

PATHFINDER[®]

PLAYER COMPANION[™]



Agents of Evil

Evil Organizations

Anaphexia

Masquerading as insular Pharasmin monks, members of the mysterious Anaphexia are in truth religious assassins dedicated to Norgorber. Ritually removing their tongues following initiation, these killers keep lost and secret knowledge hidden from the rest of the world, and eliminate those who know too much or who seek to uncover the secrets the Anaphexia struggle so hard to bury.



House Thrune

As the victors in the Chelish Civil War, House Thrune and its fiendish allies rule Cheliah with an iron fist. Led by Her Infernal Majestrix Abrogail Thrune II, House Thrune employs a vast network of quasi-governmental agents in a strict hierarchal system to protect the interests of the house—and, by extension, all of Cheliah itself.



Blackfire Adepts

Unchained from the nations of Golarion, the Blackfire Adepts journey through the Great Beyond in a quest to acquire greater personal power, broker deals with immortal beings, and unravel the secrets of the universe. When found on Golarion, these planar travelers engage in overarching cosmic schemes to further dark agendas, ultimately coveting the end of creation.



Night Heralds

Driven to silently prepare Golarion for colonization by forces from beyond the stars, the Night Heralds operate across the planet in pursuit of their mysterious agenda. Bargaining in gold, arcane innovations, and lost relics, these cultists willingly ally with other wicked organizations, if only to help pave the way for their distant, alien masters.



Conference Z

A conspiracy that stretches the breadth of the Inner Sea region and beyond, Conference Z pursues goals indecipherable to outsiders, its trained agents working tirelessly in mad experimentation to further the advancement of science by any means. The Aspis Consortium ostensibly commands the Conference, but few within the Consortium are even aware of the guild's existence, let alone its breadth or goals.



Sczarni

Made up of Varisian criminals, the Sczarni control and regulate many illegal activities within Varisia and many regions beyond. Though they may live within ordinary caravans, members of the Sczarni gangs are actually reviled by most other Varisians, as the traveling people know how much Sczarni contribute to negative stereotypes about Varisians as a whole.



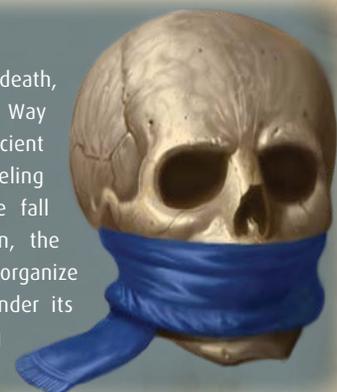
Drow Houses

The noble families of the drow reside in the Darklands region of Sekamina. From there, the matrons of these great households weave long-reaching webs of political intrigue, even recruiting surface dwellers into their schemes. Many times, agents serving the drow have no idea who their benefactors truly are, or even that the drow exist at all.



Whispering Way

Romanticizing the notion of undeath, the members of the Whispering Way are some of the most proficient necromancers in the Inner Sea. Reeling from its loss of power after the fall of the undead tyrant Tar-Baphon, the Whispering Way actively seeks to organize the Inner Sea region's undead under its banner and unleash the lich-king from his prison in Gallowspire.





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On the Cover



Ekaterina Burmak depicts the kinds of challenges evil adventurers face, such as the deceitful and deadly lillend, on this month's cover!

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Reference

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free online at paizo.com/prd.

<i>Advanced Class Guide</i>	ACG	<i>Occult Adventures</i>	OA
<i>Advanced Player's Guide</i>	APG	<i>Ultimate Magic</i>	UM
<i>The Inner Sea World Guide</i>	ISWG		

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.



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Printed in the U.S.A.

For Your Character

Focus Characters

This Pathfinder Player Companion highlights options for characters of the following classes, in addition to elements that can apply to a wide array of other characters.

Clerics

Many adventurers draw strength from believing in something greater than themselves, and those who serve evil are no different. Between a bevy of new divine spells, an examination of how evil gods relate to their worshipers (both evil and neutral), and the new appeaser archetype, *Agents of Evil* presents a bounty of new ways to serve the gods.

Fighters

Every evil plot requires the firm grip and strong arms of a warrior, whether you're a leader or loyal servant. This book provides fighters with new combat feats, diabolical magic weapons, and tactical insight for laying low any good-aligned foe, from well-intentioned but foolish mortals to meddling outsiders.

Rogues

Unseen and untrustworthy, rogues are the class that comes to mind when most people think about muddled morality. With new poisons, necrotoxins, and rogue talents, this volume benefits scoundrels who serve as the silent and brutal hands of any evil overlord.

Summoners

A summoner in the service of evil positions herself as a middleman, neither making the plans nor risking her own skin in battle. The devil impostor archetype helps those summoners who fear infernal domination prosper in evil-controlled areas by cloaking her eidolon in fiendish skin, while a host of summoner-friendly spells help tip the odds in her favor when she must deal with genuine devils.

For Every Character

Certain game elements transcend the particulars of a character's race or class. While everything in this book is designed to work with characters who have less than good intentions, the following elements detailed here work equally well for all Pathfinder RPG characters, regardless of class, motivation, or background.

Cults and Secret Societies

Accomplices of the wicked benefit from direction and a guiding hand, as well as a watchful leader to defuse the trouble that so often follows in evil's wake. A dozen organizations, secret societies, and cults to evil gods—from Urgathoa's Pallid Palace to the Red Mantis assassins—are presented in this book to provide guidance and protection for groups and individual characters alike.

Evil Insights

Most sections of *Agents of Evil* describe not just how to be evil, but why. Who becomes evil? Why serve evil masters? How does an evil character approach a problem, and how does a nonevil character in service to vile masters deal with those same challenges? When is evil an acceptable traveling companion? And perhaps most importantly, when does evil get to win? Reasons and justifications for almost every despicable act and moral compromise fill this volume and provide inspiration above and beyond "I'm killing you because I can."

New Backgrounds

The background system presented in *Pathfinder RPG Ultimate Campaign* assumes that adventurers' lives

Questions to Ask Your GM

Asking your Game Master the following questions can help you and your character get the most out of *Pathfinder Player Companion: Agents of Evil*.

- 1 Are there any restrictions on player alignments, and if so what are they? Are certain evil alignments permitted, or are all evil characters allowed under certain conditions?
- 2 What are the boundaries for evil on a player level? What is all in good fun, and what crosses a line that will prevent other players from enjoying the game?
- 3 Will the campaign assume the player characters are altruistic? Or will there be motivations and plot hooks to help selfish and evil characters get involved as well?

have guided them more or less toward heroic ends. *Agents of Evil* provides new backgrounds, traits, motivations, and story feats to help characters discover exactly when and how their lives went horribly wrong, setting them on the path toward darkness.

New Magic

Good is often held back by its own weaknesses, superstitions, and overvaluation of life, while evil crosses lines and pushes boundaries without such petty concerns. Selfish spells, malicious magic weapons, new special abilities for magical arms and armor, and a slew of disturbing magic items provide a unique arsenal for evil's loyal agents.

DID YOU KNOW?

Paizo assistant developer Crystal Frasier plays a formerly evil character in her home game: Immora de Sol, a greedy sorcerer who was slowly redeemed by her fellow adventurer and twin sister, Ammara. Immora provided the inspiration for Almara Delisen, proprietor of the Umbra Carnival in the Pathfinder Modules *Murder's Mark* and *The Harrowing*.

Rules Index

The following new rules options are located on the indicated pages.

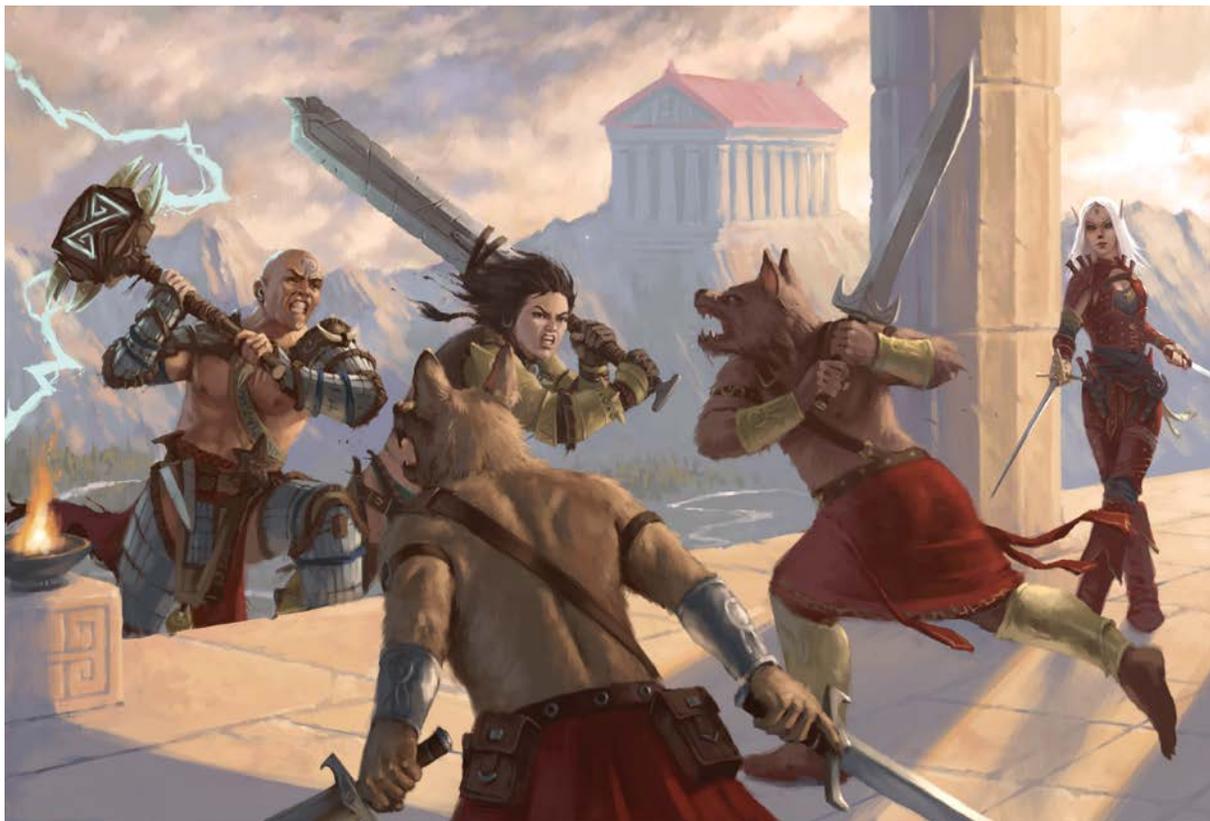
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Introduction



In fiction, good and evil are often forces in opposition, forever wrestling for control of the world or the hearts and minds of its people. Protagonists select a conveniently labeled side and have grand adventures to push their side's agenda. But some stories are more complex. Occasionally, good people do bad things, and bad people do good things. Striking down a shopkeep, hunting escaped slaves, and willingly submitting to undeath are all evil actions on the surface, but if that shopkeep is fomenting rebellion and riots that could kill dozens, if those slaves are taking out their rage on unaffiliated peasants, or if you are tantalizingly close to aiding the world with your magical research and need just a few more years of life than nature alone will provide, suddenly the moral landscape seems a bit more gray. The real world is a landscape of choices and moral compromises, and few people ever truly consider themselves evil for doing what they must to survive. Even fewer regard themselves as antagonists.

Pathfinder Player Companion: Agents of Evil explores those roads less trod and those alternatives rarely embraced. Players who select these options may be classical villains or more complex figures whose choices and compromises have left them in uncomfortable positions. Just as not every soldier in the Worldwound is a noble paragon, not every citizen of Chelixa is a devil-worshiper, and not every person in Nidal is a fanatic obsessed with mutilation. In many cases, these people know their allies or leaders are a force of wickedness,

but they themselves serve evil because it is the only life they know, or because they believe conflict would lead only to greater pain and suffering for themselves or their loved ones. They make compromises in a difficult world. Rather than being overt monsters, they are agents of evil.

Evil characters and campaigns have a reputation for derailing games quickly, and many groups bar them for the sake of party cohesion. But there are many good reasons to consider allowing evil characters or those who serve evil forces into your gaming landscape.

Evil Agents as Balance: In many adventuring groups, the moral compass veers between a good or neutral alignment. Paladins further skew this, sometimes forcing such groups to make their decisions in accordance with the edicts of the paladins' good-aligned deities. The inclusion of evil characters swings the pendulum back into more neutral territory. Freed from a moral majority, groups can consider a wider array of options, prioritizing practicality or expedience if they wish and trusting that evil party members can handle any unscrupulous but necessary parts of plans. Groups of nonevil characters serving an evil agenda fill a similar niche to evil characters, as they are often forced to make terrible choices to serve their own personal good or serve their end goals.

Evil Agents as Subjects of Redemption: Some of fiction's best stories involve the redemption of characters ensnared by evil. Just because a member of an adventuring party begins her career in servitude to evil doesn't mean that

defines her path forever. A focal story in a campaign can involve the slow turning of a character from his ignoble beginnings and servitude, teaching him the value of life and friendship or slowly freeing him from monstrous masters. Paragons of good may take it upon themselves to redeem erstwhile allies, possibly strengthening the party bond. Such events shouldn't happen during a single session but instead manifest as many small victories and steps spread over an entire adventure or campaign.

Evil Agents as Wild Cards: Adventurers often run afoul of enemies well versed in combating the forces of good, who outfit themselves with *good-outsider-bane* weapons and prepare *protection from good* to ward themselves against interlopers. But evil adventurers—or those who have few qualms working with evil—can call down the fury of Hell or the Abyss on such foes when their opponents are prepared only to repel the powers of Heaven. Evil agents within a party may also earn the group a few good- or neutral- aligned foes, allowing the GM to bring in a wider variety of enemies, monsters, and stories most players never get to see.

Evil by Association

Some of the most compelling stories involve characters serving masters or goals they neither believe in nor support, or characters coping with the consequences of their own decisions as they commit terrible acts in the name of the greater good. There are an inconceivable number of paths that could lead one to become a willing servant of evil. Some paths begin at an early age, while others have the potential to occur later in life or even as one enters one's final (living) hours. Presented here are a handful of ways evil characters can fit into a group dynamic.

Evil characters are not mindless monsters and have their own agendas and goals. While they may not trust or even like their teammates, they understand the group's value in providing them with protection and important skills they lack. A chaotic evil antipaladin would be loath to kill a cleric who heals him regularly, or a fighter who pulls more than her own weight in battle. So long as these allies continue to prove useful, agents of evil are unlikely to turn on their traveling companions, and may even make compromises for the sake of collaboration.

Allies with Evil: Golarion is rife with opportunities for good to ally with evil. The struggle to imprison Rovagug required an alliance of deities with diverse alignments and motives. In a similar vein, characters can be brought together to oppose a menace so dire it threatens denizens of the world regardless of their morality: spawn of Rovagug, serpentfolk seeking to exterminate warm-blooded humanoids, or invasion by the Dominion of the Black. When an evil power is entreated to provide assistance to nonevil allies, it is often most prudent for that power to supply this assistance in the form of nonevil agents (or at least evil agents who can play nice with others). These agents bridge the gap between diametrically opposed beliefs, and in the case of divine followers, often sit at the very edge of their deity's acceptable alignment.

EVIL VERSUS AGENTS OF EVIL

Agents of Evil specifically examines the role of those who serve evil causes and evil masters, rather than evil characters directly. Many of the options in this book expressly suit outright villainy, but just as many complement characters forced to work alongside evil for more diverse reasons and who must find their own ways to blend in among monsters or seek small ways to mitigate the harm and fear they cause. Players looking for more specific resources for evil-aligned characters are encouraged to read *Pathfinder Player Companion: Champions of Corruption*, while those serving evil deities can find additional information in *Pathfinder Campaign Setting: Inner Sea Gods* and *Pathfinder Player Companion: Faiths of Corruption*.

Owned by Evil: Some agents of evil don't serve willingly. More powerful forces may hold sway over characters regardless of their alignments, using tools ranging from mind control magic and *geas/quest* spells, to taking hostages, to issuing a looming threat of assassination; powerful puppet masters can direct a character's agenda, leaving her little choice except in how she exercises their terrible will. This situation represents the struggle of nonevil characters forced to work with evil, unwilling to oppose their new overlord for fear of the repercussions to themselves or their loved ones. Such events and sympathy can bind allies together even in the face of evil actions that would normally tear apart an adventuring party.

The Good Evil Can Do: One of the more powerful allures of evil is the ability to do whatever it takes to reach your goals. The classic argument of the ends justifying the means can drive otherwise moral people to do awful deeds or team up with despicable groups. The righteous city watch sergeant working in Cheliax may be more lenient with escaped slaves than her underlings, but she relies on the authority granted by her allegiance to House Thrune to protect her from the consequences of this minor act of rebellion. Adventurers may climb the ranks of a merciless organization with the intent of wielding power with a less brutal hand than their current masters, but the real challenge for such PCs is to ensure the enemies they make and the deeds they do in service to evil don't come to define them more than their lofty goals.

Thralls to Power: Even the most selfless beings feel the attraction of power—the ability to act without consequences or reprisal, the wealth to offer your children a better life, or the strength to avenge your lover's murder. From devils to corrupt nobles, evil masters can offer characters a shred of that power in exchange for small deeds and moral compromises. But a thousand half-steps into the moral shadows—even with good intentions—can leave even the most righteous heart stranded alone in darkness. Ignorant of the inevitable costs or too proud to acknowledge them, such agents walk the path of evil willingly.

Bad Beginnings

For some, evil is a choice, while others find themselves thrust unwillingly into its service. This section presents for potential backstories components for those intertwined with dark masters and foul destinies. These rules are meant to be used in tandem with the background generator presented in *Pathfinder RPG Ultimate Campaign*, though they can be used separately as inspiration for characters specifically meant to be agents of evil. Many of the examples here cite specific locations on Golarion, though they can easily be adapted to better suit a player's preference.

Early Events

The table below can be used to determine events in your character's early years, from birth up until adolescence.

d%	Result
1-20	Bandit Apprentice: As an infant, you were accidentally carried off by bandits after your parents hid you in a basket or chest. The bandit leader took a shine to you and raised you as her own.
21-40	Bargaining Chip: A longstanding feud ended with a brutish lord taking you hostage following some offense perpetrated by your parents. Considering the matter settled, your parents left you with your cruel new master rather than part with any lands or gold.
41-55	Child Soldier: By the age of 6, you had already been involved in the ongoing conflict between opposing forces such as Molthune and Nirmathas. While you weren't on the front lines, you ferried combat materials between outposts and performed tasks assigned by senior soldiers, and took your first life at a shockingly young age.
56-70	Diabolical Upbringing: Your parents belonged to an influential evil organization—perhaps they served House Thrune or were secretly members of the Night Heralds. You were raised with the understanding that you would keep important secrets for your parents, things that could never be spoken of to outsiders. Evil and deception are second nature to you, and have always been a facet of your life.
71-80	Penniless Heir: Raised among the out-of-touch nobility of a waning empire or kingdom, such as Taldor or Ustalav, you were born into luxury. But some twist of fortune—your family's own missteps or the predations of courtly intrigue—destroyed your family's reputation and fortunes. The final years of your childhood were spent watching your family's finances slowly vanish and your loved ones lose themselves to alcohol, drugs, or suicide.
81-85	Planar Offering: Shortly after your birth, someone or something temporarily banished you to an Outer Plane and left you in the care of an extraplanar creature. Your parents spoke little of this event, but

rumors and legends floated constantly throughout your hometown. You still don't know the reason for your brief exile in the beyond.

86-95 **Sunless:** Your formative years were spent under harsh and lightless rule, such as in Nidal or the Darklands drow nations. Your skin appears sickly and pale, and to this day you find the sun to be a fascinating or frightening sight, despite suffering no adverse affects in sunlight.

96-100 **Wild Foundling:** You were found in some untamed portion of the jungles of the Mwangi Expanse or the snowy wastes of Irrisen. The only other thing at the site where you were discovered was a strange idol matching no known religion or philosophy.

Growing Up

The table below can be used to determine formative events in your character's life, prior to adulthood and the start of your adventuring career.

d%	Result
1-30	Boarding School: Your guardians gave little reason when they sent you away to be schooled elsewhere. You were educated at a prestigious academy, such as Ustalav's University of Lepidstadt or Korvosa's famed Acadamae. In spite of this seeming honor, you railed against being sent away and harbor a grudge against your parents for their apparent rejection. You saw your new home as a constant torment and your fellow students as enemies, and pushed yourself to succeed so you could leave as quickly as possible.
31-60	Exiled: Others drove you away from your hometown long before you reached adulthood. Regardless of the circumstances, you are bitter about your exile, blaming others for your departure and hoping that one day you can take revenge upon anyone involved and reclaim your home.
61-70	Humiliated: No matter how much you protested, others found sport in mocking and physically assaulting you. You served as a convenient target for frustrated peers thanks to circumstances beyond your control, and rarely felt safe around others. A single event from this deplorable period of your life has stayed with you, but you keep it a secret from all but your most trusted of allies.
71-80	Secret Society Inductee: By choice or by force, a strange cult inducted you into their fold while you were still young. Dedicated to a deity or power forbidden by the laws of your nation—or any religion in atheistic Rahadoum—you kept your faith and involvement a secret. When the authorities finally discovered and purged your circle's members, you escaped. To this day, you maintain

a longstanding grudge against those agents who killed or imprisoned your friends.

81-90 **Sole Survivor:** Whether it was a freak accident, a military assault, or a natural disaster, you survived. The disaster wiped out your family and childhood friends before you could even act, miraculously sparing you. Your own memories of the event remain vague, either due to trauma or perhaps the tampering of outside forces.

91-100 **Thief in Training:** Bored with matters of academia or manual labor, you found yourself under the watchful eye of a member of the local thieves' guild during your adolescence. You served a vicious gang—such as the Sczarni, Absalom's Bloody Barbers, or Westcrown's Council of Thieves—but your youth shielded you from the guild's most horrific activities. Your young mind filled in those gaps with romanticized notions inspired by adventure stories, strongly skewing your view of the guild.

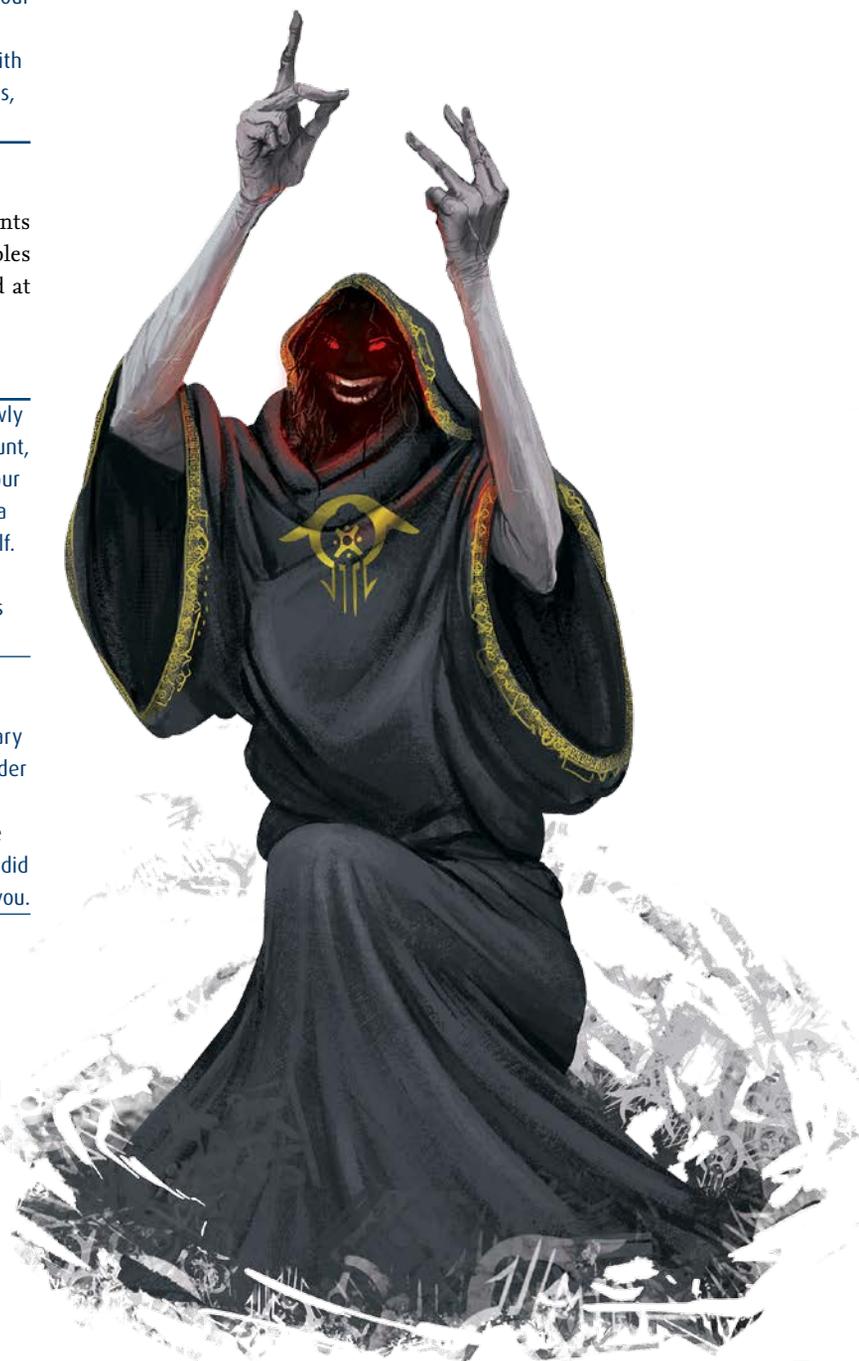
the handmaiden of a corrupt Nexian Arclord. The target of your affections tried hard to curb the dark impulses growing within for your sake, and you likewise compromised your morals for the sake of the relationship. Whose outlook and agenda will eventually win out remains unclear, but neither of you can ignore the deep passion between you.

81-100 **Wrong Enemy:** You had a clear purpose in battling a well-defined enemy, such as the orc hordes of Belzen or the pirates of the Shackles. But your clarity of purpose was shattered when your so-called allies turned against you, making you realize that not all conflicts are clear-cut. You have learned that all people have the potential for evil.

Conflict and Romance

The table below can be used to determine key events in your character's life. Unlike with the other tables presented in this section, these results can be applied at any point in your character's adventuring career.

d%	Result
1-20	Bad Romance: You fell in love, but swiftly or slowly you watched your lover's mistakes mount and mount, ultimately leading somewhere dark. Your paramour ultimately turn to evil magic or transformed into a vile creature, such as a ghoul, vampire, or werewolf. Evil goals and lack of morality have significantly twisted the heart you once loved, but your lover's affection for you remains as powerful as ever.
21-40	Drafted: Whether to combat rising rebellion in Cheliah or to expand the domain of the Padishah Empire of Kelesh, you were drafted into the military and served under a particularly ruthless commander who was intent on achieving her objectives at any cost. You followed orders, survived, and were honorably discharged, but the things you saw and did for the greater glory of your homeland still haunt you.
41-60	Ordained Target: Chosen as an ideal sacrifice by the Night Heralds, a cult of the Great Old Ones, or another dark religion because of some accidental alignment of the stars during your birth, you escaped the zealots' first attempt and are now hunted. Your pursuers believe you to have special significance in their grand scheme, but your death can empower them only through ritual sacrifice, so they endeavor to protect you from other threats and capture you alive.
61-80	Temptation: You had little choice in the person you fell in love with, whether it was the son of a blood-soaked Kellid chieftain or



Sad Stories

Those who side with evil often have compelling reasons for turning their backs on charity and altruism. Some may have been hurt by their previous acts of kindness, while others may have known only the world's cruelty and believed it to be the natural order. Tragic or unexpected events commonly lead folks otherwise ignorant of or opposed to evil into the service of wicked powers.

Story Feats

The following story feats incorporate the backgrounds found on pages 6–7 of this book to give characters ongoing story motivations. Story feats were originally presented on page 66 of *Pathfinder RPG Ultimate Campaign*.

Betrayed (Story)

Believing in a just cause left you with a knife in your back. Now you hoard your trust in others, rarely sharing it.

Prerequisite: You must have had a valuable item (worth at least 1,000 gp per character level) stolen by a former ally, have been left for dead by a former ally, or have the Wrong Enemy background.

Benefit: When you are in a harmful area of effect created by an ally (through a spell or other means), you can roll your saving throw twice and take the better result. If you do so, your shaken trust means you do not provide flanking bonuses to any allies for 1 hour.

Goal: Track down the people who betrayed you, and either bring them to justice or slay them. At the GM's discretion, certain members of this group can be spared if they provide important information leading to more prominent targets.

Completion Benefit: You grow more confident in reading others, if not exactly more trusting of them. Your allies and enemies no longer provide cover bonuses on attacks you make against other creatures. You also gain a 20% miss chance against any attacks of opportunity made against you, as long as an ally is threatening the creature making the attack.

Cursed Love (Story)

Your love forces you to endure the harshest of endeavors, despite the fact that most people would view your romance as madness.

Prerequisite: You must have a romantic interest who has fallen to some dark influence and rejects you out of shame or fear of newfound capabilities, or must have the Bad Romance or Temptation background.

Benefit: You are well versed in a dark society's way of thinking and in weathering abuse. Select a form of corruption that your lover fell to or willingly embraced: evil divine casters, evil arcane casters, undead creatures, or humanoid creatures with the shapeshifter subtype. You gain a +2 bonus on Diplomacy and Sense Motive checks when dealing with such creatures, and a +2 bonus on saving throws to resist any effects that would spread their corruption to you (such as a vampire's create spawn ability or a werewolf's curse of lycanthropy). Once per day, when you would normally be reduced below 0 hit points by an attack from such a creature, you instead immediately gain a number of temporary hit points equal to half your character level.

Goal: Find a way to be with your lover in a permanent fashion, either by persuading your lover to reject the influence of evil or by willingly embracing the same corruption.

Completion Benefit: You no longer suffer abuse from those with whom your lover associates, and instead command a measure of their respect. You gain a +2 bonus on Intimidate checks against members of your chosen form of corruption. If you have 10 or more ranks in Intimidate, this bonus increases to +4. When you would normally be reduced below 0 hit points by an attack from such a source, you instead immediately gain a number of temporary hit points equal to your character level.



Dead Inside (Story)

You are devoid of both hatred and joy. While many regard you as callous, you have no particular malice in your heart.

Prerequisite: You must have failed your saving throws against at least five different emotion-manipulating spells or your saving throw against a supernatural creature's fear effect (such as a dragon's frightful presence), or you have the Sunless or Sole Survivor background.

Benefit: When you are the target of a spell or spell-like ability with the emotion^{UM} or fear descriptor, you can roll your saving throw twice and take the better result.

Goal: You overcome your detached state by taking part in an important emotional event, such as finding true love or taking great pleasure in an act of unrepentant evil. Alternatively, you divest yourself of all emotion by severing your remaining emotional ties and eventually changing your alignment to neutral.

Completion Benefit: You master your emotions. You can ignore any morale bonuses or penalties applied to you by outside forces, though other emotion-based effects (such as the shaken condition or an *elixir of love*) still affect you if you fail a saving throw against them.

Gruesome Butcher (Story)

You dedicated yourself to the cause of slaughter against a specific group or people, either for country, for vengeance, or perhaps just for sport.

Prerequisite: You must have been rendered unconscious and left for dead on a battlefield between warring factions or have the Child Soldier or Drafted background.

Benefit: Select a particular nation, organization, or humanoid subtype (such as Cheliox, Eagle Knights, or goblinoids). You gain a +4 bonus on Sense Motive checks to determine whether a given creature is affiliated with that group and a +4 bonus on Bluff and Diplomacy checks to conceal your animosity toward members of that group.

Goal: Deliver the killing blow to a number of your hated foes whose combined Hit Dice total is equal to $10 \times$ your current character level.

Completion Benefit: You gain a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against foes of your selected type, and a +2 bonus on weapon attack and damage rolls against them. These bonuses stack with a ranger's favored enemy bonuses.

Special: By meeting the goal of this feat, your name becomes known to your enemy. Creatures of your chosen enemy faction gain a +1 morale bonus on attack and damage rolls against you should they become aware of your identity with a successful Knowledge (local) check (DC = $10 +$ your character level).

Otherworldly Influence (Story)

Extradimensional forces vie for your soul, and have offered you riches and power to claim it.

Prerequisite: You must have refused an evil creature with at least 15 Hit Dice who offered gifts or assistance, have refused an evil creature offering to cast a spell of 7th-level or higher on your behalf, or have the Planar Offering background.

Benefit: When negotiating with evil outsiders, you gain a +2 bonus on Bluff and Diplomacy checks. You gain an amount of spell resistance equal to $5 +$ your character level against spells and spell-like abilities originating from outsiders with the evil subtype.

Goal: Receive a boon from an evil creature that is equivalent in value to a month's service or an 8th-level spell without becoming indebted to the creature or giving up anything in return. This cannot be the result of magical compulsion.

Completion Benefit: You gain an amount of spell resistance equal to $5 +$ your character level against spells or spell-like abilities originating from outsiders.

Overachiever (Story)

Others made you feel small for too long, and now you drive yourself hard and never settle for second place.

Prerequisite: You must have been defeated by the same individual, organization, or creature type at least four times, or have the Boarding School or Humiliated background.

Benefit: You take only half the normal penalties from exhaustion. Choose one skill upon selecting this feat. Once per day, you can forgo rest to study or practice, gaining a +3 bonus on all checks attempted with your selected skill for 24 hours but becoming fatigued in the process. If you rest to recover from this fatigue, this bonus ends (but not if you recover from your fatigue in other ways, such as via *lesser restoration*). Forgoing rest for this purpose does not interfere with a spellcaster's ability to prepare spells.

Goal: You must utterly humiliate a member of your hated group by besting that creature at an activity for which it is known or in which it takes pride. This opponent's Hit Dice must exceed your current character level by at least 1.

Completion Benefit: Each time you forgo rest to study or practice, you can apply this feat's +3 bonus to a different skill. If you have 10 or more ranks in the skill selected, this bonus increases to +6.

Wretched Curator (Story)

Some fools fear the written word, but you that understand knowledge—all knowledge—is a valuable tool, and restricting it out of superstition is abominable in your eyes.

Prerequisite: You must have purchased a scroll or spellbook containing a spell with the evil descriptor in a place where such dealings are illegal, or must have the Secret Society Inductee or Diabolical Upbringing background.

Benefit: You can always purchase potions and scrolls of spells with the evil descriptor at a 10% discount, even if they are not normally available in a settlement because of its size or the local laws. You gain a +4 bonus on Knowledge (arcana), Spellcraft, and Use Magic Device checks related to spells with the evil descriptor or evil written works.

Goal: You must own scrolls of spells with the evil descriptor or tomes of forbidden lore worth a total of 50 gp per character level, and be the primary caster of a successful occult ritual (*Pathfinder RPG Occult Adventures 208*) of at least 5th level that has the evil descriptor.

Completion Benefit: Every time you cast a spell with the evil descriptor, you can remove that descriptor from the spell and treat yourself as a neutral-aligned caster for the purpose of determining the spell's effects, circumventing defenses such as *protection from evil* and preventing detection via *detect evil* and similar effects. If you cast a spell with the evil descriptor and do not remove that descriptor, you instead gain 2 temporary hit points per spell level. These temporary hit points last for 1 hour.

Monstrous Motivations

Evil is difficult to quantify, leaving itself open to interpretation by all walks of life. Is it evil to steal a loaf of bread to feed your starving family? Is it evil to survive solely by stealing from those who have more than they could ever possibly need? Is it evil to slay a soldier who threatens to kill your family? Or to murder that same soldier who executed your loved ones?

Even in the cosmology of Golarion, where good and evil are universal truths, gray areas and mixed motives muddy the waters. Pharasma and her celestial courts exist entirely because mortal hearts are complex things and their morality sometimes requires investigation and arbitration before being consigned to eternity. Wandering tribunals of powerful outsiders constantly ply the Inner and Outer Planes, examining mortal behavior to revise and update cosmic standards of right and wrong.

Few groups consider themselves overtly evil; instead, most see themselves as beholden to some deeper truth, or are willing to take measures others are too weak, too ignorant, or too innocent to consider. In infernal Cheliox, devils ended a brutal civil war that raged across the entire nation. Now their infernal patrons guarantee Chelish citizens a degree of order and economic prosperity. The forces of Geb venerate their leader and imitate his undeath not because they find delight in corruption of life, but out of respect for their founder and protector. Even the masochists of Nidal ply their dark arts in homage to a god who saved their homeland from a destruction that scoured civilization from Golarion's surface.

Many different character traits drive characters to embrace sinister motivations. Each entry below explores one of these associated basic traits

Curiosity

Every person hides a perverse fascination or deplorable curiosity. At some point in their lives, almost all people push themselves beyond their comfort level to learn just a little bit more about a taboo, whether they experiment with drugs, seek out blood sports, delve into forbidden lore, or study horrors committed by others in the past. Few speak of their repressed urges to learn—or partake in—unsavory deeds, but this siren song tempts many to constantly push their boundaries. Over weeks or years, otherwise good folk might become aficionados of violence or depravity, driven onward by the temptation of what new truths they may uncover if they compromise just one more, seemingly insignificant moral.

Carnal Attraction (Social): You know how to ask the wrong questions the right way, granting you a +2 trait bonus on Diplomacy (gather information) and Knowledge (local) checks regarding whichever vice fascinates you: drugs, forbidden lore, gambling, illegal fighting, or a similar debauchery or indecency.

Greed

A primary motivating factor for most common folk—not to mention adventurers—of Golarion is base survival. But survival leads to the desire for comfort, and growing comfortable leaves a hunger for luxury; enough is never enough when gold means safety and happiness, and, perhaps, power. In some nations (Cheliox, Geb, and Irrisen among others), the only noteworthy careers come hand in hand with immoral dealings and dark patrons. Even beyond its supernatural forms, evil is the path of cutting corners, abusing workers, and ultimately, gaining higher profits. Andoran's Lumber Consortium flourishes by murdering the nation's fey inhabitants, while the Aspis Consortium's immoral and illegal practices rake in enough gold to tempt new agents into service despite their extraordinary death rate. Even in less culturally radical places, one can expect to find a corrupt governor or magnate with less than wholesome beliefs. To many, it doesn't matter from where the coin, jewels, and magic flows, only that it ends up in their pockets.

For the Money (Social): You gain a +2 trait bonus on skill checks to haggle prices or negotiate payment; this bonus increases to +4 if you are in a position of military or economic power over your target. You also gain a +1 trait bonus on Appraise checks and Appraise is always a class skill for you.

Indolence

The easiest way for evil to triumph is for good people to do nothing. In many locations across Golarion, evil forces flourish thanks to the local populations' fear and ignorance. A cobbler in Galt doesn't care if the "noble" being executed in the square has actually wronged anyone, so long as she can sell enough shoes to put dinner on the table. A hunter in Irrisen cares little about the monsters governing him or the aggressive history of his kingdom, so long as he can go about his business. Frequently, those who don't need to care don't want to care, and focus solely on getting by, not attracting attention, and surviving long enough to do the same again tomorrow; pain and misery are someone else's self-inflicted burden. Caring too much would risk the delicate balance by which such people survive; they consider themselves good people even as they look the other way when evil tears down the world around them.

Less Effort (Magic): Select one spell belonging to the abjuration or transmutation school on your spell list. When you cast that spell or it is cast on you, treat the caster level as 2 higher for the purpose of determining the duration.

Insanity

Some walk the path of evil not because they choose personal gain but because their own minds betray them. While many residents of Golarion grapple with depression,

anxiety, compulsions, and other challenges to their mental health, a rare few are overwhelmed by their conditions and either cease caring about the morality of their actions, or else can't distinguish right and wrong through the distorted lens of their mental condition. Some insanities on Golarion are induced—derros delight in jamming the gears of the humanoid mind, while numerous artifacts and forbidden tomes slip honeyed whispers into their owners' ears and cloud their perceptions of the world—but for far more people, psychological unease is an inborn trait or an artifact of all-too-common trauma. Regardless of the sources of evil, those driven to commit evil acts beg the question: Does evil lie in the motivations of its agent, or in their impact on their world around them?

Unbalanced Insight (Social): You gain Aklo as a bonus language, and gain a +2 trait bonus on all saving throws to resist any effects or spells originating from aberrations that cause confusion or fear.

Revenge

Many live by the simple truth of “an eye for an eye,” and the drive for vengeance motivates many across the Inner Sea region and beyond. An adventurer may hunt down those who slew her family or burned her village so she can bring justice to the world. She may kill to sate a hunger to answer blood with blood, or use it as an outlet for her rage—not caring whom she harms as she hunts down those who wronged her. But revenge leaves a void in the heart that all too many fill with new blames and further violence. These choices can drive otherwise good folk to ally with evil forces.

Back for More (Combat): Anytime an opponent confirms a critical hit against you, you gain a +2 morale bonus on attack rolls and damage rolls against that foe until the end of your next turn.

Strength

Those who are weak suffer what they must, and to many that is an unbearable burden—one they must escape using any tools available and sacrificing any morals they once believed in. Just as evil offers shortcuts to profit, it also offers shortcuts to personal power—a gladiator willing to cheat has an edge over an honorable opponent, a raider willing to use a captive as a shield may survive while her more sympathetic partner is riddled with arrows. Perhaps allying with a witch queen or the Pure Legion is the only way to protect your village from marauding bandits or unaligned monsters. All too often, the strength offered by evil requires no cost beyond a change in perspective, but a small taste for power all too often whets one's appetite for more.

Low Blow (Magic): When targeting a good-aligned creature with a spell or spell-like ability with the pain^{UM} descriptor or that imposes a morale penalty, increase its effective caster level by 1. If you are of an evil alignment, increase the save DC of the effect by 1 as well.

Survival

Every race adapts and survives however it can. Sometimes this means altering one's body or lifestyle to accommodate arid climates or harsh winters, but just as often this means changing one's outlook to accept the unacceptable or even commit abominable acts so you or your family has a fighting chance to endure. The drow are perhaps the most harrowing example of embracing evil to survive, radically reshaping their society, their morality, and their bodies to withstand the unforgiving Darklands. Yet, the simple needs of survival can lead anyone down the darkest of paths.

Broken, Not Beaten (Combat): You automatically stabilize when reduced below 0 hit points. Once per day when brought below 0 hit points, you can accept 1 point of damage to regain consciousness for 1 round, though you remain staggered and only able to take a single move or standard action.



Insidious Patrons

In addition to the nations of Golarion, a multitude of factions vie for the employment of promising agents. Children grow up on tales of heroic Eagle Knights, adventurous Knights of Ozem, and the stoic Risen Guard; very few hear of the equally exciting adventures of the lucrative Aspis Consortium, the deadly Red Mantis, and the necromantic Whispering Way. While not traditionally heroic, these organizations are always on the lookout for skilled agents. Few offer safe haven and even fewer furnish reliable allies. Yet the assassins of the Red Mantis prosper by means of steady assignments, and the Whispering Way rewards recruits with valuable necromantic secrets. Whatever its face, evil always finds a way to endure.

Aspis Consortium

The Aspis Consortium began as an ambitious business venture between three financiers, but has grown into one of the largest trade organizations in the Inner Sea region (and well beyond). Officially based in the Chelish city of Ostenso, the Consortium has spread its interests across Golarion, with agents and overseers working to expand its trade influence and edge out any competition or threat. To the public, the Aspis Consortium is nothing more than a league of merchants and artisans, but many opposing entities—the Pathfinder Society chief among them—know that profit and market dominance drive the Consortium to despicable acts.

Admission: Only senior agents (those of Silver or Gold rank) can officially induct a new member into the Consortium as a Bronze agent, and selection criteria for admission into the organization vary wildly. The Consortium tests potential recruits with inconsequential missions that are fraught with danger or require mastery of specialized skills. Completion of these test assignments leads to a senior agent approaching the candidate with an offer of employment within the Consortium.

Perks: As a powerful player in the world of trade and transport, the Aspis Consortium excels at being at the right place at the right time. Myriad accommodations can be made for allies and agents who require transport to even the most obscure locations. Similarly, should someone need to be prevented from reaching a destination, the Consortium can turn corrupt harbormasters, customs inspectors, and navigators loose to slow—though not necessarily stop—enemies' progress.



Pathfinder Society

Spreading from the city of Absalom to the rest of Golarion and beyond, the Pathfinder Society deploys agents in search of long-lost treasure and lore, and has few qualms about plundering a nation's heritage or robbing (and destroying) the honored dead. For such a group to succeed, it must occasionally blur the line between good and evil.

Admission: Some people spend years studying and training in the halls of the Grand Lodge in Absalom to become Pathfinder field agents, while others fall into it by luck. Only by completing an introductory mission known as a Confirmation is such a candidate raised into the ranks of the Society. Field promotions are not unheard of, though, and many skilled adventurers receive offers of membership for services rendered.

Perks: The Pathfinder Society supports its minions in a variety of ways, most notably by providing extraordinary access to knowledge of the past—much of it lost or hidden from the general populace. The Society also employs magical artisans to equip their members, and conducts trade in magic items on a massive scale, generally being able to offer nearly any magic item for sale so long as an agent continues to prove her value.

Red Mantis

All who know of them recognize the Red Mantis—religious disciples to the mantis god Achaekkek—as the foremost assassins in the Inner Sea region. Based on the island of Mediogalti, the Red Mantis take on contracts of all types, with one exception: those that would require the assassins to slay a sitting monarch or anyone else who they believe rules with a divine mandate. The consummate killers of the Red Mantis employ a network of allied agents throughout the Inner Sea region.

Admission: Castoff orphans and exiles of Mediogalti and the nearby Shackles and Sodden Lands make up many of the young recruits of the Red Mantis. They also consider older applicants on occasion, especially those very skilled in combat and open to the teaching of Achaekkek. Only a few of the aspirants survive the rigorous training regimen, much of which includes kill-or-be-killed exercises against their fellow apprentices in the island's monster-choked jungles.

Perks: With safe houses throughout the Inner Sea region, the Red Mantis offer incredible protection and new identities, if needed, to loyal informants and spies. Despite what people may think, the Red Mantis rarely accept contracts from allies or members requesting assistance with personal affairs, though they are happy to pass along any details they know of a creature's location so their allies can resolve matters themselves.

Whispering Way

An organization in only the loosest sense, the Whispering Way is a network of researchers, cultists, and wizards who all share a preoccupation with undeath. Age and mastery of death-defying magic carry the greatest weight in the Whispering Way, with its mortal members fawning over those who achieve the ultimate goal of undeath. As with many who are shunned by society, the members of the Whispering Way maintain a web of contacts, and may deceive even the kindest individuals into aiding the Way's greater endeavors.

Admission: All that is required to take the first steps to damnation and walk the path of the Whispering Way is to speak with a member and learn from her. There is no formal hierarchy in the Way, but instead a gradual ascension through the order by learning more about the nature of undeath, necromantic magic, and the eventual transformation into one of the living dead.

Perks: Though slow to bring its resources to bear, the Whispering Way has access to powerful necromancy and other magics, often lost to history or developed within the cult itself. Its upper echelons consist of powerful undead creatures with vast fortunes and deep secrets all their own.

Feats

The following feats emphasize the power an evil patron provides, and can be taken by any character in good standing with such a parent organization.

Aspis Partner

You have earned the attention of the Aspis Consortium and can call in favors when necessary.

Prerequisite: Associate (Aspis Consortium).

Benefit: Whenever you are in a settlement that is the size of small town or larger, you can purchase (but not sell) items through your Aspis contacts. Treat your current settlement as though it were a metropolis to determine its base value and available magic items. You pay a 5% markup for such items, and orders take 3d6 days to be delivered through Consortium channels. You can pay an additional 1,000 gp to have your item magically delivered in 1d3 days instead.

Associate

You are on good terms with a large organization, though not necessarily an official member.

Prerequisite: Maintain a positive relationship with an organization for at least 6 months or achieve a major accomplishment on behalf of an organization.

Benefit: Select a single organization with which you have a positive relationship. You gain a +4 circumstance bonus on Diplomacy checks to influence members of that group or when making gather information checks about the organization. In any settlement that is the size of a small town or larger, you can spend 1d4 hours to attempt to track down a representative of your organization to gain a minor resource or service for free (such as information), a place to stay, or transportation. If you succeed at a Diplomacy check (DC = 20 + the gp cost of the service requested [minimum 1 gp]), you successfully call in a favor and gain that service for free; otherwise, you must pay the normal fee. You can attempt this check once per week.

Special: You can take this feat multiple times. Each time you select this feat, you associate yourself with an additional organization.

Pathfinder Society Ally

The Pathfinder Society grants you access to its archives in thanks for services previously rendered.

Prerequisite: Associate (Pathfinder Society).

Benefit: The Pathfinder Society's vast archives are available for you to exploit. In any settlement that is the size of a small town or larger, you can spend 1d4 hours researching notes from available Pathfinders to gain a +4 circumstance bonus on a single Knowledge check.

Red Mantis Collaborator

You pass along private details to the Red Mantis, and they protect you in return.

Prerequisite: Associate (Red Mantis).

Benefit: The Red Mantis can help you hide from trouble in one of their secret safe houses. Anyone attempting Diplomacy or Survival checks to locate you during this time takes a -10 penalty, and anyone attempting to scry upon you or magically divine your location must first succeed at a caster level check (DC = 15 + your character level). You can stay in a Mantis safe house for up to 1 day per character level before you are forced to vacate.

Whispering Way Disciple

Your research has gained the attention of the Whispering Way, which rewards you with access to its libraries.

Prerequisite: Associate (Whispering Way).

Benefit: You can exploit lore acquired from the Whispering Way once per day to combine your own blood and a vial of unholy water to create a *potion of cure light wounds* or a *potion of inflict light wounds* as a full-round action. The blood loss from this transformation deals 1 point of Constitution damage to you. In addition, in any settlement that is the size of a small town or larger, you can always find scrolls of the following spells available for purchase regardless of their legality: *animate dead*, *control undead*, *create undead*, *detect undead*, *disrupt undead*, *false life*, *greater false life*^{UM}, *ghoul touch*, *lesser animate dead*^{UM}, *mass repair undead*^{ACG}, *repair undead*^{ACG}, and *undead anatomy I-IV*^{UM}.

The Worship of Horrors

Nearly every race on Golarion—good or evil—bows to the power of the divine, be it the principal deities of a region or racially focused gods. Just as those who champion compassion, beauty, or mercy drift toward the religions of Sarenrae, Shelyn, or Iomedae, so too do evil and its agents find godly patrons. But evil deities can be far more subtle, and minor appeasements to them may be seen by society in the same way small or random acts of evil might be. Even the kindest of souls pay their respects to Norgorber when they have secrets to keep, and expectant mothers pray to Lamashtu, hoping she will ease their labor and spare their children from deformities. Evil gods accept these token prayers as an investment, knowing that time is on their side. Mortals will always fail and fall, and in anger or desperation turn to gods who listened to their pleas in the past.

Agents of dark gods need not be evil; neutral clerics can channel the will and magic of dark patrons for a variety of goals. Even the vilest gods attract small cults of worshipers who aren't inherently evil themselves, and who believe they can glean life's purpose or some cosmic truth from their deity's otherwise loathsome theology.

Lamashtu

As much demon as goddess, Lamashtu is feared more than worshiped by common folk. While many offer her token prayers to protect their offspring, most of these supplicants otherwise wipe all thought of the Mother of Monsters from their minds. Those who do worship Lamashtu do so in secret, as part of demonic cults or communities of devotees far from the bastions of civilization. Neutral worshipers of Lamashtu tend to be midwives in harsh climates or else members of drug cults who revere the madness she imparts. Considered deranged by those who count as leaders within the primary sects of the Mother of Monsters, some worshipers venerate very specific aspects of the goddess, eschewing her more evil tendencies.

Mother's Blessed Midwives: The self-titled Mother's Blessed Midwives ascribe to a philosophy that a certain minimum amount of change must exist in the world, both to sate the Mother of Monsters and to keep the peoples of the world strong and ever-ready to fight new dangers. Clerics and oracles of the Midwives wander Golarion, spreading the *waters of Lamashtu*^{ISWG}, but also easing the pregnancies and births of those they afflict. By imparting the Mother's "gifts," these cultists believe they appease the goddess, sparing the settlements they visit from greater horrors at Lamashtu's twisted claws.

Nightmare Delves: Outside of the town of Courtaud in Ustalav, the senior doctors and staff of the Fulgheist Sanitarium academically examine the teachings of Lamashtu cults to glean insight into the nature of madness. While some 40 years ago they made great strides in diagnosing mental illness by way of nightmare analysis, over the years

their clinical research has mutated into a detached brand of worship. Now, by night, the Delves experiment with inducing insanity to curry favor with Lamashtu, convincing themselves that if they gain the goddess's grace, she will bestow greater knowledge on them, which will ultimately lead to new cures and an overall healthier world.

Norgorber

As one of the Ascended deities who rose from mortal beginnings, Norgorber enjoys worship by the Inner Sea's ambitious, even if they otherwise shun his portfolio. Those who serve his church—especially those who are not necessarily evil themselves—most often revere his incarnation as the Reaper of Reputation and god of secrets. Small cults of librarians, academics, and researchers dedicate themselves to keeping dangerous knowledge out of the hands of the young and innocent. Those truly devoted followers of the Reaper—the Anaphexia—operate by the loosest of moral codes to keep information hidden from the world at large.

The Gloved: These alchemists worship the duality of poison—that which kills may also heal, and even life-giving water can poison in high enough doses—and they honor Norgorber's Blackfingers aspect almost as an afterthought. Identifying themselves by wearing one black glove and one white glove, they appreciate the importance of anonymity. Members of the Gloved work to keep particularly deadly poisons under control and restrict their use to experts. On good terms with the Red Mantis, the Gloved concern themselves with clumsy abuse of their holy elixirs. Whether a poison kills does not concern them, only that it is respected.

Gray Watchers: A secretive society of nobles and diplomats, the Gray Watchers bear no allegiance to any nation. The Watchers swear fealty to Norgorber and the delicate maintenance of the balance of power between good and evil, and law and chaos. They monitor leaders and power brokers, recording all they see, and if something threatens their treasured balance, they let slip dark secrets and tactical advantages to those that can reestablish that balance.

Rovagug

Rovagug's destructive power once threatened the whole of Golarion, and gods both good and evil worked together to imprison him. His scant few neutral worshipers tend toward madness, or focus their destructive impulses inward in scarifications rituals and harsh music. In many regions, the churches of other deities swiftly rout followers of the Rough Beast, for they know any scheme meant to unleash the imprisoned god must be viewed as a global threat and dealt with accordingly.

The Enders: One of the small groups of Rovagug cultists that thrives and reforms after occasional defeats is the sect known as the Enders, whose members believe Rovagug exists as the universe's will. Just as a healer amputates an infected

limb, so too does Rovagug hew the taint of insolent order from creation. The Enders seek to release the Rough Beast not to destroy the world, but to restore a cosmic balance they see as grossly disrupted by the selfish gods.

Urgathoa

As the first undead, Urgathoa is revered by those who seek to follow a similar path, and perhaps by none as fervently as the Whispering Way. The average person prays to Urgathoa to relieve illness and disease, and her fable is used to chide naughty children. Her neutral worshipers are surprisingly numerous for an evil god, and tend to be members of hedonist cults that revere her as the creator of indulgence.

The Pallid Palate: The chefs and gourmands of the Pallid Palate are a secret society that focuses on Urgathoa's divine portfolio of gluttony. Members of this organization create and indulge in elaborate feasts, putting aside any preconceptions of morality and taboo to indulge the mortal senses. Traditionally, those who indulge in Pallid feasts wear veils throughout the meal to symbolically hide their shameful acts from all other gods, for none but Urgathoa could condone the waste, expense, and wanton cruelty with which the members of the Pallid Palate experiment.

Zon-Kuthon

Beyond the borders of fervent Nidal, Zon-Kuthon still sees worship by several races. Some orc tribes of Belkzen worship the god, and even trace their roots to his servant Kazavon. Some doctors pray to him, and the desperate and dispossessed sometimes believe they can invoke the blessing of the Midnight Lord by performing acts of self-mutilation.

Scions of Dou-Bral: Paying homage to the god that Zon-Kuthon once was, the Scions of Dou-Bral still seek the empowerment of the god that is. Practicing art, love, and music—the domains of Zon-Kuthon's former life, shared with his sister Shelyn—these worshipers impart a suitably masochistic flair to their veneration, causing themselves pain in the hope of attracting the Midnight Lord's attention and receiving his favor. Tattooing and piercing are their tools, rather than the more extreme Kuthite rites of mortification and amputation.

Appeaser (Cleric Archetype)

A rare few seek the power of dark forces for brighter ends by focusing on the utilitarian aspects of a god's portfolio, appeasing their deities through high praise and glorifying their chosen gods' unaligned aspects.

Aura (Ex): An appeaser always has an evil aura regardless of his actual alignment. This alters aura.

Channel Utility (Su): An appeaser channels negative energy, but also gains limited access to positive energy. At 5th level, an appeaser can channel positive energy as a full-round action, but he treats his cleric level as if it were 4 lower when determining the amount of damage he can deal to undead and the amount of hit points he can restore to living creatures. This ability alters channel energy.

Divine Apologist (Ex): An appeaser must worship an evil god. His alignment must be within one step of his deity's, but he himself cannot have an evil alignment. An appeaser cannot cast any spells with the good or evil descriptor.

This alters the cleric's alignment and spells.

Mollified Domain (Su): At 1st level, an appeaser gains no domain or domain bonus spells. Once per day as a standard action, he can sacrifice his own force of will to gain divine providence. Doing so deals 1d3 points of Charisma damage to the appeaser, and allows him to select a single domain offered by his deity (except the Evil domain or its subdomains). The appeaser gains access to any granted powers offered by the domain he would otherwise qualify for, and can sacrifice a prepared spell to cast a domain spell from that domain just as if he were spontaneously casting a cure or inflict spell. He retains access to this domain for a number of minutes equal to 1/2 the appeaser's cleric level + plus his Wisdom modifier. Any domain abilities that can be used a limited number of times per day can be used only once each time that particular domain is invoked.

An appeaser can gain a mollified domain one additional time per day (taking Charisma damage each time) at 4th level and every 3 levels thereafter, to a maximum of seven times per day at 19th level. An appeaser can invoke only a single mollified domain at a time.

This ability modifies the cleric's domains class feature.



Giving Devils Their Due

Because Asmodeus is the preeminent religious force in Cheliah, Asmodean influences appear all across the Inner Sea region—and people traveling through the fiendish empire are expected to have at least basic knowledge of the Dark Prince and his devil underlings.

Asmodeus

Known by countless titles, Asmodeus is feared and respected by millions, and is openly venerated both in Cheliah and beyond for his contribution in imprisoning Rovagug and maintaining a constant vigil over the key that locks the Rough Beast's prison. He is simultaneously considered the most reasonable and the most cunning of the evil deities, and his faith and the teachings of his church are used as the basis for law in many nations otherwise unaffiliated with the Prince of Darkness.

No other nation reveres Asmodeus more than Cheliah, a place where his religion rose to prominence in the aftermath of Aroden's death and the ensuing Chelish Civil War. Throughout the Chelish Empire, clerics and inquisitors of Asmodeus enjoy considerable social and economic influence, though many use his worship as a step to power rather than exhibiting true devotion—an act that still pleases Asmodeus to no end. In this fiendish heartland of Golarion, the church of Asmodeus and the ruling family of Thrune maintain a complex balance of political control, with other noble families and organizations fighting for the remaining scraps of prestige. Within this intricate web of politics, the devils of Hell

stride like royalty, flush with options for targets to tempt, which offer the devils chances for further advancement within the fiendish hierarchy. Rumors persist in the depths of Hell of the rewards and souls to be found in fertile Cheliah. Young and power-hungry devils actively entice conjurers into calling them to the Material Plane, demanding token prices in exchange for a chance to participate in this new rush for souls.

More enterprising fiends have begun creating their own bases of power within Cheliah, coming into direct competition with other organizations such as the Aspis Consortium, local thieves' guilds, and even the esteemed Hellknights. Cultivating elaborate disguises and secret identities, these devils maintain large operations based out of Cheliah. Some even foster rebellion in certain regions of the country, hoping to displace other fiendish rivals by duping virtuous adventurers.

In lands outside of Cheliah, the worship of Asmodeus exists in fractured and struggling temples and cults. The presence of Cheliah draws many acolytes away from their native homes, leaving a void in smaller communities that other archdevils tend to fill. The vassal state of Isgar, however, maintains close ties with the church of Asmodeus, and many of the nation's institutions for children orphaned in the Goblinblood War were and still are overseen by that church. Today, Asmodean-affiliated groups like the Sisters of the Golden Erinyes and the Hellknights flourish with an influx of new recruits from indoctrinated Isgari youth.

Fiendish Negotiation

In their service to Hell, the mortal diabolists of Cheliah have developed many spells to tip the balance of control in their favor.

DETECT FIENDISH PRESENCE

School divination; **Level** bard 0, cleric 0, magus 0, sorcerer/wizard 0, witch 0

Casting Time 1 standard action

Components V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 minutes/level (D)

Saving Throw none; **Spell**

Resistance no



This spell functions like *detect evil*, except that it detects only outsiders with the evil subtype, as well as the lingering effects caused by their gifts, presence, and spells. It can also detect clerics and paladins of fiendish deities, including Asmodeus, archdevils, daemonic harbingers, and demon lords.

DEVIL SNARE

School abjuration [good]; **Level** cleric 4, sorcerer/wizard 5

Casting Time 1 full-round action

Components V, S, M (a pouch of silvered powder worth 25 gp)

Range touch

Effect 10-ft.-radius circle

Duration 1 round/level

Saving Throw Will negates; see text; **Spell Resistance** yes; see text
Your touch creates an invisible circle on a flat surface. Any outsider passing through this circle must succeed at a Will save or be caught within. Once trapped, a creature must succeed at a Will save as a standard action to physically exit the confines of the circle, teleport, or use any form of extradimensional travel (as per *dimensional anchor*). Contained outsiders can still attack adjacent creatures outside of the circle, or target others with ranged attacks, spells, and spell-like abilities. Despite the spell's name, *devil snare* captures outsiders of any type, not only devils.

As a standard action, you can dismiss the circle, expelling any outsiders still trapped within to their planes of origin (as per *dismissal*). An outsider can resist this effect with a successful Will save, enabling it to remain after the spell is dismissed.

Devil Impostor (Unchained Summoner Archetype)

Some summoners can't abide the cruelty of devils, or simply can't outwit them, but must appear to do so to get by in Cheliah, the Outer Planes, or similar areas of infernal influence. Rather than risk binding true devils, they reshape their eidolons into deceptive forms.

Skills: A devil impostor adds Bluff and Intimidate to her list of class skills. This alters the unchained summoner's class skills.

Bond Alignment (Su): At 2nd level, a devil impostor and her eidolon both radiate alignment auras of lawful evil for the purpose of divination spells that reveal auras (such as *detect evil*), as long as they remain within 1,000 feet of one another. This does not affect other abilities that depend on alignment (such as *smite evil*). The devil impostor can suppress this effect for 1 minute as a standard action. This ability replaces bond senses.

Deceptive Eidolon: A devil impostor's eidolon always resembles a specific type of devil of the same size (caster's choice), and radiates the aura of a lawful evil outsider under magical effects such as *detect evil*, regardless of its actual alignment. The eidolon still uses its actual alignment when resolving all other alignment-dependent abilities, effects, and spells. The eidolon can have any subtype, though its appearance always remains that of a devil, and it can select only evolutions available to its true subtype. This modifies the normal eidolon rules.

DEVILS AND DOUBLE-DEALING

Many mortals have tried to get the best of devils over the eons, thinking they can one-up the immortals in deals for their souls. In popular myth, a mortal manages to outsmart a devil by discovering a particular loophole in a presented contract, or uncovering the devil's weakness and holding it over the outsider's head until the bargain is undone in trade. The plucky negotiator gets the last laugh as the devil shakes its fist and disappears in a puff of smoke.

But such exits are never the real end of the story.

Devils are immortal, resourceful, and motivated beings. An outsmarted devil is an unpredictable force; one never knows if the "better" deal one gets wasn't part of the fiend's plan the entire time, and apparent victories for a mortal may benefit an infernal partner far more by using the devil's newfound power to undermine another of its enemies or by allowing the devil to draw in a dozen would-be conjurers to try—and fail—at the same gamble. In the rare instances when a mortal does outwit a devil, an infernal reprisal follows suit; a devil abused by a mortal has shown weakness in Hell, and few will let such an insult stand. A duped devil may wait decades, or work the victor's abuse and downfall into every contract it crafts thereafter, or even dedicate itself to corrupting the mortal's children and ultimately enslaving an entire bloodline. A devil's revenge is guaranteed to be two things: inevitable and disproportionate to the crime, for devils are blessed both with infinite patience and infinite pride.

Fiendish Summons (Sp): A devil impostor must apply the fiendish template to any creatures summoned via her *summon monster* spell-like ability regardless of her alignment. This alters the unchained summoner's *summon monster* ability.

Devil's Flesh (Ex): At 4th level, a devil impostor's eidolon adopts several fiendish traits. The devil impostor's eidolon gains the skilled (Bluff) and resistance (fire) evolutions (or immunity [fire] if it already has resistance to fire). The eidolon can select additional evolutions available to the devil subtype. This ability replaces shield ally.

Devil's Tongue (Ex): At 12th level, the devil impostor's eidolon can apply its master's skill ranks and proficiency bonuses when attempting Bluff, Diplomacy, and Intimidate skill checks. This ability replaces greater shield ally.

Fiendish Appearance (Su): At 8th level, a devil impostor can use her maker's call ability to immediately dismiss her eidolon and take on its appearance. This functions as a modified *alter self* spell, transforming the devil impostor into a replica of her eidolon. She gains a single natural attack possessed by her eidolon, and if her eidolon is smaller than Small or larger than Medium, she assumes the form of a Small- or Medium-sized version of her eidolon, respectively. The transformation lasts for 10 minutes × her unchained summoner level or until the eidolon is resummoned. This ability replaces transposition.

The Fight Against Good

The servants of evil inevitably to come into conflict with those who aid good. As in any fight, understanding the enemy is the cornerstone of victory.

Battling Good

From the local town guard to the holy crusaders of Iomedae, forces that fight in the name of justice stand opposed to evil. Virtuous foes present many challenges similar to those offered by evil creatures, leaning heavily on alignment-focused protections. *Protection from evil* shields an enemy paladin the same way *protection from good* safeguards a cultist of Zon-Kuthon, but the true key to defeating good-aligned foes lies in comprehending their mentality.

Good opponents rely heavily on allies and larger groups to deal with evil threats. A priest of Sarenrae has dozens of followers within her church, where the hidden cultist of a demon sect might have only a handful. Luckily, this difference in numbers is often tempered by good-aligned foes' desire to avoid collateral damage. Positioning oneself in a crowded marketplace can minimize the chances of a *fireball* attack, as noble enemy spellcasters concern themselves with innocents in harm's way. Choosing battlefields like bustling temples, crowded streets, historical monuments, or universities opens up numerous avenues of escape, and forces moral foes to divide their attention between your attacks and avoiding bystanders.

In the case of true exemplars of justice—clerics and paladins of good deities—the ability of these virtuous characters to unleash powerful magic and incredible damage is curbed by the rules they must obey. Deceitful tactics, such as the use of illusory magic, creates difficult ethical situations for enemies, and their divine powers might be stripped away by tempting or tricking them into betraying their righteous codes. A paladin unleashes her full wrath against the truest paragons of wickedness, whereas such champions of good use nonlethal damage to subdue foes of merely questionable morality or those who seem led astray.

Good Outsiders

Outsiders called or summoned from the good-aligned planes typically oppose those serving evil deities or other malicious forces. Like their fiendish counterparts, these outsiders possess an impressive (and varying) array of abilities, often including powerful damage reduction and spell resistance. Each type of outsider has different requirements to overcome its damage reduction, though in many cases an evil-aligned weapon, such as a weapon with *align weapon* cast upon it or a weapon with the *unholy* weapon special ability, bypasses this resistance.

Agathions: Agathions (*Pathfinder RPG Bestiary 2* 15) provide a difficult challenge to those battling on the behalf of evil, due to their eclectic defenses. Those who prepare to battle outsiders often prepare spells or magical items with sonic

damage to bypass energy resistances of their enemies, but agathions are among the few creatures resistant to this devastating energy type. An agathion's ability to lay on hands gives the creature and its allies longevity in combat. Acid and fire are surprisingly effective against these creatures, as are silver weapons. Agathions rarely fight alone, as they work exceptionally well with others and can bolster their allies. Defeating or endangering the allies of an agathion is the surest way to force the creature into direct confrontation. An agathion walks the line between the rigidness of archons and the freedom of azatas, best able to negotiate with foes, but never willingly succumbing to evil or temptation.

Angels: Rare and powerful, angels possess outright immunity to acid and cold damage, while resisting or ignoring electricity and fire damage. Sonic attacks are a viable route to damage these creatures, as are cold iron and evil weapons, which can sometimes bypass their damage reduction. As the antithesis of evil, angels often apply their improved resistances only against evil spells and effects, giving characters of neutral alignment a slight edge against the paragons of Heaven. The protective auras granted by most angels make them resilient in groups, and greatly bolster lesser servants, so angels should always be targeted first or separated from their allies to negate their ability to support their allies. As the truest embodiment of good, angels can be difficult for evil parties to negotiate with, while those forced into evil servitude might find mercy or even assistance from an angel.

Archons: Perhaps the most common form of outsider employed by good-aligned forces, archons are paragons of law and justice. Possessing immunity to electricity damage, archons rely primarily on spell resistance to prevent damage from other energy sources, making flaming and frost weapons particularly effective. Overcoming the spell resistance of an archon allows for most effects (save electricity and petrification) to take hold, so feats like *Spell Penetration* are particularly useful. Compensating for their lowered immunities and resistances, archons possess incredible damage reduction, often bypassed only by evil-aligned weapons. All archons can teleport at will, making them difficult opponents to slay and unpredictable in their employment of hit-and-run tactics. The doggedly lawful nature of archons makes them susceptible to the letter of the law, similar to what one might find when negotiating with a devil. By discovering the nature of an archon's mission, a clever foe might determine loopholes or tactics that subvert the archon's agenda, possibly putting it at odds with its own summoner or forcing it to abandon its mission entirely.

Azatas: Of all the good-aligned outsiders, azatas possess some of the most striking weaknesses. Lacking the resistances commonly found among other good outsiders, azatas are particularly susceptible to poisons. Azatas have

resistance against most energy attacks, with the exception of acid, which is among the most practical energy types to use. Spells such as *acid arrow* and *acid splash* are especially reliable as they ignore spell resistance. Perhaps the easiest way to defeat an azata is simply to lie low, as the creatures are notoriously short-sighted and fickle, departing when they believe their services are no longer required.

Spells Against Good

Any character can learn the following spells regardless of alignment, but they are primarily suited to confronting servants of good.

PUNISHING ARMOR

School abjuration; **Level** alchemist 1, bloodrager 1, magus 1, shaman 1, sorcerer/wizard 1, spiritualist 1, summoner 1

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minutes/level (D)

Saving Throw Fortitude negates; see below;

Spell Resistance no

You coat yourself with a thin layer of shimmering energy. Any creature dealing nonlethal damage to you immediately takes half the amount of nonlethal damage dealt. A successful Fortitude save made by the attacking creature negates this damage.

UNHOLY WARD

School abjuration [evil];

Level antipaladin 3, cleric 4, inquisitor 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 10 minutes/level (D)

Save Fort negates (harmless);

Spell Resistance yes (harmless)

This spell grants you resistance to the holy powers of good-aligned deities and their servants. You resist 10 points of damage from holy sources (divine power damage from *flame strike*, additional damage from smite evil, channeled positive energy, etc.), provided they originate from a good-aligned source or a servant of a good-aligned god. You ignore a maximum of 10 points of damage per caster level, at which point the spell ends.



Feats Against Good

The following feats allow a character a chance to turn the tables on righteous enemies.

Smiting Reversal (Combat)

Your can withstand the onslaught of holy or unholy forces.

Prerequisites: Power Attack, Toughness.

Benefit: Three times per day after being targeted by the smite attack of an enemy, you can immediately make an attack of opportunity against the target. You gain a bonus on this attack roll equal to your Charisma bonus. If this attack of opportunity hits, you gain a bonus on the damage roll equal to your character level. This attack of opportunity ignores all damage reduction the creature possesses.

Sunder Blessing (Combat)

Your disdain for authority allows you to tear away the blessings of the gods.

Prerequisites: Disruptive, fighter level 8th.

Benefit: You can attempt to sunder an ongoing divine spell effect or divine spell-like ability by succeeding at a combat maneuver check. For any effect other than one on a creature, you must succeed at a combat maneuver check against a CMD of 15 + the effect's caster level. To sunder an effect on a creature, you must succeed at a normal sunder combat maneuver check against the creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. On a success, you suppress the effect for 1 round. If you exceed the CMD by 5 or more, you suppress the effect for 2 rounds. If you exceed the CMD by 10 or more, the effect is dispelled instead. If you fail to sunder a spell, you cannot attempt to sunder that effect again for 1 minute.

Sycophant

You elicit pity or disgust from your enemies.

Benefit: As a standard action, you can attempt to force an enemy to show you mercy by succeeding at a Diplomacy check (DC = 15 + the target's Will saving throw bonus) If you succeed, your target's next successful attack against you deals nonlethal damage (the target does not take the usual attack penalty for dealing nonlethal damage).

Whether you succeed or fail, you cannot target the same creature with this feat again for 24 hours.

Glory of the Self

Self-interest motivates a great number of people, whether they embrace it, moderate it, or avoid it altogether. For many, achieving their goals and sating their needs is far more important than how they do so, and divine providence smiles on this amoral practicality just as it does on righteous fury or blood-spattered rage.

Insinuator (Antipaladin Archetype)

Between the selfless nobility of paladins and the chaotic menace of antipaladins, there exists a path of dedicated self-interest. Shunning the ties that bind them to a single deity, insinuators embrace whatever forces help them achieve their own agenda and glory, borrowing power to emulate divine warriors.

Alignment: Any evil.

Code of Conduct: An insinuator must always work toward his own self-interest, enrichment, or glory, and must also abide by the moral strictures of whatever outsider they have chosen to invoke that day (see invocation below). If the insinuator breaks an invoked outsider's code, he cannot invoke outsiders of that same alignment until he seeks atonement, although outsiders of other alignments may still heed his call.

Invocation (Ex): At the start of each day, an insinuator can meditate for 10 minutes to contact and barter with an outsider to empower him for a day. An insinuator can freely invoke an outsider of his own alignment. He can instead invoke an outsider within one step of his own alignment by succeeding at a Diplomacy or Knowledge (religion) skill check (DC = 15 + the insinuator's antipaladin level). While invoking the power of an outsider, the insinuator radiates an alignment aura that matches that of the outsider's, and becomes vulnerable to alignment-based effects that target that outsider's alignment (such as smite evil or *chaos hammer*). None of an insinuator's supernatural or spell-like class

abilities function unless he has invoked the power of an outsider, and the alignment of the being invoked may affect how some abilities function.

This ability replaces aura of evil.

Detect Balance (Sp): At will, an insinuator can detect strong moral leanings. This functions as *detect evil* or *detect good*, but does not actually reveal the target's alignment, only whether the target is neutral (rather than good or evil) and the relative strength of that aura. This ability alters detect good.

Smite Impudence (Su): Once per day, an insinuator can beseech the forces empowering him to punish their shared enemies. As a swift action, the insinuator chooses one target within sight to smite.

An insinuator cannot use smite against a target that shares an alignment with the outsider he has invoked for the day. The insinuator adds his Charisma bonus on his attack rolls and half his insinuator level on all damage rolls made against the target of his smite. If the target is an outsider, dragon, or divine spellcaster with an alignment opposed to that of the outsider he has invoked for the day, the bonus damage on the first successful attack increases to 1 point of damage per antipaladin level the insinuator has. Regardless of the target, the smite attack automatically bypasses any damage reduction the creature might possess. In addition, each time the insinuator declares a smite, he gains a number of temporary hit points equal to his antipaladin level.

The smite effect remains until the target is defeated or the next time the insinuator rests and regains his uses of this ability. At 4th level and at every 3 levels thereafter, the insinuator can use smite one additional time per day, to a maximum of seven times per day at 19th level. This ability replaces smite good.

Selfish Healing (Su): Beginning at 2nd level, an insinuator can heal his wounds by touch. This is treated exactly like the paladin's lay on hands class feature, except it



can be used only to heal the insinuator and cannot be used on other creatures. This ability replaces touch of corruption.

Aura of Ego (Su): At 3rd level, an insinuator radiates an aura that bolsters allies and deters enemies. Each ally within 10 feet gains a +2 morale bonus on saving throws against fear effects. Enemies within 10 feet take a –2 penalty on saving throws against fear effects. This ability functions only while the insinuator is conscious, not if he is unconscious or dead. This ability replaces aura of cowardice.

Stubborn Health (Ex): At 3rd level, an insinuator takes only half damage from diseases and poisons, and none of his ability scores can be reduced below 1 by these effects. This ability replaces plague bringer.

Greeds (Su): Beginning at 3rd level, an insinuator can heal himself of certain conditions. This functions as the mercy paladin class ability, but these mercies can only be applied to the insinuator himself. This ability replaces cruelty.

Channel Energy (Su): At 4th level, an insinuator can channel negative energy, treating his antipaladin level as his effective cleric level. If he invokes a neutral outsider for the day, he may instead chose during the invocation to channel positive energy, but treats his effective cleric level as half his antipaladin level. Using this ability consumes two uses of his selfish healing ability. This is a Charisma-based ability. This ability alters channel negative energy.

Bonus Feats: At 4th level, an insinuator gains one bonus feat, which must be selected from the list of combat feats or Skill Focus. At 7th level and every 3 antipaladin levels thereafter, the insinuator gains one additional combat or Skill Focus feat. This ability replaces antipaladin spells.

Ambitious Bond (Sp): At 5th level, an insinuator gains a divine bond with either a bonded weapon or an outsider servant. This functions as the antipaladin's fiendish boon with the following modifications.

Bonded Weapon: This functions as the antipaladin ability, except the first special ability added to a weapon must correspond to the alignment of the outsider the insinuator has invoked for that day: *anarchic* (chaos), *axiomatic* (law), or *unholy* (evil). Additional special abilities may be applied if any equivalent bonus remains.

Outsider Servant: This functions as the antipaladin ability, except the insinuator gains a new outsider servant each day, whose alignment must match the alignment of the outsider invoked for the day. The outsider servant functions as much as an agent for the patron invoked by the insinuator as an ally of the insinuator himself, and may turn against him if he violates his patron's alignment or interests.

Aura of Ambition (Su): At 8th level, enemies within 10 feet of an insinuator take a –1 penalty on all saving throws. All allies within 10 feet gain a +1 bonus on all saving throws. This penalty does not stack with the penalty from aura of the crusader. This ability functions only while the insinuator is conscious, not if he is unconscious or dead. This ability replaces aura of despair.

Aura of Glory (Su): At 11th level, an insinuator can expend two uses of his smite impudence ability to grant

PLAYING AN INSINUATOR

Unlike paladins or even antipaladins, insinulators are not holy warriors, but rather opportunists and con artists in platemail. Theirs is a quest for personal gain—whether that is wealth, glory, or political power—and they reach their goals with a sturdy sword arm and a swaggering smile. Many are failed clerics or paladins who found that their own egos crowded out their faith long ago, and in frustration turned to wheeling and dealing for temporary power with whatever would-be demigods answered their prayers. They most commonly associate with minor gods and godlike beings who benefit from temporary allies or deniable agents: archdukes of Hell, demon lords, elemental lords, protean lords, and psychopomp ushers. Many insinulators even turn up their noses at the true gods; how spectacular can any deity be who refuses to recognize their obvious kinship?

the ability to smite impudence to all allies within 10 feet, using his bonuses. Allies must use this smite impudence ability before the start of the insinuator's next turn, and the bonuses last for 1 minute. Using this ability is a free action. This ability replaces aura of vengeance.

Aura of Belief (Su): At 14th level, an insinuator's weapons are treated as chaos-aligned while he invokes a chaotic outsider, law-aligned when he invokes a lawful outsider, or evil-aligned while he invokes an evil outsider. If he invokes an outsider with more than one alignment aura, the insinuator must choose during the initial invocation which alignment his weapon radiates. This ability replaces aura of sin.

Aura of Indomitability (Su): At 17th level, an insinuator gains DR 10 that is bypassed by the alignment opposite of the outsider he has invoked for the day, or DR 5/— while invoking a neutral outsider. This ability replaces aura of depravity.

Personal Champion (Su): At 20th level, an insinuator becomes a living embodiment of his selfish desires. His damage resistance from aura of indomitability increases to 15 (or 10 while invoking a neutral outsider). Whenever he uses smite impudence, he adds twice his full Charisma bonus to the attack roll and doubles his effective bonus damage gained from the smite. In addition, he can invoke a new outsider patron by meditating for 10 minutes. This ability replaces unholy champion.

Ex-Insinulators

An insinuator who willfully commits selfless acts or engages in violence that doesn't further his own ends loses all class features (including his outsider servant, but not bonus feats or weapon, armor, and shield proficiencies). He can't progress any further in levels as an insinuator. He regains his abilities and advancement potential if he atones for his faltering ambition (see the *atonement* spell). If he violates the code of conduct of his invoked outsider patron, he must similarly seek atonement from outsiders of that alignment again.

Pernicious Poisons

Vile poisons from across Golarion can kill a healthy person in moments, or draw out her suffering for days. Many of these poisons are well known, from arsenic to the appropriately named tears of death, but many more are invented and employed by secretive, evil organizations.

Who Uses Poison?

Poisons are easy enough to come by. Apothecaries sell arsenic to owners of rat-infested homes, belladonna and wolfsbane grow wild, and adventurers often harness the venoms of slain creatures. The River Kingdoms nation of Daggermark earned its reputation for the poisons invented and traded by its Poisoners' Guild, while the Nightstalls of Katapesh offer a variety of concoctions. Those seeking exotic poisons can find traders in metropolitan cities from Absalom in the Inner Sea to Goka in Tian Xia.

Two gods are known to be patrons of poisons: Norgorber and Ydersius. Ydersius is a defeated and nearly forgotten god, but his faithful can still trace his recipes for poison across the millennia. Norgorber is well known across the Inner Sea region, but his secrecy slows his promulgation of poisons. In addition, the daemonic harbinger Vorasha, the demon lord Jubilex, and the malebranche known as Scarmiglione all promote toxins as important aspects of their faith and rituals, and each claims some ownership over the mastery of poisons.

Hideous Poisons

Wicked organizations across Golarion and beyond toil to create horrifying new toxins to suit their schemes. Many of these must be procured from special dealers or alliances.

Bloodpyre: This orange liquid burns regardless of temperature, which its drow creators claim is a side-effect of its Abyssal inspiration. The staggering pain inflicted by bloodpyre's slow burn inhibits victims' mental faculties but provides fiendish strength, so some drow houses enhance their warriors with bloodpyre despite the pain and damage it causes. Each round a victim fails her saving throw against bloodpyre's effects, she gains a cumulative +1 alchemical bonus to her Strength, to a maximum of +6 after six failed saves. In addition to ability score damage, the victim also takes 2d6 points of fire damage each time she fails the saving throw against the poison.

Dreaming Death: Imported in stoppered quartz vials by the enigmatic denizens of Leng, this green and violet gas lulls mortal creatures into a sleep filled with abominable

nightmares and maddening half-truths. Creatures that fail their saving throws against dreaming death immediately fall into a fitful slumber for 10 minutes. This toxic sleep affects creatures normally immune to magical sleep effects (such as elves), and victims can be woken from the sleep only by overcoming or being cured of the poison. Each failed save extends the duration of this magical sleep by 10 minutes.

Creatures awoken from these visions scarred and prone to self-harm. Victims must succeed at a Will save (DC = 14 + 2 for every 10 minutes spent sleeping) or begin cutting their own flesh with any available weapons. Affected creatures attempt to deliver a coup de grace attack upon themselves every round. A victim can attempt a new Will save at the beginning of each round, with a cumulative +2 bonus for each round she successfully damaged herself.

Gray Justice: Crafted by alchemists in Galt, gray justice has found use among the Gray Gardeners as an apparent truth serum. Gray justice makes victims more susceptible to interrogation and causes side effects such as lethargy, confusion, and nausea; some Gardeners administer it to prisoners before their execution to make them publicly admit their crimes. The grim truth of the poison is damning, however. Gray justice is no truth serum, but instead compels its victims to say whatever they think will please those around them. Each round a victim takes Wisdom damage from the poison, he answers any questions in the affirmative, agreeing to the best of his ability and even lying to confirm whatever he assumes the questioner wants to hear. If questioned by multiple people, the victim might contradict himself. If asked questions without an affirmative response or leading answer, the victim does not need to respond.

Ragespittle: Imported from Casmaron, the substance also known as Rovagug's spittle is employed by cults of the Rough Beast. The toxin is used to foment unrest by causing muscle tremors and aggression. Any creature that fails a Fortitude save against ragespittle is subjected to an uncontrollable rage. A rage-afflicted victim must succeed at a DC 17 Will save each round or attack the nearest creature, whether friend or foe. Effects that suppress confusion or emotional conditions suppress ragespittle's rage effect for their duration, but not the poison's ability damage. Effects that end confusion or emotional conditions suppress the urge for only 1d10 rounds while the poison remains in the victim's system.

Poison	Type	Fort DC	Onset	Frequency	Effect	Cure	Price
Bloodpyre	Contact	14	—	1/rd. for 6 rds.	1 Cha, Int, and Wis, 2d6 fire, see text	1 save	1,000 gp
Dreaming death	Inhaled	16	10 min.	1/10 min. for 1 hr.	Sleep 10 min., see text	1 save	2,500 gp
Gray justice	Injury	18	—	1/min. for 10 min.	1d2 Wis, see text	2 saves	400 gp
Ragespittle	Contact	17	1 min.	1/min. for 6 min.	1d2 Dex, see text	2 saves	1,000 gp
Scholarblight	Inhaled	15	—	1/min. for 6 min.	1d3 Int, see text	1 save	1,500 gp
Widow's kiss	Ingested	24	1d4 days	1/day	1d3 Con, see text	3 saves	7,000 gp

Scholarblight: Created by the Whispering Way to simultaneously protect and bind newcomers and servants who have handled dangerous writings, scholarblight has long since become a preferred poison for those who target arcane spellcasters for assassination. Scholarblight causes headaches and impairs a victim's ability to form or recall memories through mild confusion and dysphoria. More drastically, victims who fail a saving throw against scholarblight lose their ability to read or write for 24 hours, as letters and symbols seem to twist, move, and reorient themselves. This prevents victims from using scrolls and spellbooks, but also protects an afflicted creature from any effect dependent on reading text, such as *explosive runes*.

Widow's Kiss: Developed by the spiderlike jorogumos (*Pathfinder RPG Bestiary 3* 156), widow's kiss is distilled from the monsters' natural venom and infused with minuscule spider eggs. Creatures injected with the toxin experience headaches and cold sweats, after which the eggs begin to hatch and infest the host's bloodstream, slowly eating the body from within. If controlled or enticed, the swarm of spiders can take direct control of its host's body, rendering hosts susceptible to effects that control or influence vermin, including a jorogumo's spider empathy ability.

The effects of widow's kiss can be removed a combination of *cure disease* and *neutralize poison*. If a creature is slain by the poison's Constitution damage, a spider swarm (*Pathfinder RPG Bestiary 258*) erupts from the body 1d6 rounds later.

Nefarious Necrotoxins

Originally presented on page 13 of *Pathfinder Player Companion: Black Markets*, necrotoxins are deadly poisons fused with necrotic magic. Charging necrotoxins with this power requires special rituals, reagents from undead creatures, and the channeling of negative energy during the brewing process. Because of the temperamental nature of the creation process, the DCs of Craft (alchemy) checks to brew a necrotoxin are equal to its Fortitude DC + 5.

GHOST SYRUP		PRICE
		6,000 GP
SLOT none	CL 13th	WEIGHT —
AURA strong necromancy		

This necrotoxin causes a creature to lose corporeal substance.

Type ingested; **Save** Fortitude DC 20

Onset 1 minute; **Frequency** 1/round for 6 rounds

Effect 1d3 Str damage, and each round a victim takes damage from this poison, she has a 50% chance of dropping one held item. If a victim's Strength is reduced to 0 by ghost syrup, the Strength damage becomes Strength drain, and the victim becomes permanently incorporeal. Carried and worn equipment is unaffected and remains corporeal, and the victim can be restored only through a *limited wish*, *miracle*, *remove curse*, or *wish* spell; **Cure** 2 consecutive saves

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
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Craft Wondrous Item, *ethereal jaunt*, creator must have 13 ranks in Craft (alchemy)

MEMENTO MORI		PRICE
		3,700 GP
SLOT none	CL 9th	WEIGHT —
AURA moderate necromancy		

Memento mori is a powerful hallucinogen that clouds a victim's senses with messages of death.

Type inhaled; **Save** Fortitude DC 19

Onset —; **Frequency** 1/minute for 6 rounds

Effect 1d3 Wis damage, and as long as any Wisdom damage from the poison remains, the victim can't distinguish living creatures from undead and can't understand or read any language—spoken words sound like tearful moans and written words seem faded and tattered. While under this effect, the target takes a -5 penalty on saving throws against fear effects and must attempt to save against all spells cast by others, even harmless or beneficial spells; **Cure** 2 consecutive saves

CONSTRUCTION REQUIREMENTS	COST 1,850 GP
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Craft Wondrous Item, *unhallow*, creator must have 10 ranks in Craft (alchemy)



Racial Options

The following rules options are designed for creatures born into a culture of malevolence, whether as a byproduct of a violent racial history, supernatural urgings, or years of abuse. At the GM's discretion, characters of other appropriate races may also make use of some of these.

Changeling

The uncanny offspring of hags can be found across Golarion. Their subtle otherness often drives their human peers away, leaving many changelings lonely and bitter. Changelings who find their mothers often submit to the hags' evil in hopes of finding guidance and acceptance.

Alternate Racial Trait

The following alternate racial trait is available to changelings.

Hag Magic: Some changelings develop a gift for spellcasting instead of their mothers' overtly fearsome traits. A changeling with this trait displays one or more stark white streaks in her hair as a child. The DCs of any saving throws against enchantment spells she casts increase by 1, and if her Charisma score is 11 or higher, she also gains the following spell-like abilities, usable once per day each: *dancing lights*, *detect magic*, *disguise self*, and *pass without trace*. The caster level of these spell-like abilities is equal to the changeling's character level. The DC for these spell-like abilities is equal to 10 + the spell's level + the changeling's Charisma modifier. This racial trait replaces the claws and natural armor racial abilities.

Feat: Coven Caster

You share your mother's gift for working in groups.

Prerequisite: Changeling.

Benefit: As a standard action, you can attempt a special aid another action (1d20 + your choice of your Intelligence or Charisma modifier; DC 10). If you succeed, you can increase an adjacent spellcaster's caster level by 1 until the beginning of your next turn. If you also have the coven^{APG} witch hex, you can apply this bonus to all members of your coven within 30 feet.

Drow

Easily the dominant force of Sekamina, drow society is steeped in evil. Any trace of good is viewed as a taint by the strict families of drow society and purged from childhood

onward. The few drow who leave the confines of their harsh society typically remain devoted to wicked ambitions.

Alternate Racial Trait

The following alternate racial trait is available to drow.

Champion of Dark Powers: Some drow offer themselves to dark patrons, particularly demon lords. Drow with this racial trait apply their spell resistance only against spells with the good or healing descriptor or against spells cast by a divine spellcaster who worships a good-aligned deity. Anytime a drow with this racial trait casts a spell with the evil descriptor, the DC to resist the spell's effects increases by 2. This modifies the spell resistance racial trait.

Rogue Talent

The following rogue talent is available to drow rogues.

Grazing Shot (Ex): Particularly deft rogues can strike two foes with one well-placed shot. As a standard action, a rogue with this talent can fire a hand crossbow at an enemy who is granted cover by another opponent. Make one ranged attack roll and compare the result to each opponent's AC. Each hit deals 1 point of damage. Any special weapon properties or precision damage apply to only a single target, but any poison applied to the bolt affects all targets struck. An unchained rogue can select this talent.

Fetchling

Fetchlings—called kayal in their rasping tongue—are descended from humans who became trapped on the Shadow Plane. Many reside in Shadow Absalom, an umbral replica of the Material Plane's Absalom. Others venture to Golarion in service of dark patrons, such as the Onyx Alliance.

Alternate Racial Trait

The following alternate racial trait is available to fetchlings.

Unnerving Gaze: Some fetchlings gain an upsetting gaze attack that they can activate three times per day as a standard action, affecting all creatures within a 30-foot cone that can see. All creatures that meet the fetchling's unnerving gaze are shaken for 1 round (DC = 10 + 1/2 the fetchling's character level + her Charisma modifier; Will negates). When the fetchling reaches 9th level, her gaze instead causes creatures to be staggered.



When the fetchling reaches 13th level, her gaze instead causes creatures to be stunned. Unnerving gaze is a mind-affecting fear effect. This racial trait replaces the fetchling's spell-like abilities.

Magus Arcana

The following arcana can be selected by any fetchling magus.

Vision-Clouding Strike: The magus can expend 1 or more points from his arcane pool as a swift action to empower his weapon with shadowy energy that dissipates within 1 minute. A creature struck with the weapon must succeed at a Will save (DC = 1/2 the magus's level + his Intelligence modifier) or treat the magus as being in an area of dim light for 1d4 rounds, plus 1 additional round for each arcane pool point expended. *True seeing* penetrates this effect, but *darkvision* and similar darkness-penetrating effects do not. The magus must be at least 9th level before selecting this arcana.

Half-Orc

The progeny of humans and orcs, half-orcs who are taken in by orc relatives and strong enough to survive the rigors of orc society often venerate orcs' philosophy of celebrating physical strength and demonizing empathy.

Alternate Racial Trait

The following alternate racial trait is available to half-orcs.

Hatred: Half-orcs raised among orcs must prove themselves against their people's enemies. Half-orcs with this racial trait gain a +1 racial bonus on attack rolls against humanoids of the dwarf, elf, and human subtypes because of their special training against these hated foes. This racial trait replaces intimidating and orc ferocity.

Rage Powers

The rage powers below are available to half-orc barbarians.

Bloody Bite (Ex): The barbarian's bite attack deals 1d6 points of bleed damage in addition to its other effects. The barbarian must have the animal fury rage power or a natural bite attack before selecting this power.

Feasting Bite (Ex): When the barbarian confirms a critical hit with her bite attack, she regains a number of hit points equal to half the damage dealt. The barbarian must have the bloody bite rage power and either the animal fury rage power or a natural bite attack before selecting this power. Activating this ability consumes 1 round of rage.

Tiefling

Born tainted by the evil Outer Planes, every tiefling feels the constant tug of temptation. While many such spawn seek to break the shackles of prejudice against their heritage, others embrace the powers of their vaunted malevolent ancestors.

Alternate Racial Trait

The following alternate racial trait is available to tieflings.

Smite Good: Once per day, a tiefling with this racial trait can smite a good-aligned creature. As a swift action,

the tiefling chooses one target within sight to smite. If this target is good, the tiefling adds her Charisma bonus (if any) to attack rolls against the target and gains a bonus on damage rolls against the target equal to her number of Hit Dice. This effect lasts until the first time the tiefling successfully hits her designated target. This racial trait replaces fiendish sorcery and the tiefling's spell-like ability.

Alchemist Discovery

The following discovery is available to tiefling alchemists.

Hellfire Bomb: When the alchemist creates a bomb, he can have it act as an explosive bomb, but deal half of its damage as fire damage and half as unholy damage that is not subject to fire resistance or immunity. An alchemist must be at least 9th level and have the explosive bomb discovery before selecting this discovery.

Race Traits

The following race traits are available at character creation to members of the specified races.

Changeling—Bitter Heart: You share a sliver of your mother's supernatural hatred, gaining a +2 trait bonus to confirm critical hits.

Changeling—Magic in the Blood: You possess natural magical ability. Select one of the following spells: *bleed*, *create water*, *dancing lights*, *detect good*, *ghost sound*, *putrefy food and drink*^{APG}. You can cast this spell three times per day as a spell-like ability.

Drow—Arcane Prodigy: Once per day as an immediate action, you can double the duration of one of your racial spell-like abilities, as if using the Extend Spell metamagic feat.

Drow—Poisonous Upbringing: There were a few touchy moments in your education in the use of poisons. You gain a +2 trait bonus on all saves to resist poison effects.

Fetchling—Shadow Stalker: You are dedicated to mastering the art of hiding in the shadows. Increase the miss chance gained from your shadow blending ability by 5%.

Fetchling—Weathered: Because of your natural resistances, you gain a +2 trait bonus on saves to resist cold or electricity effects and hazards.

Half-Orc—Cruel Rager: If you successfully confirm a critical hit against an enemy while raging, you regain 1 round of rage. This can occur only once per rage.

Half-Orc—Lasting Ferociousness: Increase the number of rounds you can act as disabled from your orc ferocity racial trait to 2 rounds.

Tiefling—Enduring Heritage: You can channel your evil ancestry to take advantage of any effects for which such an identity would matter (such as *detect evil*). You detect as an evil outsider with the same number of HD as you possess. You can begin or end this effect as a swift action. You can maintain this effect for a number of rounds per day equal to your HD.

Tiefling—Malign Instrument: Select a good-aligned deity. Add 1 to the DCs of your spells' saves when targeting a good-aligned outsider or divine spellcaster who serves that deity.

Wicked Weapons

The arsenal of evil is vast and deviously creative. Both vile blades and bulwarks are available to those who take up with dark powers in the crusade against the forces of good.

Armor Special Abilities

The armor special abilities below turn defense into offense.

BLOODTHIRSTY	PRICE +2 bonus
AURA moderate enchantment	CL 7th

Jagged designs of lightning, fangs, or weaponry adorn any *bloodthirsty* armor, which bolsters its wearer's confidence and presence with each wound the wearer inflicts. Only light or medium armor can be enchanted with the *bloodthirsty* special ability. Such a set of armor promotes wanton bloodshed, as its enhancement bonus to AC increases by 1 for 1 round after its wearer deals damage with a natural attack or melee weapon. If the wearer of a suit of *bloodthirsty* armor is raging, the armor's enhancement bonus increases by 3 instead.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, *rage*

DECEIVING	PRICE +5,000 GP
AURA moderate abjuration	CL 7th

A suit of armor with this special ability alters the perceived aura of the wearer for the purpose of divination spells that reveal auras (such as *detect evil*) to an aura decided when the armor is enchanted. The wearer always radiates this alternate alignment aura while wearing a suit of *deceiving* armor, and cannot suppress this effect. The wearer does not count as having this modified alignment for effects other than detection, such as smite, access to class abilities, and spells that have alternative effects based on a target's alignment. If the wearer is struck by an attack or effect that is more effective against evil-aligned creatures (such as smite, holy word, etc.), the attacker perceives the strike as being far more effective than it actually is. However, with a successful DC 20 Sense Motive check, the attacker realizes something is amiss with the attack.

CONSTRUCTION REQUIREMENTS	COST +2,500 GP
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Craft Magic Arms and Armor, *nondetection*, *unholy blight*

MALEVOLENT	PRICE +5,000 GP
AURA moderate evocation	CL 7th

Malevolent armor is usually decorated with motifs of conflict, such as enraged faces, clashing swords, and dueling outsiders. The wearer of a suit of *malevolent* armor applies a +2 competence bonus to all Bluff and Intimidate checks attempted during violent conflict. The wearer can also apply the enhancement bonus of the armor to attack rolls made against flat-footed or prone enemies.

CONSTRUCTION REQUIREMENTS	COST +2,500 GP
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Craft Magic Arms and Armor, *desecrate*, *doom*

WEEPING	PRICE +2 bonus
AURA moderate enchantment	CL 10th

The *weeping* special quality can be applied only to a shield. As a move action, a wielder can cause a *weeping* shield to emit continual sobbing and wailing. While this effect is active, each good-aligned creature within 10 feet of the wielder takes a -1 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls. Nongood creatures and those immune to mind-affecting effects are immune to this effect. The wailing lasts for 10 minutes or until ended as a move action.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, *crushing despair*

Weapon Special Abilities

The weapon special abilities below can ruin a foe's day.

INJECTING	PRICE +1 bonus
AURA moderate conjuration	CL 5th

Injecting weapons feature bulbous pommels and small grooves along their blades, allowing them to store and deliver poison. An *injecting* weapon can hold up to 3 doses of injury poison. As a swift action, the wielder of an *injecting* weapon can coat the weapon with 1 dose of one of the inserted poisons. Only bladed weapons can be made into *injecting* weapons. Adding a dose of poison to the reservoir is a full-round action.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, *delay poison*

MISERABLE	PRICE +1 bonus
AURA moderate conjuration	CL 8th

A *miserable* weapon cuts through the energy resistance of certain foes. *Miserable* weapons must be crafted with a designated creature type (just like *bane* weapons), and each time they deal damage to their designated foes, their magic halves the creatures' natural energy resistances for 1 round.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
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Craft Magic Arms and Armor, *summon monster I*

TOXIC	PRICE +2 bonus
AURA moderate transmutation	CL 7th

Weapons with the *toxic* special ability reinforce the effects of applied poisons. The save DC of a poison applied to the weapon and delivered via an attack increases by 2. In addition, each time such a weapon strikes a target, there is a 25% chance that the poison dose is not expended in the attack and can be used to make an additional attack. A single dose of poison can be preserved by this property only once.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
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Craft Magic Arms and Armor, *accelerate poison*^{APG}, *pernicious poison*^{UM}

Magic Weapons

The following items for use both at range and in melee.

CLOSING OFFER		PRICE
		15,310 GP
SLOT none	CL 10th	WEIGHT 2 lbs.
AURA moderate enchantment		

A *closing offer* is a rusty +2 *shortsword* with a thin, unblemished section along the center of the blade. Inscribing the surname of a humanoid on that section attunes the sword to its family, causing it to act as a *bane* weapon against that family line. Anytime a marked target takes damage from this blade, the wielder can ask a single question that must have a yes/no response. If the target succeeds at a DC 14 Will save, she can ignore the question; otherwise, she must answer it truthfully. A *closing offer* can be re-attuned to a new family name via a ritual that takes 8 hours to complete and requires 200 gp in alchemical reagents.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>confess</i> ^{APG} , <i>heroism</i>	7,810 GP

Craft Magic Arms and Armor, *confess*^{APG}, *heroism*

FIEND'S RELIEF		PRICE
		3,305 GP
SLOT none	CL 7th	WEIGHT 9 lbs.
AURA moderate divination		

A creature wielding one of these +1 *longspears*—which are favored gifts of House Thrune—gains a +3 bonus on attack rolls when flanking with an evil-aligned outsider, instead of +2. A creature using the *longspear's* reach to attack through a square occupied by an allied evil-aligned outsider ignores any cover bonus the fiend would grant to the target.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>command</i> , <i>detect evil</i>	1,805 GP

Craft Magic Arms and Armor, *command*, *detect evil*

GRAVE MARKER ARROW		PRICE
		307 GP
SLOT none	CL 5th	WEIGHT 1/10 lb.
AURA faint necromancy		

This +1 *arrow* is crafted from human bone by agents of the Whispering Way. When it strikes a target, all mindless undead within 300 feet are compelled to attack the creature struck. This effect ignores the immunity to mind-affecting effects normally granted by the undead creature type. Undead under the control of another creature can be forced to ignore this command if their master succeeds at a DC 11 caster level check. Sentient undead are unaffected. The compulsion lasts for 1 minute, after which the undead revert to their normal behavior.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>command undead</i>	157 GP

Craft Magic Arms and Armor, *command undead*

SNAKEBITE		PRICE
		57,320 GP
SLOT none	CL 9th	WEIGHT 2 lbs.
AURA moderate necromancy and transmutation		

This +2 *injecting wounding rapier* is prized among the cults of Ydersius. This sword increases the save DC of any poison applied

to its blade by 1. If the wielder worships Ydersius, she can utter a silent prayer to the god as a swift action up to three times per day. Each prayer creates 1 dose of purple worm poison (*Pathfinder RPG Core Rulebook* 560) in the sword's pommel reservoir.

CONSTRUCTION REQUIREMENTS	COST
Craft Arms and Armor, <i>bleed</i> , <i>pernicious poison</i> ^{UM}	28,660 GP

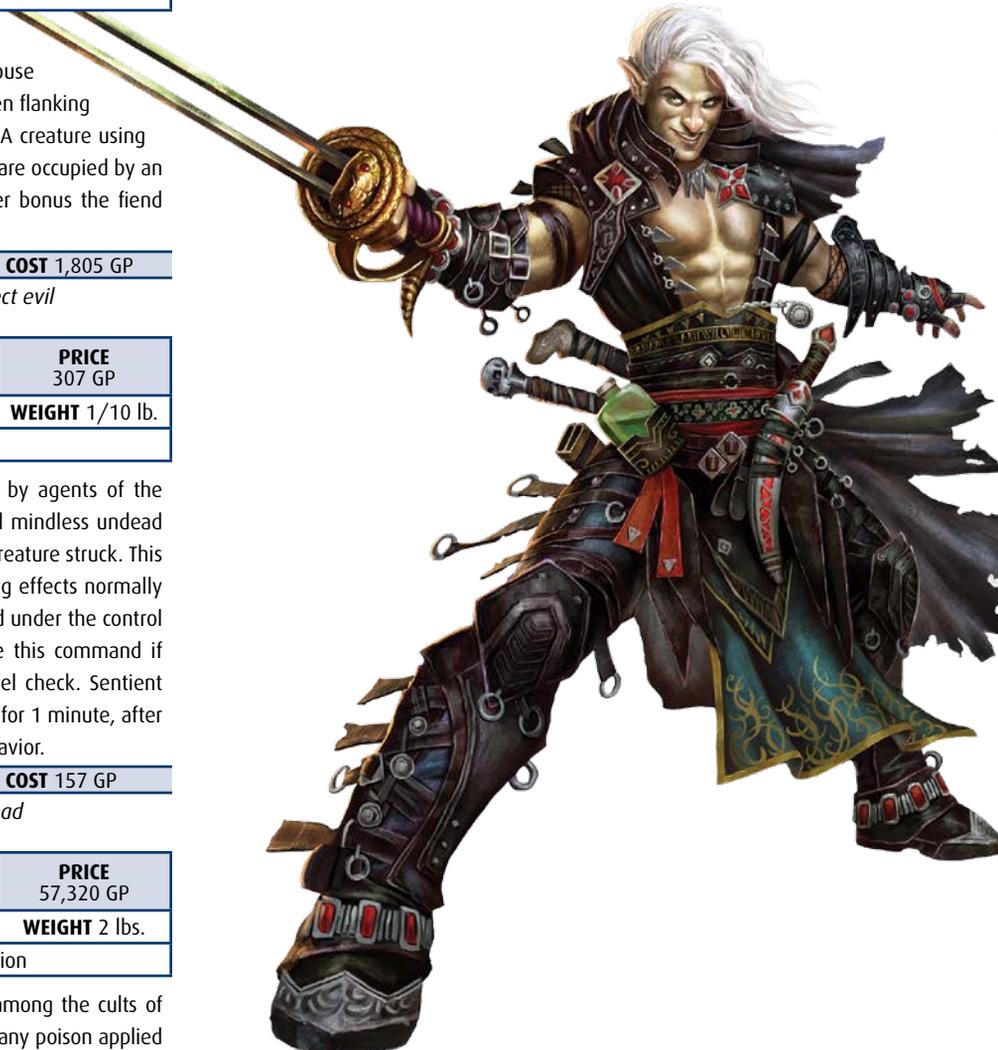
Craft Arms and Armor, *bleed*, *pernicious poison*^{UM}

WITHERSHOT		PRICE
		34,800 GP
SLOT none	CL 9th	WEIGHT 9 lbs.
AURA moderate necromancy		

This +2 *shock musket* is inscribed with imagery of storms and plagues, glorifying the daemonic harbinger Cixyron. When a bullet fired from a *withershot* strikes a good- or neutral-aligned target, it burrows into the target's flesh and infects the target with cackle fever (*Core Rulebook* 557). Infected creatures can resist the disease normally, but can't be cured or recover lost ability damage until the cursed bullet is removed (this requires a successful DC 15 Heal check or a *restoration* spell). Additional bullet impacts do not increase the effects, but each bullet must be removed before the target can be cured of its disease.

CONSTRUCTION REQUIREMENTS	COST
Craft Magic Arms and Armor, <i>call lightning</i> , <i>contagion</i>	17,400 GP

Craft Magic Arms and Armor, *call lightning*, *contagion*



Malicious Magic Items

The repertoire of those dedicated to evil goes beyond weapons and armor, and includes an impressive array of clothing and objects capable of horrific acts. This section details several items meant for evil creatures or those allied with such forces.

ANAPHEXIS ROBE		PRICE
		16,000 GP
SLOT	CL	WEIGHT
body	10th	1 lb.
AURA moderate divination and necromancy		

Sewn from deep purple fabric, an *Anaphexis robe* appears to be a plain version of Pharasmin holy vestments. A creature wearing this robe can speak directly into the minds of other creatures wearing *Anaphexis robes* or carrying an unholy symbol of Norgorber within 100 feet, as long as they share a common language. The robes grant a +10 circumstance bonus on Disguise checks to appear as a monk of Pharamasma and a +10 circumstance bonus on Sleight of Hand checks to conceal weapons. Once per day, a wearer with the death attack class ability can reduce the number of rounds required to study a target for a death attack by 1.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>message</i> , <i>slay living</i>	8,000 GP

EBONY BOLERO		PRICE
		18,000 GP
SLOT	CL	WEIGHT
shoulders	9th	5 lbs.
AURA moderate conjuration		

Wisps of black smoke dance above these gray, fetching-made pauldrons. The wearer can manipulate these strands of shadow matter, assailing a target within 60 feet as a move action to create any of the effects listed below. All sustained effects last as long as the wearer concentrates to maintain them or up to 1 minute. The effects of these shadowy tendrils can be ignored with a successful DC 16 Will save. An *ebony bolero* has 5 charges, which regenerate at dusk each day. Each of the following assaults uses 1 charge.

- **Emotion:** The wearer can smother a target's emotions as if by a *calm emotions* spell. Alternatively, the wearer can force a creature with the rage class ability to enter a raging state for at least 1 round (though the target can remain in this state longer if it chooses). The wearer can expend 2 charges when using this ability to increase the duration the target must rage to 3 rounds.
- **Memory:** The wearer can blot out the target's memories of events from the past minute. This functions as *modify memory*, but can only eliminate memories.
- **Thoughts:** The wearer can delve into a target's mind and pluck out thoughts, as per *detect thoughts*.
- **Vision:** The wearer can wind wisps of shadow matter around a creature's eyes, blinding it for as long as the wearer concentrates. Darkvision can't penetrate this supernatural darkness, but the see in darkness universal monster ability can.

CONSTRUCTION REQUIREMENTS	COST
Craft Wondrous Item, <i>shadow conjuration</i>	9,000 GP

FELLER'S BELT		PRICE
		12,000 GP
SLOT	CL	WEIGHT
belt	10th	1 lb.
AURA moderate transmutation		

The secret weapons of the Lumber Consortium's enforcers throughout Andoran, these belts nominally appear as expensive but effective aids for felling trees, but are instead used by the Consortium's enforcers. A creature wearing a *feller's belt* gains +4 bonus on combat maneuver checks to sunder wooden objects, ignores any hardness possessed by wooden objects, and bypasses the damage reduction of any creatures of the plant or fey type. A creature wearing a *feller's belt* for over 24 hours doubles the critical threat range of any held axe, as though that weapon possessed the *keen* weapon special ability. This benefit lasts for as long as the belt is worn, and doesn't



stack with any other effects that expand the critical threat range of a weapon (such as *keen edge* or the Improved Critical feat).

CONSTRUCTION REQUIREMENTS	COST 6,000 GP
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Craft Wondrous Item, *keen edge*, *warp wood*

IMPERIOUS HEADBAND		PRICE 4,000 GP
SLOT headband	CL 3rd	WEIGHT —
AURA faint enchantment		

Adorned with stylized bronze feathers, these headbands are prized by treacherous nobles who fear an assassin's dagger in the back. While worn, an *imperious headband* grants its wearer a +4 deflection bonus to his AC against any attack made by a hireling, a slave, a servant, or any other sentient creature in his employ. In addition, such creatures must succeed at a DC 13 Will save or treat their master as if he were affected by a *sanctuary* spell. If such creatures are subject to magical compulsion to attack the wearer, they must roll all attack rolls and checks to overcome spell resistance against the wearer twice and take the lower result.

CONSTRUCTION REQUIREMENTS	COST 2,000 GP
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Craft Wondrous Item, *charm person*, *sanctuary*

IOUN SPITE BRACERS		PRICE 15,000 GP
SLOT wrists	CL 12th	WEIGHT 2 lbs.
AURA strong evocation		

Said by some to be of aboleth design, these bracers find particular use by Aspis agents who tangle with the Pathfinder Society. As a standard action, a creature wearing these bracers can attempt a steal^{APG} combat maneuver check to nab any orbiting *ioun stone* within 30 feet, though the *ioun stone's* owner receives a +4 circumstance bonus to her CMD. If the bracers' wearer succeeds, the stolen *ioun stone* embeds itself in one of the bracers' four available slots (each bracer has two). Embedded *ioun stones* provide their bonuses to the wearer and can be removed with a move action.

As a standard action, the wearer can temporarily drain the power of any *ioun stone* that is embedded in the bracers and isn't dull gray, and can then channel that power to cast *magic missile* as a spell-like ability, firing three missiles at a target or targets up to 160 feet away. Drained *ioun stones* become dull gray for the next 2d4 hours.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Craft Wondrous Item, *magic missile*, *telekinesis*

LIFE-READING EYES		PRICE 15,000 GP
SLOT eyes	CL 7th	WEIGHT —
AURA moderate divination		

Favored by doctors and torturers alike—especially the paincrafters of Nidal—these jet-black spectacles fully obscure the eyes of the wearer while granting her the ability to peer at the auras of other creatures. The wearer can read the emotion and health auras of any creature as per *analyze aura*^{OA} while the spectacles are worn, but can perceive only those auras.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Craft Wondrous Item, *analyze aura*^{OA}

MANTIS EMBRACE		PRICE 50,000 GP
SLOT hands	CL 13th	WEIGHT 1 lb.
AURA strong evocation and necromancy		

These stylized red gloves are often employed by agents of the Red Mantis for stealthy assassinations. If the wearer successfully pins an opponent with a grapple combat maneuver, she can perform a special coup de grace attack the next round with the gloves, treating them as if they were sawtooth sabres (1d8 slashing damage, critical threat range of 19–20) for the purposes of this attack. Should the wearer of these gloves slay her opponent with this attack, the target's head erupts in a geyser of blood, preventing life-restoring spells that require an intact body. A creature that survives this coup de grace attack is immune to subsequent attempts from any *mantis embrace* for 24 hours.

CONSTRUCTION REQUIREMENTS	COST 25,000 GP
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Craft Wondrous Item, *explode head*^{OA}, *suffocation*^{APG}

MEDUSEION		PRICE 45,000 GP
SLOT none	CL 11th	WEIGHT 10 lbs.
AURA moderate transmutation		

Dried, lacquered, and stuffed with fragrant herbs, this mummified medusa head still contains a measure of the power the medusa possessed in life. While held, a *meduseion* radiates an unseen aura that causes all living creatures within 100 feet to take a –2 penalty on saving throws to resist poison or petrification effects. Three times per day as a standard action, the wielder of a *meduseion* can cause the eyes of the head to shoot forth a petrifying ray as a ranged touch attack with a maximum range of 100 feet. Creatures struck must succeed at DC 19 Fortitude save or be permanently transformed into stone.

CONSTRUCTION REQUIREMENTS	COST 22,500 GP
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Craft Wondrous Item, *alarm*, *flesh to stone*

MOCKINGSKULL		PRICE 8,000 GP
SLOT none	CL 5th	WEIGHT 2 lbs.
AURA faint necromancy		

The tools of juvenile necromancers and bitter witches, *mockingskulls* are immortal and sleepless guardians. Each is made from a humanoid skull inlaid with a precious gem "eye." *Mockingskulls* keep watch over an area with a +8 Perception check bonus, and can be commanded to either warn away intruders or raise an alarm by screaming insults and invectives. If a *mockingskull* screams invectives, it can attempt an Intimidate check at a +10 bonus each round against one creature within 30 feet.

Treat a *mockingskull* as a single Hit Die mindless undead for the purposes of spells and effects that control, damage, or hide creatures from undead. A *mockingskull* has hardness 3 and 10 hit points; these hit points are automatically restored every midnight. Although largely mindless, especially old *mockingskulls* sometimes develop personality quirks.

CONSTRUCTION REQUIREMENTS	COST 4,000 GP
----------------------------------	----------------------

Craft Wondrous Item, *alarm*, *animate dead*

Sinful Spells

Evil spellcasters exploit magic to cross lines others won't.

BLOOD TENTACLES

School necromancy; **Level** antipaladin 4, cleric 5, shaman 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time 1 standard action

Components V, S, M (a fresh handful of the caster's blood)

Range personal

Target you

Duration 1 round/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You smear a handful of your own blood across your chest, causing one writhing tentacle per caster level to burst forth. You can direct these tentacles to attack a single creature within 15 feet as a standard action, or one creature per 5 caster levels as a full-round action. Each tentacle has an attack bonus equal to your base attack bonus plus either your Constitution or Charisma bonus (whichever is higher). Each tentacle deals 2d6 points of damage, and a tentacle collapses into dried blood on a successful hit, granting you a number of temporary hit points equal to the damage dealt. You can't gain more temporary hit points than your maximum number of hit points. These temporary hit points disappear after 1 hour.

CAUSTIC SAFEGUARD

School abjuration [acid]; **Level** alchemist 3, bloodrager 3, magus 3, sorcerer/wizard 4

Casting Time 1 round

Components V, S, M (a thin metal wire and a vial of acid)

Range touch

Target object touched

Duration 1 hour/level (D)

Saving Throw Reflex half (see text); **Spell Resistance** no

You imbue a single object with an acidic protective ward. Any creature other than you that touches the object takes 1d6 points of acid damage per 2 caster levels (maximum 10d6; Reflex half). Each time the spell discharges, the number of damage dice it deals is halved (rounded down); when the spell's damage dice reach 0, the spell ends. While casting this spell, you can touch up to one creature per 4 caster levels, which allows them to handle the warded object without triggering this spell.

COWARD'S COWL

School enchantment [mind-affecting]; **Level** alchemist 1, bard 1, cleric 1, mesmerist 1, psychic 1, shaman 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** no

You imbue the target with a compulsion to avoid threats, enhancing its defensive instincts. So long as the affected creature

does not move closer to enemies during its turn, or moves at least 5 feet away from adjacent enemies, it gains a +1 morale bonus to its AC, and a +1 morale bonus on saves and on attack rolls made as readied actions and attacks of opportunity. Alternatively, if the affected creature does not close with its enemies, it can increase the DC of all spells it casts as part of a readied action by 1. If the subject of the spell willingly moves toward a threatening creature, the spell immediately ends.

While affected by *coward's cowl*, a creature takes a -2 penalty on all saving throws against fear effects.

DREAM DALLIANCE

School illusion (phantasm) [mind-affecting]; **Level** mesmerist 3, psychic 4, sorcerer/wizard 4

Casting Time 1 round

Components V, S

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration instantaneous

Saving Throw Will disbelief, then Will partial (see text);

Spell Resistance yes

You create a comforting phantasm, which leeches onto the psyche of a nearby target. The creature can attempt a Will saving throw to prevent the phantasm from entering its psyche, but otherwise it takes up permanent residence in the creature's mind. The phantasm fills its target's dreams with happy visions, comforting manifestations of loved ones, and incredible vistas, feeding the target a perfect fantasy life it never wishes to leave. After the target's next night's sleep, the target must succeed at a Will saving throw to wake up; otherwise, it remains asleep for the rest of the day and following night. Each night it must succeed at a new saving throw or remain asleep for days or weeks on end as it slowly starves to death (presuming it normally needs to eat to survive). Loud noises, jostling, and even pain won't rouse the slumbering target. Dealing 1 point of damage per the target's Hit Die awakens the target, but it awakens fatigued and takes a -2 penalty on all saving throws against spells and effects that may put it back to sleep until the phantasm has been banished.

The phantasm remains in its host's mind indefinitely, requiring a new Will saving throw to wake up every time the target rests, until it is removed via *break enchantment*, *greater restoration*, or *miracle*. Alternatively, the phantasm can be confronted in its host's mindscape (*Pathfinder RPG Occult Adventures 202*), where it manifests as a slothful duplicate of its host with identical abilities, skills, and attributes.

ENTICING ADULATION

School enchantment [mind-affecting]; **Level** bard 3, sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, M (a lock of your hair)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 10 minutes/level

Saving Throw Will negates; **Spell Resistance** yes

A targeted creature that fails its saving throw is filled with a deep desire to protect and care for you, fawning over your needs and ensuring your comfort. If another creature harms you, the target is immediately overcome with rage and is compelled to attack the aggressor, gaining a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a -2 penalty to its Armor Class. These bonuses last until the instigating creature is defeated or retreats, or the target of the spell is killed or rendered unconscious. If other creatures have harmed you while the target is under this effect, the target continues to rage until all threats against you are defeated or driven off, after which the target creature is fatigued for as many rounds as it raged. Your target continues to fly into defensive rages each time a creature harms you so long as the spell's duration lasts, but cannot rage while fatigued.

If you are reduced below 0 hit points by an attack, the target creature must succeed at a second Will save or be compelled to defend your body, attacking anyone who comes near, for the remainder of the spell's duration. If the creature succeeds at this second save, the spell immediately ends.

FURIOUS FIRE BARRAGE

School evocation [fire]; **Level** bloodrager 4, magus 5, sorcerer/wizard 6

Casting Time 1 standard action

Components V, S, M (two balls of guano)

Range personal

Duration 1 round/level; see text

Save Reflex half; **Spell Resistance** yes

Upon casting this spell, you conjure forth one or two balls of flame, each resting in a free hand. As part of casting this spell or as a standard action, you can throw one flame ball a maximum of 300 feet, dealing 1d6 points of fire damage per caster level you have (maximum 10d6) to all creatures within a 10-foot-radius spread.

So long as the spell's duration lasts, you can channel your anger as a full-round action to create one new ball of flame, which can be thrown as a standard action. You cannot create additional balls of flame while you are under the effects of a *calm emotions* spell or are otherwise unable to feel anger or outrage.

GOLDEN GUISE

School transmutation; **Level**

bard 2, sorcerer/wizard 3, witch 3

Casting Time 1 standard action

Components V, S, M (10 gold pieces)

Range close (25 ft. + 5 ft./2 levels)

Target one object weighing no more than 5 lbs./level

Duration 1 minute/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

You cause an object to briefly transform into gold. Affected items gain the properties of gold (*Pathfinder RPG Ultimate Equipment* 53) until the spell expires. Weapons reduce their hardness by half and gain the fragile quality, while piercing and slashing weapons take a -2 penalty on damage rolls (minimum 1 damage). This spell increases the affected item's armor check penalty by 2 and decreases its armor or shield bonus by 2. Gold armor has hardness 5.

SHADOW ENDURANCE

School illusion (shadow) [shadow^{UM}]; **Level** bard 5, mesmerist 5, shaman 5, sorcerer/wizard 6, spiritualist 5

Casting Time 1 standard action

Components V, S, M (a fetchling's tooth)

Range personal

Duration 1 hour/level until discharged, then 1 minute/level; see text

Saving Throw Will disbelief (if interacted with); varies; see text **Spell Resistance** see text

You conjure protective wisps of darkness made from shadow. If you are reduced below 0 hit points or rendered unconscious, *shadow endurance* immediately discharges, shunting your injured body into a hidden alcove on the Shadow Plane. You immediately stabilize, but cannot awaken or take any further actions until the second duration expires.

As you vanish, a quasi-real duplicate of you made from shadow substance appears where you fell, as if created by *shadow conjuration*. The duplicate acts on your initiative and is under your control. Your duplicate is 1/4 as real as you and appears with 25% of your full hit point total, and any creature that fails a Will saving throw believes it to be you. The duplicate has the same equipment-based bonuses as you, but deals only 1/4 of your normal damage against enemies. It can cast any spells you can, drawing on your reserve of magic, but the duplicate's caster level is 1/4 your actual level. Regardless of your alignment, your shadow duplicate is neutral evil, though it will not harm your friends and allies.

When the second duration of the spell expires, your duplicate disappears and your body reappears in the location from which you vanished. If the image is destroyed, the spell immediately expires and your body reappears.

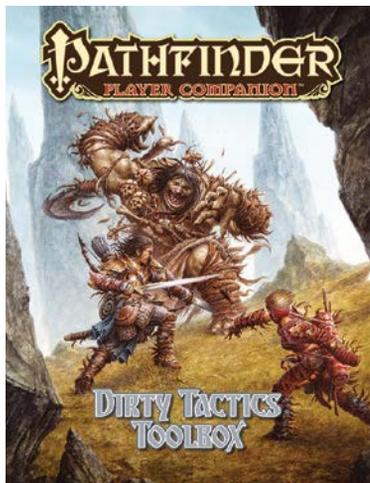


Next Month!

If knowledge is power, then the arcane secrets presented in *Pathfinder Player Companion: Arcane Anthology* represent significant sources of potential might! From magus and wizard spellbooks to alchemists' formulae to eldritch research performed by bards, bloodragers, sorcerers, and witches, this volume brings you the writings of the mightiest arcane casters in the history of Golarion!

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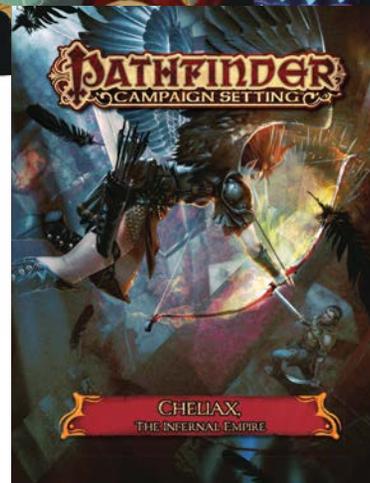
Agents of Evil is just the beginning of the descent into evil. If evil campaigns tempt your character from the path of righteousness, speed along that fall from grace with the following Pathfinder products.



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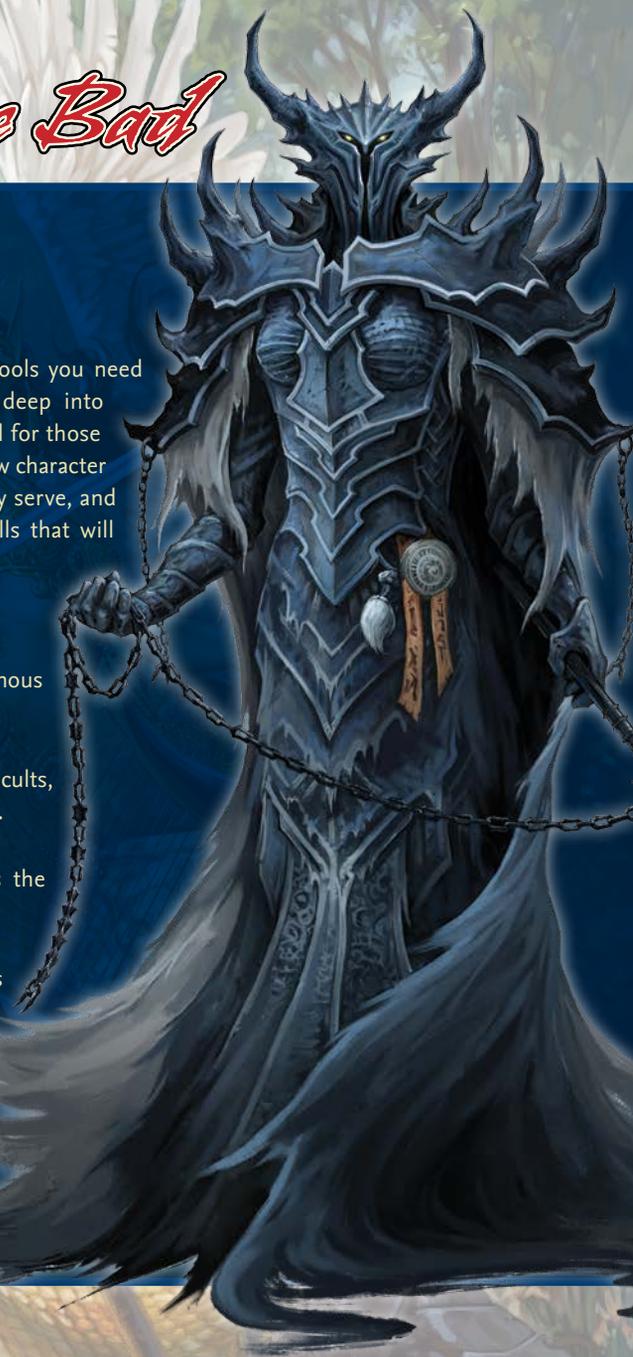
It's Good To Be Bad

Not every protagonist is a hero! Author Thurston Hillman brings you all the twisted tools you need to carry out nefarious deeds in *Pathfinder Player Companion: Agents of Evil*. Delve deep into discussions of what it means to undertake evil tasks, both for truly selfish characters and for those hard-eyed heroes willing to get their hands dirty in pursuit of the greater good. Explore new character options for PCs not squeamish about what patrons, gods, or other sources of power they serve, and gear up with a smorgasboard of sinister magic items, forbidden equipment, and spells that will make paladins think twice about working with you!

Adventure isn't just for goody-goodies anymore. Inside this book, you'll find:

- ▶ New background options, story feats, and character traits to help you flesh out your villainous past. Were you the product of a hard life, or just born rotten to the core?
- ▶ Details on who worships the evil gods of the Inner Sea, and a brief review of their nonevil cults, including the appeaser cleric archetype, who channels nefarious powers to unaligned ends.
- ▶ New archetypes to emphasize moral compromise and sinister influences, such as the insinuator antipaladin, who serves no cause but his own glory.
- ▶ General and specific tactics for battling the forces of good, from self-righteous paladins to holier-than-thou angels.
- ▶ New spells, magic items, magic weapons, feats, and poisons to help give your morally compromised adventurers the edge over their foes!

This Pathfinder Player Companion is intended for use with the Pathfinder Roleplaying Game and the Pathfinder campaign setting, but can easily be incorporated into any fantasy world.



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Printed in the U.S.A. PZO9464