



# THE MALEFACTOR

AN ACCURSED  
CHARACTER  
CLASS

5th Edition  
Compatible

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

# The malefactor

*Revised and Expanded*

## *Credits*

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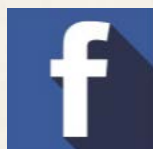
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## table of contents

Credits [p. 1]

Intro [p. 4]

Malefactor Fiction by Rick Cox [p. 5]

The Malefactor Class [p. 7]

Class Abilities [p. 10]

Maledictions [p. 14]

Archetypes [p. 23]

Malefactor Lore [p. 30]

Malefactor Feats [p. 30]

Favored Class Options [p. 31]

Sample Malefactors [p. 33]

## dual stat format

The malefactor was originally developed for the Pathfinder™ RPG. All content in **black headings** is designed for use with the Pathfinder RPG. Content in **red is intended for use with the Fifth Edition of Dungeons and Dragons™**.



## the mark of the malefactor

The word 'malefactor' literally means villain or evil-doer; one who has committed a crime. And even though Brian and James have done a superlative job making this class versatile enough to find a home in any of the nine alignments, you have to admit, the malefactor seems destined for darkness. When you are delivering harrow strikes and echoing maledictions at those who dare oppose you, you've got to admit – this class was born for villainy.

I say – don't fight it. Sure, you could create an epic tragic hero with this class. You could create a tiefling fighting the darkness within his own soul; a lay clergy afflicted by a family legacy whose every prayer turns into a curse; a wanderer forever followed by misdeed and misfortune. Yeah, that works. But let me suggest another course. Be the bad guy.

Lay your foul curses most willfully upon those who dare oppose your wicked schemes. Burn the heart right out of the fools. Turn them into ill-spoken, graceless clods. The malefactor has it within himself to turn a foe into a laughingstock. The paladin is a hero? How can that simpering mess upon the floor be a hero?

He's keeping the lower of two d20 on attacks (steal victory), his weapon is diminished (curse weapon) and he is dogged by doubt and uncertainty (hesitation). Any class could have simply killed the paladin. The malefactor has humiliated him. He lies upon the ground, begging his simpering gods of light to release him from this curse. Well done, villain. Well done indeed.

*-Gary McBride*

Writer/Creator of Way of the Wicked, Pathfinder's only evil adventure path.

## ill-begotten luck

One day I was reading over some inspirational quotes, as I frequently do. I came upon a very meaningful quote, but by a very surprising figure.

*A lot of life is dealing with your curse, dealing with the cards you were given that aren't so nice. Does it make you into a monster, or can you temper it in some way, or accept it and go in some other direction?*

-Wes Craven

That really got me thinking. What if there was a class that was born cursed from birth or by some fated moment in their life. Everyone has strings of days, weeks or even years where nothing has ever seemed to have gone their way. It would be easy for people to empathize with them.

What if that class was tired of the abuse given to them and could instead channel their bad luck outwards to others and alleviate their own pain and suffering? What if they weren't the typical brand of adventurer? No, they wouldn't cast spells or channel heals or be hit point sponges. They would be something very different.

Thus the Malefactor was born, a creature of darkness and damned fate, but no less "good" than any other player character. While they might inadvertently harm other members of the party with their "gifts," they are cursed and do so out of necessity. Even the most stringent of paladins would be implored to take mercy on such a pitiful wretch.

So I say ignore every word Gary McBride speaks. He wants you to embrace your inner darkness and cause malice throughout the world with your great power. The choice is yours, hero. Do what thou wilt.

*-Brian Berg*

Owner and co-founder of TPK Games.

## *Excerpts from the memoirs of Yalitha Shadowtongue*

I find myself in the scum-hole city of Vascin, a suitable place to hide amongst the miserable masses. My Yla stirs deep inside, waking from its slumber. Like a snake, I can feel its coils tighten. Something here has caught its interest.

The air is warm, carrying the stench of too many people in too small a space. At the end of Beggar's Square a back alley preacher was speaking the word of his "god." His wine fueled words vaporously spew out to the half dozen people who curiously bother to listen to him.

"A beast walks, hidden, amongst us! A harlot from the deepest pits, sent to spread her disease to the world!"

Interesting. Is he a drunken rambler, or does he have a glimmer of aptitude?

I move closer, weaving through the crowd. Passing through a patch of shadow, I use my hairpin of disguise and switch to a more pleasant form.

"She wears a skin of lies! Her serpent's tongue weaves a net of deceit! Listen not to her words, lest ye be lured to hell!"

Amazingly, the crowd starts to thicken. Maybe it's the heightened tension between the nobles and the commoners. Perhaps it's the warm undercurrent of rot and corruption that throbs beneath the surface of this city. I can feel it hum deep in my bones, a delicious ache that leads me closer to the preacher.

His baritone voice rings louder, reminding me of an earlier time in life. I was cast from my home because everything I touched was besmirched with tragedy. I did not know the strength of my true being, nor did I have the strength to control such power.

Then, I was powerless, unable to do anything but flee from the torches and wrath stirred up by the priest's words. This time, it will end differently.

The crowd starts to shift uncomfortably, the way sheep shift when they catch the scent of a wolf. My aura carries an odor of loss and a subtle weight of defeat. Even with my current appearance, I find myself alone in a pool of gathering bystanders. I close in on the preacher, close enough to feel the warm mist of his breath.

"Doom! Doom creeps closer! We cannot survive unless we band together! She watches, waiting for a moment to strike! 'Ware, 'ware your souls to her honeyed promises and sweet words!"

I close my eyes, letting my other senses spread out. I hear the low murmur of the crowd as they fall into his words. My Yla unfurls like a cloak, waving through the crowd, the square, the city. Low thrumming in several directions are active hexes calling to me. This town truly is cursed.

"I promise you, my flock, I will keep you safe! I will protect you from her machinations and those she serves! The Leatherbacks bow to her will, but they cannot touch you!"

A twinge of disappointment and I see what comes next. He's a charlatan, a huckster. The Leatherbacks are the private security force for the nobility. My Yla cringes as it touches something it doesn't like. Leatherbacks. They have with them strong magic. This isn't a routine patrol. It's to quell the beginnings of a rebellion. Law and Order ruthlessly plow into my subconscious and I grow nauseous.

"Side with me, my children! For a pittance, I will shelter your souls and protect your young. Donate to me, and you will be saved!"

His words are laced with magic. Something slight, but effective nonetheless. The people's willpower has been eroded by greed, and given a boost by my aura. They give in. The wooden bowl is soon full.

Out of the corner of my eye, I see the first of the Leatherbacks enter the square. They are assessing the situation, planning an attack. A

flash of precognition and I know that many of these people will die.

I approach the podium. I reach up and press a small bundle of pipes into his hand.

“Play us a hymn to steel our resolve, Father.”

He glances down and smiles widely. The subtle curse of the pipes spread out as they leave my possession. The people have noticed the Leatherbacks, and have started to form a barrier between them and the priest. Dark grumblings start to erupt.

As he lifts the pipes to his lips, I feel my Yla unwrap completely, covering the crowd like a greasy cloak. The first notes start, and then take hold. The battle lines have been decided. The Leatherbacks square off against the peasantry, a few feet between them still unfilled.

I quickly move through the crowd to this empty space. Painting a look of terror and helplessness on my face, I walk hurriedly through the opening across the square. My Yla caresses each and every person in that small space, weakening his or her resolve and letting the cursed song take hold.

The two lines blur into one as a grand melee erupts. All the noise is enough distraction for me to take to the shadows unnoticed. I see the Leatherback wizard, deep in spell casting. I take aim with my crossbow and plant a bolt into his unprotected neck. He gurgles, reaching for help that will never come. From the darkness I emerge in a new guise as a Leatherback, attempting to drag the wizard to safety.

Then relieve him of all the magic he carries.

*I'm going to enjoy my stay here.*



## **the malefactor**

Fate... destiny... luck... these are philosophical concepts that many know, but few are able to truly explain or prove. If destiny is predetermined, inevitable and unchangeable, is there any hope for we mortals to set our own paths? What of those that seem to be damned by fate, always at the mercy of a higher power? Is there any hope for us at all?

It is rumored that some mortals can choose their own fate by selecting the correct paths as they walk through life. Others think that all of life's events are predestined. There are rumors of those who understand fate's cruel whims can free themselves and no longer be slaves to that harsh mistress. I can tell you those rumors are true...

I have lived through perils that would kill even the most steeled warriors. I have slain many a fool that thought to prey upon me. I have danced with fate itself, and taken the lead. What was once my misery is now my salvation, and your damnation. I am an accursed, a doomgiver – I am a malefactor.

### ***Class Description***

Some children begin life cruelly afflicted. Soon after birth, they and their families are beset by random misfortune, injury, and loss. Frequently they are abandoned by their communities for being born under an inauspicious sign, or sacrificed to allay curses seemingly brought down by dark gods. In reality, the birth of these unfortunates was attended by intangible chaos-spirits known as Yla (EE-la). While the Yla are not inherently evil, they are prone to destruction, and ignorant of the pain and misfortune that they cause those whom they bond with. Sages do not know what causes the Yla to seek out an individual, but as of yet, no known spell or prayer can separate them from their chosen. Many afflicted by these spirits live lives of sorrowful destitution, sometimes taking their own lives in misery.

A choice few however, realize that while their affliction cannot be suppressed, it can be commanded. Whether through study or

epiphany, these few learn to channel and command the devious spirits that surround them, turning their hardship into a powerful weapon. These few are known as malefactors.

In order to preserve their own lives, they willingly bring misfortune and woe to those around them.

They are dangerous to their allies and even more so to their adversaries. A malefactor that has mastered the ability to transfer his own ill fate to others is truly a dangerous opponent.

### ***Role***

Malefactors are potent, if haphazard, forces on the battlefield. While malefactors are not the most practiced warriors, their ability to efficiently attenuate the skill, power, and luck of their foes can turn almost any tide. If they can avoid hampering their allies, they can bring a battle to a quick and successful end. While not inherently evil, good alignments find it problematic to willingly harm allies. The gifts of the Yla are a double-edged sword.

### ***Adventurers***

The life of a malefactor tends to be that of a drifter. Once too many coincidences and ill omens are connected to their presence, they move on (usually with great haste). By their intrinsic natures, adventure seems to find them.

### ***Alignment***

While malefactors have more pull on the strings of fate than most, they are also, ironically, more tightly bound than most others. As this is not a path that one gets to choose, it isn't surprising that their alignments run the gamut between law and chaos, and good and evil.

### ***Religion***

Most malefactors feel they have overcome fate itself and wonder what good the gods could do for them. They find no need for them in their lives, as their destiny is their own to steer. While some become aware of the Yla spirits that surround them, some are ignorant as to



precisely how their ability to cause misfortune functions at all. Since many malefactors were persecuted in their youth by misguided zealots, they are frequently distrustful of priests and shamans.

### *Class Features (Pathfinder)*

The following are class features of the malefactor.

Hit Dice: d8

### **Class Skills**

The Malefactor's class skills are Acrobatics (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge Arcana (Int), Profession (Wis), Sense Motive (Wis), Stealth (Dex), Swim (Str) and Use Magical Device (Cha).

**Skill ranks per level:** 6 + Int modifier.

**Wealth:** 3d6 x 10 gp

Level	BAB	Fort	Ref	Will	Special
1	+0	+0	+2	+2	Aura of Misfortune (-2), Strife Pool, Malediction (20 ft.)
2	+1	+0	+3	+3	Harrowing Strike (attack rolls), Strife Surge
3	+2	+1	+3	+3	Luck of the Damned, Malediction
4	+3	+1	+4	+4	Cursebreaker
5	+3	+1	+4	+4	Harrowing Strike (damage rolls), Malediction
6	+4	+2	+5	+5	Aura of Misfortune (-3)
7	+5	+2	+5	+5	Cursebound, Malediction
8	+6/1	+2	+6	+6	Harrowing Strike (bypass concealment)
9	+6/1	+3	+6	+6	Malediction (40 ft.), Discord
10	+7/2	+3	+7	+7	Bonus Feat, Dread Escalations
11	+8/3	+3	+7	+7	Harrowing Strike (1d6 bleed), Malediction
12	+9/4	+4	+8	+8	Aura of Misfortune (-4)
13	+9/4	+4	+8	+8	Dire Displacement, Malediction
14	+10/5	+4	+9	+9	Harrowing Strike (second strike)
15	+11/6	+5	+9	+9	Reject Defeat, Malediction (60 ft.)
16	+12/7	+5	+10	+10	Curse Sense
17	+12/7	+5	+10	+10	Harrowing Strike (touch attacks), Malediction
18	+13/8	+6	+11	+11	Aura of Misfortune (-5)
19	+14/9	+6	+11	+11	Great Discord, Malediction
20	+15/10	+6	+12	+12	Ruinous Ascension, Harrowing Strike (2d6 bleed)

**Weapon and Armor Proficiency:** Malefactors are proficient with all simple weapons plus the hand and light crossbows, rapier, longsword, shortbow and short sword. They are proficient with light and medium armor, plus shields (excluding tower shields).

## the 5<sup>th</sup> edition malefactor

Level	Proficiency Bonus	Strife	Maledictions Known	Class Features
1	+2	2	1	Aura of Misfortune, Maledictions
2	+2	2	1	Harrowing Strike, Strife Surge
3	+2	2	2	Luck of the Damned, Accursed Archetype
4	+2	3	2	Cursebreaker, Ability Score Improvement
5	+3	3	3	Harrowing Strike (damage rolls)
6	+3	3	3	Cursebound
7	+3	4	4	Archetype Feature
8	+3	4	4	Harrowing Strike (bypass concealment), Ability Score Improvement
9	+4	4	5	Curse Sense
10	+4	5	5	Discord, Archetype Feature
11	+4	5	6	Harrowing Strike (1d8 necrotic)
12	+4	5	6	Ability Score Improvement
13	+5	6	7	Dire Displacement
14	+5	6	7	Harrowing Strike (second strike)
15	+5	6	8	Reject Defeat, Archetype Feature
16	+5	7	8	Ability Score Improvement
17	+6	7	9	Harrowing Strike (advantage)
18	+6	7	9	Great Discord, Archetype Feature
19	+6	8	10	Ability Score Improvement
20	+6	8	10	Ruinous Ascension, Harrowing Strike (2d8 bleed)

### HIT POINTS

**Hit Dice:** 1d8 per malefactor level

**Hit Points at 1st Level:** 8 + your Constitution modifier

**Hit Points at Higher Levels:** 1d8 (or 5) + your Constitution modifier per malefactor level after 1st.

### PROFICIENCIES

**Armor:** Light and medium armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** None

**Saving Throws:** Wisdom, Charisma

### SKILLS

**Skills:** Choose any three from Acrobatics, Arcana, Athletics, Deception, Insight, Intimidation, Perception, Persuasion, Sleight of Hand, Stealth and Survival.

### EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- a rapier, (b) a longsword, or (c) any simple weapon
- a shortbow and quiver of 20 arrows or (b) a shortsword
- a burglar's pack, (b) a dungeoneer's pack, or (c) an explorer's pack
- Leather armor and a dagger

## class abilities

### Aura of Misfortune (Su):

All creatures (including the malefactor herself) within 10' of the malefactor are subject to a -2 profane penalty to their saving throws. This penalty increases to -3 at 6th level, and increases by an additional -1 every six levels thereafter (12<sup>th</sup>, 18<sup>th</sup>). This ability functions only while the malefactor is conscious, not if she is unconscious or dead.

*\*Note this does not affect the Malefactor themselves if they have at least one point of Strife.*

### Aura of Misfortune (5E)

At 1st level, all creatures coming within 10 ft. of you suffer a -1d4 penalty on all saving throws. This ability functions only while you are conscious, not if you are unconscious or dead. You also suffer this effect, but as long as you have one strife point, the penalty is negated for yourself.

### Strife Pool (Ex):

At first level, Yla spirits provide the malefactor with a supply of supernatural chaotic energy called strife, which the malefactor can use to twist luck in a variety of ways. The maximum number of points in the malefactor's strife pool is equal to  $\frac{1}{2}$  her malefactor level + her Wisdom modifier. A malefactor's supply of strife is replenished to maximum every 24 hours, at the same time each day. As long as the malefactor has at least one point of strife, she is immune to the effects of her own aura of misfortune.

Many of the malefactor's class features refer to "curses." For the purposes of these class features, a curse is defined as any spell or spell-like ability that has the curse or hex descriptors. The Malefactor's Maledictions are also considered curses. Any magic item that requires a *remove curse* spell to be cast in order to remove its ill effects is also considered cursed.

### Strife (5E)

At 1st level, Yla spirits provide you with a supply of supernatural chaotic energy called strife, which you can use to twist luck in a variety of ways. You gain a number of strife points based on your level. You regain any expended points when you finish a short rest. As long as you have at least one strife point, you are immune to the effects of your own Aura of Misfortune.

### Maledictions (Sp):

A malefactor's most potent power lies with the ability to place their own misfortune upon others. These powers are called maledictions. At 1st level, the malefactor gains one malediction of their choice [from the list of maledictions; see later section]. They gain an additional malediction every 2 levels attained after 1st level, as noted on the malefactor class table.

A malefactor cannot select an individual malediction more than once. Any malediction that mimics a spell uses the malefactor's level as its effective caster level.

Unless otherwise noted, using a malediction is a standard action that does not provoke an attack of opportunity. The save to resist a malediction is equal to  $10 + \frac{1}{2}$  the malefactor's level + the malefactor's Wisdom modifier. At first level, maledictions have a range of 20 ft. This range increases to 40 ft. at 9th level and to 60 ft. at 15th level. The duration for these abilities is equal to the malefactor's Wisdom modifier (minimum of 1 round), unless specified otherwise.

### Maledictions (5E)

Your most potent power lies with the ability to place your own misfortune upon others. These powers are called maledictions and are powered by your strife points.

At 1st level, you gain one malediction of their choice. You learn additional maledictions as you level when noted.

You cannot select an individual malediction more than once. Any malediction that mimics

a spell uses your level as your effective caster level.

Unless otherwise noted, using a malediction is an action that does not provoke an opportunity attack. The save to resist a malediction is equal to 8 + your proficiency bonus + your Wisdom modifier. At first level, maledictions have a range of 20 ft. This range increases to 40 ft. at 9th level and to 60 ft. at 15th level. The duration for these abilities is equal to your Wisdom modifier (minimum of 1 round), unless specified otherwise.

### **Harrowing Strike (Su):**

As a standard action, the malefactor can spend a point of strife to make a special attack called a harrowing strike. This melee attack, made at her highest attack bonus, functions against any target currently suffering from a curse effect.

At 2nd level, the malefactor making a harrowing strike adds her Wisdom bonus to attack rolls.

At 5th level, the malefactor can add her Wisdom bonus to both her damage rolls.

At 8th level, the malefactor automatically bypasses concealment with her harrowing strike (targets with total concealment are treated as if they only had concealment).

At 11th level, a malefactor's harrowing strike deal 1d6 bleed damage, as a semi-tangible Yla spirit claws and tears at the target.

At 14th level, the malefactor may make a second harrowing strike as part of the same standard action, against any eligible target. Both harrowing strike this round are made at a -2 penalty.

At 17th level, the malefactor's harrowing strike are made as touch attacks.

At 20th level, harrowing strike deal 2d6 bleed damage, and the DC of the Heal check made to stop the bleed effect rises to 10 + ½ the malefactor's level + her Wisdom bonus. Magical healing only stops this bleed damage

with a successful caster level check against the same DC.

### **Harrowing Strike (5E)**

As an Attack action, you can spend one of your strife points to make a special attack called a Harrowing Strike. This melee attack has special effects usable only against targets currently suffering from a curse effect (curse spell, item, hex, or malediction).

At 2nd level, when you make a Harrowing Strike you may add your Wisdom bonus as a bonus to attack rolls.

At 5th level, you can add your Wisdom bonus to damage rolls.

At 8th level, you ignore cover bonuses with your Harrowing Strike.

At 11th level, your Harrowing Strike deals +1d8 extra necrotic damage, as a semi-tangible Yla spirit claws and tears at the target.

At 14th level, you may make a second Harrowing Strike as a bonus action, against any eligible target.

At 17th level your Harrowing Strike are made with advantage.

At 20th level your Harrowing Strike deals an extra +2d8 necrotic damage.

### **Strife Surge (Ex):**

Whenever a creature within a malefactor's aura of misfortune rolls a natural "1" on a saving throw or attack roll, the Yla spirits become energized. For the next round, whenever the malefactor uses an ability or malediction that normally requires an expenditure of strife, the amount of strife consumed is reduced by 1, to a minimum of zero.

### **Strife Surge (5E)**

Whenever a creature within your Aura of Misfortune rolls a "natural 1" on a saving throw, skill check or attack roll, your Yla spirits become energized. You gain one strife point, up to your normal maximum.

### Luck of the Damned (Ex):

A malefactor's experience avoiding the caustic whims of the Yla enable her to subtly step between the jagged tendrils of misfortune. Starting at 3rd level, malefactors add their Wisdom bonus to their Reflex and Fortitude saves.

### Luck of the Damned (5E)

Your experience avoiding the caustic whims of the Yla enable you to subtly step between the jagged tendrils of misfortune. You gain proficiency with Dexterity saves. If you already have proficiency with Dexterity saves, you gain a bonus equal to half your proficiency bonus instead.

### Cursebreaker (Sp):

The malefactor can break curses by drawing them into themselves. At will, the malefactor can target a creature with *remove curse*, using her malefactor level as her caster level. Whether the curse is successfully removed or not, the malefactor must save against the curse's effects (at the original DC) each time she uses this ability, suffering the effects herself if the save is failed.

### Cursebreaker (5E)

You can break curses by drawing them into yourself. At will, you can target a creature with *remove curse*, using your malefactor level as your caster level. You must then attempt a save against the curse's effects with advantage (at the original DC) each time you use this ability, suffering the effects yourself if the save is failed.

### Cursebound (Ex):

The malefactor may now choose to become immune to cursed items and can use the items without suffering any ill effects. The malefactor can use any beneficial properties the item possesses, but is not hindered by the items detrimental properties. Once the item is no longer in the possession of the malefactor, it reverts back to its normal, cursed state. The malefactor is never hindered in any way by a cursed item, and can always remove them from her possession if she desires to do so.

**Example:** A malefactor with the cursebound ability picks up a helm of opposite alignment. It functions as a standard helm for the malefactor, with no hindrance to her alignment. If that item is then given to another person, it then takes full effect. Additionally, as long as the malefactor has at least one point of strife, she gains a +4 bonus to save against any type of curse or hex attempted against them, such as a witch's hex or a *bestow curse* spell.

### Cursebound (5E)

You may now choose to become immune to cursed items and can use the items without suffering any ill effects.

You can use any beneficial properties the item possesses, but are not hindered by the item's detrimental properties. Once the item is no longer in your possession, it reverts back to its normal, cursed state. You are never hindered in any way by a cursed item, and can always remove them from your possession if you desire to do so.

**Example:** You pick up a helm of opposite alignment. It functions as a standard helm for you, with no hindrance to your alignment. If that item is then given to another person, it then takes full effect.

Additionally, as long as you have at least one point of strife, you gain advantage on any save against any type of curse attempted against you, such as a *bestow curse* spell or from an item.

### Discord (Ex):

Creatures that team up to attack a malefactor find that they impede each other more than they help. Characters using the *Aid Another* action against a malefactor need to successfully attack AC 15, rather than AC 10, in order to have an effect, and creatures that flank the malefactor take a -2 profane penalty on their attack rolls against her instead of the normal +2 bonus.

### Discord (5E)

At 10th level, creatures that team up to attack you find that they impede each other more than they help. If more than one opponent

threatens you, they all suffer disadvantage on attack rolls made against you.

### **Bonus Feat (Ex):**

A malefactor gains a bonus feat at 10th level, which may be chosen from the following list: Baleful Aura, Cursed Weapon, Extended Strife Surge, Extra Strife, Extra Malediction, Focused Malediction, Improved Cursebreaking, Improved Strife Surge, Quick Malediction, Tenacious Malediction [See p. 14 for more on malefactor feats].

### **Dread Escalations (Sp):**

Once a malefactor reaches 10th level, she gains the ability to enhance the power of her maledictions by spending strife at the moment of activation. These are called dread escalations, and are described in greater detail in each individual malediction entry.

### **Dire Displacement (Sp):**

As a swift action, a malefactor may spend a point of strife to enter a state of displacement, as the spell, for one round. Should an opponent make an unsuccessful melee attack against the malefactor due to the displacement effect, Yla spirits redirect that attack against a random creature within the attacker's reach, using the same modifiers as the original attack.

### **Dire Displacement (5E)**

As a bonus action, you may spend a point of strife to gain displacement, causing all attacks against you to suffer disadvantage for one round and allowing you to make Stealth checks even when observed, as the Yla spirits shroud your whereabouts.

### **Reject Defeat (Ex):**

By spending a point of strife, a malefactor with this ability that rolls a natural "1" on any saving throw may immediately re-roll. The malefactor must take the results of this re-roll. The malefactor does not gain the benefit of their strife surge ability if they use reject defeat to re-roll the natural 1.

### **Reject Defeat (5E)**

With this ability, you may spend a point of strife whenever you roll a "natural 1" on a saving throw in order to immediately attempt

a new saving throw. This ability does not let you use your Strife Surge class feature.

### **Curse Sense (Su):**

At 16th level, a malefactor gains a precise awareness of the subtle auras given off by a cursed object or creature. A malefactor detects cursed creatures (including creatures carrying cursed objects) within 30 ft. as if by blindsense. In addition, she can automatically determine if a magical item is cursed by sight, without the need for a Spellcraft check.

### **Curse Sense (5E)**

At 9th level, you gain a precise awareness of the subtle auras given off by a cursed object or creature. You also automatically detect cursed creatures and objects within 30 ft. In addition, you can automatically determine if a magical item is cursed by sight, without the need for a spell or skill check.

### **Great Discord (Ex):**

Creatures near the malefactor become even more inept. Creatures within the malefactor's aura of misfortune take a -5 profane penalty on attack rolls made while flanking, and must successfully attack AC 25 in order to use the Aid Another action.

### **Great Discord (5E)**

Creatures near you become even more inept. All creatures within your Aura of Misfortune automatically suffer disadvantage when attacking or making saving throws.

### **Ruinous Ascension (Ex):**

At 20th level, a malefactor undergoes a perfect apotheosis of misfortune. She is permanently immune to any spell or effect with the curse descriptor that allows spell resistance. In addition, her aura of misfortune is especially oppressive. Any creature within the aura treats a roll of natural "2" as if it was a natural "1," with regards to both saving throws and attack rolls (and abilities like strife surge).

### **Ruinous Ascension (5E)**

At 20th level, you undergo a perfect apotheosis of misfortune. You are permanently immune to any spell or effect with the curse descriptor.

Any creature attempting to affect you with a curse effect must also make a save against their own curse, as it targets them instead.

## maledictions

### Aged Bones (Su):

The target of this malediction suddenly feels all the weight of their life and age in one moment. Their limbs become heavy, and their energy is sapped. The target must make a Fortitude save or suffer a -2 penalty to their Str, Dex, and Con scores for 1 minute.

*Dread Escalation:* The duration increases to 24 hours, and the save DC increases by +2. Cost: 1 strife point.

### Aged Bones (5E)

The target of this malediction suddenly feels all the weight of their life and age in one moment. Their limbs become heavy, and their energy is sapped. The target must make a Constitution save or suffer one level of exhaustion.

You may spend one point of strife to give the target an additional point of exhaustion.

### Apt Curse (Su):

The target of this malediction must make a Will save or suffer a 50% chance of taking no action each round the malediction is in effect. Otherwise, the target may act normally. A target that successfully saves against apt curse cannot be targeted again for 24 hours.

*Dread Escalation:* The duration increases to one minute, and the save DC increases by +2. Cost: 2 strife points.

### Apt Curse (5E)

The target of this malediction must make a Wisdom save or suffer a 50% chance of taking no action for one round. Otherwise, the target may act normally.

You can spend 2 points of strife to increase the duration to 1 minute.

### Bad Footing (Su):

The target of this malediction finds themselves awkwardly off-balance. The target must make a Reflex save or become flat-footed for 1 round.

*Dread Escalation:* The duration increases to 2 rounds. Cost: 1 strife point.

### Bad Footing (5E)

The target of this malediction finds themselves awkwardly off-balance. They must make a Dexterity save or all attacks against them gain advantage until the start of your next turn.

### Bane (Su):

Up to three creatures of your choice that you can see within 30 ft. must make Will saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target suffers a -2 profane penalty to attack roll or saving throw.

*Dread Escalation:* The duration increases to 2 rounds and the penalty increases to -4. Cost: 2 strife points.

### Bane (5E)

Up to three creatures of your choice that you can see within 30 ft. must make Charisma saving throws. Whenever a target that fails this saving throw makes an attack roll or a saving throw before the spell ends, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. This effect lasts until the target can make a successful Charisma save at the beginning of their turn.

You can affect an additional target for each additional strife point spent.

### Beloved of the Yla (Su):

This malediction causes the Yla spirits to gather around the malefactor and shield her from blows. She may add her Charisma bonus to her AC for a number of minutes equal to her Wisdom modifier (minimum 1).

*Dread Escalation:* The duration increases to hours instead of minutes. Cost: 2 strife points.

### **Beloved of the Yla (5E)**

This malediction causes the Yla spirits to gather around you and shield you from blows. You may add your Charisma bonus to your AC for a number of minutes equal to your Wisdom modifier (minimum 1).

An additional point of strife spent increases the duration to a number of hours instead of minutes.

### **Bleeder (Su):**

The target of this malediction becomes highly susceptible to blood loss. The target must make a Fortitude save or all attacks that damage the creature also deal 1 bleed.

*Dread Escalation:* The bleed effect increases to 1d4 points of damage. Cost: 1 strife point.

### **Bleeder (5E)**

The target of this malediction becomes highly susceptible to blood loss. The target must make a Constitution save or all attacks that damage the creature for the duration of this effect also deal 1d4 extra damage.

An additional point of strife spent increases the duration to one minute.

### **Clouded Eyes (Su):**

The target of this malediction is suddenly affected by dirt or debris in their eyes, causing them to become blinded. The target must make a Fortitude save or become blinded for 1 minute.

*Dread Escalation:* The debris also causes 1d4 points of damage if the target fails to save. Cost: 1 strife point.

### **Clouded Eyes (5E)**

The target of this malediction is suddenly affected by dirt or debris in their eyes, causing them to become blinded. The target must make a Constitution save or become blinded for 1 minute.

An additional point of strife spent also deals 1d4 points of damage if the target fails to save.

### **Crossed Paths (Sp):**

A malefactor who passes through a creature's threatened area may target them with this malediction as a swift action. If the target fails a Will save, he is considered flanked until the beginning of the malefactor's next turn.

*Dread Escalation:* The target remains flanked until the end of the malefactor's next turn. Cost: 1 strife point.

### **Crossed Paths (5E)**

You may target a creature with this malediction as a bonus action whenever you pass through the creature's threatened area. If the target fails a Wisdom save, opponents gain advantage on attack rolls against the target until the end of that creature's next turn.

An additional point of strife spent increases the duration of the effect to the end of your next turn.

### **Curse of Ineptitude (Su):**

The target of this malediction must make a Will save or become dazed for a number of rounds as they fumble around with their words and actions until they can make a successful Will save, ending the effect. The saving throw is made at the beginning of the target's turn as a free action.

*Dread Escalation:* the save DC increases by +2. Cost: 1 strife point.

### **Curse of Ineptitude (5E)**

The target of this malediction must make a Wisdom save or become stunned for a round as they fumble around with their words and actions until they can make a successful Wisdom save, ending the effect. The saving throw is made at the beginning of the target's turn as a free action.

You can expend a strife point to increase the DC by +2.



### Curse of Biting Blades (Su):

The target of this malediction finds his movements buffeted by unseen forces, and even glancing blows dig deeply. If the target fails a Fortitude save, all attacks against the target deal +1d6 damage for a number of rounds equal to the malefactor's Wisdom bonus (minimum 1).

*Dread Escalation:* The duration increases to a number of minutes. Cost: 1 strife point.

### Curse of Biting Blades (5E)

The target of this malediction finds his movements buffeted by unseen forces, and even glancing blows dig deeply. If the target fails a Constitution save, all attacks against the target deal +1d6 damage for a number of rounds equal to the malefactor's Wisdom bonus (minimum 1).

You can expend an additional point of strife to increase the duration to a number of minutes.

### Curse Weapon (Sp):

With this malediction, a malefactor may suppress the enhancement of, or even curse a magic weapon. Attended weapons are entitled to a Will save to resist the effect. You may remove enhancement bonuses or special abilities up to a +2 value, effectively cursing the weapon with -2 worth of penalties. Special abilities without an enhancement value are treated as a +1 ability for the purpose of this malediction. An item that is reduced below +0 becomes cursed and any negative enhancement bonuses become penalties.

*Dread Escalation:* For each point of strife invested in the escalation, an additional -1 of penalties can be applied, up to a total of -5.

### Curse Weapon (5E)

With this malediction, you may suppress the enhancement of, or even curse a weapon. Targets are entitled to a Charisma save to resist the effect. If the target fails its save, a magic weapon they are wielding temporarily loses its magical effects (enhancement bonus and special properties). If it is non-magical (or struck with this power again), it becomes

cursed, causing its wielder disadvantage on all attack rolls for the duration.

### Deflect Weapon (Su):

Once per round, as a free action, when the malefactor is struck by an enemy wielding a manufactured melee weapon, she may use this malediction to lessen its effectiveness, as Yla spirits cling to the weapon's striking surface and cushion its blows. Enemies who fail a Reflex save against this malediction find that their weapons deal damage as if they were one size smaller for the duration of the effect. This effect does not stack.

*Dread Escalation:* The Yla spirits clinging to the weapon twist and wrench at it, causing the wielder take a -2 penalty on each attack made with it, for the duration of the effect. Cost: 1 strife point.

### Deflect Weapon (5E)

As a reaction, when you are struck by an enemy wielding a manufactured melee weapon, you may use this malediction to lessen its effectiveness, as Yla spirits cling to the weapon's striking surface and cushion its blows. You gain resistance to bludgeoning, piercing, and slashing damage against that attack.

An additional point of strife spent increases the duration of the resistance to the beginning of your next turn.

### Deafening Din (Su):

A loud noise such as a weapon strike leaves the target's hearing damaged, suffering the deafened condition (a -4 penalty on initiative checks, automatically fails Perception checks based on sound, takes a -4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components) for a number of minutes equal to the malefactor's Wisdom modifier.

*Dread Escalation:* The duration increases to a number of hours, and the save DC increases by 2. Cost: 1 strife point.

### Deafening Din (5E)

A loud noise such as a weapon strike leaves the target's hearing damaged, suffering the deafened condition (a -4 penalty on initiative checks, automatically fails Perception checks based on sound, a -4 penalty on opposed Perception checks, and has a 20% chance of spell failure when casting spells with verbal components) for a number of minutes equal to your Wisdom modifier.

An additional point of strife spent increases the duration of the deafness to a number of hours.

### Dolt's Grace (Sp):

The target of this malediction must make a Fortitude save or suffer a -5 profane penalty to all physical skill checks for a number of minutes equal to the malefactor's Wisdom bonus (minimum 1).

*Dread Escalation:* The penalty increases to -10, and the save DC increases by +2. Cost: 1 Strife point.

### Dolt's Grace (5E)

The target of this malediction must make a Wisdom save or suffer disadvantage on all physical skill checks for a number of minutes equal to your Wisdom bonus (minimum 1).

You may expend an additional point of strife to increase the save DC by +2.

### Eye of the Storm (Su):

This malediction reduces the effectiveness of damaging area effect spells and effects, such as breath weapons. For the duration of this malediction, the target makes a Will save each time he uses an area effect that causes hit point damage, if he fails the save, the target only deals half damage and no damage if his targets make successful saves.

*Dread Escalation:* In the case of a failed save, in addition to the normal effect, the damaging effect is expressed in dice one size smaller than normal (d10 is reduced to d8, d6 to d4, etc., to a minimum die size of d3). Cost: 2 strife points.

### Eye of the Storm (5E)

This malediction reduces the effectiveness of damaging area effect spells and effects, such as breath weapons. For the duration of this malediction, the target must make a Wisdom save each time he uses an area effect ability (spell, breath weapon, etc.) that causes hit point damage, or all targets automatically suffer half damage and no damage if they make their successful saving throw against the effect.

You can spend a point of strife to also reduce the damage dice inflicted by 1 die size.

### Feast of Fate (Su):

The target of this malediction must make a Will save, or be unable to benefit from natural or magical healing for a number of rounds equal to the malefactor's Wisdom bonus (minimum 1). The malefactor gains 5 temporary hit points for each enemy that fails to save versus this effect, although an individual enemy can only be targeted with this malediction once per 24 hours. The temporary hit points gained in this manner stack and go away after the duration has elapsed.

*Dread Escalation:* The duration of the effect doubles, and the save DC increases by 2. Cost: 2 strife points.

### Feast of Fate (5E)

The target of this malediction must make a Wisdom save, or be unable to benefit from natural or magical healing for a number of rounds equal to your Wisdom bonus (minimum 1) and you gain 5 temporary hit points for each of their healing attempts that fail.

You can spend one point of strife to double the duration.

### Firestarter (Su):

The target of this malediction is plagued by fire. Any fire source near them seeks them out and they burn as easily as witches on a pyre. The target must make a Will save or gain weakness to fire (suffering 50% more damage from fire sources) and if they are within 30 ft.

of a fire source, they must make Reflex saves each round to avoid catching fire as embers float on the wind, seeking them out.

*Dread Escalation:* The duration increases to 24 hours, and the save DC increases by 2. Cost: 1 strife point.

### Feast of Fate (5E)

The target of this malediction is plagued by fire. Any fire source near them seeks them out and they burn as easily as witches on a pyre. The target must make a Wisdom save or gain weakness to fire (suffering 50% more damage from fire sources) and if they are within 30 ft. of a fire source, they must make Dexterity saves each round to avoid catching fire as embers float on the wind, seeking them out.

You may spend a point of strife to increase the DC by +2 and the duration to 24 hours.

### Foolschant (Sp):

This cacophonous, nonsensical malediction takes the form of an emanation from the malefactor, permeating the extent of its range. For the duration of the effect, all spellcasters within this emanation must make concentration checks equal to 5 + the spell's level, or lose concentration on any spell being cast. This is a sonic, mind-affecting effect.

*Dread Escalation:* The concentration check DC increases to 10 + the spell's level. Cost: 2 strife point.

### Foolschant (5E)

This cacophonous, nonsensical malediction takes the form of an emanation from you, permeating the extent of its range. Until the end of your next turn, all spellcasters within this emanation must make an Intelligence save or lose concentration and be unable to cast spells until they can make a successful Intelligence save.

### Fray (Su):

This subtle malediction breaks down and destroys fibrous materials like cloth, ropes, webs, and vines. Attended objects and magical effects are entitled to a Will save to resist the effect.

Otherwise, the targeted object (or 5 ft. square of fibrous material) takes 5 points of damage per round, bypassing DR, for the duration of the effect, as Yla spirits pick it apart.

*Dread Escalation:* The malediction's destructive energy can be expended in a single round, in the form of an attempt to burst, shred, or break the obstruction. This works similarly to the area effect function of a *shatter* spell (centered anywhere within the malediction's range), only targeting fibrous materials. Cost: 1 strife point.

### Fray (5E)

This subtle malediction breaks down and destroys fibrous materials like cloth, ropes, webs, and vines. Attended objects and magical effects are entitled to a wielder's Charisma save to resist the effect.

Otherwise, the targeted object (or 5 ft. square of fibrous material) takes 5 points of damage per round, bypassing DR, for the duration of the effect, as Yla spirits pick it apart.

At the cost of one point of strife, your destructive energy can be expended in a single round, in the form of an attempt to burst, shred, or break the obstruction. This works similarly to the area effect function of a *shatter* spell (centered anywhere within the malediction's range), only targeting fibrous materials.

### Graven Step (Su):

Choose 1d6 squares within 60 ft. These squares become rough terrain.

*Dread Escalation:* For each strife point you spend, you may create 1d6 additional squares.

### Graven Step (5E)

Choose 1d6 squares within 60 ft. These squares become difficult terrain.

You can expend an additional point of strife to gain an additional 1d6 squares of effect.

### Heart Grip (Su):

The target of this malediction is plagued with an internal injury, such as a small heart attack

or palpitation, minor brain aneurism or other traumatic mishap. The target must make a Fortitude save or suffer damage equal to 1d6 + the malefactor's Wisdom bonus.

*Dread Escalation:* For each additional point of strife consumed (up to your Wisdom modifier), you may increase the base damage by +1d6.

### Heart Grip (5E)

The target of this malediction is plagued with an internal injury, such as a small heart attack or palpitation, minor brain aneurism or other traumatic mishap. The target must make a Constitution save or suffer damage equal to 1d6 + your Wisdom bonus.

For each additional point of strife consumed (up to your Wisdom modifier), you may increase the base damage by +1d6.

### Hesitation (Sp):

The target of this malediction must make a Will save or suffer a -5 penalty to his initiative, immediately lowering his position in the initiative count. If the target has already acted in the round this takes place, he does not act again until the next round. Depending on the initiative count, this may have no effect upon the initiative order.

*Dread Escalation:* The initiative penalty increases to -10. Cost: 2 strife points.

### Hesitation (5E)

The target of this malediction must make a Wisdom save or suffer a -5 penalty to his initiative, immediately lowering his position in the initiative count. If the target has already acted in the round this takes place, he does not act again until the next round. Depending on the initiative count, this may have no effect upon the initiative order.

You may spend one point of strife to increase this penalty to -10.

### Ill-Fated (Su):

The malefactor can expend a point of strife as a standard action and gain a number of d6s equal to her Charisma bonus (minimum of 1). She may place them on any number of targets'

actions that she predetermines (attacks, saves, skills, etc.) as a profane penalty. The target(s) must take the specified action in order to suffer the penalty, and no more than a single die can apply to the action each time. Multiple ill-fate dice can affect a target's actions for several rounds however.

*Dread Escalation:* Each additional point of strife spent gains an additional d6 for this ability.

### Ill-Fated (5E)

You can expend a point of strife as an action and gain a number of d6s equal to your Charisma bonus (minimum of 1). You may place them on any number of targets' actions that you predetermine (attacks, saves, skills, etc.) as a luck penalty. The target(s) must take the specified action in order to suffer the penalty, and no more than a single die can apply to the action each time. Multiple ill-fate dice can affect a target's actions for several rounds however.

Each additional point of strife spent gains an additional d6 for this ability.

### Itembreaker (Su):

An object the malefactor targets suffers from an unforeseen internal fracture. The wielder of the object must make a Will save or the object gains the broken condition. Unattended objects do not gain a saving throw unless magical.

*Dread Escalation:* The DC to save increases by +2. Cost: 1 strife point.

### Itembreaker (5E)

An object you target suffers from an unforeseen internal fracture. The wielder of the object must make a Wisdom save or the object suffers 2d6 damage. Unattended objects do not gain a saving throw unless magical.

For each additional point of strife consumed (up to your Wisdom modifier), you may increase the base damage by +1d6.

### Last Call (Su):

Targets of this malediction that have 0 or less hit points and are stable lose their battle with mortality and begin to die. The target must make a Fortitude save or gain the dying condition (losing 1 hp a round as normal again). Note that this ability only works on creatures with 0 or negative hit points.

*Dread Escalation:* This effect also causes 1d4 points of damage, hastening the target's descent on a failed save. Cost: 1 Strife point.

### Last Call (5E)

Targets of this malediction that are stable and at 0 hit points lose their battle with mortality and begin to die. The target must make a Constitution save or begin dying (making death saves as normal). Note that this ability only works on creatures at 0 hit points.

At the cost of 1 point of strife, the target also gains 1 failed death save.

### Leaden Limbs (Sp):

The target of this malediction must make a Fortitude save or be restricted to one fewer attack of opportunity per round than normal (for most creatures, this results in them being unable to take any attacks of opportunity).

*Dread Escalation:* The target becomes unable to make any attacks of opportunity for the duration of the effect and their movement is halved. Cost: 2 strife points.

### Leadened Limbs (5E)

The target of this malediction must make a Constitution save or be unable to take any reactions or bonus actions for the duration of this ability.

By expending an additional point of strife, the target's movement is also halved.

### Lightning Rod (Sp):

Upon invoking this malediction, the malefactor becomes supernaturally attractive to spells and effects that deal electricity damage. For the duration of the effect, any creature that attempts to use an electrical attack that takes the form of a line (including

*lightning bolt, call lightning, the breath weapon of a blue dragon, and other, similar effects*) must make a Will save, or place the malefactor within the area of effect, if possible. The malefactor is treated as having evasion versus electrical effects for the duration of this malediction, and if she makes a successful Reflex save, the line of effect terminates at the malefactor's square, regardless of its normal range.

*Dread Escalation:* Rather than the line of effect terminating in the malefactor's square with a successful Reflex save, the malefactor can divert any remaining area of the attack, in any direction he chooses, even directing it back at the point of origin. Cost: 2 strife points.

### Lightning Rod (5E)

Upon invoking this malediction, you become supernaturally attractive to spells and effects that deal electricity damage. For the duration of the effect, any creature that attempts to use an electrical attack that takes the form of a line or bolt (including lightning bolt, call lightning, the breath weapon of a blue dragon, and other, similar effects) must make a Wisdom save, or choose to place you within the area of effect, if possible. You are treated as having resistance versus the effects for the duration of this malediction, and if you makes a successful saving throw, the effect terminates at your square, regardless of its normal range dealing no damage.

By spending an additional point of strife, you become immune to electrical attacks.

### Oafstep (Su):

You cause a single foe to suddenly lose his footing. Choose a target. They are subjected to a trip combat maneuver by the malefactor. Use the malefactor's level in place of her BAB and Wisdom bonus instead of Strength bonus.

*Dread Escalation:* The target hits the ground with such tremendous force that he is shaken for one round. Cost: 1 strife point.

### Oafstep (5E)

You cause a single foe to suddenly lose his footing. Choose a target. They are knocked

prone unless they make a successful Dexterity save.

You may expend one point of strife to increase the DC by +2.

### **Paper Flesh (Su):**

The target of this malediction must make a successful Fortitude save or become more susceptible to critical hits. All attacks increase their critical threat range by +1 against the target for 1 minute.

*Dread Escalation:* Attacks against the target also gain a +4 bonus to critical confirmation checks. Cost: 2 strife points.

### **Paper Flesh (5E)**

The target must make a Constitution save or become more susceptible to critical hits. All attacks deal critical hits on one number less (20 becomes 19, etc.) against the target for 1 minute.

### **Paralyzing Fear (Su):**

The target of this malediction finds that all of their fears are magnified tenfold. Even the slightest sensation of fear becomes crippling. The target must make a Will save or become shaken for 1 minute.

*Dread Escalation:* The target instead becomes frightened of the malefactor. Cost: 1 strife point.

### **Paralyzing Fear (5E)**

The target of this malediction finds that all of their fears are magnified tenfold. Even the slightest sensation of fear becomes crippling. The target must make a Wisdom save or become frightened of you for 1 minute.

### **Squirming Grip (Su):**

Choose an object held by a target within 60 ft. They are subjected to a disarm combat maneuver by the malefactor. Use the malefactor's level in place of her BAB and Wisdom bonus instead of Strength bonus.

*Dread Escalation:* The dropped object bounces and skitters 1d4 x 5 ft. in a direction chosen by the malefactor. If the object then enters the

malefactor's square, she can catch it as a free action, if she has a hand free. Cost: 2 strife points.

### **Squirming Grip (5E)**

Choose an object held by a target within 60 ft. You attempt to disarm the target from a distance. The DC to resist is equal to 8 + your proficiency bonus + Wisdom bonus.

If within 30 ft., you can spend a strife point to cause the object to fly to your hand (if you have a free hand).

### **Steal Victory (Su):**

The malefactor can stifle the luck of an opponent. As an immediate action, whenever a target within 30 ft. rolls a d20 for an attack roll, the malefactor forces the target to roll two dice for their attack, and use the lowest roll unless they make a successful Will save. The malefactor must do this before the result of the roll is known. These saves are made at the start of the target's turns.

*Dread Escalation:* The DC for the save increases by +2. Cost: 1 strife point.

### **Steal Victory (5E)**

You can stifle the luck of an opponent. As a reaction, whenever a target within 30 ft. rolls an attack roll, you may force the target to suffer disadvantage unless they can make a successful Wisdom save.

You can spend one point of strife to increase the DC by +2.

### **Taboo (Sp):**

With an imperious warning, a malefactor can decree a single creature within the range of this malediction to be taboo. Creatures that attempt to make a melee attack against, touch, or pass through the square occupied by a taboo creature must make a Will save or become stunned for one round. A malefactor can also make a Large or smaller unattended object taboo (malefactors frequently use this malediction to cut off escape routes). Once a creature successfully saves against the taboo, he cannot be affected by it again for 24 hours. The malefactor can only have one taboo active



at a given time. This is a sonic, mind-affecting effect.

*Dread Escalation:* Creatures that fail their saves against the taboo are blinded and deafened in addition to being stunned, and the effect lasts for an additional round. Cost: 3 strife points.

### Taboo (5E)

With an imperious warning, you can decree a single creature within the range of this malediction to be taboo. Creatures that attempt to make a melee attack against, touch, or pass through the square occupied by a taboo creature must make a Wisdom save or become stunned until the end of their turn. You can also make a Large or smaller unattended object taboo (malefactors frequently use this malediction to cut off escape routes). Once a

creature successfully saves against the taboo, he cannot be affected by it again for 24 hours (though they can fail against it multiple times until saving). You can only have one taboo active at a given time.

### Tanglefoot (Su):

The target of this malediction finds themselves caught up or otherwise tangled up in debris, causing them to be entangled momentarily. The target must make a Strength or Escape Artist check with a DC of 15 to remove the entangled condition.

*Dread Escalation:* The DC to escape increases by +2. Cost: 1 strife point.

### Tanglefoot (5E)

The target of this malediction finds themselves caught up or otherwise tangled up in debris, causing them to be entangled momentarily. The target must make a Strength save or Dexterity (Acrobatics) check with a DC of 15 to remove the entangled condition.

You may expend 1 point of strife to increase the DC by +2.

### Ungainly Lunge (Su):

The target of this malediction must make a Will save or be unable to make 5-foot steps for the duration of the effect.

*Dread Escalation:* Once per round, if the affected creature fails a Reflex save, or misses a melee attack, he provokes an attack of opportunity. Cost: 2 strife points.

### Ungainly Lunge (5E)

The target of this malediction must make a Will save or lose 10 ft. of their movement and be unable to take bonus actions until their next turn.

### Unwilling Bodyguard (Sp):

A creature targeted with this malediction must make a Will save or become irresistibly attractive to ranged attacks. While this malediction is in effect, any ranged weapon

attacks that target the malefactor and miss instead target the afflicted enemy, using the same modifiers as the original attack, as long as the enemy is within 10 ft. of the malefactor. A malefactor can only have one creature under the effects of unwilling bodyguard at a time.

*Dread Escalation:* If the creature affected by this malediction is within 10 ft. of the malefactor, the malefactor is also treated as having cover from ranged attacks. Cost: 2 strife points.

### Unwilling Bodyguard (5E)

A creature within range of your Aura of Misfortune may be targeted with this malediction and must make a Wisdom save or become irresistibly attractive to ranged attacks. While this malediction is in effect, any ranged attacks that target you suffers disadvantage. If they miss, they instead attack the unwilling bodyguard using the better die on the attack. You can only have one creature under the effects of unwilling bodyguard at a time.

### Vile Sickness (Su):

The target of this malediction is suddenly affected by illness causing fever, dizziness and vomiting. The target must make a Fortitude save or gain the sickened and nauseated conditions for 1 round.

*Dread Escalation:* Increase the duration to 1 minute. Cost: 2 strife points.

### Vile Sickness (5E)

The target of this malediction is suddenly affected by illness causing fever, dizziness and vomiting. The target must make a Constitution save or gain the poisoned condition for 1 round.



## malefactor archetypes

### Curse Eater

*A Curse-Eater draws forth foul magics and consumes them as others would eat honeyed bread. She fears no curse and gains strength from the destruction of curses and dark magic.*

**Devour Curse (Su):** At 2<sup>nd</sup> level, as part of a full-round action when a curse-eater successfully use the cursebreaker ability, she gains a +2 enhancement bonus to her Strength score and temporary hit points equal to the caster level of the broken curse. These temporary hit points last for one hour or until depleted, whichever occurs first. At 15<sup>th</sup> level, this improves to a +4 enhancement bonus.



This ability replaces harrowing strike.

#### **Devour Curse (5E)**

At 3rd level, as part of a full-round action when you successfully use the Cursebreaker ability, you gain a +1 bonus to attack rolls and temporary hit points equal to the caster level of the broken curse. These abilities last for one hour or until the temporary hit points are depleted.

**Transfer Curse (Su):** At 5th level, instead of devouring a curse, as a standard action a curse-eater can instead spit it forth to a new target within 30 feet. The new target is allowed a saving throw at the original curse DC to avoid the effects.

This ability replaces the malefactor's 5th level malediction class feature.

#### **Transfer Curse 5E**

At 7th level, instead of devouring a curse, as a standard action you can instead spit it forth to a new target within 30 feet. The new target is allowed a saving throw at the original curse DC to avoid the effects.

**Cursed Resilience (Ex):** At 10th level, when a curse-eater successfully uses the cursebreaker ability, she gains spell resistance equal to 10 + the spell level of the curse. This ability lasts for a number of rounds equal to her Constitution bonus.

This ability replaces the malefactor's 10th level bonus feat class feature.

#### **Cursed Resilience (5E)**

At 10th level, when you successfully use the Cursebreaker ability you temporarily gain advantage on all saves against spells. This ability lasts for a number of rounds equal to your Constitution bonus.

#### **Improved Devour Curse (5E)**

At 15th level, your Devour Curse ability grants you a +2 bonus to attack rolls and twice the spell's level in temporary hit points.

**Curse Destruction (Su):** At 17th level, curse effects within 30 ft. of the curse-eater that are

not created by her are automatically subjected to her cursebreaker class feature.

This ability replaces the malefactor's 17th level malediction class feature.

#### **Curse Destruction (5E)**

At 17th level, curse effects within 30 ft. of the curse eater that are not created by her are automatically subjected to her Cursebreaker class feature.

### ***Doom Herald***

*The Doom Herald spells out the doom of others and it becomes truth. They are grand proselytizers who foretell the coming of great events and tragedies. Their words leave the listener more susceptible to ill fate.*



**Doomspeaker (Ex):** At 1st level, the doom herald gains *tongues* as per the spell, as an at will spell-like ability.

This ability replaces the malefactor's medium armor proficiency.

**Doomspeaker (5E)**

At 3rd level, you gain the tongues ability. In addition, you add half your proficiency bonus to all Persuasion and Intimidate checks.

**Utterance of Damnation (Su):** At 1st level, the doom herald speaks of doom and the target becomes hopeless and more susceptible to curses. As a standard action, the doom herald speaks words of conviction and all enemies within 60 ft. who are capable of hearing (and comprehending) the herald's speech must make Will saves equal to 10 + half the doom herald's level + her Charisma modifier or be forced to roll twice for all saving throws related to curses or hexes, taking the worse result. If a target succeeds against the doom herald's utterance of damnation, they cannot be affected again for 24 hours.

This ability replaces aura of misfortune.

**Utterance of Damnation (5E)**

At 3rd level, you can speak of doom and your enemies will become hopeless and more susceptible to curses. As an action, you speak words of conviction and all enemies within 60 ft. who are capable of hearing (and comprehending) your speech must make Wisdom saves equal to 8 + 1/2 your level + your Charisma modifier or be forced to suffer disadvantage for all saving throws related to curses or hexes.

**Impending Doom (Ex):** At 7th level, the words of the doom herald carry powerful portents of doom. She gains half her malefactor level as a profane bonus to Intimidate skill checks.

**Impending Doom (5E)**

At 7th level, your words carry powerful portents of doom. You gain proficiency in the Charisma (Intimidate) skill. If you are already proficient, you gain expertise instead.

**Divine Will (Ex):** At 10th level, the doom herald's connection to the divine tragedies and conviction is greater than most. She shrugs off mental attacks with ease, gaining a +2 profane bonus to all saves made against mind-affecting abilities.

This ability replaces the malefactor's 10<sup>th</sup> level bonus feat class feature.

**Divine Will (5E)**

At 10th level, your conviction is greater than most, and you shrugs off mental attacks with ease. You add a bonus equal to your proficiency bonus to all Wisdom saving throws.

**Sow Fear (Su):** At 13<sup>th</sup> level, as a standard action, a doom herald can cause fear in her enemies. To be affected, an enemy must be able to hear the doom herald's voice and be within 30 feet. Each enemy within range receives a Will save (DC 10 + 1/2 the doom herald's level + the doom herald's Charisma modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target becomes frightened and flees for as long as the target can hear the doom herald.

This ability replaces dire displacement.

**Sow Fear (5E)**

At 15th level, as an action, you can cause fear in your enemies. To be affected, an enemy must be able to hear your voice and be within 30 feet. Each enemy within range receives a Wisdom save (DC 8 + 1/2 your proficiency bonus + your Charisma modifier) to negate the effect. If the save succeeds, the creature is immune to this ability for 24 hours. If the save fails, the target gains the frightened condition.

**Taste of Fear (Su):** At 19<sup>th</sup> level, the doom herald may add her Charisma modifier to any attack roll made against creatures with the frightened, panicked or shaken conditions.

**Taste of Fear (5E)**

At 18<sup>th</sup> level, you add your Charisma bonus on attacks and damage against any creature with the frightened condition.

## Kismet



*The Kismet are pleasant folk that attempt to twist away the misfortune of others and bend it to provide benefits to those deserving around them.*

**Karmic Blessing (Ex):** At 1<sup>st</sup> level, a kismet may choose any ally within 30 ft. As an immediate action, she may grant them a luck bonus equal to her Charisma modifier for a single roll. You may use this ability a number of times per day equal to your Charisma modifier (minimum of 1).

This ability replaces aura of misfortune and harrowing strike.

### **Karmic Blessing 5E**

At 3rd level, you may choose any ally within 30 ft. As a reaction, you may grant them a luck bonus equal to your Charisma modifier for a single roll. You may use this ability a number of times each day equal to your Charisma

modifier (minimum 1). You regain all uses after a long rest.

**Kismet's Ward (Su):** At 5th level, as an immediate action, the kismet can grant a creature an additional saving throw against an effect they are attempting to save against. The target creature can make an additional saving throw with a luck bonus equal to the kismet's Charisma bonus.

This ability replaces the malefactor's 5th level malediction class feature.

### **Kismet's Ward 5E**

At 7th level, as a reaction, the kismet can grant a creature advantage on any saving throw against an effect they are attempting to save against. The target creature also gains a bonus equal to the kismet's Charisma bonus on the save. You may use this ability a number of times each day equal to your Charisma modifier (minimum 1). You regain all uses after a long rest.

**Fortuitous Action (Su):** At 10<sup>th</sup> level, as an immediate action, the kismet can grant a target the ability to immediately reroll a failed skill check. The target creature also gains a luck bonus on the roll equal to the kismet's Charisma bonus on the attempt. You may use this ability a number of times each day equal to your Charisma modifier (minimum 1).

This ability replaces the malefactor's 10<sup>th</sup> level bonus feat class feature.

### **Fortuitous Action 5E**

At 10th level, as a reaction, you can grant a creature advantage on any skill check. The target creature also gains a bonus equal to your Charisma bonus on the attempt. You may use this ability a number of times each day equal to your Charisma modifier (minimum 1). You regain all uses after a long rest.

**Hand of Fate (Su):** At 15th level, as an immediate action, the kismet can grant a creature an immediate reroll on any failed attack roll. The target creature also gains a luck bonus equal to the kismet's Charisma bonus on the attack. You may use this ability

a number of times each day equal to your Charisma modifier (minimum 1).

This ability replaces the malefactor's 15<sup>th</sup> level malediction class feature.

#### **Hand of Fate (5E)**

At 15<sup>th</sup> level, as a reaction, you can grant a creature advantage on any attack roll. The target creature also gains a bonus equal to your Charisma bonus on the attack. You may use this ability a number of times each day equal to your Charisma modifier (minimum 1). You regain all uses after a long rest.

**Perfect Opening (Su):** At 19<sup>th</sup> level, as an immediate action, the kismet can cause any one target to provoke an attack of opportunity after their next attack. You may perform this ability once per day.

This ability replaces the malefactor's 19<sup>th</sup> level malediction class feature.

#### **Perfect Opening (5E)**

At 18<sup>th</sup> level, as a reaction, you can cause any one target to provoke an opportunity attack after its next attack. You may use this ability only once per long rest.

## *Moirae*

*The Moirae are those Malefactors that understand destiny to such a degree that they can weave the unescapable tapestry of fate around them and cut short the threads of others. The ancients knew them as the Fates.*

**Weave Threads of Fate (Su):** At 1st level, the moirae gains the ability to glimpse into the future to see what fate has in store for them and weave those threads to her own benefit.

At the beginning of your turn, she may, as a free action, roll a single d20. At any point before her next turn, she may use the result of this roll as the result of any d20 roll you are required to make. If she does not use the d20 result before your next turn, it is lost. She can perform this ability a number of times per day equal to 3 + her Wisdom modifier.

This ability replaces the malefactor's 1<sup>st</sup> level malediction class feature.

#### **Weave Threads of Fate (5E)**

At 3<sup>rd</sup> level, you gain the ability to glimpse into the future to see what fate has in store for them and weave those threads to their own benefit.

At the beginning of your turn, you may, as a bonus action, roll a single d20. At any point before your next turn, you may use the result of this roll as the result of any d20 roll you are required to make. If you do not use the d20 result before your next turn, it is lost. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

**Verum Fatis (Su):** At 5<sup>th</sup> level, the moirae speaks prophetic words and her visions become truth. As a full-round action, the moirae may speak of an action by an ally. The ally is then fated to succeed at this task. When



the ally targeted attempts this single action (skill check, attack roll, etc.) as defined by the moirae, they are treated as if they “took 20” on the roll, regardless of whether or not they would normally be allowed to do so. Using this ability on an attack roll does not produce a critical hit.

The moirae can perform this ability a number of times per day equal to her Wisdom modifier (minimum of 1). This ability only functions on a single target once per 24 hours.

This ability replaces luck of the damned.

#### **Verum Fatis (5E)**

At 7th level, you speak prophetic words and your visions become truth. As an action, you may speak of an action by an ally. The ally is then fated to succeed at this task. When the ally targeted attempts this single action (skill check, attack roll, etc.) as defined by you, they are treated as if they rolled a 20 on the roll. Using this ability on an attack roll does not produce a critical hit.

You can perform this ability a number of times per day equal to your Wisdom modifier (minimum of 1). You can only affect a single target with this ability once per 24 hour period.

**Shear the Threads of Fate (Su):** At 10th level, the moirae grows in her powers of fate-weaving and can affect the fates of those around them. This ability functions as *verum fatis*, but allows the moirae to change the results of an action of any creature within 30 ft. to that of a “natural 1” if they fail a Will save. A single target can only be affected by this ability once per 24 hour period.

This ability replaces the malefactor’s 10th level bonus feat class feature.

#### **Shear the Threads of Fate (5E)**

At 10th level, you grow in their powers of fate-weaving and can affect the fates of those around you. This ability functions as *Verum Fatis*, but allows you to change the results of an action of any creature within 30 ft. to that of a “natural 1” on a failed Charisma save. This ability cannot affect a single target more than once in a 24 hour period.

**Weal or Woe (Su):** At 15th level, as a full-round action, the moirae may gaze upon the tapestry of fate to determine if a particular action will result in benefit or hazard. The player asks a question and the GM must answer weal or woe. The moirae may use this ability a number of times per day equal to her Wisdom modifier.

This ability replaces reject defeat.

#### **Weal or Woe (5E)**

At 15th level, as an action, you may gaze upon the tapestry of fate to determine if a particular action will result in benefit or hazard. The player asks a question and the GM must answer weal or woe. You may use this ability a number of times per day equal to your Wisdom modifier, and this ability is renewed after a long rest.

**Divergent Fate (Su):** At 19th level, when a purely random roll (critical hit/fumble chart, rod of wonder, confusion, prismatic effect etc.) or card (deck of many things, critical/fumble card, plot card etc.) is drawn in relation to the moirae, she rolls twice or draws two cards, selecting the roll or card of her choice to actually affects her.

#### **Divergent Fate (5E)**

At 18th level, when a purely random roll (critical hit/fumble chart, rod of wonder, confusion, prismatic effect etc.) or card (deck of many things, critical/fumble card, plot card etc.) is drawn in relation to yourself, you roll twice or draws two cards, and select the roll or card of your choice to actually affects you.

## ***Reaver***

*Reavers are those malefactors that specialize in crippling their opponents with their dangerous powers and then quickly eliminating them in their weakened states. They are a scourge to all of mankind, seeking to bring only destruction and ruin.*

**Cursed Blade (Ex):** At 1<sup>st</sup> level, whenever the reaver uses a melee weapon against a cursed opponent, she deals +1d6 additional points of (bonus) damage. Each time a Reaver can choose an additional malediction, she can



instead elect to add an additional +1d6 of damage to her cursed blade attacks.

This ability replaces the malefactor's 1<sup>st</sup> level malediction and alters the malediction ability.

**Heavy Armor Proficiency (Ex):** At 3<sup>rd</sup> level, reavers are gain the ability to don heavy armor and go face to face with the toughest of opponents. She gains Heavy Armor Proficiency as a bonus feat.

This ability replaces luck of the damned.

#### **Heavy Armor Proficiency (5E)**

At 3<sup>rd</sup> level, you are fully capable of donning heavy armor and going face to face with the toughest of opponents. You gain proficiency with heavy armor.

#### **Cursed Blade (5E)**

At 3<sup>rd</sup> level, whenever you use a melee weapon against a cursed opponent, they take +1d6 points of bonus damage. Each time you can choose an additional malediction, you can instead elect to add an additional +1d6 of damage to your Cursed Blade attacks.

**Calamitous Strike (Su):** At 4<sup>th</sup> level, whenever the reaver deals a critical hit, she may also enact a malediction as a free action.

This ability replaces cursebreaker.

#### **Calamitous Strike (5E)**

At 7<sup>th</sup> level, whenever you score a critical hit you may enact a malediction as a reaction.

**Bloody Intent (Su):** At 9<sup>th</sup> level, as a free action, when the reaver strikes a foe with a melee attack, she may enact a malediction against the target. The reaver may use this ability a number of times per day equal to her Charisma modifier (minimum 1).

This ability replaces the malefactor's 9<sup>th</sup> level malediction class feature.

#### **Bloody Intent (5E)**

At 10<sup>th</sup> level, you may perform maledictions as a bonus action. However, in order to perform this, you must strike a target with a melee attack.

**Reaving Strike (Su):** At 15<sup>th</sup> level, the reaver's critical threat range increases by +1 whenever attacked cursed tar-gets.

This ability replaces reject defeat.

#### **Reaving Strike (5E)**

At 15<sup>th</sup> level, your attacks deal critical hits on 19 and 20 against cursed foes.

**The Cruellest Cut (Ex):** At 19<sup>th</sup> level, the reaver increases her cursed blade damage from d6s to d8s.

This ability replaces the malefactor's 19<sup>th</sup> level malediction class feature.

#### **The Cruellest Cut (5E)**

At 18<sup>th</sup> level, the reaver increases his Cursed Blade damage from d6s to d8s.

## malefactor lore

Characters with ranks in the skills Knowledge: (arcana) or (local) can attempt to make knowledge checks to understand more about these enigmatic figures.

Skill Check	Result
DC 10	Malefactors are damned souls, whose accursed luck brings as much harm to them as it does to those around them.
DC 15	It is said that these malefactors are actually capable of channeling their own negative karma to others in a manner that gives the malefactor strength.
DC 20	The malefactor is capable of breaking curses by swallowing them into themselves.
DC 30	It is said that the most powerful of the malefactors walk outside the tapestry of fate, and even the gods hold no sway over their lives.

## malefactor feats

### *Baleful Aura*

Your aura of misfortune becomes larger.

**Prerequisites:** Aura of misfortune class feature, strife pool.

**Benefit:** As a standard action, you can double the area of your aura of misfortune. Each round your aura remains expanded, it consumes a point of strife. You may dismiss this effect as a free action.

### *Cursed Weapon*

Your curses can be delivered through a weapon strike.

**Prerequisites:** Malediction class feature.

**Benefit:** Choose one malediction; once per round, you can manifest it as part of a melee attack against a single target.

### *Entropic Strength*

You learn to siphon a measure of power from the entropic spirits as they feed upon those around you.

**Prerequisites:** Aura of misfortune

**Benefit:** You gain a +1 bonus to your Strength score whenever anyone rolls a natural one within your aura of misfortune. This ability stacks to a maximum of half your malefactor level and lasts for one minute per level. Each additional bonus resets the duration.

### *Extra Strife*

You gain additional strife.

**Prerequisites:** Strife pool class feature.

**Benefit:** You gain two additional points of strife.

**Special:** You can gain Extra Strife multiple times.

### *Extended Strife Surge*

Your strife surges grant you extra benefit.

**Prerequisites:** Strife surge class feature.

**Benefit:** The effects of your strife surge ability last for an additional round. This feat can be selected multiple times. Each time you select it, your strife surge lasts for an additional round.

### *Extra Malediction*

You know the secrets of another malediction.

**Prerequisites:** Malediction class feature.

**Benefit:** You gain one additional malediction. You must meet all of the prerequisites for this malediction.

**Special:** You can gain Extra Malediction multiple times.

### *Focused Malediction*

You are particularly talented at affecting foes with a particular curse.

**Prerequisites:** Malediction class feature.

**Benefit:** Choose one malediction; the DC to resist increases by +2.

### *Improved Cursebreaking*

You are exceptionally talented at removing curses.

**Prerequisites:** Cursebreaker class feature.

**Benefit:** You gain a +4 bonus to your caster level check to remove curses with the cursebreaker ability.

### *Improved Strife Surge*

You can perform a malediction ability with ease.

**Prerequisites:** Strife surge class feature.

**Benefit:** Expenditures of strife during a strife surge are reduced by two, to a minimum cost of zero.

### *Misfortune Aura Mastery (5e)*

Your aura of misfortune is incredibly strong.

**Prerequisites:** Malefactor class.

- Your aura of misfortune increases to 40 ft.
- You can choose a number of targets equal to your Wisdom bonus as a free action. These targets are not affected by your aura of misfortune.
- The duration of all maledictions increases by one round when within your aura of misfortune.

### *Powerful Maledictions (5e)*

Your mastery of maledictions is greater than most.

**Prerequisites:** Malefactor class.

- You know one additional malediction.
- You gain two additional points of strife.
- When anyone within your aura of misfortune rolls a “natural 1,” you gain advantage on all actions on your next turn.

### *Quick Malediction*

You can perform a malediction ability with ease.

**Prerequisites:** Malediction class feature.

**Benefit:** Choose one malediction. As a move action, you can enact that malediction. This ability does not allow you to perform more than one malediction per round.

### *Selective Aura*

You gain greater control over your aura of misfortune.

**Prerequisites:** Aura of misfortune class feature.

**Benefit:** You can choose a number of targets in the area of your aura, up to your Charisma modifier. These targets are not affected by your aura of misfortune. For each round you modify your aura, you must expend one point of strife per target that is unaffected.

### *Tenacious Malediction*

One of your maledictions hinders for an extended amount of time.

**Prerequisites:** Malediction class feature.

**Benefit:** Choose one malediction; its duration increases by 3 rounds.

## **avored class options**

### *Aasimar*

Most aasimar have their paths in life predetermined and firmly entrenched by their upper planar parents. Some are just born unlucky.

- *Favored Class Bonus:* +1 hit point or +1/4 bonus to penetrate and save against curses with their cursebreaker ability.

### *Catfolk*

Catfolk are frequently the embodiment of the malefactor. They are extremely lucky and frequently carry the power of curses as well.

- *Favored Class Bonus:* +1/6 additional maledictions per level or +1/6 to all malediction save DC's.

### *Changelings*

The changeling was born to work the powers of fate and cast curses. Their hag bloodline is lured irresistibly to the path of the malefactor.

- *Favored Class Bonus:* +1 hit point or +1/6 additional maledictions.



## *Dhampir*

The dhampir know much of being cursed and taking control of their destinies.

- *Favored Class Bonus:* +1 skill point or +1/4 dodge bonus to armor class in any round when performing the malefactor's harrowing strike ability.

## *Dwarves*

Few dwarves find themselves walking the path of the malefactor, but those that do are dangerous indeed. With their steadfast determination and strong wills, they bend fate to their whims more easily than other races.

- *Favored Class Bonus:* +1 hit point, +1 skill point or +1/6 to all malediction save DC's.

## *Drow*

The dark elves have no moral quandaries about harming their allies, and as such have embraced the power of the malefactor. They see any new power as a useful one in their struggles against the surface dwellers and their own backstabbing kind.

- *Favored Class Bonus:* +1 skill points or +1/5 bonus to the DC of a single malediction.

## *Elves*

By channeling their innate magical strengths, elves hold great power in overcoming curses.

- *Favored Class Bonus:* +1 skill point or +1/4 to penetrate and save against curses with their cursebreaker ability.

## *Fetchling*

The "shadow people," as they are known, have long understood the powers of the malefactor. Many are doom heralds or reavers.

- *Favored Class Bonus:* +1 skill point or +1/4 bonus to your aura of misfortune power per level.

## *Gnomes*

Gnomish malefactors combine their love of devices with their ability to channel fortune.

- *Favored Class Bonus:* Gnomes gain +1 hit points or a +1/4 luck bonus to all Disable Device checks.

## *Goblins*

The goblins know what it is like to placate the gods of bad luck. They make dangerous malefactors indeed.

- *Favored Class Bonus:* +1/6 bonus malefactor feat.

## *Half-Elves*

Half-elves make potent malefactors, easily understanding the delicate balances of forces they must ride.

- *Favored Class Bonus:* +1 skill point or +1/3 extra point of strife.

## *Halflings*

Already masters of luck and chance, halflings make formidable and often unsuspecting malefactors.

- *Favored Class Bonus:* Halflings may choose any other race's favored class bonus for the malefactor, and may change this at every level if they choose.

## *Half-Orcs*

Masters of intimidation, the half-orc revels in the power of the malefactor, with no compunctions about harming friends or foes.

- *Favored Class Bonus:* You gain a +1/4 bonus to your aura of misfortune power per level.

## *Humans*

As the overwhelming majority of malefactors, humans tend to adapt to their misfortunes better than most races.

- *Favored Class Bonus:* Humans gain +1/6 additional maledictions per level.

## *Kitsune*

The exotic shapeshifting tricksters known as the kitsune make excellent malefactors. Their gifts are often double-edged.

- *Favored Class Bonus:* Kitsune gain a +1/5 bonus to the DC of a single malediction.

### *Kobolds*

Kobolds are cunning and love to use every advantage, frequently surprising their foes when they realize their connection to ill luck.

- *Favored Class Bonus:* Kobolds gain +1/4 additional strife points per level.

### *Orcs*

Orcs and curses have long went hand in hand. The orcs celebrate the birth of a malefactor, knowing they have a potent new weapon.

- *Favored Class Bonus:* Orcs gain +1/4 bonus damage on harrowing strike per level.

### *Ratfolk*

As a race of downtrodden and overlooked humanoids, the ratfolk make their own luck.

- *Favored Class Bonus:* ratfolk gain +1/6 additional maledictions per level.

### *Tengu*

The tengu find advantage in every situation. They have little qualms towards becoming malefactors and using their powers to achieve their aims.

- *Favored Class Bonus:* tengu gain +1/4 additional strife points per level.

### *Tieflings*

Bad luck is said to run in their blood. A tiefling malefactor or reaver is not entirely uncommon.

- *Favored Class Bonus:* +1 skill point or +1/6 bonus malefactor feat.

## malefactors in your campaign

Malefactors add a very interesting new dynamic to the game table. In order to maximize their own abilities, the malefactor usually needs to use their auras and maledictions to the detriment of those around them. Will the other players allow the malefactor free rein to use their abilities to

their fullest, or will they blame every bad thing that happens to them on the malefactor player?

As a support member of a party, the malefactor has some great abilities to debuff enemies and increase their own strength. Their ability to remove curses is invaluable to an adventuring team. In addition, malefactors can be capable combatants when supporting other primary warriors.

## a sample malefactor

### Talitha Shadowtongue CR 10

Female Demon-Spawn (Succubus Bloodline)

Tiefling Malefactor 11

CN Medium Outsider (Native)

**Init** +3; **Senses** Darkvision; Perception +10

**Aura** Aura of Misfortune

#### DEFENSE

**AC** 25, touch 13, flat-footed 22 (+5 armor, +3 shield, +3 Dex, +4 natural)

**hp** 69 (11d8+11)

**Fort** +8, **Ref** +14, **Will** +11

**Defensive Abilities** Cursebound, Discord **Resist** cold 5, electricity 5, fire 5

#### OFFENSE

**Spd** 30 ft.

**Melee** +1 Keen, Wounding Rapier +10/+5 (1d6+2/15-20/x2)

**Ranged** +1 Flaming Hand Crossbow +12/+7 (1d4+1/19-20/x2)

**Special Attacks** harrowing strike

**Spell-Like Abilities** Cursebreaker (At will)

#### STATISTICS

**Str** 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 18, **Cha** 16/20

**Base Atk** +8; **CMB** +9; **CMD** 22

**Feats** Armor of the Pit, Baleful Aura, Cursed Weapon: Apt Curse, Entropic Strength, Extra Malediction, Extra Malediction, Grasping Tail **Traits** Born Damned, Charming

**Skills** Acrobatics +10, Bluff +15, Climb +5, Diplomacy +15, Disable Device +8, Disguise +15, Intimidate +15, Knowledge (Arcana) +10, Knowledge (Local) +2, Knowledge (Nobility) +4, Knowledge (Planes) +5, Linguistics +4,

Perception +10, Sense Motive +10, Sleight of Hand +5, Stealth +20, Swim +5, Use Magic Device +20

**Languages** Abyssal, Common, Elven, Infernal, Shadowtongue, Undercommon

**SQ Apt Curse (DC 19) (Sp)**, Circlet of Persuasion Curse Weapon (DC 19) (Sp), Dread Escalations (Su), Droskar's Guiding Ring, Dust of Sneezing and Choking, Feast of Fate (DC 19) (Su), Light Oafstep (Su), Squirming Grip (Su), Steal Victory (Su), Strife Pool (Ex), Strife Surge (Ex), Telepathy with Evil Creatures, To the Hilt (DC 19) (Su), Unwilling Bodyguard (Su)  
**Combat Gear** +1 Flaming Hand Crossbow, +1 Keen Wounding Rapier, +2 Buckler, +2 Glamered Shadow Studded Leather; **Other Gear** Amulet of Natural Armor +2, Circlet of Persuasion, Droskar's Guiding Ring, Dust of Sneezing and Choking, Elixir of Love, Headband of Alluring Charisma +4

### SPECIAL ABILITIES

**Apt Curse (DC 19) (Sp)** The target of this Malediction must make a Will save or have a 50% chance to act normally, otherwise taking no actions. Dread Escalation: the duration increases to permanent, and the save DC increases by 2. Cost: 1 Strife.

**Aura of Misfortune -3 (10' radius) (Su)** -3 to all creature's saves in a 10' radius.

**Baleful Aura** Your Aura of Misfortune becomes larger.

**Born Damned** The inherent sacrilege that taints your soul sometimes crowds out lesser banes. You gain a +2 trait bonus on saving throws against curses and magical effects that produce curses.

**Charming** +1 Bluff/Diplomacy or save DC's for any language-dependent spells vs. targets whom could be sexually attracted to you.

**Circlet of Persuasion** +3 competence bonus to CHA-based checks (skill bonuses already included).

**Curse Weapon (DC 19) (Sp)** With this Malediction, a Malefactor may suppress the enhancement of, or even curse a magic weapon. Attended weapons are entitled to a Will save to resist the effect. You may remove enhancement bonuses or special abilities up to a +2 effective value.

**Cursebound (Ex)** Immune to cursed items; +4 save vs. curses or hexes.

**Cursebreaker (At will) (Sp)** The Malefactor can break curses by drawing them into themselves. At will, the Malefactor can target a creature with remove curse, using her Malefactor level as her caster level. Regardless as to whether the curse is successfully removed, the Malefactor must save against the effect or be subject to it themselves.

**Cursed Weapon: Apt Curse** Your curses can be delivered through a weapon.

**Damage Resistance, Cold (5)** You have the specified Damage Resistance against Cold attacks.

**Damage Resistance, Electricity (5)** You have the specified Damage Resistance against Electricity attacks.

**Damage Resistance, Fire (5)** You have the specified Damage Resistance against Fire attacks.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Discord (Ex)** Creatures that team up against you impede each other. Flanking foes instead take a -2 penalty to hit you.

**Dread Escalations (Su)** Enhance the power of your Maledictions by spending strife points.

**Droskar's Guiding Ring** This gold ring is misshapen and uncomfortable to wear for long periods; inscribed on it is a crude symbol of a fire burning under an arch. Once per day, you may use charm person.

**Dust of Sneezing and Choking** This fine dust appears to be dust of appearance. If cast into the air, it causes those within a 20-foot spread to fall into fits of sneezing and coughing. Those failing a DC 15 Fortitude save take 3d6 points of Constitution damage immediately. Those who succeed on this saving throw are nonetheless disabled by choking (treat as stunned) for 5d4 rounds.

**Entropic Strength** You learn to siphon a measure of power from the entropic spirits as they feed upon those around you. You gain a +1 bonus to your Strength score whenever anyone rolls a natural one within your Aura of Misfortune.

**Extra Malediction** You know the secrets of another Malediction.

**Feast of Fate (DC 19) (Su)** The target of this Malediction must make a Will save, or be unable to benefit from natural or magical healing for the duration of the effect. The Malefactor gains 5 temporary hit points for each enemy that fails to save versus this effect.

**Grasping Tail** Your tail can retrieve small objects on your person as a swift action.

**Harrowing Strike (+4 to attack & damage +1d6 bleed and bypass concealment) (Su)** +4 to attack & damage +1d6 bleed and bypass concealment against cursed creatures.

**Lightning Rod (DC 19) (Sp)** Upon invoking this Malediction, the Malefactor becomes supernaturally attractive to spells and effects that deal electricity damage. For the duration of the effect, any creature that attempts to use an electrical attack that takes the form of a line (including lightning bolt, call lightning, the breath weapon of a blue dragon, and other, similar effects) must make a Will save, or place the Malefactor within the area of effect, if possible. The Malefactor is treated as having evasion versus

electrical effects for the duration of this Malediction, and if she makes a successful Reflex save, the line of effect terminates at the Malefactor's square, regardless of its normal range.

**Malediction (40ft) (Su)** Your Maledictions have a range of 40ft.

**Oafstep (Su)** You will a single foe to suddenly lose his footing. Choose a target. They are subjected to a trip combat maneuver by the Malefactor. Use the Malefactor's level in place of her BAB and Wisdom bonus instead of Strength bonus.

**Squirming Grip (Su)** Choose an object held by a target. They are subjected to a disarm combat maneuver by the Malefactor. Use the Malefactor's level in place of her BAB and Wisdom bonus instead of Strength bonus.

**Steal Victory (Su)** At 4th level, the Malefactor can stifle the luck of an opponent. As an immediate action, whenever a target within 10' rolls a d20 for an attack roll, the Malefactor may spend a point of Strife to force the target to roll two dice for their attack, and use the lowest roll.

**Strife Pool (Ex)** You have a strife pool equal to ½ your malefactor level + your Wisdom modifier.

**Strife Surge (Ex)** On a creature's natural "1" reduce Strife cost by 1 for 1 round.

**Telepathy w/Evil Creatures** You can communicate telepathically with any evil creature within 50 feet.

**To the Hilt (DC 19) (Su)** The target of this Malediction finds his movements buffeted by unseen forces, and even glancing blows dig deep. For the duration of the effect, weapons deal damage to the target as if the attacker had the Improved Critical feat. A Fort save negates.

**Unwilling Bodyguard** A creature targeted with this Malediction must make a Will save or become irresistibly attractive to ranged attacks. While this Malediction is in effect, any ranged weapon attacks (but not magical ranged touch attacks, such as rays) that target the Malefactor and miss instead target the afflicted enemy, using the same modifiers as the original attack, as long as the enemy is within 10' of the Malefactor.

## TALITHA SHADOWTONGUE

Medium humanoid (tiefling), chaotic neutral

**Armor Class** 19 (+1 studded leather and +1 buckler)

**Hit Points** 63 (10d8+10)

**Speed** 30 ft.

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<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
13 (+1)	16 (+3)	12 (+1)	10 (+0)	18 (+4)	20 (+5)

**Saving Throws** Dex +7, Wis +8, Cha +9  
**Skills** Deception +9, Intimidation +9, Stealth +7  
**Senses** passive Perception 14  
**Languages** Common, Infernal  
**Challenge 1 (200 XP)**

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## SPECIAL ABILITIES

**Aura of Misfortune.** All creatures coming within 10' of the malefactor must make a successful Charisma save or suffer a -1d4 penalty on all saving throws. This ability functions only while the malefactor is conscious, not if she is unconscious or dead. Talitha is immune to this effect when she has 1 strife point.

**Curse Destruction.** Curse effects within 30' of the curse eater that are not created by her are automatically subjected to her cursebreaker class feature.

**Curse Sense.** Talitha has a precise awareness of the subtle auras given off by a cursed object or creature. She also automatically detects cursed creatures and objects within 30'. In addition, she can automatically determine if a magical item is cursed by sight, without the need for a spell or skill check.

**Cursebound.** The malefactor may choose to become immune to cursed items and can use the items without suffering any ill effects. Additionally, as long as Talitha has at least one point of Strife, she gains advantage on any save against any type of curse attempted against them, such as a *bestow curse* spell or from an item.

**Cursebreaker.** The malefactor can break curses by drawing them into themselves. At will, the malefactor can target a creature with *remove curse*, using her malefactor level as her caster level. The malefactor must save against the curse's effects with advantage (at the original DC) each time she uses this ability, suffering the effects herself if the save is failed.

**Cursed Resilience.** When you successfully use the Cursebreaker ability you temporarily gain advantage on all saves against spells. This ability

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

**Devour Curse.** As part of an action when you successfully use the Cursebreaker ability, you gain a +4 bonus to Strength and temporary hit points equal to twice the caster level of the broken curse.

**Discord.** Creatures that team up to attack the malefactor find that they impede each other more than they help. If more than one opponent threatens the malefactor, they all suffer disadvantage on all attack rolls against the malefactor.

**Harrowing Strike.** As an attack action, the malefactor can spend one of her strife points to make a special attack called a Harrowing Strike. This melee attack has special effects usable only against targets currently suffering from a curse effect (curse spell, item, hex or malediction).

When Talitha makes a Harrowing Strike, she may add her Wisdom bonus as a bonus to attack and damage rolls, ignoring cover.

**Hellish Resistance.** You have resistance to fire.

**Infernal Legacy.** You know the Thaumaturgy cantrip. When you reach 3rd level, you can cast the Hellish Rebuke spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a Long Rest. When you reach 5th level, you can cast the Darkness spell once with this trait and regain the ability to do so

when you finish a Long Rest. Charisma is your spellcasting ability for these Spells.

**Luck of the Damned.** Your experience avoiding the caustic whims of the Yla enable you to subtly step between the jagged tendrils of misfortune. You gain proficiency with Dexterity saves. If you already have proficiency with Dexterity saves, you gain a bonus equal to half your proficiency bonus instead.

**Transfer Curse.** Instead of devouring a curse, as an action you can instead spit it forth to a new target within 30 feet. The new target is allowed a saving throw at the original curse DC to avoid the effects.

**Strife Surge.** Whenever a creature within a malefactor's aura of misfortune rolls a "natural 1" on a saving throw, skill check or attack roll, the malefactor's Yla spirits become energized. Until the end of the malefactor's next turn, she can use a single malediction for free, without expending strife points.

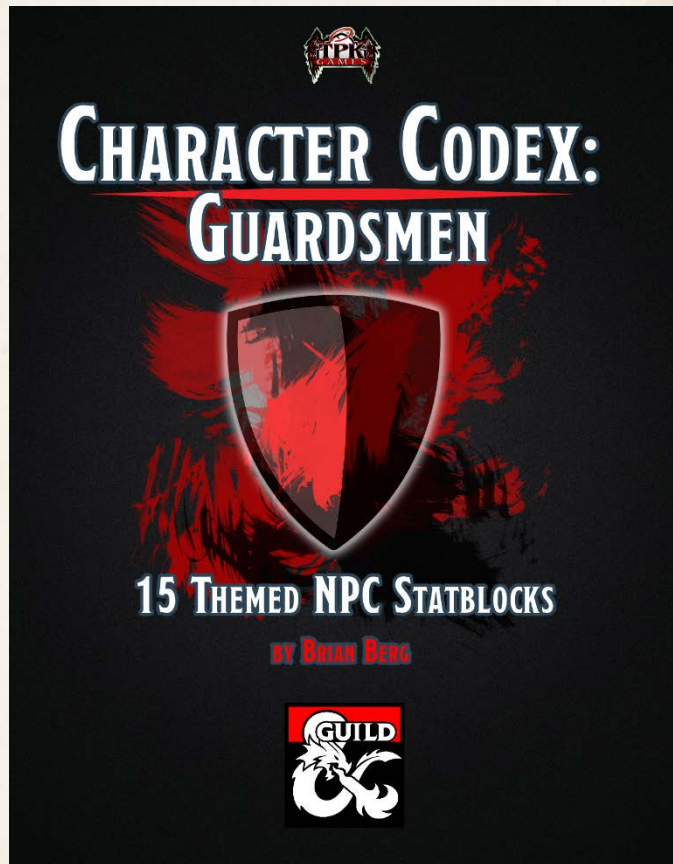
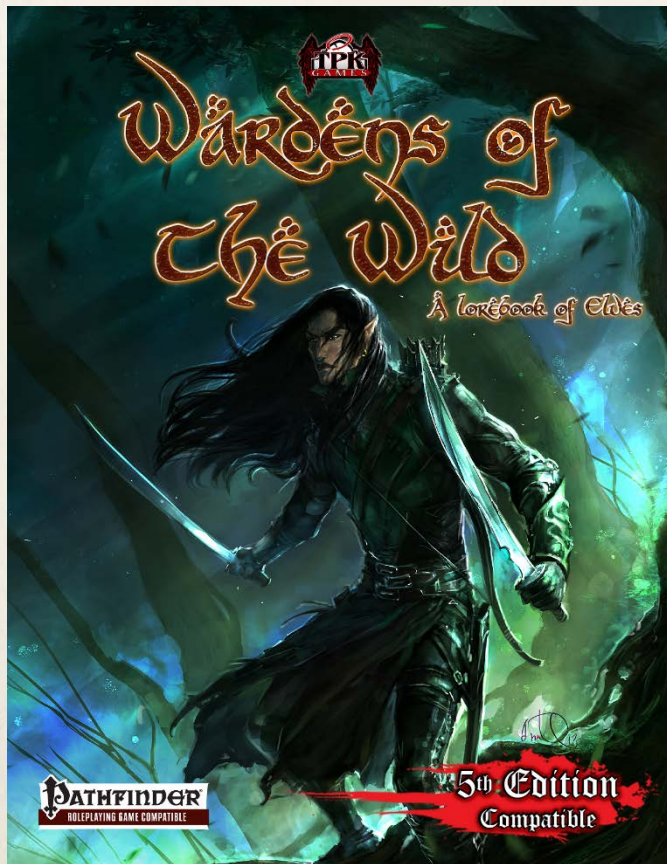
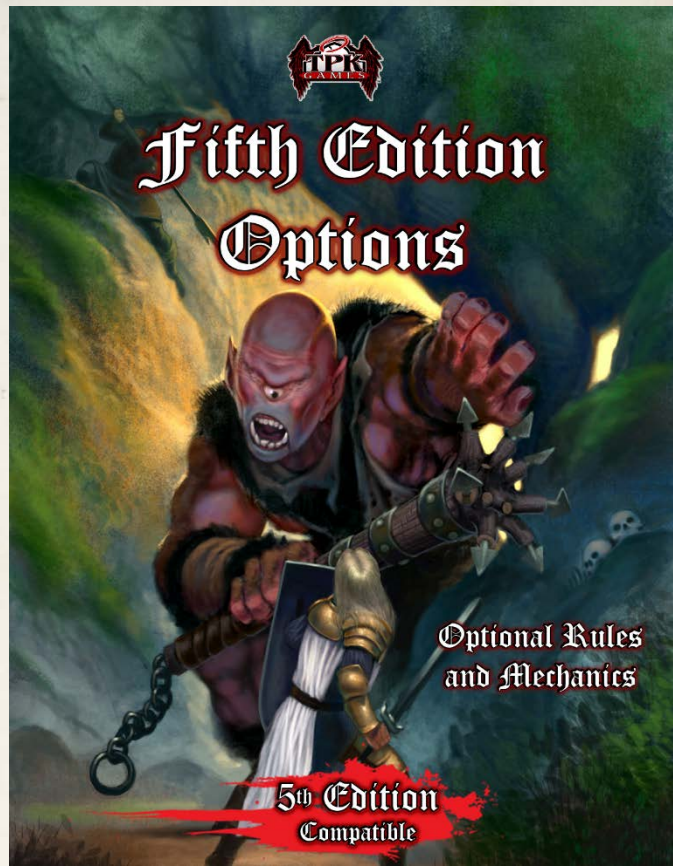
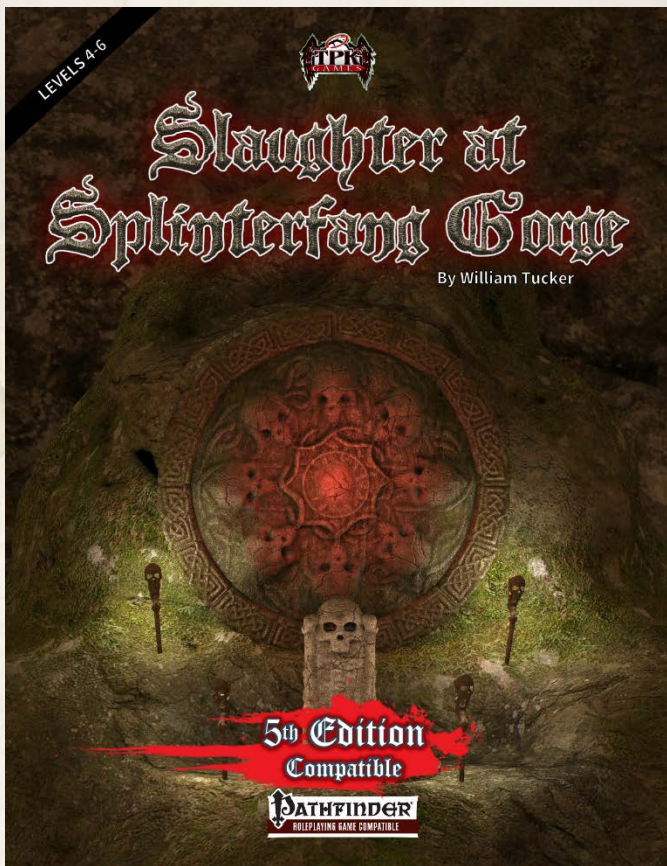
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#### ACTIONS

**+1 Rapier.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**+1 Hand Crossbow.** Ranged Weapon Attack: +8 to hit, range 30 ft./120 ft., one target. Hit: 7 (1d6 + 4) piercing damage.





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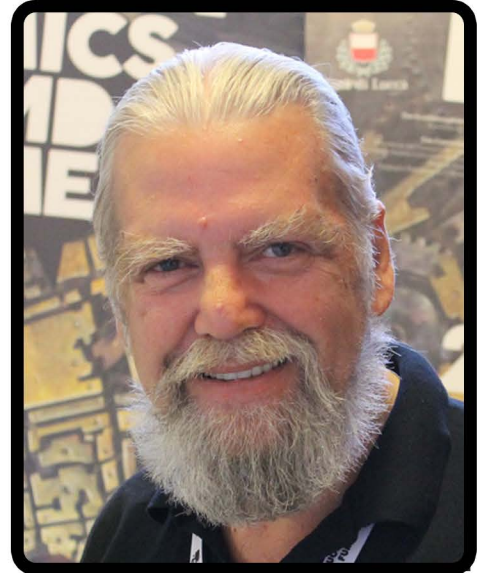


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