and uttering an incantation to forces beyond. After 2 rounds (usually just enough time for the wielder to get away), a tremor ensues as though *Earthquake* was

cast upon the struck area.

#### Construction Requirements

Craft Magic Arms & Armor, *blindness/deafness, forceful strike, righteous might* or *giant form I* (high-level and up), *earthquake* (damn high); **Cost** 22,140 gp (mid-level), 49,160 gp (high-level), 95,680 gp (damn high)

## Hammer of Face Smashing

*A dried, grisly layer of pulverized flesh adorns the head of this gnarly warhammer.*

**Aura** strong necromancy and transmutation

#### **Properties**

*High-level:* +1 Warhammer, special

*Damn high:* +3 Warhammer, special

This weapon was brought into existence by none other than the Metal God Gorgrinderoth, Harbinger of Brutality, who once did proclaim that all the faces of all the face-bearing creatures should be smashed into sanguine oblivion. To guide mortalkind toward this end, Gorgrinderoth sent down this warhammer, forged in the Planes of Mayhem and given the power to absolutely wreck any face of any being.

*Infinite Face Smashing:* True to its name, the Hammer of Face Smashing renders a woeful state upon the sorry faces of its victims. Unlike other weapons of its type, the Hammer of Face Smashing has a base critical threat range of 18-20 (instead of 20) while retaining its x3 critical multiplier.

Whenever the Hammer scores a critical hit against a creature with a face, roll 1d6 to determine an additional effect of the hit from the list below. There is no saving throw against these effects. Creatures lacking a discernible face do not suffer any such effects (although most such creatures, such as oozes, are already immune to critical hits to begin with). At the DM's discretion, a creature which has a face might nonetheless be unaffected by one or more of the below based on their particular nature (creatures immune to pain, golems who would even be able

to fight headless, etc).

1. The creature suffers a horrible disfigurement that can only be relieved by a *Regenerate* or *Heal* spell cast upon them. In addition to becoming a lamentable sight, the creature suffers a -2 penalty on attack rolls, skill checks and ability checks as a result of incessant pain from the wound.
2. The creature is sent flying back 10 feet in a direction of the wielder's choice and falls prone (as though struck with an Awesome Blow). If an obstacle prevents the completion of the creature's move, both the creature and the obstacle suffer 1d6 points of damage and the creature falls prone in the space adjacent to the obstacle.
3. The creature becomes stunned for 1 round and staggered for 1d4 rounds afterwards as they reel from the experience of having their face brutally collapsed.
4. The creature becomes disoriented and their mental faculties suffer, inflicting upon them 1d4 points of Intelligence and Wisdom damage. They also take a -2 penalty to attack rolls, saving throws, skill checks and ability checks for 1 minute.
5. There is no additional effect for the defending creature. Instead, the Hammer of Face Smashing instills its wielder with a maniacal and insatiable bloodlust, granting them a +5 morale bonus to melee attack and damage rolls for 1 minute. If the wielder goes 2 consecutive rounds without making a melee attack against another creature, this benefit immediately ends.
6. The Hammer of Face Smashing smashes the creature's face completely and utterly beyond recognition, killing them.

## Hand of Doom

*The crackling light of oblivion festers through this singular gauntlet of darkened steel. In the gauntlet's palm churns a maelstrom of slaughtered souls.*

**Aura** strong necromancy and transmutation

Legends speak of a primordial creature that was banished into the darkness out of time and space. The Hand of its Doom is the last vestige of that creature's existence in the known multiverse. It is also its vengeance, for the Hand possesses the terrifying power of destroying a foe so utterly that their essence of past, present and future is banished to the deepest oblivion and rendered a death more final than any other. Some say that the effect is to make it so that the creature never, ever lived.

Despite being a single gauntlet, the Hand of Doom counts as a pair of gauntlets or gloves when determining the limit on how many magic items one may wear.

*Destructive Power:* This relic increases the wearer's effective caster level and saving throw DC each by 2 when casting *Disintegrate* or any spell with the Death descriptor. Whenever the Hand of Doom's wearer makes a successful weapon attack against a creature within 30 feet, they may spend a swift action to deal 4d6 negative energy damage to them. A Will save (DC 14 + 1/2 the wearer's Hit Dice) negates this additional damage.

*Absolute Annihilation:* Once per day as a standard action, the wearer may make a melee touch attack with the Hand to render *Destruction* upon a foe (as per the spell). This spell-like ability benefits from the caster level and DC increase of Destructive Power. If the victim is killed by the spell, the Hand of Doom destroys the victim's history of ever existing. This causes the annihilated character to vanish from the memory of others, and may even affect a change on past events. For characters of significant portent, the multiverse tries to accommodate the discrepancy with as little reality revision as possible: stories, histories, and legends are altered to rationalize how they took place without the annihilated character's involvement, possibly attributing major failures and successes to others who may or may not have

been present. Annihilating a character utterly through this relic does not necessarily undo the effects of every endeavor that character would have influenced or been responsible for, but at the DM's discretion, a noticeable disruption of timeline and events may indeed take place. Player characters, heroic NPCs, and those who were intimate with the annihilated character may continue remembering the fallen and the influences they had, but they would be alone in doing so. Nothing within the realm of mortal magic can bring back a character who was absolutely annihilated in this way.

Once a foe is absolutely annihilated, there is a 2% chance per Hit Die of the victim that the Hand of Doom will be depleted of all its magical power for one year.

## Heavy Mahogany Mandolin

*A skull-and-crossbones symbol adorns this otherwise deceptively simple looking mandolin.*

**Aura** moderate evocation and transmutation

The Dread Crew of Oddwood were a legendary band of pirates who defined themselves with their success on numerous raids and quests undertaken on both land and sea; it's said, even, that the crew toppled an entire monarchy when its queen made the short-sighted decision to betray them. Though many ages have past since they plundered the seas, the crew has certainly made their mark on history... and left also this curious relic, which contains the essence of their glory and grandeur.

The Heavy Mahogany Mandolin produces magnificent music of the ocean. Yet in the hands of a truly gifted performer, it possesses the magic to dominate both land and sea. A character with the Bardic Performance class feature (or one similar) gains the following abilities when playing the mandolin.

*Seafarer's Medley:* As a standard action, the character can invoke any of the spell-like abilities

below; to do so, he must expend the specified number of daily rounds of bardic performance, and make a successful Perform check. If he fails the check, he will have wasted his daily music and his enemies will mock him all the way to their watery graves. All such spells have a save DC of 10 + the spell level + the character's Charisma modifier, and use the character's Hit Dice in place of caster level for all purposes. At the DM's discretion, certain abilities might be unavailable except for a performer with an appropriate amount of Hit Dice.

Spell-Like Ability	Perform DC	Rounds Expended
<i>Darkvision</i>	20	1
<i>Water Breathing</i>	25	2
<i>Control Winds</i>	30	4
<i>Control Weather</i>	40	6
<i>Vortex</i>	40	6
<i>Tsunami</i>	50	10

*Disciple of Mahogany:* Whenever the character uses Inspire Courage, Inspire Greatness or Inspire Heroics, he may infuse his music with the power of the sea (similar to how a Disciple of Metal uses the Euphony class feature). He chooses one of the abilities below as part of the same action used to create bardic music; the additional effects end when the bardic music ends. Only one such ability may be in effect at any given time, and they have additional effects when used in conjunction with more potent performances. A Disciple of Metal who wields the mandolin simply treats these abilities as additional Euphonies that he can use to empower his music.

*Kraken Skulls:* Those affected gain a +2 luck bonus to attack rolls against creatures of the aquatic subtype.

*Inspire Greatness:* Their weapon attacks against creatures of the aquatic subtype deal additional damage equal to 1d6 per three Hit Dice they possess.

*Inspire Heroics:* As Inspire Greatness. Furthermore, the bonus to saving throws and AC they gain from Inspire Heroics is doubled against the attacks, spells and abilities of aquatic creatures.

*Where Blue Meets Black:* Those affected gain darkvision out to 60 feet and a +10 enhancement bonus to Swim checks.

*Inspire Greatness:* They also gain the ability to breathe water (as per *Water Breathing*) and they may move and attack normally while underwater (even with slashing or bludgeoning weapons).

*Inspire Heroics:* As Inspire Greatness, and they gain immunity to cold damage.

## Hell's Bells

*The dainty appearance of these golden bells belies their malefic power.*

**Aura** moderate conjuration and evocation

Some high-ranking devil or the other created these hand-held bells as a way to pay homage to a much, much larger set of bells which are said to toll whenever a new soul enters their domain.

Despite being the tiniest replica of their source material, these bells soon became recognized as a potent weapon against Hell's enemies - until they, like most important relics, mysteriously wound up on the Material Plane.

*Hell's Cacophony:* A creature who holds Hell's Bells may spend a standard action to ring them in such a fashion as to produce profane energies that debilitate certain entities. Any good-aligned outsider, chaotic-aligned outsider, or creature of the Fey subtype who hears the bells' terrible ring suffers 4d6 damage and becomes deafened for 1 round; furthermore, they must succeed on a Will save (DC 30) or lose the ability to cast spells or spell-like abilities for 1 round. Devils who hear



this very same ringing instead become inspired as per a *Greater Heroism* spell, except that the duration is only 1 round.

*Hell's Summons:* A resourceful devil - or even a mortal magician - can use the bells to empower their fiendish summons. Whenever a creature holding Hell's Bells uses a spell or spell-like ability to summon a devil or any creature of the fiendish template, they can spend a swift action to ring the bell and empower their summoned creature. Creatures so summoned gain a +4 profane bonus to Strength and Constitution for 1 minute, up to the duration of their summoning. Furthermore, a devil who uses Hell's Bells to empower their innate Summon ability raises that ability's chance of success to 100%.

## Hell-bent Leather Armor

*This rugged set of leather clothing exudes heat and magnetism.*

**Aura** moderate abjuration and faint enchantment

### Properties

*Mid-level:* +1 Studded Leather Armor of Fire Resistance

*High-level:* +3 Studded Leather Armor of Improved Fire Resistance

*Damn high:* +5 Studded Leather Armor of Greater Fire Resistance

Despite being too sparse and lightweight to function as a proper set of armor, this suit manages to fend off blows from men and monsters alike. Perhaps it is that the weapons of the world would rather return to the furnace than scratch such a suit of dazzling perfection; perhaps those who face the wearer unwittingly fear the consequences of daring to injure one of whose presence is Metal manifest. The more likely explanation lies with the fact that the armor was enchanted well.

*Leather Rebellion:* When adorned by a creature of chaotic alignment, this armor all but gleams with the spirit of freedom and defiance. Such a wearer

gains a +4 morale bonus to saving throws against mind-affecting spells and abilities. Furthermore, the high-level and damn high level variants of this armor impart a chaotic wearer with a constant *Freedom of Movement* spell effect.

*Warding Glamour:* With this armor, force of personality alone becomes sufficient for deflecting attacks. This armor allows the wearer to add his Charisma modifier as a deflection bonus to Armor Class, up to a maximum bonus of +1 per three Hit Dice he possesses; thus, a character would need to be at least 12th level and possess a Charisma modifier of +4 or greater in order to gain a +4 deflection bonus to AC.

## Implements of Destruction

When the gods of Metal saw what instruments their newfound followers had to work with, they decreed it would not be sufficient and so these relics of another age did descend from the shattered sky and fell directly into the eager arms of those worthy to wield them.

Of course, skalds and scholars say and write a lot of things, and a few peculiar theories have surfaced about other ways mortalkind might have gained access to these mayhemous musical implements. One more prevalent theory is that these instruments came to be when enemies of Metal chose to harvest the divine essence of vanquished Metal beings, and instill said essence into existing instruments to create weapons of awesome power. The irony of this possibility is not lost on historians; what would the Metal Gods make of such a development, given that taking the metaphysical entrails of one's enemies to be made into a weapon is a pretty Metal act in and of itself?

Make no mistake. Although these wondrous devices may resemble anachronistically placed modern-day instruments they are, in fact, magical relics of terrifying and significant power that will actually melt your face off.

Die Roll	Instrument Type	Aesthetic Quality	Cacophony Replicated
1	Bass guitar	Adorned with spikes and hooks	Acid Bath
2	Acoustic guitar	Burnt, flaming, scorched	Children of the Grave
3	Electric guitar	Covered in runes of old warrior tribes	Creeping Death
4	Electric guitar	Crafted with flesh and bone	Cthulhu Dawn
5	Set of drums	Flowing with visible electricity	Death in Fire
6	Set of drums	Pitch black with stars of night	Fatal Energy
7	Microphone	Radiating with a glow of power	Holy Thunderforce
8	Electronic keyboard	Screaming with fury and torment	Master of Puppets
9	Flute	Smelling of whiskey and regret	Prince of Darkness
10	Bagpipes	Softly emanating a ghostly wail	Rage of the Winter
11	Cello	Warped with inconceivable geometry	Shout at the Devil
12	Power tools	Writhing with insects or arachnids	Other

### Effects of the Implements

Each Implement is an enchanted musical instrument that grants a wielder with Bardic Performance (or a similar class feature) mastery over one Cacophony and all powers contained therein (see the Disciple of Metal under Prestige Classes). It is up to the DM whether the effects granted by an Implement use the wielder's own Hit Dice and ability scores (like the Cacophony class feature), or whether they function more like wands or rods by using the statistics of whatever external force spawned the item into existence.

Should your DM be so inclined to entropy, your table may conjure a random Implement of Destruction by rolling 3d12: one die for each column above.

### Interaction with Disciple of Metal

The Disciple of Metal's own Instrument of Destruction effectively does everything an Implement would do, and more, by being a conduit for the Disciple's many powers and features. However, should a Disciple actually

come upon an Implement of Destruction, the DM may allow them to absorb and assimilate the magical item's essence into their own Instrument; it's up to your table what effect this might have. Alternatively, finding such an Implement could be a rite of passage for an aspiring Bard seeking to gain levels in Disciple of Metal, and said Implement would soon become their own first Instrument of Destruction.

## Lightbringer

*This golden recurve bow glows like a beacon in clouds of darkness.*

**Aura** faint divination and evocation

### Properties

*Mid-level:* +1 Keen Composite Longbow, special

*High-level:* +3 Keen Composite Longbow, special

*Damn high:* +5 Keen Composite Longbow, special

The Lightbringer is one of two magical relics brought over from the Conjuror's Vale (the other being the Deathfire Grasp). Many heroes and villains have employed this enchanted bow to

defeat foes who would wield stealth and obfuscation against them.

*Critical Illumination:* Lightbringer naturally guides its wielder's hands to a precise, illuminating shot. Unlike other weapons of its type, the Lightbringer has a base critical threat range of 18-20 (which becomes 15-20 with Keen) and has a critical multiplier of x2 (instead of x3). Critical threat confirmation rolls made with the Lightbringer gain a +4 insight bonus.

Whenever Lightbringer scores a critical hit on a target, the wielder gains insight and vision upon them for 1 minute; this functions otherwise as though the wielder had cast *Hunter's Eye* on that target. If the target has spell resistance, it is rolled against using a caster level equal to the wielder's Hit Dice.

*Lightbearing:* In areas of darkness, Lightbringer sheds a torch-like glow similar to that of a *Light* spell. This effect triggers automatically and ends when the weapon is brought into dim or greater lighting.

*Shot of Revelation:* Three times per day, as a swift action, the wielder can infuse Lightbringer's next shot with truth and revelation. The next successful ranged attack the wielder makes with it before the end of their next turn generates a 30' radius field of luminosity centered on the target's location for 3 rounds; the energy field sheds bright light (as a *Daylight* spell) and also negates all forms of invisibility. This effect does not move, but instead remains on the square that the attack was made into. Alternatively, the DM might choose to have this ability function where the projectile lands, regardless of whether it strikes a target or not.

## Lillian Axe

*Waves of light, darkness and polychromatic energy all emanate from this regal axe, and those who draw near hear the perpetual whispering of many voices.*

**Aura** moderate enchantment, evocation, illusion and necromancy

### Properties

*Mid-level:* +1 Keen Battle Axe, special

*High-level:* +3 Keen Battle Axe, special

*Damn high:* +5 Keen Battle Axe, special

Lillian Axe was born in the ever-churning, ever-changing tides of Limbo. Its creator - who or what - is unknown, and none can say what purpose fueled its making. Its only constant has been the voices which reside within, and which seem to dictate the weapon's powers according to their inscrutable whims. It should come as hardly any surprise that this particular weapon has been the subject of many tales. What's more interesting is that no two tales are similar; indeed, one cannot even tell that such stories describe the same weapon at all!

*Psychoschizophrenia:* Entropic energy - the essence of chaos and madness - flows through the Lillian Axe. At the start of each day, Lillian Axe gains one formidable ability from the list below, determined at random:

1. Deepfreeze: Lillian Axe gains the icy burst property. Furthermore, whenever the weapon scores a critical hit, the defending creature must succeed on a Fortitude save (DC 10 +  $\frac{1}{2}$  the wielder's Base Attack Bonus + the wielder's Strength modifier) or become frozen solid (paralyzed and unconscious) for 1d4+1 rounds. Any fire damage dealt to the creature during this time ends their paralysis. Creatures with 10 or more points of cold resistance gain a +4 bonus to their saving throw.
2. Body Double: An illusory double occupies the same space as the wielder, perfectly emulating his movements. This functions as a continuous *Mirror Image* spell except that the wielder only has one figment. If the figment is destroyed, it reforms in 1 round if this ability is still active.
3. Mercy: Lillian Axe deals an extra 2d6 points of damage with each attack, but all the damage it deals is nonlethal damage; unlike a weapon

with the Merciful property, Lillian Axe does not impart the means to suppress this feature. An aura of mercy emanates from the weapon, causing all creatures within 30 feet to automatically stabilize when reduced to -1 or fewer hit points.

4. Those Who Prey: Whenever a melee attack from Lillian Axe reduces a living creature to -1 or fewer hit points, that foe instantly becomes the target of a *Death Knell* spell benefiting the wielder.

5. Deep Blue Shadows: A 20 ft. emanation of darkness surrounds the wielder; this functions as per the *Darkness* spell, except that creatures in the area also suffer 1d6 points of electricity damage each round (no save). The wielder does not suffer this damage and he may see normally through this magical darkness.

6. Needle And Your Pain: Whenever Lillian Axe damages a creature with a melee attack, that creature must succeed on a Fortitude saving throw (DC 10 +  $\frac{1}{2}$  the wielder's Base Attack Bonus + the wielder's Strength modifier) or suffer wracking pain for 1 minute, resulting in a -4 penalty on attack rolls, skill checks and ability checks. A creature who makes a successful saving throw against this effect becomes immune to it for 24 hours.

7. Voices in my Walls: Voices guide the wielder's hand, but also erode at his sense of self. During combat, the wielder gains a +4 insight bonus to attack rolls, damage rolls and AC; however, he suffers 2 points of Charisma damage at the end of each round in which he makes an attack.

8. Death Comes Tomorrow: The next time Lillian Axe damages a creature with a melee attack, that creature must succeed on a Will saving throw (DC 14 +  $\frac{1}{2}$  the wielder's Hit Dice) or become fated for death; even if they survive the immediate battle and slay the wielder, fate and all forces of nature and reality will collude to ensure that the creature dies, somehow, within the next 24 hours, and nothing short of a *Wish* or *Miracle* spell can prevent this from happening. After Lillian Axe

damages a creature, reroll its property on the table.

Lillian Axe has the ability to cycle between its powers in the middle of a fight; however, it is not the wielder who decides when this happens. Each time Lillian Axe changes properties, it is accompanied by the sardonic laughter of voices. Reroll Lillian Axe's ability on the table above each time one of the following occurs:

- The wielder loses half or more of his maximum hit points in one round.
- The wielder fails a saving throw against any mind-affecting spell or ability.
- The wielder rolls a natural 1 on any attack roll or saving throw.
- An attack or effect damages Lillian Axe directly (such as a sunder attempt).

## Mace of Spades

*Menacing spikes adorn this murderous monolith of a mace.*

**Aura** faint evocation and transmutation

### Properties

*Mid-level:* +2 Great Mace\*, special (12 hardness and 30 hit points)

*High-level:* +3 Shocking Great Mace\*, special (16 hardness and 50 hit points)

*Damn high:* +5 Shocking Burst Great Mace\*, special (20 hardness and 70 hit points)

\*This mace is so large that it doesn't quite resemble any weapon used by mortalkind in the realms. It has the following basic properties:

Type: Martial, Two-Handed, Damage: 1d10 (S), 2d6 (M), Critical: x3, Weight: 16 lb., Type: Bludgeoning and Piercing.

Find this weapon in an armory amongst others, you will not, for the Mace of Spades is voracious in its devouring of Metal and ending of lives. The Emperor of Murder hand-picked it for use after losing his favored hammer during battles against the aboleths, insisting, after all, that he likes his weapons how he likes his music...



*Remetalation:* Should the Mace of Spades become damaged or destroyed (by means of spade dispersal, sundering, or otherwise), it can repair itself by being made to touch a magical weapon that's metal or mostly metal. Each round, one hit point transfers from the affected item to the Mace as the metal is consumed to fuel the Mace's existence, stopping when the weapon is completely bereft of metal (usually destroying it) or when the Mace has reached full hit points. Since continuous contact must be maintained and it takes a whole round before any transference takes place, this function has very little use during a battle.

*Spade Dispersal:* Once per encounter, whenever the wielder of this weapon makes a successful melee attack, he may choose to unleash shards of deadly perforation upon that foe. This inflicts piercing damage equal to 2d6 per enhancement bonus of the weapon (no save). Secondary shards then seek out nearby foes, dealing the same amount of piercing damage to other enemies within 10' of the wielder. This secondary, area-of-effect damage can be halved with a Reflex save (DC 10 + 1/2 the wielder's Hit Dice + the wielder's Strength modifier). Using this ability inflicts 8 points of damage to the weapon (ignoring Hardness).

## The Mirror's Truth

*A phantasmagory of visions and landscapes swirls across the outer surface of this ebony shield.*

**Aura** moderate abjuration and strong divination

### Properties

*Mid-level:* +1 Mirrored Shield

*High-level:* +3 Mirrored Shield

*Damn high:* +5 Mirrored Shield

This shield was brought into the realms when one of the most powerful creatures alive invoked a Wish to make it so; their Wish was for a relic that would show the truth, abjure against falsehood, and reveal the deepest secrets of the cosmos. Thus The Mirror's Truth came to be, but where it came from is a subject seldom discussed. Reflecting far

more than just light and wisdom, The Mirror's Truth serves its intended purpose by acting as a window into dimensions alien and inconceivable. The dangers and significance of this ironically little-known truth should not be understated.

*The Mirror's Gaze:* Twice per day as a free action, the wielder may command the shield to show a vision of truth upon its outer surface. When the wielder invokes this ability, they may specify whether the vision can be seen by only the wielder, by creatures hostile to the wielder, or to all creatures who look at it; if no such specificity is given, then the vision can be seen by all.

More than mere images, the shield's visions hold mystical power which can bring greatness or ruin. The DM should secretly roll 1d100 and consult the list below. Typically, a creature must be within 30 feet of the shield to see it clearly enough to decipher its meaning or be affected by it. A creature fighting the wielder who wishes to avert their eyes from the shield (in order to not be affected by its visions) may do so in the same manner that one avoids a gaze attack.

1-25: Divination - The shield plays out a visual scene providing an answer (which may be cryptic) to one burning question possessed by the first (and only the first) applicable creature to look upon it, similar to the effects of a successful *Divination* spell. If the creature has no particular question they wish answered, the vision instead answers a question the creature might conceivably have based on their current goals and path.

26-50: Nightmare (if 'hostile creatures only' was chosen) - For 3 rounds, the shield shows a vision which strikes terror into the hearts of those who gaze upon it, causing them to be frightened for 1 minute unless they succeed on a Will save (DC 15 + 1/2 the wielder's Hit Dice). In this case, the exact vision is different for each individual creature looking at it, but it is always either a terrible omen or a twisted perversion of all that the

creature holds dear or considers right in the world.

26-50: Prescience (If 'wielder only' or 'all creatures' was chosen) - In the span of but a few seconds, the shield imparts a valuable insight that proves useful at some point later in the day - even if its apparent use or meaning is not clear at first. The first applicable creature to gaze upon the shield gains the effects of a *Moment of Prescience* spell with a caster level equal to the wielder's Hit Dice.

51-75: Revelation - The shield serves the purpose of an actual mirror, and its reflection shows all things as they truly are - as a *True Seeing* spell would.

76-85: Translation - The shield serves the purpose of an actual mirror, except that any runes shown in the reflection are automatically translated into the viewer's native tongue. Creatures and items are shown with visible auras that hint as to their nature (demons would be shown with their auras of chaos and evil, magic items would be shown with auras corresponding to the appropriate schools, etc).

86-90: Profound Knowledge - For the next 10 minutes, the shield shows a series of images that are alien, blurred and indistinct. There are no effects unless a creature chooses to study the images closely, which may take anywhere from a few rounds to a minute. When a creature does so, they gain a +2 inherent bonus to one randomly determined mental ability score as the vision reveals to them a profound truth of the cosmos. At the DM's discretion, a different but similarly flavored benefit might be imparted, such as ranks in a Knowledge skill or the benefits of a secret from the Loremaster prestige class. This option may only trigger once per year; if it would be rolled another time before a year has passed, use the result for a roll of 91-95 instead.

91-95: Profound Madness - As 86-90, except that

a creature who studies the images learns a truth that was not meant for mortal minds. Instead of gaining a bonus to an ability score, they must succeed on a Will save (DC 25) or go permanently insane.

96-98: Profound Epiphany - As 86-90, except that a creature who studies the images learns a truth or receives a series of visions and experiences aimed at shattering their view of the cosmos. Instead of gaining a bonus to an ability score, they must succeed on a Will save (DC 25) or change to a radically different alignment.

99-100: The Abyss Also Gazes - As 86-90, except that a creature who studies the images learns nothing at all. After being closely scrutinized, the images fade into pitch blackness for the remainder of the hour. Unknowingly and unwittingly, the viewer has attracted the attention of a powerful outsider which dwells in the darkness between worlds. At some point within the year, the outsider crosses over from its infinite abyss and into the viewer's home plane. The outsider takes on the viewer's physical appearance and becomes their antithesis: a corrupt imitation, a diametric opposite of the viewer's alignment, goals and conduct. What happens from there lies with the DM.

## Mystic Sash of Karate

*Inscribed on the inside of this dark, silk sash, runes bear the mantra: "Seiya, Soiya!"*

**Aura** moderate abjuration, enchantment and transmutation

For generations this sash had been in the safekeeping of a local guild of traditional dancers, unbeknownst to the many lords and adventurers who would travel through their village. Though no written records exist of it, it's said that the sash will one day play a vital role in the fate of a kingdom - for it possesses a unique and marvelous boon indeed.

Any character who wears the sash and practices

regularly for a week gains Perform (Dance) as a permanent class skill, even if they remove the item afterwards. More importantly, the Mystic Sash of Karate transforms the wearer's powers of dance... into powers of fighting spirit. Thus, she gains benefits in combat based on how many ranks she possesses in Perform (Dance). All of the below benefits are cumulative.

*5 ranks:* Once per day, if the wearer would be reduced to 0 hit points or less, she immediately recovers 1d6 hit points per two Hit Dice she possesses. If the healing would bring the wearer's total above 0 hit points, she does not fall and may act normally; furthermore, she gains a +2 morale bonus to attack rolls, saving throws and skill checks for 1 minute.

*10 ranks:* The wearer's unarmed strikes are considered magic for the purpose of overcoming damage reduction. If the wearer possesses the Ki Pool class feature (which already imparts this benefit), she instead gains the following:

- Her Base Attack Bonus improves so that it is equal to her Hit Dice.
- As a swift action, she may spend 1 point from her Ki Pool to add her Wisdom bonus to Combat Maneuver checks (in addition to her Strength or Dexterity bonus) until the start of her next turn.

*15 ranks:* The wearer benefits continuously from *Freedom of Movement* as per the spell.

*20 ranks:* The wearer gains the ultimate ability to strike many foes at once, regardless of reach and distance. Once per day as a full-round action, the wearer can make a single unarmed attack at her highest base attack bonus against each opponent within 100 feet. She must make a separate attack roll against each opponent. After resolving her attacks, she may teleport into an unoccupied space adjacent to any one of the creatures she just attacked. To the perceptions of an outside viewer, the wearer appears to move across the battlefield with supernatural speed in order to strike each of her foes at once.

## Nightfall

*A black gemstone rests atop this staff of subtly radiant ivory.*

**Aura** strong enchantment and necromancy

The story goes as such: an oracle of nocturnal powers was banished from her town for spouting disturbing and heretical prophecies. Wretched and spurned, she called to the night for vengeance. And it answered with this artifact. The oracle set upon her town a course of endless dark. Night fell on the forlorn community, but that was not all: a festering sickness took hold of the townsfolk, and unseemly creatures made the town their hunting ground.

*Curse of Nightfall:* The wielder of Nightfall can, as a ritual requiring one minute of uninterrupted casting, lay a curse of darkness upon the inhabitants of a single town or community. This curse lasts until they lay another curse of Nightfall (causing the previous one to end), until they who laid the curse are killed, or until adventurers or other outside forces find a more interesting means of ending it (DM's discretion). As long as the curse prevails, the area blanketing the settlement and its outskirts becomes perpetually night-time. Inhabitants of the community may flee the curse by leaving the affected area.

Settlement Type	Population	Saving Throw DC
Hamlet	60 or fewer	8
Village	51-200	10
Small town	201-2,000	12
Large town	2,001-5,000	14
Small city	5,001-10,000	16
Large city	10,000-25,000	18
Metropolis	25,001+	20

Laying such a curse immediately takes a toll upon the wielder's psyche, forcing her to make a Will saving throw with a DC based on the size of the settlement in question:

If she fails the saving throw, she becomes permanently insane until she receives the benefit of *Greater Restoration* or a similar spell. For every 2 points by which she misses the DC, she also suffers 1d4 points of Constitution drain (so for example, she'd suffer 2d4 Constitution drain for missing the DC by 5). If the Constitution drain causes her death, the powers which spawned Nightfall claim the wielder's soul and prevent her resurrection through mortal magic.

At the time she lays the curse, the wielder can choose an additional number of effects from the list below to accompany it. For each effect she chooses, the saving throw DC increases by the listed amount. It is possible that added effects of the curse may afterwards be rooted out without ending the curse itself, such as by undergoing a dangerous mission to find a disease's cure or eliminating the source of predators.

**Corruption (+1 DC):** Dark desires poison the inhabitants, causing authorities to turn a blind eye or outwardly abuse their power, brother to turn on brother in selfish pursuit, etc.

**Disaster (+2 DC):** The settlement becomes prone to natural disasters such as fires, quakes or flooding.

**Ineptitude (+1 DC):** Either through clouding of the mind or sheer bad luck, the inhabitants have a hard time getting anything difficult done, suffering a -2 circumstance penalty on all attack rolls, ability checks and skill checks.

**Miscasting (+2 DC):** Anybody who attempts to cast a spell in the affected area must succeed on a caster level check (DC 10 + the Hit Dice of the wielder at the time of laying the curse) or lose their spell. Spells which heal or cure automatically fail unless they are higher than 3rd level.

**Obscurity (+1 DC):** The settlement becomes a forgotten locale. Merchants and travelers gradually cease to consider the area in their

routes, and the settlement's name and location become increasingly difficult for those outside of it to remember.

**Predators (+2 DC):** Formidable creatures of the night frequently attack the settlement.

**Sickness (+2 DC):** A disease takes root in the community, causing a number of complications from infertility to a slow, languishing demise.

## Number of the Beast

*Upon the adventurer's skin there lies a symbol of tidings fiendish and malefic.*

**Aura** moderate enchantment

While few would doubt the efficacy of magical relics, enchanted tattoos have caught on within certain adventuring circles. Of particular hushed notoriety is the Number of the Beast, set upon the skin and then imbued with the essence of fiendish favor. It might be six hundred and sixty six, or it might be some number far more esoteric; regardless, the tattoo shows a mathematical expression that inspires respect and kinship among those who walk the realms below.

How, precisely, a character goes about obtaining this magical tattoo is a matter of DM discretion; whoever does gains the benefits below.

*Dark One's Fiendish Fortune:* The tattoo's wearer gains a luck bonus to all saving throws equal to 1 per five Hit Dice they possess (minimum +1).

*Perditionous Relations:* The tattoo's wearer gains a +8 circumstance bonus to all Charisma-based checks made to deal with demons, devils and, and at the DM's discretion, possibly similar evil outsiders as well. Furthermore, the wearer gains the ability to use the following spell-like abilities on such creatures, depending on their Hit Dice; these spell-like abilities have no effect on other kinds of creatures. The below abilities are cumulative (so a 16th level character has access to all of them).



Hit Dice	Spell Like Ability
5 or less	<i>Suggestion</i> 1/day
6-10	<i>Charm Monster</i> 1/week
11-15	<i>Geas-Quest</i> 1/week
16 or greater	<i>Dominate Monster</i> 1/week

## The Obsidian Crown Unbound

*Intricate sigils of arcane power weave and entwine along the surface of this glistening obsidian circlet.*

**Aura** strong conjuration and evocation

In an age of fire, sword and shield, the Obsidian Crown is an artifact with neigh-unfathomable destructive potential sealed away through ancient spells and time-forgotten rituals. Should the crown's magic be reawoken and unleashed by means thought lost to mortals, it will give any skilled magician who wields it the power to bring ruination upon armies.

The means to "unbind" the Obsidian Crown are left to the DM's purview and may constitute a plot point unto itself. Once the crown's powers are reawoken, any such power below may be activated as a standard action by a character who holds or wears the crown and makes a Spellcraft check of the listed DC. The price of ill-prepared tampering with magical artifacts can be deadly: a character who fails the check suffers psychic feedback which stuns them for 1d3+1 rounds and deals 10d6 points of damage; a successful Will save (DC 25) halves this damage and prevents the stun. If the character rolls a natural 1 while attempting the Spellcraft check, they suffer this effect as well as that power's 'Critical Backlash' indicated below.

*Earthquake* (DC 23): This power functions as an *Earthquake* spell cast by a 15th level Druid. This power may be used once per hour.

**Critical Backlash:** The *Earthquake* manifests

centered on the user's location.

*Fire Storm* (DC 25): This power functions as a *Fire Storm* spell cast by a 20th level Wizard except at a range of 1200 feet (as though it had a range of Long). This power may be used twice per day.

**Critical Backlash:** Flames consume the user, hotter than a crucible in the lower planes. The user suffers 100 points of fire damage; a successful Fortitude save (DC 25) halves this damage.

*Storm of Vengeance* (DC 25): This power functions as a *Storm of Vengeance* spell cast by a 20th level Druid. This power may be used once per day.

**Critical Backlash:** A greater water elemental, a greater ice elemental, and an elder air elemental are summoned at GM-determined locations within 100 feet of the user (usually as close as possible); they are all immediately hostile to the user and their companions.

*Whirlwind* (DC 23): This power functions as a *Whirlwind* spell cast by a 15th level Druid. This power may be used once per hour.

**Critical Backlash:** The whirlwind-cyclone manifests at the user's location, and moves in a random, chaotic fashion for 1d3 rounds before dissipating (instead of being controlled by you).

*Wizard-Slaying Bolt* (DC 28): This power conjures a bolt of lightning at a designated point within 1200 feet of the user. The lightning immediately seeks out the highest level arcane spell caster within 400 feet of its location, excluding only the user; in the event of a tie the lightning prioritizes wizards over all, followed by sorcerers, assigning a lower priority to classes that generally have lesser or slower access to higher level spells. The lightning instantly acquires and seeks out its target, dealing 2d6 lightning damage per Hit Die they possess; a Reflex save (DC 25) halves this damage. Furthermore, assuming the target survives the damage, is not immune, and has an anatomy that makes sense to humanoids, the lightning travels up their spine and attempts to cook the brain; they must make a Fortitude save

(DC 25) or die instantly. This power can only be used once per week.

**Critical Backlash:** The user becomes the target of the lightning (even if they aren't an arcane spell caster), and the Obsidian Crown becomes inert such that none of its powers may be used for 1 week.

## Plectrum of Fate

*This guitar pick of green ivory resembles the likeness of a horned demon's head. In places of deep darkness, it emits the faintest of glows.*

**Aura** moderate enchantment

Ancient scrolls in tongues forgotten by mortalkind tell of a battle between a wizard and one of Hell's archdevils. Despite the wizard's epic arcane prowess, he was no match for the Lord of Hell, and would not have survived if not for the timely interference of a local blacksmith. During this battle a piece from the devil's own body did break, and from that piece this enchanted guitar pick was made. The pick was then given to the blacksmith as repayment, that he may use it to win a lady's heart; so it is written.

**Sock-Rocker:** The Plectrum of Fate imparts a +5 enhancement bonus to Perform checks for those who wield it, provided that the pick is utilized during the performance. When a character with the Bardic Performance feature (or one similar) rolls such a Perform check, they may expend two rounds of its use to reroll the check and take the higher of the two results. The Plectrum of Fate is fine enough to easily be held in a hand that is holding or using another object such as a weapon or instrument.

**Legend-Maker:** The character who wields this pick delivers memorable shows that spread their fame like wildfire. Astonishingly, this holds true even if the performer chooses remote locations to regularly play at; over time, the magic of the pick draws other populations to subconsciously flock to the area, ensuring that many hear the

performer's songs and tales. Should the character choose to play in prosperous cities anyway, what may begin as a humble staple entertaining for taverns soon erupts into a lucrative career galvanizing the hearts of audiences from far and wide.

When playing in a prosperous city to earn a day's wages, the character always earns gold in a day and spreads their reputation as though they had rolled a check result of 30+ (see Perform Skill). At the DM's discretion, ignore the 'prosperous city' limitation after an arbitrary amount of time passes.

**Hell-Raiser:** Whatever the DM decides this pick was made from - a tooth, horn, fingernail, ear, codpiece or otherwise - it bears mentioning that the archdevil wants it back. After each day during which a character uses the Plectrum of Fate, there is a 5% chance that the archdevil takes notice and sends agents to retrieve the pick. To determine which creatures of Hell pursue the character, the DM may either roll 1d12 on the table below or decide for themselves.

1. Lemures. The player characters might feel relieved, or just insulted.
2. Imps harry the player characters.
3. Bearded devils are summoned after the party.
4. Barbed devils are sent to ruin the characters' day.
5. Kytons seek out the party for some good, clean fun.
6. Erinyes make the player characters the subjects of their vengeance and mockery.
7. An ice devil plots the party's violent destruction.
8. A handmaiden devil seeks out a meal out of the player characters.
9. A horned devil decides that it's the party's time to go.
10. An immolation devil is sent to make a barbecue out of the player characters.
11. A pit fiend needs no introduction.
12. The archdevil divines some means to visit the player characters personally, or seeks to entrap

the characters in a realm into which they can be visited; the party is, quite possibly, out of luck.

## Potion of Motorbreath

*This so-called "magic potion" looks and smells distinctly like a bottle of heavy ale. Its taste, however, is out of this realm.*

**Aura** faint conjuration and moderate evocation;  
**CL** 11th; **Price** 2,000 gp

Many tavern-goers have heard the commoners' tale of patrons so drunk that their breath alone could start engines. One restless night, an alchemist with dreams of grandeur inadvertently made that legend a reality by brewing an enchanted potion which would instantly inebriate any drinker. As an unintended side effect of the specially induced intoxication, the imbiber's breath could light fires, produce smoke, and, yes, even start engines. Thus the Potion of Motorbreath came to be.

A Potion of Motorbreath renders the imbiber instantly drunk beyond measure, with no saving throw, acting as the sickened condition for 2d6 hours. For that same duration, it also grants a character the ability to do any of the following as a standard action:

- Breathe a cloud of smoke, similar to a *Fog Cloud* spell except the area is a cone-shaped burst with a range of 15', 20', or 25'. By choosing whether to breathe slowly and gently or fiercely and heavily, the drinker can choose how large of a cone to fill when he creates the fog cloud. The smoke smells distinctly of alcohol and with even a light wind will attract drunkards for miles.
- Breathe fire on a single target within 25', dealing 4d6 fire damage (Reflex save DC 13 for half).
- Breathe a cloud of flame, covering all those in a 15'-25' cone (controlled in the same way as the *Fog Cloud* option), dealing 6d6 fire damage to all within the area (Reflex save DC 16 for half). The drinker can only perform this effect if at

least three hours remain on the potion's duration, and doing so reduces the duration by 1d4+1 hours.

- Provide one hour's worth of fuel to an alchemical engine and repair 4d6 points of any damage done to the component. In some situations (DM's discretion), this can remove the broken condition from a vehicle with an alchemical propulsion method.

Any spell or effect which would cleanse the drinker's intense inebriation also ends the potion's effects altogether.

### Construction Requirements

Brew Potion or Craft Wondrous Item, *fireball*, *fog cloud*, *make whole*, *scorching ray*; **Cost** 1,000 gp

## Pride of the Tyrant

*Diamonds and other precious gems slather the surface of this magnificent golden crown.*

**Aura** strong enchantment

It would take no less than half a kingdom's amassed wealth to equal the value of this crown so coveted by monarchs and warlords across the realms. Unknown are the origins of its making; it is thought that a great deal of toil and suffering went into the crown's creation... to say nothing of the suffering from those who have toiled beneath the dread gaze of rulers bearing said crown.

**Charisma:** The Pride grants a +6 enhancement bonus to the wearer's Charisma score.

**Spell-Like Abilities:** At the start of each new day, the Pride gains 1d6+2 charges. If the Pride is in possession of a Lawful Evil creature of notable power or repute, this number is doubled. The charges reset each day so that unused charges from the previous day do not carry over. He who wears the crown upon their head may call upon any of the spell-like abilities below, using the indicated number of charges. The caster level for these abilities is equal to 11 or the wearer's

character level - whichever is greater; the saving throw DC is equal to 12 + the spell level + the wearer's Charisma modifier.

*Charm Person* (at will - no charges), *Demand* (2 charges), *Dominate Person* (2 charges), *Dominate Monster* (4 charges), *Fear* (1 charge), *Heroic Invocation* (3 charges), *Mass Suggestion* (2 charges), *Overwhelming Presence* (3 charges), *Suggestion* (at will - no charges), *Utter Contempt* (1 charge), *Vengeful Outrage* (1 charge).

*Tyrant's Favor*: In addition to its overt displays of magic, the Pride has a far more insidious function; it gradually and subconsciously manipulates the attitude of the wearer's subjects to perceive him more favorably in spite of cruelty and transgression. This manipulation might come in the form of brainwashing, the instilling of fear, or simply a jaded complacency of how things are.

If a character with the Leadership feat possesses the crown and wears it on a regular basis, he ignores any penalty to his Leadership score that would result from aloofness, cruelty, or causing the death of other followers. (Alternatively, you could replace a character's Leadership feat with Vile Leadership from *Champions of Corruption*.) Other effects relating to this property are up to the DM's purview.

## Primo Victoria

*Scord-marks and bullet imprints adorn this sturdy and nonetheless proud, regal breastplate.*

**Aura** moderate abjuration and transmutation; **CL** 5th (mid-level), 10th (high-level), 15th (damn high); **Price** 34,150 gp (mid-level), 76,150 gp (high-level), 124,150 gp (damn high)

### Properties

*Mid-level*: +1 Impervious Expeditious Breastplate, special

*High-level*: +3 Impervious Expeditious Breastplate of Determination, special

*Damn high*: +5 Impervious Expeditious Breastplate of Determination, special

This suit of armor is one of the few surviving relics from a decisive and historic battle of what many mortals have described as being akin to storming the gates to Hell. Its tenacity derives not only from the quality of its enchantment but also, some say, from an imprint of the original wearer's rugged soul upon the armor. Though the soldier wearing this armor did not survive the battle, his side won the day: thus, the armor can be said to have served its namesake mantra: "Foremost, victory!"

*Protection from the Storm*: Designed to weather the storm of gun and artillery fire, this armor grants DR 10/magic against ranged attacks and a +5 deflection bonus to Armor Class against firearm and ranged attacks. These bonuses are effective even against siege weapons and oversized projectiles.

*Through the Gates*: The wearer of this armor can power through area attacks by attempting to overcome them with sheer mettle and tenacity. Once per hour, if the wearer would make a Reflex save to reduce or negate damage from a spell or effect, the wearer can, prior to rolling, choose to make a Fortitude save instead. The high-level variant of this item allows this property to be used once per minute, and the damn high level variant allows for it to be used once per round.

### Construction Requirements

Craft Magic Arms & Armor, *bullet shield, expeditious retreat, fabricate, make whole, protection from arrows, stoneskin*; plus *breath of life* (high-level and damn high level variants only), **Cost** 17,075 gp (mid-level), 38,075 gp (high-level), 62,075 (damn high)

## Rage of the Self-Savior

*The head of this mace resembles the face of a fallen paladin fixed into an expression of screaming rage. A pattern of flames adorns the hilt.*

**Aura** strong evocation and necromancy

### Properties



*Mid-level:* +1 Flaming Heavy Mace

*High-level:* +3 Flaming Vicious Heavy Mace

*Damn high:* +5 Flaming Vicious Unholy Heavy Mace

Some have puzzled over the nature of this weapon, for it does not seem to have been crafted by any magician. What the bards do not realize is that this weapon actually began as a lesser magical mace wielded by a fallen paladin who had willfully renounced his ties to the gods. Along his adventures he became consumed with such hatred for the flame of life that his rage burned hotter than that of the mightiest berserkers. In time he would challenge the gods' followers and bring destruction to them, regarding their very existence as a blight of anguish that must be purged. The fallen paladin was slain in a battle of spectacular carnage and loss of life - just as he had intended - yet still, vestiges of his legendary hate took form in this mace. Like its former wielder, this weapon seeks to end the suffering of life itself.

*End this Suffering:* Whenever Rage of the Self-Savior scores a critical hit on a melee attack, the defending creature must succeed on a Will save (DC 10 +  $\frac{1}{2}$  the wielder's Hit Dice + the wielder's Wisdom or Charisma modifier, whichever is higher) or suffer an additional 10 points of negative energy damage per Hit Die the wearer possesses. This effect may only trigger once per round.

*Flames of the Dark One:* Once per day as a standard action, the wielder can draw upon the weapon's essence of rage; when they do so, they also become surrounded with wicked, life-quenching flames. This functions as both a *Rage* spell effect and an *Elemental Aura* (Fire) spell effect; both spell effects target only the wielder and have a duration of 1 minute. A wielder with 11 or more Hit Dice may command this ability with particular ease and mastery, activating it as a swift action instead.

*Solace of the Dying:* If the wielder of this weapon is slain in combat, there is a 2% chance per Hit Die

they possess that their spiritual energy will be expelled into a conflagration of dark fires accompanied by a roaring scream of profound anguish and release. Should this happen, creatures within 100 feet of the wielder suffer 2d6 points of damage per Hit Die the wielder possessed; half of this damage is fire, and half of it is negative energy. A successful Reflex save (DC 10 +  $\frac{1}{2}$  the wielder's Hit Dice + the wielder's Wisdom or Charisma modifier, whichever is higher) halves this damage. Furthermore, the wielder's spiritual energy becomes permanently extinguished to the point that no known magic, not even a *Wish* or *Miracle* spell, may bring them back.

## Ring of the Holy Diver

*This tiger-striped, deceptively simple-looking ring possesses an ethereal, dream-like quality.*

**Aura** faint divination and illusion, strong transmutation

Even neophyte minstrels and adventurers have heard the tale of the Holy Diver: a righteous warrior who ventured to and beyond the Astral Plane and vanquished many a formidable evil. Alas, since their last expedition across the Astral Plane, the Holy Diver has not been seen in the land of mortals for quite some time, and their fate remains unknown. The nature of this ring is likewise a mystery: whether it's an artifact once belonging to the Holy Diver, or whether it actually contains some part of the Holy Diver's essence, none can really say.

*On the Midnight Sea:* Once per week, this ring allows the wearer to project themselves onto the Astral Plane, as per the *Astral Projection* spell. While this effect is active, the wearer benefits continuously from a *Protection from Evil* spell as the ring shields them from what dangers may lurk in the realms beyond.

*Ride the Tiger:* The ring improves the wearer's predatory senses and abilities, imparting them with low-light vision, a +5 enhancement bonus to

Acrobatics checks, and a +6 enhancement bonus to Dexterity. The wearer's eyes shift subtly in appearance, becoming like those of a cat.

*Star of the Masquerade:* Just as the wearer may pass between the realms of the material and extraplanar, so also do they gain the ability to traverse the line between truth and deception. The wearer gains access to the following spell-like abilities based on their Hit Dice; each ability is usable once per day.

Hit Dice	Spell-Like Ability
1-5	<i>Disguise Self</i>
6-10	<i>Discern Lies</i>
11-15	<i>True Seeing</i>
16+	<i>Veil</i>

# Scythe of the Black Anvil

*The blade of this ebon scythe is practically invisible in areas of gloom. The shaft is translucent and blood fills its interior.*

**Aura** strong necromancy and abjuration

## Properties

*High-level:* +2 Unholy Scythe of Bane (Good outsiders), special

*Damn high:* +4 Keen Unholy Scythe of Bane (Good outsiders), special

Forged upon an anvil deep within the Abyss, this scythe was notably wielded by a fallen angel who joined with the ranks of demonkind to claim vengeance against the gods above. With this scythe the creature butchered no less than a hundred celestials, spreading their entrails and mangled wings across the altars of temples that were then desecrated. These skirmishes and slaughters culminated in a sordid battle outside of the mortal realms in which this scythe became lost.

*Angels to Dust:* As long as he is conscious, the

wielder emits a 30'-radius aura which repels the divine magic of creatures professing to be on the side of righteousness; any good-aligned creature casting a divine spell in the vicinity must succeed on a caster level check (DC 11 + the wielder's Hit Dice) or the spell fails. If the creature rolls a natural 1 or fails the check by 5 or more, the Scythe of the Black Anvil instead twists and corrupts that spell to achieve the opposite of what the caster intended. A healing spell might inflict negative energy damage to the target; an offensive spell might empower the target or be redirected to the caster's allies.

*Redemption through Blood:* The Scythe of the Black Anvil inflicts gratuitous violence and carnage. Whenever the weapon scores a critical hit on a creature, the creature takes 2d6 bleed damage each round on their turn; this stacks with any bleed damage inflicted by other methods such as the Bleeding Critical feat. The Scythe also automatically confirms critical threat rolls made against good-aligned outsiders, and any such outsider that suffers a critical hit from the weapon loses their fast healing and regeneration abilities (if any) and becomes unable to receive any magical healing for 1 hour.

*The Way of All Flesh:* The Scythe of the Black Anvil brings final oblivion to those slain by it. Any outsider killed by an attack from this weapon becomes truly and permanently slain (regardless of what plane of existence the fight takes place on). The Scythe also annihilates the soul of any creature killed by it (outsider or otherwise), such that they may not be resurrected by any known magic - not even a *Miracle* or *True Resurrection* spell.

# The Serpentine Offering

*Venom seeps from the tip of this ornate, undulating dagger.*

**Aura** moderate enchantment, evocation and necromancy

## Properties

*Mid-level:* +1 Corrosive Dagger

*High-level:* +2 Corrosive Icy Dagger  
*Damn high:* +3 Corrosive Icy Dagger of Speed

Having vanquished an ancient evil, a holy order of priests and paladins brought this dagger back from its site of villainy and to their sacred temple; there, they intended to cleanse the weapon of its malign influence - or else destroy it. Not even two days had passed when cruel fate saw the order's temple destroyed and their members... butchered by their own. The order was no more, for all its clergy were either slain or driven to mad festivals of carnage. Perhaps the dagger was that ancient entity's last word, or perhaps the entity was never vanquished to begin with, and instead lived on to spread its influence across civilized realms.

*Aura of the Descent:* Once per day as a standard action, the wielder may command the dagger to radiate an aura of hatred, darkness and despair. This functions as a *Deeper Darkness* spell centered around the wearer; furthermore, creatures within the 20' radius (other than the wielder) suffer from a spell effect depending on the affected creature's alignment. Good-aligned creatures are subject to a *Phantasmal Killer* spell effect; evil-aligned creatures are subject to a *Blind Rage*\* spell effect, and creatures neither good nor evil are subject to a *Crushing Despair* spell effect. All of the listed spells use the wielder's Hit Dice for the caster level and the saving throw DC to avoid them is equal to 10 + the spell level + the wielder's Charisma modifier. The aura lasts for 1 minute per Hit Die of the wielder or until dismissed as a free action.

*Sacrificial Poison:* The Serpentine Offering perpetually produces its own unique poison. Any creature struck by the dagger must succeed on a Fortitude save (DC 14 + ½ the wielder's Hit Dice)\*\* or become affected by its poison. The poison takes effect immediately, inflicting 1d3 points of Charisma damage each round for 6 rounds. Two successful saving throws made in this timeframe will cause the poison to be cured. A creature who succeeds on their initial saving throw against this poison or becomes cured of it

also becomes immune to it for 1 hour. A creature reduced to 0 Charisma by this poison becomes catatonic for 1 hour, after such time they are healed of all Charisma damage and rise again as an empowered servant of the malevolent entity entrapped within The Serpentine Offering; what happens next is up to the DM.

A careless or unlucky wielder who rolls a natural 1 on an attack with The Serpentine Offering risks poisoning themselves as though they were using any other poisoned weapon. The poison is magical in nature, generated by the weapon itself; if the poison is ever extracted or removed from the weapon, it becomes inert and harmless after 6 rounds regardless of efforts to preserve it.

\*New spell featured in the Book of Metal.

\*\*Increase the saving throw DC by 2 for the high-level item variant, or by 4 for the damn high level variant.

## Siege Perilous

*The symbol of an ornate grail adorns this gleaming suit of plate armor.*

**Aura** strong abjuration and enchantment; **CL** 11th (mid-level), 13th (high-level), 15th (damn high); **Price** 28,450 gp (mid-level), 88,890 gp (high-level), 162,890 gp (damn high)

### Properties

*Mid-level:* +1 Champion Full Plate

*High-level:* +3 Champion Full Plate of Fortification (light)

*Damn high:* +5 Champion Full Plate of Fortification (medium)

According to ancient legend, Siege Perilous was the name for a vacant seat at a round table of lords reserved for the one hero who would be successful in a sacred quest of monumental importance. This moniker would inspire a series of armors - of which only a scant handful have existed through the ages - so named Siege Perilous. Each suit of Siege Perilous was forged by a long-standing kingdom or empire for one hero

in particular whose quest concerned the fate of the land. It's said that this armor takes the courage and conviction within a hero and turns it into a form of divine protection.

*Courageous Vanguard:* If the wearer possesses a feat or ability granting them a bonus to saves against fear, they gain a sacred bonus to all saving throws equal to that bonus to saves against fear. (For example, a Fighter with Bravery +3 would gain a +3 sacred bonus to all saving throws.) A character with an ability rendering them immune to fear gains a +4 sacred bonus to saving throws. This magical property does not interact with any bonuses granted by spells, other magical items, or other effects which the wearer is not the source of; thus, a Paladin with Aura of Courage would gain a +4 sacred bonus to saving throws wearing Siege Perilous, but a wearer would not gain such a bonus for being under the effects of another Paladin's Aura of Courage.

*Providence of Resolve:* Whenever the wearer of Siege Perilous spends a Hero Point, they may choose one of the following spells and gain the benefits of that spell: *Death Ward*, *Divine Favor*, *Freedom of Movement*, *Haste*, *Resist Energy*, *Surmount Affliction*. These spells use the wearer's Hit Dice for their caster level, and they affect only the wearer (even if the spell would be capable of targeting multiple creatures). The wearer need not be familiar with spellcasting in order to benefit from this item property, as the spells are not meticulously chosen but rather manifested through sheer resolve and divine grace.

#### Construction Requirements

Craft Magic Arms & Armor, *death ward*, *divine favor*, *freedom of movement*, *greater heroism*, *haste*, *protection from evil*, *resist energy*, *surmount affliction*, plus *limited wish* or *miracle* (high-level and damn high level variants only), **Cost** 17,075 gp (mid-level), 38,075 gp (high-level), 62,075 (damn high)

## Sign of the Morrigan

*Upon this ring are three fine gemstones, along with the visage of a black crow with eyes from beyond.*

**Aura** moderate enchantment

This ring entered the realm of prominent legend when it was bestowed upon a venerable hero by the prophet of an ancient, since-forgotten goddess. Though the warrior had many battles and deeds to his name, he had grown old and death seemed to forsake him, such that he might even perish from old age instead of conflict. Then, on the eve of a great battle, the hero received a vision of his demise upon the field. When the time came to fight, he did so with the strength of twenty warriors before leaving this world behind. As the hero's tale became burned into boisterous song and passionate ode, the ring was brought to his next of kin, and has since circulated across the realms.

*Howling of the Dogs:* As the wearer draws near to the end of their life, their heart fills with valor and purpose. The wearer gains a +2 morale bonus to attack rolls and saving throws as long as they are at one-half or less of their maximum hit points; if the wearer has twelve or more Hit Dice, this bonus increases to +4.

Should the wearer be at one-tenth or less of their maximum hit points, fate guides their hand such that whenever they spend a Hero Point, they may choose two applicable benefits instead of one (for example, both Extra Action and Bonus). The wearer must choose two different effects (they cannot be stacked or combined into one), and both effects must be chosen and resolved in the same turn.

*My Spell is Cast:* At the start of each combat against worthy foes, there is a 5% chance that the wearer will receive a premonition of their death in battle. If they do, they immediately gain the benefit of a *Heroic Fortune* spell, granting them a Hero Point to use for the fight; in exchange for



this boon of destiny, the arms of Death lay ready to greet the wearer. Attack rolls made to confirm critical hits against the wearer gain a +8 luck bonus, the character has only a 2% chance to stabilize each round if they are dying, and they may not spend Hero Points to use the Cheat Death option; these effects last until the end of the combat. For the purposes of this ability, “worthy foes” refers to any combat encounter that is expected to pose a moderate or greater threat to the character, though it may turn out differently (DM’s discretion).

## Spiked Mask of the Bulldog

*Designed with the likeness of a bulldog, this spiked, metallic mask covers only the upper half of the face. Specks of dried blood and saliva cling to it.*

**Aura** moderate enchantment and faint transmutation; **CL** 5th; **Price** 28,200 gp

The wizard who made this item did so at the behest of a to-be-famous pit fighter who sought a way to end his foes without a proper weapon. Said pit fighter became a terror in the arena, and those who watched him remembered the way he frothed at the mouth as he literally masticated his foes into submission. Even more curious was the fact that the mask’s canine fury was apparently contagious: an unintended effect that neither wearer nor maker could adequately explain.

*Bite it Like a Bulldog:* The wearer gains a natural bite attack which deals 1d4 damage (if he is Medium; 1d3 if he is Small) plus his Strength modifier. If made as part of a full-attack action with manufactured weapons, the bite attack is made at the wearer’s full base attack bonus -5, and he adds only half his Strength modifier to damage. The wearer can make a bite attack as part of an action made to maintain or break free from a grapple; if the bite attack hits, his grapple checks against the target until the end of the round gain a +4 circumstance bonus.

If the wearer scores a critical hit with his bite

attack against a humanoid creature, that creature must succeed on a Will save (DC 14 + the wearer’s Constitution modifier) or be affected by the curse of the Bulldog. The creature gains the effects of the *Rage* spell (even if they are unwilling), except that they are also compelled to attack their foes viciously and relentlessly in melee; if the creature does not already have a bite attack, they gain a bite attack identical to the one described above. This is a mind-affecting ability and the duration is 1 hour.

*Foaming at the Mouth:* Three times per day, the wearer can work himself into an animalistic rage which lasts for 1 minute, or until he ends it. He gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to Armor Class. This effect is otherwise identical to a Barbarian’s rage, except the wearer does not become fatigued at the end of it.

### Construction Requirements

Craft Wondrous Item, *beast shape I*, *rage*; **Cost** 14,100 gp

## Spurs of Lightning Riding

*These spurs of bluish-metallic hue are stylized in the likeness of lightning bolts.*

**Aura** moderate abjuration and transmutation

### **Properties**

*Mid-level:* Grants resist electricity 20

*High-level:* Grants resist electricity 30

*Damn high:* Grants immunity to electricity damage

It began when a conniving rogue was sentenced to execution by means of electrical shock. Seeking to wow his prosecutors, said rogue then used his considerable wealth and connections to have made a magical item that would allow him to survive the shock and literally ride the lightning out of the execution chamber while laughing the whole way. Thus, the Spurs of Lightning Riding were invented. Neither the rogue nor his benefactors, however, anticipated that he would

be made to remove his footwear prior to the execution, rendering the spurs useless - and so death by electrical shock it had been. Had the rogue instead concentrated his resources on “proving” his innocence or securing his release, the adventuring community would never have the benefit of this curious accessory.

These enchanted spurs take effect when attached to a pair of boots, magical or otherwise; thus, they do not consume an item slot. They grant the wearer protection against electrical damage, as noted above.

*Ride the Lightning:* Whenever the wearer would be affected by a spell or ability dealing electrical damage, they may choose to ride the lightning to another location. This can work in one of two ways depending on the nature of the effect. If the spell or ability covers a line or area (such as with *Lightning Bolt*), the wearer can move to any square within the affected area. If the spell or ability is targeted (such as with *Chain Lightning*), the wearer can choose to move either directly adjacent to the caster / originator of the effect, or move directly adjacent to one of the other targets; whenever possible, resolve this movement as though the wearer was traveling in a straight line toward their destination. In either case, this movement occurs instantaneously and does not provoke any attacks of opportunity. Even if the wearer cannot see into all the squares affected by the spell or ability, they will usually still be able to travel adjacent to the effect’s originator simply by means of following the cascade of lightning that’s cooking their boot heels. This property functions even if the wearer completely ignores or prevents the damage, such as through energy resistance or by means of the Evasion class feature.

## Square Hammer

*Profane lightning crackles and arcs from this hammer with a square-shaped head.*

**Aura** moderate evocation and abjuration

## Properties

*Mid-level:* +1 Shocking Warhammer

*High-level:* +2 Shocking Unholy Warhammer

*Damn high:* +4 Shocking Axiomatic Unholy Warhammer

The Square Hammer was brought into the mortal realms by a venerable devil who inspired an entire cult of worship to his name. The hammer’s purpose was to aid devoted followers in spreading the devil’s influence and admonishing those who strayed from the path. In time, the devil’s cult fell out of prominence but the hammer remained. Although the Square Hammer might have been made with a specific devil in mind, its lingering power and influence is such that it may be adopted by any number of infernal creeds.

*Before the Devil:* Should the wielder possess spell-casting abilities of their own, the Square Hammer bolsters those of wicked and orderly nature, granting a +2 bonus to caster level for spells with the Evil or Law descriptors. Furthermore, the damage dice cap of such spells is also increased by one-half (10d6 to 15d6, etc).

*Spell-Like Abilities:* The wielder gains access to the following spell-like abilities, based on their Hit Dice; each ability is usable once per day. The saving throw DCs for these spell-like abilities is Wisdom based.

Hit Dice	Spell-Like Ability
1-4	<i>Command</i>
5-8	<i>Nightmare</i>
9-12	<i>Greater Command</i>
13-16	<i>Atonement</i>
17+	<i>Stormbolts</i>

## Staff of Carnage

*Images of severed limbs and viscera decorate this obsidian staff, which is perpetually warm, slick and slimy to the touch.*

**Aura** strong necromancy and transmutation; **CL** 15th; **Price** 235,000 gp

The first Staff of Carnage was created by a cabal of Brutalmancers who, once again borrowing essence from the Planes of Mayhem, sought to make a relic that would invoke the most savage and violent dweomers known to wizardry. Given how staves of this nature circulated through the realms causing scenes of maddening horror, it's no surprise that various cults and dark powers would catch on to the secrets of their construction. Those who spread the knowledge of the staff's craftsmanship, however, do so with a stern warning - for it is understood that somewhere in the creation process, something else, far beyond the accounting or purview of the original artificer, slips in... and waits to claim a short-sighted wielder.

As a magic staff, this item allows the use of the following spells:

- Hunger for Flesh (1 charge)
- Symbol of Exsanguination (1 charge)
- Undead Anatomy I (1 charge)
- Flesh Wall (2 charges)
- Raining Blood (2 charges)
- Undead Anatomy III (2 charges)
- Death Clutch (3 charges)
- Undead Anatomy IV (3 charges)
- Massacre (5 charges)

As a weapon, a Staff of Carnage functions as a +2 vicious wounding quarterstaff. A Staff of Carnage also emits a 30' radius aura of gratuitous violence, increasing the damage multiplier for all critical hits by one (this affects both allies and enemies). Furthermore, any creature slain within the aura dies in the most bloody and grotesque way imaginable for their cause of death.

As a standard action, the wielder may break the Staff of Carnage to release a nova of profound violence. The nova spreads out in all directions for a number of feet equal to 5 times the staff's remaining charges (so a staff with 40 charges would create a nova out to 200 feet). All creatures in the area become slathered in necrotic energy, suffering 666 points of damage; half of this damage is negative energy, and the other half is sheer, destructive power. A successful Will save (DC 27) reduces the damage by half. If the Staff of Carnage has 20 or more charges left at the time of its destruction, creatures reduced to 0 hit points or fewer are killed and instantly reanimated as zombies or skeletons (if they would normally leave behind remains suitable for raising such creatures). If the Staff of Carnage has less than 20 charges, creatures reduced to 0 hit points or fewer are merely killed with their bodies being reduced to questionable piles of bone and goo.

Any wielder foolish and desperate enough to break a Staff of Carnage has a 50% chance of merely being eradicated in a legendarily gruesome and spectacular fashion, but if they do not, they instead become transformed into a monstrous, omnicidal abomination that exists between life and death; alternatively, they might be whisked away into the darkness between planes where they are awaited by an unspeakable fate, far worse than destruction.

### Construction Requirements

Craft Magic Arms and Armor, Craft Staff, *death clutch*, *flesh wall*, *hunger for flesh*, *massacre*, *raining blood*, *symbol of exsanguination*, *undead anatomy IV*;  
**Cost** 117,500 gp

## Stone of Kylver

*When light shines upon this magnificent gemstone, it reflects the image of many towering stone monoliths which lean and loom over an aqueous landscape.*

**Aura** strong conjuration

In addition to being of impeccable quality, this

gemstone contains the planar essence of a mythical, nameless realm; those who know of this realm simply call it 'The Island.' As the legend goes, The Island began as a personal demiplane created by the immortal planeswalker Kylver. Over the span of ages, this realm grew to become the home of monumental storms and other strange, mystical phenomena. Possession of the Stone of Kylver grants the wielder access to three potent rituals, as described below.

*The Abyss:* Once per day as a standard action, the wielder can open a festering 10-foot-by-10-foot dimensional rift centered at a point within 400 feet. Any creature standing in the rift's area when it is first conjured must make a Reflex saving throw (DC 15 +  $\frac{1}{2}$  the wielder's Hit Dice) to jump to safety just outside the rift, or suffer the consequences below. For the next 3 rounds, the rift forcibly pulls nearby creatures and unattended objects into it. Each round, creatures within 100 feet of the rift must succeed on a Fortitude save (DC 18 +  $\frac{1}{2}$  the wielder's Hit Dice) or be pulled 30 feet towards it, until they are pulled completely into the rift. Creatures or objects which come into contact with the rift are banished to a nightmarish abyss on another plane of existence. After three rounds, the rift closes.

*The Great Race:* Once per day as a standard action, the wielder can summon auspicious temporal winds which bolster the party's speed. The wielder grants himself and his allies within 30 feet an enhancement bonus to move speed equal to 30 feet + 5 feet per 5 Hit Dice of the wielder; this boon lasts for 7 minutes, and it affects all forms of movement.

*The Great Storm of 1703:* Once per week, by spending one minute in uninterrupted concentration, the wielder may conjure a 100-foot radius tornado (see Pathfinder Weather effects) at any point that he can see, bringing tremendous destruction to buildings and structures alike. At the end of each round, the tornado expands by 100 feet in all directions until it has a radius of one mile. Once the tornado is unleashed, the

wielder has no control over its movement, though it will seem inexplicably drawn to populated and developed areas where it can render the most devastation. The great storm lasts for 10 minutes per Hit Die of the stone's wielder, after which it abruptly clears.

## Token of Time

*Wisdoms of a forgotten age lay carved into this coin-sized emblem of sacred wood. Venerable beyond measure, the token of time seems impervious to age, weather, and the vicissitudes of fate.*

### **Aura** moderate enchantment

The bards sing of heroes with infallible courage and spirit who traveled the world and sojourned into the darkest and most remote places. When such a hero would perish, a fragment of their soul became invested into one of these austere wooden tokens. One who carries this token finds themselves favored by fortune, and benefits from the wisdom and bravery of those who carried the token in ancient times.

This token's runes radiate faint divine magic, and were inscribed in a language forgotten by collective memory. A *Comprehend Languages* spell, or an equivalent measure, is insufficient to gain any meaningful insight as to its contents. A DC 30 Linguistics check allows one to discern that the writings are profound truths pertaining to the multiverse and the condition of mortal existence; this grants the learner a +1 inherent bonus to Wisdom. Any effort to impart the token's writings or teachings to others will be only met with shallow success at best, and will not grant other characters a Wisdom bonus.

Merely possessing this coin-shaped relic grants a number of boons from the list below. The number and selection are decided when the relic is obtained or introduced to play, and may be determined by the DM or rolled for. If the DM decides to leave the token's properties to the whims of fate, roll 1d4 to determine how many boons it grants, then roll 1d8 for each such boon.



## Token Effects

1. Heart of Steel: Immunity to fear effects.
2. Wisdom of Ages: +2 sacred bonus to Wisdom.
3. Nourishment: After being carried for a week, the Token of Time sustains its bearer's need for food, water and rest, as per a Ring of Sustenance.
4. Immortality: The Tokenbearer ages at only 1/10th the usual speed. If they are old enough to suffer penalties to their ability scores for aging, these penalties are suppressed while the token is on their person.
5. Battle Prowess: +1 insight bonus to Armor Class.
6. Mystic Protection: +1 luck bonus to saving throws.
7. Veneration: Bards, scholars, storytellers, and other characters well-versed in history or legend subconsciously treat the Tokenbearer with the utmost respect, even if they are not aware of the token's significance or existence. The Tokenbearer gains a +10 enhancement bonus to Charisma-based checks with such characters, and if they would encounter such a character with a starting attitude more favorable than hostile, their starting attitude improves by one step.
8. Heroism: The Tokenbearer benefits from a constant *Heroism* effect, as per the spell. If they possess 15 Hit Dice or more, they benefit from *Greater Heroism* instead.

## Trooper's Carbine

*Despite its weathered look, this unassuming musket is of high quality and seems to persevere in harsh conditions. It bears a bayonet that's sharp and coated in old blood.*

**Aura** faint enchantment

This is no relic of legend, forged in celestial fires and carried into the nexus of cosmic conflicts. This weapon is merely as the name provides: that carbine which was wielded by a forlorn soldier, who was no great hero, and whose name the bards have never spoken. All that's noteworthy

about this particular weapon is that the one who perished wielding it did not go with gentle quietude; even as they lay forgotten upon a bloody battlefield, the trooper's spirit lingered and imprinted upon this rifle, which alone remembers the courage and desperation of their final moments.

The trooper's carbine functions as a masterwork musket with a masterwork bayonet attachment. Although lacking an enhancement bonus to attack and damage rolls, both the musket and the bayonet are considered magic for the purpose of overcoming damage reduction.

*Trooper's Ferocity:* Whenever the wielder uses the bayonet to make a charge attack, they gain a +2 morale bonus to the attack roll and weapon damage roll.; this bonus is doubled if the wielder is under half their maximum hit points.

*Trooper's Spirit:* The carbine's wielder may fight on even in the face of overwhelming terror. The wielder is immune to the frightened and panicked conditions; whenever the wielder would become frightened or panicked, they become shaken instead. This does not count as immunity to fear.

## Warcurse

*A solemn skull adorns the hilt of this wicked double-bladed greataxe stained with blood that never dries.*

**Aura** strong necromancy, moderate enchantment and transmutation

### Properties

*Mid-level:* +2 Greataxe of Mighty Cleaving, +2 Strength, special

*High-level:* +4 Vicious Greataxe of Mighty Cleaving, +4 Strength, special

*Damn high:* +5 Vicious Greataxe of Mighty Cleaving and Speed, +6 Strength, special

Scattered tales and documents recount through numerous wars the sighting of a fearsome two-handed axe dripping perpetually with blood. In all such recountings, the axe was seen wielded by a

warrior before whom scores or more did violently perish. The axebearer usually ended up slain themselves, but not before burning brightly in a blaze of bloodshed. Despite the efforts by some to forsake the weapon and its grim portent, the axe called Warcurse always finds its way into another warrior's hands, eager again to end countless lives.

*Profound Might:* Warcurse elevates the wielder's physical strength, granting them a +2 profane bonus to their Strength score. This bonus improves to +4 for a High-level variant of the item, or +6 for a Damn high level variant.

*Relentless:* Any character wielding Warcurse gains immunity to stun and paralysis, and benefits from a +5 resistance bonus to Fortitude and Will saving throws.

*Curse of War:* Any character who wields Warcurse in deadly combat, even once, becomes afflicted with the artifact's curse: that character is ultimately destined to die violently in battle. In many cases, this also means that their life will be fraught with conflict and hardship. The character's death does not necessarily need to take place during the course of the campaign, but a fate of peaceful retirement does not become them. If the character is slain and brought back to life, the curse is not appeased and continues to follow the character until they meet their final end. The curse can not be reversed by anything short of a *Wish* or *Miracle* spell; even then, the removal is only effective if the character no longer possesses Warcurse or relinquishes it within moments, or else the curse simply takes effect again.

*Reaper's Mark:* In the shorter term, however, Death actively seeks the head of whoever carries Warcurse into battle. A character currently wielding Warcurse or one who has wielded Warcurse at all since the start of the previous round suffers the following:

–Critical threats against the character are automatically confirmed.

- The character suffers a -5 profane penalty to saving throws against death effects (effectively canceling out the weapon's granted bonus to Fortitude saves).
- The character does not have a chance to stabilize on their own upon reaching a negative hit point total.
- Hostile creatures will prioritize the character whenever it is feasible for them to do so, subconsciously regarding them as the greatest threat. This includes even going out of the way to finish off the character when they're helpless or unconscious, provided that it is within the creature's nature to do such a thing.

## Track 5. - Bestiary of Metal

*Monsters, menaces and chimerical creatures transformed by their time spent in the Planes of Mayhem: fantastical beings the likes of which mortal realms have never seen!*

### What are the Planes of Mayhem, anyway?

The Planes of Mayhem are a collection of realms filled with chimerical monstrosities and immense, over-the-top violence. Literally every moment within these realms is dominated by earthshaking conflicts and civilization-altering disasters. The planes maintain this inconceivable state of affairs by incessantly conjuring creatures, landscapes and even entire cities for the sole purpose of being obliterated in voracious storms of flame and carnage.

It is these realms within which the Gods of Metal dwell and from which Metal derives its supernatural power.

### Angel Witch

CR 16

*Flickering shadows envelop this winged and majestic creature whose dark skin bears the faintest hint of emerald.*

**XP 76,800**

TN Large outsider (angel, extraplanar, neutral)

**Init** +9; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision; **Perception** +26

**Aura** Umbral Protection

#### Defense

**AC** 33, touch 14, flat-footed 28 (+5 dex, +19 natural, -1 size; +4 deflection vs evil and good)

**Hit Points** 229 (17d10+136); regeneration 10 or 20 (see below)

**Fort** +17 **Ref** +12 **Will** +18; +4 vs poison, +4 resistance vs evil and good

**Defensive Abilities** negative energy resistance 30; **DR** 10/magic; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 27

#### Offense

**Speed** 30 ft., fly 90 ft. (good)

**Melee** +2 icy burst keen scythe +26/+21/+16

(2d6+15/19-20x4 plus 1d6 cold) or slam +24 (2d8+12)

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

**Special Attacks** Witch's Hexes (DC 25)

**Spell-Like Abilities** (CL 16th)

Constant - *Displacement, True Seeing*

At will - *Darkness, Deeper Darkness, Dispel Magic, Invisibility (self only), Lesser Restoration, Remove Curse, Remove Disease, Remove Fear*

3/day - *Quickened Deeper Darkness*

**Witch Spells Prepared** (CL 16th; concentration +23)

**8th** - *Prediction of Failure* (DC 25), *Greater Shadow Evocation* (DC 25, P)\*

**7th** - *Greater Hollow Heroism, Power Word Blind, Greater Shadow Conjuration* (DC 24, P)\*

**6th** - *Cone of Cold* (DC 23), *Mass Suggestion* (DC 23), *Shadow Walk* (P)\*,

**5th** - *Baleful Polymorph* (DC 22), *Crown of Thorns\*\** (DC 22), *Shadow Evocation* (DC 22, P)\*, *Teleport*

**4th** - *Inflict Serious Wounds* (DC 21), *Shadow Conjuration* (DC 21, P)\*, *Shadow Step, Spite*

**3rd** - *Deep Slumber* (DC 20), *Lightning Bolt* (DC 20), *Sands of Time, Unravel Destiny* (DC 20)

**2nd** - *False Life, Sickening Strikes, Steal Breath* (DC 19), *Zone of Truth* (DC 19)

**1st** - *Hypnotism* (DC 18), *Ill Omen, Ray of Enfeeblement, Silent Image* (P)\*

**0** (at will) - *Detect Magic, Light, Message, Spark*

\*Available through the Shadow portent from the Witch class.

\*\*New spell available in the Book of Metal.

#### Statistics

**Str** 26, **Dex** 20, **Con** 25, **Int** 24, **Wis** 23, **Cha** 24

**Base Atk** +17; **CMB** +26; **CMD** 41

**Feats** Blind-Fight, Blinding Critical, Critical Focus, Improved Initiative, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (Deeper Darkness), Tenebrous Spell, Toughness

**Skills** Acrobatics +25, Craft (any one) +27, Diplomacy +27, Fly +27, Heal +23, Intimidate +27, Knowledge (history) +24, Knowledge (planes) +27, Knowledge (religion) +27, Perception +26, Sense Motive +26, Stealth +22

**SQ** Providence of Shadows, Umbral Regeneration  
**Languages** Celestial, Draconic, Infernal, Undercommon, Sylvan; truespeech

### Special Abilities

**Providence of Shadows (Su):** Having lost much of her angelic power, the Angel Witch has infused her supernatural form with the essence of shadow. Three times per day when casting a spell in darkness or dim light, the Angel Witch may enhance that spell as though it had been prepared with one of the following metamagic feats: Empower Spell, Shadow Grasp, Silent Spell, Umbral Spell, Widen Spell. Furthermore, the Angel Witch may “lose” any prepared spell that is not a cantrip or Patron spell in order to spontaneously cast any spell with the Darkness or Shadow descriptor that is of the same level or lower.

**Umbral Protection (Su):** The fallen angel’s aura is not quite like the protective auras of her angelic former brethren. Flickering wisps of shadow surround her form, granting her concealment (20% miss chance); if she is within darkness, she gains total concealment (50% miss chance). Against the attacks and effects of both evil and good creatures, the Angel Witch gains a +4 deflection bonus to AC and a +4 resistance bonus on saving throws.

**Umbral Regeneration (Su):** The Angel Witch possesses regeneration 10 as long as she is not within an area of bright light; in pitch darkness, the amount is doubled. Any damage dealt from a spell or effect with the Light descriptor will cause her regeneration to cease functioning for an entire minute; otherwise, her regeneration can only be suppressed by exposing her to direct sunlight or a similarly potent light source.

**Witch’s Hexes (Su):** True to her name, the Angel Witch possesses a number of potent hexes at her disposal (as per the Witch class). She knows the Grand Hex *Endless Slumber*, as well as the following Major Hexes: *Agony*, *Ice Tomb*, *Weather*

*Control*, *Vision*. The save DCs are Intelligence-based.

### Background

Not all fallen angels become instruments of evil or the antithesis of the grace they once held. Some walk a solitary path, belonging neither to the high heavens nor the burning planes below. Some even attach themselves to a neutral or lesser party in the cosmic cycle of conflict, lending their power to ancient patrons and mastering esoteric arts: they, are the Angel Witches. These beings are not merely witches with wings, but rather supernatural creatures whose very form and physiology are invariably shaped by the path they’ve chosen. While the above statistics represent an angel who has chosen a patron of Shadow, other types of Angel Witches might exist with different profiles and abilities.

### Tactics

Although daylight does not specifically harm her, the Angel Witch still prefers to fight under cover of dim light or darkness and only foregoes this advantage in desperate situations. Being no fool, she will usually test the measure of unknown enemies first with spells from a distance before engaging in melee, especially if outnumbered. When fighting in melee, she uses *Deeper Darkness* in conjunction with her Blindsense in order to cow her opposition. Lastly, given her intellect and powers of divination, it is not unthinkable that she would know a potential adversary’s legacy and abilities well ahead of encountering them and adapt accordingly.

## Atomic Penguin

CR 3

*Part fur, part steel, these beady-eyed, mutant penguins march in formation with sturdy shields and beaks aflame.*

**XP 800**

N Small magical beast

**Init** +0; **Senses** low-light vision; Perception +9

### Defense



**AC** 16, touch 11, flat-footed 16 (+4 natural, +1 shield, +1 size)

**Hit Points** 26 (4d10+4)

**Fort** +5 **Ref** +4 **Will** +3

**Defensive Abilities** ferocity; **DR** 5/bludgeoning;

**Resist** cold 10

#### Offense

**Speed** 10 ft., fly 20 ft. (poor), swim 40 ft., toboggan 30 ft.

**Melee** bite +7 (1d4+1 plus 1d6 fire) plus claw +1 (1d3+1)

**Ranged** javelin +5 (1d4+1)

**Special Attacks** Fire Breath (3d6, DC 13), Flanking Maneuvers, Radioactive Vomit (DC 13)

#### Statistics

**Str** 13, **Dex** 11, **Con** 13, **Int** 3, **Wis** 14, **Cha** 7

**Base Atk** +4; **CMB** +4; **CMD** 14

**Feats** Shield Wall, Weapon Focus (Bite)

**Skills** Perception +9, Swim +8 (includes armor check penalty)

**SQ** Hold Breath, Toboggan

#### Special Abilities

**Fire Breath (Su):** Once per minute, an atomic penguin can bellow flames in a 15-foot cone, dealing 3d6 points of fire damage. A successful Reflex save (DC 13) halves this damage. The saving throw DC is Constitution-based.

**Flanking Maneuvers (Ex):** The atomic penguin is naturally adept at flanking and gains a +2 competence bonus to melee attack and damage rolls against creatures it is flanking with another atomic penguin.

**Hold Breath (Ex):** An atomic penguin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Radioactive Vomit (Su):** Once per day, when an atomic penguin is reduced to 0 hit points or less, if it is not killed outright, it spews forth vomit into an adjacent square as an immediate action. Creatures in the area must succeed on a Fortitude save (DC 13) or suffer 1d3 Strength and

Constitution damage. The saving throw DC is Constitution-based.

**Toboggan (Ex):** On snow-covered or ice-covered terrain, an atomic penguin can move at a rate of 30 feet by sliding on its belly.

#### Background

The atomic penguins are a species of recently-awoken creatures from an ancient time. As it is told in the tale of their arrival, the Great Winter Assault Requiem, these penguins will stop at nothing to plunder all of the kingdom's smokable greenery and make off with the women of hapless townships. Covered in fine sheets of steel, marching like armored phalanxes, and sporting beaks of fire, the atomic penguins have shown that there is truly little which can stop their waddling conquest.

#### Tactics

*They attack.*

## Atomic Penguin Commando **CR 7**

*This hate-filled, gun-toting atomic penguin has covered itself in war paint, camouflage, and the scalps of its enemies.*

**XP** 3,200

N Small magical beast

**Init** +4; **Senses** low-light vision; Perception +15

#### Defense

**AC** 20, touch 16, flat-footed 15 (+4 natural, +4 dex, +1 dodge, +1 size)

**Hit Points** 67 (9d10+18)

**Fort** +8 **Ref** +11 **Will** +6

**Defensive Abilities** ferocity; **Resist** cold 10

#### Offense

**Speed** 20 ft., fly 20 ft. (poor), swim 50 ft., toboggan 40 ft.

**Melee** bite +12 (1d4+2) plus claw +7 (1d3+2)

**Ranged** rifle +14/+9 (1d8/x4)

**Special Attacks** Grenadier (5d6, DC 17), Sneak attack 4d6

#### Statistics

**Str 14, Dex 18, Con 14, Int 13, Wis 16, Cha 7**

**Base Atk +9; CMB +10; CMD 25**

**Feats** Deadly Aim, Dodge, Mobility, Nimble Moves, Shot on the Run

**Skills** Acrobatics +8, Climb +6, Craft (traps) +15, Perception +15, Sleight of Hand +8, Stealth +20 (+10 while sniping), Survival +12

**SQ** Art of War, Hold Breath, Toboggan

**Treasure** *Sniper Goggles*

### Special Abilities

**Art of War (Su):** Although lacking the mutations of its atomic brethren, the penguin commando more than makes up for this by possessing mystical virtuosity with certain forms of warfare. Once per week while in a natural environment, the penguin commando can put together a deadly trap in record time using only naturally available materials. This allows the penguin commando to use the Craft (traps) skill and achieve a week's worth of work in only one hour and without the necessary gold piece value worth of materials. The penguin commando gains a +5 competence bonus to any Intelligence or Wisdom-based skill in which it has at least one rank. Furthermore, an atomic penguin suffers only a -10 penalty to Stealth checks to stay hidden while sniping (instead of a -20 penalty).

**Grenadier (Ex):** The penguin commando has the inexplicable ability to conceal up to a dozen grenades or similar implements on its person, receiving a +10 circumstance bonus on Sleight of Hand checks to do so. A penguin commando typically carries 2d6 fragmentation grenades at any given time. In the penguin's skilled hands, a fragmentation grenade can be thrown as a splash weapon, detonating in a 20-foot-radius spread and dealing 5d6 slashing points of damage; a successful Reflex save (DC 17) halves this damage.

**Hold Breath (Ex):** An atomic penguin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Toboggan (Ex):** On snow-covered or ice-covered terrain, this atomic penguin can move at a rate of 40 feet by sliding on its belly.

### Background

Even more terrifying than the atomic penguin phalanxes are their commandos. Instead of sporting savage mutations, these penguins possess a high degree of intellect and proficiency in advanced tools. Having studied the art of war from an ancient clan of kobold rivals, the commandos fight ruthlessly and strategically to advance their goals for the inexorable penguin conquest.

### Tactics

Penguin commandos use subterfuge at every opportunity, scouting their potential opposition and laying traps in their expected pathways. Rather than engage in a head-on fight, penguin commandos prefer to snipe from afar; their mystical *Sniper Goggles* allow them to use sneak attacks at a great distance. Should an enemy close the distance on their hiding spot, penguin commandos apply a solution of liberally thrown explosives before retreating - usually into a body of water, which they cunningly kept close at hand.

## **Beast of Black Fire**

The beasts of Black Fire are the legacy of a pyrrhic victory by an order of natural protectors against dark forces. Rapacious and monstrous invaders had established themselves over a stretch of wilderness and crushed their opposition. Seeking desperately to free the land from evil's grip, a band of druids enacted an ancient ritual to strengthen the local wildlife. They succeeded at great cost. The ritual achieved its purpose and the empowered animals made short work of the invaders. Consequently, the land's wildlife was forever changed, having become infused with fell energy.

### Creating a Beast of Black Fire

"Beast of Black Fire" is a template that can be

applied to animals. Certain magical beasts or monstrous humanoids might be suitable for it as well. The beast uses the base creature's stats and abilities except as noted here.

**CR:** As the base creature +1. DMs take note: Although a CR increase of 1 is close to accurate by-the-numbers, the Energy Drain and Death Throes abilities can cause this monster to be inordinately dangerous at lower levels or when encountered in groups.

### **Aura**

*Flaming Body (Su):* Dancing flames cover the beast's body. Anyone striking the beast with a natural weapon or unarmed strike takes 1d6 points of fire damage. A creature that grapples the beast or is grappled by one suffers 2d6 fire damage +1d6 fire damage per 5 Hit Dice of the creature each round the grapple persists.

**Armor Class:** The beast gains a +2 profane bonus to its AC.

**Saving Throws:** The beast gains a +2 profane bonus to Will saves.

**Defensive Abilities:** The beast gains immunity to fire, energy drain, and damage from negative energy (such as an *InFLICT Light Wounds* spell). The beast also gains DR 5/magic; if the creature has 9 or more Hit Dice, it instead gains DR 10/magic.

### **Special Attacks**

*Energy Drain (Su):* A creature hit by the beast's natural weapons gains one negative level; if the creature has 9 more Hit Dice, the amount is instead two negative levels. This ability only triggers once per round, regardless of the number of attacks the beast makes.

*Tormented Howl (Su):* Once per hour, the beast can incite despair and hopelessness with its baying. Creatures who can hear the tormented howl must succeed on a Will save (DC 10 + ½ the beast's Hit Dice + the beast's Charisma modifier) or suffer a -2 penalty to attack rolls, saving throws, ability checks, skill checks and weapon damage rolls for 1 minute per Hit Dice of the beast. This is a mind-affecting ability.

### **Special Qualities**

*Death Throes (Su):* When killed, the beast explodes in a maelstrom of darkness and flame that deals 5 points of damage per Hit Dice it has to anything within 20 feet. A successful Reflex save (DC 10 + ½ the beast's Hit Dice + the beast's Constitution modifier) halves this damage. Half of the damage is fire, and half of it is unholy energy. The explosion's radius increases by 20 feet for every 5 Hit Dice the creature possesses.

**Ability Scores:** Str +2, Cha +6.

Here is an example monster with this template:

### **Dire Wolf of Black Fire**

**CR 4**

*Jet black flames cover this immense wolf with teeth like daggers and eyes as dark as the abyss.*

**XP 1,200**

N Large animal

**Init** +2; **Senses** low-light vision, scent; Perception +10

**Aura** Flaming Body (1d6 when striking, 3d6 when grappled)

### **Defense**

**AC** 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +2 profane, -1 size)

**Hit Points** 37 (5d8+15)

**Fort** +7 **Ref** +6 **Will** +4

**DR** 5/magic; **Immune** fire, energy drain, negative energy damage

### **Offense**

**Speed** 50 ft.

**Melee** bite +8 (1d8+7 plus trip and energy drain)

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

**Special Attacks** Energy drain (1 level, DC 15), Tormented howl (DC 15)

### **Statistics**

**Str** 21, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 16

**Base Atk** +3; **CMB** +9; **CMD** 23 (27 vs. trip)

**Feats** Run, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

**SQ** Death Throes (25 damage, DC 15, 20 feet)

## **Beelzeboss CR 17 (22 if complete)**

*This two-horned demon flaunts its muscular body of glistening red. A long, diabolical beard juts directly downward from its chin.*

**XP 102,400** (or up to 615,000 if defeated while in his complete form)

**LE** Large outsider (devil, evil, extraplanar, lawful)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; Perception +X

**Aura** Unholy Aura (DC 26)

### Defense

**AC** 33, touch 18, flat-footed 28 (+4 deflection, +5 dex, +15 natural, -1 size)

**Hit Points** 280 (17d10+187)

**Fort** +24 **Ref** +14 **Will** +20

**DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10, electricity 10; **SR** 28

### Offense

**Speed** 40 ft.

**Melee** 2 claws +26 (2d6+10), bite +26 (2d8+10), gore +26 (2d8+10)

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

**Special Attacks** Bolt of Perdition (DC 25)

**Spell-Like Abilities** (CL 17th)

At will - *Alter Self*, *Bestow Curse* (DC 20), *Blistering Invective* (DC 19), *Fireball* (DC 20), *Sending*, *Scorching Ray*, *Shout* (DC 21), *Unholy Blight* (DC 21)

1/day - *Blasphemy* (DC 24), *Destruction* (DC 24), *Fire Storm* (DC 25), *Greater Shout* (DC 25), *Greater Teleport* (self plus 50 lbs. of objects only)

3/day - *Greater Dispel Magic*, *Magic Circle against Good*, *Quickened Scorching Ray*, *Greater Scrying*, *True Seeing*, *Quickened Unholy Blight* (DC 21)

### Statistics

**Str** 31, **Dex** 21, **Con** 31, **Int** 16, **Wis** 18, **Cha** 24

**Base Atk** +17; **CMB** +28; **CMD** 47

**Feats** Cleave, Cleaving Finish, Great Cleave, Improved Initiative, Iron Will, Power Attack, Quicken Spell-Like Ability (*Scorching Ray*), Quicken Spell-Like Ability (*Unholy Blight*), Toughness

**Skills** Bluff +27, Intimidate +27, Knowledge (planes) +23, Knowledge (religion) +23, Perform

(Metal) +27, Perception +24, Sense Motive +24, Sleight of Hand +22, Spellcraft +20

**SQ** Transformation of Destiny

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

### Special Abilities

**Bolt of Perdition (Su):** Once per minute as a standard action, Beelzeboss can shoot out a bolt of crackling green energy from the tip of his claw. The bolt requires a ranged touch attack to hit and deals 20d8 points of damage; despite looking suspiciously like a bolt of lightning, all of this damage is sheer, unholy power. A successful Will save (DC 25) halves the damage. A character reduced to 0 hit points by this ability has both their body and spirit sent instantly to the Nine Hells, where an eternity of slavery and torment awaits them. The save DC is Charisma-based.

**Transformation of Destiny (Ex):** Should Beelzeboss ever obtain the missing piece of his tooth, he will at last be complete and become a force beyond reckoning. He'll gain a +10 profane bonus to Strength, Constitution and Charisma, a +8 profane bonus to his AC, and a +5 profane bonus to saving throws, weapon damage rolls, and his caster level for all spell-like abilities. His DR 10/good changes into DR 15/epic and good, he will gain regeneration 20 (good weapons and good spells) and his SR will increase to 33. Furthermore, his Bolt of Perdition ability shall deal maximum damage (160), all of his listed spell-like abilities shall become usable at will, and additional abilities may become available at the DM's discretion.

### Background

Legend has it that Beelzeboss once wielded immense influence in realms both mortal and devilish - that is, until a tooth of his was broken off by mortal magic, and he was subsequently banished back into the Nine Hells. Since then his power has waned greatly and he's dwelled deep and wretchedly in the realms below, planning for the day when he will be once again be complete such that he may bring ruination to mortalkind.



Occasionally, Beelzeboss masquerades as a mortal on the material plane in order to search for the missing piece of his tooth.

#### Tactics

Beelzeboss tries to avoid slugfests while in his vulnerable, weakened state unless he finds his foes to be obviously inferior. He uses Bolt of Perdition at every opportunity, for he delights in having more slaves to torment for his pleasure. Beelzeboss fights in melee when he must but keeps to using his magical abilities as long as he can maintain an advantage in doing so. If Beelzeboss becomes complete, he flaunts his regained power with a *Blasphemy* spell so as to render his foes truly out of luck.

In spite of his dark ambitions, Beelzeboss abides by a time-honored infernal code which, among other things, stipulates that he accept all Rock-Off challenges presented to him - provided that fair terms can be negotiated. When confronted with such a challenge, he teleports in an arsenal of Heavy Metal equipment and plays as a one-devil band.

## Crazy Train

CR 12

*Bearing an expression of sardonic delight, a face adorns the very front of this long, winding, metallic engine of chaos and destruction.*

**XP 19,200**

CN Colossal construct

**Init** -2; **Senses** darkvision 300 ft.; low light vision; Perception +14

#### Defense

**AC** 20, touch 0, flat-footed 20 (-2 Dex, +20 natural, -8 size)

**Hit Points** 162 (15d10+80); fast healing 5

**Fort** +5 **Ref** +3 **Will** +6

**Defensive Abilities** hardness 10; **Immune** construct traits

#### Offense

**Speed** 20 ft. (see below)

**Melee** slam +22 (3d8+15) plus bite +22 (4d6+15 plus grab)

**Space** 30 ft.; **Reach** 5 ft.

**Special Attacks** Bulldoze, Maddening Cacophony (DC 19), swallow whole (4d6 bludgeoning damage plus 4d6 electricity damage, AC 20, 16 hp, hardness 5), trample (3d8+22)

**Spell-Like Abilities** (CL 13th)

3/day - Quickened *Fog Cloud*, Quickened *Summon Swarm* (bats only)

1/day - *Burst of Speed*, *Dimension Door*

1/week - *Plane Shift*

#### Statistics

**Str** 41, **Dex** 6, **Con** -, **Int** 9, **Wis** 8, **Cha** 11

**Base Atk** +15; **CMB** +38; **CMD** 46

**Feats** Ability Focus (Maddening Cacophony), Improved Natural Armor, Improved Natural Attack (Slam), Iron Will, Power Attack, Quickened Spell-Like Ability (*Fog Cloud*), Quickened Spell-Like Ability (*Summon Swarm*), Run

**Skills** Perception +14

**SQ** Acceleration

**Languages** Common, Slaadi

#### Special Abilities

**Acceleration (Ex):** Whenever the Crazy Train uses a full-round action to run, it gains a +20-foot bonus to its move speed at the end of its turn, up to a maximum speed of 100 feet. The Crazy Train gradually decelerates, losing 10 feet of speed at the end of each round it does not run, until its speed returns to the base amount of 20 feet. The Crazy Train can theoretically maintain its top speed indefinitely as long as it does not stop running.

**Bulldoze (Ex):** The Crazy Train has the horrifying and simply crazy ability to bulldoze over several or more foes in a line without stopping or slowing. While taking the Run action, the Crazy Train may use its trample special attack against any creature it moves over in its path as a free action.

**Maddening Cacophony (Su):** Once per minute, the Crazy Train can unleash a cacophony of mad laughter that bewilders and disorients creatures within 1000 feet who can hear it. Creatures must succeed on a Will save (DC 19) or suffer one





randomly determined effect for one minute (shown below). Maddening Cacophony a mind-affecting ability and the saving throw DC is Charisma-based.

1. The creature behaves erratically as though under a *Confusion* spell.
2. Uncontrollable laughter infects the character, as per a *Hideous Laughter* spell.
3. The character's grip on reality loosens, affecting them with penalties as per a *Mad Hallucination* spell.
4. Fear grips the character, causing them to become frightened.

### Background

The Crazy Train began as a vehicle - a mortal marvel of magic and engineering - which had been brought to the Planes of Mayhem on an interplanar journey, and subsequently abandoned there. It may be that the extraplanar realm's latent magical energies gave the vehicle a new consciousness, or it may be that a creature from that plane which willfully animated it with the power of Metal. In either case, the Crazy Train has found its way back to the mortal realms and none can say what agenda, if any, it possesses, for months will go by as it lay dormant only to abruptly emerge, terrify a village or two and flatten the locals, and then return to caverns deep underground.

### Tactics

The Crazy Train often begins by laughing from afar so that creatures are disordered before a melee can even begin, and then seeks to run over as many foes as possible. The magical construct uses its Dimension Door and Burst of Speed abilities to catch creatures off-guard when they seem to have outmaneuvered it. It uses its quickened *Fog Cloud* and *Summon Swarm* abilities arbitrarily and mostly for dramatic effect. If a particular creature suits its fancy, the Crazy Train might forego tactical sense to instead chase them doggedly around the battlefield, reveling in their terror and bewilderment. If the fight proves too easy, the Crazy Train might whimsically break

from its trampling-spree to smash and masticate its opponents, and ultimately retreat to avoid slaughtering the entire opposing group, cackling all the way. Whether the Crazy Train fears or even truly understands the concept of death is anybody's guess.

## **Creature of the Night**

Many developed settlements have begun to notice a disconcerting trend among the hunters and predators of the untamed wilderness. Creatures which once shunned night have come to embrace it, and from the gloom draw supernatural power. This phenomenon is not even restricted to beasts and animals, for many humanoids have heard the calling from the night and vanished into it, only to return changed. So the Creatures of the Night came to be spoken of with dour tones and bated breath by those unlucky enough to have faced them.

### **Creating a Creature of the Night**

"Creature of the Night" is a template that can be applied to animals, magical beasts or humanoids. At the DM's discretion, other sorts of creatures may be applicable as well. The creature uses the base creature's stats and abilities except as noted here.

**CR:** As the base creature +1; if the creature has 10 or more Hit Dice, the CR is equal to the base creature's +2.

**Armor Class:** The creature's natural armor bonus increases by +1 per 5 Hit Dice it possesses. Senses: The creature gains darkvision out to 60 feet; if the base creature already has darkvision, it gains blindsense out to 60 feet.

**Defensive Abilities:** The creature gains Spell Resistance equal to 8, or its new CR +5 - whichever is greater. If the creature has 5 or more Hit Dice, it gains DR 5/magic and resist cold 5. If it has 10 or more Hit Dice, it instead gains DR 10/magic and resist cold 15.

**Spell-Like Abilities:** A Creature of the Night with a Wisdom or Charisma score of 8 or higher has a cumulative number of spell-like abilities

based on its Hit Dice.

Each ability is usable 1/day. The caster level for these abilities is equal to the creature's Hit Dice, or the caster level of the base creature's spell-like abilities - whichever is higher. The saving throw DC for these abilities is based off of the higher modifier between the creature's Wisdom or Charisma scores.

Hit Dice	Spell-Like Ability
1-3	<i>Darkness</i>
4-6	<i>Burst of Speed</i>
7-9	<i>Shout</i>
10-12	<i>Greater Bladed Dash</i>
13-15	<i>Greater Invisibility</i>
16+	<i>Greater Shout</i>

### **Weaknesses**

**Light Blindness (Ex):** A Creature of the Night becomes blinded for 1 round if exposed to bright light, such as sunlight or a *Daylight* spell, and is dazzled for as long as they remain in an area of bright light.

### **Special Qualities**

**Shadow Step (Su):** A Creature of the Night can leap from shadow to shadow. As a move action, the creature may teleport up to 60 feet into an unoccupied space within dim light or darkness. The creature must also currently be in dim light or darkness to use this ability.

**Ability Scores:** Str +2, Con +2, Dex +2, Wis +2, Cha +4.

Some example monsters are shown below.

### **Hill Giant of the Night** **CR 9** **XP 6,400**

CE Large humanoid (giant)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +7

### **Defense**

**AC** 25, touch 10, flat-footed 24 (+4 armor, +1 Dex, +11 natural, -1 size)

**Hit Points** 95 (10d8+50)

**Fort** +12 **Ref** +4 **Will** +4

**Defensive Abilities** rock-catching; DR 10/magic; **Resist** cold 15; **SR** 13

**Weaknesses** Light blindness

### **Offense**

**Speed** 40 ft. (30 ft. in armor)

**Melee** greatclub +15/+10 (2d8+12) or 2 slams +14 (1d8+8)

**Ranged** rock +8 (1d8+12)

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

**Special Attacks** rock throwing (120 ft.)

**Spell-Like Abilities** (CL 10th)

1/day - *Burst of Speed*, *Darkness*, *Greater Bladed Dash*, *Shout* (DC 15)

### **Statistics**

**Str** 27, **Dex** 12, **Con** 21, **Int** 6, **Wis** 12, **Cha** 9

**Base Atk** +7; **CMB** +16; **CMD** 27

**Feats** Cleave, Intimidating Prowess, Martial Weapon Proficiency (greatclub), Power Attack, Weapon Focus (greatclub)

**Skills** Climb +11, Intimidate +13, Perception +7

**Languages** Giant

**SQ** Shadow Step

### **Roc of the Night** **CR 11** **XP 12,800**

N Gargantuan (animal)

**Init** +8; **Senses** darkvision 60 ft., low-light vision; Perception +16

### **Defense**

**AC** 27, touch 10, flat-footed 23 (+4 Dex, +17 natural, -4 size)

**Hit Points** 136 (16d8+64)

**Fort** +14 **Ref** +16 **Will** +9

**DR** 10/magic; **Resist** cold 15; **SR** 16

**Weaknesses** Light blindness

### **Offense**

**Speed** 20 ft., fly 80 ft. (average)

**Melee** 2 talons +19 (2d6+10/19-20 plus grab), bite +18 (2d6+10)

**Space** 20 ft.; **Reach** 15 ft.



### Spell-Like Abilities (CL 10th)

1/day – *Burst of Speed*, *Darkness*, *Shout* (DC 16), *Greater Bladed Dash*, *Greater Invisibility*, *Greater Shout* (DC 20)

### Statistics

**Str** 30, **Dex** 19, **Con** 19, **Int** 2, **Wis** 14, **Cha** 13

**Base Atk** +12; **CMB** +26 (+30 grapple); **CMD** 40

**Feats** Flyby Attack, Improved Critical (talons), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Skill Focus (Perception), Weapon Focus (talons)

**Skills** Fly +9, Perception +16

**SQ** Shadow Step

## Cyber-Demon

**CR 20**

*Synthetic plating and mechanical wiring run through this horned, musclebound demon. The destructive artifice replacing its left arm can only be described as a rocket launcher.*

**XP** 307,200

**CE** Huge Outsider (chaotic, demon, evil, extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; low-light vision, true seeing; Perception +28

### Defense

**AC** 33, touch 12, flat-footed 33 (+4 deflection, +21 natural, -2 size)

**Hit Points** 390 (20d10+280); fast healing 10

**Fort** +23 **Ref** +12 **Will** +19

**DR** 15/cold iron and good; **Immune** poison;

**Resist** acid 30, cold 30, fire 30; **SR** 31

### Offense

**Speed** 40 ft.

**Melee** 4 slams +31/+26/+21/+16 (2d6+13) plus one gore +30 (2d6+13) plus one hoof +25 (1d8+6)

**Ranged** +11/+11/+11 Rockets touch (8d6 bludgeoning and 8d6 fire)

**Special Attacks** Rocket Barrage (DC 27)

**Space** 15 ft.; **Reach** 15 ft.

### Statistics

**Str** 36, **Dex** 11, **Con** 36, **Int** 9, **Wis** 20, **Cha** 10

**Base Atk** +20; **CMB** +35; **CMD** 49

**Feats** Ability Focus (Rocket Barrage), Awesome Blow, Improved Natural Attack (Slam), Improved Bull Rush, Iron Will, Point Blank Shot, Power

Attack, Precise Shot, Weapon Focus (Rockets), Toughness

**Skills** Climb +29, Intimidate +28, Knowledge (the planes) +12, Perception, +28, Sense Motive +18

**Languages** Abyssal

**SQ** Self-Destruct

### Special Abilities

**Rocket Barrage (Ex):** As a standard action, the Cyber-Demon fires three rockets; it may fire these rockets at different targets or locations. These rockets travel until they impact a creature or solid surface, after which they explode in a 20' radius spread, dealing 8d6 bludgeoning and 8d6 fire damage to creatures in the area. A successful Reflex save (DC 27) halves the damage from a rocket. If a rocket travels farther than 100 feet before exploding, creatures receive a +4 circumstance bonus to their saving throw against it and ignore all of the rocket's damage on a successful saving throw. The save DC is Wisdom-based.

Alternatively, the Cyber-Demon may target creatures directly with its rockets by making ranged touch attacks against them at a -8 circumstance penalty due to how slow and telegraphed these projectiles are; these rockets have a range increment of 60 feet and cannot score critical hits. Creatures directly hit by rockets do not receive a Reflex save to mitigate the damage, and furthermore must succeed on a Fortitude save (DC 27) or become dazed for one round. A creature standing nearby to a wall or similar surface might be caught in a rocket's explosion (receiving a Reflex save as normal) even if the attack misses them.

**Self-Destruct (Ex):** Once the Cyber-Demon is reduced to 0 hit points, it lets out a final roar before literally exploding in wet viscera and hot shrapnel. Creatures within 30 feet of the Cyber-Demon when this happens suffer 15d6 fire and 15d6 slashing damage; a successful Reflex save (DC 33) halves the damage. The save DC is

Constitution-based.

### Background

Half-machine, half-nightmare: the Cyber-Demon is a terrifying monstrosity that neither offers nor warrants any explanation. Official scholars who weigh in on the matter say that the Cyber-Demon can be defeated by shooting at it until it dies.

### Tactics

The Cyber-Demon prefers to fire rockets at its opponents until they die. If it is feeling particularly devious or simply has trouble hitting foes, it may choose to fire at obstructions or even the ground near its enemies to maximize the chances of catching them in explosions. The Cyber-Demon's damage reduction and energy resistance mean that it is unafraid of catching itself in its own rocket explosions.

## **Demon of the Fall** **CR 23**

*The facade of this comely humanoid belies its true, horrific form and catastrophic agenda.*

**XP 820,000**

CE Huge Outsider (chaotic, demon, evil, extraplanar)

**Init** +9; **Senses** darkvision 60 ft., true seeing; Perception +33

**Aura** *Cloak of Chaos* (DC 27), Frightful Presence (60 ft., DC 30)

### Defense

**AC** 44, touch 21, flat-footed 39 (+4 deflection, +5 dex, +23 natural, +4 profane, -2 size)

**Hit Points** 356 (23d10+230); regeneration 20 (good artifacts, effects, spells)

**Fort** +27 **Ref** +22 **Will** +26

**Immune** acid, charm, compulsion, disease, petrification, poison; **Resist** cold 30, electricity 30, fire 30; **SR** 34

### Offense

**Speed** 50 ft., fly 100 ft. (average)

**Melee** 4 bites +33 (2d6+12) plus 2 claws +31 (1d8+6 plus 2d6 acid) plus 2 tentacles +31 (1d8+6 plus 2d6 cold plus grab)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tentacle)

**Special Attacks** Voice of Treason (DC 30)

**Spell-Like Abilities** (CL 23rd)

Constant - *Cloak of Chaos* (DC 27), *Detect Good*, *Nondetection*, *Tongues*, *True Seeing*

At will - *Alter Self*, *Confusion* (DC 23), *Dark Whispers*, *Dispel Magic*, *Horrific Doubles* (DC 23), *Reverse Gravity*, *Greater Teleport* (self plus 50 lbs. of objects only), *Veil*, *Unholy Blight* (DC 23)

1/day - *Power Word Stun*, *Summon* (Level 9, any 1 CR 20 or lower demon at 100%)

3/day - *Quickened Confusion* (DC 23), *Greater Dispel Magic*, *Quickened Dispel Magic*, *Quickened Horrific Doubles* (DC 23)

1/week - *Wish*

**Spells Known** (CL 21st; concentration +30)

**9th (6/day)** - *Dominate Monster* (DC 29), *Mass Hold Monster* (DC 29), *Shades* (DC 29), *Weird* (DC 29)

**8th (6/day)** - *Greater Bestow Curse* (DC 27), *Greater Prying Eyes*, *Screen*, *Greater Shadow Evocation* (DC 28)

**7th (6/day)** - *Greater Hollow Heroism* (DC 27), *Hungry Darkness*, *Vision*

**6th (6/day)** - *Greater Illusion of Treachery* (DC 26), *Mass Suggestion* (DC 26), *Mislead*

**5th (6/day)** - *Mass Charm Person* (DC 25), *Dream*, *Nightmare* (DC 25), *Seeming*

**4th (6/day)** - *Greater Invisibility*, *Hollow Heroism* (DC 24), *Overwhelming Grief* (DC 24), *Phantasmal Killer* (DC 24)

**3rd (6/day)** - *Detect Desires*, *Major Image*, *Seek Thoughts*, *Suggestion* (DC 23)

**2nd (6/day)** - *Greater Detect Magic*, *Hold Person* (DC 22), *Mad Hallucination* (DC 22), *Misdirection*, *Scorching Ray*

**1st (6/day)** - *Charm Person* (DC 21), *Disguise Self*, *Protection from Good*, *Shield*, *Ventriloquism*

**0th (at will)** - *Arcane Mark*, *Dancing Lights*, *Detect Magic*, *Detect Poison*, *Ghost Sound*, *Mage Hand*, *Mending*, *Message*, *Prestidigitation*

### Statistics

**Str** 34, **Dex** 21, **Con** 31, **Int** 24, **Wis** 24, **Cha** 29

**Base Atk** +23; **CMB** +37 (+41 grappling); **CMD** 59

**Feats** Heighten Spell, Improved Initiative, Iron Will, Multiattack, Persistent Spell, Power Attack, Quicken Spell-Like Ability (Confusion), Quicken Spell-Like Ability (Dispel Magic), Quicken Spell-Like Ability (Horrific Doubles), Spell Focus (Enchantment), Spell Focus (Illusion)

**Skills** Acrobatics +12, Bluff +35, Climb +19, Diplomacy +35, Fly +28, Intimidate +45,

Knowledge (arcana) +33, Knowledge (geography) +30, Knowledge (history) +30, Knowledge (local) +15, Knowledge (the planes) +33, Perception +33, Sense Motive +33, Stealth +31, Spellcraft +33

**Languages** All; telepathy 100 ft.





### Special Abilities

**Voice of Treason (Su):** Once per week, the Demon of the Fall can unleash an otherworldly cacophony that drives beast and mortal alike into a murderous, treacherous frenzy. Creatures within 1000 feet must attack their nearest allies for 1 hour; if no allies are visible to them, they instead attack the nearest creature. A successful Will save (DC 30) negates this ability. This is a mind-affecting ability and the saving throw DC is Charisma based.

### Background

This creature is so called because of its affinity for corrupting civilizations from within, fostering the rise of villainous cults and spreading the influence of the Lower Planes. It is thought by some that the collapse of numerous towns and at least one nation can be attributed to a grand labyrinth of schemes for which this singular being is responsible.

Some say that the creature was a glabrezu or other demon who seized unprecedented arcane power for its stature. Others surmise that it was an angel who wandered the darkness between worlds and returned changed. Regardless, not even the creature's name is known, shrouded as it is in a boundless web of subterfuge. Those who acknowledge its existence and the major role it plays in the perversion of society simply call it the Demon of the Fall.

### Tactics

The Demon of the Fall rarely needs to engage in direct conflict and, in fact, doing so often would risk drawing unwanted attention that could compromise its goal of corrupting civilization. Such is its influence and resourcefulness that it could easily command entire city guards or temples of evil worship. When interacting with others it always does so under the guise of potent illusions so that even its allies on the Lower Planes usually have not seen its true form.

Prior to engaging in combat, the Demon will first

make a determination as to whether winning the battle is worth exposing its identity. In some cases it may choose to retreat from a fight it could easily win, or insist on maintaining a disguise in combat even if doing so puts it at a disadvantage. Preferably, it would seek to win a battle without really fighting at all - by means of powerful enchantments and deadly illusions. Only when engaging in a high-stakes, no-holds-barred combat scenario does the Demon use its most powerful ability, Voices of Treason, or leverage its formidable array of melee attacks.

### **Dungeon Master**

**CR 25**

*Cradling dice in his palms, this cowed magister emits a palpable sense of destiny and foreboding.*

**XP 1,640,000**

LN Medium outsider

**Init** +15; **Senses** true seeing; Perception +40

#### Defense

**AC** 45, touch 41, flat-footed 33 (+4 armor, +11 Dex, +1 dodge, +15 deflection, +4 luck)

**Hit Points** 402 (23d10+276); regeneration 20 (epic and chaotic)

**Fort** +24 **Ref** +30 **Will** +29

**DR** 15/epic; **Resist** acid 20, cold 20, electricity 20, fire 20, sonic 20; **Immune** ability damage, energy drain, mind-affecting effects, paralysis, permanent wounds, petrification, polymorph; **SR** 36

#### Offense

**Speed** 30 ft.

**Melee** cosmic smiting touch +23/+18/+13/+8 (15d6 force/x2)

**Ranged** fistfuls of dice +32/+27/+22/+17 (6d4 fire plus 5d6 electricity plus 4d8 cold plus 3d10 acid plus 2d12 sonic/x2)

**Special Attacks** Calamity of Rocks (DC 32), Master of Reality (DC 29), Master of Worlds

**Spell-Like Abilities** (CL 23rd)

Constant - *Blink* (see below), *True Seeing*

**Spells Known** (CL 23rd; concentration +34)

**9th (4/day)** - All - see below.

**8th (6/day)** - All - see below.

**7th (6/day)** - All - see below.

**6th (6/day)** - All - see below.



**5th (6/day)** - All - see below.

**4th (6/day)** - All - see below.

**3rd (6/day)** - All - see below.

**2nd (6/day)** - All - see below.

**1st (6/day)** - All - see below.

**0th (at will)** - All - see below.

#### Statistics

**Str** 10, **Dex** 32, **Con** 32, **Int** 28, **Wis** 30, **Cha** 32

**Base Atk** +23; **CMB** +23; **CMD** 64

**Feats** Alertness, Combat Casting, Destructive Dispel, Dodge, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Spell Penetration, Toughness, Uncanny Concentration

**Skills** Bluff +37, Craft (books) +35, Craft (sculptures) +35, Knowledge (arcana) +35, Knowledge (dungeoneering) +35, Knowledge (engineering) +21, Knowledge (geography) +20, Knowledge (history) +32, Knowledge (nobility) +21, Knowledge (planes) +35, Knowledge (nature) +32, Knowledge (religion) +35, Perception +40, Perform (oratory) +37, Sense Motive +40, Spellcraft +35, Stealth +22

**SQ** Master of Fates Unknown, Master of Magic Transcendent

**Languages** Abyssal, Celestial, Common, Elven, Draconic, Infernal

#### Special Abilities

**Calamity of Rocks (Su):** Once per week as a full-round action, the Dungeon Master may bombard the surrounding area with falling, transdimensional rocks which bring death to all. This deals 30d8 damage to all creatures within 1,000 feet of the Dungeon Master (excluding himself); half of the damage is bludgeoning, and half of it is force. A successful Reflex save (DC 32) halves this damage. A creature who fails their saving throw must also make a Fortitude save (DC 32) or die instantly, regardless of damage dealt. The saving throw DC is Charisma-based.

**Master of Fates Unknown (Su):** The Dungeon Master can exercise limited control over the whimsical powers of fate and probability. He gains a +4 luck bonus to his Armor Class and all

saving throws (reflected above).

Four times per week, he may spend an immediate action to do one of the following:

- Add a +8 luck bonus to a single ability check, attack roll, saving throw or skill check, or instead impose a -8 luck penalty to such a check. The check may be one of the Dungeon Master's or one of another creature within sight, and the Dungeon Master may use this ability on a roll that has already been made.

- Force (or allow) a single creature to reroll one ability check, attack roll, saving throw or skill check; they must use the new result, whether it is better or worse.

**Master of Magic Transcendent (Su):** The Dungeon Master possesses an affinity with magic which transcends even what are thought to be the rules of said magic. Although he possesses a limited number of spell slots, he may use these spell slots to cast any sorcerer/wizard spell of the appropriate spell level; alternatively, he may cast a spell not on the sorcerer/wizard list, but the spell must be one level lower than the slot expended. (For example, he may use an 8th level spell slot to cast any sorcerer/wizard spell of up to 8th level, or any non-sorcerer/wizard spell of up to 7th level.) Once per round, the Dungeon Master may perform one of the following feats of metamagic:

- Apply the Quicken Spell metamagic feat to any spell he casts of 7th level or lower.
- Apply the Maximize Spell metamagic feat to any spell he casts of 8th level or lower.
- Apply the Widen Spell metamagic feat to any spell he casts of 8th level or lower.
- Apply virtually any other single metamagic feat, provided that it would not ordinarily increase the level of the spell slot to higher than 11.

When the Dungeon Master uses this ability to apply metamagic feats, he does not increase the level of the spell slot needed to cast the spell. In addition to only being able to choose one metamagic option per round, the Dungeon Master may use a single metamagic feat no more than four times per week.

**Master of Reality (Su):** The Dungeon Master can shape physical and metaphysical reality, sometimes even to the point of altering the state of existence. He benefits continuously from a *Blink* spell effect, except that the Dungeon Master does not suffer a miss chance on his own spells or attacks. Furthermore, four times per week, the Dungeon Master may spend a swift or move action to do one of the following:

- Cause a magical item in sight to sunder into pieces, transform into a useless trinket, or wink out of existence. A creature holding or wearing the item may negate this ability with a Will save (DC 29). Transformed or winked-out items return only when the Dungeon Master wills it, or when the Dungeon Master is slain.
- Modify a single ability score of one creature in sight; the Dungeon Master can lower the ability score to as low as 3, or raise it to as high as 40. Unwilling targets can negate this ability with a Will save (DC 29). This effect lasts for one hour.

**Master of Worlds (Su):** The Dungeon Master has influence in many worlds beyond this one. Four times per week, he may spend a standard action to do one of the following:

- Summon a single creature of CR 19 or lower to do his bidding for 1 hour before vanishing. Conjure a single magical item which persists for 1 hour before vanishing. The Dungeon Master can call any well known magical item this way, or even an artifact that he has seen and is familiar with.
- Deluge the surrounding area with an interplanetary maelstrom that transports all creatures within 1,000 feet of the Dungeon Master (including himself) to another plane of existence of his choice (with the same accuracy as a *Plane Shift* spell). Creatures maintain their positions relative to each other after being teleported. The Dungeon Master may choose to affect a lesser area as long as it is centered upon himself. There is no saving throw.
- Imprison a single creature within a world of fantastic imagination and phantasmagory. This functions identically to the *Maze* spell, except that

the Will saving throw DC is 32 and the maze is permanent until the subject frees themselves (instead of disappearing in 10 minutes).

### Background

In far-off realms the Dungeon Master was a magician without equal, with knowledge and ability tantamount to the gods, who could bend and shape reality with neigh-impunity. Through circumstances unknown and perhaps best not spoken of, the powers of this realm managed to bind and chain the Dungeon Master to this world and in doing so, squelch his once-limitless power. Even still, it has since become understood by those who chained the Dungeon Master that an awful and profound reckoning is due.

### Tactics

Aptly, the Dungeon Master is about as powerful as the actual DM needs them to be. With the ability to cast nearly any spell in the game - including *Wish* - or the ability to transport all combatants into an inhospitable plane, conjure and destroy artifacts, etc, the Dungeon Master can lay waste to parties and monsters alike. Whether the Dungeon Master actually possesses the will to break reality and annihilate plucky adventurers is another question altogether, as their motives might be as mysterious as the nature of their power. Indeed, even if faced with their worst enemies, the Dungeon Master prefers to toy with and torment their adversaries rather than destroy them outright - until their patience is at an end, at least.

If the DM is feeling particularly adventurous, they may even determine the Dungeon Master's tactics and goal with the roll of a die, such as what's shown below:

- Summon powerful creatures for the party to face, never engaging them directly. Use Master of Fates Unknown to help the losing side and keep the battle's outcome uncertain.
- Use Master of Worlds and various conjuration spells to isolate the party into different prisons or planes of existence, leaving them with the

challenge of escaping and regrouping.

- Conjure an artifact which the party most needs/desires and prompt the adventurers to undergo a brutal gauntlet to get to it.
- Use Master of Reality to cripple the party's mental ability scores specifically, and then challenge them to undergo a puzzle or thoughtful/social situation with their diminished abilities.
- Transport the entire party into a realm where things are not as they seem, and the party must use their wits to find the truth and escape. Once the realm is revealed for what it is, the Dungeon Master uses Calamity of Rocks to destroy it all.
- Allow the party to partake in a cosmic game of chance, such as dice or cards, with potential losses proportionate to the possible gains.

## The Emperor of Murder CR 17

*The Emperor is a twelve-foot tall monster of a humanoid which appears to be made entirely out of thick, glistening metal. Spikes, horns and jagged blades protrude from its hulking form. A cloak flows behind it, regal and crimson.*

**XP 102,400**

NE Large Outsider (evil, extraplanar)

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

### Defense

**AC** 29, touch 14, flat-footed 29 (+5 profane, +15 natural, -1 size)

**Hit Points** 184 (16d10+96)

**Fort** +24 **Ref** +10 **Will** +22

**Defensive Abilities** Shield of Metal; **DR** 10/adamantium and magic; **Immune** poison, sonic; **Resist** acid 10, cold 10, fire 10; **SR** 28

### Offense

**Speed** 25 ft.

**Melee** +4 *heavy mace* wielded in both hands +30/+25/+20/+15 (2d6+17/19-20/x2) or 2 slams +25 (1d8+9)

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

**Special Attacks** Ghostspawn Curse (DC 26), Shredding Death (DC 24), Siphon of Destruction (DC 23)

## Spell-Like Abilities (CL 16th)

At will - *Blistering Invective* (DC 20), *Dispel Magic*, *Shout* (DC 22), *Sympathetic Vibration*, *Thundering Drums* (DC 21)

3/day - *Animate Dead*, *Greater Dispel Magic*, *Quickened Dispel Magic*, *Greater Shout* (DC 24), *Sonic Thrust* (DC 22), *Triple Corpse Hammerblow\**, *True Seeing*

1/day - *Animate Objects*, *Inhuman Rampage\**, *Power Word Stun* (DC 26), *Greater Teleport* (self plus 666 lbs. of objects only)

\*New spell featured in the Book of Metal.

### Statistics

**Str** 28, **Dex** 10, **Con** 22, **Int** 12, **Wis** 18, **Cha** 26

**Base Atk** +16; **CMB** +26; **CMD** 41

**Feats** Critical Focus, Deafening Critical, Improved Critical (Heavy Mace), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*Dispel Magic*), Staggering Critical, Weapon Focus (Heavy Mace)

**Skills** Intimidate +27, Knowledge (arcana) +21, Knowledge (the planes) +21, Perception +20, Perform (Metal) +47, Sense Motive +20, Spellcraft +18; **Racial Modifiers** +20 Perform (Metal)

**Languages** Abyssal, Common, Giant, Infernal  
**SQ** Presence of Metal

### Special Abilities

**Ghostspawn Curse (Su):** Once per day, the Emperor of Murder can place a terrible curse upon a living creature which may cause a ghost of them to rise against their former allies. As a swift action, the Emperor of Murder chooses a single living creature within 100 feet; that creature must succeed on a Will save (DC 26) or be affected by the curse for 3 rounds. At the start of each of their rounds, the creature suffers 1 point of negative energy damage per hit die they possess. If the creature is reduced to 0 hit points during the curse's duration, they are instantly killed and their lifeforce is used to animate a spirit which rises over the spot of their death. The save DC is Charisma-based.

This spirit fights like a lesser version of the slain



creature. It functions almost identically to a duplicate created by the *Simulacrum* spell, with the following differences:

Unlike an illusory duplicate, this spirit is very real. It gains the undead type and incorporeal subtype. It resembles the original's likeness, including the armor and clothing worn when the original creature was killed, but has a pale, ghostly hue that clearly sets it apart. The spirit is completely under the Emperor of Murder's control; while it may be intelligent, it is devoid of free will and personality and serves only to inflict pain and destruction for the Emperor.

The spirit rises with a spectral copy of any weapon or implement that the original creature was holding when it died (if applicable). If this results in the spirit possessing a manufactured weapon, that weapon functions as a +1 *Ghost Touch* weapon of its type. The spirit's natural attacks are likewise treated as magic for the purpose of overcoming damage reduction, and as though they had the Ghost Touch special quality. Magical items the creature may have held (such as staves or wands) do not otherwise retain their properties or serve any function in the spirit's hands.

After 1 minute, or if reduced to 0 hit points, the spirit dissipates with a hoarse wail along with any equipment that had been created with it. While the spirit is animate, the slain creature cannot be brought back to life, and the Emperor of Murder gains a +4 profane bonus to Strength and Charisma.

**Presence of Metal (Su):** The Emperor of Metal adds his Charisma modifier as a profane bonus to Fortitude and Will saving throws.

**Shield of Metal (Su):** As the Emperor wields destructive power, he generates an immaterial shield of Metal essence. This shield has its own hit point total. While the shield has hit points, any damage that would be dealt to the Emperor of Murder is dealt to the shield until its hit points are depleted (as with temporary hit points) with

leftover damage carrying over to the Emperor. Once the shield's hit points are depleted, it becomes inactive only until the Emperor generates more hit points for it.

Whenever the Emperor of Murder deals sonic or electricity damage to one or more creatures, his shield gains hit points equal to half the damage dealt by the attack; if multiple creatures are affected by a single such attack, use only the highest amount of damage received by any one creature. (For example, if he uses Siphon of Destruction and deals 30 damage to one creature and 15 to two others, his shield gains hit points equal to half of 30.)

The Shield of Metal can continue to grow in strength as the Emperor deals more damage, to a maximum amount of hit points equal to one-half of the Emperor's own hit point total (usually 92). When the Emperor is no longer in combat, the shield dissipates at the rate of 10 hit points per round until it is no more.

**Shredding Death (Su):** As a swift action, the Emperor of Murder can protect himself or an ally within 60 feet in a cloud of crackling metal shards which block attacks and shred foes who draw near. For the next minute, this grants the target a +4 circumstance bonus to Armor Class and to Reflex saving throws against area attacks for the next minute. Furthermore, enemies who begin their turn within 10 feet of the target while this ability is active suffer 3d6 slashing damage and 3d6 electricity damage; a successful Reflex save (DC 24) halves this damage. Only a single character can be affected by this ability at a time; if the Emperor of Murder uses this ability while it is already active, it ends on the previous target. The save DC is Charisma-based.

**Siphon of Destruction (Su):** Once every 1d4+1 rounds, the Emperor of Murder can call forth a devastating wave of energy that deals 15d6 sonic damage to enemy creatures within a 60-foot cone. A successful Fortitude save (DC 23) halves the



damage. The save DC is Charisma-based.

This ability is especially potent at empowering the Emperor's Shield of Metal; when the Emperor uses it, his shield gains an additional 10 hit points for each creature with 5 or more Hit Dice that's damaged by the ability.

### Background

Known by many names and deeds, the Emperor of Murder distinguished himself with his brutal service during the crusades in the Age of Metal. Yet his power is thought to be arcane in nature, and it is unclear to what extent that he serves the will of Metal Gods. Naught is known of the Emperor's goals or agenda, only that he is a force to reckoned with, and one who commands his own retinue of Metal monsters where he resides on the Planes of Mayhem. He has traveled far, and even earned glory in a cosmic arena where champions of light and dark battled from across the worlds. Though his disposition for violence is legendary, it is whispered in rumor that the Emperor of Murder will grant a powerful boon to any mortal bold enough to challenge and skilled enough to defeat him in a Metal rock-off.

### Tactics

The Emperor of Murder is aware that much of his tenacity against worthy foes hinges upon generating his shield. The Emperor of Murder uses Siphon of Destruction upon as many worthy foes as possible in order to generate his shield, and activates Shredding Death just before wading into melee. He uses his spell-like abilities early in the fight to establish dominance. Afterwards, he prefers to use Ghostspawn Curse upon a single, highly damaging target whose immediate destruction he prioritizes. If the Emperor of Murder is ambushed or a dangerous foe otherwise manages to "get the drop" on him, he is not adverse to teleporting away and planning a revenge confrontation on his own terms.

## Harbinger of Hel

CR 24

*Though not physically imposing, this disease-ridden figure moves like a reaping wind and blights the land around her. Her blackened eyes are ancient, cruel and sardonic.*

**XP 1,228,800**

NE Medium Outsider (evil, extraplanar)

**Init** +12; **Senses** darkvision 200 ft., low-light vision, *true seeing*; Perception +37

**Aura** Cursed Earth (1 mile, DC 31, see below)

### Defense

**AC** 43, touch 39, flat-footed n/a (+9 insight, +6 deflection, +2 dodge, +12 dex, +4 natural)

**Hit Points** 389 (23d10+253), regeneration 50 (see below)

**Fort** +26 **Ref** +19 **Will** +26

**Defensive Abilities** Improved evasion; improved uncanny dodge; **DR** 15/epic; **Immune** ability damage, charm effects, cold, compulsion effects, death effects, disease, energy drain, petrification, poison; **Resist** acid 20, electricity 20; **SR** 34

### Offense

**Speed** 120 ft. (includes 30-ft. enhancement bonus from *Haste*)

**Melee** +5 *icy burst ghost touch dagger* +43/+43/+38/+33/+28 (1d4+11 plus 1d6 cold) and 2 slams +33/+33 (1d4+6 plus Plague from Beyond)

**Special Attacks** Plague from Beyond (DC 32), Sneak Attack 10d6

**Spell-Like Abilities** (CL 23rd)

Constant - *Cursed Earth* (see below, DC 31), *Displacement*, *Haste*, *True Seeing*

At will - *Animate Dead*, *Bestow Curse* (DC 25), *Blight* (DC 27), *Control Undead*, *Greater Contagion* (DC 28), *Greater Dispel Magic*, *Remove Disease*, *Water Walk*

3/day - *Quickened Circle of Death* (DC 28), *Maximized Cold Ice Strike* (DC 27), *Create Greater Undead*, *Greater Teleport*, *Harm* (DC 28), *Horrid Wilting* (DC 30), *Plague Storm* (DC 28), *Polar Ray*, *Quickened Greater Contagion* (DC 28), *Unhallow*

1/day - *Greater Bestow Curse* (DC 30), *Soul Bind* (DC 31), *Wail of the Banshee* (DC 31), *Winds of*

## *Vengeance*

### Statistics

**Str** 22, **Dex** 34, **Con** 32, **Int** 20, **Wis** 32, **Cha** 22

**Base Atk** +24; **CMB** +36; **CMD** 68

**Feats** Agile Maneuvers, Combat Reflexes, Dodge, Great Fortitude, Iron Will, Maximize Spell-Like Ability (Cold Ice Strike), Mobility, Piranha Strike, Quicken Spell-Like Ability (Circle of Death), Quicken Spell-Like Ability (Greater Contagion), Spell Focus (Necromancy), Spring Attack, Weapon Finesse, Weapon Focus (Dagger)

**Skills** Acrobatics +38, Bluff +32, Climb +17, Diplomacy +21, Fly +23, Knowledge (arcana) +28, Knowledge (nature) +29, Knowledge (the planes) +32, Knowledge (religion) +32, Perception +37, Sense Motive +37, Spellcraft +31, Stealth +38, Swim +17

**Languages** Abyssal, Common, Elven, Giant, Infernal; telepathy 300 ft.

**SQ** Festering Regeneration

### Special Abilities

**Cursed Earth (Sp):** Where the Harbinger walks, plants die, sickness spreads, and the dead rise within an entire mile. Her *Cursed Earth* aura functions identically to the spell except that it simultaneously performs all three of the spell's listed functions (instead of just one); if the aura is ever suppressed or dispelled, all three of the effects likewise end.

**Festering Regeneration (Su):** The Harbinger is sustained by that same force of plague which brings misery to mortals. Her regeneration cannot be halted by damage from any mortal weapon; however, a *Remove Disease* or *Heal* spell successfully cast on the Harbinger will suppress her regeneration for 2 rounds. At the DM's discretion, other spells which specifically remove disease may serve the same purpose. The Harbinger does not recover hit points from any *Heal* spell cast upon her.

**Plague from Beyond (Su):** The Harbinger radiates the very essence of famine and disease. Any living creature which comes into physical

contact with the Harbinger (striking her with an unarmed attack or natural weapon, being hit with her slam attack, etc) must succeed on a Fortitude save (DC 32) or suffer 3d6 points of damage to their Strength, Dexterity, and Constitution scores; on a successful saving throw, the creature instead suffers 1d6 points of Constitution damage. A single creature may only be affected by this ability once per day. Creatures immune to disease are not necessarily immune to this effect, though they do gain a +10 bonus to their saving throw against it. The saving throw DC is Constitution-based.

### Background

Calamity befalls any who encounter the Harbinger of Hel, for her sighting can only mean that the Hordes of Hel have arrived at last, bearing inescapable tidings of doom. The Harbinger of Hel is nothing less than the greatest of champions for the Death goddess Hel - though some might even surmise that she is Hel herself, taken mortal form. She leads the undead armies of Hel in an obscene rampage across the realms of the living: a small recompense for countless ages spent in isolation of cold realms of the dead.

### Tactics

Since the Harbinger would most likely be encountered alongside a veritable undead army, it's rarely necessary for her to fight in personal combat. Her spell-like abilities allow her to lay waste to mortal hordes without even giving them the chance to draw near. If forced to deal with a legendary foe, she takes no chances, surrounding her opponent with undead minions and using the chaos of the fight to skirmish and deal a great many devastating spells and sneak attacks. Her regeneration allows her to wear down nearly any opponent in a drawn out fight - at least until savvy foes discover the way to defeat it. Only if truly and clearly outmatched does the Harbinger of Hel consider retreat.

## The Hell Patrol (25,600 XP)

*Four lupine-headed, steel-clad fiends soar across the night sky on wings of fire and storm.*

### Hell Patrol, Corroder XP 6400

LE Large Outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., Perception +0

**Aura** Elemental Body

#### Defense

**AC** 25, touch 15, flat-footed 19 (+6 dex, +5 armor, +4 natural, +1 shield, -1 size)

**Hit Points** 85 (9d10+36)

**Fort** +10 **Ref** +12 **Will** +6

**DR** 10/good; **Immune** acid; **Resist** cold 10, electricity 10; **SR** 20

#### Offense

**Speed** 30 ft., fly 60 ft. (good)

**Melee** +1 corrosive two-bladed sword +13/+13/+8/+8

(1d8+5 plus 1d6 acid / 1d8+3 plus 1d6 acid) or slam +12 (1d6+4 plus 1d6 acid)

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

**Special Attacks** Hellish Bombardment

**Spell-Like Abilities** (CL 9th)

At will - *Corrosive Touch*

3/day - *Wind Walk*

1/day - *Acidic Spray* (DC 18), *Clairaudience-Clairvoyance*, *Corrosive Consumption*, *Death Knell* (DC 15)

#### Statistics

**Str** 18, **Dex** 22, **Con** 18, **Int** 12, **Wis** 10, **Cha** 16

**Base Atk** +9; **CMB** +14; **CMD** 30

**Feats** Improved Two-Weapon Fighting, Piranha Strike, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse

**Skills** Acrobatics +18, Climb +16, Fly +18, Intimidate +15, Knowledge (the planes) +13, Spellcraft +13, Swim +16

**Languages** Infernal

CR 13

### Hell Patrol, Firebearer

CR 9

XP 6400

LE Large Outsider (devil, evil, extraplanar, lawful)

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

**Aura** Elemental Body

#### Defense

**AC** 22, touch 10, flat-footed 22 (+1 dex, +8 armor, +4 natural, -1 size)

**Hit Points** 94 (9d10+45)

**Fort** +11 **Ref** +7 **Will** +7

**DR** 10/good; **Immune** fire; **Resist** electricity 10, sonic 10; **SR** 20

#### Offense

**Speed** 30 ft., fly 60 ft. (average)

**Melee** +1 flaming greataxe +16/+11 (1d12+11 plus 1d6 fire) or slam +15 (1d6+7 plus 1d6 fire)

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

**Special Attacks** Hellish Bombardment

**Spell-Like Abilities** (CL 9th)

At will - *Burning Hands* (DC 15)

3/day - *Wind Walk*

1/day - *Fireball* (DC 17),

*Clairaudience-Clairvoyance*, *Death Knell* (DC 16), *Volcanic Storm* (DC 18)

#### Statistics

**Str** 24, **Dex** 13, **Con** 20, **Int** 11, **Wis** 12, **Cha** 18

**Base Atk** +9; **CMB** +17; **CMD** 28

**Feats** Cleave, Great Cleave, Power Attack, Improved Grapple, Improved Unarmed Strike

**Skills** Bluff +16, Climb +19, Fly +13, Intimidate +16, Knowledge (the planes) +12, Spellcraft +12

**Languages** Infernal

**SQ** Mad Whirlwind

### Hell Patrol, Groundpounder

CR 9

XP 6400

LE Large Outsider (devil, evil, extraplanar, lawful)

**Init** +0; **Senses** darkvision 60 ft., Perception +0





### **Aura** Elemental Body

#### Defense

**AC** 24, touch 9, flat-footed 24 (+8 armor, +4 natural, +3 shield, -1 size)

**Hit Points** 112 (9d10+63)

**Fort** +12 **Ref** +6 **Will** +6

**DR** 10/good; **Immune** sonic; **Resist** cold 10, electricity 10; **SR** 20

#### Offense

**Speed** 30 ft., fly 60 ft. (poor)

**Melee** +1 *thundering warhammer* +16/+11 (1d8+8 plus 1d6 sonic) or slam +15 (1d6+7 plus 1d6 sonic)

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

**Special Attacks** Hellish Bombardment

**Spell-Like Abilities** (CL 9th)

At will - *Shatter* (DC 14)

3/day - *Wind Walk*

1/day - *Clairaudience-Clairvoyance*, *Death Knell* (DC 15), *Shout* (DC 17), *Sonic Thrust* (DC 18)

#### Statistics

**Str** 24, **Dex** 10, **Con** 22, **Int** 9, **Wis** 10, **Cha** 16

**Base Atk** +9; **CMB** +17; **CMD** 27

**Feats** Greater Sunder, Improved Sunder, Power Attack, Sundering Strike, Toughness

**Skills** Climb +19, Fly +12, Intimidate +15, Knowledge (the planes) +11, Spellcraft +11

**Languages** Infernal

**SQ** Mad Whirlwind

### **Hell Patrol, Stormbringer**

**CR** 9

**XP** 6400

LE Large Outsider (devil, evil, extraplanar, lawful)

**Init** +6; **Senses** darkvision 60 ft., Perception +2

**Aura** Elemental Body

#### Defense

**AC** 24, touch 15, flat-footed 18 (+6 dex, +5 armor, +4 natural, -1 size)

**Hit Points** 85 (9d10+36)

**Fort** +10 **Ref** +12 **Will** +8

**DR** 10/good; **Immune** electricity; **Resist** cold 10, sonic 10; **SR** 20

#### Offense

**Speed** 30 ft., fly 60 ft. (good)

**Melee** +1 *shocking spiked chain* +15/+10 (2d4+5 plus 1d6 electricity) or slam +11 (1d6+3 plus 1d6

electricity)

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

**Special Attacks** Hellish Bombardment

**Spell-Like Abilities** (CL 9th)

At will - *Gust of Wind* (DC 17)

3/day - *Wind Walk*

1/day - *Ball Lightning* (DC 19), *Clairaudience-Clairvoyance*, *Death Knell* (DC 17), *Lightning Bolt* (DC 18)

#### Statistics

**Str** 16, **Dex** 22, **Con** 18, **Int** 13, **Wis** 14, **Cha** 20

**Base Atk** +9; **CMB** +16; **CMD** 29

**Feats** Agile Maneuvers, Combat Expertise, Greater Dirty Trick, Improved Dirty Trick, Weapon Finesse

**Skills** Acrobatics +18, Bluff +17, Climb +15, Fly +18, Knowledge (the planes) +13, Perception +14, Spellcraft +13

**Languages** Infernal

**SQ** Mad Whirlwind

#### Special Abilities

The following special abilities are shared by all four members of the Hell Patrol.

**Elemental Body (Su):** Writhing auras of elemental power cover the bodies of those creatures in the Hell Patrol. Anybody striking one with a natural weapon or unarmed strike takes 1d6 damage. The Hell Patrol's own unarmed strikes deal 1d6 damage as well. A creature that grapples one or is grappled by one takes 6d6 damage each round the grapple persists. The damage is of the same energy type that the Hell Patrol member is immune to (either acid, fire, sonic or electricity).

**Hellish Bombardment (Sp):** The Hell Patrol is most feared for its ability to rain destruction from the skies. When all four members of the Hell Patrol spend 1 minute in uninterrupted concentration while within 30 feet of each other, they can summon an effect similar to a *Storm of Vengeance* as per the spell (CL 20th, saving throw DC 24). By directing the spell's energy downward, they can even summon a storm far beyond the



spell's normal range (and beyond the range of their sight) provided that the target area is below them (usually as a settlement would be well below creatures flying amongst the clouds). When conjuring a storm in this fashion, the target area is imprecise and targeted effects from the storm hit "random" creatures in the affected area (which is to say that the ability becomes only as accurate as the DM needs it to be). All four members of the Hell Patrol must remain within 30 feet of each other and concentrate each round in order to maintain the *Storm of Vengeance*. If the Hell Patrol successfully maintains the spell for the maximum duration of 10 rounds, four fiery spheres then descend upon the affected area, duplicating a *Meteor Swarm*.

**Mad Whirlwind (Su):** If all four members of the Hell Patrol use *Wind Walk* to travel at 60 mph and remain within 30 feet of each other, they shake the air as they travel so much that a *Whirlwind* spell effect follows them. The whirlwind does not move away from the Hell Patrol; its location is instead fixed upon the approximate center of the Hell Patrol's formation and automatically moves with them. If even one of the Hell Patrol ceases to *Wind Walk* at 60 mph, the whirlwind immediately ends. The Hell Patrol are immune to the effects of their own generated whirlwind.

### Background

The Hell Patrol traverse the skies and even the planes in search of creatures and settlements to victimize. Entire townships have been devastated in their wake. Creatures unfortunate enough to be caught will be swarmed and utterly brutalized. It's unclear whether the Hell Patrol conduct such cruel and seemingly random ambushes merely for their dark amusement, or whether these actually calculated raids serve some higher, inscrutable purpose.

### Tactics

When spotting a settlement to destroy, the Hell Patrol uses their Hellish Bombardment from high

above to neutralize and terrorize the opposition. The Hell Patrol then close in using a combination of spell-like abilities and close-combat attacks to finish off their prey: a task which would seem to fill them with particular delight. They use their *Death Knell* abilities to feed on the souls of dying creatures while other creatures are watching so as to sow further fear and revulsion. As the Hell Patrol conducts many raids outside of the Planes of Mayhem, its members are usually not afraid to fight recklessly knowing that, even if utterly defeated, they will be merely banished to their home plane and able to raid again.

## **The Hollywood Hootsman** **CR 20**

*Confidence radiates from this ripped, virile hero clad in wolf's hide. Sometimes, one can discern the faintest gleam of crimson in his eye.*

**XP 307,200**

TN Medium Humanoid

**Init** +1; **Senses** darkvision 60 ft., low-light vision, Perception +2

### Defense

**AC** 34, touch 16, flat-footed 33 (+5 deflection, +1 dex, +4 armor, +14 natural)

**Hit Points** 310 (20d12+180); fast healing 10

**Fort** +20 **Ref** +9 **Will** +10

**Defensive Abilities** Cybernetic systems, improved uncanny dodge; **DR** 10/adamantine; Immune ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage; **SR** 31

### Offense

**Speed** 40 ft.

**Melee** +5 *adamantine battle axe* +33/+28/+23/+18 (1d8+15/19-20x3)

**Ranged** Eye beam +21 (10d6+30 fire and force)

**Special Attacks** Eye Beam, Mighty Rage and Rage Powers, Neutron Detonation

### Statistics

**Str** 24, **Dex** 13, **Con** 26, **Int** 11, **Wis** 15, **Cha** 26

**Base Atk** +20; **CMB** +27; **CMD** 43

**Feats** Cleave, Cleaving Finish, Critical Focus, Improved Critical (Battle Axe), Iron Will, Power Attack, Skill Focus (Perform: acting), Staggering

Critical, Stunning Critical, Toughness, Weapon Focus (Battle Axe)

**Skills** Acrobatics +14, Appraise +20, Bluff +18, Climb +20, Diplomacy +28, Perform (acting) +34, Swim +20

**SQ** The Hollywood Hoot

**Languages** Celestial, Common, Dwarven

### Special Abilities

**Cybernetic Systems (Ex):** As an immortal and highly advanced cyborg, the Hollywood Hootsman possesses some of a construct's resistance and tenacity. The Hollywood Hootsman gains a +5 circumstance bonus to saving throws against mind-affecting effects, disease, death effects, necromancy spells, paralysis, poison, sleep effects, and stunning. Any magical healing that specifies a living creature heals only half as much damage to the Hollywood Hootsman. The Hollywood Hootsman may be healed through a *Make Whole* spell or similar effects. The Hollywood Hootsman does not need to breathe, eat or sleep, though he will usually choose to do so in order to better blend in with mortal society.

**Eye Beam (Su):** The Hollywood Hootsman can fire a beam of concentrated light from one of his eyes. The ray requires a ranged touch attack to hit; half of the damage is fire, and half of it is force. On a successful critical hit from an eye beam, the target catches on fire. The eye beam has a range increment of 200 feet.

**Mighty Rage (Ex):** The Hollywood Hootsman possesses the Mighty Rage class feature, allowing him to rage for a +8 morale bonus to Strength and Constitution, a +4 morale bonus to Will saves, and a -2 penalty to AC. The Hollywood Hootsman may rage for up to 50 rounds per day (which need not be consecutive) and he is not fatigued at the end of a rage. Unlike other mere mortals, the Hollywood Hootsman may use the Perform (acting) skill while in a rage. He possesses the following Rage Powers:

*Bleeding Blow (Ex):* Once per rage as a swift action, the Hollywood Hootsman may grant himself a +6

bonus to a single damage roll with a melee attack; if the melee attack is successful, he also causes the target to suffer 6 points of bleed damage each round.

*Energy Eruption (Su):* Once per rage, the Hollywood Hootsman can absorb energy from a single attack dealing fire damage. He does not make a saving throw against the effect but instead takes no damage from it. At any point during the remainder of his rage, the Hollywood Hootsman can unleash the stored energy as a breath weapon in either a 60-foot line or a 30-foot cone. The breath weapon inflicts damage equal to the damage from the absorbed attack; a successful Reflex save (DC 32) halves the damage, even if the original effect did not allow a save. The saving throw DC is Constitution based and reflects the Hollywood Hootsman's modified Constitution for raging.

*Mighty Swing (Ex):* Once per rage when a critical threat is determined, the Hollywood Hootsman may use an immediate action to automatically confirm a critical hit on a melee attack he makes.

*Moment of Clarity (Ex):* Once per rage, the Hollywood Hootsman may spend a swift action and choose not to receive any of the benefits or penalties from rage for 1 round (such as the penalty to AC and the restriction on what actions can be performed).

**Neutron Detonation (Su):** As a free action, the Hollywood Hootsman may activate a self-destruct sequence upon his heart. For the next 2 rounds the Hollywood Hootsman can take no actions (as though stunned); after 2 rounds, the Hootsman detonates, dealing 300d6 damage to all creatures, objects and matter in a 20,000 mile radius. Once the countdown begins, the cyborg's heart will detonate even if he is killed or incapacitated, though the complete and utter destruction of his heart will stop the process. The Hollywood Hootsman may choose to activate this ability upon taking fatal damage (even if he is unconscious or otherwise unable to take actions), prompting what amounts to a 2-round countdown to doomsday for the entire plane of

existence.

**The Hollywood Hoot (Su):** The Hollywood Hootsman grows mightier with the adoration of the masses. As a swift action, the Hollywood Hootsman may unleash a spirited 'hoot' which echoes across walls and can be easily heard from a mile away. If the Hollywood Hootsman is answered by a roaring crowd or otherwise cheering fans who number at least a hundred, he gains the benefits of a *Greater Heroism* spell (CL 20th).

### Background

The Hollywood Hootsman has been called both hero and despot, for he has conquered many lands and yet also won over countless hearts and minds with his performances in theatrical entertainment. Legend has it that the Hollywood Hootsman traveled across time and space to a distant realm called California where he made himself king. Occasionally, the Hollywood Hootsman will excuse himself from the politics of lesser creatures and join the field of battle for ever greater fame, conquest and glory.

Some have said that the Hollywood Hootsman simply cannot be an ordinary human; fewer still know just how right they are, for the Hollywood Hootsman is, in fact, a cyborg from a far-off age, whose heart is powered by a neutron star.

### Tactics

The Hollywood Hootsman prefers the tried-and-true approach of cleaving his enemies apart with his savage muscles and mighty battle axe wielded in both hands. Since he prefers not to advertise his cyborg nature, he only uses his eye beam if seriously threatened or if doing so seems like it would score him a glorious victory. Should the Hollywood Hootsman face certain death, coupled with the opportunity to vanquish a foe long thought undefeatable, he'll use his Neutron Detonation to cement his name into legend.

## House of Amon

### *Encounter/Hazard*

In an otherwise unremarkable hamlet there lies an old house possessed by a most unusual dweller. Few dare to disturb the dilapidated manor known to locals simply as the House of Amon. The deathless and mysterious spirit Amon spurns all company save for those who share the blood of the home's original inhabitants, ensuring that the manor remains the sole residence of *Them*. Amon is able to ward off most uninvited guests through fear and spectacle, but the spirit does not hesitate to use lethal methods on more stubborn intruders - such as a plucky, unwitting band of adventurers seeking treasure, excitement and other dubious goals.

The House of Amon is a potential encounter/hazard featuring three nemeses for a party to contend with: Amon, Them, and Grandma.

### Amon

Amon is the house itself - or more precisely, a watchful spirit inhabiting the house. Though Amon's origins are unknown, its fate is clearly linked directly to the fate of Them: the ghastly procession of ghosts who call the manor home. Although Amon does not have the statistics of a traditional creature, it is an intelligent entity capable of taking one action per combat round. Each round\*, Amon can perform any one of the following actions:

- Create up to 3 HD worth of *animated objects* from weapons and furniture within the manor, and attack with them immediately. Afterwards, these animated objects do not take actions unless Amon uses an action to exert control over them. Amon may animate no more than 10 Hit Dice worth of objects over the course of a single day.
- Directly control up to 3 HD worth of animated objects within the manor, causing them to attack or otherwise act with perfect awareness and synchronicity. Even if Amon has animated more



than 3 HD of animated objects over multiple actions, Amon can control no more than 3 HD with a single action. When not being controlled to take actions, animated objects either appear suspiciously inert or float around in a spooky manner without actually attacking. Because Amon's power does not extend beyond the manor, any animated object brought farther than 5' from the house immediately becomes inert.

- Open, close, and/or lock any doors or windows in the house - including every door and window at the same time, if Amon is so inclined.
- Move curtains and rugs (to reveal or conceal openings or entryways), trigger or reset mechanical traps, and any other manipulation of household items the DM can think of effects for.

Amon possesses ubiquitous sight over the entire manor, effectively "seeing" into every room at once, regardless of lighting conditions; this is true of Them as well. Use a single Perception modifier of +15 for both Amon and Them whenever it becomes important (such as if one of the intruders attempts to sneak within the manor). Even an especially skilled or lucky sneak who manages to avoid Their senses may find their reprieve to be short-lived, for the spirits know every inch of the house and they are no fools; a door opening or closing, or an object or piece of furniture falling out of place will quickly alert the house's rightful owners of any ongoing mischief.

### **Them**

Whenever a humanoid dies within the House of Amon, its ghost rises within 1d4 weeks to join the manor's spectral host known only as Them. The ranks of Them consist, mostly, of the manor's original owners and their progeny who died (usually) of natural causes. Although some would consider Them powerful in their own right, they mostly lack the ability, as some ghosts have, of stepping between planes to harm the living directly. Instead, they supplement Amon's power with their own hauntings to rebuke unwanted company (which is nearly all company).

Each round\*, the spirits known as Them can collectively perform any one of the following actions (in addition to whatever action Amon takes):

- Cast one of the following spells (CL 5th): *Haunting Mists* (DC 14), *Mad Hallucination* (DC 14), *Major Image*, *Vision of Hell* (DC 15). Each spell may only be cast once per day, but the spell may be cast anywhere in the manor with otherwise no limitations on range.

- Chant a hypnotic, baleful litany that curses mortal listeners with weariness until sleep overtakes them. Each round that They chant, all living creatures within the manor must succeed on a Will save (DC 12) or suffer 1d6 nonlethal damage from fatigue. This chant may be used up for up to four rounds each day.

Although They do not possess the same level of control over objects as Amon, they can still cause chandeliers to fall, shelves to collapse, and/or create otherwise move furniture around to create hazards for the party.

- As a last resort when all other methods fail, They can enter and possess their own former bodies to go and fight. Their cadavers burst out from coffins in the manor basement (or graves in the backyard, etc) and begin shambling toward the party's location (use the statistics for zombies except they have an Intelligence of 10). At least seven zombies will rise, but there can be up to as many as the DM, would prefer to have. While contained to these corporeal forms, They cannot use spells or any of the above abilities, but they can travel outside of the House of Amon; this might be the only way they can hope to stop the party if they decide to try and burn down the house from outside of it.

\*Having Amon and Them act each round is recommended only if you are resolving the House as a single encounter. Otherwise, if the party is merely exploring the house, consider having these actions be limited to once per minute or for the spirits to remain inert until the party reveals itself to be a serious threat.



## **Grandma**

“Grandma” was a matron of the house. Many times did she comfort the family with her signature tea. She was slain when one of her grandsons turned against her, but thanks the power of Amon, she never truly died.

She is one of the oldest and most respected of Them. Unlike the rest of Them, Grandma occupies the house in her undead body: the place’s sole corporeal inhabitant, sharing her otherwise empty residence with cackling ghosts and a timeless spirit. Should a persistent intruder fall upon the House of Amon, Grandma will also count herself as its fierce protector.

## **Grandma**

**CR 3**

*The festering cadaver of an old lady staggers forward, hunched over, a sweet and motherly smile fixed upon its rotted face. In one of her hands she clutches an ornate teapot.*

**XP 800**

NE Medium Undead

**Init** +0; **Senses** darkvision 60 ft., Perception +9

### **Defense**

**AC** 14, touch 12, flat-footed 14 (+2 natural, +2 deflection)

**Hit Points** 26 (4d8+8)

**Fort** +3 **Ref** +1 **Will** +8

**DR** 5/slashing; **Immune** undead traits

### **Offense**

**Speed** 20 ft.

**Melee** slam +5 (1d6+3)

**Special Attacks** Sinister Smile (DC 13)

**Spell-Like Abilities** (CL 4th)

At will - *Disguise Self*

3/day - *Cause Fear* (DC 13), *Charm Person* (DC 13)

1/day - *Ghoul Touch* (DC 14), *Hideous Laughter* (DC 14)

### **Statistics**

**Str** 14, **Dex** 10, **Con** -, **Int** 13, **Wis** 14, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Deceitful, Iron Will

**Skills** Bluff +4, Climb +9, Disguise +4, Perception +9, Sense Motive +9, Spellcraft +9, Stealth +7

## **Languages Common**

**SQ** Time for Tea

### **Special Abilities**

**Sinister Smile (Su):** Whenever Grandma is attacked by a creature within 10 feet that she can clearly see, she may affect them with a bewitching smile as an immediate action. The creature must succeed on a Will save (DC 13) or suffer a -2 morale penalty to attack rolls against Grandma for 1 minute, as well as a -2 morale penalty to Will saves against her spell-like abilities. This is a fear effect and the save DC is Charisma-based.

**Time for Tea (Su):** Grandma’s teapot actually contains a piece of Amon’s essence and the liquid is harmful to outsiders. If a living creature drinks a cup of tea poured from her mystical teapot, that creature immediately gains 1 negative level as their strength is sapped. Furthermore, that creature must succeed on a Will save (DC 15) or their Charisma score drops to 0 for 1 hour as horrible visions and nightmares split apart their reality.

### **Tactics**

Thanks to the awareness of Amon, Grandma is just about never caught by surprise; she uses her advance warning of the party’s arrival to prepare a table with many cups of her enchanted tea, and to disguise herself as being quite alive. Depending on the situation when she meets the party, she might pretend to be a generous host or even a prisoner of the home so as to lure the party into a trap. If forced in combat, Grandma’s disguise shatters but she nonetheless uses her beguiling magics to charm as many party members as possible and “convince” them to drink her tea. Even if all of her magics should fail to dispatch the party, she’s not adverse to engaging fearlessly in close combat. She can count on both Amon and Them to support her in whatever fight takes place.

## **Defeating the House of Amon**

The means by which Amon can be “killed” are left up to the DM’s discretion, as it may largely

depend on what sort of encounter or scenario the House of Amon will be used for. Assuming that the party lacks access to higher level spells, the most straightforward way to kill Amon might be to set the house on fire or otherwise destroy it. One might decide that defeating Amon (or otherwise eliminating threats in the house) should also necessitate dealing with Grandma, destroying the teapot and butchering the ancient corpses of Them. Alternatively, one may decide that the campaign would be far more interesting if the party happens to recover the teapot intact...

### **Awarding XP for the House of Amon**

The level of challenge posed by this house will depend on how creative or sinister the DM is with the machinations of Amon & Them, and how many rooms the party traverses before putting an end to the place and its inhabitants.

Tentatively, Amon & Them can be valued at 1600 XP total (the same as two CR 3 creatures or one CR 5 creature). Award XP as well for each other creature fought or defeated during the encounter, such as objects animated by Amon, zombies taken form by Them, etc.

## **Jugulator**

**CR 26**

*A veritable colossus oppresses the field with rapid movements that leave craters in the earth. The body of this fiendish, two-legged titan seems to consist entirely of metal, adorned with sinister spikes, protruding razors and gleaming studs. Long, wicked claws lie at the end of its thick and sinewy arms. Sulfurous smog pours from mouth, fixed perpetually in a cruel, sardonic grin of ironclad razor-teeth. Its glowing, crimson eyes burn with an insatiable lust for murder and destruction.*

**XP 2,457,600**

NE Colossal Outsider (evil, extraplanar)

**Init** +6; **Senses** darkvision 100 ft., low-light vision, true seeing, Perception +38

### **Defense**

**Aura** Frightful Presence (300 ft., DC 28)

**AC** 45, touch 4, flat-footed 43 (+2 dex, +30 armor, +11 natural, -8 size)

**Hit Points** 555 (30d10+390); regeneration 20 (epic and good)

**Fort** +33 **Ref** +14 **Will** +26

**DR** 15/epic and adamantium; **Immune** disease, mind-affecting, paralysis, poison, petrification, polymorph **Resist** acid 30, cold 10, electricity 10, fire 30, sonic 10; **SR** 37

### **Offense**

**Speed** 60 ft., burrow 30 ft. (can tunnel through solid rock)

**Melee** bite +38 (4d8+15/17-20/x3 plus 8d6 acid plus poison), 2 claws +37 (1d12+15 plus grab/19-20/x2), 2 gores +37 (1d10+15)

**Ranged** 2 eye beams +29 (10d6+30 fire and unholy energy)

**Space** 30 ft.; **Reach** 30 ft.

**Special Attacks** Eviscerate (DC 28), Eye Beams, Breath weapon (90-ft. Cone, DC 37, 26d10 fire, usable every minute), Poisonous Jaws (DC 30)

### **Statistics**

**Str** 40, **Dex** 15, **Con** 34, **Int** 10, **Wis** 20, **Cha** 16

**Base Atk** +30; **CMB** +53 **CMD** 65

**Feats** Blind-Fight, Bleeding Critical, Combat Reflexes, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Precise Shot, Toughness, Weapon Focus (bite)

**Skills** Acrobatics +20 (+40 when jumping), Climb +40, Knowledge (planes) +18, Perception +38, Perform (Metal) +21, Sense Motive +38, Swim +47

Racial Modifiers +8 Climb, +20 Acrobatics (jumping only)

**Languages** Abyssal, Celestial, Common, Infernal  
**SQ** Transformation of Metal

### **Special Abilities**

The saving throw DC for all of the below abilities is Constitution based.

**Eviscerate (Ex):** As a swift action, the Jugulator lunges forward with its claws, eviscerating foes within a 30' cone. All creatures within the area

suffer 15d6 slashing damage; a successful Reflex save (DC 28) halves this damage. Creatures who fail their saving throw also suffer 2d6 points of bleed damage each round on their turns. This ability is only usable once per 4 rounds.

**Eye Beams (Su):** The Jugulator can fire two concentrated rays of death from its eyes. The two rays each require a ranged touch attack to hit; half of the damage they deal is fire, and half of it is sheer unholy power. Any creature unfortunate enough to suffer a critical hit from an eye beam must succeed on a Fortitude save (DC 28) or die in a blaze of agony. The eye beams have a range increment of 200 feet and the Jugulator gains a +5 insight bonus to attack rolls with them (already reflected in the above).

**Poisonous Jaws (Ex):** In addition to suffering acid damage, any creature hit by the Jugulator's bite attack must succeed on a Fortitude save (DC 30) or suffer 3d6 Constitution damage. This is a poison effect.

### **Transformation of Metal**

Should the Jugulator meet a band of foes worthy enough to challenge it, they will find that the apocalyptic demon grows more dangerous as wounds accumulate upon it. When the Jugulator suffers certain amounts of damage in combat, some of its statistics change and it temporarily gains the use of additional abilities.

**First Phase:** Prior to suffering significant damage, the Jugulator's statistics and abilities are what's noted above.

**Second Phase:** When the Jugulator is reduced to 300 hit points or less, electricity courses through its body and smoke also pours from it. In a fit of rage and adrenaline, the Jugulator instantly recovers 150 hit points, heals all ability damage and negative levels, and ends all of the following conditions upon itself: blinded, dazed, exhausted, fatigued, sickened, stunned.

The Jugulator gains a +6 morale bonus to Strength and Dexterity, but its armor bonus to AC is reduced by 8 (bringing its total AC to 40).

Furthermore, the Jugulator gains use of the following abilities, each usable once per 4 rounds.

**Black Thunder, White Lightning (Su):** Electricity arcs from the metal-demon's wounds, causing all creatures within 30 feet of the Jugulator to suffer 10d6+50 electricity damage (Reflex DC 30 for half). Creatures who fail their saving throw must furthermore make a Fortitude save (DC 30) or be stunned for 1 round.

**Brimstone Miasma (Sp):** As a swift action, the Jugulator can exude a miasma of sulfurous smoke from its mangled body. This functions as a *Stinking Cloud* at caster level 20th, centered on the Jugulator (DC 26).

**Otherworldly Screech (Su):** The Jugulator emits an ear-piercing, soul-shattering screech, dealing 10d6+50 sonic damage to all creatures within 100 feet; a successful Fortitude save (DC 30) halves the damage. Creatures who fail their saving throw also gain 1d3+1 negative levels.

**Third Phase:** When the Jugulator is reduced to 150 hit points or less, its metal shell breaks apart in many locations, revealing bloody, festered flesh that literally exudes necrotic energies.

Summoning up its last vestiges of dark power, the Jugulator instantly recovers 150 hit points, heals all ability damage and negative levels, and ends numerous conditions upon itself (see Second Phase). The Jugulator's armor bonus to AC is reduced by an additional 8 points, but it gains a +5 profane bonus to Armor Class (bringing its total AC to 37), and its regeneration increases to 40. Furthermore, the Jugulator gains use of the following abilities, usable once per 4 rounds (except for Sinister Corrosion, which is always active).

**Gravity Well (Su):** As a swift action, the Jugulator chooses a point within 100 feet and creates a 40' radius, localized center of gravity that lasts for 1 minute or until the Jugulator's destruction. Each round, creatures in that area (other than the Jugulator) must succeed on a Will

save (DC 30) or suffer 8d6 force damage from the crushing gravity, fall prone and become paralyzed for 1 round; on a successful save, creatures still move through the gravity well at half-speed and halve the distance of all jumps they make in the area.

**Raise the Dead (Sp):** As a standard action, the Jugulator reanimates the bodies and spirits of its nearby victims as though it had cast a *Create Greater Undead* spell at caster level 30th. The Jugulator chooses creatures with particularly macabre and brutal aesthetic qualities. As vanquished souls are compelled to rise as powerful undead, certain doom awaits a party which does not overcome the Jugulator quickly.

**Sinister Corrosion (Su):** An aura of palpable darkness melts away the flesh of those who draw near. Any creature that starts its turn within 10 feet of the Jugulator suffers 3d6 acid damage.

### Death

Once the Jugulator is defeated (no small task!), its profane energies coalesce into a writhing mass that grows slowly and inexorably. After 3 rounds, the mass takes the form of a Metal Meltdown.

### Background

The Jugulator was created by the Gods of Metal for some inscrutable reason or the other; perhaps they wished to do away with certain worlds that earned their disfavor, or perhaps they were simply bored. Whatever the reason, the Jugulator's prowess and hunger render the metallic monstrosity well-suited to the task of razing the cities and butchering the inhabitants of entire realms. In prophecy it is written that one day the Metal Gods shall bear witness to the Prime Material Plane's destruction at the hands of the Jugulator, watching from afar atop grandiose spires.

### Tactics

Once unleashed upon a region, the Jugulator does not tire and does not relent; it simply lacerates,

demolishes and incinerates every semblance of order and civilization it can find. In the extremely unlikely event that the Jugulator meets enemies capable of challenging it, the metal-demon's mouth grinds with malicious glee as it relishes the fight to come.

The Jugulator looks for opportunities to deal damage to as many of its "worthy" foes as possible, using its breath weapon, Eviscerate, and eventually other special attacks as well. When it lacks such means or opportunity, it rushes whichever creatures seem to be fragile but formidable threats (casters, powerful sharpshooters, etc). The Jugulator does not retreat or compromise, fighting to the death as though that were its sole purpose.

## **The Kinslayer**

**CR 7**

*Wispy trails of shadow emanate from his vaguely humanoid monstrosity which, leaning forward, bares a face transfixed in rage and anguish. Its two arms end in barbed, sickle-like blades.*

**XP 3,200**

NE Large monstrous humanoid

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

### Defense

**AC** 20, touch 11, flat-footed 18 (+2 Dex, +9 natural, -1 size)

**Hit Points** 85 (9d10+36); fast healing 5

**Fort** +7 **Ref** +8 **Will** +9

**DR** 5/silver or good; **Resist** cold 10

### Offense

**Speed** 40 ft.

**Melee** Bite +14 (2d6+6 plus 2d6 cold), 2 claws +12 (1d6+3 plus 1d6 bleed)

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

**Spell-Like Abilities** (CL 9th)

At will - *Ghost Sound*

1/day - *Crushing Despair* (DC 17), *Deeper Darkness*, *Displacement*

### Statistics

**Str** 22, **Dex** 15, **Con** 18, **Int** 10, **Wis** 16, **Cha** 6



**Base Atk** +9; **CMB** +16; **CMD** 28

**Feats** Blind Fight, Improved Initiative, Multiattack, Stealthy, Vital Strike.

**Skills** Acrobatics +11, Climb +15, Escape Artist +8, Perception +11, Stealth +12

**Languages** Common, Giant, Abyssal

**SQ** Blood of Kin, Shadow Step, Undying Curse

### Special Abilities

**Blood of Kin (Ex):** Kinslayers are so called not only for their original crime, but because of their tendency to hunt their own. Against creatures of their former race (whatever race the Kinslayer was before becoming one), the Kinslayer gains a +2 bonus to attack rolls, damage rolls and Perception checks, and the saving throw DC of their *Crushing Despair* spell-like ability increases by 2.

**Shadow Step (Su):** The Kinslayer can leap from shadow to shadow. As a move action, the Kinslayer may teleport up to 60 feet into an unoccupied space within dim light or darkness. The Kinslayer must also currently be in dim light or darkness to use this ability.

**Undying Curse (Ex):** When the Kinslayer is killed, its corpse disperses into viscous shadow; after 3d6 days, the Kinslayer wholly reforms and returns to life in a dark place within 1 mile of its last demise, as wretched and hungry as ever. Before that happens, an *Atonement* spell cast deliberately in the vicinity of the Kinslayer's death can cleanse the monster's affliction, allowing it to die permanently; there is no material component cost or sacrifice needed for this use of the spell.

### Background

The first Kinslayers were two young mortals who, wrought with anguish and hatred, committed the unthinkable crime of slaughtering many of their peers. These mortals then attempted to take their own lives, but the gods and spirits of their region would not allow this. Instead, these mortals were cursed to inhabit monstrous forms and forever hunger for the

blood of their own. Death would continue to reject the Kinslayers, imprisoning them within a cycle of torment. In time, other mortals would join the number of the Kinslayers.

## **Metal Meltdown**

*"Weather/Wilderness" Hazard*

A Metal Meltdown - also known as an Apocalypse of Metal - is a magical disaster which takes place whenever a confluence of Metal energies reaches catastrophic proportions and rages out of control. When such an event happens, entire cities and landscapes are soon to be consumed in cataclysmic conflagration.

Metal Meltdowns are thought to have occurred no more than a few times in the entire history of the Prime Material Plane; on the Planes of Mayhem, they are a daily occurrence. The last Metal Meltdown recorded by mortal scholars took place centuries ago atop Mount Skaulfokery where it consumed eleven Disciples of Metal competing for glory and mayhem.

When a Metal Meltdown takes place, it begins as a volatile amalgam of acid, fire, lightning, dark matter, decibels, demons and decible-demons all concentrated into a miasma of heedless annihilation. Its power is measured in four tiers of Intensity: at tier 1, the Metal Meltdown starts out being highly dangerous to adventurers and monsters alike, and gradually ramps up to tier 4 intensity after which virtually nothing is capable of surviving it.

Whenever it becomes dramatically appropriate to find out what happens to those unfortunate entities within the Metal Meltdown, roll 1d6 and consult the table below. Repeat this roll each round.

**1. Fire & Lightning:** A cavalcade of blistering flames, black thunder and white lightning engulfs the area. Creatures and objects suffer 5d6 fire or

electricity damage (DM's choice, or determine randomly) per tier of intensity. A successful Reflex save halves the damage. On a failed save, creatures catch on fire (if suffering fire damage) or become blinded for 1 round (if suffering electricity damage).

**2. Caustic Deluge:** All around are bathed in seething, bubbling acid. Creatures suffer 5d6 acid damage per tier of intensity. A successful Reflex save halves the damage. On a failed save, creatures suffer 1d4 points of Strength, Dexterity, or Constitution damage (DM's choice, or determine randomly) as their bodies are melted away.

**3. Sonic Boom:** An ear-splitting, heart-stopping, gate-crashing blast of Heavy Metal energy shatters the environs. Creatures and objects suffer 5d6 sonic damage per tier of intensity. A successful Fortitude save halves the damage. On a failed save, creatures become permanently deafened.

**4. Psychic Discord:** Banshees wail and demons scream in a brutal psychic assault. Creatures suffer 5d6 damage per tier of intensity (no save); this damage is considered negative energy, and will heal undead creatures. Creatures susceptible to fear must furthermore succeed on a Will save or become panicked until they can no longer hear, see, or otherwise be made aware of the Metal Meltdown.

**5. Necrotic Wave:** A tide of necrotic energy smothers the field. Creatures must succeed on a Fortitude saving throw or gain a number of negative levels equal to 1 + the tier of intensity.

**6. Hungry Dark:** Writhing appendages from some unnameable void reach out to touch someone. Against each creature in the vicinity, the appendages make a combat maneuver check with a bonus of +10 for each tier of intensity against their CMD. On a success, the appendages deal 5d6 slashing or crushing damage (DM's choice, or determine randomly) per tier of intensity and knock the creature prone. If an appendage rolls a natural result of 20 on its attack, the creature becomes grappled and subsequently pulled 30 feet deeper into the apocalyptic miasma of the Metal Meltdown.

**Save DC:** This is the DC for saving throws called for on the above table.

**Wind Severity:** As per Pathfinder Weather effects.

**Time to Next Tier:** Once the Metal Meltdown begins or reaches this Tier, this is how long it usually takes for it to worsen to the next tier. This is a mostly arbitrary suggestion and DMs are encouraged to ramp up the Meltdown as quickly or gradually as they see fit.

Tier	Save DC	Wind Severity	Time to Next Tier	Special
1	15	Severe	1d4 minutes	
2	20	Windstorm	1d4x10 minutes	
3	25	Hurricane	1d4 hours	Energy damage ignores 10 hardness
4	30	Tornado	N/A	Energy damage ignores 20 hardness

#### Tier Descriptions

**Tier 1:** Unattended objects are scorched and battered, and severe winds scatter them haphazardly. Structures of wood are reduced to charred husks, while those of crude stone are slowly worn down. Crops die, plants and vegetation suffer, but will eventually regrow.

**Tier 2:** Unattended objects are destroyed. Most structures eventually crumble and collapse. Only the most hardy and fortified domains can hope to hold out against the storm. The landscape becomes blackened and slightly deformed. Plant life is purged from existence, and it is unlikely that the earth will ever yield such life again.

**Tier 3:** Unattended objects are disintegrated. Most structures break apart in mere moments or less. No castle of mundane means will withstand the storm for long. The Metal Meltdown leaves craters and huge swaths of scorched earth in its wake. Practically nothing outside of the realm of high fantasy can be expected to survive.

**Tier 4:** Entire cities melt like butter. The earth is destined to forever become a hellish wasteland.

Nothing survives; all must flee.

## The Mountain King

CR 19

*This towering, muscular lord has a winged crown and a beard that's white as snow. He is shirtless, and wears a vibrant crimson toga. Lightning crackles along his finger-tips.*

**XP 204,800**

CN Huge humanoid (giant)

**Init** +9; **Senses** darkvision 60 ft., low-light vision; Perception +32

### Defense

**AC** 34, touch 21, flat-footed 28 (+5 Dex, +12 natural, +8 insight, +1 dodge, -2 size)

**Hit Points** 348 (24d8+240)

**Fort** +20 **Ref** +15 **Will** +24

**Defensive Abilities** Rock Catching; **Immune** electricity; **SR** 30

**Weaknesses** Light blindness

### Offense

**Speed** 50 ft., **swim** 40 ft.

**Melee** +2 *anardic greatsword of shocking burst* +32/+27/+22/+17 (4d6+21 plus 1d6 electricity plus 2d6 versus lawful) or 2 slams +30 (2d6+14)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** Madness Reigns (DC 25)

**Spell-Like Abilities** (CL 16th)

**Constant** - *Freedom of Movement*

At will - *Charm Monster* (DC 22)\*, *Dispel Magic*, *Hideous Laughter* (DC 20), *Insanity* (DC 25)\*, *Levitate*, *Lightning Bolt* (DC 21), *Passwall*\*, *Soften Earth & Stone*, *Stone Shape*\*

3/day - *Break Enchantment*, *Empowered Chain Lightning* (DC 24), *Deeper Darkness*, *Dimension Door*, *Quickened Dispel Magic*, *Greater Dispel Magic*, *Quickened Lightning Bolt* (DC 21), *Stoneskin*, *True Seeing*, *Wall of Stone*

1/day - *Earthquake*, *Greater Shout* (DC 26), *Irresistible Dance* (DC 26), *Mass Charm Monster* (DC 26), *Shadow Walk*, *Stormbolts* (DC 26)

1/week - *Legend Lore*, *Limited Wish*, *Overwhelming Presence* (DC 27)

\*These abilities are usable at will when the Mountain King is within his own domain; otherwise, treat them as 1/day abilities.

### Statistics

**Str** 38, **Dex** 20, **Con** 30, **Int** 20, **Wis** 26, **Cha** 26

**Base Atk** +18; **CMB** +34; **CMD** 58

**Feats** Awesome Blow, Blind Fight, Dodge, Empower Spell-Like Ability (Chain Lightning), Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Magical Aptitude, Power Attack, Quicken Spell-Like Ability (Dispel Magic), Quicken Spell-Like Ability (Lightning Bolt)

**Skills** Acrobatics +11, Bluff +26, Climb +23, Knowledge (arcana) +17, Knowledge (dungeoneering) +23, Knowledge (nature) +11, Knowledge (religion) +11, Knowledge (the planes) +17, Perception +32, Perform (dance) +14, Perform (oratory) +14, Perform (sing) +20, Spellcraft +21, Sense Motive +20, Use Magic Device +24

**Languages** Common, Draconic, Giant, Sylvan, Terran, Undercommon

**SQ** His Majesty Calls, Water Breathing

### Special Abilities

**His Majesty's Call (Su):** The Mountain King possesses the power of summons while within his Hall. As a swift action at will, the Mountain King may call any inanimate object in his domain directly to his hands, as long as the object is not being held or worn by another creature.

Three times per day as a standard action, the Mountain King can call any servant(s) within his domain to a location within 100 feet of him; this ability works similarly to *Dimension Door*, except that the door appears before the Mountain King's chosen servants, who feel compelled to obey and arrive.

**Madness Reigns (Sp):** With a flash of his eyes, the Mountain King reveals to his would-be foes a glimpse of the boundless marvels he's witnessed during his long reign. Those of lesser will are psychically overwhelmed, driven to a gibbering stupor, and filled with awe and wonder for the Mountain King. All enemies who can see the Mountain King must succeed on a Will save (DC 25) or become permanently mad (as per the





*Insanity* spell); creatures which have become charmed by the Mountain King (or rendered helpless by his *Overwhelming Presence*) receive no saving throw against this effect. This is a mind-affecting ability and the save DC is Charisma based. The Mountain King can use this ability once per day.

**Water Breathing (Ex):** The Mountain King can breathe water as well as air.

**Light Blindness (Ex):** The Mountain King becomes blinded for 1 round if he is exposed to bright light, such as sunlight or a *Daylight* spell, and he remains dazzled for as long as he remains in an area of bright light.

#### Background

The Mountain King's origins are as shrouded in mystery as the fortress he commands. Whether his castle lay truly in the mountainous peaks, or



instead deep within the earth - or even on another plane entirely - remains another question altogether. Some sages have posited that the Mountain King was a lordly storm giant who journeyed into realms of Fey and entropy, and became forever changed. Whatever the answer, none will doubt that the Mountain King has garnered tremendous power and knowledge over the course of his long reign upon the throne of madness.

#### Tactics

Because he possesses servants without number, the Mountain King rarely needs to engage in personal combat. However, should a band of haughty adventurers prove needful of a lesson in respect, the Mountain King prefers to resolve conflicts swiftly and spectacularly. He will often use *Overwhelming Presence* or *Mass Charm Monster* before the situation comes to blows, and then follow up with *Madness Reigns* to reduce his intruders into drooling loons who then become one with the masses of deranged creatures aimlessly wandering his Hall.

More stubborn opponents warrant a treatment of continuous Empowered *Chain Lightning* and similar attacks. The Mountain King's tactics from that point on largely depend on how seriously threatened he feels; he is cunning enough to use *Wall of Stone* to block off attackers or trap weaker characters in with his minions, but also whimsical enough to save *Irresistible Dance* for whichever adversary he feels will be the most amusing to watch. No matter his levity, the Mountain King is fiercely proud of his domain, and will sooner die than retreat from his very own Hall.

The Mountain King does not carry weapons; instead, his treasure troves contain selections of potent magical weapons and implements that are as diverse as they are terrifying. Should he find himself in need of a weapon, he simply calls forth the desired object as a swift action and demonstrates his martial might upon the unsuspecting. For all his strengths, the Mountain King does have one significant weakness: it has

been literally centuries since he has seen the light of day, and his deep, dark eyes so full of power and wisdom can no longer stand the sun's glare. Anticipating that a foe may one day use this weakness against him, the Mountain King has prepared countermeasures accordingly.

### **Noc-Lar, Sum of All Evils** CR 15\*

*Casting an ominous glow across nearby surfaces, this green sphere exudes palpable evil.*

NE Tiny Construct (evil, extraplanar)

**Init** +4; **Senses** blindsense 60 ft., true seeing; Perception +26

**XP** 51,200

#### Defense

**AC** 30, touch 23, flat-footed 26 (+4 dex, +7 profane, +7 natural, +2 size)

**Hit Points** 97 (15d10+15); fast healing 50

**Fort** +12 **Ref** +16 **Will** +18

**Defensive Abilities** unholy grace; **DR** 30/good and DR 10/-; **Immune** acid, cold, electricity, fire, polymorph, construct traits; **Resist** sonic 10; **SR** 27

#### Offense

**Speed** fly 40 ft. (perfect)

**Space** 2-½ ft.; **Reach** 0 ft.

**Special Attacks** Corruption (DC 27)

**Spell-Like Abilities** (CL 20th)

At will - *Animate Dead*, *Detect Thoughts* (DC 19), *Dominate Person* (DC 23), *Fear* (DC 21), *Greater Dispel Magic*, *Hold Monster* (DC 23), *Utter Contempt* (DC 24), *Vengeful Outrage* (DC 24)

3/day - *Quickened Animate Dead*, *Control Undead* (DC 24), *Create Undead*, *Disintegrate* (DC 24), *Epidemic* (DC 24), *Phantasmal Killer* (DC 21)

1/day - *Create Greater Undead*, *Dominate Monster* (DC 27), *Horrid Wilting* (DC 25), *Vision*

#### Statistics

**Str** 6, **Dex** 18, **Con** -, **Int** 20, **Wis** 18, **Cha** 24

**Base Atk** +15; **CMB** +11; **CMD** 31

**Feats** Ability Focus (Corruption), Alertness, Flyby Attack, Iron Will, Quicken Spell-Like Ability (*Animate Dead*), Spell Focus (Enchantment), Spell Focus (Transmutation), Toughness

**Skills** Fly +22, Knowledge (arcana) +23, Knowledge (history) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Perception +26, Spellcraft +23

**Languages** All; telepathy 100 ft.

**SQ** Expansion/Reduction

\*DMs are encouraged to take this value with a grain of salt - even more so than usual in regards to dealing with CR. This is simply not a typical creature.

### Special Abilities

**Corruption (Su):** Once per day, whenever the Noc-Lar remains stationary and channels its power for one minute, it can create any of the following effects in a mile radius:

- Animate all humanoid corpses as skeletons or zombies.
- Enslave all sentient creatures, turning them into murderous thralls that will do the Noc-Lar's bidding.
- Fill all sentient creatures with an insatiable hatred and destructive hunger that compels them to fight one another.
- Overwhelm all sentient creatures with an uncontrollable and maddening desire to possess the Noc-Lar as their treasure.
- Any similar or equivalent effect, as chosen by the DM.

Creatures with 11 or more Hit Dice can resist the Noc-Lar's compulsions with a DC 27 Will save; creatures with fewer Hit Dice receive no such saving throw. Depending on the nature of the campaign and the prevalence of high-level monsters and characters, this Hit Die requirement might be raised or lowered. This ability is as powerful and widely encompassing as the DM needs it to be.

While the Noc-Lar possesses the power to twist a noble soul into an evil one, it is far easier for it to exploit the wickedness already present in sentient beings so as to drive them toward depraved and violent acts. Good-aligned creatures receive a +4 circumstance bonus on saving throws against all of the Noc-Lar's spells and abilities; creatures

which are both chaotic and evil in alignment suffer a -4 circumstance penalty.

**Expansion/Reduction (Su):** As a swift action, the Noc-Lar can change its size, becoming as small as Fine or as large as a Colossal creature. This can become useful if the Noc-Lar seeks to establish itself as a monument or god in a region, or conceal itself instead. The Noc-Lar gains a +2 size bonus to Strength and -2 size penalty to Dexterity for every size category above Tiny (and vice versa). Increasing its size beyond Tiny also causes the Noc-Lar to gain additional hit points (as normal for a Construct).

**Unholy Grace (Su):** The Noc-Lar gains a profane bonus to AC and to all saving throws equal to its Charisma bonus.

### Background

A force of unknown origin, the Noc-Lar seems to exist for no other reason than to spread discord and suffering across the realms. If the Noc-Lar's own proclamations are to be believed, it represents evil incarnate: a power which has traveled across the planes and driven entire worlds to destruction. To the uninformed eye, the Noc-Lar is likely to appear as a magical curiosity or even an artifact. Only when the Noc-Lar chooses to speak or act on its own initiative does its nature become clear.

### Tactics

The Noc-Lar seeks to establish itself in or near the heart of civilization where it can cause the most destruction. While the Noc-Lar's own defenses render it impervious to most forms of attack, it has not survived for countless aeons by being careless. In some cases, the Noc-Lar may choose to conceal its nature so that avarice-stricken adventurers can transport it to settlements far and wide and unwittingly aid its plans.

The Noc-Lar rarely engages in direct battle, preferring instead to have minions and thralls do

its work. If discovered alone or forced to defend itself, the Noc-Lar does not hesitate to disintegrate its most dangerous foe. In more nuanced tactical situations, the Noc-Lar employs a combination of flight and enchantment spells to thin the ranks of its opposition and minimize attacks against it.

## Papa Emeritus

CR 10

*The flesh has sunken and fallen away from this high priest's body, leaving only a hollow and skeletal-looking form.*

**XP 9,600**

Human cleric 10

LE Medium Humanoid (evil, human)

**Init** +5; **Senses** Perception +5

### Defense

**AC** 24, touch 19, flat-footed 23 (+5 armor, +1 dex, +8 profane)

**Hit Points** 85 (10d8+40)

**Fort** +10 **Ref** +4 **Will** +12

**DR** 10/good; **Immune** disease, poison; **Resist** fire 20

### Offense

**Speed** 30 ft.

**Melee** +2 *shocking unholy warhammer* (Square Hammer) +13/+8 (1d8+5 plus 1d6 electricity, plus 2d6 vs good creatures)

**Special Attacks** Bleeding Touch 8/day (Death Domain Power), Channel negative energy 8/day (DC 18, 5d6), Fire Bolt 8/day (1d6+5, Fire Domain Power)

**Cleric Spells Prepared** (CL 10th\*\*;  
concentration +15)

5th - *Mummy Dust* (DC 21)\*, *Slay Living* (DC 21, D), *Summon Monster V*

4th - *Unholy Blight* (DC 19)\*\*, *Secular Haze*\*, *Summon Monster IV*, *Wall of Fire* (D)

3rd - *Animate Dead*, *Bestow Curse* (DC 19), *Fireball* (DC 18, D), *Vision of Hell* (DC 18)

2nd - *Death Knell* (D), *Desecrate*, *Dread Bolt* (DC 17)\*\*, *Enthrall* (DC 17), *Unliving Rage*

1st - *Bless*, *Burning Hands* (DC 16, D), *Cause Fear* (DC 17), *Command* (DC 16), *Shield of Faith*

\*New spell featured in the Book of Metal.

\*\*The Square Hammer increases Papa Emeritus' caster level by 2 with spells that have the Evil or Lawful descriptor. Furthermore, the damage dice cap on such spells is increased by one-half, allowing him to deal additional damage with Dread Bolt or Unholy Blight.

### Statistics

**Str** 16, **Dex** 13, **Con** 16, **Int** 14, **Wis** 20, **Cha** 17

**Base Atk** +7; **CMB** +10; **CMD** 28

**Feats** Augment Summoning, Improved Initiative, Spell Focus (Conjuration), Spell Focus (Necromancy), Toughness, Weapon Focus (Warhammer)

**Skills** Diplomacy +16, Linguistics +10, Knowledge (religion) +15, Knowledge (the planes) +15, Sense Motive +13, Spellcraft +15

**Languages** Common, Infernal

**SQ** Death's Embrace (heal from negative energy, Death Domain power)

### Special Abilities

**Body and Blood (Su):** Papa Emeritus' infernal connection sustains his ageless body. Each time he casts a spell, he regains a number of hit points equal to twice the spell level.

**Imbue the Element (Su):** As a swift action, Papa Emeritus points a bony finger at one of his five Nameless Ghouls and imbues them with mystical energy corresponding to one of the following elemental forces: fire, water, wind, earth, or ether. A symbol corresponding to the chosen element appears upon the ghoul's chest, and the creature gains power based on what was chosen:

*Fire:* The ghoul's melee attacks deal an additional 1d6 fire damage, and the ghoul gains 20 points of fire resistance. Any creature striking the ghoul with their body or a hand-held weapon suffers 1d6 points of fire damage; creatures using reach weapons are not affected.

*Water:* The ghoul's melee attacks deal an additional 1d6 cold damage, and the ghoul gains 20 points of cold resistance. Any creature striking the ghoul with their body or a hand-held weapon suffers 1d6 points of cold damage; creatures using reach weapons are not affected.

*Wind:* The ghoul gains the effects of a *Haste* spell, as well as 20 points of electricity resistance.

*Earth:* The ghoul's melee attacks deal an additional 1d6 acid damage, and the ghoul gains DR 5/adamantine.

*Ether:* The ghoul's melee attacks deal an additional 1d6 points of force damage, and the ghoul gains a +4 enhancement bonus to Charisma (increasing its hit points and saving throw DCs).

The effects of *Imbue the Element* last until the next sunrise. Papa Emeritus may use *Imbue the Elements* five times per day, but only once per day for each elemental type, and a single ghoul may only be affected by a single use of *Imbue the Element* at any given time.

### Background

In ages past, Papa Emeritus lead a cult of worship to a long-forgotten devil, prophesying that said devil would one day return to wipe clean the world. The devil never came, and Papa Emeritus' followers have either left his "church" or perished generations ago. All that remains of Papa Emeritus' flock are a group of Nameless Ghouls he's raised up to replace his long lost worshippers; Papa Emeritus himself persists only because of a profane ritual he performed to extend his life such that he may await his infernal master. His exact age is unknown.

### Tactics

As he is primarily concerned with spreading the word of his creed, Papa Emeritus first proselytizes to any who come within his realm. It is not until others refuse to swear allegiance to his devilish master that an encounter turns violent as Papa Emeritus, launching into a mad and bloody rage, sickens his ghouls upon the hapless interlopers all while sounding fervent prayers to his devilish master.

If an adversary seems formidable, Papa Emeritus spends the first few rounds manipulating the combat to his favor by summoning fiendish creatures and empowering his Nameless Ghouls. He then demonstrates his master's divine power

by using offensive spells that damage and debilitate. When his foe has become weak and ready to be culled, or when Papa Emeritus is forced into melee, he joins the fray eagerly, Square Hammer in hand.

## **Nameless Ghoul**

**CR 3**

**XP 800**

NE Medium undead (evil, human)

**Init** +4; **Senses** darkvision 60 ft.; Perception +9

### Defense

**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

**Hit Points** 34 (4d8+16)

**Fort** +4 **Ref** +5 **Will** +6

**Defensive Abilities** channel resistance +2; Immune undead traits

### Offense

**Speed** 30 ft.

**Melee** bite +7 (1d6+3 plus disease and paralysis) and 2 claws +8 (1d6+3 plus paralysis)

**Special Attacks** Paralysis (1d4+1 rounds, DC 15, elves are immune to this effect)

### Statistics

**Str** 17, **Dex** 19, **Con** --, **Int** 13, **Wis** 14, **Cha** 16

**Base Atk** +3; **CMB** +6; **CMD** 20

**Feats** Weapon Finesse, Weapon Focus (claw), Toughness

**Skills** Acrobatics +8, Climb +10, Perception +9, Stealth +11, Swim +7

**Languages** Common, Infernal

### Special Abilities

**Disease (Su):** *Ghoul Fever:* Bite - injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

A humanoid who dies of ghoul fever rises as a ghoul at the next midnight; those who become a ghoul in this way retain none of their abilities possessed in life. They are not under the control of other ghouls, but they hunger for the flesh of the living and behave like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.



### Background

Five Nameless Ghouls accompany Papa Emeritus at all times, obeying his commands without question. They are all that remain of Papa Emeritus' once proud and thriving flock.

## Priest of Syrnix

CR 8

*Dressed in dull, gray robes, this priest regards the world with glassy, ever-judging eyes. Curious metal wires coil along the back of his head.*

**XP 4,800**

LN Medium humanoid (lawful)

**Init** +9; **Senses** Perception +4

### Defense

**AC** 22, touch 12, flat-footed 20 (+10 armor, +1 dex, +1 dodge)

**Hit Points** 60 (8d8+32)

**Fort** +9 **Ref** +9 **Will** +10

**Defensive Abilities** Energy Field

### Offense

**Speed** 30 ft.

**Melee** club +6 (1d6)

**Special Attacks** Channel positive energy 4/day (DC 15, 4d6), Sacred Threshold (Portal Domain power), Staff of Order, Touch of Law

**Cleric Spells Prepared** (CL 8th; concentration +12)

4th - *Dimension Door* (D), *Order's Wrath* (DC 19), *Summon Monster IV*

3rd - *Bestow Curse* (DC 17), *Chain of Perdition*, *Dispel Magic*, *Urban Step* (D)

2nd - *Hold Person* (DC 16), *Knock* (D), *Silence* (DC 16), *Sound Burst* (DC 17)

1st - *Bless*, *Command* (DC 15), *Obscuring Mist*, *Protection from Chaos* (D), *Shield of Faith*

### Statistics

**Str** 10, **Dex** 12, **Con** 16, **Int** 14, **Wis** 19, **Cha** 13

**Base Atk** +6; **CMB** +6; **CMD** 17

**Feats** Dodge, Improved Initiative, Lightning Reflexes, Spell Focus (Evocation)

**Skills** Diplomacy +12, Knowledge (engineering) +13, Sense Motive +15, Spellcraft +13

**Languages** Common

**SQ** Fight as One, The Order's Will, Travel as One (Portal Domain power)

### Special Abilities

**Energy Field (Su):** Though the priests appear deceptively vulnerable in their unarmored robes, they are actually protected at all times by an energy field which grants them a +10 armor bonus to AC. This armor is made of force, so incorporeal creatures can't bypass it the way they do normal armor. Once per day, a priest of Syrnix may spend an immediate action to focus this field against a specific element, granting them 20 points of energy resistance to a single energy type for 1 hour. A successful *Dispel Magic* targeted on the priest suppresses this entire ability for 1 hour (treat the Energy Field as a spell cast by the priest for determining its dispel DC).

**Fight As One (Su):** The priests of Syrnix have linked their minds together using artifices derived from their Great Computers, granting them unparalleled efficiency in both battle and day-to-day activities. As such, a priest of Syrnix gain a +4 bonus to Reflex saves and initiative rolls, as well as the ability to communicate telepathically with other priests of Syrnix even across great distances (as per a constant *Telepathic Bond* spell).

**The Order's Will (Su):** When multiple priests of Syrnix band together on one battlefield, they are able to link not just their thoughts but also the force of their collective will. As long as a priest is within 100 feet of another priest of Syrnix who is conscious, he gains a +2 bonus to his caster level with lawful-aligned spells and, furthermore, any damage he deals from the spell *Order's Wrath* is empowered (as per the Empower Spell feat).

### Background

The priests of the temples of Syrnix were once masters of far-off realms, and for many generations ruled an empire with a tyranny that was both methodical and insidious. Majestic computers lined their monolithic temples and provided them the means to control all aspects of their subservient civilization. In time, their empire was destroyed by outside forces - but the priests endured, and they traveled across distant

worlds to reach this one.

The priests of Syrinx seek to impose order upon the land, believing that only through absolute unity and control can peace and stability be maintained; specifically, they would seek to eliminate individual freedom and all that inspires it. To this end they are cunning and pragmatic, able and willing to make alliances when it furthers their agenda.

### Tactics

Since the above statistics represent a typical, mid-high ranking priest of Syrinx, lower or higher level priests may also be found. Whatever the priests engage in, they do so with a tremendous amount of coordination and efficiency. Because they are in constant telepathic communication with each other, it's easy for them to use such tactics as focusing offensive magic on a single dangerous target, or all summoning foes at once so as to overwhelm their opponents.

The priests of Syrinx are resourceful and utilitarian. They make regular use of servants, allies and henchmen; they prefer not to engage in personal combat except when victory is assured. When the priests of Syrinx do commit to an offensive, they will plan out their attack ahead of time and often teleport in via groups of four (their Travel as One ability allows for a priest to accommodate three other creatures with a single casting of *Dimension Door*).

If a priest's life becomes threatened, other priests will likely teleport in to assist them - except when the risk is too great, for they would not wish to carelessly endanger many of their own to save just one member. Servants and allies, on the other hand, are considered more expendable.

## Rainbow Demon

CR 11

*A blackened, bullet-ridden duster adorns this abyssal creature who rides upon a flaming steed. His eyes burn*

*with intense luminosity, and across his demonic flesh the faded hues of many colors can be seen.*

**XP 12,800 XP**

CE Medium outsider (demon, evil, extraplanar)

**Init** +7 (includes bonus for Gunslinger Initiative deed); **Senses** darkvision 60 ft.; Perception +16

### Defense

**AC** 27, touch 22, flat-footed 19 (+5 dex, +3 dodge, +5 natural, +4 deflection)

**Hit Points** 115 (11d10+55)

**Fort** +10 **Ref** +14 **Will** +13

**DR** 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 22

### Offense

**Speed** 30 ft.

**Melee** +2 vicious scimitar +17/+12/+7 (3d6+6 plus 3d6 energy damage, see below)

**Ranged** Masterwork rifle +17/+12/+7 (1d10 plus 3d6 energy damage, see below) or masterwork revolver +17/+12/+7 (1d8 plus 3d6 energy damage, see below)

**Special Attacks** Rainbow Imbuement

**Spell-Like Abilities** (CL 13th)

1/week - *Prismatic Spray* (DC 21)

1/day - *Acidic Spray* (DC 19), *Chain Lightning* (DC 20), *Confusion* (DC 18), *Flesh to Stone* (DC 20), *Plane Shift*, *Poison* (DC 18), *Volcanic Storm* (DC 18)

3/day - *Darkness*, *Shadow Step*

### Statistics

**Str** 18, **Dex** 21, **Con** 20, **Int** 12, **Wis** 14, **Cha** 19

**Base Atk** +11; **CMB** +19; **CMD** 37

**Feats** Dodge, Great Fortitude, Lightning Reflexes, Mounted Archery, Mounted Combat, Quick Draw

**Skills** Acrobatics +19, Bluff +13, Intimidate +18, Perception +16, Ride +19, Sleight of Hand +19, Sense Motive +10, Stealth +13, Survival +11

**Languages** Abyssal, Common

**SQ** Dark Glamour, Sword and Gun

### Special Abilities

**Dark Glamour (Su):** The Rainbow Demon adds his Charisma bonus as a deflection bonus to Armor Class and as a morale bonus to Will saves.

**Rainbow Imbuement (Su):** As a swift action, the Rainbow Demon may imbue one of his weapons with an elemental energy. For 1 minute, the chosen weapon deals an additional 3d6 damage of the Rainbow Demon's choice between acid, cold, fire or electricity. The Rainbow Demon may have multiple weapons imbued this way; if he uses this ability on a weapon that is already imbued, he merely changes the type of energy damage that it deals. An imbued weapon loses its newfound power if it is wielded by any creature other than the Rainbow Demon.

**Sword and Gun (Ex):** The Rainbow Demon wields both sword and gun with a skill and flourish that is both startling and terrifying. He begins each day with 4 Grit Points (based on his Charisma modifier); he possesses all the deeds of an 11th level Gunslinger and can regain and use Grit Points accordingly. He gains a +4 competence bonus to combat maneuver checks and never provokes an attack of opportunity for attempting a combat maneuver. Furthermore, once per day, he may spend a swift action to perform a menacing flourish and make an Intimidate check to demoralize all foes within 30 feet who can see his display.

### Background

It's unclear what position the Rainbow Demon occupies in the hierarchies of the Lower Planes. What's known is that he's been terrorizing towns along the western edge of mortal civilization for many generations; though defeated time and time again, he always finds a way to return. Legend has it that the reason for his raiding and butchery is so that a worthy champion will emerge from the rugged frontier and challenge him; should the Rainbow Demon succeed in vanquishing or, better yet, corrupting such a champion, boundless rewards await him in the realms below....

### Tactics

The Rainbow Demon rides into town on a Nightmare or similar steed of supernatural evil.

He shrouds his presence in mist or *Darkness*, both for psychological effect and for the advantage it grants against any who would oppose him. The Rainbow Demon's preferred scenario is to duel a single opponent either up close or at a distance; thus, he uses his versatile array of spell-like powers to try and isolate targets or cull the weak from their ranks, all while skirmishing from horseback until his enemy no longer has a great advantage of numbers. *Prismatic Spray* is the Rainbow Demon's ace in the hole, which he uses as a last resort or when clearly outmatched.

On occasion, the Rainbow Demon will gather and employ evil-aligned humanoids as followers who ride alongside him as a gang of outlaws bent on pillaging and destruction. This "gang" he regards largely as fodder to be expended when a real fight begins. When finally cornered, the Rainbow Demon fights viciously and to the death.

## **The Sawyer Family** **CR 16 (76,800 XP)**

*Teeming with dark and malefic power, these four hulking, leather-skinned monstrosities have fashioned their musicians' instruments into implements with which to inflict pain and end lives.*

### **Judge Sawyer**

**CR 12**

*Mystical tattoos and a soul-piercing gaze characterize the family member better known as "The Judge."*

**XP 19,200**

LE Large monstrous humanoid

**Init** +4; **Senses** darkvision 60 ft.; Perception +18

### Defense

**AC** 27, touch 13, flat-footed 27 (+5 armor, +9 natural, +4 profane, -1 size)

**Hit Points** 150 (12d10+84); fast healing 10

**Fort** +11 **Ref** +8 **Will** +13

**DR** 10/magic; **Immune** sonic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 23

### Offense

**Speed** 30 ft.

**Melee** +3 greatclub +23/+18/+13 (2d8+15) or 2 slams +19 (1d6+8)

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

**Special Attacks** The Judge's Gaze, Voices from Hell (DC 21\*)

**Spell-Like Abilities** (CL 12th)

At will - *Blistering Invective* (DC 17)

1/day - *Litany of Sloth*, *Litany of Thunder*, *Litany of Vengeance*

Statistics

**Str** 26, **Dex** 10, **Con** 24, **Int** 14, **Wis** 16, **Cha** 20

**Base Atk** +12; **CMB** +21; **CMD** 35

**Feats** Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatclub)

**Skills** Climb +23, Intimidate +26, Knowledge (religion) +8, Perception +18, Perform (sing) +11, Perform (string instruments) +17, Sense Motive +21

**Languages** Common, Giant, Infernal

Special Abilities

**The Judge's Gaze (Su):** The Judge's oppressive gaze determines the worth of his adversaries, and consigns lesser foes to damnation. As a swift action, Judge Sawyer may level his gaze at a single creature within 30 feet; if the creature's Hit Dice is less than 11, they suffer a -2 profane penalty to Armor Class and saving throws for 1 round (no save). Judge Sawyer also gains a +6 morale bonus to Intimidate and Sense Motive checks (reflected above).

**Voices from Hell (Su):** Once per four rounds, Judge Sawyer may call out a cacophony of monstrous, inhuman voices from the planes below. Enemies who can hear the voices suffer 3d6 damage and become frightened for 1d4 rounds; a successful Will save (DC 20) halves the damage and allows a creature to avoid becoming frightened. This is a mind-affecting ability and the save DC is Charisma based.

When Judge Sawyer uses Voices from Hell, other nearby members of the Sawyer Family may each spend a swift action to join in, adding their voices to the cacophony; for each member that does so, increase the damage by 3d6 and the saving throw

DC by 1.

**Dee Saw**

**CR 12**

*Dee Saw combines unwavering focus with a rage that is literally burning and tangible.*

**XP 19,200**

NE Large monstrous humanoid

**Init** +3; **Senses** darkvision 60 ft.; Perception +10

**Aura** Burning Times (10 ft.)

Defense

**AC** 25, touch 16, flat-footed 22 (+3 armor, +6 natural, +3 dex, +4 profane, -1 size)

**Hit Points** 138 (12d10+72); fast healing 10

**Fort** +10 **Ref** +11 **Will** +9

**DR** 10/magic; **Immune** fire; **Resist** electricity 20;

**SR** 23

Offense

**Speed** 30 ft.

**Melee** +2 *flaming warhammer* +21/+16/+11 (2d6+10 plus 1d6 fire) or 2 slams +19 (1d6+8)

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

**Spell-Like Abilities** (CL 12th)

1/day - *Burst of Speed*, *Hunter's Eye*

Statistics

**Str** 26, **Dex** 16, **Con** 22, **Int** 12, **Wis** 13, **Cha** 14

**Base Atk** +12; **CMB** +21; **CMD** 38

**Feats** Dodge, Improved Grapple, Improved Overrun, Improved Unarmed Strike, Mobility, Power Attack

**Skills** Acrobatics +15, Climb +23, Perform (sing) +8, Perform (string instruments) +14, Perception +10, Survival +16

**Languages** Common, Infernal

**SQ** On the Hunt

Special Abilities

**Burning Times (Su):** When Dee Saw is in combat, hellfire exudes from him perpetually, inflicting 2d6 points of damage to all enemies within 10 feet; creatures grappling Dee Saw instead take 6d6 damage. Half of the damage dealt by this ability is fire damage, while half of it is pure, divine malice, and is therefore not subject to being reduced by resistance.



**On the Hunt (Ex):** Dee Saw pursues his foe relentlessly. As a free action, Dee Saw may designate a single creature as his mark, granting him a +2 morale bonus to attack and damage rolls against that foe. If Dee Saw is adjacent to his mark and his mark moves away from him, Dee Saw may spend an immediate action to move up to 10 feet, which he will use to position himself closer to his mark. Once Dee Saw has chosen a mark, he may not designate another one until his mark is incapacitated, or combat has ended.

## Zac Saw

CR 12

*Long, blood-streaked hair flows down the shoulders of Zac-Saw, who has seen fit to fashion his violin bow to the end of a polearm.*

**XP 19,200**

NE Large monstrous humanoid

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

### Defense

**AC** 25, touch 14, flat-footed 24 (+4 armor, +7 natural, +1 dex, +4 profane, -1 size)

**Hit Points** 138 (12d10+72); fast healing 10

**Fort** +10 **Ref** +9 **Will** +9

**DR** 10/magic; **Immune** electricity; **SR** 23

### Offense

**Speed** 30 ft.

**Melee** +2 vicious glaive +23/+18/+13 (2d8+15 plus 2d6/19-20x3) or 2 slams +20 (1d6+9)

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

**Special Attacks** Impaler, Powerful Charge (glaive +25, 6d8+15 plus 2d6)

**Spell-Like Abilities** (CL 12th)

1/day - *Divine Power*

### Statistics

**Str** 28, **Dex** 12, **Con** 22, **Int** 12, **Wis** 14, **Cha** 18

**Base Atk** +12; **CMB** +22; **CMD** 37

**Feats** Bleeding Critical, Critical Focus, Furious Focus, Improved Critical (glaive), Power Attack, Weapon Focus (glaive)

**Skills** Acrobatics +7, Climb +18, Intimidate +18, Perform (sing) +16, Perform (string instruments) +16, Survival +11, Swim +18

**Languages** Common, Infernal

**SQ** Death Row

### Special Abilities

**Death Row (Su):** When Zac Saw is killed, his body explodes in a vengeful discharge that deals 50 points of electricity damage to anything within 60 feet; a successful Reflex save (DC 22) halves this damage.

**Impaler (Ex):** Once per round when Zac Saw hits a creature with his glaive, he may spend a swift action to try and impale his foe against a nearby wall, obstacle, or similar surface. Zac Saw rolls a combat maneuver check against the creature's CMD; if he is successful, the creature is impaled into the nearest available surface. Zac Saw gains a +4 circumstance bonus to his combat maneuver check if he uses this ability following a successful charge attack.

A creature impaled by Zac Saw cannot move, loses its Dexterity bonus to AC, and takes an additional -4 penalty to Armor Class. An impaled creature recovers (ceases being impaled) after 1 round, when Zac Saw makes another attack, or when Zac Saw moves away from his impaled victim - whichever happens first. Alternatively, Zac Saw may spend a standard action each round to maintain his grip on the glaive and keep his victim impaled; this prevents the impaled creature from recovering unless they spend a standard action and make a successful combat maneuver check against Zac Saw's CMD, which frees them.

## Kill Saw

CR 12

A hat fashioned out of mortal flesh sits fixed upon the head of Kill-Saw, whose otherwise unassuming appearance belies his immense, destructive power.

**XP 19,200**

NE Large monstrous humanoid

**Init** +4; **Senses** darkvision 60 ft.; Perception +4

### Defense

**AC** 28, touch 21, flat-footed 24 (+3 armor, +4 natural, +4 dex, +4 profane, +4 deflection, -1 size)

**Hit Points** 174 (12d10+108); fast healing 20

**Fort** +12 **Ref** +12 **Will** +12

**Defensive Abilities** Hat of Kill Saw

**DR** 10/magic; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 23

#### Offense

**Speed** 20 ft.

**Melee** two +3 light maces +20/+20/+15/+15/+10/+10 (1d8+10/1d8+6) or 2 slams +18 (1d6+7)

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

**Spell-Like Abilities** (CL 12th)

At will - *Thundering Drums* (DC 17)

3/day - Maximized *Thundering Drums* (DC 17)

#### Statistics

**Str** 24, **Dex** 19, **Con** 26, **Int** 10, **Wis** 18, **Cha** 18

**Base Atk** +12; **CMB** +20; **CMD** 42

**Feats** Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Maximize Spell-Like Ability (*Thundering Drums*), Toughness, Two-Weapon Fighting, Weapon Focus (light mace)

**Skills** Climb +22, Perform (percussion instruments) +16, Survival +19, Swim +22

**Languages** Common

**SQ** Finish the Job Myself

#### Special Abilities

**Finish the Job Myself (Ex):** Dispatching family members fills Kill Saw with rage and determination. Whenever Kill Saw witnesses a member of the Sawyer Family become incapacitated, he gains a +4 morale bonus to Strength and Dexterity, or his existing morale bonus to Strength and Dexterity increases by 4 (up to a maximum of +12 when Kill Saw is the last member standing); this lasts until the end of the combat.

**Hat of Kill Saw (Su):** Kill Saw's hat, which cannot be removed by any mortal means, provides him with inexplicable protection against telling blows. Whenever a critical hit or sneak attack is scored on Kill Saw, there is a 75% chance that the critical hit or sneak attack will be negated and that damage will be treated normally (as per an item of heavy fortification).

#### Background

Legend has it that the Sawyer Family were

performers of appreciable skill and renown. Many gainful journeys did they make across the harsh wetlands of the far north-west - that is, until they became full-fledged servants of divine powers wicked and malevolent. Whether they were sponsored by the Gods of Metal themselves or different forces altogether, none can say, for few who know the distinct misfortune of encountering the Sawyer Family ever live to speak of it.

#### Tactics

Much like their performances of ages past, the Sawyer Family have rehearsed their combat routine well. They will begin by using their disruptive and bolstering abilities (such as *Voices of Hell* and *Divine Power*) at the earliest opportunity. Once the enemy force has committed their frontline, Dee Saw blitzes through the ranks hell-bent on isolating, immolating and brutalizing fragile adversaries. The other family members hold the line; Zac Saw impales targets at every opportunity, doing so either on a charge or on his last attack in a series. Judge Sawyer's discerning eyes look for the greatest threat nearby, against whom litanies and the family's many weapons are used to focus that target into oblivion. Should one of the family members draw close to unconsciousness, they will either back off temporarily, or call upon the others (especially Kill Saw, the most resilient of the lot) to try and draw aggression away from them.

### **Shai'Dib, Traveler in Time** CR 19

*An almost incomprehensibly titanic worm casts a shadow over the surrounding sands, its body shifting with strange and mystical energies.*

**XP** 204,800

N Colossal Magical Beast

**Init** +7; **Senses** darkvision 60 ft., low-light vision, tremorsense 360 ft; Perception +35

#### Defense

**AC** 32, touch 4, flat-footed n/a (-8 size, -1 Dex, +1 dodge, +2 insight, +28 natural armor)

**Hit Points** 324 (24d10+192); fast healing 10

**Fort** +23 **Ref** +14 **Will** +18

**DR** 15/magic; **Immune** fire, magical aging, paralysis, poison, sleep; **SR** 30

#### Offense

**Speed** 40 ft. (20 base, 20 enhancement bonus), burrow 80 ft. (50 base, 30 enhancement bonus).

**Melee** 2 bites +33 (6d6+22/19-20 plus grab)

**Space** 30 ft.; Reach 20 ft.

**Special Attacks** Swallow Whole (6d6+22 plus 10d6 acid, AC 24, 34 hp), Withering Breath (60 ft. cone, DC 29, 15d10 plus magical aging)

**Spell-Like Abilities** (CL 20th)

Constant - *Displacement*, *Haste*, *Foresight*

3/day - *Legend Lore*, *Plane Shift*

1/day - *Quickened Vision*, *Time Stop*

#### Statistics

**Str** 40, **Dex** 8, **Con** 24, **Int** 16, **Wis** 26, **Cha** 15

**Base Atk** +24; **CMB** +47 (+51 grapple); **CMD** 59

**Feats** Awesome Blow, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Bull Rush, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Power Attack, Staggering Critical, Toughness, Weapon Focus (bite)

**Skills** Knowledge (history) +15, Knowledge (nature) +15, Knowledge (religion) +15, Knowledge (the planes) +15, Perception +35, Stealth +10, Survival +35

**Languages** Telepathy 100 ft.

**SQ** Temporal Field (DC 30), Temporal Shift

#### Special Abilities

**Temporal Field (Su):** A mystical field of temporal manipulation and awareness surrounds Shai'Dib, granting him the continuous effects of *Displacement*, *Haste* and *Foresight* as well as a +8 bonus to initiative rolls; these bonuses are already reflected in the above statistics. At the start of each round, enemy creatures within 30 feet of Shai'Dib must succeed on a Will save (DC 30) or become affected as per a *Slow* spell. The save DC is Wisdom-based.

**Temporal Shift (Su):** Whenever Shai'Dib uses *Plane Shift*, they may choose to travel to another point in time either instead of or in addition to

traveling to another plane. The exact scope, magnitude and precision of this power is up to the purview of the DM.

**Withering Breath (Su):** Once per minute, Shai'Dib can unleash a cacophonous bellow infused with temporal energies. Creatures within a 60-foot cone suffer the entropy of time itself, inflicting 15d10 points of damage and aging them by one full category; a successful Fortitude save (DC 29) halves the damage and prevents the magical aging. Creatures aged in this manner do not gain an increase to their mental abilities, though they might have their physical ability scores reduced. Any creature aged to greater than Venerable immediately dies; a creature slain because of this cannot be restored by any means short of a *True Resurrection*, *Miracle* or *Wish* spell. Constructs, outsiders, and undead are immune to the magical aging, though they still suffer the full amount of damage. The save DC is Constitution-based.

#### Background

Once a mortal being, Shai'Dib was a prescient and mighty emperor of the desert sands. Over many generations their mystical power grew and their consciousness traveled across many realms through different ages of time. Such was only the beginning of Shai'Dib's ascension; eventually, they shed their fragile mortal skin and took on the undying form of a titanic sandworm. Now an ageless behemoth of immense power, Shai'Dib wanders across time and space for reasons known only to the gods.

#### Tactics

Shai'Dib does not seek out fights which are beneath them; if threatened, Shai'Dib usually has little need for tactics more advanced than crushing foes under their sheer weight and devouring them. Should a foe prove more formidable, Shai'Dib may use a quickened *Vision* to assess the threat of their foe in an instant, and then a combination of *Time Stop*, *Withering Breath* and their natural mobility in order to

skirmish and turn the fight into a devastating battle of attrition. Shai'Dib's sheer strength also allows them to collapse tunnels and buildings with ease. Finally, if the almighty worm faces true and mortal danger, they would sooner retreat than allow a chance encounter to end them.

## Space Pirate Immortal Master CR 11

*Armed to the teeth in high-tech weaponry, this nefarious space pirate sports a cybernetic eye and a long, diabolical goatee.*

**XP 12,800**

Rogue 3

LE Medium Humanoid

**Init** +5; **Senses** darkvision 60 ft; Perception +18

### Defense

**AC** 24, touch 20, flat-footed 18 (+4 armor, +5 dex, +4 deflection, +1 dodge)

**Hit Points** 120 (16 HD; 3d8+13d8+48)

**Fort** +8 **Ref** +12 **Will** +13

**Defensive Abilities** Displacement field, evasion, trap sense +1

### Offense

**Speed** 30 ft.

**Melee** monowhip +17/+12/+7 touch (2d6 slashing/15-20x3)

**Ranged** zero pistol +16/+11/+6 touch (1d8 cold)

**Special Attacks** Micro-missile barrage (6d6 fire and 6d6 bludgeoning, DC 20), Sneak attack 2d6

**Spell-Like Abilities** (CL 13th)

1/day - *Dimension Door*, *Reverse Gravity* (DC 20), *Summon Monster VI*, *Wall of Force*

3/day - *Haste*, *Quicken Slow* (DC 16), *Spiked Pit* (DC 16), *Summon Monster IV*

### Statistics

**Str** 11, **Dex** 20, **Con** 16, **Int** 17, **Wis** 14, **Cha** 13

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

**Feats** Bleeding Critical, Critical Focus, Dodge, Improved Critical (monowhip), Iron Will, Quicken Spell-Like Ability (Slow), Weapon Finesse, Weapon Focus (monowhip)

**Skills** Acrobatics +11 (+31 for jumping), Appraise +9, Bluff +20, Diplomacy +7, Disable Device +18, Escape Artist +11, Knowledge (engineering) +11, Knowledge (local) +9,

Perception +18, Sense Motive +22, Stealth +24, Sleight of Hand +11

**SQ** Fast Stealth (as rogue talent), Jump Jets, Trapfinding

**Languages** Common, Draconic, Elven, Undercommon

### Special Abilities

**Displacement Field (Su):** A high-tech defensive screen obscures the Space Pirate Immortal Master's position in battle, granting him the benefit of a continuous *Displacement* spell effect.

**Jump Jets (Su):** As a swift action, the Space Pirate Immortal Master can activate thrusters upon his back and feet in order to gain a fly speed of 60 feet (good maneuverability). The flight lasts only for a single round, after which the Space Pirate Immortal Master floats safely downward 60 feet per round for up to 1d6 rounds (similar to a *Fly* spell ending when the subject is still aloft). The Space Pirate Immortal Master may use this ability once per three rounds. The Space Pirate Immortal Master also gains a +20 circumstance bonus to Acrobatics checks made to jump at all times, as he can draw upon a lesser burst of his jump jets without committing to flight.

**Micro-Missile Barrage (Su):** Once per minute as a standard action, the Space Pirate Immortal Master can unleash a salvo of miniature rockets from various technological implements on his person. He chooses a single point within 400 feet and deals 6d6 fire and 6d6 bludgeoning damage to all creatures and objects within a 30-foot-radius burst of that point; a successful Reflex save (DC 20) halves this damage. The saving throw DC is Wisdom-based.

### Background

Over the course of many generations, an elite cadre of space pirate overlords amassed great fortunes and founded a notorious and unstoppable criminal empire. In time they learned to cheat death and gained power over time and space itself. In order to sate their sadistic desires



and increasing rapacity, the space pirates constructed great coliseums in which prisoners from across the galaxy would be thrown and forced to do battle for their masters' profit. Thus they became known as the Space Pirate Immortal Masters of the Arena; far and wide did their infamy spread.

### Tactics

The Space Pirate Immortal Master prefers to only fight winning battles. Whether choosing a confrontation or forced into one, he stacks the battlefield in his favor as much as possible, calling upon allies, henchmen, or summoned creatures to do his bidding. He uses his spell-like abilities to scramble his foes' positions while maneuvering his own group into favorable ones. Depending on how the situation plays out, the Space Pirate Immortal Master might stealthily skulk along the edge of the fight, or he may close into melee for a lethal flank attack. Should it become clear that the Space Pirate Immortal Master has lost, or if he is clearly caught at a disadvantage, he is far more likely to bargain or retreat than he is to fight to the death.

## Spawn of Epicona

CR 14

*This four-legged creature resembles a winged centaur basked perpetually in the sun's warm gleam. The arms of its ripped, powerful body carry a golden, ever-burning spear.*

**XP 38,400**

NG Large magical beast

**Init** +4; **Senses** darkvision 60 ft.; low light vision; Perception +12

### Defense

**AC** 30, touch 18, flat-footed 26 (+4 Dex, +12 natural, +6 deflection, -2 size)

**Hit Points** 172 (15d10+90); fast healing 10

**Fort** +14 **Ref** +13 **Will** +9

**DR** 10/evil; **Immune** disease, fear, fire, paralysis, polymorph, sleep; **Resist** electricity 10, sonic 10; **SR** 25

### Offense

**Speed** 50 ft., **fly** 100 ft. (good)

**Melee** +2 *flaming longspear* +26/+21/+16 (2d6+17 plus 1d6 fire/19-20x3), 2 hooves +19 (1d6+5)

**Space** 15 ft.; **Reach** 15 ft. (20 ft. with spear)

**Special Attacks** Energy Expulsion (DC 22), Unfathomable Glory (DC 23)

**Spell-Like Abilities** (CL 15th)

At will - *Continual Flame*, *Daylight*, *Fireball* (DC 19), *Scorching Ray*, *Searing Light*

3/day - *Crimson Thunder* (DC 20)\*, Empowered *Flame Strike* (DC 21), Quicken *Scorching Ray*

1/day - *Sunburst* (DC 24)

1/week - *Plane Shift*

\*New spell featured in the Book of Metal.

### Statistics

**Str** 30, **Dex** 18, **Con** 20, **Int** 12, **Wis** 15, **Cha** 22

**Base Atk** +15; **CMB** +26; **CMD** 46

**Feats** Critical Focus, Empower Spell-Like Ability (*Flame Strike*), Improved Critical (*Longspear*), Iron Will, Power Attack, Quicken Spell-Like Ability (*Scorching Ray*), Staggering Critical, Toughness

**Skills** Acrobatics +15, Diplomacy +14, Fly +22, Perception +12, Spellcraft +11

**SQ** Death Throes

### Special Abilities

**Death Throes (Su):** When slain, the Spawn of Epicona's remains emit a dire, crimson glow. After 1 round, the corpse explodes into magnificent fiery ruination, dealing 75 points of fire damage to anything within 60 feet; a successful Reflex save (DC 22) halves his damage. The save DC is Constitution-based.

**Energy Expulsion (Su):** Once per 1d4 rounds, the Spawn of Epicona can expel beams of devastating, radiant energy from its body in multiple directions. This ability releases three 120-ft. lines of energy, dealing 15d6 fire damage to creatures and unattended objects caught within them; a successful Reflex save (DC 22) halves this damage. Creatures that fail their Reflex save catch on fire, taking 4d6 points of fire damage each round until the flames are extinguished. Extinguishing the flames requires a full-round action and a DC 20 Reflex save.

Any creature or object reduced to 0 hit points by this ability's initial damage (or the ongoing burning damage) becomes entirely consumed, as though destroyed by a *Disintegrate* spell.

Treat each 120-ft. line as part of the same area-of-effect; creatures do not suffer damage multiple times if struck by more than one line. The save DC is Constitution-based.

**Exultations of Victory (Ex):** Whenever the Spawn of Epicona reduces a creature of 10 or more Hit Dice to 0 or fewer hit points (with an attack, spell or otherwise), it can spend an immediate action to make a single melee attack against each foe within reach. The Spawn of Epicona makes a separate attack roll against each foe.

**Unfathomable Glory (Su):** As a free action whenever it pleases, the Spawn of Epicona can emit supernatural beauty, wonder and radiance which cowers monsters and mortals alike. Any creature that looks at the Spawn of Epicona while this ability is active must succeed on a Fortitude save (DC 23) or become permanently blinded; a creature receives a +4 circumstance bonus if they are farther than 60 feet away from the Spawn, a -4 circumstance penalty if they possess Light Sensitivity, and a -20 circumstance penalty if they possess Light Blindness. A successful saving throw results in a creature becoming dazzled for 1d4 rounds. A *Break Enchantment* or *Remove Curse* spell ends the blindness. The save DC is Charisma-based.

### Background

Epicona, most generous of the Metal Gods, created these divine agents and sent them across the realms so that mere mortals could witness a faint glimpse of Her glory and radiance. Many of these creatures went on to fight against creatures of horror and evil - for such lopsided and heroic battles fall at least partially within the purview of their goddess. Consequently, only a small handful of the original Spawn of Epicona remain alive.

### Tactics

After activating Unfathomable Glory, the Spawn of Epicona typically opens with *Sunburst* so as to blind as many foes as possible and as quickly as possible. It charges fervently into the thick of melee, eagerly allowing itself to be surrounded so it can burn them with three concurrent bolts from its Energy Expulsion. The Spawn of Epicona prefers to use *Crimson Thunder* whenever doing so would allow it to damage multiple creatures; otherwise, it blasts an outlying foe with *Scorching Ray* to remind them that they are not safe from the fray.

## **Spawn of Gorgrinderoth**

**CR 14**

*This amalgamation of oozing flesh and bodies makes its way by crawling with the dozens of hands, claws, and other digits which protrude from it. A single demon-like head towers above the festering mound, bearing wicked teeth and a gratuitous amount of horns.*

**XP 38,400**

CE Huge aberration

**Init** +0; **Senses** darkvision 60 ft.; low light vision; Perception +14

**Aura** Aura of Agony (DC 21)

### Defense

**AC** 27, touch 16, flat-footed 27 (+11 natural, +8 profane, -2 size)

**Hit Points** 184 (16d8+112); fast healing 10

**Fort** +13 **Ref** +5 **Will** +13

**DR** 10/cold iron and good; **Immune** acid, disease, fear, pain, paralysis, polymorph, poison, sleep, stunning; **Resist** fire 10, sonic 10; **SR** 25

### Offense

**Speed** 20 ft., climb 20 ft., swim 20 ft.

**Melee** bite +22 (2d6+12/19-20x2), gore +22 (2d6+12), 4 claws +20 (1d8+6)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** Breath Weapon (DC 24), Powerful Charge (Gore +24, 6d6+18), Ravage and Feast

**Spell-Like Abilities** (CL 15th)

At will - *Agitated Screams of Maggots* (DC 16)\*

3/day - *Quickened Agitated Screams of Maggots*



(DC 16)\*, *Burst of Speed*, *Raining Blood* (DC 17)\*  
1/day - *Death Clutch* (DC 21)  
1/week - *Plane Shift*  
\*New spell featured in the Book of Metal.

#### Statistics

**Str** 34, **Dex** 10, **Con** 22, **Int** 6, **Wis** 16, **Cha** 6

**Base Atk** +12; **CMB** +26; **CMD** 44

**Feats** Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (Bite), Multiattack, Power Attack, Quicken Spell-Like Ability

(Agitated Screams of Maggots), Toughness

**Skills** Acrobatics +11, Perception +14, Spellcraft +17

**SQ** Death Throes

#### Special Abilities

**Aura of Agony (Su):** Lesser mortals in the presence of the Spawn of Gorgrinderoth become afflicted with a pain that is debilitating and excruciating. Creatures within 60 feet of the



Spawn of Gorgrinderoth must succeed on a Fortitude save (DC 21) or suffer a -4 penalty on attack rolls, skill checks and ability checks. These effects last for 1 minute after the creature is no longer within 60 feet of the Spawn of Gorgrinderoth. A creature that succeeds on its saving throw becomes immune to this effect for 24 hours. The save DC is Wisdom-based.

**Breath Weapon (Su):** Once per 1d4 rounds, the Spawn of Gorgrinderoth can breathe out a 60-ft. cone of all-consuming acid. Creatures and unattended objects in the area suffer 15d6 acid damage; a successful Reflex save (DC 24) halves this damage. On the Spawn's turn for 2 additional rounds, creatures and objects that failed their saves against the breath weapon suffer an additional 7d6 acid damage (no save) unless the acid is dispelled or washed away. The ongoing acid damage may be dispelled as though it were a spell cast by the Spawn of Gorgrinderoth (CL 15th). Any creature or object reduced to 0 hit points by the acid's initial or ongoing damage becomes entirely consumed, as though destroyed by a *Disintegrate* spell.

**Death Throes (Su):** When slain, the Spawn of Gorgrinderoth's corpse hisses and bubbles. After 1 round, the body explodes and spills out a veritable lake of guts and viscera, dealing 50 points of acid damage to anything within 30 feet; a successful Reflex save (DC 24) halves this damage. Any creature that failed its Reflex saving throw must immediately succeed on a Fortitude save (DC 24) or gain 2d4 permanent negative levels. The save DC is Constitution-based.

**Ravage and Feast (Ex):** As an immediate action, the Spawn of Gorgrinderoth can make a single bite attack against any creature within its threatened area that falls prone or becomes incapacitated. If this attack kills a creature, the Spawn of Gorgrinderoth instantly devours their remains such that no corpse is left and gains 1d6 temporary hit points per Hit Die of the creature it devoured.

### Background

At the end of the Crusade of Metal, Gorgrinderoth - cruelest of the Metal Gods - sought out his most despicable enemies (those who had particularly earned His disfavor) and cursed them with these wretched, insatiable forms. Most such creatures have since been put out of their torment, but those few which remain are foes which no adventuring party ought be eager to engage with.

### Tactics

The Spawn of Gorgrinderoth usually opens the fight with *Raining Blood* and uses its breath weapon as soon and as often as possible. It also enjoys using *Burst of Speed* to throw its prey off-guard with a sudden, powerful charge. Beyond this semblance of tactics, the monster engages fearlessly and ruthlessly, taking the time to finish off disabled creatures and taking every opportunity to devour flesh and end lives - as though lacking any other purpose in its sordid existence. If the Spawn of Gorgrinderoth senses that its own death is imminent, it tries to position itself close to as many enemy combatants as possible to make the most out of Death Throes.

## The Stargazer

CR 13

*Within the eyes of this vigorous and youthful-seeming wizard there gleams a mad and fervent ambition.*

**XP 25,600**

Human wizard 14 (enchanter)

NE Medium Humanoid

**Init** +3; **Senses** Perception +15

*Aura Cloak of Dreams* (5 ft., DC 22)

### Defense

**AC** 24, touch 17, flat-footed 20 (+4 armor, +3 deflection, +3 dex, +1 dodge, +3 natural)

**Hit Points** 105 (14d6+56); fast healing 20

**Fort** +10 **Ref** +12 **Will** +15

**Immune** aging, disease; **SR** 21

### Offense

**Speed** 30 ft.

**Melee** quarterstaff +6 (1d6-1) or touch +6 (dazing touch)



**Special Attacks** Aura of Despair (30 feet, 14 rounds/day, Enchantment School Power), Cast to the Stars 1/three rounds, Dazing Touch 9/day (Enchantment School Power)

**Wizard Spells Prepared** (CL 14th; concentration +20)

7th - Quicken Fireball (DC 19), *Mass Hold Person* (DC 24, S), *Scouring Winds* (DC 23)

6th - *Chain Lightning* (DC 22), *Forceful Hand* (+23 bonus), Quicken *Mirror Image* (1d4+4 images), Bouncing *Dominate Person* (DC 22, S)

5th - *Feeblemind* (DC 22, S), Bouncing *Charm Monster* (DC 21), *Mind Fog*, Quicken *Shield*

4th - *Ball Lightning* (DC 20), *Greater Invisibility*, *Overwhelming Grief* (DC 21, S), *Resilient Sphere* (DC 20), *Stone Shape*, *Stoneskin* (via *Contingency*)

3rd - *Dispel Magic*, *Displacement*, *Extended Protection from Arrows* (already cast), *Fly*, *Suggestion* (DC 20, S)

2nd - *Hold Person* (DC 19, S), *Extended Mage Armor* (already cast), *Resist Energy*, *Scorching Ray*, *See Invisibility*

1st - *Charm Person* (DC 18), *Feather Fall*, *Jump*, *Magic Missile*, *Sleep* (DC 18, S)

0 - *Daze* (DC 17), *Detect Magic*, *Mage Hand*, *Ghost Sound*

**Opposition Schools** Conjunction, Necromancy  
Statistics

**Str** 9, **Dex** 17, **Con** 16, **Int** 22, **Wis** 13, **Cha** 18

**Base Atk** +7; **CMB** +6; **CMD** 30

**Feats** Bouncing Spell, Craft Wondrous Item, Defensive Combat Training, Dodge, Extend Spell, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (Enchantment), Toughness

**Skills** Acrobatics +16, Bluff +15, Craft (alchemy) +23, Diplomacy +21, Intimidate +15, Linguistics +15, Knowledge (arcana) +23, Knowledge (history) +15, Knowledge (the planes) +15, Perception +15, Profession (astronomy) +12, Spellcraft +23

Languages Common, Celestial, Elven, Draconic, Dwarven

**SQ** Enchanting Smile (Enchantment School Power, already included)

**Treasure** *Amulet of Natural Armor* +3, *Cloak of Resistance* +3, *Gloves of Dexterity* +2, *Headband of Intellect* +4, *Mantle of Spell Resistance*, *Ring of Protection* +3

Special Abilities

**Cast to the Stars (Su):** Once per three rounds, the Stargazer may, with a mere thought, turn the tower itself against an intruder who is within 5 feet of a wall or outer ledge. Skeletal hands reach out from the tower structure and make a combat maneuver check (+22 bonus) against the targeted creature; on a success, the creature gains the grappled condition and the many hands pull them upwards by 60 feet. On each subsequent round that the creature remains grappled, the hands make another combat maneuver check and, if successful, force the creature to ascend by another 60 feet. The hands release the creature when they escape from the grapple or when they reach the highest point possible (room's ceiling, etc), retracting back into the structure as their quarry plummets. Dealing 30 hit points of damage to a mass of skeletal hands (AC 15) also releases a creature from their grip.

**Cloak of Dreams (Su):** Such is the Stargazer's will that he is constantly surrounded by a *Cloak of Dreams* (as per the spell). A character who falls asleep from this aura dreams a majestic scene of the wizard soaring across the stars.

**Immortality (Ex):** It is said that as long as the Stargazer's dream endures, so must his life. 4d6 weeks after perishing, the Stargazer resurrects within his tower, along with any slaves who - cruelly denied the respite of death - return to life with him. Destroying the tower of stone ends the curse and prevents the wizard's revival. At the DM's discretion, certain other, creative methods may also work.

Background

The Stargazer is a wizard who dreams of ascending to the realms above. To this end, he used his wealth and influence to amass a veritable legion of slaves and forced them to construct

within the desert a tower of unfathomable height. Such was the Stargazer's ambition and magnetism that many of the slaves came to embrace the wizard's dream as their own, and they longed to see him walk among the stars. Yet when the time came the wizard fell to his demise, and their hopes would seem to blow away like castles of sand.

This was not the end. For reasons that might only be known to the gods, the wizard returned to life in flesh and blood... as did his slaves, bound in a terrible and inexplicable curse. The undying Stargazer has set his sights on climbing up to the Astral Plane; his slaves toil endlessly to the task of building the tower higher and higher, restless, longing for home, yet trapped by the Stargazer's will.

#### Tactics

The Stargazer seeks to entrance others with his dream, so he would rather take foes alive as enthralled servants than utterly slay them. To this end, the Stargazer will try and defeat intruders quickly and bloodlessly using such spells as *Mass Hold Person* or *Dominate Person*. Since one can expect the tower of stone to be filled with rooms designed to pose obstacles to would-be intruders, the more nuanced of the Stargazer's tactics will reflect this: setting up the field with *Mind Fog*, pushing foes off of ledges with *Forceful Hand*, trapping foes with a timely use of *Stone Shape*, etc. If the Stargazer becomes overwhelmed, he uses a mixture of flight, invisibility, and/or the tower's built-in mechanisms to withdraw higher into the structure and regain his bearings.

The Stargazer fights intelligently, but ultimately to the death - for he (rightly) believes himself immortal. He is fiercely proud of the tower he presides over, and any overt attempt to demolish or desecrate this structure might well infuriate the wizard and compel him to behave more recklessly. Though the Stargazer may have guardians scattered throughout the tower, he does not command his vast hordes of slave-labor to battle unless he becomes livid and desperate.

## Udoroth

CR 25

*Eyes of burning crimson stare out from the gaunt, horned head of this demon lord; wicked, jagged spikes protrude from the shoulder pauldrons of his armor.*

**XP 1,638,400**

CE Large Outsider (chaotic, demon, evil, extraplanar)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, true seeing; **Perception** +36

**Aura** *Overwhelming Presence* (30 ft., DC 29)

#### Defense

**AC** 42, touch 22, flat-footed n/a (+8 deflection, +5 dex, +6 armor, +14 natural, -1 size)

**Hit Points** 537 (25d10+400); regeneration 15 (epic and good)

**Fort** +33 **Ref** +17 **Will** +28

**Defensive Abilities** Improved uncanny dodge; **DR** 15/epic and good; Immune ability damage, charm effects, compulsion effects, death effects, energy drain, fire, electricity, petrification; **Resist** acid 30, cold 30; **SR** 36

#### Offense

**Speed** 50 ft.

**Melee** +5 *cruel unholy flail* +43/+38/+33/+28 (1d8+19 plus 2d6) and +3 *vorpall bastard sword* +41/+36/+31/+26 (1d10+17) and 1 *gore* +33 (1d8+7/19-20x2)

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

**Special Attacks** Cries of the Tortured, Mighty Rage and Rage Powers

**Spell-Like Abilities** (CL 20th)

**Constant** - *True Seeing*

At will - *Greater Dispel Magic*, *Greater Teleport*, *Mass Pain Strike* (DC 25), *Power Word Blind*, *Power Word Stun*, *Symbol of Pain* (DC 25), *Unholy Aura* (DC 28)

3/day - *Summon* (Level 8, 2d6x10 Dretches or 1d4+1 Hezrous at 100%)

1/day - *Blasphemy* (DC 27), *Implosion* (DC 29), *Mass Hold Monster* (DC 29), *Power Word Kill*, *Summon* (Level 9, any 1 CR 20 or lower demon at 100%)

#### Statistics

**Str** 38, **Dex** 20, **Con** 40, **Int** 16, **Wis** 26, **Cha** 30

**Base Atk** +25; **CMB** +40; **CMD** 63

**Feats** Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Great Cleave, Greater Two-Weapon Fighting, Improved Critical (Gore), Improved Iron Will, Improved Two-Weapon Fighting, Iron Will, Power Attack, Toughness, Two-Weapon Fighting

**Skills** Acrobatics +33, Climb +42, Craft (weaponsmithing) +32, Intimidate +38, Knowledge (history) +16, Knowledge (nature) +20, Perception +36, Ride +33, Survival +36, Swim +42

**Languages** Abyssal, Common, Draconic, Giant; telepathy 300 ft.

**SQ** Superior Two-Weapon Fighting

### Special Abilities

**Cries of the Tortured (Su):** Whenever Udoroth damages a creature with a melee attack, he may spend a swift action to wrack them with painful agony; the affected creature must succeed on a Fortitude save (DC 30) or suffer a -4 penalty on attack rolls, skill checks and ability checks for 1 hour. The anguish-filled screams fill Udoroth with dark glee and resolve; he gains a +1 morale bonus to attack rolls, damage rolls and saving throws for each foe who he can hear that is under this ability's effect (up to a maximum of +10). The saving throw DC is Constitution-based.

**Mighty Rage (Ex):** Udoroth possesses the Mighty Rage class feature, allowing him to rage for a +8 morale bonus to Strength and Constitution, a +4 morale bonus to Will saves, and a -2 penalty to AC. Unlike other creatures with rage, Udoroth is not fatigued after a rage and there is no daily limit to how often or for how long he may rage. He possesses the following Rage Powers:

*Bloody Fist (Ex):* Once per round, Udoroth may attempt to punch through an opponent's flesh and rip out one of their vital organs. When Udoroth confirms a critical hit with a natural attack or unarmed strike, his opponent must succeed on a Fortitude save (DC 36) or suffer 1d4 points of Constitution damage as a vital organ is ripped free from its body. The save DC is Strength-based.

*Deathless Frenzy (Ex):* While raging, Udoroth ignores the effects of being at 0 or fewer hit points for 1 round, after which the appropriate consequences for his current hit point total take effect.

*Fearless Rage (Ex):* While raging, Udoroth is immune to the shaken and frightened conditions.

*Greater Fiend Totem (Su):* While raging, an aura of menace surrounds Udoroth. Good-aligned creatures adjacent to Udoroth become shaken (no save) and take 2d6 points of slashing damage at the beginning of Udoroth's turn as dozens of small cuts open across their flesh. Neutral-aligned creatures are shaken, but do not take any damage.

*Moment of Clarity (Ex):* Once per rage, Udoroth may spend a swift action and choose not to receive any of the benefits or penalties from rage for 1 round (such as the penalty to AC and the restriction on what actions can be performed).

### **Superior Two-Weapon Fighting (Ex):**

Udoroth's martial prowess is such that two-weapon fighting does not cause him to suffer a penalty to attack rolls, and he adds his full Strength bonus to damage with off-hand attacks.

### Background

Udoroth was a barbarian warlord whose might was exceeded only by his sadism, cruelty and rapacity. He butchered entire settlements, leaving not one creature alive. Such terror did he incite across the land that it was indeed one of his own, former adventuring parties that laid him low in order to end his baleful rampage across the kingdom. This act of exigent justice, however, only helped propel him toward his true destiny.

Udoroth was born again in the realms below as a lowly demon, and yet, against all reason, he climbed the abyssal ranks with unprecedented speed. Within a few mortal generations he had ascended and was well on his way to becoming a lord of demons... and thus the kingdom's troubles began.



### Tactics

Udorothe's relative lack of cunning as a nascent demon lord stems from his youth and inexperience (compared to other demons). Nonetheless, he is still a savvy opponent by most standards and knows to use his demonic magic to effect, summoning hordes and elite troops just before a fight and softening up his opposition with spell-like powers. He revels in melee combat, as that has always been his calling. Above all else Udorothe delights in causing pain and agony, either with *Mass Pain Strike* or by using his Cries of the Tortured ability.

Udorothe does not spend his barbarian rage cheaply, especially since it prevents the use of his magic. Only a true badass who proves they can stand toe to toe with Udorothe warrants the privilege of facing the demon lord in his full, raging glory.

## Undying Crusader

CR 10

*Clad in plate armor, this faceless spectral warrior bears a long, curved blade which crackles with ghostly flame.*

**XP 9,600 XP**

LN Medium undead (incorporeal)

**Init** +5; **Senses** darkvision 60 ft.; Perception +14

### Defense

**AC** 26, touch 17, flat-footed 24 (+9 armor, +1 dex, +1 dodge, +5 deflection)

**Hit Points** 126 (12d8+72)

**Fort** +9 **Ref** +11 **Will** +16

**Defensive Abilities** channel resistance +4, incorporeal; **Immune** undead traits

### Offense

**Speed** fly 60 ft. (good)

**Melee** +2 flaming ghost touch falchion +14/+14/+9 (2d4+2 plus 1d6 fire and 1d6 sonic/15-20x2)

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

**Spell-Like Abilities** (CL 12th)

Constant - *Haste*, *Resounding Blow* (DC 19)

At will - *Detect Evil*

3/day - *Quickened Blistering Invective* (DC 17),

### *Litany of Sight*

1/day - *Forceful Strike*, *Litany of Thunder* (DC 19), *Surmount Affliction*, *Weapon of Awe*

### Statistics

**Str** -, **Dex** 13, **Con** -, **Int** 11, **Wis** 17, **Cha** 21

**Base Atk** +9; **CMB** +11; **CMD** 26

**Feats** Critical Focus, Improved Critical (Falchion), Improved Initiative, Quicken Spell-Like Ability (Blistering Invective), Toughness, Weapon Focus (Falchion)

**Skills** Fly +5, Intimidate +20, Knowledge (history) +6, Knowledge (religion) +6, Perception +14 Spellcraft +9, Sense Motive +10

**SQ** Grace of Sheer Resolve, Until the World Goes Cold

**Languages** Common

### Special Abilities

**Grace of Sheer Resolve (Su):** The undying crusader adds his Charisma bonus to all saving throws. He also benefits from the continuous spell effects of *Haste* and *Resounding Blow*. The crusader is always considered to be using a smite ability against his target for the purpose of determining the secondary effects of *Resounding Blow* (although he lacks a smite ability).

**Until the World Goes Cold (Su):** A combination of divine power and sheer will keeps the crusader from being suppressed or permanently slain. Whenever the crusader would be subject to a harmful condition or affliction (such as paralyzed or stunned), he delays the onset of that condition until the end of his next turn, after which the condition takes effect as normal.

If the undying crusader is destroyed, his spirit seems to be whisked away along with his ghostly equipment - only to reform 3d6 weeks later. Only the destruction of his original nemesis, or mortal magic akin to a *Wish* or *Miracle* spell, can put the crusader to peace.

### Background

The undying crusader was once a mortal hero whose order of righteous warriors suffered devastating losses in their pursuit of a resourceful and conniving foe. The order's mission to bring



their quarry to justice ended in dismal failure - as well as the crusader's death. Yet such was the crusader's resolve that he to clung to this world after death, having vowed to continue his fight for justice for as long as the flame of life burns within the realms.

### Tactics

The undying crusader fights without fear or quarter. He calls upon Weapon of Awe if he has the luxury of preparation, and uses his swift spell-like abilities to frighten and disrupt opponents without interrupting the flow of his melee attacks - all while staggering and stunning his foes with *Resounding Blow*. Should the crusader identify a particularly wicked transgressor among a party of foes, he may decide to hound that creature relentlessly until the threat is no longer.

## The Vengeful One

CR 13

*A cowed, leather-clad figure appraises its quarry with eyes of burning crimson, and a white-toothed smile stretched impossibly wide; aside from those features, only pitch darkness can be seen beneath its hood.*

**XP 25,600**

CN Medium Outsider (chaotic, extraplanar)

**Init** +9 (includes bonus for Gunslinger Initiative deed); **Senses** darkvision 60 ft.; Perception +20

### Defense

**AC** 29, touch 22, flat-footed 22 (+7 dex, +5 deflection, +5 armor, +2 natural)

**Hit Points** 154 (13d10+78); fast healing 10

**Fort** +14 **Ref** +15 **Will** +12

**DR** 10/lawful, **Immune** mind-affecting, **Resist** acid 10, cold 10, fire 10, electricity 10; **SR** 24

### Offense

**Speed** 30 ft.

**Melee** 3 slams +22/+17/+12 (1d4+9)

**Ranged** 2 enhanced revolvers  
+19/+19/+19/+14/+9 (1d8+10)

**Spell-Like Abilities** (CL 15th)

Constant - *True Seeing*

At will - *Dispel Magic*, *Overland Flight*

1/day - *Disintegrate* (DC 22), *Ethereal Jaunt*, *Greater Teleport* (self and worn/carried equipment only)

3/day - *Dimension Door*, *Greater Dispel Magic*, *Widened Fireball* (sometimes represented by appearing to throw a grenade at the target area, DC 19)

### Statistics

**Str** 22, **Dex** 24, **Con** 22, **Int** 13, **Wis** 19, **Cha** 22

**Base Atk** +13; **CMB** +22; **CMD** 41

**Feats** Deadly Aim, Improved Precise Shot, Point Blank Shot, Precise Shot, Rapid Shot, Quick Draw, Two-Weapon Fighting

**Skills** Acrobatics +23, Climb +8, Fly +14, Knowledge (engineering) +9, Knowledge (the planes) +9, Disable Device +17, Perception +20, Sense Motive +20, Sleight of Hand +13

**Languages** All

**SQ** Dark Messiah, Immortalized, Warrior

### Special Abilities

**Dark Messiah (Su):** Allies within 100 feet of the Vengeful One (excluding himself) gain a +4 morale bonus to attack rolls, damage rolls, and saving throws against fear effects.

**Immortalized (Ex):** The Vengeful One's presence may be fleeting, but he always escapes true death. Should the Vengeful One be reduced to 0 hit points or otherwise face destruction, his essence disperses into the darkness of space where he will simply reform... most likely, at a new place and time far removed from his previous venture.

**Warrior (Su):** The Vengeful One carries the spirit of warriors through many ages and worlds past; any natural or manufactured weapons he uses gain a +3 enhancement bonus to attack and damage rolls. He adds his Dexterity bonus to the damage rolls of any ranged weapon he wields. Firearms he wields never misfire, and he can reload any ranged weapon on his person as a free action. Furthermore, the Vengeful One starts each day with 4 Grit Points (based on his Wisdom modifier); he possesses all the deeds of a 15th level Gunslinger, and can regain and use Grit Points accordingly.

## Background

When a kingdom festers with a monolithic corruption and decadence; when scheming tyrants conquer society from within and leave a populace suffering and oppressed; when the rapacious hunger of powermad overlords place a world itself in peril - that is when it is said that the Vengeful One will descend from the ocean of stars and take human form.

The Vengeful One's threefold plan: unchain the brainwashed masses, expose the wicked hearts of the land's rulers, and violently avenge the countless souls who have died in the name of profit and plunder. Despite the Vengeful One's considerable prowess, he usually does not possess the means to liberate a dying world alone. Rather, should the masses accept him as their champion and follow in his example, the Vengeful One serves as a harbinger of change and upheaval to come. Once the seed of chaos has been sewn and necessary action has been taken, the Vengeful One departs back into the void instead of remaining behind to see the future through.

The Vengeful One is an immortal entity whose existence clearly transcends individual worlds. It's unclear what motivates him to providing succor for realms in crisis. Some would say that his essence is the collective energy of a species' rage and anguish, and that he is summoned because of those whose souls cry out for vindication.

## Tactics

The Vengeful One will often initiate the fight with a *Fireball* and afterwards rely on manufactured weapons to efficiently dispose of foes. Though he prefers firearms, he is fully capable of employing hand crossbows or other weapons in settings where guns would be anachronistic. The Vengeful One is aware of his immortality and will sometimes engage in methods that favor psychology and theatrics. When leading a crowd, the Vengeful One marches at the very front of it and utilizes close-

combat attacks so as to emphasize the powerlessness of his opponents. Whether alone or fighting as part of a group, the Vengeful One prefers to save his powerful *Disintegrate* ability as a dramatic finisher after wounding the most worthy of enemies, which usually results in overkill.

## **The Water God**

**CR 20**

*This lean, imposing merfolk with long flowing hair wields two tridents which crackle with ancient power. His eyes burn visibly through the ocean mire and radiate the very essence of majesty.*

**XP 307,200**

TN Medium Humanoid (aquatic)

**Init** +10; **Senses** darkvision 60 ft., low-light vision; Perception +28

### Defense

**AC** 40, touch 32, flat-footed 30 (+10 dex, +8 deflection, +4 insight, +8 natural)

**Hit Points** 270 (20d8+180); fast healing 10

**Fort** +15 **Ref** +16 **Will** +17

**DR** 10/magic; **Immune** cold, poison, **Resist** acid 20; **SR** 31

### Offense

**Speed** 5 ft., swim 80 ft.

**Melee** +4 icy burst trident +35/+30/+25 (1d8+11 plus 1d6 cold/19-20/x3 plus an additional 2d10 cold), +4 returning corrosive trident +35/+30/+25 (1d8+11 plus 1d6 acid/19-20/x3), 1 bite +30 (1d6+7 plus poison/x3)

**Ranged** +4 returning corrosive trident +35/+30/+25 (1d8+11 plus 1d6 acid/19-20/x3)

**Special Attacks** Mordant Tentacles and Constrict (4d6+7 plus 4d6 acid), Corrosive Gaze (DC 26), Explosive Spines (DC 27), Fatal Scream (DC 25)

**Spell-Like Abilities** (CL 20th)

At will - *Control Water*, *Obscuring Mist*

1/day - *Elemental Swarm* (water only), *Polar Ray*, *Summon Nature's Ally IX* (only water-breathing creatures), *Tsunami* (DC 27)

3/day - *Quickened Cone of Cold* (DC 23), *Ethereal Jaunt* (for swimming through matter), *Freezing Sphere* (DC 24), *True Seeing*

### Statistics

**Str** 24, **Dex** 30, **Con** 28, **Int** 16, **Wis** 20, **Cha** 26

**Base Atk** +15; **CMB** +22 (+30 when grappling with tentacles); **CMD** 55

**Feats** Bleeding Critical, Critical Focus, Greater Two-Weapon Fighting, Improved Critical (Trident), Improved Two-Weapon Fighting, Piranha Strike, Quicken Spell-Like Ability (Cone of Cold), Weapon Finesse, Weapon Focus (Trident), Two-Weapon Fighting

**Skills** Intimidate +21, Knowledge (religion) +15, Perception +28, Stealth +33, Swim +40

**Languages** Aboleth, Aklo, Aquan, Common, Draconic

**SQ** The Art of Murder

### Special Abilities

**Corrosive Gaze (Su):** The Water God can emit corrosive beams from his eyes. The beams are invisible and fire so quickly that the attack has the appearance of causing a foe to melt just by looking at them. The Water God chooses a creature within 100 feet and deals 20d8 acid damage to them; a successful Fortitude save (DC 26) halves this damage. The Water God's gaze recharges in 4 rounds, until which he cannot use it again. The save DC is Charisma-based.

**Explosive Spines (Sp):** The Water God can launch four powerful exploding spines from his back out to a range of up to 400 feet. This ability otherwise functions identically to a *Meteor Swarm* spell, except that creatures struck directly by spines suffer 4d6 piercing damage (instead of 2d6 bludgeoning damage). The Water God's exploding spines regrow in 4 rounds, until which he cannot use this ability again.

**Fatal Scream (Sp):** Once per day, the Water God can unleash a howl so terrifying that it literally kills the faint of spirit. This functions identically to a *Blasphemy* spell except that its range and area of effect encompass all those are able to hear his scream (instead of 40 feet); at the Water God's discretion, he may choose to spare his minions and other denizens of the sea by omitting them

from the effect.

**Mordant Tentacles (Ex):** With a thought, the Water God can sprout a series of tentacles from his back. As a swift action, he can command these tentacles to reach out and grapple an opponent with a +8 circumstance bonus to their combat maneuver check; if successful, these tentacles constrict, dealing 4d6+7 bludgeoning damage and 4d6 acid damage. Because of how the tentacles are separate from the rest of the Water God's body, he may continue to take actions and full attacks as normal even while the tentacles maintain a grapple against a single creature. A creature can attempt to sever the tentacles by making a sunder attempt with a slashing weapon targeting them. The tentacles are collectively considered their own weapon with hardness 5 and 20 hit points. Severing the tentacles instantly frees any creature grappled by them. If destroyed, the tentacles regrow in five rounds.

**Poisonous Bite (Ex):** Any creature struck by the Water God's bite attack must succeed on a Fortitude save (DC 29) or suffer 2d4 points of Constitution damage. The save DC is Constitution-based.

**The Art of Murder (Ex):** The Water God gains a +5 competence bonus to attack rolls and increases the critical multiplier of all his attacks by one. He treats all tridents as light weapons, adds his full Strength bonus to damage with off-hand attacks and never suffers penalties to his attack rolls for fighting with two weapons.

### Background

So it was prophesied that a paragon among the merfolk population would ascend to divinity and bring newfound hope and glory to his subjects within the many seas. To do this, he would need to undertake such myriad trials and misadventures that he would become an enemy of the sacred, cursed by the gods for all time.

Specifically, this Bestiary entry represents the Water God while he is still nascent and in the process of fulfilling his destiny; he has not entirely passed through the threshold of divinity and mortal adventurers may still challenge him.

### Tactics

When given the opportunity, the Water God showcases his power from afar using his mighty spells and abilities. Once the battle approaches close quarters, he does not hesitate to engage swiftly and ruthlessly in melee. He calls allies to him only when outnumbered against formidable opponents, and uses his Fatal Scream ability to weed out those he suspects are simply unworthy of facing him. The Water God waits until he is engaged in melee before calling forth his tentacles to maximize their shock factor and grapple an opponent he finds annoying to deal with, but not quite worthy of simply slaying with his tridents instead.



## A Note from the Author - The Book of Metal's Origins

It has long been my conviction that Heavy Metal and tabletop roleplaying games go hand-in-hand, since both interests draw in those who take fascination with the heroic, the profound, and in some cases, the brutally macabre. When I posted the Disciple of Metal “Heavy Metal Bard” prestige class to the D&D 3.5 forums in 2009, the overwhelmingly positive responses provided assurance that I was well within my wits to think so.

Five years later, I sought to release the Disciple of Metal updated for the Pathfinder Roleplaying Game. This time, I hoped to provide the class with some amazing cover art - so I launched a Kickstarter to raise hundreds of dollars for that very purpose. When this crowdfunding fell short of its goal, I decided that just one class was too little, too late; by then, the Interwebs had already seen many variations of the Metal Bard / Rocker archetype, such that it alone no longer warranted a galvanized response. So I set upon the task of writing an entire armory of Metal magic items. It followed that I should also write a Metal Bestiary, and then more and more prestige classes - all while receiving valuable feedback and criticism from my additional sojourns into the online forums.

Fast forward to 2017 and the Book of Metal Kickstarter came to be. It was still, even then, a book of modest length, which would double in size due to the sheer volume of backer submissions and requests for new content. It was, to put it succinctly, more successful than I could have guessed. From its modest beginnings and through every step onward, the Book of Metal has owed its ascent to the unrelenting spirits of the tabletop gaming communities - for the most part, from enthusiastic fellow gamers who I have never met. I truly could not be more humbled.





# The Accolades of Metal

**Below lay chronicled the accolades of those who backed the Book of Metal Kickstarter or otherwise contributed heroically to the Book's existence. Without these heroes, the Book would never have been, for it was their blood and money from which the tome was forged.**

## Patrons of Metal

*The bards record their names among those who are allies in the crusade of Metal.*

Joshua King  
Joyce Ann Garcia from McAllen, Texas  
Lucas DP  
TorSword

## Disciples of Metal

*Their fame spreads far and wide; peasants and merchants give reverent bows at their approach.*

Big Rockin' Daddy Brad  
Brendan Sheehan  
Caleb (Darr-kas) Flores  
Charles Burkart  
Chris Avery  
Chris Griffin  
Chris Stewart  
Dave "Wintergreen" Harrison  
Dawid "Dievas" Wojcieszynski  
Dennis S  
Emil the Barn Owl  
Erik Quist  
Esmee  
Garen Hartley  
H Alexander Perez  
Hamish Cooper  
Hunters Books  
J  
Jakob Orri Jonsson  
Jeff  
Jim Powers  
Joe McDonald  
Joe Villa  
Joey Martin  
John Doe

Johnny Freedom  
Jordan  
Jose Fernandez  
Jose "Gigio" Esteras  
Joseph Wells  
Josh Bender  
Jude  
Kawika Liu  
Kts2008  
Llarry Amrose  
Laszlo Halford  
Mario "Fenris" Karcher  
Mathew Breitenbach  
Matt Pomroy  
Merlin Benneth  
Michael Francis  
Michael P. Charlton  
Nathan of Broc  
Nicholas Berkeley  
Nick Colombo  
Nick W  
Nightbat13131  
Ralf "Sandfox" Sandfuchs  
Randy Bobandy  
Reverend Jesus H. Christ  
Robert Stevens  
Rolland Therrien  
Ron Beck  
Sasquatch  
Scott Crandall  
Scott Schmitt  
Scurvy Jim  
Sheepy  
Shervin Ejlali  
Skorpychan  
Stephen White  
Stereofm  
Taco



TaiyakiOni  
Thaddeus Ryker  
Wanderer  
Wolfshead

### **Champions of Metal**

*Sages and kings are humbled by their presence. They share  
in the treasure-filled hoards of dragons, and mysterious  
hooded figures seek them out in far-away taverns.*

Almnier The Blessed Fool (**Ozzy Osbourne - Crazy  
Train**)  
André Maack (**Ghost - Square Hammer**)  
Andrew Jensen (**Dio**)  
Ange & Minza (**Blind Guardian - Traveller in Time**)  
Aram "Apocalypse" Khalili (**Armageddon**)  
Benjamin Bernard (**Gloryhammer - The Hollywood  
Hootsman**)  
Bishop (**GWAR**)  
Boredomrules (**Babymetal - Akatsuki**)  
Brandi F (**Babymetal - Karate**)  
Brian Shroyer (**Type O Negative - Black No. 1**)  
Charlie Daniel (**KISS**)  
Dave Cohoe aka Alaric Hornpiper, Esq. (**Ozzy Osbourne -  
Diary of a Madman**)  
David Starnier (**Black Sabbath - Heaven and Hell**)  
Devin Brown (**Rush - Temples of Syrinx**)  
DonMetallo (**Gloryhammer - Legend of the Astral  
Hammer**)  
Easmith (**Falconer - Mindtraveller**)  
Fischfail (**Turisas - Battle Metal**)  
Hail Zeon - Dolan Ross Scherfel (**Dragonforce - Black  
Fire**)  
Jeff Riddle (**Rainbow - Stargazer**)  
Jody "The Bunny of Doom" Conner (**Iced Earth - My  
Own Savior**)  
John "Plaguegrinder" Raybourne (**Black Anvil - Angels to  
Dust**)  
Josh Rogers (**Trivium - Until The World Goes Cold**)  
Keloth "Thunderballs" McGee (**Cannibal Corpse -  
Hammer Smashed Face**)  
Greg "Ozzy" Osborn (**Lillian Axe -  
Psychoschizophrenia**)

Gravity Gravy (**Brendon Small - Arena of the Immortal  
Masters**)  
Kait Westerman (**Rotting Christ**)  
Michaelage Skullbasher (**Månegarm**)  
Michael & Jennifer Toolan (**Blue Oyster Cult - Veteran  
of the Psychic Wars**)  
Michael McDowell (**Ensiferum - Wanderer**)  
Mike Jacobs (**Lordi - Bite it Like a Bulldog**)  
Nick ThatWeirdGeckoGuy Esposito (**Slayer - Raining  
Blood, Pantera - Fucking Hostile**)  
Ólafur Ágúst (**Angel Witch - Angel Witch**)  
Richard & Sandra Acero (**Primordial - Sons of the  
Morrigan**)  
Robert Eberly (Dwarf) (**A Sound of Thunder - Udoroth**)  
Rob "The Blackest Smith" Day (**Nightwish - The  
Kinslayer**)  
Rotkaeppchen (**Hammerfall - Hearts on Fire**)  
Samuel "Doom" Fuentes (**Metallica - Call of Ktulu**)  
Sasha Hall (**KyIver - The Island**)  
Seth "Two Hands" Brown (**Symphony X - Reign in  
Madness**)  
Skylar Simmons (**Holy Grail - Call of Valhalla**)  
Stephen Guttridge (**Manowar - Sons of Odin**)  
Steve Haynes (**Opeth - Demon of the Fall**)  
S. Snyder (**Uriah Heep - Rainbow Demon**)  
Tattooed Toad (**Tenacious D - Beelzeboss**)  
The Harbinger (**Dream Evil - The Book of Heavy Metal**)  
The Roth (**In Flames**)  
Tony Elaluf (**Savatage - Hall of the Mountain King**)  
White Cat from Taiwan (**Guns N' Roses - Rocket Queen**)  
William Murakami-Brundage (**The Sawyer Family**)

### **Gods of Metal**

*Angels and demons alike defer to them; guitar riffs sound  
when they enter the room. They are legends among legends,  
always welcome in the halls of Metal Gods.*

Katherine Sproull (**Black Veil Brides**)  
"Salty" Travis Schachtner (**The Dread Crew of Oddwood  
- Heavy Mahogany**)  
Tyler Brenman (**Noble Beast - Iron Clad Angels**)  
Wil Jordan (**Ghost - Papa Emeritus monster**)  
Jodie Potter (**Powerglove - Power, Wisdom, Courage**)

## Index of Metal

### class abilities and their tables

a better living through metal (brutalmancer)	20
auxiliary weapon systems (psychotron)	52
boon of the road (roadie of the damned)	58
brutal rituals (brutalmancer)	17
cacophony (disciple of metal)	30
deathsinger spell list (deathsinger)	73
defensive systems (psychotron)	55
desperado abilities (cowboy from hell)	24
feats of prowess (knight of badassdom)	46
disciple abilities (disciple of metal)	33
euphony (disciple of metal)	28
great boon of the road (roadie of the damned)	60
invocations of the eternal champion (veteran of the psychic wars)	67
primary weapon upgrade (psychotron)	54
rite of sacred worlds (guardian of the sacred worlds)	38
roadie of the damned spell list	60
sentinel technique (sentinel)	64
superior conditioning (sentinel)	65
ultimate invocations (knight of badassdom)	48
vulgar display spell list (cowboy from hell)	24

### feat listings

brutalmancer	21
cowboy from hell	26
deathsinger	74
disciple of metal	35
guardian of sacred worlds	43
knight of badassdom	50
lightning lotus	75
psychotron	56
roadie of the damned	61
rocket queen	79
sentinel	65
veteran of the psychic wars	69

### magic items

akatsuki	95
astral hammer of destiny	96
battle metal banner	97
b.f.g	97
black no. 1	98
black no. 1 affected commoner	99

blood of the kings	99
book of heavy metal	100
boots of demon speeding	102
celestial effigy	103
cloak of heavy metal thunder	104
cloak of the wanderer	104
circlet of the mindtraveller	105
dark chest of wonders	106
dead skin mask	109
deathfire grasp	109
diary of a madman	110
dimmu burger	111
emerald sword	111
eye of the beholder	112
frayed ends of sanity	113
gloves of death punching	114
goblet of gore	115
hammer of the emperor	116
hammer of face smashing	117
hand of doom	117
heavy mahogany mandolin	118
hell's bells	119
hellbent leather armor	120
implements of destruction	120
lightbringer	121
lillian axe	122
mace of spades	123
mirror's truth	124
mystic sash of karate	125
nightfall	126
number of the beast	127
obsidian crown unbound	128
plectrum of fate	129
potion of motorbreath	130
pride of the tyrant	130
primo victoria	131
rage of the self savior	131
ring of the holy diver	132
scythe of the black anvil	133
serpentine offering	133
siege perilous	134
sign of the morrigan	135
spiked mask of bulldog biting	136

spurs of lightning riding	136	vengeful one	196
square hammer	137	water god	197
staff of carnage	138	<b>spells</b>	
stone of kylver	138	agitated screams of maggots	81
token of time	139	a voice like thunder	82
trooper's carbine	140	bestow terror of the nemesis	82
warcurse	140	blind fury	83
<b>monsters</b>		call of ktulu	83
angel witch	142	call of valhalla	84
atomic penguin	143	cleanse in pestilence	84
atomic penguin commando	144	crimson thunder	84
beast of black fire	145	crown of thorns	84
dire wolf of black fire	146	deathsinger's defilement	85
beelzeboss	147	deathsinger's requiem	85
crazy train	148	dirge inferno	85
creature of the night	150	dirge inferno, greater	86
hill giant, roc of the night	151	flames of revenge	86
cyber-demon	152	f*cking hostile	86
demon of the fall	153	hail to the hammer	87
dungeon master	155	hearts on fire	87
emperor of murder	158	inhuman rampage	87
harbinger of hel	160	mummy dust	87
hell patrol	162	power of the dragonflame	88
hollywood hootsman	164	power, wisdom, courage	88
house of amon	166	raining blood	89
grandma	168	reign in madness	89
jugulator	169	ride the void	90
kinslayer	171	secular haze	90
metal meltdown	172	set the world on fire	90
mountain king	174	stand up and fight	91
noc-lar	176	tornado of souls	91
papa emeritus	178	tou thanatou	91
nameless ghoul	179	triple corpse hammerblow	92
priest of syrinx	180	wall of pain	92
rainbow demon	181	well of sadness	92
sawyer family	182	wrath of the sun	93
shai'dib, traveler in time	185		
space pirate immortal master	187		
spawn of epicona	188		
spawn of gorgrinderoth	189		
stargazer	191		
udoroth	193		
undying crusader	195		

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See

<http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have



sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Inc.; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

The Book of Metal. © 2018, Kriss Morton. All rights reserved.



# Come forth, reader.

Do you play Dungeons & Dragons?

Do you enjoy Heavy Metal?

Then today is the most important day of your life, because this book was made for you.

Vanquish your foes with the sheer power of roaring decibels and rock-guitars. As the Disciple of Metal, you'll play a warrior Bard who raises the dead with screaming guitar riffs and wields your instrument as a weapon. As the Brutalmancer, melting your face and ripping out your own, still-beating heart will seem a small price to pay when your magic makes a smoldering mosh-pit out of the planes.

Perhaps you are even a master of dungeons. Within this tome of terrors you shall find plenty of Heavy Metal magic items with which to sever the jaws of your player characters. As you unleash upon them an all-new bestiary of foes both fantastical and futuristic, your players shall know the privilege of perishing against a cybernetic demon, the Mountain King, or the world-ending Jugulator.

All this and more awaits you, reader. Behold the Book of Metal. Go forth and die.