

Codex Effusio

the book of emotions

by **Nicholas Olivo**



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Codex Effusio The Book of Emotion

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Introduction

I have walked this earth for a great many years and have seen arcane wonders, mechanical marvels, and generations of valiant heroes and loathsome villains. For all the artifacts, magical wonders and horrors I have encountered, it is the people I met along the way that stand out the most. Bards have spun tales about many of my companions, reciting epic ballads detailing deeds of tremendous bravery. Those tales focus on the intense battles, flamboyant spells, and self-sacrificing displays of heroism. Yet the tales rarely look beneath the surface at what drove those people. The answer is so elementary that it's almost absurd - simple emotions.

Consider the six basic emotions: anger, fear, joy, disgust, sadness and surprise. These are common across all the races in all the lands. Heroes and villains alike feel exactly the same emotions as a simple innkeeper and his family. What differentiates the heroes and villains from the innkeeper is in how they harness their emotions.

Think for a moment about the various types of adventurers you see, and reflect on how emotions are employed in their lives. Barbarians, with their raging strength are obvious users of anger, but so is the ranger who dedicates her life to eradicating goblinoids. Bards make their living playing upon the joy and sadness of their audiences, and any rogue worth his salt is a master of surprise. Necromancers and other like-minded wizards rely on disgust and fear for their powers, while paladins stand at the opposite end of the spectrum to oppose them. Clerics, druids and monks use a combination of these emotions in their daily lives, be it through communing with a deity, with nature, or while immersed in self-reflection. These people are not ruled by emotion, rather they harness it, turning it into a powerful tool which grants them nigh-unlimited potential and power.

In the pages that follow, I will detail emotion-based feats, prestige classes, magical items and spells that I have seen or discovered in my travels. It is my hope that you, dear reader, will learn to harness the power of raw emotion and use it to better the world.

-Johara Gway

Chapter 1. Feats

Consider for a moment how some people can brighten the spirits of others simply by being in the same room, while other people can depress an entire crowd with their very presence. These individuals' dispositions are so forceful, so apparent to all, that thought sheer force of personality they are able to manifest abilities that others cannot.

[Disposition] feats may only be taken at character creation, as such unparalleled strength of character is an integral part of their personality and unlikely to simply manifest without some significant cause. Consider as well how bursts of intense emotion can cause normal folk to do the impossible.

Take the well known story of an elderly woman who lifted an apple cart from on top of her toddler grandson. Such amazing feats are often the response to some terrible tragedy befalling someone or something dear to the person's heart. The sight of a fallen comrade, for example, is enough to send some people into a mindless rage, with no other goal than to kill the one who felled their friend. I will refer to this person or object as a "focus" from here on in. It has been my experience that these traumatic events can often empower individuals with almost magical powers, granting them abilities that some would not believe possible.

[Traumatic] feats require a **trigger condition** to be fulfilled before granting any bonus, and often center upon a target or **focus**. Abilities granted by **[Traumatic]** feats that affect targets other than the character can only affect the **focus**, and no other creature or object.

In the pages that follow, I outline a great many of these extraordinary abilities. I hope that those who read this text will learn to harness those feats and use them to make the world a better place.

ACTION WITHOUT THOUGHT [General]

Surprise is an emotion you no longer feel, so quick are your reactions.

Prerequisites: Base attack bonus +6, Improved Initiative, Lightning Reflexes.

Benefit: You may always act in the surprise round of combat, rolling initiative normally as if you had passed whatever Spot or Listen check was required.

APPRAISING EYE [General]

You can tell by watching somebody just what makes them tick.

Prerequisites: Diplomacy 8 ranks, Gather Information 6 ranks.

Benefits: By spending one minute observing a creature and subsequently making a successful Gather Information check (DC 10 + creature's level or HD), you can gain understanding of what drives it and its likely responses to any situation. Any further Gather Information rolls regarding the creature receives a +3 insight bonus, as do any attack rolls or opposed skill checks.

Changing Dispositions

Throughout the course of a character's life, events will unfold that guide her down a specific path. At critical moments, her entire attitude towards the world around her may change. In such a situation where a character's **[Disposition]** feat is rendered inappropriate, they must replace it with another, more suitable **[Disposition]** feat at no extra cost. For example, if a happy-go-lucky bard with the 'Sunny' feat watches her lover die in front of her, her disposition seems likely to change. The 'Dejected' feat could take the place of 'Sunny', reflecting the character's new-found misery. As always, the DM should be careful when allowing this type of substitution, in order to prevent abuse.

AVENGING FURY [Traumatic]

The only enemy in the world is the one who harmed your friend.

Trigger: One of a number of predesignated creatures equal to your Charisma modifier (minimum one) is reduced to 0 or fewer hit points.

Focus: The creature or object responsible for striking the final blow.

Benefit: You gain a +2 morale bonus to Strength, a +2 morale bonus to Constitution and your speed increases by 10 ft. These effects last a number of rounds equal to your level, or until the **focus** is killed, destroyed or otherwise rendered harmless. In addition, you must attack (through melee, ranged or spell effects) the **focus** each round or lose the bonuses granted by this feat.

BEGUILING [Disposition]

You are blessed with a silver tongue and can charm others with ease.

Prerequisite: Cha 13.

Benefit: You gain a +3 bonus to Charisma checks to alter NPC attitudes towards you.

BITTER ENEMY [Disposition]

Your hatred of a particular enemy is so strong that eliminating them has become your life's work.

Benefit: Choose one particular individual, race or organization. You gain a +2 morale bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against your hated foe. You also receive a +2 morale bonus on weapon damage rolls against that particular enemy.

BLAZE OF GLORY [Traumatic]

In your last moments of consciousness, you realize that it is better to burn out than to fade away.

Trigger: You are reduced to between 0 and -9 hit points.

Focus: n/a.

Benefit: Instead of becoming disabled or dying, you remain stable and capable of partial actions for a number of rounds

equal to your Constitution modifier. At the end of this time, you take additional damage equal to double your Constitution modifier. If this damage (or any other damage taken during the effect of this feat) reduces your hit points to -10 or below, you die.

BLEAK OUTLOOK [Disposition]

Your morose nature casts a palpable aura of gloom and depression over those around you.

Benefit: One creature suffers a -1 morale penalty to all rolls while within 5 feet of you. You may choose which creature is affected, but you cannot choose not to affect an ally or neutral creature if they are the only target within range.

CHILD OF A LOST LAND [General]

The place you once called home no longer exists. Maybe it was destroyed long ago, or perhaps you fled the flames that consumed it, but whatever happened your people are few and scattered. People tend to regard you with a certain amount of sympathy, and help out when otherwise they might have passed you by.

Benefit: You receive a +2 bonus to Diplomacy, Bluff, and Gather Information checks when interacting with the majority of NPCs. Some, however, might hold a grudge against your kind and be less than sympathetic...

Note: This Feat may only be taken at character creation.

COLD OF HEART [Disposition]

Your complete lack of feeling makes it difficult to appeal to your emotions.

Benefit: You receive a +4 morale bonus on all saving throws vs. fear and charm effects. Effects that would normally be beneficial, such as a bard's inspire courage ability, only last half as long for you.

COURAGEOUS [Disposition]

You are so brave that many believe you have the heart of a lion.

Benefit: You receive a +3 bonus to Will saves against fear effects.

DEJECTED [Disposition]

You look so downtrodden that your adversaries often take pity and assault other foes.

Benefit: Once per day, you may force all creatures within five feet of you to make a Will save (DC 20 - your character level). Creatures who fail their saves will refuse to attack you so long as you make no hostile or aggressive action. This effect lasts a number of rounds equal to your Charisma modifier.

DIVINE COMPASSION [General]

You use your god-granted powers to soothe an ally's troubled mind.

Prerequisites: Lay on hands class feature.

Benefits: Instead of healing damage with lay on hands, you can choose to grant the target a second saving throw to resist a mind-affecting spell already influencing him. Each use of this ability reduces the amount of healing available for the rest of the day by 5 hit points.

DIVINE TEARS [General]

The tears you shed are imbued with holy power.

Prerequisite: Ability to cast 2nd-level divine spells.

Benefit: You may sacrifice one of your turning attempts to shed tears that mimic one of the following effects: *cure moderate wounds*, *lesser restoration*, or *delay poison*. The caster level of the spells is equal to your character level. The power of these tears fades after one hour, so you cannot bottle them for future use.

DRIVEN [Disposition]

Something drives you and grants you strength, whether guilt at past misdeeds or the desire to protect your family. In service to that principle, you are capable of great things...

Benefit: Discuss what drives you with your DM. In situations that specifically and directly relate to your goal, you gain a +1 morale bonus to skill checks and attack rolls. Note that surviving an unrelated danger in order to later fulfill your drive is not a valid use of this feat.

EMOTIONAL FORTITUDE [General]

Your control over your emotions makes you a stronger person.

Benefit: When calculating Fortitude saves, you may use your Wisdom modifier in place of your Constitution modifier.

EMPATHIC LINK [General]

Prerequisites: Wis 16.

Benefits: Choose one creature. So long as this creature is within 200 feet, you remain aware of its emotional state. Unwilling creatures cannot be chosen, and any creature once linked may prevent you from knowing their emotional state at any time.

Special: This feat may be bought multiple times. Each time, it applies to a different creature.

FEARSOME SPELL [Metamagic]

Your knowledge of mortal fear allows you to sculpt your spells to terrifying ends.

Prerequisite: Ability to cast *Fear*.

Benefit: In addition to the spell's normal effects, a fearsome spell requires the target and all within 10 feet of it to succeed on a Will save or be panicked, as in the spell *fear*, for 1 round / caster level. Failing the Will save leaves the creature shaken for one round. If the spell has no target but affects an area, all creatures within that area must make saves as above. A Fearsome Spell uses up a spell slot 2 levels higher than the spell's actual level.

FOCUSED [Disposition]

Your determination and willpower give you a keen edge in battle.

Benefit: You receive a +2 morale bonus on Concentration checks, and a +2 bonus to Will saves against illusion and mind-affecting spells.

FORTUNE FAVOURS THE BRAVE [General]

Somewhere in heaven, a god smiles down upon you.

Benefit: Once per day you may re-roll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the re-roll, even if it's worse than the original roll.

FURIOUS STRIKE [General]

You focus your anger into a single massive blow.

Prerequisites: Base attack bonus +6, rage class feature.

Benefit: Once per day, you may sacrifice one use of your rage for the day in order to deal an automatic critical hit on your next melee attack.

GRACE UNDER PRESSURE [General]

Your concentration and control lets you perform tasks under stress.

Prerequisite: Concentration 6 ranks.

Benefit: Once per day you may take 10 on any skill check, even if you are threatened or under stress.

GRIM VISAGE [Disposition]

Something about you makes others uneasy.

Benefit: You gain a +3 bonus on Intimidate checks.

HIGH STRUNG [General]

Being constantly on edge has given you quicker reflexes.

Benefit: When calculating Reflex saves, you may use your Wisdom modifier in place of your Dexterity modifier.

HUBRIS [Disposition]

You have an inflated sense of self worth, and the confidence to attempt the impossible.

Benefit: Once a day you may gain a +6 morale bonus to a single roll, at the DM's discretion. This bonus can only be gained in a situation well beyond your character's abilities, as judged by the DM.

HUMILIATING BLOW [General]

You taunt your opponents as you attack them, and use your superior skill with a weapon to shake their confidence.

Prerequisite: Bardic music ability.

Benefit: You may sacrifice one use of your bardic music for the day for the chance to demoralize an enemy. You must state your intention to use a demoralizing strike before you make your attack roll. On a successful touch attack, you forgo dealing any damage and the target takes a -2 penalty to attack and damage rolls for a number of rounds equal to your Charisma modifier. If the roll misses, you still lose one use of bardic music for the day.

IMPROVED RAGE MASTERY [General]

Your anger burns cold, fuels your intelligence rather than squelching it.

Prerequisites: Base attack bonus +15, rage class feature, Rage Mastery (see feat entry in this book).

Benefit: You may cast spells or use spell trigger or spell completion items while raging. Additionally, you may use Charisma-, Dexterity-, and Intelligence-based skills while raging with no penalty.

Normal: While raging, a creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

IMPROVED WILD EMPATHY [General]

You communicate just as well, if not better, with animals as you do with people.



Fortune favours this bold rogue as he makes a difficult attempt at an ambush

Prerequisite: Wild empathy class feature, Cha 13.

Benefit: You gain a +4 bonus to all wild empathy checks to influence animals, and the penalty to influence magical beasts is reduced to -2.

Normal: The penalty to influence magical beasts with wild empathy is -4.

IRON DEFENDER [Traumatic]

You will not let an ally die unprotected.

Trigger: Moving within 5 feet of the **focus**.

Focus: One creature, reduced to one-quarter of its total hit points or less.

Benefit: As a free action, once per round you may use the Aid Another special attack to assist the **focus**. You must remain within 5 feet of the focus creature to make the special attack.

KNOW THEIR PRICE [General]

Just by engaging somebody in small talk, you can discover the price that buys their soul...

Prerequisites: Diplomacy 12 ranks, Gather Information 10 ranks, Appraising Eye.

Benefits: After conversing with a target for one minute per character level they possess, you may make a Gather Information check (DC 10 + the target's total Diplomacy modifier) to discover the one thing that matters to them most. On a successful check, the DM must reveal the target's key emotional or mental weakness, whether it be alcohol, antiques, or their newborn daughter's illness.

LAMENTING HOWL [Traumatic]

Your howls of anguish at the sight of a fallen party member strikes fear into the hearts of your foes.

Trigger: The **focus** is reduced to 0 hit points or below.

Focus: One of a number of pre-designated creatures equal to your Charisma modifier (minimum one).

Benefit: On your first action following the **trigger** event, you can make a Lamenting Howl as a standard action. This extraordinary ability resembles a demoralize opponent action (see *PHB*, Chapter 4, the Intimidate skill) but affects all enemies within 30ft. of you.

LIGHT-HEARTED [Disposition]

Your exuberance and love for life manifests itself as a notable lightness of being.

Benefit: You receive a +2 bonus on Jump checks. In addition, when suffering a fall the damage is reduced as if the distance were 10ft. less than actually fallen.

LYRICAL DISCORD [General]

Your music dampens the spirits of your enemies.

Prerequisite: Bardic music class feature, Perform 6 ranks, bard level 3rd.

Benefit: You learn to use the bardic music class feature not just to aid your friends, but to hinder your foes. By spending one daily use of your bardic music ability, you can use song or mocking limericks to demoralize your enemies. To be affected, an enemy must be able to hear you sing.

The effect lasts for as long as the enemy hears you sing and for 5 rounds thereafter. An affected enemy receives a -1 morale penalty on saving throws against charm and fear effects and a -1 morale penalty on attack and weapon damage rolls. At 8th level and every six bard levels thereafter, this penalty increases by 1 (-2 at 8th, -3 at 14th, and -4 at 20th). Lyrical Discord is a mind-affecting ability.

MARTYR'S GIFT [Traumatic]

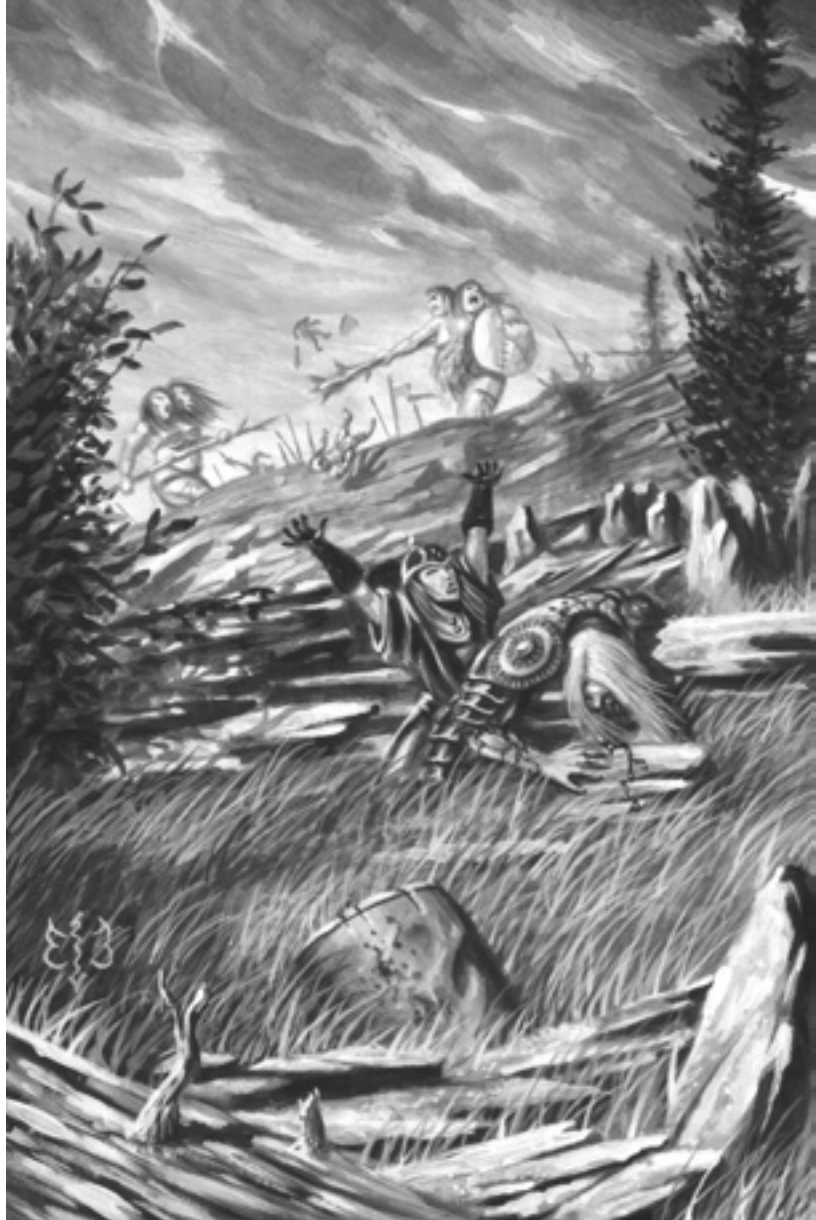
You call upon your patron deity to use your life force to heal your allies.

Prerequisite: Cleric level 3rd or paladin level 4th.

Trigger: Touching the **focus**.

Focus: A single creature.

Benefit: Touching another creature, you can choose to sacrifice points of permanent Constitution (as if ability drained) to grant temporary hit points to that **focus**. Each point of Constitution lost grants 1d8 hit points to the **focus**. In addition, you must succeed at a Fortitude save (using your newly adjusted Con score) against DC 10 + the number of Constitution points lost, or be reduced to -10 hit points and die. Even if this save is failed, the temporary hit points granted to the **focus** are not lost.



A Paladin uses Martyr's Gift to heal his comrades.

MEDITATIVE STATE [General]

You know how to enter a trance and focus all your emotion towards the task at hand.

Prerequisites: Still mind class feature, Concentration 8 ranks, monk level 3rd.

Benefits: By spending 1 minute in a trance (during which you may not take any actions, and are considered helpless) and succeeding at a Concentration check (DC 10 + your monk level) you may gain a temporary +4 insight bonus to Wisdom, which lasts a number of rounds equal to your monk level. When the bonus wears off, you become fatigued until the end of the encounter.

PICTURE OF INNOCENCE [Disposition]

You project an aura of harmlessness and good-natured charm... a facade that makes your sudden strike all the more deadly.

Prerequisite: Cha 13, sneak attack class feature.

Benefit: Whenever you successfully make a sneak attack, you may add your Charisma modifier to the damage.

PIOUS [Disposition]

Your faith in your chosen deity is unshakable.

Benefit: You receive a +2 bonus on Knowledge (Religion) checks relating to your faith, and a +2 bonus to Charisma checks to alter the attitudes of NPCs of the same faith.

RAGE MASTERY [General]

Your anger does not consume you when you rage.

Prerequisite: Base attack bonus +9, rage class feature.

Benefit: You may use Charisma-, Dexterity-, and Intelligence-based skills while raging, albeit at a -2 penalty.

Normal: While raging, a creature cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

RANCOROUS [Disposition]

You hold a grudge against just about everyone, but especially those who have crossed swords with you before.

Benefit: Against opponents you have previously faced in combat, you gain a +1 morale bonus to attack and damage rolls.

RIGHTEOUS INDIGNATION [Disposition]

You cannot tolerate attacks on your faith, physical or otherwise.

Prerequisite: You must have a patron deity.

Benefit: You receive a +1 on attack and damage rolls against creatures who openly mock your god or religion.

SPREZATURA [General]

Your concentration is so absolute that the outside world might as well not exist.

Prerequisite: Concentration 10 ranks, Grace Under Pressure.

Benefit: Once per day, you may take 20 on any skill check, even if you are threatened or under stress.

STUBBORN RESISTANCE [Disposition]

You can stave off the effects of toxins through sheer force of will.

Prerequisites: Iron Will.

Benefit: You may add your Wisdom modifier to your Fortitude save against the effects of poison or disease.

SUNNY [Disposition]

Your bright smile illuminates even the darkest heart.

Benefit: You receive a +2 bonus to Diplomacy checks and a +2 modifier to Will saves against spells with the evil descriptor.

UNEXPECTED SKILL [General]

Sometimes, you amaze yourself.

Benefit: Once per day, you gain a +3 luck bonus to a single skill roll.

VINDICTIVE [Traumatic]

You refuse to fall without landing one more blow.

Trigger: You are reduced to 0 hit points or less.

Focus: The creature that struck the final blow.

Benefit: When the **trigger** condition is fulfilled, you may make an attack against the **focus** as an immediate action, provided he is within range of your current weapon. Thereafter, you become incapacitated as normal.

YOUTHFUL EXUBERANCE [Disposition]

You possess the health and vigor of a much younger person.

Benefit: You may ignore age penalties as if you were one age category younger than you actually are.

Chapter 2. Prestige Classes

Throughout my travels, I have met many unique and powerful individuals. Some good, some evil, but all shared one thing in common - their focus on a given emotion determined the course of their lives. Presented below is the path each took to gain their respective powers, so that future adventurers may follow in (or avoid) their footsteps.

The Defiler

"Come now, Johana, are you sure you're not hungry?" asked Eckert as he popped a piece of maggot covered meat into his mouth. "It really is quite delicious." I knew that the larvae were just an illusion and that the meat was perfectly fine, but I just couldn't bring myself to eat it.

"I grow weary of your parlor tricks, Eck. You really should learn some new magic." I said as I reached for my goblet. His left index finger brushed my goblet and the wine within began to boil and foam. In an instant, the fine elven vintage I'd been about to enjoy had been transmuted into brown sludge that smelled distinctly of bile.

"Parlor tricks," he sneered. "You underestimate me, old one. The ability to turn a man's stomach in the heat of battle so he can no longer fight; turning his precious healing potions into poison; rotting his very flesh with but a touch, these are the powers I command."

Defilers are masters of disgust and gore. They take perverse glee in watching someone's reaction to a revolting illusion. Many druids who have turned their backs on nature pursue this class, as it allows them to pollute and rot that which they once protected. Many wizards and sorcerers also aspire to become defilers, usually as revenge against people who taunted them in their younger days. Evil clerics also occasionally pursue this class, corruption being a particular interest of theirs, but good clerics never do.

Hit Die: d4.

Requirements

To qualify for the defiler prestige class, a character must fulfill all the following criteria.

Alignment: Any non-good.

Feats: Great Fortitude.

Spells: Ability to cast *blight* or *slay living*.



A Defiler practices his foul art.

Special: The character must have studied the Scroll of Aversao. See the Scroll of Aversao sidebar for more information.

Class Skills

The defiler's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

All of the following are class features of the defiler prestige class.

Weapon & Armor Proficiency: Defilers gain no proficiency in any weapon or armor.

Aura of Decay (Su): Around a defiler, nothing stays pure or whole for long. Their touch, their very presence, taints the

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Rotting touch 1/day, aura of decay
2	+1	+0	+0	+3	Illusory corruption
3	+1	+1	+1	+3	Immunity to disease, rotting touch 2/day
4	+2	+1	+1	+4	Breath of putrefication
5	+2	+1	+1	+4	Rotting touch 3/day

The Scroll of Aversao

The edges of this ancient parchment are covered in mold, and the entire document reeks of decay. The scroll was discovered by a necromancer named Eckert Salino, who studied its secrets of rot and decay magic, and ultimately became the first defiler. No one knows who penned the scroll, but rumors speculate that it was originally part of an unholy text detailing the God of Decay's ascension as a deity. While Salino has made several copies of the scroll available for the price of 10,000 gp, many question their veracity as no one else has been able to become a defiler by studying them. All attempts to steal the original copy of the scroll have ended badly for the would-be thieves and Salino refuses to share the original copy with anyone, so aspiring defilers might be tempted to search for another copy of the scroll. Legends tell of a forgotten underground temple in the middle of a vast swamp near the coast, guarded by phantom fungi and mummy lords, where the God of Decay ascended. Somewhere within that temple may lie a second copy of the Scroll of Aversao.

world around them, and not even the strongest steel or oldest stone can resist. Rust, verdigris and crumbling stone mark their existence, and given time the very air grows thick and noxious.

A defiler's presence causes all things, whether animate or inanimate, to decay at an advanced rate. Naturally, the stronger a material is the slower it decays. Living creatures within 30 feet of a defiler for at least an hour a day must make a Fortitude save (DC 10 + the defiler's class level) or lose one permanent point of Constitution. Inanimate objects, whether they be equipment, treasure or the walls of the building in which the defiler lairs, become weaker for every day they spend at least an hour within 30 feet of the defiler. An item lasts a number of such days equal to its hit point total multiplied by its hardness (items with hardness 0 must instead halve their hit point total). At this point, the item becomes utterly useless and crumbles to dust. Magical items and those with hardness 15 or greater are immune to this ability.

Rotting Touch (Su): The touch of a defiler is corruption itself. To use this ability, a defiler makes a touch attack against a target. If the attack succeeds, creatures must make a Fortitude save to resist the corruption of their flesh (DC 10 + the defiler's class level + the defiler's Charisma modifier). Creatures touched suffer 1d2 points of temporary Constitution damage per defiler class level, plus the defiler's Charisma modifier. Thus, a 2nd-level defiler with a Charisma score of 16 would deal 2d2+3 points of Constitution damage with a successful touch attack.

Additionally, targets who are carrying rations, potions, or other perishable items must make a Will save (DC 10 + the defiler's Charisma modifier) for each item in order to prevent the corruption from spreading to their gear. Items for which the save is failed are utterly corrupted, and rendered useless.

Illusory Corruption (Su): A 2nd-level defiler can spin an illusion of decay and corruption, enough to turn the stomach of the hardiest warrior. Objects appear to crumble and wear out, food turns rotten, maggots crawl on every surface and any living creature must watch as their own flesh and bones rot away.

At will, the defiler may use this ability to create a short-lived illusion filling a 10 ft. cube. The figment includes visual, auditory, olfactory, and thermal components, and affects all creatures and items within the area. Any creature affected must make a Fortitude save (DC 10 + the defiler's class level + the defiler's Charisma modifier) or suffer a -4 penalty to attack rolls, skill checks and ability checks. Spellcasters must make a Concentration check (DC 15 + the defiler's class level + the defiler's Charisma modifier) when casting, or the spell fails and is lost.

Immunity to Disease (Ex): Because defilers are constantly surrounded by filth and rot, they build up tolerances to that which can make them sick. At 3rd level, a defiler becomes immune to all forms of disease, including supernatural diseases.

Breath of Putrefaction (Su): Powerful defilers can harness their inner corruption, vomiting forth a stream of disease-ridden maggots and tainted bile that burns the very flesh of others. This ability grants the defiler a breath weapon effect that may be used 3 times per day. The breath weapon may be used as a standard action, and fills a cone 30 ft. long, 10 ft. wide and 10 ft. high. Upon using this ability, the defiler cannot use it again for 1d4 rounds.

Creatures caught within the area of effect take 1d6 points of damage per defiler level, but may make a Reflex save (DC 10 + the defiler's class level + the defiler's Charisma modifier) to take half damage. Any creature taking damage from this effect must make a Fortitude save (DC 18) or become infected with *demon fever* (incubation: 1 day; damage: 1d6 temp. Con.; when damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.)

Additionally, targets who are carrying rations, potions, or other perishable items must make a Will save (DC 10 + the defiler's class level + the defiler's Charisma modifier) for each item in order to prevent the corruption spreading to their gear. Items for which the save is failed are utterly corrupted, and rendered useless.

The Despondent

"Why bother?" asked Estin for the hundredth time. "You know we're going to fail. Our quest is utterly and completely hopeless." Estin Tunior was one of the dourest and most depressing gnomes I'd ever had the opportunity to meet. His very presence was tiring, even draining. While gnomes are normally jovial pranksters, Estin was quite the opposite. When I asked the leader of his party why she kept Estin around when the gnome obviously had an adverse impact on morale, she simply smiled at me and asked me to observe Estin's foes the next time they went into battle. I did, and was amazed when the gnome's despondence seemed to rub off on his enemies, robbing them of their strength and powers so thoroughly that the party wiped them out with very little difficulty.

Despondents are wizards who have realized they will never learn everything they want to know about magic. Despite attending mystical colleges, specializing in one form of the arcane arts, and poring over countless musty tomes of forgotten lore, these individuals realize their knowledge will be forever incomplete. Many mages shrug off this feeling in time, but for some, the despair combines with the arcane energies swirling within and manifests itself, becoming a powerful weapon that can be activated at will. While their very presence is literally draining to other party members, and their outlook on life is bleak, none can argue that a despondent is a force to be reckoned with.

Hit Die: d4.

Requirements

To qualify for the despondent prestige class, a character must fulfill all the following criteria.

Spells: Ability to cast 4th level arcane spells.

Special: Character must be specialized in a school of magic.

Charisma: 12 or lower.

Feats: Iron Will, Dejected [**Disposition**]

Class Skills

The despondent's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the despondent prestige class.

Weapon & Armor Proficiency: Despondents gain no proficiency in any weapon or armor.

Aura of Despair (Su): So utterly miserable are they, despondents generate an aura of doom and gloom that affects all around them. Most can suppress the effect, at least to some extent, but at times the sheer melancholy of the despondent can overwhelm his will.

The aura has an effective radius of 30 ft., centered on the despondent, and is always active. At 1st level, any creature within the area of effect must make a Will save (DC 10 +

despondent's character level) or become fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run). The effect lasts as long as the creature remains in the area of effect, plus 1 round per despondent level. Unless already affected, a creature must make a save each round it remains within the aura. A creature can only be affected by a despondent's aura once per day, so further failed saves have no effect. A despondent is immune to the effects of this ability, whether the source of the aura is himself or another despondent.

Upon waking, the despondent may attempt to suppress their aura. A successful Will save (DC 10 + his class level + his Charisma modifier) reduces the radius of the affected area to 5 ft. Failure results in the aura's full effect, as described above. A despondent may choose to abandon such suppression at any point, as a free action. Re-establishing suppression, however, requires an hour's concentration and a successful Will save (DC 10 + class level + Charisma modifier + 1 per previous attempt that day).

At 3rd and 5th levels, a despondent's aura becomes more powerful.

Aura of Futility – At 3rd level, the despondent's aura is strong enough to sap the willpower of those around him. In addition to becoming fatigued, creatures who fail their Will saves take 1d3 points of temporary Wisdom damage per despondent level.

Aura of Enervation – At 5th level, the despondent's aura becomes powerful enough to drain the very life force from those within it. In addition to the Wisdom drain and fatigue effects mentioned above, each creature who fails its Will save is afflicted with 1d4 negative levels as if affected by an *enervation* spell. Lost levels are regained after a number of hours equal to the despondent's class level.

Spells per Day: At 2nd and 4th level, the despondent gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a despondent, he must decide to which class he adds the new level for purposes of determining spells per day.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+0	+2	Aura (despair)	
2	+1	+0	+0	+3	-	+1 level of existing arcane spellcasting class
3	+1	+1	+1	+3	Aura (futility)	
4	+2	+1	+1	+4	-	+1 level of existing arcane spellcasting class
5	+2	+1	+1	+4	Aura (enervation)	

The Empath

Leigh Escondita was so adept at reading the emotions of others that some believed she could sense your feelings before you did. Her uncanny knack for understanding people, their wants, needs and desires made her an invaluable negotiator and diplomat. "It's quite simple, really," she told me. "I just need to understand a person's mindset, the position he or she is currently in, and how I would feel in that situation. This is the key to understanding, negotiating, and information gathering. By applying that simple, basic rule to every person I come across, there's very little I can't learn from him or her."

The empath strives to understand the thoughts and feelings of all living creatures. Their ability to understand what drives those about them makes for fantastic negotiators and diplomats. Bards excel at this class, as do druids, who find the abilities of the empath enable them to more effectively maintain a balance between the inhabitants of the wild. Spy-minded rogues will occasionally take up this class as well. Barbarians and fighters rarely find use for this class, as they find it too introspective to be useful. Wizards and sorcerers generally would rather spend their time unlocking arcane secrets rather than emotional ones. Clerics, monks and paladins have been known to take up the class as they find it useful for missionary purposes or finding a greater balance within one's self.

Hit Die: d6.

Requirements

To qualify for the empath prestige class, a character must fulfill all the following criteria.

Skills: Bluff 10 ranks, Diplomacy 10 ranks, Sense Motive 10 ranks.

Feats: Empathic Link.

Wisdom: 16+.

Class Skills

The empath's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Profession (Wis), Sense Motive (Wis), Speak Language (n/a), Spellcraft (Int), Swim (Str), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the empath prestige class.

Weapon & Armor Proficiency: Empaths gain no proficiency in any weapons or armor.

Calm Emotions (Sp): At 1st level, an empath gains the ability to cast *calm emotions* as a spell-like ability. The empath may use this ability a number of times per day equal to her Charisma modifier. Alternatively, the caster may choose to substitute *calm animals* for this effect.

Detect Emotions (Su): At will, an empath may attempt to sense the emotions of those around her. This ability emanates in a 30 ft. cone. The amount of information revealed depends on how long she studies a particular area or subject.

- 1st Round: Presence or absence of emotions (from conscious creatures with Intelligence scores of 1 or higher).
- 2nd Round: Number of creatures with active emotions and the Wisdom score of each. If the highest Wisdom is 26 or higher (and at least 10 points higher than her own Wisdom score), she is stunned for 1 round. This ability does not let her determine the location of the creatures if she can't see the creatures whose emotions she is detecting.
- 3rd Round: Surface emotions of any creature in the area. The emotions that she may sense are anger, fear, disgust, joy, sadness and surprise. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts that she can pick up. Each round, she can turn to detect emotions in a new area. The ability can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Mental Stability (Ex): Due to their familiarity with emotions and the mind, empaths gain a +2 bonus on all saving throws against mind affecting effects.

Skilled Negotiator (Ex): A 2nd-level empath gains a +2 bonus on all Bluff, Diplomacy, and Sense Motive checks. At 4th level, this bonus increases to +4.

Discern Lies (Sp): At 2nd level, an empath gains the ability to use *discern lies* as a spell-like ability. She may use this a number of times per day equal to her Charisma modifier, at a caster level equal to her character level.

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	<i>Calm emotions</i> , detect emotions, mental stability,
2	+1	+0	+0	+3	<i>Discern lies</i> , skilled negotiator +2,
3	+2	+1	+1	+3	Clear the mind
4	+3	+1	+1	+4	<i>Charm monster</i> , skilled negotiator +4
5	+3	+1	+1	+4	<i>Dominate person</i> , emotional projection

Clear the Mind (Su): Beginning at 3rd level, an empath may make a touch attack vs. a creature under the effects of a mind-affecting spell. On a successful attack, the empath makes a saving throw as if she had been the initial target of the effect. If this save succeeds, the empath removes the affliction. If the empath beats the DC by 10 or more, on her next turn she may cast that spell as if it were her own, at the caster level of the original caster. Spells that are not immediately recast are lost. If she fails the save by 10 or more, the affliction is not removed and the empath takes 1d4 points of temporary Wisdom damage.

Charm Monster (Sp): An empath can get along so well with others that she can subtly persuade them to do her will. At 4th level she gains the ability to cast *charm monster* a number of times per day equal to her Charisma modifier, at a caster level equal to her character level.

Dominate Person (Sp): An empath can understand another's emotions so well that she can take control of that person's actions. At 5th level she gains the ability to cast *dominate person* once per day at a caster level equal to her character level.

Emotional Projection (Su): Powerful empaths can not only understand what others are feeling, but influence them as well. A number of times per day equal to their empath class level, the empath can make a ranged touch attack against a target within 30 ft. If the attack is successful and the target fails its Will save (DC 10 + empath's class level + empath's Charisma modifier), the empath can choose to project one of the following six emotions upon him:

Anger: The target's higher thought processes vanish behind a mist of red rage. Until the effect expires, the target cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

Disgust: The target suffers an intense, crippling attack of nausea, rendering him virtually helpless. Until the effect expires, the target suffers a -4 penalty to attack rolls, skill checks and ability checks. Spellcasters must make a Concentration check (DC 15 + the empath's class level + the empath's Charisma modifier) when casting, or the spell fails and is lost.

Fear: The target becomes utterly horrified by his situation, and attempts to flee above all else. Until the effect expires, he heads away from the nearest creature at the maximum possible speed, changing direction should another creature come closer. If cornered, he cowers and can attempt no action.

Joy: The target suffers an intense burst of sheer happiness beyond anything he has ever felt before. This has no negative effect as long as the ability lasts, but upon the effect's expiration the target suffers one point of temporary Wisdom loss. In addition, he must make a Will save (DC DC 10 + the empath's

class level + the empath's Charisma modifier) using his newly reduced Wisdom modifier if applicable. If he fails this save, the target becomes addicted to the pleasure and must seek out an empath for another dose. Should the target fail to receive a subsequent dose within 24 hours, any temporary Wisdom loss he is currently suffering becomes permanent.

Sadness: The target is inflicted with a terrible, self-destructive melancholy, as the sheer pointlessness of existence overwhelms him. Until the effect expires, the target sees little point in defending himself and loses his Dex bonus to AC. He cannot use feats such as Combat Reflexes or Dodge, nor take any action which might increase his AC in any way.

Surprise: The target is caught utterly by surprise, immobilized by some sudden and shocking development. Until the effect expires, the target is considered flat-footed and always delays his action until the end of the round.

The Exuberant

Alyssia Silverheart was a woman whose very smile could brighten any room. This half-elf maiden's boundless joy for life was evident in every step she took, in every song she sang. Like most bards, she learned to use her songs to bolster her allies' confidence and morale, but she took that a step further and learned how to use joy as a weapon. Her enemies would fall from their posts, convulsing in fits of laughter, or collapsing from exhaustion because they couldn't stop dancing. I questioned her regarding the use of joy to bring about death and she simply responded with her usual carefree smile. "Well, Johara, at least they died happy."

Bards who embrace life and all its wonder often become exuberants. With an intense passion for every waking moment, and a burning desire to make the world a brighter place, the exuberant roams the land spreading joy and happiness. Exuberants are highly prized as party members, thanks to the many bonuses they can provide to their allies, even if those allies occasionally find the exuberant a trifle overbearing. Many battles have been swayed simply by an exuberant's presence, and more than one seemingly hopeless situation has been turned around thanks to an exuberant's intervention.

Hit Die: d6.

Requirements

To qualify for the exuberant prestige class, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Charisma: 16+.

Feats: Skill Focus (Perform), Sunny [Disposition].

Skills: Perform (any) 12 ranks.

Class Skills

The exuberant's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per Day
1	+0	+0	+2	+2	Bardic music, positive resistance	+1 level of existing spellcasting class
2	+1	+0	+3	+3	Faith in others	
3	+2	+1	+3	+3	Joyous protection	+1 level of existing spellcasting class
4	+3	+1	+4	+4	Positive spirit, spell-like abilities	
5	+3	+1	+4	+4	Inspiring warrior	+1 level of existing spellcasting class

(Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the exuberant prestige class.

Weapon & Armor Proficiency: Exuberants gain no proficiency in any weapons or armor.

Bardic Music (Ex): Non-bards who become exuberants gain the bardic music class ability and can use it a number of times per day equal to their class level. Exuberant and bard levels stack for the purpose of determining the exuberant's daily uses of her bardic music abilities.

Positive Resistance (Su): So positive is the exuberant's outlook that negative energy washes off her without effect. She is treated as having spell resistance (10 + her exuberant level + her Charisma modifier) against all spells from the school of Necromancy. In addition, allies within 10 ft. of her gain a +4 morale bonus on saving throws against those spells. At 4th level, her exuberant level is doubled for purposes of this calculation, and the morale bonus granted to allies within 10 ft. increases to +6.

Faith in Others (Su): An exuberant's belief that all will be well, together with her unshakable faith in her friends, inspires her to perform great deeds. For each level of exuberant the character has, allies within 10 ft. gain a +1 morale bonus to skill checks.

Joyous Protection (Su): At 3rd level, a sheer love of life seems to protect the exuberant from harm. She may add her Charisma modifier (if positive) as a bonus to all saving throws.

Spell-Like Abilities (Sp): At 4th level, an exuberant gains the ability to cast *hideous laughter* and *irresistible dance* 1/day at a caster level equal to her character level.

Inspiring Warrior (Su): At 4th level, an exuberant grants all allies within a 10 ft. radius of her a +2 morale bonus on attack rolls.

Positive Spirit (Su): The exuberant's sheer lust for life makes her something of a nexus for positive energy. At 5th level, any creature attempting to target the exuberant with a spell from the Necromancy school must make an immediate Will save (DC = 10 + exuberant level + the exuberant's Charisma modifier) or suffer 1d8 points of positive energy damage per exuberant level. Additionally, each day, a number of positive energy spells equal to the exuberant's Charisma modifier that are cast within 10 ft. of her are treated as if they were maximized. The exuberant may choose when to maximize her own spells. Finally, clerics and paladins gain a +2 bonus to their turning attempts while they are within 10 ft. of an exuberant.

The Furyon

Eliza the Red was as hotheaded a sorceress as I'd ever met. While she excelled at the mystical arts, she had a frightening violent streak in her that was never sated unless she was bludgeoning something with her fists. Her goal in life was to become a Furyon, an individual who harnessed and was fueled by the anger and darkness of a lost civilization. I met her again briefly after she completed the transformation process to become a Furyon. Her eyes literally glowed with a constant fury, and I saw her set a man on fire just by glaring at him when he whistled at her.

Fighters and barbarians are the most logical choices to become furyons. Clerics and paladins rarely become furyons, as they often view the absorbing of an ancient civilization's anger as unholy. Monks find the class distasteful, as it forces one to relinquish one's self control. Rogues find the class sacrifices too much in the way of stealth, and rangers and druids see the use of unbridled rage as a danger to nature. Surprisingly, many sorcerers and wizards embrace the class, finding that it provides them with superior melee combat abilities without sacrificing arcane might.

Hit Die: d10.

Requirements

To qualify for the furyon prestige class, a character must fulfill all the following criteria.

Base Attack Bonus: +6.

Skills: Concentration 10 ranks, Intimidate 10 ranks.

Special: The character must have found a Logjob fury crystal. See the sidebar on the Logjob for more information.

Wisdom: 14+.

Class Skills

The furyon's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Listen (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the furyon prestige class.

Weapon & Armor Proficiency: Furyons gain no special weapon or armor proficiencies.

Rage (Ex): The lost anger of the Logjob is made incarnate in the furyon, and it grants her great power. At 1st level a furyon can fly into a rage a certain number of times per day. In a rage, a furyon temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but she takes a -2 penalty to Armor Class. The increase in Constitution increases the Furyon's hit points by 2 points per level, but these hit points go away at the end of the rage when her Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, a furyon cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can she cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function.

She can use any feat she has except Combat Expertise, item creation feats, and metamagic feats. A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A furyon may prematurely end her rage. At the end of the rage, the furyon loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

A furyon can fly into a rage only once per encounter. At 1st level she can use her rage ability once per day. At 3rd level and 5th level, she can use it one additional time per day. Entering a rage is a free action, but a furyon can do it only during her action, not in response to someone else's action.

A furyon's uses per day of rage stack with those gained from possessing levels of barbarian. In addition, she may apply the benefits of class features greater rage, tireless rage and mighty rage to uses gained from her furyon class.



All in a days work for the Furyon warrior.

Bloody Knuckles (Ex): At 1st level, a furyon gains the Improved Unarmed Strike feat. In addition, the damage dealt by each unarmed strike is treated as if the furyon were one size category larger than she actually is.

Self-Control (Ex): It takes a furyon so much effort to contain the Logjob fury boiling within that she doesn't have much willpower to spare. Because of this, furyons take a -2 penalty to all Will saves.

Hopping Mad (Ex): At 1st level, a furyon gains a +5 bonus on all Jump checks, and all her jumps are treated as if she had a 30 ft. running start.

Intimidating Presence (Su): Beginning at 2nd level, a furyon radiates an aura of anger that unnerves her enemies. All adversaries within 10 ft. of a furyon must make a Will save (DC

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Rage 1/day, bloody knuckles, hopping mad, self-control
2	+2	+3	+0	+0	Intimidating pPresence, see red
3	+3	+3	+1	+1	Rage 2/day, berserker's bite
4	+4	+4	+1	+1	Flames of wrath
5	+5	+4	+2	+2	Rage 3/day, spit nails, uncontained fury

The Logiob and Fury Crystals

The Logiob were an ancient civilization who believed that the only way to achieve true peace was to literally remove all the anger and darkness from a person's soul. The resulting fury energy would be drained and stored in a crystal. A creature whose fury was drained never felt hostility of any sort again. Recognizing that their people would still need defenders from outside threats, the Logiob scholars devised a process to infuse the fury of many people into a single willing individual. These warriors, known as Furyons, were living weapons of destruction. While the process to create fury crystals has long since been lost, some of the crystals still survive in forgotten ruins and temples.

A fury crystal is 18" long and 2-3" in diameter. They may be any color, although red and green seem to be the most prevalent. When held, the crystal vibrates slightly. To absorb the fury from a crystal, the individual must place the crystal against her chest and open her mind and heart to the fury energy within the crystal. This is a strenuous and painful process, and anyone who undertakes it suffers 1d6 points of temporary Constitution damage. The absorption process takes one day, and leaves the individual exhausted for the remainder of the week. Once the process is complete, the crystal's color fades until it is completely clear, and it may not be used again.

= 10 + furyon level + furyon's Wisdom modifier) or be shaken (-2 penalty to attack rolls, saving throws and skill checks) for a number of rounds equal to the furyon's class level. Once a target has made a successful save against this ability, he is immune to its effects for 24 hours.

See Red (Su): At 2nd level, a raging furyon can sear her enemies with no more than a glance, focusing the rage of Logiob behind her glare. This beam functions as a *scorching ray* spell from a caster of 3rd level, and can be used once per day.

Berserker's Bite (Su): At 3rd level, a raging furyon gains a bite attack. If used as a secondary attack, the bite suffers a -5 attack penalty. The bite deals 1d4 points of piercing damage. Additionally, the froth dripping from the furyon's mouth is poisonous, dealing 1d2 points of Strength damage and 1d2 points of Constitution damage as both initial and secondary damage (Fortitude save DC = 10 + class level + the furyon's Wisdom modifier). This ability may be used a number of times per day equal to the furyon's Wisdom modifier.

Flames of Wrath (Su): At 4th level, a raging furyon can choose to add fire damage to any damage she deals with a melee weapon or with an unarmed strike. Use of this ability must be declared before any dice are rolled, and on a failed attack the use is wasted. On a successful attack roll, a furyon deals an additional 1d4 points of fire damage per furyon level she possesses. For example, a character with 4 levels of furyon would add 4d4 points of fire damage to her normal damage roll. The furyon

may activate this ability to a number of attacks per day equal to her Wisdom modifier.

Spit Nails (Su): At 5th level, a raging furyon can exhale a 30 ft. cone of shrapnel. Each creature affected takes 1d8 points of slashing and piercing damage per furyon level. Creatures caught within the area of effect may make a Reflex save (DC 10 + class level + the furyon's Wisdom modifier) for half damage. This ability may be used once per day.

Uncontained Fury (Su): If a furyon becomes unconscious or drops below 0 hp while raging, she can no longer contain the fiery wrath of Logiob within her. The furyon takes 2d6 points of temporary Constitution damage, against which no save is possible, and the escaping rage fuels an explosion centered upon the fallen furyon. This effect acts as a *fireball* spell cast by a wizard of level equal to the furyon's character level, but dealing 1d6 damage for every point of temporary Constitution damage the furyon took. Note that the furyon takes no damage from this ability beyond the Constitution damage originally inflicted. Should that damage reduce the furyon to 0 Constitution, her body is utterly destroyed. She may not be raised by *raise dead*, however *wish*, *miracle* or *true resurrection* will work.

The Phobist

People who use fear as a weapon are often stereotyped as evil. While there are a great many evil clerics and necromancers who use fear to antagonize their foes, there are forces of good that also employ fear as a tool. I speak of course of the phobists, an organization of men and women who believe that peace can be attained simply by frightening your foes away, without the need to swing a sword or sling a fireball. Legends tell of a group of phobists who accompanied an army of paladins against an invading horde of demons. The phobists frightened the demons into a stupor and the paladins gratefully accepted the demons' hysterical surrender.

"Using fear to its full potential isn't all about conjuring illusions of spiders and other grotesque or scary creatures," explained Joleen Cadmia, an elven phobist I had the pleasure of meeting last year. "Although those tactics have their place, they're not what being a phobist is all about. We seek to frighten people off of their course of action, not just distract them with a bunch of simple tricks. While I could make you afraid of spiders and send you screaming from the room with a silent image of a tarantula, once that effect ended you'd be headed right back here. A phobist strives to make someone scared of something integral to them, so that even after the spell wears off, shadows of doubt and uncertainty always linger in the person's mind."

"For example, if I make a winged demon afraid of flying, it's grounded until my spell wears off, and even then it may not take to the air again until much later. We're talking about fundamental fears that are in stark contrast to a creature's very nature, and those are the most powerful kind. Consider the effects of making a light sensitive creature afraid of the dark, or an aquatic creature afraid of water. What happens if you make a necromancer afraid of ghosts, or a fighter afraid of combat? These paradoxical fears can wreak havoc on creatures, and can stop an army dead in its tracks."

Phobists are masters of fear and its effects. Many wizards and sorcerers are drawn to the class, thanks to the awesome power that fear provides. Bards who specialize in telling horror stories have been known to become phobists, but other classes lack the magical knowledge necessary to truly master terror in all its incarnations.

Hit Die: d4.

Requirements

To qualify for the phobist prestige class, a character must fulfill all the following criteria.

Alignment: Any good.

Charisma: 16+.

Feats: Fearsome Spell, Iron Will

Spells: Ability to cast 5th-level arcane spells.

Class Skills

The phobist's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features:

All of the following are class features of the phobist prestige class.

Weapon & Armor Proficiency: Phobists gain no proficiency in any weapons or armor.

Instill Phobia (Sp): A phobist gains the ability to cast *instill phobia* (see Chapter 4: Spells) as a spell-like ability. A phobist may use this ability a number of times per day equal to the number of levels of the phobist class she possesses.

Moment of Doubt (Su): A phobist can make others uncertain of their abilities and talents, fear of failure causing them to fumble at crucial moments. By making a ranged touch attack, a phobist can cause a target within 30 ft. to take a -2 penalty on all skill checks for a number of rounds equal to twice her Charisma modifier. At 4th level, this penalty increases to -4. A phobist may use this ability a number of times per day equal to her Charisma modifier.

In the Grip of Fear (Su): At 3rd level, a phobist has such control over the awesome power of fear that she can literally paralyze her adversaries with terror. She is capable of producing an effect identical to a *hold monster* spell twice per day, at a caster level equal to her character level.



A Phobist instilling her victim with a debilitating fear.

Frightful Presence (Su): Once per day, a phobist can unsettle foes with her mere presence. Activating this ability is a free action that does not provoke attacks of opportunity. All enemies within a 30 ft. radius must make a Will save (DC 10 + phobist's class level + phobist's Charisma modifier) or flee for 2d6 rounds. Those who cannot escape must cower instead, and can attempt no action.

Scare the Daylights (Su): Phobists have such control over fear that they can horrify targets into not seeing properly. A single creature within 30 ft. must make a Fortitude save (DC 10 + phobist's class level + phobist's Charisma modifier) or be struck blind for a number of rounds equal to the phobist's Charisma modifier. Constructs and creatures who rely upon other senses to move and fight are unaffected by this ability.

Worst Nightmare (Su): At 4th level, a phobist gains the ability to draw upon a target's deepest fears and make them manifest. With a successful ranged touch attack, she can summon a swarm of heebie jeebies to plague the target. This ability can

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Instill phobia
2	+1	+0	+0	+3	Frightful presence, moment of doubt +2
3	+1	+1	+1	+3	In the grip of fear, scare the daylights
4	+2	+1	+1	+4	Moment of doubt +4, worst nightmare
5	+2	+1	+1	+4	Aspect of fear incarnate

Heebie Jeebies Swarm

Diminutive Magical Beast (Swarm)

Hit Dice: Special

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

Armor Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Base Attack/Grapple: Special

Attack: Teeth and claws +X (1d6 permanent Wis)

Full Attack: Teeth and claws +X (1d6 permanent Wis)

Space/Reach: 5 ft. by 5 ft. / 0 ft.

Special Attacks: Wisdom drain

Special Qualities: Figment, fear dependent, SR 16

Saves: Special

Abilities: Str 10, Dex 14, Con 10, Int 10, Wis 10, Cha 10

Skills: Hide +20, Intimidate +12, Listen +16, Spot +14

Feats: -

Environment: Any

Organization: Always solitary

CR: 5

Heebie jeebies are magical projections of a creature's fear, invisible to all others but the one from whose mind they were conjured. To that person they appear as a swarm of deformed, disfigured parodies of the source creature, and they wail loudly in a twisted mockery of the target's voice. They have sharp teeth and keen claws, as though capable of ripping the flesh from a target in a matter of seconds, but their attacks damage not the flesh but the mind of their target.

Heebie jeebies are never encountered naturally but only as the result of magic, and they are intrinsically linked to the source creature. They crave existence, and can only achieve it through the absorption of the source creature's mind. Each heebie jeebie is 3" tall and weighs roughly 2 oz.

Combat

Desperate to achieve existence, heebie jeebies race towards their source creature in an effort to consume his very being and become truly real. They swarm

up their target's legs and under any clothing as they gnaw at the flesh with imaginary teeth, drawing his strength of mind with every blow. Should they manage to become real, they cling tightly to their new-found existence and tend to flee the scene.

The whole swarm is treated as a single creature for the purposes of combat.

Variable Hit Dice / BAB / Saving throws: A swarm of heebie jeebies has a number of Hit Dice equal to the level or HD of the source creature. In addition, their Base Attack Bonus and saving throw modifiers are calculated as if they were a fighter of level equal to their HD.

Wisdom Drain: On a successful attack against the source creature, heebie jeebies do no damage but instead drain 1d6 points of Wisdom permanently. Should the target be reduced to 0 Wisdom from these attacks, he falls into an everlasting sleep filled with nightmares.

Figment (Su): Heebie jeebies are creatures formed from the fear of their target, and have no real physical form. Only the source of the fear that feeds them can see them, and only the actions of that target creature can interact with them in any way. Spells targeting the area in which they appear have no effect, and no weapons or other abilities can affect them.

Heebie jeebies are dependent on the source creature for their existence. Thus, should that creature fall unconscious or die, they cease to exist. However, should the heebie jeebies manage to drain all of the source creature's Wisdom, they become real. From that point on they can be seen and affected by all creatures and effects normally, and are no longer linked to their source creature in any way. As such, they effectively lose the figment ability.

Fear Dependent (Ex): Heebie jeebies are formed from fear. Thus, if the source creature is immune to fear (such as a construct, paladin of 3rd level or higher, etc.), then heebie jeebies cannot be summoned.

be used once per day, and lasts a number of rounds equal to the phobist's character level. The summoned heebie jeebies appear within 30 ft., in an unoccupied square within the phobist's line of sight. See the sidebar on heebie jeebies for more information.

Phobists are often reluctant to use this ability, for fear of unleashing a swarm of heebie jeebies upon the world. In addition, should the summoned heebie jeebies lose the figment ability and become real, a phobist cannot summon further swarms of the creatures until the previous set are destroyed.

Aspect of Fear Incarnate (Su): Once per day, a phobist can gather fear about her and become the embodiment of terror itself. This ability has the effect of granting the phobist a gaze attack with a range of 30 ft. Creatures affected by this attack must succeed at a Will save (DC 10 + phobist's class level + phobist's Charisma modifier) or die. This ability lasts a number of rounds equal to the phobist's class level, and the phobist may end the effect prematurely at any point, as a free action.

The Sin Eater

"Your pain is my pain," Jeremiah said as his holy symbol glinted in the noonday sun. "Let my heart take what pains yours, so that you may be cleansed of sin." I shuddered as the sin eater took the pain from my heart and transferred it to his own. Jeremiah was a rare breed of cleric who walked the land looking for sinners so that he might absolve them by taking their sins unto himself. I questioned how his order viewed this and he shrugged. "Not everyone appreciates what I do. There are those who would have me excommunicated for performing my services." He sighed as he shook his head. "They think that I'm interfering with the process of absolution; that by taking a sin unto myself I am taking on a pain that jeopardizes my relationship with my deity. They don't understand that when I absolve someone of a sin, the pain I endure is only temporary -- that pain quickly becomes my power. By taking the sins of others, I can turn that sin into a blessing, and use its powers for good."

"Are all sin eaters so altruistic?" I asked. Jeremiah shook his head.

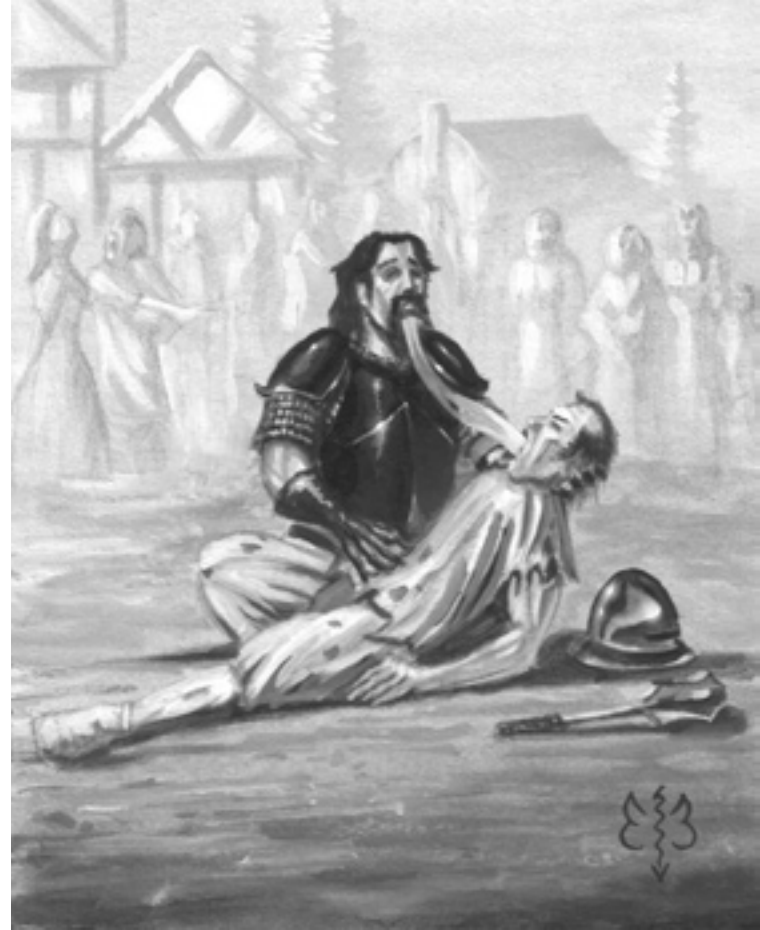
"No, in fact, many evil clerics often seek to become sin eaters to fuel their own desires."

"How is that possible? You said that taking the sins from others allows you to do good."

"My faith changes the nature of the sin from a vice to a virtue. Thus, if I absorbed a sin based on avarice, my faith would allow me to perform an act of generosity. An evil sin eater wouldn't experience such a change. The sin of avarice they absorbed would allow them to steal money from someone else."

Paladins and clerics most often become sin eaters. While druids possess the ability to become sin eaters, many feel that each creature must atone for its own sins in its own time. Members of the other classes lack the necessary prerequisites to become sin eaters.

Sin eaters are viewed very differently across various faiths. In some, they are welcomed and encouraged to teach others their ways. In others, they are viewed as an abomination. More rigid, militaristic faiths (such as those that include the Law or Strength domains) believe that a person must atone for their own sins, while others (such as those that include the Chaos, Trickery or



A Sin Eater provides the ultimate salvation.

Luck domains) feel it doesn't matter how a sin is redeemed, only that it is absolved. Being a sin eater is neither good nor evil, so those faiths that include those domains are relatively indifferent to sin eaters, unless that faith also possesses one of the other above mentioned domains.

Hit Die: d8.

Requirements

To qualify for the sin eater prestige class, a character must fulfill all the following criteria.

Feats: Skill Focus (Knowledge [religion])

Skills: Knowledge (religion) 12 ranks.

Spells: Ability to cast 5th level divine spells.

Wisdom: 16+.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells per day
1	+0	+2	+0	+2	Consume sin 1/day, sin power level 1	
2	+1	+3	+0	+3	Consume sin 2/day	+1 level of existing divine spellcasting class
3	+2	+3	+1	+3	Consume sin 3/day, sin power level 2	
4	+3	+4	+1	+4	Consume sin 4/day	+1 level of existing divine spellcasting class
5	+3	+4	+1	+4	Consume sin 5/day, sin power level 3	

Vice/Virtue	Power Level 1	Power Level 2	Power Level 3
<i>Avarice</i> / <i>Generosity</i>	+4 bonus to thieving skills / give 10 gp	+6 bonus to thieving skills / give 100 gp	+8 bonus to thieving skills / give 1,000 gp
<i>Envy</i> / <i>Charity</i>	Steal / grant use of a feat	Steal / grant use of a class feature	Steal / grant a level
<i>Lust</i> / <i>Chastity</i>	Blinding beauty / immune to poison	Stunning glance / immune to mind affecting effects	Unearthly grace / immune to negative energy
<i>Gluttony</i> / <i>Temperance</i>	Duplicate mundane item / remove mundane item	Duplicate minor magical item / remove minor magical item	Duplicate spell effect / counter spell effect
<i>Pride</i> / <i>Humility</i>	Increase self by 1 size category/ decrease self by 1 size category	Increase self by 2 size categories/ decrease self by 2 size categories	Increase self by 3 size categories/decrease self by 3 size categories
<i>Sloth</i> / <i>Zeal</i>	Target suffers -2 penalty to attack and damage rolls / You gain +2 to attack and damage rolls	Target suffers -4 penalty to attack and damage rolls / You gain +4 to attack and damage rolls	Target suffers -6 penalty to attack and damage rolls / You gain +6 to attack and damage rolls
<i>Wrath</i> / <i>Calm</i>	Attack deals +1d6 unholy damage / You gain DR 10/magic	Attack deals +2d6 unholy damage / You gain SR 18	Attack deals +3d6 unholy damage / You gain fast healing 5

Class Skills

The Sin Eater's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Additional Level: 2 + Int modifier.

Class Features

All of the following are class features of the sin eater prestige class.

Weapon & Armor Proficiency: Sin eaters gain no proficiency in any weapons or armor.

Consume Sin (Su): A sin eater gains the ability to absorb the sins of other creatures. This allows the sin eater to absolve the creature of its wrongdoings and take the sin unto himself. When this takes place, the sin eater gains access to a specific ability related to the type of sin absorbed (see the table below). The specific abilities gained depend on the alignment of the sin eater and the sin absorbed.

A good sin eater gains powers based on the seven virtues (humility, charity, chastity, generosity, zeal, temperance, calm). After absorbing a sin, the sin is converted to its corresponding virtue, and the sin eater can perform an action related to that virtue.

An evil sin eater gains powers based on the seven vices (pride, envy, lust, avarice, sloth, gluttony and wrath). In this case, no conversion takes place after absorbing a sin.

A sin eater may hold the effect of an absorbed sin for up to 12 hours without using it, but after that time the potential for use is lost.

Creatures do not need to be willing in order to have their sins consumed. A sin eater may consume the sin of a willing creature by placing his hands on it, or by making a melee touch attack against an unknowing or unwilling creature. If the attack is successful, the sin eater gains an ability related to the sin absorbed. If the attack fails, the sin eater fails to absorb the creature's sins and is fatigued for 1d4 rounds from emotional backlash.

Die Roll	Vice	Virtue
1	Pride	Humility
2	Envy	Charity
3	Lust	Chastity
4	Avarice	Generosity
5	Sloth	Zeal
6	Gluttony	Temperance
7	Wrath	Calm
8	Player's Choice of 1 - 7	Player's Choice of 1 - 7

Once the type of sin has been determined, use the following table to determine the ability that the sin eater gains. A sin eater may choose an ability equal to or lesser than his current sin power level. For example, a 1st-level sin eater only has access to those abilities listed in Power Level 1, while a 5th-level Sin Eater has access to all the abilities in the chart. More detailed descriptions of each ability are listed below.

Avarice: Your hunger for wealth gives you extra skill when in pursuit of it. This ability lasts 1 hour per sin eater level and grants a bonus to Bluff, Balance, Climb, Disable Device, Hide, Move Silently and Open Locks skill checks when actively and knowingly engaged in theft, as determined by the DM.

Generosity: Your deity allows you to literally conjure money from thin air. The gold conjured appears in a white silk pouch in the palm of your hand or at your feet. The gold itself is not magical and, unlike many of the other effects listed here, does not fade after a certain amount of time. The money created by use of this ability can only be given away or spent in service to your god. Should the money be used incorrectly, or in a cause at odds with your deity's concerns, you are likely to incur the wrath of your god.

Envy: You are intensely jealous of others' abilities, and want them for your own. You are able to steal a feat, class feature, or level from any creature you can see. Make a ranged touch attack against that creature. If you succeed, the creature loses the given feat or ability for the duration of the ability, while you gain access to it.

When stealing levels, this ability imposes a negative level on the target and gives you a +1 bonus to skill checks, ability checks, attack rolls and saving throws, +5 hit points and +1 to your effective level. If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which one she loses.)

In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level. You gain access to her lost spells and spell slots as if you were a caster of her type and level.

This effect lasts a number of rounds equal to your sin eater level.

Charity: Your desire to help others allows you to temporarily imbue them with abilities they would not normally possess. You are able to impart a feat, class ability or positive level you possess to the target. She gains the feat, ability or level as described above, but you do not lose them. These effects last a number of rounds equal your sin eater level.

Lust: You radiate carnal energy and become the object of desire to all who can see you. This grants you use of the following three abilities, depending on your Power Level:

1st: *Blinding Beauty:* This ability affects all humanoids within 30 ft. of you. Those who look directly at you must succeed on a Fortitude save (DC 10 + your sin eater level + your Charisma modifier) or be blinded as though by the *blindness* spell. The blindness lasts a number of rounds equal to your sin eater level.

2nd: *Stunning Glance:* As a standard action, you can stun a creature within 30 ft. with a look. The target creature must succeed on a Fortitude save (DC 10 + your sin eater level + your Charisma modifier) or be stunned for a number of rounds equal to your sin eater level.

3rd: *Unearthly Grace:* You may add your Charisma modifier as a bonus on all saving throws and as a deflection bonus to your Armor Class. This effect lasts for a number of rounds equal to your sin eater level.

Chastity: Your purity of body and spirit grants you temporary immunity to the adverse effects of poison, mind-affecting effects and negative energy. This effect lasts a number of rounds equal to your sin eater level.

Gluttony: You desire more of everything. This ability enables you to duplicate items and spell effects. If you wish to duplicate an item you must touch that item, which might require a successful touch attack if an enemy is holding it. If you choose to duplicate a spell effect, then that spell must have been cast in the last 4 rounds, and the effect resolves at the end of your turn. You may change the parameters of the spell as if you were the caster, but must make any attack rolls or caster checks in a similar fashion. For example, if an opponent had just cast *inflict light wounds* on an ally, with a successful touch attack you could *inflict light wounds* upon a target of your choice.

Temperance: You exhibit amazing control over yourself and can extend such ascetic principles to those around you, denying others the crutches they lean upon. With a successful touch attack, you can banish an item to a small pocket dimension (similar to a *portable hole*) for a number of rounds equal to your sin eater level. In addition, at Power Level 3 you can automatically counter any spell effect without requiring a Spellcraft check, as if you had cast *dispel magic*. This counterspell is automatically successful.

Pride: You literally swell with self-worth and hubris, causing you to grow. Your size increase lasts for a number of rounds equal to your sin eater level. All items that you are wearing or carrying increase in size with you.

Humility: This ability allows you to shrink from view, making it easier for you to squeeze into small places or sneak past adversaries. This effect lasts a number of rounds equal to your sin eater level. All items that you are wearing or carrying decrease in size with you.

Sloth: You can make a target creature within 30 ft. of you lazy and apathetic. The effects last for a number of rounds equal to your sin eater level.

Zeal: Your energy and enthusiasm towards a righteous cause gives you improved attack and damage rolls, whether using melee weapons, ranged weapons, or unarmed attacks. The effects last for a number of rounds equal to your sin eater level.

Wrath: Your anger manifests itself as tainted, profane energy. You may deal additional unholy damage, whether using melee weapons, ranged weapons, or unarmed attacks, for a number of rounds equal to your sin eater level.

Calm: Your composure in the face of stressful situations grants you great protection, shielding you from harm while you are trying to heal another or give aid to an ally. The abilities listed in the table last a number of rounds equal to your sin eater level. However, if you deal damage of any kind or cast a spell upon an enemy, the effect immediately ends.

The Unexpected

“I want you to create the wards for my father’s tomb,” the new dwarven lord told me, “and I want them to be so good that even Reiver Reparee can’t get past them.” Of course, I’d heard rumors of this infamous halfling rogue. Stories said that she could slip past any guard, bypass any trap, and steal any treasure. Some rulers actually paid her a monthly fee so that she wouldn’t break into their vaults. I spent a great deal of time devising a rather nefarious trap that would begin by perforating an intruder with poison needles, freezing him solid, dropping a large rock on his frozen form and then melting his remains. I met with the dwarven lord again and he was elated as we reviewed the specifications and I showed him how to safely bypass the trap.

Weeks later, I learned that the tomb had been plundered to its last copper. Apparently Reiver had learned that I was to be constructing the trap, so she forged a note to send the dwarven lord on a fool’s errand for a few days. While he was gone, she appeared to me in his likeness and I wound up giving her the plans and bypass codes for the trap.

Rogues are the obvious choice for the unexpected prestige class, as it provides them with additional stealth abilities, escape tricks, and surprises. Bounty-hunting rangers often take up this class as well, finding it enables them to catch their marks off guard. Fighters and barbarians appreciate the class’ talents, but they rarely take levels in it as they prefer more straight-forward tactics. Druids have expressed little interest in the class, but monks who appreciate a more subtle style of battle have been known to become unexpected. Clerics and paladins rarely become unexpected, unless their patron deity has the trickery domain. Sorcerers and wizards who are involved in espionage or who have political aspirations often become unexpected, as the class allows them to infiltrate their opponent’s homes and offices to learn more about their adversaries.

Hit Die: d6.

Requirements

To qualify for the unexpected prestige class, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Dexterity: 16+.

Feats: Improved Initiative, Quick Draw.

Skills: Disguise 8 ranks, Escape Artist 8 ranks, Tumble 8 ranks.

Class Skills

The Unexpected’s class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Additional Level: 8 + Int modifier.

Class Features

All of the following are class features of the unexpected prestige class.

Weapon & Armor Proficiency: An unexpected gains no proficiency in any weapons or armor.

Improved Initiative (Ex): At 1st level, an unexpected gains Improved Initiative as a bonus feat. If the character already has this feat, the bonus improves by an additional +4.

Surprise Attack (Ex): Once per day per unexpected level she possesses, an unexpected may add her class level to any attack roll made during the surprise round.

Sneak Attack (Ex): An unexpected deals an extra 1d6 points of damage when flanking an opponent or at any time when the target would be denied its Dexterity bonus. This extra damage applies to ranged attacks only if the target is within 30 ft. It increases to 2d6 points at 3rd level, and 3d6 points at 5th level. If an unexpected gets a sneak attack bonus from another source (such as rogue levels), the bonuses stack.

Spell-Like Abilities (Sp): Beginning at 2nd level, an unexpected gains access to a limited number of spell-like abilities. Each of these abilities are usable once per day, and have a caster level equal to the unexpected’s class level. These abilities are *non-*

Level	BAB	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Improved Initiative, surprise attack, sneak attack +1d6
2	+1	+0	+3	+0	<i>Non-detection</i>
3	+2	+1	+3	+1	<i>False vision</i> , sneak attack +2d6
4	+3	+1	+4	+1	Never off-guard
5	+3	+1	+4	+1	Make your own luck, <i>mislead</i> , sneak attack +3d6

detection at 2nd level, *false vision* at 3rd level, and *mislead* at 5th level.

Never Off-Guard (Ex): At 4th level, an unexpected has such a mastery of the element of surprise that she may never be caught flat-footed, and may always act in the surprise round as if she had passed whatever skill checks were required to notice the enemy.

Make your own Luck (Su): At 5th level, an unexpected has established an unexplainable connection to the goddess of luck. As a favored child of the goddess, the unexpected may reroll one roll that she has just made before the DM declares whether the roll results in success or failure. She must take the result of the reroll, even if it's worse than the original roll. This ability is usable once per day.

Chapter 3. Magic Items

Throughout my travels, I have come across many items that work by manipulating the emotions of others. These items have been used by heroes and villains, by the courageous and the cowardly, by sinners and saints. Listed below you will find items such as alchemical toxins that can make a hero into a coward; magical jewelry that bolsters the righteous; and arms and armor that surprise, terrify and sap the very strength from one's adversaries.

Alchemical Toxins

A small group of mages took to using arcane means to distill raw emotion into liquid form. The result was quite amazing; toxins that would override the emotions a person was feeling with other emotions. These toxins are typically applied to a blade or arrow head, much like a poison, but some can take effect in other ways. Each entry lists the Type and Fortitude save DC, as with poisons. Similarly, the wielder of a toxin is as much at risk of accidentally affecting himself as with poison.

Toxins have a short period of usefulness; a toxin applied to a weapon retains its venom for 10 rounds or until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Applying a toxin to a weapon is a full-round action that provokes attacks of opportunity. Unless otherwise specified, the effects of each toxin last for only 1 minute, at which point the target recovers completely.

- **Berserker's Blood** - Injury 20. This toxin acts like a shot of adrenaline, blinding the target with rage. Upon failing his save, he loses all control. For the duration of the toxin's effect he can take no action other than to move into melee range of the nearest living thing, regardless of whether it is friend, foe, or simply an unfortunate tree, and attack it. Cost: 1,600 gp/dose.
- **Coward's Flight** – Injury 16. This toxin affects the brain, heightening the target's sense of self-preservation. Creatures affected care only for themselves, and flee from combat at their maximum speed. Cost: 980 gp/dose.
- **Elixir of Tunnel Vision** – Injury 20. This toxin causes the vessels around the eye to swell, putting pressure on the optic nerve. Affected creatures lose much of their peripheral vision, and have difficulty reacting to threats that aren't right in front of them. They are considered to be flat-footed, and creatures flanking them gain a +4 bonus on attack rolls instead of the usual +2. Cost: 1,550 gp/dose.
- **Essence of Apathy** – Injury/Inhaled 18. This toxin thins the blood and makes even the most trivial action a terrible effort. The target's desire to do anything resembling work is dampened significantly, as is their ability to perform it. This toxin causes targets who fail their Fortitude save to suffer a -2 penalty to Strength. Cost: 980 gp/dose.
- **Guilty Conscience** – Injury 18. Made from the extracted misery of hundreds and distilled, this toxin causes the target to feel an overwhelming sense of guilt regarding past incidents and

failures. If the target fails his Fortitude save he takes a -2 morale penalty to all saving throws. Cost: 1,600 gp/dose.

- **Hyena Venom** – Injury (Will DC 15). The target erupts in uncontrollable peals of laughter. This toxin causes the target to suffer the effects of a *hideous laughter* spell, as cast by a 10th level caster. When the effect ends, he is fatigued for the remainder of the day. Cost: 1,000 gp/dose.

Wondrous Items

I have always been impressed by those craftsmen and women who were able to infuse emotion into their creations. The items below represent creativity and positive emotion joined together into truly wondrous equipment.

Goggles of Concern - Originally created for clerics devoted to the god of healing, these goggles allow the wearer to continuously ascertain the physical condition of those around him, as per a *status* spell. Faint divination; CL 5th; Craft Wondrous Item; *status*; Price 20,000 gp; Weight 1 lb.

Headband of Positive Thinking - This fine cold iron chain is encrusted with diamond dust. When worn, it gives off a faint blue light and grants the wearer a +2 insight bonus on all cross-class skill checks. Faint transmutation; CL 7th; Craft Wondrous Item; Price 8,000 gp; Weight -.

Mantle of Innocence - This pure white cloak makes the wearer seem too innocent and naïve to do anything wrong. The cloak grants the wearer a +4 enhancement bonus on Bluff checks, and allows her to cast *glibness* once per day at caster level 3rd. Moderate transmutation; CL 6th; Craft Wondrous Item; *glibness*; Price 52,000 gp; Weight 1 lb.

Pendant of Righteousness - A prized possession of many clerics and paladins, this onyx-inlaid mithral amulet sports the holy symbol of the creator's deity. In addition to functioning as a holy symbol for the purposes of turning undead, the amulet grants the *holy* descriptor to any weapon used by the wearer, including unarmed attacks. Faint transmutation; CL 8th; Craft Wondrous Item; *greater magic weapon*; Price 60,000 gp; Weight -.

Ring of the Hero - This gleaming platinum band grants the wearer a strong sense of courage, effectively making him immune to fear and fear effects. As a side benefit, all Intimidate checks against the wearer automatically fail. Faint enchantment; CL 6th; Forge Ring; *heroism*; Price 36,000 gp; Weight -.

Cursed Items

Unfortunately, not all magical items are beneficial. I have come across a great many unscrupulous wizards and sorcerers who choose to craft items designed to antagonize and demoralize opponents for the sheer fun of it. I present the list below not to encourage individuals to continue to produce items such as these, but rather to foster vigilance and awareness, so that people will be able to avoid them.

Ring of the Coward - This tungsten ring functions as a *ring of protection* +2. However, the wearer automatically fails any saving throw against a spell with the fear descriptor, and any Intimidate check made against the wearer automatically succeeds. Moderate necromancy; CL 7th; Forge Ring; *bestow curse, mage armor*; Price 21,000 gp; Weight -.

Rose-tinted Lenses - These vermilion lenses function as *eyes of the eagle*. However, they also make the world and all its inhabitants seem more appealing than they really are. Any creature that the wearer can see gains a +2 bonus to their Charisma-based skill checks and abilities vs. the wearer. Moderate necromancy; CL 7th; Craft Wondrous Item; *bestow curse, eagle's spendor*; Price 56,000 gp; Weight -.

Security Blanket - This bedroll has a permanent *endure elements* spell cast upon it, allowing its owner to sleep comfortably regardless of the weather and climate. However, after having the blanket in his possession for 24 hours, the finder can't bear to go anywhere without it. He must always have the blanket in one hand, even if it means not wielding a weapon or carrying a shield. Holding the blanket also imposes a 10% arcane spell failure penalty on all spells that have somatic components. Moderate necromancy; CL 7th; Craft Wondrous Item; *bestow curse, endure elements*; Price 21,000 gp; Weight 5 lbs.

Tambourine of the Eternal Dance - Crafted by a wizard who wanted to be rid of a group of musical gypsies, this tambourine's music is almost irresistibly catchy and incites those who hear it to dance until they drop. The creature using the instrument can only stop playing if it succeeds at a Will save (DC 18). Saves may only be made once per hour. Those moving within 30 ft. of the musician must make a Will save (DC 18) to resist the music's lure. Otherwise, they stop whatever they were doing and must dance. Breaking free of the dance requires a successful Will save (DC 18), and saves can only be made once per hour. After one hour the dancer becomes fatigued; after two hours, the dancer becomes exhausted; after three hours, the dancer falls unconscious. Strong enchantment; CL 16th; Craft Wondrous Item; *bestow curse, irresistible dance*; Price 768,000 gp; Weight 1 lb.

Special Armor Abilities

While many magical practitioners can craft energy-resistant shields, very few have considered crafting armor imbued with the power of emotion. Below is a brief listing of some of the emotion-based armor special abilities I have encountered over the years.

Dramatic Entrance - For those people who must always be the center of attention, this armor allows the wearer to use *dimension door* 3 times per day (as by a 4th-level caster). The spell effect is accompanied by flashes of blue and red light (which are bright enough to impact light-sensitive creatures) and trumpeting fanfare heralding your arrival. Moderate conjuration; CL 7th; Craft Magic Arms and Armor; *dimension door*; Price: +30,240 gp.

Infested - Intended to disgust and nauseate enemies, this armor can make the wearer appear as if he is covered in a mass of

writhing maggots 3 times per week. All creatures within 30 ft. of the wearer must make a Fortitude save (DC 17) or be sickened for 1d6+2 rounds.

Moderate illusion; CL 5th; Craft Magic Arms and Armor; *ghoul touch*; Price: +18,000 gp.

Joyous Memory - This armor allows the wearer to draw upon previous good fortune in times of need. When the wearer rolls a natural 20, she may choose to roll again, using the second roll in place of the original, and store that 20 in her armor for later use. At any point in the future, she may choose to use one of the stored natural 20s in the armor in place of any attack roll, saving throw or skill check. The armor can only hold 3 natural 20s at any time.

Strong divination; CL 10th; Craft Magic Arms and Armor; *true strike*; Price: +5 bonus.

Nightmare - Used primarily by those who believe fear is a powerful ally, armor with this property radiates an aura of fear. The wearer gains a +2 bonus on all Intimidate checks, and 3 times per week the wearer of this armor can appear as a horrific specter from the lower realms. This effect behaves exactly like *phantasmal killer* as cast by a 4th level caster, and affects a target of the wearer's choice.

Moderate illusion; CL 7th; Craft Magic Arms and Armor; *phantasmal killer*; Price: +50,400 gp.

Paranoid - Created for people who are always afraid that someone is going to sneak up on them, this armor grants the wearer blindsight out to a radius of 15 ft. Moderate divination; CL 11th; Craft Magic Arms and Armor; *discern location*; Price: +176,000 gp.

Special Weapon Abilities

Which is stronger, the flaming axe or the rage of the barbarian wielding it? This very question is what prompted the creation of weapons with emotion-based special abilities. Listed below is a sampling of some of the emotional weapon enchantments I have encountered over the years.

Alert - An alert weapon gives the wielder a heightened sense of awareness and readiness. The wielder is treated as having the Lightning Reflexes feat, and receives a +2 bonus on Initiative checks when the weapon is drawn.

Faint transmutation; CL 7th; Craft Magic Arms and Armor; *cat's grace*; Price: +4,000 gp.

Dampening - Dampening weapons sap at the will of those they wound, weakening them with fear and doubt. Targets struck by a dampening weapon must make a Will save (DC 16) or take a -1 morale penalty to all melee attack rolls. Only melee weapons may have this ability.

Faint enchantment; CL 4th; Craft Magic Arms and Armor; *bane*; Price: +8,000 gp.

Disorienting - A disorienting weapon causes targets struck by it to experience an extreme sense of vertigo and detachment. Three times per day, the wielder of a disorienting weapon may choose to have a target struck by the weapon affected by a *confusion* spell, as cast by a 7th level caster. The target may resist these

effects by making a successful Will save (DC 18).
Faint enchantment; CL 7th; Craft Magic Arms and Armor;
confusion; Price: +30,240 gp.

Vengeful - A vengeful weapon is one that will avenge you should you fall in battle. The weapon continues to fight after you've fallen, hovering in the air over the spot where you fell. It will not move from that spot, however, and may not make attacks of opportunity.

The vengeful weapon attacks as if still wielded by you, using your BAB and any enhancement bonuses it may have. It has AC 15 and hit points equal to ½ your maximum hp, and fights for a number of rounds equal to your character level before falling to the ground, inert. Only melee weapons may have this property.
Strong transmutation; CL 9th; Craft Magic Arms and Armor;
animate objects; Price: +86,400 gp.

Zealous - A zealous weapon is hungry to deal damage to its targets. While using a zealous weapon the wielder receives a +5 bonus to critical hit rolls.

Faint divination; CL 4th; Craft Magic Arms and Armor; *true strike*; Price: +8,000 gp.

Chapter 4. Spells

A great deal of time has been spent researching emotions and how they can impact a person as he goes about his daily activities. It didn't take long for mages to begin experimenting with how they could magically take advantage of emotions, some with good intentions, others without. Presented below is a list of spells I have compiled that can, for better or worse, affect a person's emotions and reactions.

Aftertaste

Illusion

Level: Brd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: Will partial

Spell Resistance: Yes

This spell causes the target to get a foul taste in his mouth. If he fails his save, he is nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.) for a number of rounds equal to 3 + your caster level. Even if he makes the save, the lingering taste in his mouth gives him acute halitosis, which inflicts a -2 penalty on all Charisma-based checks for a number of hours equal to your caster level.

Material Components: A clove of garlic and the skin of an onion.

Angst

Enchantment [Mind-Affecting]

Level: Brd 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target's emotions grip her heart so tightly that it causes physical pain. She takes a -2 penalty to her Constitution, and may only make partial actions for the duration of the spell.

Awesome Majesty

Illusion

Level: Clr 2, Wiz/Sor 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell wreathes you in glory, concealing your true form behind an illusion of divine power. Enemies within 50 ft. must succeed at a Will save or suffer a -1 penalty to all attack rolls and skill checks targeted at you and a -1 penalty to all saving throws



A crowd affected by Blistering Sores.

against spells and effects cast or created by you. Should you take any damage during the spell's duration, those suffering the penalty may attempt a Will save to disbelieve.

Blistering Sores

Transmutation

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: See text

Saving Throw: Fortitude negates

Spell Resistance: Yes

This spell causes purulent sores to appear all over the target's body. This is incredibly painful and deals 1d4 points of Constitution damage to the target. The target also suffers a -4 penalty to all Charisma-based checks for 1d4 days. Multiple castings of blistering sores on a given target do not stack.

Material Component: The pus from a blister.

Choking Rage

Enchantment [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./ level)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

If the target fails his save, he starts coughing. The target takes a -2 penalty on attack rolls, and he can only take a single action per round. Spells with a somatic component, or any other effects where speech is necessary, require a successful Concentration check (DC 10 + the caster's level + the caster's ability modifier).

Come Out of Nowhere

Illusion

Level: Assassin 3, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell turns you *invisible*, and grants you a +4 luck bonus to Initiative. While the *invisibility* effect wears off immediately after you make your first attack, the Initiative bonus remains for the spell's duration.

Material Component: A bit of lint.

Contaminate

Necromancy

Level: Clr 1, Evil 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

This spell spoils liquids and foodstuffs carried by the target. Magic items (such as potions) must succeed on a Will save or become fouled.

Material Component: A pinch of fungus.

Disappointment

Enchantment [Mind-Affecting]

Level: Brd 4, Trickery 4

Components: V

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature per two levels, no two of which can be more than 30 ft. apart

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This utilitarian spell was designed by a bard who felt he never got a fair share of the loot. Creatures who come upon a large amount of treasure (such as a dragon's hoard) believe that there is less treasure present than there actually is. Targets who fail their saves do not see 10 + your caster level % of the total value of the treasure, leaving it free for you to take.

For example, the companions of a 7th level bard who cast *disappointment* on them would see 17% less of the treasure than was actually there. At the end of the spell's duration, any of this loot still visible becomes noticeable to the spell's targets, and is likely to provoke some awkward questions.

Disgusting Cacophony

Illusion

Level: Brd 1, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Area: 30 ft. radius, centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell creates illusionary sounds of people retching, vomiting and coughing up phlegm. This effect is very distracting, requiring other magic users in the area to make Concentration checks (DC 10 + your caster level) in order to cast spells. In addition, all creatures who fail their saves take a -1 penalty to attack rolls, saving throws, and skill checks for the duration of the spell.

Material Component: An ounce of bile or a used handkerchief.

Distraught

Enchantment [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The target's emotions overwhelm him to the point where his very will is impacted. This emotional onslaught causes him to suffer a -4 morale penalty to his Wisdom.

Disturbing Visual

Illusion

Level: Brd 2, Sor/Wiz 3

Components: V, M

Casting Time: 1 standard action

Area: 10 ft. radius, centered on you

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: No

All creatures in a 10 ft. radius see you as covered in maggots, ooze or some other foul substance. Creatures take a -2 penalty to attack rolls against you, and each round they remain in your radius they must make a Will save or be sickened (-2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.). The sickness lasts until they leave the area of the spell or until the spell ends.

Material Component: A dried wart from a toad.

Holy Fury

Evocation [Good]

Level: Clr 4, Good 3, Pal 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell allows you to convert all melee damage you inflict to holy damage. This damage is treated as both magic and good-

aligned for the purposes of overcoming damage reduction and immunities.

Inferiority Complex

Enchantment [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell instills the target with an intense desire to prove that he is the strongest individual present. On his next turn, the target attacks the largest creature he can see. If no single creature is largest, use the creatures' number of Hit Dice to determine which is attacked. If all creatures have the same number of Hit Dice, determine the creature randomly. The target may use any abilities or weapons he possesses and fights normally, but can only target that single creature. Should the creature attacked be reduced to 0 hp or less or otherwise defeated before the duration expires, the spell ends.

Inflexibility

Enchantment [Mind-Affecting]

Level: Bard 3, Sor/Wiz 3, Trickery 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/2 levels

Saving Throw: Will negates

Spell Resistance: Yes

The target becomes locked onto a single course of action, incapable of adapting to changing circumstances. Whatever action(s) the target took during his last round, he must repeat exactly each round for the duration of the spell. Attacks, spells and other actions (such as skill checks) must have the same target as before, unless that target is for some reason no longer applicable (having moved out of melee range, for example). In that case, the creature affected by this spell wastes the round interacting with empty space as if their original target were still there. Spells without a valid target are not expended.

Movement actions must also be repeated, with the same speed, direction and method of locomotion (jumping, tumbling, flying, etc.). This movement suffers AoOs as normal.

Material Component: A piece of dried tendon from a zombie.

Instill Joy

Enchantment [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One living creature / two levels.

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to be imbued with a love of life so

passionate that he can't imagine performing any act of violence. The target will not make any attacks or use any offensive spells or spell-like abilities for the duration of the spell, but will defend himself if attacked. If the target suffers any damage, the spell ends.

Material Component: A piece of peppermint candy.

Instill Phobia

Enchantment [Fear, Mind-Affecting]

Level: Brd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell allows you to instill a phobia in the target's mind. If successful, the target will do whatever he can to avoid the item, creature or activity specified. If you have made a winged creature afraid of flying, for example, it will land immediately and refuse to take flight again until the spell's duration has ended. If you make the target afraid of spiders, he will flee from any such creatures at maximum speed. If the item, creature or activity specified is currently absent, the spell has no immediate effect but does not end.

Material component: A drop of blood from a coward.

Megalomania

Enchantment [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell infuses the target with an unrealistic sense of power and the arrogance to match. The target demands any and all creatures encountered while under the effect of this spell bow down and swear obedience to him, as if he were their rightful ruler. Should any creature (including allies) fail to do so, the target will use force to compel obedience.

Misery Loves Company

Enchantment [Mind-Affecting]

Level: Brd 4, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Area: 20 ft. radius

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell makes all enemies in a given radius thoroughly miserable. They each take a morale penalty to their attack rolls equal to the number of creatures who fail their save. For example, if a sorcerer casts *misery loves company* and 5 creatures are in the spell's radius, and all 5 of those creatures fail their



A novice making good use of the Pacify spell.

saves, then they each take a -5 morale penalty on attack rolls. If only 3 of those creatures fail their saves, then each of those creatures takes a -3 morale penalty on attack rolls.

Focus: Three strands of hair from someone's mother-in-law.

Nothing Up My Sleeve

Evocation [Force]

Level: Asn 2, Sor/Wiz 3

Components: V, F

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell conjures a dagger of pure force energy. This is treated as a normal dagger for purposes of weapon proficiency and damage, but is treated as a ghost touch dagger for the purposes of damaging incorporeal creatures and overcoming damage resistance. If the dagger is thrown, it dissipates immediately after striking its target.

Pacify

Enchantment

Level: Clr 2, Pal 1

Components: V

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to become content with the world

and lose interest in any activity other than quiet meditation. The target simply sits down in his current location and reflects on his life, failing to respond to any attempt at conversation. If the target takes any damage, the effect immediately ends.

Positive Thinking

Enchantment [Mind-Affecting]

Level: Brd 1

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Concentration

Saving Throw: Will negates (harmless)

Spell Resistance: Yes

For each round that you concentrate, a target ally gains a +2 morale bonus to attack and damage rolls. This lasts for as long as you concentrate, up to 1 round/level. You may move while you concentrate, but you may not take any other actions.

Powder Keg

Enchantment [Mind-Affecting]

Level: Brd 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level: see text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

After a short delay, the target of this spell suddenly explodes into red-misted fury. Upon casting this spell, the caster must specify a number of rounds (no more than 1 round/2 caster levels, to a maximum of 8) after which the rage effect will be triggered. Upon reaching that specified round, the affected creature gains a morale bonus to Strength and Constitution equal to the number of rounds delayed, a morale bonus to Will saves equal to half the number of rounds delayed, and a penalty to AC equal to half the number of rounds delayed. The effect is otherwise identical with a barbarian's rage except that the subject isn't fatigued at the end of the rage.

Preoccupation

Enchantment [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes a nagging feeling at the back of the target's mind, as if she can't remember something important. The target is so preoccupied with this sensation that she can't focus on tasks at hand. As a result, she takes a -2 penalty on all skill checks.

Silver Tongue

Enchantment [mind-affecting]

Level: Brd 3, Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Special (conversation)

Effect: 1 creature/3 levels

Duration: 1 hour/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants you a fluency and ease of speaking that could sway even your most fervent enemy. By speaking for 1 round per Hit Die the target possesses, you may alter its attitude towards you. At the end of the conversation or speech, if the creature(s) fails its Will save, it will regard you as 'friendly' for the duration of the spell. The target creatures must be actively listening to you for the spell to take effect, and may stop listening at any point.

You may choose which targets this spell affects, and may affect any number of possible targets at one time so long as they are all actively listening. When attempting to affect multiple creatures at once, you must speak for a number of rounds equal to the highest Hit Die creature you are trying to affect. Creatures with fewer Hit Dice will be affected after a number of rounds equal to their own Hit Dice, as normal.

The spell does not enable you to control affected creatures, but they perceive your words and actions in the most favorable way. You can try to give the subjects orders, but you must win an opposed Charisma check to convince them to do anything they wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the creatures breaks the spell. You must be able to communicate with the creature in order to affect it with this spell.

Material Component: A silver coin, held in the hand during the speech.

Skin Deep

Transmutation

Level: Clr 5

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature / two levels

Duration: 1 round/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell strips the mortal surface from those affected, revealing them for what they truly are beneath the superficial exterior. How they appear depends on the creature's alignment, but can have a number of different effects.

Lawful Good: Creatures of this alignment appear as angelic crusaders, armed with a flaming sword. Weapons and damage-dealing spells used by creatures under this effect do an additional 1d6 points of damage against evil creatures.

Neutral Good: Creatures of this alignment appear modest, even humble, but radiant in their benevolence. Each round, any creature wishing to attack them must succeed at a Will save (as against the original spell) or lose its action.

Chaotic Good: Creatures of this alignment appear as before, but crowned with light and projecting an aura of irrepressible freedom. For as long as this spell lasts, they gain the benefits of a *freedom of movement* spell.

Lawful Neutral: Creatures of this alignment appear as a grim-faced judge, with a book of law in one hand and scales in the other. Weapons and damage-dealing spells used by creatures under this effect do an additional 1d6 points of damage against chaotic creatures.

True Neutral: Creatures of this alignment fade from view, becoming little more than a shadow. For the duration of the spell, they become invisible, as per the *greater invisibility* spell.

Chaotic Neutral: Creatures of this alignment appear as mercurial, ever-shifting creatures, impossible to pin down. Weapons and damage-dealing spells used by creatures under this effect do an additional 1d6 points of damage against lawful creatures.

Lawful Evil: Creatures of this alignment appear as an armored, unyielding figure bearing a blood-stained hammer in one hand. Weapons and damage-dealing spells used by creatures under this effect do an additional 1d6 points of damage against good creatures.

Neutral Evil: Creatures of this alignment appear milky-eyed and blind, indifferent to the existence of those about themselves, and carry a bag of coins that clink with their every move. Creatures under this effect gain damage reduction 3/- as long as the spell lasts.

Chaotic Evil: Creatures of this alignment appear red-eyed and relentless, while unsettling laughter echoes about them. Enemy creatures within 10 feet of them must make a Will save (as against the original spell) or flee for the duration of the spell's effect.

Material Component: A bit of stage make-up.

Speechless

Enchantment [Mind-Affecting]

Level: Brd 1, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With a successful ranged touch attack, you make the target so angry that he loses the ability to speak. Class features or spell trigger items requiring speech become impossible to use, as do spells with verbal components, for the duration of the spell.

Unbridled Joy

Transmutation

Level: Brd 5, Sor/Wiz 4

Components: V, S, F

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 min./level

Saving Throw: Will negates

Spell Resistance: Yes

This spell grants the target a fly speed of 60 ft. (average maneuverability), and a +2 morale bonus on all attack rolls, saving throws and skill checks.

Focus: A feather from a bird and a jingle bell.

Unholy Fury

Evocation [Evil]

Level: Blk 3,Clr 4, Evil 3

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level

This spell allows you to convert all melee damage you inflict to unholy damage. This damage is treated as both magic and evil-aligned for the purposes of overcoming damage reduction.

Unpleasant Memories

Enchantment [Mind-Affecting]

Level: Brd 4, Sor/Wiz 3

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes the target to recall a horrific event from his past as though he were living through it once again. For as long as the spell lasts, the target can take no actions and is considered flat-footed. In addition, when the spell reaches the end of its duration the target must make a second Will save or take 1d6 temporary Wisdom damage from the trauma of reliving his past.

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