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Playtest Package

Playtest Package 4

THANATOR

You straddle the border between life and death through focus and grit, dancing with death in a surge of adrenaline.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

Expert

SAVING THROWS

Expert in Fort
Trained in Reflex
Expert in Will

SKILLS

Trained in Intimidation
Trained in a number of additional skills equal to 4 plus your Intelligence modifier

ATTACKS

Trained in simple weapons
Trained in martial weapons
Trained in unarmed attacks

DEFENSE

Trained in light armor
Trained in unarmored defense

CLASS DC

Trained in Thanator class DC

KEY ABILITY

CONSTITUTION

At 1st level, your class gives you an ability boost to Constitution

HIT POINTS

12 plus your Constitution modifier

You increase your maximum number of HP by this number at 1st level and every level thereafter.

During Combat Encounters...

You hurl yourself headfirst at your foes, heedless of danger, and every hit you take makes you stronger. You'll have to make yourself the center of attention and risk your life to unlock your full potential.

During Social Encounters...

Your regular near-death experiences give you a unique perspective on things. Living for thrills and excitement, you are often the one seeking new risky adventures for you and your friends.

While Exploring...

Your combat experience keeps you on your toes and alert to potential dangers. You might make yourself an obvious easy target for an ambush in order to protect the most vulnerable party members.

In Downtime...

You may go looking for a brawl in a fighting pit, engage in dangerous activities like free climbing, or even join a revolution to overthrow a tyrannical ruler.

You Might

- Have a very unique perception of life and death.
- Be prone to boredom, seeking or even triggering exciting situations.
- Refuse to give up or back down from anything.

Others Probably...

- Are wary of your presence and your battle scars.
- See you as having some type of death wish.
- Feel both impressed and intimidated by your strong determination

Table A-1: Thanator Advancement

Your Level	Class Features
1	Adrenaline flow, ancestry and background, blood for blood, hard to kill, initial proficiencies, manifestation, thanator feat
2	Skill feat, thanator feat
3	Adrenaline surge, general feat, morbid stoicism, skill increase
4	Skill feat, thanator feat
5	Ability boosts, adrenaline homeostasis, ancestry feat, skill increase, zone of focus
6	Skill feat, thanator feat
7	General feat, juggernaut, skill increase, weapon specialization
8	Skill feat, thanator feat
9	Ancestry feat, lightning reflexes, skill increase, thanator expertise, vigilant senses
10	Ability boosts, skill feat, thanator feat
11	General feat, light armor expertise, resolve, skill increase, weapon mastery
12	Skill feat, thanator feat
13	Ancestry feat, skill increase, undying warrior
14	Skill feat, thanator feat
15	Ability boosts, general feat, greater juggernaut, greater weapon specialization, skill increase
16	Skill feat, thanator feat
17	Ancestry feat, living on the edge, skill increase
18	Skill feat, thanator feat
19	General feat, light armor mastery, skill increase
20	Ability boosts, skill feat, thanator feat

Class Features

You gain all of the following abilities as a thanator. Abilities gained at higher levels than 1st always list the level at which you gain them next to the features' names.

Ancestry and Background

In addition to what you get from your class at 1st level, you have the benefits of your selected ancestry and background.

Initial Proficiencies

At 1st level, you gain a number of proficiencies that represent your basic training. The proficiencies are noted at the start of this class.

Adrenaline Flow

You distill adrenaline into necromantic energy using a trance-like state known as adrenaline flow. As long as your current Hit Points (including temporary Hit Points) are lower than your maximum Hit Points, you are in adrenaline flow and you gain the listed benefits of your manifestation.

Normally, you gain and use adrenaline flow only in combat encounters; when an encounter ends, you lose adrenaline flow. At the beginning of an encounter, if your current hit points are lower than your maximum hit points, you enter adrenaline flow the first time you lose hit points.

Blood for Blood

You gain the Blood for Blood reaction.

BLOOD FOR BLOOD ↻

THANATOR

Trigger An enemy within reach hits you with a melee Strike or a melee spell attack roll.

Rather than trying to protect yourself or avoid the hit, you use it as an opportunity to attack. You gain weakness to the triggering Strike equal to your level. Make a melee Strike against the triggering creature.

Hard to Kill

Your dance with death is one that keeps you one step further from its final embrace. You gain the Diehard general feat.

Manifestation

Thanators manifest their unusual adrenaline powers in various ways, called manifestations. Manifestations often reflect the personality of a thanator, albeit sometimes a hidden one. You choose a thanator manifestation (page 7).

Thanator Feats

At 1st level and every even-numbered level, you gain a Thanator class feat.

A THANATORS' SOURCE OF POWER

Thanathors are considered somewhat of an oddity by many scholars and martial masters alike. While the manifestation of their power is undeniably of necromantic nature, its true source is still unknown. The most accepted theory pins thanators as natural born warriors with a predisposition for vitamancy. Often gifted with a strong survival instinct, an unshakable willpower or a love of challenges, thanators are known to be adrenaline seekers. This personality trait is believed to be so intrinsic to their psyche, it subconsciously manifests itself into magical abilities, similar to the way a practitioner of vitamancy would dig into its own life force to conjure magic.

Skill Feats

2nd

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

Adrenaline Surge

3th

The more injured you are, the more dangerous you become. If your Hit Points are lower than half your maximum Hit Points, your adrenaline flow becomes adrenaline surge and you gain the additional benefits listed in your Manifestation.

Some Thanator feats have the surge trait. You can only use actions with the trait or benefit from feats with the trait while you are in adrenaline surge.

General Feats

3rd

At 3rd level and every 4 levels thereafter, you gain a general feat.

Morbid Stoicism

3rd

Interactions with death have become so mundane they leave you utterly unphased. When you get a success on a Saving Throw against an effect with the death, negative or positive trait, you get a critical success instead.

Skill Increases

3rd

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this skill increase to become trained in one skill you're untrained in, or become an expert in one skill in which you are already trained.

At 7th level, you can use skill increases to become a master in a skill in which you're already an expert, and at 15th level, you can use them to become legendary in a skill in which you're already a master.

Adrenaline Homeostasis

5th

You are not afraid of death and consider it a foe to vanquish like any other. You gain the Adrenaline Homeostasis reaction.

ADRENALINE HOMEOSTASIS ↻

SURGE **THANATOR**

Frequency Once per day

Trigger You take damage from a creature that reduces you to 0 Hit Points but doesn't immediately kill you.

The adrenaline flowing through your veins creates a perfect homeostasis of negative and positive energy. You enter adrenaline homeostasis and your wounded condition increases by 1. While in homeostasis, you

remain conscious at 0 hit points and you cannot gain or lose any Hit Points, including Temporary Hit Points. You are still taking damage for the purpose of requirements and effects. (ex. if you gain a condition that lasts for as long as you are taking persistent damage, you still suffer the condition until you've lost the persistent damage condition.) At the end of your next turn, you exit Adrenaline Homeostasis, you fall unconscious and begin dying as normal. If you become unconscious for any other reason, like the effect of a spell, you exit Adrenaline Homeostasis and begin dying immediately.

At 11th level, you can maintain homeostasis for an additional turn, and a third turn at level 17th. For every additional turn you maintain Adrenaline Homeostasis, your wounded condition increases by 1.

Ancestry Feats 5th

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter.

Zone of Focus 5th

Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increases to expert. When you are in adrenaline flow, you gain the critical specialization effects for melee weapons and unarmed attacks.

Juggernaut 7th

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Weapon Specialization 7th

You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary.

Lightning Reflexes 9th

Your reflexes are lightning fast. Your proficiency rank for Reflex saves increases to expert.

Thanator Expertise 9th

Your proficiency rank for your Thanator class DC increases to expert.

Vigilant Senses 9th

Through your adventures, you've developed keen awareness and attention to detail. Your proficiency rank for Perception increases to master.

Light Armor Expertise 11th

Your proficiency for light armor and unarmored defense increases to expert.

Resolve 11th

You've steeled your mind with resolve. Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

Weapon Mastery 11th

Your proficiency ranks for simple weapons, martial weapons, and unarmed attacks increase to master.

Undying Warrior 13th

Feeling the grasp of death tightening, you find an unexpected strength to keep going. You gain the Undying Warrior benefits listed in your manifestation.

Greater Juggernaut 15th

Your proficiency rank for Fortitude saves increases to legendary. When you roll a critical failure on a Fortitude save, you get a failure instead. When you roll a failure on a Fortitude save against an effect that deals damage, you halve the damage you take.

Greater Weapon Specialization 15th

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

Living on the edge 17th

You can now use Adrenaline Homeostasis once per hour instead of once per day.

Light Armor Mastery 19th

Your skill with light armor improves, increasing your ability to dodge blows. Your proficiency ranks for light armor and unarmored defense increase to master.

Manifestations

Thanators use their heightened state of adrenaline to enhance different aspects of their fighting styles. Your manifestation determines the advantages your adrenaline flow grants you as well as giving access to some of the Thanator feats.

Manifestation of Might

You crystalize adrenaline into raw strength. When in Adrenaline Flow, you can add your Constitution modifier to melee damage rolls instead of your Strength modifier and your melee Strikes deal an additional 3 damage.

Adrenaline Surge

The necromantic energy within you extends to your weapons, making them more dangerous. Your melee Strikes deal an additional damage dice. The additional damage is negative or positive damage (your choice).

If you have weapon specialization, the bonus damage to your melee Strikes while in Adrenaline Flow increases to 6.

Undying Warrior

Being on the edge of death makes you stronger than ever. While in Adrenaline Homeostasis, the number of additional damage dice from adrenaline surge increases to two.

If you have greater weapon specialization, while you are in adrenaline surge, your bonus damage to melee Strikes increases to 12.

Manifestation of Magic

Your conversion of adrenaline into necromancy is more precise and deliberate than most Thanators. You gain access to manifestations spells, which are a type of focus spell. You gain a focus pool of 1 Focus Point, but you cannot use the Refocus activity, even if you would gain access to it another way. Manifestation spells can only be used while in Adrenaline Flow, and whenever you enter Adrenaline Flow, you recover 1 Focus Point. You gain the *life surge* focus spell and become trained in primal spell attack rolls and spell DCs. Your spellcasting ability is Charisma. Whenever your proficiency rank for your Thanator Class DC increases, so does your proficiency in primal spell attack rolls and spell DCs.

LIFE SURGE

FOCUS 1

UNCOMMON AURA HEALING POSITIVE STANCE

THANATOR

Cast ◆ verbal, somatic

Area 15-foot emanation

Duration sustained up to 1 minute

Whenever you take damage from an enemy creature, allies (excluding you) in the area regain 2 hit points.

Heightened (+1) Allies regain an additional 2 Hit Points.

Adrenaline Surge

While in adrenaline surge, you gain fast healing equal to half your level.

If you have weapon specialization, when you enter adrenaline surge for the first time during an encounter, you can cast a manifestation spell with the stance trait as a reaction. You still need to pay a focus point to Cast the Spell.

Undying Warrior

Your manifestation spells become second nature. While in Adrenaline Homeostasis, you can sustain a manifestation spell as a free action instead of an action.

At 15th level, the fast healing granted by adrenaline surge becomes equal to your level.

Manifestation of Focus

The crystallized adrenaline steadies your hands and sharpens your sight. While in Adrenaline Flow, your first attack of each turn gains a +1 status bonus to attack rolls and you automatically succeed the flat check to Strike a concealed target.

Adrenaline Surge

You gain incredible precision, dealing decisive blows to your foes. Your melee Strikes gain the deadly d8 trait, or you increase their deadly trait to d8 if they are already deadly with a smaller die size. The damage dealt from this granted deadly trait is positive or negative damage, your choice.

If you have weapon specialization, the bonus to attack roll granted by Adrenaline Flow increases to +2.

Undying Warrior

Your strikes always aim true, as if they had an unnatural attraction to vital organs. While in Adrenaline Homeostasis, the first melee Strike of your turn that hits becomes a critical hit instead.

If you have greater weapon specialization, the granted trait from adrenaline surge becomes deadly d12 instead.

Manifestation of Alacrity

You fully embrace the frenzy of combat and let it electrify you. While in Adrenaline Flow, your multiple attack penalty is -4 (-3 with an agile weapon) on your second attack of the turn instead of -5, and -8 (-6 with an agile weapon) on your third or subsequent attacks of the turn, instead of -10.

Adrenaline Surge

Fueling necromantic forces into your weapons, you remain standing by leashing the life force of your opponents. While in adrenaline surge, whenever you deal damage to a living or undead creature with a melee Strike, you can recover a number of hit points equal to half your level.

If you have weapon specialization, your multiple attack penalty while in Adrenaline Flow becomes -3 (-2 with an agile weapon) and -6 (-4 with an agile weapon).

Undying Warrior

While in Adrenaline Homeostasis, you become quickened. You can use your extra action only to Strike.

If you have greater weapon specialization, while in adrenaline surge you recover a number of hit points equal to your level instead of half your level when you deal damage with a melee Strike.

Thanator Feats

At every level that you gain a thanator feat, you can select one of the following feats. You must satisfy any prerequisites before selecting the feat.

1ST LEVEL

DESTABILIZING STRIKE ◆ FEAT 1

THANATOR

You break your opponent's stance before striking. Make an Athletics check to Trip, Shove or Grapple. If it succeeds, make a Strike against the same creature.

INTIMIDATING POSTURE FEAT 1

THANATOR

Prerequisites Trained in Intimidation.

You gain the Intimidating Glare feat as a bonus feat. As soon as you meet the requirements for Scare to Death, you

gain it as a bonus feat and it has the surge trait for you. While you are in adrenaline flow, you gain a +1 status bonus to Intimidation checks. When you are in adrenaline surge, this bonus increases to +2.

LEG BREAKER ◆◆ FEAT 1

THANATOR

You slow down your opponents to keep them within your reach. Make a melee Strike against a creature. If the Strike hits, the creature takes a -5 status penalty to its Speed for one minute.

STRIKE THE FEARFUL ◆◆ FEAT 1

THANATOR

Striking fear into your foe's heart, you hit them when they are at their most vulnerable. Make an Intimidation check to Demoralize then make a melee Strike. If the Intimidation check was a success, you gain a +1 circumstance bonus to the Strike.

Level 2

ADRENALINE DRAW ◆ FEAT 2

THANATOR

Trigger You enter adrenaline flow

Your body reacts instinctively to the rush of battle. You Interact to draw a weapon.

BEHIND ME! ◀ FEAT 2

THANATOR

Trigger An enemy creature you can see targets an adjacent ally with a Strike.

You take the hits so your allies don't have to. You become the target of the attack instead of the triggering ally even if you are not a valid target for the Strike.

INTENTIONAL OPENING ◆ FEAT 2

EMOTION MENTAL THANATOR

Frequency Once per turn

You taunt an enemy to create an opportunity. Make an Intimidation check against the Will DC of a creature who can reach you. On a success, the creature must use its reaction to make a Strike against you and becomes flat footed to you until the end of your turn. Make a Strike against the creature.

MORBID ASSESSMENT FEAT 2

THANATOR

You become trained in Necromancy Lore. You can Recall Knowledge using your Necromancy Lore modifier to determine how close to death a creature is. Your GM determines how to convey the information (how many hit points the creature has, or that it "will fall with one more blow," etc), but it should be more precise than the information gathered at a glance.

Level 4

BREAK THROUGH ⚔

FEAT 4

SURGE **THANATOR**

Prerequisites manifestation of might

You deliver a powerful blow breaking through your enemy's defenses. Make a melee Strike. The Strike treats hardness and resistances to physical damage as half your level lower (minimum 0).

COME HITHER! ⚔

FEAT 4

EMOTION **MENTAL** **THANATOR**

You make yourself an enticing target. Make an Intimidation check against the Will DC of an enemy creature within 30 feet. On a success, the creature must use its reaction to Stride towards you. The creature can maneuver around obstacles in order to get to you. If there is an insurmountable obstacle between you and the creature, such as a wall or a cliff, this action has no effect. This counts as forced movement. Regardless of the result, the creature is immune to Come Hither! for 24 hours.

DOUBLE TAP ⚔

FEAT 4

SURGE **THANATOR**

Prerequisites manifestation of alacrity

Frequency once per round

The momentum of your strike allows you to make a second one. Make a melee Strike. If it hits, make a second melee Strike. Your multiple attack penalty applies normally.

PROJECTED ADRENALINE ⚔

FEAT 4

THANATOR

Make a ranged Strike with a thrown weapon. It counts as a melee Strike for the purpose of adrenaline flow, adrenaline surge, and undying warrior.

RECKLESS OPENING ⤿

FEAT 4

SURGE **THANATOR**

Trigger An enemy creature within reach would miss you with a Strike.

You lean into your foe's attack rather than avoiding it, taking them by surprise. The Strike becomes a success instead of a failure. The creature is flat footed until the end of your next turn.

UNBIASED AFFINITY

FEAT 4

THANATOR

You blend positive and negative energy as if they were one and the same. You can be healed by both positive or negative energy, but you are susceptible to both positive and negative damage as if you were both living and undead. If an effect would both heal you and deal damage to you, like a three action *heal* or *harm* spell, you are only affected by the healing part of the effect.

WAVES OF HURT

FEAT 4

THANATOR

Prerequisites manifestation of magic

You gain the *waves of hurt* focus spell. Increase the number of Focus Points in your focus pool by 1.

WAVES OF HURT

FOCUS 2

UNCOMMON **AURA** **NECROMANCY** **NEGATIVE** **STANCE**

SURGE **THANATOR**

Cast ⚔ verbal, somatic

Area 30-foot-radius emanation

Duration sustained up to 1 minute

Whenever you take damage from an enemy creature, enemy creatures within 30 feet of you take 2 negative damage.

Heightened (+1) The damage is increased by 2

Level 6

BRUTAL RETRIBUTION

FEAT 6

SURGE **THANATOR**

Prerequisites manifestation of might

When you use the Blood for Blood reaction, it deals an additional weapon damage die.

CLOSE THE GAP

FEAT 6

SURGE **THANATOR**

Prerequisites manifestation of alacrity

You can use the Blood for Blood reaction with the following trigger: "A creature within Striding distance deals damage to you." When you do so, you can Stride up to your speed before making the Strike.

EMBRACE THE PAIN ⤿

FEAT 6

SURGE **THANATOR**

Trigger A creature you can see targets you with a spell attack roll or a Strike.

Frequency Once per minute

You willingly take the hit, making a deadly blow into a flesh wound. The creature doesn't roll for the attack, and it is automatically a success.

FATAL MISTAKE

FEAT 6

SURGE **THANATOR**

Prerequisites manifestation of focus

You use the opening created by your foe's attack. When you use the Blood for Blood reaction, it gains the status bonus to attack roll of your Adrenaline Flow, as if it was your first attack of the turn.

PAINFUL MAGIC FEAT 6

THANATOR

Prerequisites manifestation of magic

Whenever you use the Blood for Blood reaction, you can Sustain a manifestation spell as part of the reaction.

TERRIFYING RESILIENCE ◆ FEAT 6

THANATOR

Prerequisite Expert in Intimidation

Trigger You use the Adrenaline Homeostasis reaction

Your resilience strikes fear in the heart of your enemies. Make an Intimidation check to Demoralize against the creature which triggered Adrenaline Homeostasis.

VERSATILE MANIFESTATION FEAT 6

THANATOR

Choose a second thanator manifestation. When you enter adrenaline flow, you gain the benefit of either one of your manifestations, your choice. You cannot change manifestations until you exit adrenaline flow.

Level 8

ACCELERATED FRENZY FEAT 8

THANATOR

Prerequisites manifestation of alacrity

While you are in adrenaline surge, you gain a 10-foot status bonus to your Speed. If you have a Climb, Fly, Burrow, or Swim speed, it benefits from the status bonus as well.

COME AT ME! ◆ FEAT 8

AUDITORY EMOTION MENTAL THANATOR LINGUISTIC

You attempt an Intimidation check against the Will DC of a creature within 30 feet of you. Regardless of the outcome, the creature is immune to this effect for 24 hours.

Critical Success The creature becomes obsessed with you. It must use all its actions on its turn for the next minute to either move toward you, make a Strike against you, or Cast a Spell with you as a target. The creature may use other actions at the GM's discretion, so long as they facilitate this aggression against you (such as drawing or using items that will harm you, keep them in the fight longer, or interacting with doors to chase you). The creature can attempt a new saving throw against your intimidation DC at the end of every turn to shake off the obsession. If it becomes impossible for the creature to maintain its assault on you, for example if it cannot physically reach you, or does not know where you are, the effect ends immediately.

Success The creature is enraged by your provocation. As a critical success, except they are only affected for 1 round.

Failure As a success, but the duration is only for the first action or activity on the creature's turn.

Critical Failure The creature is unaffected.

GUARD BREAK ◆ FEAT 8

OPEN SURGE THANATOR

Prerequisites manifestation of might

Make a melee Strike against a creature. On a hit, the Strike deals no weapon damage dice. The creature takes a -1 penalty to its AC against your next attack this turn. If the Strike was a critical hit, it takes a -2 penalty instead.

MANUFACTURED CRITICAL ◆◆ FEAT 8

SURGE THANATOR

Prerequisites manifestation of focus

You maximize the efficiency of your weapon in a precise and decisive blow. Make a melee Strike. On a hit, apply the critical specialization effects of the weapon used for the Strike.

SURGING REVIVAL ◆ FEAT 8

NECROMANCY THANATOR

Frequency Once per day

Trigger You succeed a recovery check.

Your will to fight goes beyond your consciousness. You recover a number of hit points equal to your level plus your Constitution modifier.

TILL DEATH DO US PART FEAT 8

THANATOR

Prerequisites manifestation of magic

You gain the *till death do us part* focus spell. Increase the number of Focus Points in your focus pool by 1.

TILL DEATH DO US PART FOCUS 4

UNCOMMON NECROMANCY STANCE SURGE THANATOR

Cast ◆ verbal, somatic

Range touch

Duration sustained up to 1 minute

You connect your life force to your foe's. Make a melee spell attack roll against a living or undead creature. On a hit, the creature becomes bound to you. Whenever you lose hit points, the creature loses half as many hit points. Whenever you regain hit points, the creature regains as many hit points.

Level 10

FEROCIOUS WILL ◆ FEAT 10

THANATOR

Trigger You use the Adrenaline Homeostasis reaction

Requirements The triggering creature is within reach

The surprise to see you still standing leaves your opponent defenseless for a moment. Make a melee Strike against the triggering creature.

SECOND WIND ♦ FEAT 10

NECROMANCY SURGE THANATOR

Frequency Once per day

You gain a number of temporary Hit Points equal to half your maximum Hit Points until the end of your next round. You become drained 1.

STUN WITH FEAR ♦ FEAT 10

OPEN SURGE THANATOR

Your presence is frightening enough that it can leave your foes unable to act. Make an Intimidation check against the Will DC of a creature within 30 feet of you. The creature becomes stunned 1 on a failure, and stunned 2 on a critical failure. Regardless of the outcome, the creature becomes immune to Stun With Fear for 24 hours.

ADRENALINE REFOCUS FEAT 10

THANATOR

Prerequisites manifestation of magic

When you enter adrenaline surge for the first time during an encounter, you gain a Focus Point.

Level 12

EYE OF THE STORM ♦♦ FEAT 12

THANATOR

Prerequisites Intentional Opening

Make an Intimidation check and compare the result against the Will DC of up to three creatures who can reach you. Each creature which fails its saving throw uses their reaction to make a Strike against you and become flat-footed until the end of your turn. Make a Strike against each creature who failed their saving throw, up to a maximum of 3. Apply your multiple attack penalty as normal.

FEARSOME PRESENCE FEAT 12

AURA EMOTION MENTAL THANATOR

Prerequisites master in Intimidation.

The sight of your resilience is terrifying to your enemies. When an enemy enters or begins their turn within 10 feet of you while you are in adrenaline surge, they must succeed a Will save against your Intimidation DC or be frightened 1 (or frightened 2 on a critical failure). Regardless of the outcome, they become immune to fearsome presence for 24 hours.

NECROMANTIC INJURY ♦♦ FEAT 12

SURGE THANATOR

Prerequisites manifestation of might

You deliver a powerful blow in an attempt to wound your opponent. Make a melee Strike. If the Strike hits, it deals additional persistent negative damage or positive damage

(your choice) equal to 1d6 plus 1 per weapon damage die.

RESIDUAL DAMAGE ♦ FEAT 12

SURGE THANATOR

Frequency Once per hour

Prerequisites manifestation of alacrity

Your attacks leave a little residual necromantic energy behind, which you unleash all at once. Each creature that you damaged with a Strike this turn takes 4 points of positive or negative damage (your choice) for each of your Strikes that dealt damage to it. At 15th level, the damage increases to 8.

SURGICAL PRECISION FEAT 12

THANATOR

Prerequisites manifestation of focus

The precision of your strikes leaves lasting damage. When you critically hit a creature, it becomes clumsy 1 and enfeebled 1 for 1 minute.

Level 14

LEG CHOPPER FEAT 14

THANATOR

Prerequisites Leg Breaker

When you use Leg Breaker, the creature's Speed is reduced by half instead of the -5 status penalty.

CRITICAL SURGE ♦ FEAT 14

OPEN SURGE THANATOR

Prerequisites manifestation of focus

Make a melee Strike. It critically succeeds if you roll a 19 on the die as long as that result is a success. This has no effect on a 19 if the result would be a failure.

INVIGORATING BREATH FEAT 14

THANATOR

Prerequisites Surging Revival

Your will to fight has grown beyond consciousness. Whenever you succeed on a recovery check and lose the dying condition, you recover a number of Hit Points equal to your Constitution score plus your level.

TERRIFYING RESILIENCE, GREATER FEAT 14

THANATOR

Prerequisites Terrifying Resilience

Seeing you take a blow that would kill others is a chilling sight for your enemies to behold. When using the Terrifying Resilience action, compare the result of your Intimidation check against the Will DC of each enemy creature who can see you within 30 feet.

ONE MORE ◆

FEAT 14

SURGE **THANATOR**

Prerequisites manifestation of alacrity

Frequency Once per hour

Trigger You hit and roll damage against a creature you have already hit and damaged with a Strike this turn.

Make a Strike against the same creature. Your multiple attack penalty applies normally.

Level 16

CENTER OF ATTENTION

FEAT 16

AUDITORY **EMOTION** **MENTAL** **THANATOR**

Prerequisites Come at Me!

Felling your opponents one by one is not enough anymore: it's time to take them all on at once. When you use the Come at Me! action, it affects every enemy creature within 30 feet.

DEATH STARE ◆

FEAT 16

THANATOR

Prerequisites Intimidating Posture, legendary in Intimidation

Trigger You use the Adrenaline Homeostasis reaction

The adrenaline filling your veins terrifies your foes. You can attempt a Scare to Death action against the creature which triggered Adrenaline Homeostasis.

FOCUSED HOMEOSTASIS

FEAT 16

SURGE **THANATOR**

Prerequisites manifestation of magic

When you use the Adrenaline Homeostasis reaction, you gain a Focus Point.

NECROMANTIC IMMERSION

FEAT 16

THANATOR

Prerequisites Unbiased Affinity

The constant flow of necromantic energy flowing through your body has made you completely immune to its dangers. You become immune to positive and negative damage.

Level 18

AURA OF IMMORTALITY

FEAT 18

THANATOR

Prerequisites manifestation of magic

You gain the Aura of Immortality focus spell. Increase the number of Focus Points in your focus pool by 1.

AURA OF IMMORTALITY

FOCUS 9

UNCOMMON **AURA** **STANCE** **SURGE** **THANATOR**

Cast ◆ verbal, somatic; **Requirements** You are in Adrenaline Homeostasis

Area 30-foot emanation

Duration until you exit Adrenaline Homeostasis

While Aura of Immortality is active, allies within 30 feet of you can use the Adrenaline Homeostasis reaction. When an ally uses Aura of Immortality, their wounded condition increases by 1. Allies cannot extend the duration of Adrenaline Homeostasis.

INSTINCTIVE EDGE

FEAT 18

THANATOR

You can use Adrenaline Homeostasis as a free action once per day.

PERFECTED MANIFESTATION

FEAT 18

THANATOR

Prerequisites Versatile Manifestation

Whenever you enter adrenaline flow and choose a manifestation, you also gain the adrenaline flow benefits of your other manifestation. You do not gain the adrenaline surge and undying warrior benefits.

SECOND LIFE ◆

FEAT 18

THANATOR

Requirements You are in Adrenaline Homeostasis

Frequency Once per day

You immediately lose the effects of Adrenaline Homeostasis and regain a number of hit points equal to half your number of maximum Hit Points.

Level 20

ADRENALINE STATE

FEAT 20

THANATOR

While you are in adrenaline flow, you gain the benefits of your manifestation's adrenaline surge as well even if your Hit Points are higher than half your maximum Hit Points.

BLOODBATH

FEAT 20

THANATOR

At the start of each enemy's turn, you gain an extra reaction you can use only during that turn to perform Blood for Blood.

UNDYING WARRIOR

FEAT 20

THANATOR

When you use the adrenaline homeostasis reaction, your wounded value increases by 1, no matter how many rounds you extend its duration.

CLASSES

CURSES

EQUIPMENT

ORACLE

This section presents three new mysteries for oracles as well as feats and focus spells for oracles who choose those mysteries which pull from the the unknown without and the power within.

Catastrophe Mystery

You have been cursed to be the cause of the next apocalypse. Everywhere you go, you have a high chance of leaving catastrophe in your wake.

Mystery Benefit You are shielded from the destruction you cause. Choose one damage type; this type is your catastrophe damage type. You gain resistance equal to half your level (minimum 1) to that damage type. You may not select damage types that cover multiple sources, such as all, physical, or energy.

Trained Skill Intimidation

Granted Cantrip *warp step*^{DA}

Revelation Spells initial: *commence the catastrophe*; advanced: *inevitable catastrophe*; greater: *unleash catastrophe*

Related Domains destruction, nightmares

Curse of the Apocalypse

Minor Curse You start the path of catastrophe. Each time you take a certain course of action, consult Table A-2: Catastrophe Effects on page 14 for the result. If two or more actions would trigger simultaneously, you choose which effect to use.

Moderate Curse You gain the effects of a moderate curse catastrophe.

Major Curse You gain the effects of a major curse catastrophe.

COMMENCE THE CATASTROPHE FOCUS 1

UNCOMMON CURSEBOUND EVOCATION ORACLE

Cast ◆ somatic

Area 30-foot emanation

Duration sustained up to 1 minute

You begin the apocalypse, causing catastrophe to follow you. When you cast this spell and each time you sustain the spell, choose one of the following effects.

- Creatures within the area take damage equal to the spell's level. The damage type is the same as your catastrophe damage.
- Creatures within the area must attempt a Will saving throw or become frightened 1 on a failure or frightened 2 on a critical failure.

INEVITABLE CATASTROPHE FOCUS 3

UNCOMMON ABJURATION CURSEBOUND ORACLE

Cast ➤ somatic; **Trigger** A creature targets you with a Strike

Saving Throw Will

You punish those who try to stop the apocalypse. The triggering creature must make a Will save.

Critical Success The triggering creature is unaffected.

Success The creature takes a -1 status penalty to the Strike

Failure The creature takes a -1 status penalty to the Strike. If the Strike is a success, the triggering creature takes 5 damage. The damage is the same type as your catastrophe's damage.

Critical Failure As failure, but the status penalty becomes -2 and the damage dealt becomes 10.

Heightened (+1) The damage dealt by a failure increases by 1 and by 2 for a critical failure.

UNLEASH CATASTROPHE FOCUS 6

UNCOMMON CURSEBOUND EVOCATION ORACLE

Cast ◆◆ somatic, verbal

Area 60-foot emanation

Duration sustained up to 1 minute; **Saving Throw** varies

You unleash catastrophe everywhere, leaving desolation and ruin in its place. Whenever you Cast and Sustain the Spell:

- Creatures within the emanation must attempt a basic Reflex saving throw or take 6d6 damage of the same type as your catastrophe damage.
- Creatures within the emanation must succeed a Fortitude saving throw or have their Speed reduced by half (rounded up to the nearest 5-foot amount) until the beginning of your next turn. If the creature critically fails, their Speed becomes zero instead. This effect also applies to Swim, Burrow and Fly speed.
- Creatures within the area must succeed a Will saving throw or become frightened 1 or frightened 2 in case of a critical failure.

Heightened (+1) Increase the amount of damage by 1d6 and the emanation by 10 feet.

Creation Mystery

The spark of creation is something many divine beings share, and you are one such spark run amok. Whether your power comes from a god of crafts and creations, from interplanar constructs, astral inspiration, or spirits of master crafters matters none; you are a maker in your own right, you create. You must create!

Mystery Benefit Everything you make is more substantial, illusions you create are quasi-real, increasing the DC to identify them purely through interacting with them by 2. This does not affect the DC when a creature actively uses Seek against your illusions. Anything you create that has a hardness, whether permanent or temporary, through Crafting or magic, increases its Hardness by 1, its Hit Points by 4, and Broken Threshold by 2.

Trained Skill Crafting

Table A-2: Catastrophe Effects

Action	Minor Curse	Moderate Curse	Major Curse
Move	Each time you use an action with the move trait, you treat your movement as difficult terrain.	Each time you use an action with the move trait, spaces you leave become difficult terrain for 1 minute.	Spaces you leave are now greater difficult terrain.
Deal Damage	When you roll damage against an object or creature, you take damage equal to the number of damage dice rolled. You take this damage only once, even if multiple creatures or objects are damaged.	Whenever you deal damage to a creature or an object, you deal an extra damage die. The extra damage is the same type as your catastrophe damage and the same die size as the highest die size rolled.	The additional damage from your curse becomes two dice instead.
Inflict a condition with a value	When you inflict a condition other than doomed or dying which has a value, roll a DC 10 flat check. On a failure, You gain the same condition with the same value. If you inflict a condition on multiple creatures, use the greatest value you inflicted.	Conditions with a value you inflict a to a creature increase their value by 1.	If you critically succeed, or if a creature critically fails against one of your effects that would inflict a condition with a value, the value increases by 2. This effect is not cumulative with the value increase from the moderate curse.

Granted Cantrip prestidigitation

Revelation Spells initial: *creator's mark*; advanced: *shed tool*; greater: *masterworks*

Related Domains change, creation

Curse of the Creator

You are filled with the will and inspiration to create, but it can be utterly distracting at times. Acts of creation around you gain a subtle sense of beauty, the ringing of hammers becomes like a symphony of bells, pigments become more vivid, music flows around you in dancing color, and the written word becomes sharper and more evocative. However, everywhere you look, you see unfinished schemata, unlabeled measurements, and other stimuli that give you only the barest hint as to how everything is made.

Minor Curse The schemata, musical colors, and other stimuli become overwhelming, overlaying and overlapping themselves. You are fascinated by these schemata, though this condition does not end when you or your allies are threatened. However, you can spend an action to focus on the Schemata for a specific object, creature, or effect. That target becomes the subject of your fascinated condition until the end of your next turn. If the target is hidden or you are unsure of their location, you can Seek as part of this action without the penalty from fascinated. If you are harmed by a creature or other effect, you can make them the subject of your fascination as a free action.

Moderate Curse The schemata become more comprehensive, you gain a +2 status bonus on Intelligence and Wisdom skill checks against the subject of your fascination. If you roll a 19 on an attack roll against the subject of your fascination, and the result is a success, you get a critical success instead. The status penalty to Perception and skill checks from the fascinated condition becomes -3.

Major Curse The status penalty from the fascinated condition becomes -4. The schemata of larger objects begin to teeter on the boundary between real and perceived. Whenever you Cast a Spell that takes at least 2 actions to cast, you tip the balance, bringing your vision into reality. Within the range of the spell you cause a wall to extend from a solid surface adjacent to one target of the spell or the area of effect if there were no targets. This wall is 5 feet wide per spell level, 5 feet tall, 1 inch thick, and made of the same material as the surface it sprung from. Its hardness is determined by the material it is made of (GM's discretion). Each 5-foot section has 5 HP per spell level, or 2 per spell level if the spell was a cantrip. The wall lasts 1 round per spell level or 1 round if the spell was a cantrip. You can shape the wall's path, placing each 5-foot section of the wall on the border between squares. The wall doesn't need to stand vertically, so you can use it to form a bridge or set of stairs, for example. You must conjure the wall in an unbroken open space so its edges don't pass through any creatures or objects, you can spend an additional 5 feet of wall to increase the height of a section of the wall by 5 feet.

CREATOR'S MARK

FOCUS 1

UNCOMMON CURSEBOUND ENCHANTMENT ORACLE

Cast ♦ somatic

Range touch; **Targets** one unattended non-consumable item or a non-consumable item held or worn or held by you or an ally.

Duration sustained up to 1 minute.

You imbue the item with the passion of the creator, or your own if the creator was lacking. The personal mark of the creator blazons across the item. The item grants a +1 status bonus to certain rolls or DCs depending on what kind of item it is for the duration.

- **Weapon** The status bonus applies to attack and damage rolls.
- **Armor** The bonus applies to AC and Save DCs.

- **Worn or Held Item** The bonus applies to any checks or DCs to which the item grants an item bonus.

Heightened (+4) The status bonus increases by 1.

SHED TOOL

FOCUS 3

UNCOMMON CONJURATION CURSEBOUND ORACLE

Cast ♦♦ somatic, verbal

Range touch

Duration sustained up to 1 hour

You produce a non-consumable item with a level equal or lower to *shed tool's* spell level so long as you have the formula for the item. The item disappears when the spell ends. If the item is a tool, such as healers tools, you can Sustain A Spell as part of performing an exploration or downtime activity using the tool.

MASTERWORKS

FOCUS 6

UNCOMMON CURSEBOUND ORACLE TRANSMUTATION

Cast ♦ verbal

Area 10-foot emanation

Duration sustained up to 1 minute

Allies within range have all of their equipment unlock the potential of master craft-work. Any check or DC they have that benefits from an item bonus from a non-consumable item grants them a +1 status bonus to the same use and purpose.

Heightened 8th The emanation increases to 20 feet

Heightened 10th As 8th level and the duration becomes 1 minute

Prophetic Mystery

The future is something even deities struggle to perceive with any clarity. By some twist of fate, you can rival the frequency of their attempts if not their accuracy, though at what cost? Is the future worth knowing if you cannot change it? Is it the jealousy, wrath, or humor of the gods that you go unheard and dismissed? Perhaps time itself fights your efforts, or is it just that those who would hear you cannot bear the truth? Regardless, the future is known; whether it is mutable or not is for you to discover.

Mystery Benefit Your ability to divine the future is pathological, infused into all of your divinations. When you Cast a Spell with the divination trait, you gain a tiny glimpse of what is to come. Until the end of your next turn, your next skill check, saving throw, or attack roll gains a +1 circumstance bonus as you use this information. This is a divination and prediction effect.

Trained Skill Deception

Granted Cantrip *read the air*^{SoM}

Revelation Spells initial: *sense futures*; advanced: *fraying fate*; greater: *sunder the weave*

Related Domains fate, time

Curse of the Wolf's Tongue

Despite the good you might do, you find it difficult to convince people of the things you have gleaned from the future. Despite the significance of what you might know, your words feel weightless to most, wreathing you in an air of absurdity if not outright deception.

Minor Curse Your curse stabs at your words, bittering them to others. You suffer a -2 status penalty to Diplomacy checks and to any attempt to Aid others where your words play any role. All creatures automatically assume you are lying about the result of any divination you perform or information you obtain via magical means and must attempt a Sense Motive check against your spellcasting DC in order to realize you are telling the truth. If you are attempting to deceive them, you must Lie or they must Sense Motive against your Deception DC as normal. At the GM's discretion, allies who have spent an extended period of time with you (usually one week, at the GM's discretion) gain a +4 circumstance bonus to Sense Motive against your spellcasting DC and may do so as a reaction when you inform them of the result of your divinations.

Moderate Curse The status penalty becomes -3, and creatures attempting to Sense your Motive take a -2 circumstance penalty to do so. When you gain the circumstance bonus to your next skill check, attack roll, or saving throw from your mystery, willing allies that you have spent extended time with you in a 30-foot emanation gain the same benefit to the next roll they make of one of those types before the end of their next turn as they are granted their own brief visions of the future. This is a divination and prediction effect.

Major Curse The status penalty becomes -4, your senses and mind become overwhelmed by the collision of the future and present, causing you to become stupefied 2 and dazzled, you automatically succeed on any flat checks to cast a divination spell or target a creature with a divination spell. The circumstance bonus from your mystery benefit applies to all your checks and DCs until the end of your next turn, though your allies still only receive it on the first skill check, attack roll, or saving throw they make before the end of their next turn. When you grant a status or circumstance bonus from a divination effect, increase the bonus by 1.

SENSE FUTURES

FOCUS 1

UNCOMMON CURSEBOUND DIVINATION ORACLE

PREDICTION

Cast ♦♦ somatic, verbal

Range 30 feet

Duration Sustained up to 1 minute.

You project your senses moments ahead. When this spell is cast and when you Sustain this Spell, you may Seek treating yourself as being in a space within the range of the spell. If the position you Seek from would automatically reveal unnoticed, undetected, or hidden creatures, they become hidden to you after your Seek concludes.

While sustaining this spell during exploration, for its duration you may Search while Sustaining the Spell. You take half as long as usual to Search a given area. This means that while exploring, you double the Speed you can move while ensuring you've Searched an area before

walking into it (up to half your Speed). If you use an exploration activity other than Search, the spell ends.

Heightened (3rd) The spell's duration becomes sustained.

Heightened (8th) The spell's duration becomes 10 minutes and does not require sustaining. You gain the effects of the spell anytime you Seek for the duration. While exploring, you are always considered to be Searching for the duration and may perform other exploration activities at the same time without ending the spell, though you may move slower if you are checking everything or checking everything before walking into it (up to half your Speed). If you Refocus during the duration, you regain 1 fewer focus points (minimum 0). You can Dismiss the spell.

FRAYING FATE

FOCUS 3

UNCOMMON CURSEBOUND DIVINATION EMOTION

MENTAL ORACLE PREDICTION SECRET

Cast ♦♦ somatic, verbal

Range 30 feet; **Targets** 1 creature

Saving Throw Will; **Duration** 1 round

You foresee the future and determine some action a creature will take, forcing fate to unravel around it if it defies the future.

Critical Success The future is clouded and grants you no useful information.

Success The creature must state an action it intends to take, such as "I will Strike at Doreni with my shortsword" and must commit that action upon its next turn, though it may determine in what order it takes its actions normally. The creature may state a 2- or 3-action activity instead of a single action. If it is unable or unwilling to perform the action before the duration ends for any reason, it is filled with a sense that its path has been inexorably changed, becoming frightened 1 until it spends an action with the manipulate and concentrate traits to realign itself with its fated path. If the creature stated a 2- or 3-action activity instead of a single one, they must perform the same number of actions as that activity to right themselves and end their frightened condition.

Failure As a success, but if the creature does not perform the stated action or activity, it becomes frightened 2 until it spends enough actions to right itself.

Critical Failure As success, except the creature must state two actions it intends to take or an activity that takes two or more actions. Failing to perform all stated actions causes it to suffer the wrath of fate, becoming doomed 1, and the frightened value becomes 2 until it spends the same number of actions it committed to in order to right itself.

Heightened (7th) Instead of affecting a single target, the spell affects all enemies within a 30-foot emanation.

SUNDER THE WEAVE

FOCUS 6

UNCOMMON ABJURATION CURSEBOUND ORACLE

Cast ♦♦ somatic, verbal

Range 30 feet

You spit at the flow of time and rend possibility with your words. You attempt a counteract check against all

divination and time effects within range, rolling once and comparing the result to each effect. Successfully Counteracted spells end permanently, while all other effects and items are suppressed for 1 minute, after which they return if they have any remaining duration or are a permanent effect. If the effect belonged to an artifact or source of similar power, they are immune to this effect.

New Oracle Feats

MEMORIZE SCHEMATA

FEAT 1

ORACLE

Prerequisites creation mystery

You can remember with utter detail any formula you take the time to learn. You do not need a formula book to remember formulas, they are all stored in your mind. You can spend time looking at available formulas on sale, in libraries, or in other accessible places; this works as if you were using Earn Income of your level (or lower if you choose) with Crafting, except instead of gaining money, you learn the formulas for free if your earned income equals or exceeds the formula's cost.

SHARE CURSE

FEAT 16

ORACLE

You learn to unleash your curse on others if only temporarily. You gain the *share curse* revelation spell. Increase the number of points in your Focus Pool by 1.

SHARE CURSE

FOCUS 8

UNCOMMON CURSEBOUND ORACLE TRANSMUTATION

Cast ♦ verbal

Area 30-foot emanation

Duration sustained up to 1 minute

You shred off a portion of your accursed power, pushing it upon your enemies. Foes within range must attempt a Will save.

Critical Success The creature is unaffected.

Success The creature suffers the effects of your minor curse for 1 round.

Failure As a success, except the duration is the duration of the spell.

Critical Failure As a failure, but they also suffer penalties caused by conditions your major curse grants



CONSUMING CURSES

CLASSES

CURSES

EQUIPMENT

Some fates are inevitable. You square off against a werewolf; spells are slung, blows are traded, and you suffer a minor scratch. The curse takes hold, and at the next full moon's rise you become a werewolf.

At first, it might not seem like that big of a deal; the only real drawback being a little bit of a rampage under the light of the full moon. Control over the curse can be as easy as a simple potion or a divine spell. But what if there was more to it?

What if the curse meant more to the player? What if it had long-lasting consequences? What if you could harness the power that fuels the curse?

Contracting Consuming Curses

Consuming Curses can be contracted like any other curses. Whenever a creature's special ability, a spell or an item calls for a Saving Throw against a curse, your GM might decide to use a consuming curse instead.

When you come in contact with a consuming curse, you must attempt the appropriate Saving Throw listed in its dedication to resist it. In case of failure, you contract the consuming curse, you gain the consuming trait, the curse trait and its dedication feat as a bonus feat. In case of a critical failure, you contract the consuming curse and you gain your first cursed feat, replacing a class feat of your choice.

As long as you have a dedication with the consuming trait—referred to as a consuming dedication—whenever you would gain a class feat, you must attempt a Saving Throw against your Fight the Curse DC first. If you fail, you must select a cursed feat for which you meet the prerequisites instead of a class feat. If there are no cursed feat for which you meet the prerequisites, you can select a class feat as normal. If you critically succeed, you can remove and retrain a cursed feat you already possess in addition to choosing a class feat as normal.

Curse Feat Format

Consuming dedications provide two necessary bits of information—Fight the Curse and Manifestation—and cursed feats each possess two unique features—a Gift and a Stain.

The **Fight the Curse** entry found in the consuming dedication informs you which saving throw is required to Fight the Curse and its difficulty.

The curse **Manifestation** entry informs what happens when the consuming curse Manifests and takes over its host to become an entity of its own. If the Hit Points of a character become 0 while their curse is

Manifested, the Manifestation ends, and they become unconscious but not dying.

The **Gift** is the boon granted by the curse, a benefit of the power imposed upon you. These boons can range from special abilities and resistances to new appendages altogether.

The **Stain** is the drawbacks of your curse, such as changes to your character's appearance or penalties to damage. These changes can be subtle at first, but be wary, as they will inevitably turn you into an unrecognizable version of yourself.

Cursed Campaigns

Instead of introducing a consuming curse in a campaign in progress, you might decide to include the curse(s) from the very beginning. Consider giving one, or all players around the table, the Cursed background.

CURSED

BACKGROUND

RARE

You had lived a normal life up until recently but then something happened. Perhaps a close encounter with the unexpected, or a trek through terrible lands. Either way you came back from the experience changed, cursed. With this knowledge in mind, you can no longer live a normal life. Perhaps you will find the answers you're seeking on the road. Choose two ability boosts. One must be Constitution or Wisdom, and one is a free ability boost. The curse has already started to grow within you, empowering you but also changing you. You gain a Consuming Curse Dedication of your choice as a bonus feat. You receive this feat at first level, even though it normally requires you to be a higher level.

Removing a Consuming Curse

Unlike removing a standard curse, removing a consuming curse requires a bit more time and takes a greater toll on one's body. Removing a standard curse often comes down to a successful Saving Throw or a simple casting of a spell. Removing a consuming curse however, requires more time and energy. To remove a

PLAYING THE MANIFESTED CURSE

A confused and empowered character can lead to a severe confrontation between players. If you are not comfortable playing an encounter against your fellow players, you can give control of your character to your GM for the duration of the Manifestation.

VARIANT RULES: FREE ARCHETYPE AND DUAL-CLASS

When playing with the free archetype variant rule, curse feats can replace free archetype feats. Whenever you fail to Fight the Curse, if you have no free archetype feats left, your curse manifests, as if you had no more class feats to replace.

The same goes when playing the dual-class variant rule; the curse consumes one of your classes. Which class loses feats in favor of the curse is up to you, but you must make this choice only once. Whenever you fail to Fight the Curse, if you have no class feat of the chosen class left, your curse manifests.

CHOOSING THE RIGHT LEVEL

When using the cursed background to grant your players a consuming curse dedication, bear in mind that not all curses start with power appropriate to a low-level game. You might want to restrict what consuming curses can be chosen when you begin play, or limit their features somewhat if they are of a much higher level than the party, such as Asterion's Punishment (page 22).

consuming curse, each feat gained must be removed in succession, starting from the most recently acquired, until you can remove the consuming dedication and be truly cured. Consuming curses are unaffected by conventional ways of removing curses like the *remove curse* spell.

Upon the curse being lifted, you lose the consuming dedication and any feat which has it as a prerequisite. You retrain all the lost cursed feats immediately. Like any retraining, you generally can't make choices you couldn't make when you selected the original option.

Fight the Curse

You can attempt to resist the curse on your own, fighting against it like one would fight off an infection. This process is taxing, and requires you to connect with the curse within you, which can lead to... unforeseen results.

FIGHT THE CURSE

UNCOMMON DOWNTIME

You spend a week attempting to resist the curse's effects on your being. At the end of the week, attempt the appropriate Saving Throw against the DC of your consuming curse. Regardless of the result you become drained 1 for a week.

Critical Success You remove and retrain the last two cursed feats you gained.

Success You remove and retrain the last cursed feat you gained.

Failure You fail to fight the curse. You lose a class feat you already possess and you gain a cursed feat for which you meet the prerequisites. If you have no class feat left to replace, or if there are no cursed feat for which you meet the prerequisites, your curse manifests.

Critical Failure As failure but in addition, your curse Manifests.

LOW DOWNTIME CAMPAIGN

In the case of a low downtime campaign, we suggest reducing the time required and the drained duration to one day each when using the Fight the Curse and Embrace the Curse activities.

Embrace the Curse

One person's curse is another one's blessing. You might decide to try and harness the power of your curse, willingly giving it more purchase upon your soul.

EMBRACE THE CURSE

CONCENTRATION CURSE DOWNTIME

Frequency once a week

Requirements You have at least one class feat.

You spend time focusing or refining the power of your curse, embracing its many gifts. You gain a new cursed feat for which you meet the prerequisites, replacing a class feat of your level or lower. The class feat must not be a prerequisite for other class feats that you possess. This activity takes a full day. As normal for replacing a feat, you generally can't make choices you couldn't make when you selected the original feat.

Cleansing Ritual

There exists one shortcut to cure a consuming curse, found in the form of a ritual. But this practice is rare, and not without its dangers.

CLEANSING RITUAL

RITUAL 5

RARE NECROMANCY

Cast 1 day; **Cost** rare ingredients and other items anathema to the curse worth a total value of 20 gp × the target's level (minimum 20 gp); **Secondary Casters** 2

Primary Check Arcana, Nature, Occult, or Religion (expert)

Secondary Checks One of the listed skills not used as the primary check

Range 10 feet; **Target** 1 creature

You attempt to remove a consuming curse afflicting the target of your ritual. Using materials gathered to excise the curse, you begin cleansing it. The DC of the cleansing ritual is as normal for a ritual of its level or the DC of the consuming curse it is attempting to end, whichever is greater. Unfortunately, curses have a tendency to fight back...

Critical success The target is completely cleansed of the curse and all feats that have the curse as a prerequisite are removed.

Success The curse of the target manifests. If the target's Hit Points are reduced to 0, the curse is cleansed.

Failure The target's curse manifests. If the target's Hit Points reaches 0, the target regains control of themselves, but the curse is not cleansed.

Critical Failure The primary caster for the ritual gains the consuming dedication of the target's curse. The target gains a new cursed feat as if they had failed to Fight the Curse, but the cursed feat gained is chosen by the GM.

Arboreal

Something was out there under the moonless sky and ancient boughs: something old, lonely, and bitter. These are lands untouched by the ravages of progress that subsume those that approach them, and corrupted glens and grottos filled with a primordial hatred for the things that despoil them. You've been touched by something you can barely fathom, and it will have its way...

You have been afflicted with the curse of the primordial wilderness and as such have gained the Arboreal Dedication. This will lead you down a path giving you powerful primal abilities; resilient flesh, a stride no root or bush can hamper. But everything comes at a cost...

ARBOREAL CURSE DEDICATION

FEAT 2

RARE ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites You have despoiled or invaded untouched land or deep wilderness that has a will of its own or angered an ancient wilderness deity.

Fight the Curse Fortitude (very hard DC of your level)

Something ancient creeps through you, calling your form to bond with the land far from any sign of civilization.

Gift Your body grows sturdy bark across its surface, matching the colors of your body, if not its texture. You gain resistance to bludgeoning and piercing damage

equal to half your level.

Stain Though strong, the bark on your body is thick with a flammable sap. You gain weakness to fire equal to 2 plus half your level.

Manifestation Plant growth explodes forth from you, twisting your body into a massive ambulatory tree that rages at civilization and all unfortunate enough to be nearby. You gain a bough unarmed strike that deals 1d10 bludgeoning damage, has the grapple and shove traits, and is in the brawling group. If you have the Clubbing Branch feat, it also gains the forceful trait. At 5th level and every 5 levels thereafter, the number of weapon damage dice your branch deals increases by 1 (to a maximum of 5 at level 20). You do not benefit from item bonuses or runes while manifested, nor can you wield weapons made of metal or other manufactured materials; you can only wield entirely natural objects or natural materials shaped with magic as weapons. You gain resistance to physical damage equal to your level and it is doubled against non-magical damage. Your size becomes Large if you were Medium or smaller and your reach increases to 10 feet if it was less. You treat the hardness of manufactured items and artificial structures as half your level lower (minimum 0). If not confronted by an immediate threat, you attempt to destroy creatures carrying manufactured equipment—particularly metal—and any nearby artificial structures.

WILD WALKER

FEAT 4

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

Nature parts for you, calling you to its depths and ensuring your easy passage away from the unnatural trappings of civilization.

Gift You ignore difficult terrain caused by uneven ground in natural settings as well as plants such as bushes, roots, vines, and undergrowth, including plants manipulated by magic.

Stain The structures of civilization begin to hold an alien quality to you. You treat difficult terrain from artificial structures—such as stairs or uneven worked stone—as greater difficult terrain instead.

CLUBBING BRANCH

FEAT 6

RARE ARCHETYPE CURSE

Prerequisites Arboreal Curse Dedication

Your limbs grow hard and dense, allowing you to rend the foes of the primordial past.

Gift You gain a branch melee unarmed attack that deals 1d6 bludgeoning damage with the forceful, shove, and unarmed traits which is in the club weapon group.

Stain Your body doesn't compress the way it used to. You take a -1 status penalty to Escape the grabbed or restrained conditions. Additionally, when you move through a tight space you treat it as greater difficult terrain, and you take twice as long to Squeeze through exceptionally tight spaces.

CLASSES

CURSES

EQUIPMENT

ROOT REACHER

FEAT 8

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

Gift You gain the Rooted Reach Stance activity.

Stain It becomes more difficult for you to uproot yourself as the earth calls to you and holds you down. When you are immobilized due to your roots the DC for you to try to Escape or Force Open to remove the immobilized condition increases by 2.

ROOTED REACH STANCE

CONCENTRATE **MORPH** **PRIMAL** **STANCE**
TRANSMUTATION

Requirements You are touching a solid surface.

You drive your roots into the earth, burrowing through any connected surface to attack your foes, you are immobilized. While immobilized, you gain a root melee unarmed strike that deals 1d6 piercing damage, has the grapple trait, is in the brawling weapon group, and has a reach of 30 feet.

Uprooting yourself from using Rooted Wrath requires you to Force Open or Escape against your Fight the Curse DC. Alternatively, you may spend 10 minutes uprooting yourself. Either will cause the stance to end. Unlike other stances, Rooted Wrath does not end when an encounter ends and you can enter Rooted Wrath outside of an encounter.

DESTROYER

FEAT 10

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

The call urges you to return things to the old ways, fomenting destruction to the new world.

Gift When you deal damage to an object, treat its hardness as half your level lower. While your curse is manifested, you treat hardness as 2 plus half your level lower instead of half your level. Additionally, when you deal damage to an object the amount of damage remaining after hardness has been applied is doubled.

Stain Manufactured items you use crumble under the strain of your grip. When you roll a critical failure with a roll of a 1 on the die to Activate a held item or Strike with a weapon, the item becomes broken. Items made of natural non-manufactured materials, such as wood, are not damaged this way.

GROVEBOUND

FEAT 12

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

As the depths of the natural world call to you, they grant you passage through those it would call your kin.

Gift You may cast *tree stride* as a primal innate spell once per day. At 16th level the spell is heightened to 6th level. You can increase the casting time to 1 hour and bring up to 5 additional creatures with you. If you attempt to take a creature in an extradimensional space, the spell

automatically fails. When you cast *tree stride* and bring one or more creatures with you, your curse manifests after you step out of the target tree

Stain When you stay in one spot for more than an hour, thick roots grow from the parts of you touching a solid surface, anchoring you to the surface. You become immobilized and must either spend an hour slowly separating yourself from where your roots anchor you or must Force Open or Escape your roots (using your fight the curse DC).

Special Your body becomes gnarled and knotted like an ancient tree, this does not hamper you or cause you pain, but even if your curse is broken, these changes will persist, leaving the curse's mark on you permanently.

TREE FORM

FEAT 14

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

You can assume the form of a tree, but the call to remain as such is as strong as the desire to escape.

Gift You can cast *tree shape* at will as a primal innate spell, assuming the form of a tree appropriate to your current surroundings. If you become a tree near an artificial building or road, the ground beneath you and adjacent to you becomes difficult terrain as your roots disrupt the ground.

Stain You have great difficulty leaving your tree shape. When you attempt to end the spell, you must succeed a Will save against your Fight The Curse DC, if you critically fail, you cannot attempt to end the spell again until an hour passes.

BOUGHSHIELD

FEAT 16

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication

Branches begin to grow out of you, interrupting the attacks of your foes but breaking most armor.

Gift Your branches can block attacks. You gain access to and can use the Raise a Shield action and Shield Block reaction with your branches to gain a +2 circumstance bonus to AC. Your branches share your resistances, have a hardness of 3, 12 HP, and a BT of 6. At 16th and every 4 levels thereafter the hardness of your branches increases by 1, the HP by 4, and the BT by 2. Your branches are not destroyed when reduced to 0 HP and regain Hit Points equal to their hardness at the start of your turn.

Stain Your body's constant new growths rip through hide and steel alike. If you wear manufactured armor made from materials other than plant matter, your branches strain and puncture through them; the first time your branches regain HP after donning such armor, the armor becomes broken and you cannot Raise a Shield with your branches until you remove the armor.

ROOTED WRATH

FEAT 18

RARE **ARCHETYPE** **CURSE**

Prerequisites Arboreal Curse Dedication, Root Reacher

Gift You gain the Rooted Wrath activity.

Stain Your roots are angry and dangerous. While manifested you can make root attacks as if you were in Rooted Reach Stance, but are not immobilized and you ignore the requirements of Rooted Wrath. While not manifested, you suffer a -10 status penalty to your Speed (minimum 5 feet).

ROOTED WRATH ◆◆◆

Requirements You are in Rooted Reach Stance

Make a Strike with your root unarmed attack against all foes within a 30-foot emanation. You may choose to Grapple in place of a Strike. Don't increase your multiple attack penalty until after making all the attacks.

WOODLAND WARDEN

FEAT 20

RARE **ARCHETYPE** **CURSE** **TRANSMUTATION**

Prerequisites Arboreal Curse Dedication

Your old body is no more, you are of the wood through and through. There is no turning back. Will you take root, or carve a swath of destruction before you?

Gift Your size becomes Large if you were smaller and your base reach becomes 10 feet. Your resistance to bludgeoning and piercing damage becomes equal to your level. You gain regeneration 10 (disabled by fire) as long as you are touching earthen ground that your roots can enter and draw sustenance from. If the ground is made of solid stone, metal, or another material that would offer you no sustenance, your regeneration is suppressed.

Stain You can no longer go back. The call has taken you and there is no more fighting it. You gain the plant trait and cannot sustain yourself in the ways you used to, you must absorb nutrients through your roots and sun yourself to survive. You cannot Fight the Curse anymore.

Asterion's Punishment

Like Asterion, the first minotaur, you have angered a god and now share his curse. Your heart is filled with anger and your mind is trapped in an eternal maze. You can feel yourself slowly drifting away, enraged by the perpetual feeling of being lost despite your perfect sense of direction.

ASTERION'S PUNISHMENT DEDICATION

FEAT 6

RARE **ARCHETYPE** **CONSUMING** **CURSE** **DEDICATION**

Prerequisites You angered a deity through illegitimate conquest or you have signed a devilish contract.

Fight the Curse Will (very hard DC of your level)

You find yourself strangely irritable, prone to violence and confrontational towards strangers.

Gift You gain the rage barbarian class feature. Additionally, you gain a +2 status bonus to Survival checks to hunt, to find your way or to locate yourself in labyrinths, caves or underground.

Stain Your first action you choose to take on your first turn after rolling initiative must be to use the Rage action.

Manifestation You become enraged and agoraphobic, lashing out at everything in your path until you find a cave, a basement or a network of tunnels to take refuge in. You immediately Rage as a free action. The additional damage from your Rage is 6 unless your instinct grants you greater damage, you gain a +2 status bonus to attack rolls, and your Speed increases by 10 feet.

DIVINE AFFLICTION

Asterion's punishment is always of divine origin. Initially used by a Bovian god to punish the Conqueror for his solution of violence and territorial expansion to the blight poisoning his people's land, the curse is now commonly used by many gods to punish excess of violence or territorial expansions, particularly ones who claim acting in the name of the greater good. More than one paladin has seen themselves cursed with Asterion's Punishment after leading a regiment of soldiers to wrongfully evict from their land one people or another in the name of their deity.

In the later years, a new way of contracting the Conqueror's curse has seen the light of day. Many lesser devils have been caught scouring tunnels and caves, offering lost travelers the "gift of the minotaur", granting them a supernatural sense of direction. Desperate and eager to see the daylight again, many poor souls have accepted the boon and signed the contract, to quickly find their way back underground once the curse's obsession had taken hold, in a twisted irony of fate.

CLASSES

CURSES

EQUIPMENT

TUNNEL VISION

FEAT 8

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

The sunlight hurts your eyes, which can no longer adapt to it. You find comfort in darkness, which no longer seems to be hiding so many secrets.

Gift You gain darkvision. If you already had darkvision, or if you gain darkvision through any other means, you gain a +2 circumstance bonus to Perception checks involving sight while you are in total darkness.

Stain You can no longer tolerate bright light. You take a -2 circumstance penalty to Perception checks involving sight and become dazzled while in bright light.

BULL'S RAGE

FEAT 10

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

You start to share a glaring resemblance with the cursed lineage of minotaurs and their infamous leader, Asterion the Conqueror.

Gift You gain the bestial rage ability from the barbarian animal instinct with the bull as your animal and the additional damage from your Rage increases to 5. You gain no other benefits or anathema of the animal instinct, nor does it give you access to feats requiring an animal instinct.

Stain You become short tempered and susceptible to provocations. You cannot turn down a frontal offense, refuse a duel or a challenge and you suffer a -2 circumstance penalty to Diplomacy and Deception checks against creatures who are indifferent, unfriendly, or hostile toward you.

Special The first time you Rage after gaining the Bull's Rage feat, your horns only retract partially at the end of your rage, becoming a permanent feature of your physique.

MAZE HUNTER

FEAT 12

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

Embracing the hunting methods of your cursed kindred, you value the benefits of being heard, but not seen.

Gift You gain the Hunted Fear activity.

Stain You suffer a -2 status penalty to Will saves if you are in an open space where you can see the sky above your head, like in a forest or a field.

HUNTED FEAR ◆◆

You play with your prey as you hunt it, making your presence known, but not seen, inspiring terror in its heart. You make an Intimidation check to Demoralize all living creatures within 60 feet that can hear you but not see you. Roll once and apply the result to all creatures. If the targets are in a maze or similarly difficult-to-navigate structure, you gain a +4 circumstance bonus to this check. Creatures that become frightened as a result also take a -2 circumstance penalty to Survival checks to avoid getting

lost for 1 minute. This use of Demoralize doesn't have the visual trait. Each target is temporarily immune for 1 minute.

FLAWLESS DIRECTION

FEAT 14

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

Your sense of direction is now unnatural, allowing you to find in the world without flaw. But while you find your place in the material plane, your mind wanders eternally.

Gift You automatically critically succeeds at Survival checks to avoid becoming lost or to find your way, including those from the maze spell.

Stain Your dreams become filled with visions of mazes and tunnels. If you sleep without a solid roof over your head, you wake up fatigued. The condition lasts until you've had a full night's rest underground or in a stone construction.

ASTERION'S MANIA

FEAT 16

RARE ARCHETYPE CURSE

Prerequisite Asterion's Punishment Dedication

Your mind is completely lost to the maze and rage consumes you.

Gift The bonus to damage from your rage increases to 12. You gain a +1 circumstance bonus on attack rolls against frightened creatures and your Speed increases by 5 feet.

Stain Your rage becomes permanent; as long as you are conscious, you are under the effect of Asterion's rage. You can no longer Fight the Curse.

Fey-Touched

A misstep into a circle while lost in a forest, the partaking of a feast with masked figures, the signing of your name on a glittering contract; one way or another, the fey have laid claim to you and want what's due. This may start with honeyed words and granted powers, but eventually you will begin to lose your grip on yourself and the material plane. Would that be so bad though? Everyone in the fey realm seems so happy...

FEY-TOUCHED DEDICATION

FEAT 2

RARE ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites You have had a prolonged exposure to magic from the fey realm, or had an encounter with a fey.

Fight the Curse Will (very hard DC of your level)

With the link to the fey realm established, you are granted a small amount of its powers.

Gift You gain the fey trait, in addition to other traits you have. Choose one cantrip from the primal spell list. You can cast this and *dancing lights* as primal innate spells at will. A cantrip is heightened to a spell level equal to half your level rounded up. You can change your chosen

cantrip to a different one from the same list once per day by meditating to align yourself with the fey realms; this is a 10-minute activity that has the concentrate trait. If you change your cantrip in this way you must Fight the Curse.

Stain Your vision begins to drift to the fey realms making it harder to notice as you start to see things drifting in and out, the finer details in the material plane harder to distinguish. You take a -1 status penalty to Perception checks.

Manifestation You become a conduit of the fey realm allowing it to bleed out into the material through you. Your Manifestation acts as a beacon to the fey, summoning two creatures with the fey trait adjacent to you. These creatures must be at least two levels lower than your own. When your Manifestation ends these summoned fey return to the fey realm. All of your attacks are considered magical and critical hits with your Strikes also cause your targets to gain the sickened 1 condition with the DC to remove it being equal to your Fight the Curse DC. Additionally you radiate a fey aura out to 20 feet. Creatures caught in this aura must make a Will save using your Fight the Curse DC or become Frightened 2.

CURSE OF IRON

FEAT 4

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

As your connection to the fey realm strengthens, you become more fey yourself and begin to share their resistances and weaknesses.

Gift You gain a +1 status bonus to AC and Saving Throws against spells. In addition you gain resistance to physical attacks (except from magical or cold iron weapons) equal to the amount of feats you have from the Fey-touched consuming curse.

Stain You gain weakness to cold iron equal to your level and a -2 status penalty to your Fortitude saves as your body begins to weaken, becoming more fey-like.

FEY STEP

FEAT 6

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

As the pull of the fey realm gets stronger, your grip on reality begins to slip and you shift erratically between planes.

Gift You gain the Fey-Step reaction; **Trigger** You are the target of a Strike that you are aware of; **Effect** You allow yourself to get pulled ever so slightly into the fey realms making you harder to be hit. You gain concealment to the attack and a +2 circumstance bonus to the triggering attack.

Once per day, you can use Fey Step as a free action. If you do, once the encounter is over you must make a Will save against your Fight the Curse DC or Manifest.

Stain Whenever an ally targets you with a spell, they must succeed at a DC 5 flat check or the spell is lost. Additionally, while manifested your actions with the move trait no longer trigger reactions and you gain concealment.

SEELIE POWERS

FEAT 8

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

You step further into the fey realm to draw superior powers from its essence, gaining some innate fey magic.

Gift The power of the fey allows you to cast spells. Choose two 2nd level primal spells, you may now cast these spells twice per day as innate spells. If you are at least 10th level, you become an expert in primal spell casting rolls and DCs.

Stain Your aura begins to radiate with a seelie energy which can be felt even by those who can't see it. You gain a 20-foot emanation aura. This aura is always active and can only be suppressed for a minute at a time by making a Will save against your Fight the Curse DC. Creatures without the fey or the beast traits treat their attitude towards you as step closer to hostile while in the aura. Additionally, you take a -2 circumstance penalty to Diplomacy based skill checks.

THE FEY REALMS AWAIT

FEAT 10

RARE CONSUMING CURSE

Prerequisites Fey-Touched Dedication

You know the time has come to leave behind your world and join the fey. Your continued existence here is simply the whim of your fey masters and you exist as an instrument of their will and as a loyal servant of the fey.

Gift Once per day you can cast *charm* as an innate primal spell using your Fight the Curse DC. This casting of *charm* does not take a penalty for being Cast in combat. Additionally, creatures who fail their Saving Throws against your innate *charm* spells also become afflicted with the fey-touched consuming curse.

Stain You can no longer deny any request made by a creature with the fey trait if its level is higher than your own. There is no hiding your fey nature anymore, your appearance is now a strange and alien version of your own. Every day you must Fight the Curse, on a critical failure you are pulled into the fey realms, as if you had used the plane shift spell.

Werebeast

They had asked you to hunt the creature, a wolf of unusual size and stature. You found the beast, put it down, got the job done. Beast got a few licks in though; left you slightly injured. Nothing you haven't dealt with before. Your injuries have already healed, faster than ever. But you can feel that you've changed. Your senses are sharper, your eyes better in the dark, and your sense of smell, better than it's ever been. That's a good thing... right?

You have been afflicted with the curse of the Werebeast. This will lead you down a path giving you powerful animal-like abilities; sharp claws, increased speed, and powerful resistances. But everything comes at a cost...

CLASSES

CURSES

EQUIPMENT

LYCANTHROPY OR WEREBEAST?

Though many refer to the curse bestowed by a werebeast as “lycanthropy”, it is known by those learned in the subject to be a misnomer, as this term specifically refers to werewolves. However, the terms lycanthropy and lycanthrope have become common use among people, even when their assailants are wererats, weretigers, or one of the numerous other variants.

Established communities of werebeasts can find this generic term insulting and a basis for grievances against common folk who still use the incorrect term. Despite efforts to resolve this specificity, no real headway has been made.

WEREBEAST CURSE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE CONSUMING CURSE DEDICATION

Prerequisites you were exposed to a werebeast’s curse
Fight the Curse Fortitude (very hard DC of your level)

You acquired the curse of the werebeast. You gain a hybrid form, usually the same one as the creature you contracted the curse from (refer to Table C-1: Hybrid Form on page 26). Your new nature has sharpened your senses, beginning your transformation.

Gift You gain low-light vision and scent (imprecise) 15 feet. If you already have low-light vision from your ancestry, you gain darkvision instead.

Stain Your heightened senses make you hyper focused. You suffer a -2 circumstance penalty against effects that would make you fascinated. Additionally, under the light of the full moon your curse manifests.

Manifestation You turn into your hybrid form. You gain the unarmed attacks associated with your hybrid form and fast healing 15. You become large and your base reach increases by 5 feet. Your scent becomes a precise sense and your speed increases by 5 feet. Your alignment changes to chaotic evil and you are consumed with the desire to spread your curse to others.

HYBRID FORM ➤

FEAT 4

UNCOMMON ARCHETYPE CONCENTRATE CURSE POLYMORPH PRIMAL
TRANSMUTATION

Prerequisites Werebeast Curse Dedication

The hybrid form, so characteristic of werebeasts, tells the story of how deep the curse runs within you, blurring the line of where you end and the beast begins.

Gift You gain the hybrid form action. You change shape into your hybrid form. While in hybrid form, your scent increases to 30 feet and you gain unarmed attacks listed in Table C-1.

Stain You gain weakness to silver equal to half your level.

Reverting to your humanoid form requires a Will save with a DC equal to your Fight the Curse DC +2.

Critical Success You shape change into your humanoid form.

Success As critical success but retain some form of animalistic traits of your hybrid form until the next dawn.

Failure You remain in your hybrid form until the next dawn.

Critical Failure Your curse manifests.

BLOODHUNT

FEAT 6

UNCOMMON ARCHETYPE CURSE

Prerequisites Werebeast Curse Dedication

The smell of your prey is particularly pungent to you, making them easier to hunt. **Gift** You gain the Hunt Prey action. If you already have Hunt Prey, your scent becomes precise against the designated creature.

Stain The smell of blood makes you shiver with excitement and your sense of smell becomes one of your primary senses. You might catch a drift in air and follow it unconsciously, or smell the air before opening your eyes in the morning. When you use the Hunt Prey action you become automatically fascinated by the designated target when they are within range of your scent. The fascinated condition can end as usual.

WEREBEAST HIDE

FEAT 8

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

Your skin thickens unnaturally, becoming hide and blows are more likely to

Table C-1: Hybrid Form

Abilities in parenthesis refer to abilities and damage increases that are gained upon gaining the Feral Weaponry Feat.

Werebeast	Attack	Damage	Traits
Arourathrope (Rat)	Jaws	1d6 (1d8) P	Agile, (deadly d10), finesse, unarmed
Gatathrope (Cat)	Claw	1d6 (1d8) S	Agile, finesse, unarmed
Tigrithrope (Tiger)	Claw	1d6 (1d8) S	Agile, finesse, unarmed
Arkoudathrope (Bear)	Jaws	1d8 P	unarmed
	Claw	1d4 (1d6) S	Agile, (shove), unarmed
Kaprothrope (Boar)	Tusk	1d6 (1d8) P	(Deadly d10), shove, unarmed
Lycanthrope (Wolf)	Jaws	1d6 (1d8) P	(Trip), unarmed
	Claw	1d4 S	Agile, unarmed

glance off your skin. Your added bulk makes it hard to wear armor and your skin is irritated by its presence.

Gift Your hide grants you a +2 item bonus to AC and a Dex cap of +3. The item bonus is cumulative with those from *bracers of armor*, *mage armor*, or runes etched into armors in the unarmored category (such as explorer's clothing). However, you can not benefit from more than one of these at the same time.

Stain Your hide-like skin becomes thick and durable, but your form shifts too much and too often to wear anything sturdy. You can no longer wear light, medium, or heavy armor.

FERAL WEAPONRY

FEAT 10

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

Growing fangs and claws, you gain natural weapons to bite and tear at your victims.

Gift You gain the unarmed attacks of your hybrid form as according to Table C-1, even when you are in humanoid form. While in hybrid form, use the damage in parentheses listed in the table and add any traits in parentheses to their respective attacks.

Stain Your nails and teeth become harder and more sharp as your hands start to warp more into paws. This makes simple tasks using manual dexterity like wielding a weapon or opening a door much more difficult. You take a -1 status penalty to attack rolls with weapons. In addition, at the GM's discretion, some tasks such as counting coins or opening doors might become more difficult, require more time, or become simply impossible.

Special There is no more hiding the stains of your curse. Your hybrid form is leaving permanent changes on your body, and not only observers can tell you are cursed, but most could guess which beast your curse relates to. Even if you somehow escape the curse, these cosmetic changes remain—you are forever marked by the beast within you.

SILVER ALLERGY

FEAT 12

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

The curse flowing through you has altered your body; your skin becomes hide but you now feel the sting of silver like never before.

Gift You gain resistance to all physical damage (except silver) equal to the number of Werebeast Curse archetype feats you have.

Stain The presence of silver makes you uncomfortable. You can not bear to touch it, let alone wear it, or wield a silver weapon. Your weakness to silver is now equal to your level. Additionally, you take a -1 status penalty to Will saves at night. The penalty is -2 if you are in an area of moonlight, or -3 if the moon is full, regardless of exposure to moonlight.

STRIKES OF THE ACCURSED

FEAT 14

UNCOMMON ARCHETYPE CURSE

Prerequisite Feral Weaponry, Werebeast Curse Dedication

Your hunger for the fresh kill drives your strikes to strip flesh from bone and every bite and claw can now be a source of infection.

Gift When you Critical Success with a Strike from an unarmed attack granted by your consuming curse, it does an additional 1d4 persistent bleed damage for each weapon damage die.

Stain The circumstance penalty from feral weaponry increases to -2 when wielding a weapon, and you no longer add your Strength modifier to damage rolls made with melee weapons.

Special Your unarmed attacks now carry your curse. Your unarmed attacks gain the Curse trait, and when you deal damage to a creature with them, the creature must attempt a Fortitude save against your Fight the Curse DC. On a failure, they become afflicted by the Werebeast Consuming Curse.

BESTIAL STRIDE

FEAT 16

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

The muscles and sinew of your legs change and they become digitigrade, allowing for rapid animalistic strides.

Gift Your Speed increases by 10 feet. In your hybrid form you can use the High Jump and Long Jump activities as a single action. If you do, you don't perform the initial Stride and you don't automatically fail if you do not Stride at least 10 feet.

Stain Your legs and feet are now permanently warped, making it hard to hide their twisted nature and difficult to wear footwear. When you wear shoes or boots, including magic items with the worn shoes usage, you become clumsy 2 and suffer a -20-foot penalty to your speed.

BESTIAL MIGHT

FEAT 18

UNCOMMON ARCHETYPE CURSE

Prerequisite Werebeast Curse Dedication

The strength that your curse provides surges through your fangs and claws, enabling you to rend the flesh of your victims.

Gift When in your hybrid form, you gain the Rend creature ability using the attacks granted by that form, if you have more than one attack that you could rend with, use the attack that has the smallest weapon damage die size. Your unarmed attacks gain a +2 status bonus to damage.

Stain Your body becomes completely feral. Your hands and feet lose all signs of what they were before, replaced by bestial appendages. You gain a -3 status penalty to strikes made with a weapon.

ACCURSED BEAST

FEAT 20

UNCOMMON ARCHETYPE CURSE

Prerequisite hybrid form

Whatever you once were is now gone. Your name is spoken with fear, a cautionary tale synonymous with the curse itself. Wherever you go, the curse is left in your wake, people become beasts and wildlife goes feral.

Gift Your hybrid form becomes permanent. You become size Huge. You gain a +4 status bonus to melee damage and your base reach becomes 15 feet. You gain fast healing 10.

Stain You are little more than a beast, a creature of violence and instinct. Something inside of you may long to escape the curse, but without help, you never will. You cannot Fight the Curse anymore.





EQUIPMENT

"It is a poor adventurer that blames their tools, but the wise still seek out new ones." —Sinclair

Precious materials

TEMPERED GLASS

MATERIAL 0+

UNCOMMON PRECIOUS

Made from standard glass, tempered glass is made using a secret technique mastered by the bovians and glass with a high material purity. By applying extra heat on pre-formed high-purity glass, it becomes stronger and more resilient, able to take strikes that would normally shatter untreated glass. Additionally, instead of breaking into shards, it breaks into smaller, more granular pieces, making it safer and easier to deal with when broken.

Type high-purity glass rod; **Price** 10 gp; **Bulk** L

Type high-purity glass cylinder; **Price** 1,000; **Bulk** 1

Type low-grade tempered glass object; **Level** 2; **Price** 20 gp per Bulk

Type standard-grade tempered glass object; **Level** 7; **Price** 250 gp per Bulk

Type high-grade tempered glass object; **Level** 15; **Price** 4,500 gp per Bulk

Tempered Glass Items	Hardness	HP	BT
Thin Items			
Low-grade	5	20	10
Standard-grade	8	32	16
High-grade	11	44	22
Items			
Low-grade	8	32	16
Standard-grade	11	44	22
High-grade	14	56	28
Structures			
Low-grade	20	80	40
Standard-grade	24	96	48
High-grade	30	120	60

LIGHTCATCHER GLASS

MATERIAL 0+

UNCOMMON PRECIOUS

Much like tempered glass, lightcatcher glass does not occur in nature but is made using secret techniques. Although all glass is capable of refracting, reflecting, and even splitting light, lightcatcher glass has the curious trick of capturing light within. The light tends to move like

motes within the surface of glass, and when the glass is moved with enough force, it looks like beams of light. If exposed to bright light for at least one hour, an item made of lightcatcher glass stores the light within and can release that light later. By exciting the object with an Interact action, it will shed bright light in a 10-foot radius per bulk of the item and dim light a further 10 feet per bulk for 10 minutes. Items of light bulk shed light half as far as a 1 bulk item, and items of negligible bulk shed dim light in the space they occupy. Low-grade items can be activated once before needing new exposure to bright light, standard-grade items can be activated 3 times, and high-grade items can be activated at will, never seeming to run out of inner light.

Type lightcatcher glass rod; **Price** 40; **Bulk** L

Type lightcatcher glass cylinder; **Price** 4,000; **Bulk** 1

Type low-grade lightcatcher glass object; **Level** 4; **Price** 60 gp per Bulk

Type standard-grade lightcatcher glass object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade lightcatcher glass object; **Level** 16; **Price** 6,000 gp per Bulk

Lightcatcher Glass Items	Hardness	HP	BT
Thin Items			
Low-grade	3	12	6
Standard-grade	6	24	12
High-grade	9	36	18
Items			
Low-grade	6	24	12
Standard-grade	9	36	18
High-grade	12	48	24
Structures			
Low-grade	14	52	28
Standard-grade	18	72	36
High-grade	24	96	48

LIGHTCATCHER GLASS ARMOR

ITEM 12+

UNCOMMON

Usage worn armor; **Bulk** varies by armor

Lightcatcher glass armor is often colored to cast light in beautiful, tinted patterns. If a creature critically fails a melee strike against you, your armor flashes, dazzling

them until the start of their next turn. This effect has the visual trait.

Type low-grade lightcatcher glass armor; **Level** 6; **Price** 220 gp + 22 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 11 gp of thunderglass + 11 sp per Bulk.

Type standard-grade lightcatcher glass armor; **Level** 11; **Price** 1,200 gp + 120 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 150 gp of thunderglass + 15 gp per Bulk.

Type high-grade lightcatcher glass armor; **Level** 17; **Price** 12,000 gp + 1,200 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 6,000 gp of thunderglass + 600 gp per Bulk.

The dazzled condition lasts until the end of the creature's next turn.

LIGHTCATCHER GLASS SHIELD ITEM 4+

UNCOMMON

Usage varies by shield

Lightcatcher glass shields are capable of better directing their light than most lightcatcher glass items. When you release the light in a lightcatcher glass shield, it projects its light in a cone twice as far as normal for its bulk (see Lightcatcher Glass, page 29). If you have a lightcatcher glass shield raised and a creature critically fails a melee strike against you, the shield flashes, dazzling them until the start of their next turn. This effect has the visual trait.

Type low-grade lightcatcher glass buckler; **Level** 4; **Price** 90 gp; **Bulk** L; **Craft Requirements** lightcatcher glass worth at least 45 sp.

The shield has Hardness 1, HP 4, BT 2.

Type low-grade lightcatcher glass shield; **Level** 4; **Price** 100 gp; **Bulk** 1; **Craft Requirements** lightcatcher glass worth at least 5 gp

The shield has Hardness 3, HP 12, BT 6.

Type standard-grade lightcatcher glass buckler; **Level** 8; **Price** 400 gp; **Bulk** L; **Craft Requirements** lightcatcher glass worth at least 50 gp

The shield has Hardness 4, HP 16, BT 8.

Type standard-grade lightcatcher glass shield; **Level** 8; **Price** 440 gp; **Bulk** 1; **Craft Requirements** lightcatcher glass worth at least 55 gp

The shield has Hardness 6, HP 24, BT 12.

Type high-grade lightcatcher glass buckler; **Level** 16; **Price** 8,000 gp; **Bulk** L; **Craft Requirements** lightcatcher glass worth at least 4,000 gp

The shield has Hardness 7, HP 28, BT 14. The dazzled condition lasts until the end of the creature's next turn.

Type high-grade lightcatcher glass shield; **Level** 16; **Price** 8,800 gp; **Bulk** 1; **Craft Requirements** lightcatcher glass worth at least 4,400 gp

The shield has Hardness 9, HP 36, BT 18. The dazzled condition lasts until the end of the creature's next turn.

LIGHTCATCHER GLASS WEAPONS ITEM 4+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

When a Strike made with a lightcatcher glass weapon is a critical success, the target is dazzled until the start of their next turn.

Type low-grade lightcatcher glass weapon; **Level** 4; **Price** 110 gp + 11 gp per Bulk; **Craft Requirements** at least 55 sp of lightcatcher glass + 55 cp per Bulk

Type standard-grade lightcatcher glass weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of lightcatcher glass + 17.5 gp per Bulk

Type high-grade lightcatcher glass weapon; **Level** 17; **Price** 15,000 gp + 1,500 gp per Bulk; **Craft Requirements** at least 7,500 gp of lightcatcher glass + 750 gp per Bulk
The dazzled condition lasts until the end of the creature's next turn.

THUNDERGLASS MATERIAL 0+

RARE PRECIOUS

Collected from the glass left behind after storms, this rare type of glass attains much of the power of the lightning that created it. Retaining this power is a challenge for the most masterful of glassworkers, and the technique is a closely guarded secret amongst the bovians known for it. If done correctly, this glass strikes like lightning and blows against it resound with the sound of thunder.

Type Thunderglass chunk; **Price** 4 gp; **Bulk** L

Type thunderglass rod; **Price** 40; **Bulk** L

Type Thunderglass cylinder; **Price** 4,000; **Bulk** 1

Type low-grade thunderglass object; **Level** 4; **Price** 60 gp per Bulk

Type standard-grade thunderglass object; **Level** 8; **Price** 350 gp per Bulk

Type high-grade thunderglass object; **Level** 16; **Price** 6,000 gp per Bulk

Thunderglass Items	Hardness	HP	BT
Thin Items			
Standard-grade	6	24	12
High-grade	9	36	18
Items			
Standard-grade	9	36	18
High-grade	12	48	24
Structures			
Standard-grade	18	72	36
High-grade	24	96	48

THUNDERGLASS ARMOR

ITEM 12+

RARE

Usage worn armor; **Bulk** varies by armor

Thunderglass Armor is usually insulated with earth or dried pitch to provide the wearer protection from the electrical energy within, making it heavier and harder to don than most armors of its type; add 1 Bulk to the armor's typical weight. When wearing standard-grade thunderglass armor, you gain 5 electricity resistance, or 10 electricity resistance for high-grade thunderglass armor. An opponent that has you grabbed or restrained with its body while you're wearing standard-grade thunderglass armor takes 4 electricity damage at the end of its turn, or 6 damage if you are wearing high-grade thunderglass armor.

Type standard-grade thunderglass armor; **Level** 12; **Price** 1,600 gp + 160 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 200 gp of thunderglass + 20 gp per Bulk.

Type high-grade thunderglass armor; **Level** 19; **Price** 32,000 gp + 3,200 gp per Bulk; **Craft Requirements** The initial raw materials must include at least 16,000 gp of thunderglass + 1,600 gp per Bulk.

THUNDERGLASS SHIELD

ITEM 8+

RARE

Usage varies by shield

Thunderglass shields pulse with static energy that protects their wearers from electricity. Backed with insulation to protect the wielder, these shields are heavier than average. Thunderglass shields have resistance to electricity, as it takes more to overwhelm the natural electricity stored inside. This resistance is extended to you when you Raise a Shield. Additionally, attacks that strike the shield echo with the sound of thunder, threatening to disorientate and deafen. When wielding a thunderglass shield if you Shield Block a melee Strike the attacker must make a Fortitude save against the DC listed below; on a failure they become Dazed 1; on a critical failure they are also Deafened for 1 round.

Type standard-grade thunderglass buckler; **Level** 8; **Price** 400 gp; **Bulk** 1; **Craft Requirements** thunderglass worth at least 50 gp

The shield has Hardness 4, HP 16, BT 8. Resistance 10 to electricity damage and DC 26.

Type standard-grade thunderglass shield; **Level** 8; **Price** 440 gp; **Bulk** 2; **Craft Requirements** thunderglass worth at least 55 gp

The shield has Hardness 6, HP 24, BT 12. Resistance 10 to electricity damage and DC 26.

Type high-grade thunderglass buckler; **Level** 16; **Price** 8,000 gp; **Bulk** 1; **Craft Requirements** thunderglass worth at least 4,000 gp

The shield has Hardness 7, HP 28, BT 14. Resistance 20 to electricity damage and DC 37.

Type high-grade thunderglass shield; **Level** 16; **Price** 8,800 gp; **Bulk** 2; **Craft Requirements** thunderglass worth at least 4,400 gp

The shield has Hardness 9, HP 36, BT 18. Resistance 20 to electricity damage and DC 37.

THUNDERGLASS WEAPONS

ITEM 11+

RARE

Usage varies by weapon; **Bulk** varies by weapon

Crafting thunderglass weapons is considered by bovians to be a sacred act, requiring a level of skill and devotion bordering on the monastic. Forging any sort of glass into weapons is difficult, but the volatility of thunderglass redoubles the challenge, it is all too easy to release the electricity within, leaving you with a fine glass weapon but lacking the additional power. The handles for these weapons are often wrapped thick with leather to protect the wielder, or crafted with uncommonly long wooden hafts to keep some extra distance. The weapons are constantly surrounded with an aura of sparking electricity and static energy. Thunderglass weapons automatically gain a *shock* property rune, even if they aren't otherwise enchanted; this rune can't be removed, and it deals 1d8 damage instead of 1d6 damage. This uses one of the weapon's property rune slots as normal. High-grade thunderglass gains a *greater shock* property rune instead.

Type standard-grade thunderglass weapon; **Level** 11; **Price** 1,400 gp + 140 gp per Bulk; **Craft Requirements** at least 175 gp of thunderglass + 17.5 gp per Bulk

Type high-grade thunderglass weapon; **Level** 17; **Price** 15,000 gp + 1,500 gp per Bulk; **Craft Requirements** at least 7,500 gp of thunderglass + 750 gp per Bulk

Bovian Weapons

Horn Slicer This brutal blade spans the gap between your horns. Bovians more often use it as a field tool than a weapon. If you have a horn melee unarmed Strike, it gains the Versatile S trait while the horn slicer is attached.

Pusher Pike Designed by bovia guards, this weapon was designed with crowd control in mind, intended to push others back, rather than actually inflicting any permanent damage. It features a six-foot shaft that ends in a solid slab of glass. Padded variants

Uncommon Simple Weapons	Price	Damage	Bulk	Hands	Group	Weapon Traits
Horn Slicer	8 sp	1d6 S	L	0	Brawling	Attached to horns, bovia, finesse, free-hand, unarmed
Uncommon Martial Weapons						
Pusher Pike	3 gp	1d10 B	2	2	Polearm	Bovian, reach, shove

are readily available and often used for training; these have the nonlethal trait but otherwise have the same stats and cost the same as a regular Pusher Pike.

Bovian Armor

Eisenglas Brigandine Made from overlapping glass plates on top of a leather tabard or vest, this armor is known for not only being functional but beautiful as well. The plates make it more resistant to piercing strikes but need regular maintenance.

Eisenglas Plate This armor takes the standard eisenglas brigandine and adds glass plate protection for the arms, legs, and a helmet. The interlocking glass plates continue and are often arranged in such a way as to create mosaic patterns.

Magical Items

This section will show new magical items made from bovia glasswork or otherwise related to the behooved folk's artistry or history from the story glass held in most bovia communities to the minotaur prisons of a portable oubliette. These items are sorted by section—such as held items or runes—level, then alphabetically.

Held items

STORY GLASS

ITEM 5+

ILLUSION **MAGICAL**

Usage held in 1 hand; **Bulk** L

These rounded, small, colorfully pigmented glass shapes take many forms. Each one is unique to the craftsperson that makes them or the storyteller they are made for and commonly found among bovia travelers and communities. Anyone holding the *story glass* can produce minor illusions to aid in storytelling as if casting *prestidigitation* as an Envision action, granting a +1 item bonus to Performance checks to tell stories. However, in the hands of those with a calling for tales, they can be so much more. If you are an expert in Performance, you may cast *illusory creature* and *illusory object* each once per day as occult innate spells while holding the story glass. Once a creature casts an innate spell from the story glass, that innate spell is not granted to other creatures for 24 hours.

Legends tell of a story glass that predates and perhaps eludes time itself, telling a tale that never ends and proffers incredible power upon the one who wields it.

Type story glass; **Level** 5; **Price** 150 gp

Type greater story glass; **Level** 11; **Price** 1,300 gp

The bonus to performance checks is +2 and if you are a master in Performance, you may also cast *illusory scene* once per day as an occult innate spell while holding the story glass.

Type major story glass; **Level** 19; **Price** 38,500 gp

As *greater story glass*, except the bonus to performance checks is +3 and if you are legendary in Performance, the innate spells granted are each heightened to 8th level.

Type never-ending story glass; **Level** 21;

UNIQUE **ARTIFACT**

As *major story glass*, except the bonus to performance checks is +4, and if you are legendary in Performance, the granted spells are heightened to 10th level and have an unlimited duration. You may choose to cast the spells once per hour, once per minute, or at will, using their normal durations, though they are weakened. You may cast them heightened to 8th level once per hour, 6th level once per minute, or 5th level at will.

Destruction The wielder must tell the tale of the end of everything, (Performance DC 47). On a success, they enter the *never-ending story glass* as it fades into nothing and cannot be resurrected under any circumstances. If they critically succeed, they take 21d6 mental damage (basic Will DC 42) but remain as the glass fades out of reality.

STORIED STANDARD

ITEM 10

RARE **ENCHANTMENT** **MAGICAL**

Price 1,000 gp

Usage Held in 1 or 2 hands; **Bulk** 2

Bovians as a people are loath to enter war, tending to prefer diplomacy and peaceful resolution; they rarely gather in large enough numbers to be considered an army. There are times, however, when in defense of those they hold dear, they must come together to wage war, and when that happens, they bring forth the *storied standard*. The banner of the standard is made from a mosaic of colored glass woven into cloth, each bead and plate representing something different: a fallen warrior, a victory, a loss, every battle fought regardless of the outcome. Over time, these standards become larger and larger until they can no longer be held aloft. When it gets to that point, the standard is retired and the banner reforged into a single sheet of glass to be put on display and to tell its story. Until then, they inspire those fighting to recall what they are fighting for.

Activate ➤ Interact, Command (emotion, enchantment, mental, magical); **Requirements** you are holding the storied standard in 2 hands; **Effects** You hold the

Uncommon Medium Armor	Price	AC Bonus	Dex Cap	Check Penalty	Speed Penalty	Strength	Bulk	Group	Armor Traits
Eisenglas brigandine	10 gp	+4	+1	-2	-5 feet	16	2	composite	Bovian
Uncommon Heavy Armor									
Eisenglas plate	40 gp	+6	+0	-3	-10 feet	18	4	composite	Bovian, bulwark

CLASSES

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standard aloft, encouraging your allies with tales of past success and warding off future failure. You and allies within a 30-foot emanation gain a +2 status bonus to saves against hostile mental effects. The first time each day a creature is affected by this emanation, they gain a +2 status bonus on their next attack roll or skill check in the next minute.

Activate ◆ envision; **Frequency** once per day; **Requirements** vitamancy or Vitamancer Dedication; **Effects** You call on the standard's tale of preservation to bring your power to bear when you do not have the vitality to spare. If the next action you take would cause you to pay a vitamancy cost, you do not lose HP from that action.

Runes

FRACTURED

RUNE 3

MAGICAL TRANSMUTATION

Price 60 gp

Usage etched onto a glass weapon

With a mighty blow, this weapon shatters apart, spreading shrapnel everywhere before coming back together again. On a critical hit, a weapon etched with this rune shatters, sending shards into your target and all foes adjacent to your target before ripping back out and returning to the weapon. This effect deals 1 persistent bleed damage per weapon damage die.

KINETIC

RUNE 4+

EVOCATION MAGICAL

Usage etched onto weapon

With every swing, your weapon builds up energy before letting it loose in a single hit. Whenever you miss with a Strike with this weapon, the next Strike you make before the start of your next turn does an additional 1d4 additional damage of the same type dealt by the weapon; the effect accumulates up to three times, to a maximum of 3d4 additional damage.

Type kinetic; **Level** 4; **Price** 100 gp

Type greater kinetic; **Level** 10; **Price** 1,000 gp

The additional damage dice become 1d6 per missed strike and you can activate your weapon to release a pulse of force.

Activate ➤ envision; **Trigger** you miss a Strike with the etched weapon; **Effect** You smash your weapon into the air as if it were a wall, and a pulse of energy resounds forth. Foes within the weapon's reach (or within your reach of the target if it is a ranged weapon) must make a Fortitude save (DC 27) or be pushed back 5 feet, or 10 feet on a critical failure.

Specific Magic Armor

SAGA ARMOR

ITEM 9

ENCHANTMENT MAGICAL

Price 700 gp

Usage worn armor; **Bulk** 4

This artistically flourished +1 *resilient eisenglas plate* has embedded upon its surface a vast history embodied in glass, telling tales both figurative and literal. The item bonus granted by the *resilient* rune of the saga armor is increased by 1 against fear effects.

Activate ◆ command (auditory, emotion, enchantment, mental); **Frequency** once per round; **Effect** You evoke one of the tales displayed on the armor, attempting to embody its virtues. You must succeed a Performance check of spoken word or song with a DC based on your level. If you do, select one of the following benefits until the beginning of your next turn.

Artistry you gain a +1 item bonus to Performance and Crafting checks

Community You gain a +1 item bonus to Diplomacy and Society checks

Resilience You gain a +1 circumstance bonus to AC

Solidarity You count as having prepared to Aid an ally within 30 feet, and may use Performance to do so.

Victory You gain a +1 circumstance bonus to checks with the attack trait.

MAZEHIDE

ITEM 13

UNCOMMON INVESTED MAGICAL TRANSMUTATION

Price 3,000 gp

Usage worn; **Bulk** 2

This suit of +2 *resilient hide armor* is marked by intricate maze patterns that often shift when not observed, looking different upon subsequent viewings. You gain a +2 item bonus on checks to avoid becoming lost or to Sense Direction within mazes or other confounding structures.

Activate ◆◆ interact, command (conjunction, earth, magical); **Frequency** once per day; **Requirements** you are within a structure meant to confound your sense of direction, such as a maze; **Effect** you cause a passageway to open up on a wall you can touch, this functions like *passwall* except the material can be of any solid material and is not interrupted by metal. If the tunnel would not lead to a new space, this activation is disrupted, but does not count against its frequency.

Activate ◆◆ envision (Transmutation, magical); **Frequency** once per day; **Effect** you cause space to warp around you and become twisted in a 30-foot emanation. This space is confounding and difficult to navigate, it is difficult terrain to all creatures except ones wearing *mazehide* armor.

Specific Magic Weapons

OBSIDIAN EDGE

ITEM 14

UNCOMMON EVOCATION PRIMAL

Price 4,500 gp

Usage Held in 2 hands; Bulk 2

This +2 *striking flaming standard-grade lightcatcher glass greataxe* looks to be made from volcanic glass glowing from within as if the incandescence of the lava from which it was born has not yet faded.

Activate ♦♦ Interact (evocation, fire, light, primal, visual); **Requirements** obsidian edge has 3 uses of its stored light remaining; **Effect** You unleash all of the light stored within *obsidian edge* at once. Enemies within 30 feet must attempt a Fortitude save (DC 31). Any damage caused is not a visual effect.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round, if it is adjacent to you, it takes 1d6 persistent fire damage and sheds light as a torch.

Critical Failure As failure except adjacent creatures takes 2d6 persistent fire damage and is dazzled as long as it suffers the persistent fire damage,

Structures

GLASS HOUSE

STRUCTURE 7

UNCOMMON MAGICAL CONJURATION STRUCTURE

TRANSMUTATION

Price 160 gp

Bulk L (when not activated)

This glass-blown facsimile takes on the form of a simple cottage with distinct color-work.

Activate 1 minute (command, envision, interact); **Frequency** once per week; **Effect** the tiny glass cottage grows into a small cottage made of shimmering glass which casts light through it like the surface of gently disturbed water. The house is large enough to house 5 small or medium creatures comfortably. The house's form traps heat in cold environments, reducing the severity of environmental cold one step closer to normal. The house is comfortably furnished, but offers only bare privacy with frosted glass walls. The walls of the structure physically offer cover but only offer concealment against sight. Creatures within 30 feet that damage the house or critically miss with a ranged attack against a creature within 30 feet of the house take 1d8 piercing damage and 1d8 slashing damage as retributive shards of glass fly toward them.

Activate 1 minute (command, envision, interact); **Requirements** the glass house is in its structure form; **Effect** You reduce the glass house back into its un-activated size.

When not activated, the house has a Hardness of 1, 8 HP and BT of 4. Once activated, it has Hardness 1, 40 HP, and a BT of 20. Any damage done to the activated house remains when the house returns to its un-activated size but can be Repaired beforehand.

PORTABLE OUBLIETTE

STRUCTURE 11

UNCOMMON EXTRADIMENSIONAL MAGICAL STRUCTURE
TRANSMUTATION

Price 1,250 gp

Bulk 2

This three-and-a-half-foot wide iron and wood trap door has three handles spaced along its top and looks to have been pulled from its hinges, belying its functional nature. When placed on a flat horizontal surface, the portable oubliette's hinges adhere to the ground, and the door can be opened by pulling one of its three handles as an Interact action. Each handle opens into a separate, extradimensional, cylindrical cell, each of which can hold up to two Medium creatures or one Large creature along with their gear. If the portable oubliette is lifted by the side of its hinge, it comes away from the floor and can be carried.

Opening the oubliette from within requires the creature to reach the door, which is 30 feet off the ground (Climb DC 30). Opening the door requires it to be Forced Open (DC 33) or three successful DC 28 Disable a Device checks to unlock it. The DCs to open the door increase by 2 if the portable oubliette is not currently attached to a horizontal surface. If the portable oubliette is opened from within, placed within another extradimensional space, or becomes broken, all creatures contained within are immediately expelled into the nearest empty spaces along with their gear. The cells clean themselves once daily and can be lightly furnished at the will of the person opening it, but are normally just damp cylindrical stone chambers with no comforts. Creatures within can survive by eating the moss and drinking condensation within by Subsisting (DC 28).

The portable oubliette rejects being used as item storage, if items are added to a cell without a creature that can hold or carry them, they will fling themselves out violently, targeting the person who added them and dealing 2d6 damage (of a type determined by the GM as appropriate for the item, basic Reflex DC 28).

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