



THE MALEFACTOR

A NEW BASE CLASS FOR THE PATHFINDER RPG

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ROLEPLAYING GAME COMPATIBLE

the manifestot

A Base Class For The Pathfinder RPG

credits

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legalese

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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.

All-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

CEO and co-founder of TPK Games.



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The Manifestor

-Excerpts from the memoir of Talitha Shadowtongue, Tiefling Doom Herald

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 pre-determined, 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

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, Steal Victory
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 Strikes (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/+1	+5	+9	+9	Reject Defeat, Malediction (60 ft.)
16	+12/+7/+2	+5	+10	+10	Curse Sense
17	+12/+7/+2	+5	+10	+10	Harrowing Strike (touch attacks), Malediction
18	+13/+8/+3	+6	+11	+11	Aura of Misfortune (-5)
19	+14/+9/+4	+6	+11	+11	Great Discord, Malediction
20	+15/+10/+5	+6	+12	+12	Ruinous Ascension, Harrowing Strikes (2d6 bleed)

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.

hit die: 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

class features

The following are class features of the Malefactor.

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).

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

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 ½ 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.

Malediction (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 beginning on page 9]. They gain an additional Malediction every 2 levels attained after 1st level, as noted on Table 1-1: The Malefactor. A Malefactor cannot select an individual malediction more than once. Any malediction that mimics a spell uses the Malefactors level as an 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 + 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.

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 attack and damage rolls.

At 8th level, the Malefactor automatically bypasses concealment with her Harrowing Strikes (targets with total concealment are treated as if they only had concealment).

At 11th level, a Malefactor's Harrowing Strikes deal 1d6 bleed damage (as semi-tangible Yla spirits claw and tear 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 strikes this round are made at a -2 penalty.

At 17th level a Malefactor's Harrowing Strikes are made as touch attacks.

At 20th level Harrowing Strikes 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.

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.

Luck of the Damned (Ex): Your experience avoiding the caustic whims of the Yla enable you to subtly step between the jagged tendrils of misfortune. You add your Wisdom bonus to your Reflex and Fortitude saves.

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.

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. The Malefactor must do this before the result of the roll is known.

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 *bestow curse* spell.

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.

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 enactment. 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.

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.

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' 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.

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.

Ruinous Ascension (Ex): At 20th level, a Malefactor undergoes a perfect apotheosis of misfortune. She is permanently immune to any spell 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*).

maledictions

Apt Curse (Sp): 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.

Dread Escalation: the duration increases to permanent, and the save DC increases by 2. *Cost*: 1 Strife.

Benign 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, making the wielder take a -2 penalty on each attack made with it, for the duration of the effect. *Cost*: 1 Strife.

Cross the Path (Sp): A Malefactor who successfully uses the *Acrobatics* skill to pass 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.

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 cannot be targeted. 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.

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, each die of damage is reduced by 1, to a minimum of 1.

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, etcetera, to a minimum die size of d3). *Cost:* 3 Strife.

Dolt's Grace (Sp): The target of this Malediction must make a Fort save or suffer a -5 profane penalty to skill checks for the duration of the effect.

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

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 the duration of the effect. 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.

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 types of spellcasters within this emanation suffer a 20% spell failure chance. This is a sonic, mind-affecting effect.

Dread Escalation: The spell failure increases to 50%. *Cost:* 2 Strife.

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 Fort save to resist the effect. Otherwise, the targeted object (or 5' 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

Hesitation (Sp): The target of this Malediction must make a Will save or take 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.

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.

Leaden Arms (Sp): The target of this Malediction must make a Fort 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. *Cost:* 2 Strife.

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 nauseated for one round. *Cost:* 1 Strife.

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.

Dread Escalation: The dropped object bounces and skitters 1d4 x10ft 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.

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 malediction, 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 a Dread Taboo are blinded and deafened in addition to being stunned, and the effect lasts for an additional round. *Cost:* 3 Strife

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

Dread Escalation: Against the target, attackers are also treated as if they possess the Critical Focus feat. *Cost:* 1 Strife.

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 makes a missed melee attack, he provokes an attack of opportunity. *Cost:* 2 Strife.

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 (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. 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 treated as having cover from ranged attacks. *Cost:* 2 Strife.

archetypes

moirae

The Moirae are those Malefactors that understand fate to such a degree that they can weave the tapestry of fate around them and damn the actions of others. The ancients knew them as the Fates.

Verum Fatis (Ex): The Moirae speak prophetic words and their visions become truth. As a full round action, the Moirae may speak of an action by a target. 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 their Wisdom modifier (minimum of 1). This ability only functions on a target once per 24 hours.

This ability replaces Aura of Misfortune and Luck of the Damned.

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.

Guileful Polyglot (Ex): As per the feat, the Doom Herald gains 2 additional languages, or 4 additional languages if he has at least one rank in Linguistics.

Divine Will (Ex): The Doom Herald's conviction is greater than most, and he shrugs off mental attacks with ease. You gain a +2 divine bonus to all saves made against mind affecting abilities.

This ability replaces Luck of the Damned.

Utterance of Damnation (Ex): 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' who are capable of hearing (and comprehending) the Herald's speech must make Will saves equal to 10 plus half the Doom Herald's level plus Charisma modifier or be forced to roll twice for all saving throws related to curses or hexes, taking the worse result.

This ability replaces Aura of Misfortune.

reaver

Reavers are those Malefactors that specialize in crippling their opponents with their dangerous powers and then quickly eliminating them in their weakened states.

Heavy Armor Proficiency (Ex): Reavers are fully capable of donning heavy armor and going face to face with the toughest of opponents.

Cursed Blade (Ex): Whenever the Reaver uses a melee weapon against a cursed opponent, they gain +1d6 points of bonus damage. Each time a Reaver can choose an additional Malediction, he can instead elect to add an additional +1d6 of damage to his Cursed Blade attacks.

This ability replaces Luck of the Damned.

kismet

The Kismet are pleasant folk that attempt to bend luck to provide benefits to those around them.

Karmic Blessing (Ex): Choose any ally within 30', as an immediate action 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 per day equal to your Charisma modifier (minimum of 1).

This ability replaces Aura of Misfortune and Harrowing Strikes.

curse-eater

A Curse-Eater draws forth foul magics and consumes them as others would eat honeyed bread.

Devour Curse (Su): As part of a full-round action when you successfully use the Cursebreaker ability, you gain temporary hit points equal to the caster level of the broken curse.

Cursed Resilience (Ex): When you successfully use the Cursebreaker ability you gain spell resistance equal to the caster level of the curse. This ability lasts for a number of rounds equal to your Con bonus.

Transfer Curse (Su): 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.

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.

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.

feats

Baleful Aura

Your Aura of Misfortune becomes larger.

Prerequisites: Aura of Misfortune class feature, Strife pool.

Benefit: As a standard action, you can increase the area of your Aura of Misfortune by 10 ft. 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

You gain additional Strife.

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 three, to a minimum of zero.

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.

favored 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.

Dwarves

Few Dwarves take up 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.

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.

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 +1/2 bonus to CMD against a specific Combat

Maneuver.

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

Gnome 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.

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.

Talitha Shadowtongue - 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 [Glamerd 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](#))

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 1/2 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.

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