



DARK WALKERS

THE EVIL WITHIN



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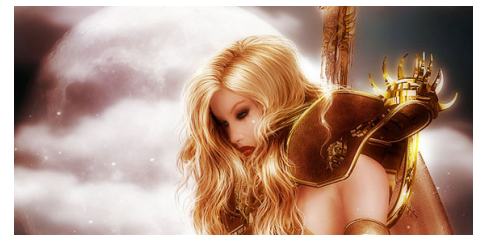
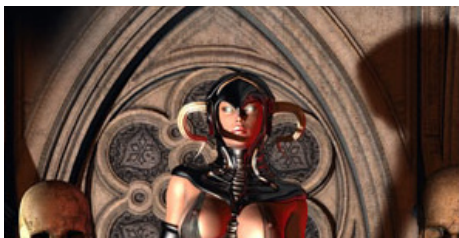


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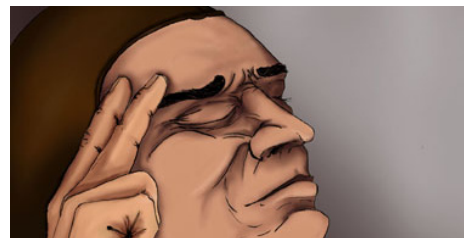
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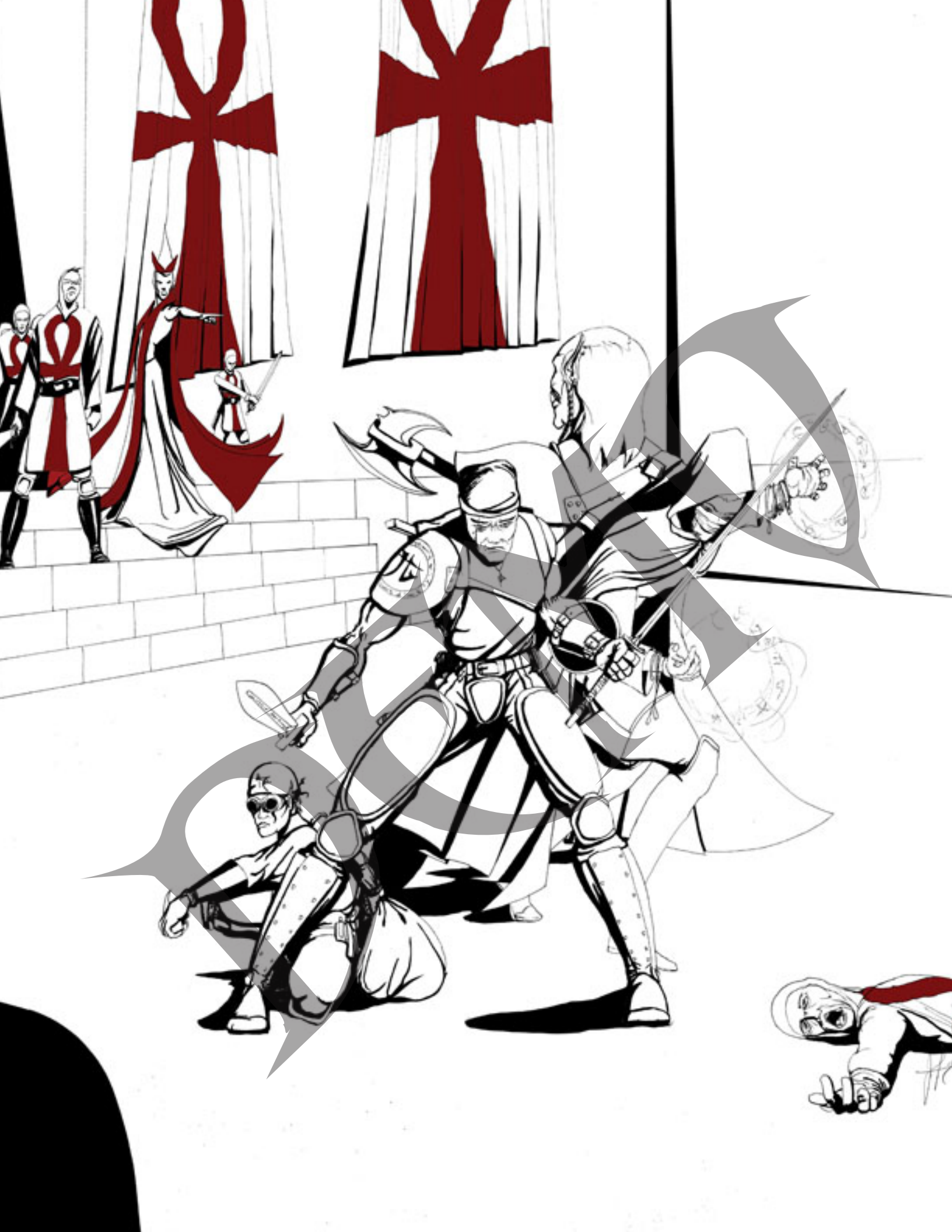
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CHAPTER ONE

PLAYING THE DARKER ROLE

“Why embrace evil? It’s all about the power. Power to do what you want, when you want, and without worrying about the consequences of what may happen as a result.”

– Shi’Kahr Darkstarr, Lord of Tonaga

The choice to play a character with an evil alignment requires a certain mindset and willingness to think outside the box that isn’t always a consideration with other alignments. Players must be willing to overlook moral or ethical situations if it suits the need, personality and/or goals of the character. This makes functioning within a group dynamic quite challenging at times depending on the alignment of the group as a whole.

Can’t we all just get along?

When a group of adventurers work together some behaviors can be over looked. A rogue’s occasional pick pocketing during the group’s supply run may be forgiven. Or the barbarian’s obvious racist remarks toward the gnome in the group may just be ignored. But there is always a line to be drawn by the most moral and ethical member(s) of the party. Learning just where that line is, where enough is too much, is essential for an evil character to survive in a group with mixed alignments. How do you, as an evil character, avoid crossing that line? Here are some tips to keep you from suffering the “wrath of the righteous” while still living up to your particularly darker point of view.

Learn to disguise your self and your actions. This can be as simple as staying away from the stereotypical fashions and attitudes associated with evil people. Nothing screams “I’m evil!” more than wearing a mask, lots of black garments or using harsh tones and venom-dripping words with every NPC you meet. You don’t need to flaunt your dark side, although some characters live to do just that. Subtlety in word and action can keep the paladin in the group from coming down hard on you. Most morally questionable deeds can be accomplished in secret, in the shadows or just behind the backs of the “good guys”. Making sure they are preoccupied with something else and too busy to take notice of what you are doing is a standard technique.

Of course, magic can and usually does play a large part

in pulling the wool over the eyes of the moral majority. There are a great many spells and magic items that can veil your heart and mind from view. Illusion spells can be immensely useful, both in masking your acts and/or in providing a much needed distraction. Spells such as *misdirection*, *undetectable alignment*, *nondetection* and *mind blank*, while only temporary, are quite useful if you suspect you are going to be scrutinized. Or if you just can’t help flaunting your audacity, the liberal use of a *modify memory* spell can do wonders for your continued acceptance in the group. Permanent magic items like a *ring of mind shielding* or an *amulet of proof against detection and location* are invaluable; a must for most evil characters.

Finally, if you happen to hold a dominant position within your group, you may not fear immediate repercussions for anything you do. Act as you will and the submissive members won’t say a word. However, sooner or later the rest of the group will mutiny and you may find yourself cast out or worse, in the local lock-up. And that’s trouble you can do without. To help prevent this, whenever you are questioned about the morality or ethics of your actions, attempt to sate their anger or disgust by using logic to explain that the ends justify the means. The more submissive members may not like it, but they will usually use it as an excuse to let you get away with it rather than start a big confrontation. You can also use lies and deception to mask dark acts with “good” intentions. Again they might not like your methods, but as long as they are not grossly unethical, many characters will let things slide.

When all is said and done you need your adventuring party as much, if not more, as they need you. Keeping the peace within the group is ultimately to your advantage. That’s not to say you can’t have your fun, but at least by making the “good guys” think that they have your number, everyone benefits. Besides, what they don’t know won’t hurt you.

Sins and Crimes

The following section discusses some of the finer points of transgressions and misdeeds commonly committed by antagonists, villains, monsters and evil characters.

Hostage Taking/Kidnapping: The holding of someone against his or her will can be a very useful tactic. Whether for profit, protection, revenge or just to bait your adversary, a hostage is a compelling motive for your enemies to obey your wishes. But this tactic can be a chancy operation at best. So if your going to make the attempt, you had better do it right.

First off, choose your target carefully. This means that you need to know your opponent's mind-set, personality and desires. Ask yourself who do they love or feel an obligation to protect. Are they willing to exchange that which you desire for the freedom and safety of this target? If you do not know your intended victim(s) on a personal level but you do know their general beliefs and sense of justice or honor, you can still choose a target that your victim's will react to. When dealing with most Goodly types your target's profile should usually be a young, innocent looking, attractive female. If she is known to be a virgin, then all the better. Use your victim's relatives and friends if at all possible. If not, sometimes an innocent bystander will work just fine, especially when taking a hostage on the fly.

Executing the operation to a successful completion takes lots of patience and extensive planning. Where and how are you going to hold the target for the duration of the operation? Where will the exchange take place? What trickery can you expect from your victim(s)? How are you going to get away once it all plays out? The answers to all these questions and more need to be thoroughly examined before you even consider taking the first step. Divination spells and Gather Information skill checks can bring you much needed insight. Offensively, there are many useful spells and/or the clever spreading of misinformation can keep your pursuers off your trail until it's far too late.

Murder: The taking of another's life is a transgression that most civilized societies frown upon. But regardless of the moral implications, murder can be a very useful tool. Assassins kill for profit, vigilantes kill out of a sense of revenge or retribution, some kill only in defense, still others kill for the sheer enjoyment of the act. For whatever reason, if you're going to commit murder you had better prepare for the consequences of your actions.

How can you commit murder and avoid the consequences? The first rule of thumb is never to leave any witnesses. If you can't be identified, you can't be charged. In fantasy worlds this also means shielding your identity from divinations as well. And be sure that your

target does not know who you are either, lest they reveal you through *Speak with Dead*, *Sensitivity to Psychic Impressions* and like spells. The fewer the people (live or dead) who know it was you the safer you are.

Two things that are a must to have when committing a murder are an airtight alibi and no discernable motive. With these priceless treasures you can get away with almost anything. It would also be advantageous to point the investigators in the wrong direction. Because of the use of divination spells for high priority crimes, framing a dupe for your crime is a must. Use someone else's weapon to slay your target. This will quite often leave a magical "blood trail" right to your patsy's doorstep.

Theft: Simply taking that which you desire from those that cannot defend themselves has been the law of the jungle since time began. However, in the urban jungle the laws have changed, at least for most. With the development of civilization and commerce you are now expected to earn credit/currency and pay for what you need. But for many this is just not an option.

Some steal for profit. They take what they want and need. And if they need nothing for the time being, they take valuables that can be fenced for currency. Fencing is always the way to go here. Sure you get less than half of what the stuff is actually worth, but at least you are free and clear of the items with no worries. The problem with keeping your spoils is in the using or wearing of an item and the risk of being caught by the item's former owner.

Some individuals steal for the sheer thrill of the task. They care not for the items themselves and often discard them elsewhere or hide them away in a private trophy room or vault to admire at a later date. This is by far the most foolish and ill-conceived reason to commit thievery. Still, some just can't help themselves. But holding onto these items is folly because eventually someone can and will track it down. Besides leaving incriminating evidence lying about, even if well hid, is just plain ludicrous.

Still others steal out of a sense of revenge or retribution. This is always a losing proposition because more times than not the thief wishes for her victim to know whom it was that dared to pilfer their belongings. So once the thirst for revenge is sated she must make her escape, never to be heard from again. Unfortunately this is very hard to do. Bounty hunters and trackers of all kinds come out of the woodwork looking for the thief. She must do all she can to change her identity, both in name and persona as well. Spending some of that ill-gotten wealth for the services of a wizard, preferably a guild mage, to permanently alter her form can prevent her untimely unmasking.

Blackmail/Extortion: The most civil of crimes, blackmail, also known as extortion, is simply the

exchange of information for currency or something of particular value. Oh yeah, and the promise never to reveal the information to anyone else. So, as you can see the art and function of blackmail is dependant upon trust, a commodity that usually runs in short supply in the shadowy underworld. Bluff, Diplomacy, Gather Information, Intimidate and Sense Motive are essential skills to master if you wish to be a successful blackmailer. Extortion can take many forms with the most common being the ransom of an object in exchange for goods or money. However, there really is no limit as to what can be used for blackmail purposes. Perhaps a certain noble has a mistress he visits regularly. This information can be useful for anyone looking to advance themselves within the halls of politics. The acquisition of a particular object, say a family heirloom, can lead to riches if the family is willing to pay the price. The potential for ideas is truly limitless, especially when you look to real life news events, movies or television for inspiration.

In a fantasy world, magical items such as scrying mirrors, crystal balls and divination spells can make the gathering of secrets an easy job. Unfortunately this also means that a number of other spells and magic items can shield your target from your watchful eye. Your first and best option is to do it the old fashioned way. Spies and bribes work wonders for gathering information. The truly devious will blackmail certain key people in order to gather information on even more powerful and influential persons, thus creating a pyramid of informants.

Even if blackmailing is not a career you wish to explore, the art itself can still be of some limited use. Keeping a constant eye on key individuals around you can sometimes prove fruitful. Adventurers are notorious for bending the local laws now and then, when the need arises. Never forget who did what, when and where. Information is a very powerful tool in the right hands. Keep a small log of transgressions. That little book could prove to be extremely valuable someday.

Slavery: While slavery may not be illegal in all civilized areas or even considered a sin in some cultures, humanity at large does considerate it an evil practice. Subjugating others and revoking another's basic freedoms is a practice usually looked down upon by good aligned individuals or nations.

If you wish to keep slaves but don't want to deal with those uppity goody-goodies, then keeping them at home, and out of sight, is the way to go. But if you just have to bring them along on your travels then discretion is the key. When in the presence of others refrain from treating them as slaves. Both you and your slaves need to put up a front and pretend that they are your paid servants, bodyguards and/or hirelings. Of course you need to



impress upon them that this behavior is an absolute must and that if they do not keep up the charade they will surely pay for it when in more private surroundings.

Slavery as a profession can be quite a profitable venture. Cities are full of loners, beggars, prostitutes and such. All of these are ripe for the picking to add to your inventory. The smartest way to go is to spot a potential mark and study them for a day or so. Make sure that they don't have a strong connection to anyone that will miss them. Be wary of adventurers. Although loners by nature they have a tendency to be slightly more resistant to capture and often possess some magic that can make their abduction rather difficult. Not to mention a party of adventurers will usually come looking for them and that always means trouble. But all in all, if you have a relatively quick turnover, dealing in the slave market can be a quick and simple (though not necessarily the easiest) way to make some coin at the expense of others.

Of course there are many other crimes that we have not covered, but the idea is that you should use your head when committing these crimes. Planning, preparation, timing and flawless execution are all required to pull it off without a hitch. Think it through and if in doubt, don't do it. And always have a plan B, a plan C and a plan D. As long as you can get away, you can live to break the law another day.

Gaining the Upper Hand

Below are a number of suggestions for using the natural gifts that the different races benefit from in more

effective (if not impious) ways. One important thing to remember is that anytime your own senses or abilities allow you to perceive something that others around you cannot is valuable information. Withholding that information can benefit you in a number of ways. Noting a secret passage can lead you to undiscovered treasures or simply an escape route that the others may not benefit from. Seeing a threat in the distance or sensing the presence of poison can allow you to avoid these dangers while you steer your enemies or rivals straight into it. So keeping up covert communications with your GM is a must.

Low-light vision: While working under the cover of a moonlit night is almost always advantageous, the hours of dusk and dawn are particularly good for devious work because most “normal” sighted races have a difficult time adjusting to the changing lighting conditions. Often they misjudge the limits of their vision and tend to believe that their senses reach farther than they actually do. This false assumption can be exploited when spying from just within your range of vision and therefore beyond the limit of their own. This same tactic can be used when attacking with long-range weapons or spells.

Darkvision: Using magical or mundane methods of extinguishing external light sources can effectively blind your “normal” sighted foes while leaving you unaffected. Anytime you can successfully leave your adversaries sightless using the natural environment, in lieu of directly affecting them is preferable. This nullifies the effectiveness of your opponent’s defenses (i.e. spell resistance, magic items, spells, etc.) in regards to being blinded and increases the likelihood that your attempt will be successful. What they can’t see can hurt them.

Fast Healing/Regeneration: The advantages are obvious for this ability. The fact that you heal faster than others means you can recover from your wounds more quickly than others. It also means that injuries that are life threatening to most others are survivable to you. This is very handy if you are being pursued and find you must leap from a building or off a cliff into the water below to safety. Another benefit of fast healing and regeneration is your ability to make it look as though you have come back from the dead. Coming back to extract revenge upon a rogue or assassin who just put a dagger deep in your back (and anyone who may have hired him) can be a delicious role-play opportunity.

Immunities: If you are immune to a particular effect you can always find situations where you can affect those around you without worry of affecting yourself. For instance, if you are an elf and half-elf you are immune to *sleep* spells and spell-like abilities and you can proactively use this to your advantage. Casting a *sleep* spell with yourself at its center can quickly reduce the number of effective opponents around you. Or if

you happen to be immune to poisons, then poisoning everyone’s food or drink (including your own) with a toxic agent is a clever way to gain the upper hand. And since your own food was tainted as well, you will most likely not become suspect.

Resistances: Being able to shrug off injuries inflicted by certain types of energy has definite advantages, especially if you are a rogue. Having Electrical Resistance 5 means you will likely avoid most of the effects of trap spell that deliver a mild electrical shock or at least only come away with burnt fingers instead of winding up dead from electrocution. Acid resistance lets you freely touch an object that is laced with acid without harm with the next individual not being as fortunate. A noble fearful of being poisoned may insist that you drink from the acid laced goblet first only to be shocked when he succumbs to the acid while you stand there and happily watch him die.

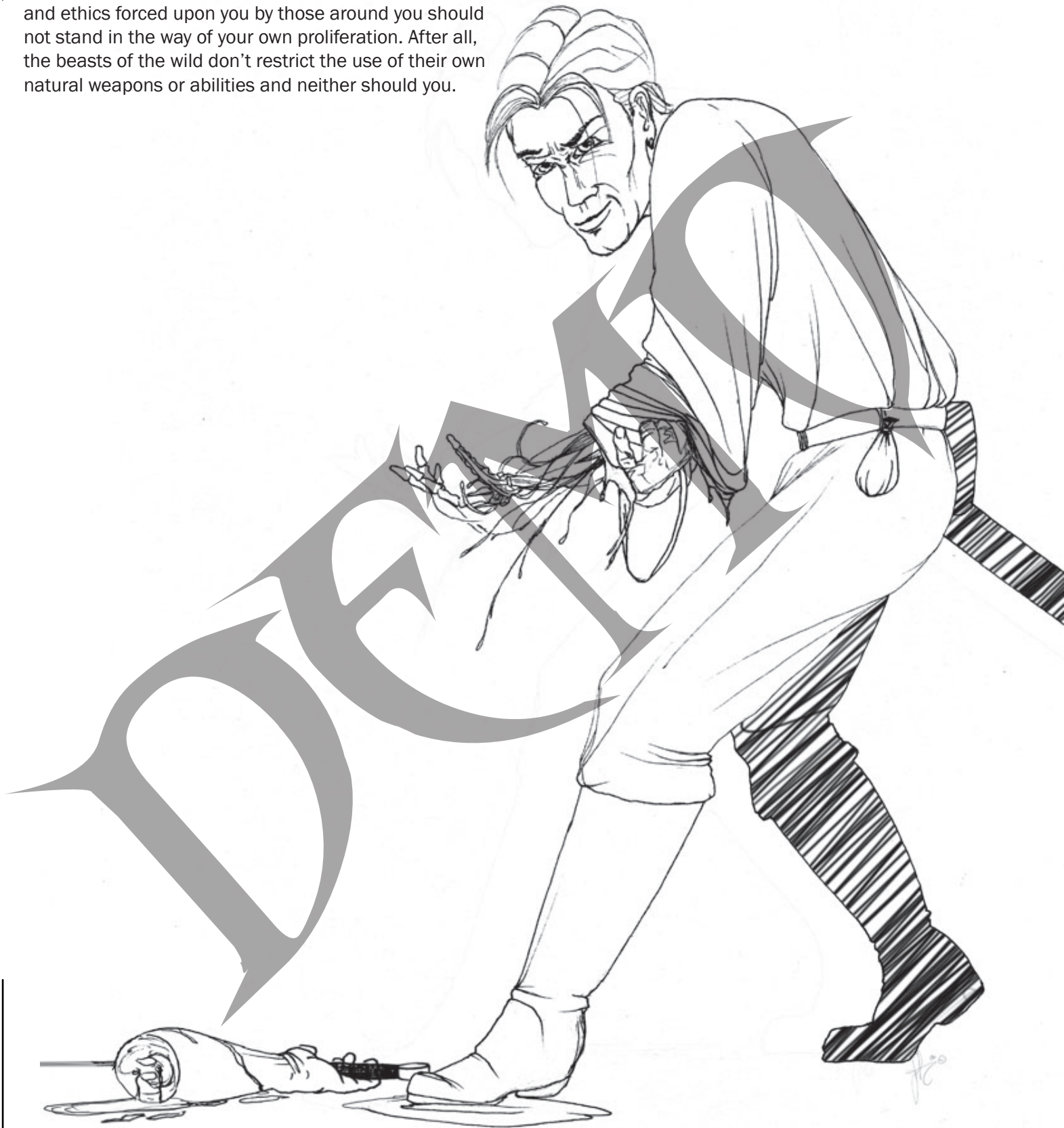
Size: Some races are considerably shorter, if not all together smaller, than most of the average humanoid races. While many may consider this as a hindrance or a handicap, if you are clever you can use your size as an advantage. Using openings that are too restrictive for average folks can make for great escape routes that allow you to flee without the fear of pursuit. Slipping into a large sack or box can allow you to hitch a ride and enter or exit from well-guarded areas. A personal favorite is the setting of traps, such as scythe blades or triggered crossbows, in advance that only affect those that are 4 ft. high or taller, allowing you pass under the danger unaffected.

Scent: Often over looked is the variant rule that allows half-orcs and gnomes (and some of the wilder humanoid races) to gain the scent ability as a feat. This can be a great (and unexpected) advantage that you and only you need benefit from. Knowing that potential enemies are near can not only keep you from being caught flat-footed but it can allow you to prepare for combat, seek out the nearest escape route or hiding place, or even direct a rival party member into the face of danger. Scent also grants you a great advantage when trying to sniff out someone in disguise, discovering an illusion or tracking an enemy.

Spell-like Abilities: Some races, most notably gnomes, are known to have innate spell casting abilities. Clever use of even the lowliest spells can give you an advantage, especially if you are perceived as a character class that cannot or does not normally weave magic. *Dancing lights* or *ghost sound* spells can make for great distractions when trying to commit a crime or sneak passed someone. *Prestidigitation* can help you pick a pocket, light a fuse to a Greek fire cocktail or mask the taste of the poison you just added to a rival’s ale. The application of minor spell effects is limited only by your

cunning and shrewd imagination.

Whether by the will of the gods, genetics or just dumb luck, Mother Nature has blessed you and your kind with gifts that allow you to do things that many of those around you cannot. It is only right that you use these gifts to your advantage, improving your chances for survival in a harsh and dangerous world. The morals and ethics forced upon you by those around you should not stand in the way of your own proliferation. After all, the beasts of the wild don't restrict the use of their own natural weapons or abilities and neither should you.



CHAPTER FOUR

EVIL BEHAVIORS AND CHARACTER OPTIONS

"Honorable combat? There is no such thing. You do what is necessary to survive. If it means taking a hostage to buy yourself time to get away, then grab the nearest person. Nothing is off limits. After all, you are talking about the difference between living and dying." – Corinth Blackblade, Master at Arms

Combat Maneuvers and Modifiers for Evil Situations

Evil opponents almost never fight fair. In a combat situation, it is almost a certain thing that they will use any trick in the book to gain the upper hand. Under specific situations, an evil character may choose to attempt one of the listed combat actions in the hopes that the success will allow him to get away cleanly or even dispatch his 'do-gooder' foe.

Bodyshield: You can use a hostage as a living shield, providing total concealment (if using a hostage that is of the same size category as yourself). This requires a successful grapple check each round to maintain a proper hold.

Note: If you, as the attacker, care nothing for the hostage, you can use the Cleave feat to bypass the Bodyshield maneuver by first scoring a critical hit on the hostage's AC and then hitting the true target's AC. Neither target is allowed any Dexterity bonus to AC. At your discretion, you don't have to kill the hostage, as you would normally have to in order to use the Cleave feat, but you must at least inflict normal damage.

Dirt in the Eyes: There's nothing like a handful of good old-fashioned dirt or a cup full of wine to blind your opponent, allowing you to slip through his guard and

deliver a potentially fatal strike. With this maneuver, you may use any powdered or liquid substance and target your opponent's face in an attempt to blind him. Before performing this maneuver, you must make a declaration of intent to the Game Master.



In a two-part process, you must first make a targeting attack roll against your opponent's normal armor class. If you successfully hit, a second attack roll is then made. If this is also a hit, your opponent must make a Fortitude save (DC 12 + your Dexterity modifier) or be blinded for 1d6 rounds.

Dirty Blow: Evil characters like hitting below the belt. It can be a certain way to stop that brute of a fighter. To use this maneuver, you must have multiple attacks within a single round. The first attack is sacrificed, but the second gains a +2 maneuver bonus to damage and, if successful, your victim must make a Fortitude save (DC 12 + your Strength modifier) or suffer a -4 penalty on attack rolls, skill checks and ability checks, in addition to a -2 penalty to his Dexterity score for 1d6 rounds due to the intense physical pain.

Field of Debris: Retreat is always a part of the evil player's vocabulary. Especially when he can get away from the pursuing paladin just by delaying him a bit. An evil character may choose not to make a directed attack and throw loose debris into the combat area instead. Indirect attacks such as this suffer a -4 circumstance

penalty to hit as the character is haphazardly throwing the debris into the general area of his opponent.

Lame Duck: You target a victim's limb in order to reduce their effectiveness. Weapons wielded by a lame arm receive a -2 penalty to attack and damage rolls. Lamb legs receive the same penalty if used to attack with and victim's base speed is reduced by 10 ft. and receives a penalty of -2 to their Dex adjustment to AC (if any).

In order to strike the targeted appendage, you must roll a successful attack, suffering a -3 circumstance penalty, against the target's AC.

Paused Strike: This is when you place your opponent at your mercy by holding them at the tip of your sword or the edge of your dagger and they are aware that you can drive the weapon home at any second. To do this you must roll a successful attack with a piercing or slashing weapon. If you would normally hit you may declare a paused strike instead of dealing damage. At any time during the contact you gain automatic initiative in regards to the target. Should you decide to, you may complete the strike, dealing the target whatever damage you would have normally dealt. In addition, if you have the sneak attack class ability or feat, you may add this damage also.

The Lesser of Two Evils

What is the difference between a corrupt aristocrat and a pit fiend, aside from the obvious? Both are Lawful Evil. Both follow a certain set of laws or code of conduct. Both, at their core, really only care about themselves, their own well-being, their own goals and their own desires. However, only one of the two would you consider shaking hands with or mind meeting face to face in a dark ally. But technically they are fundamentally the same. So what's the difference between the two?

At one end of the spectrum you have a sleazy politician that will lie, cheat or blackmail to get the recognition, prestige and power he desires. But, generally speaking, he just doesn't have the stomach to commit a heinous crime. Or course not, that's what hirelings are for. At the other end of the spectrum, you have the afore mentioned pit fiend that would slay you without a second thought, but would most likely enjoy maiming your body and torturing your mind, taking great pleasure in slowly killing you over the next couple years, only to resurrect you so that it can do it all over again. Obviously, not all evils are created equal.

With this in mind, if you are playing an evil character, the degree of your behavior is what will determine your acceptance within an adventuring party and in society in general. So, just how evil are you? To what extreme is

your character willing to go? What level of behavior does he or she find suitable, acceptable, comfortable or even preferable? The answers to these questions are crucial in the development of the persona your evil-aligned character.

Extremes of Evil

Below are a number of examples of different degrees of behavior that you can use as a starting point when developing the personality of your evil character.

Quirky: These people are generally considered to be "not all that bad" by most people who know them. What puts them over the top and into the evil alignment is one little personality quirk that is usually not acceptable to the general populace. They may suffer from alcoholism or drug addiction, be a compulsive liar, a kleptomaniac, suffer from cowardice or self-loathing or from any number of other debilitating personality quirks (see the Seven Deadly Sins section for more ideas). These quirks are what cause the character to commit evil acts in an attempt to sate their dark compulsions. When confronted with their crimes a quirky character will often respond with "I just couldn't help myself." or "The devil made me do it." and plead for mercy.

Self-centered: These are the most commonly encountered type of evil characters. They are interested only in what affects them personally. All they want to know is "what's in it for me?" They care not for any cause, charity or for any moral or ethical ideal, unless of course it can be twisted to benefit them personally.

If confronted about their wrongdoing, a self-centered character will usually feel and show some amount of shame and even remorse. In their hearts they know that what they are doing is wrong but care little at the time. Only when the consequences of their actions come to bear do they consciously make the distinction between right and wrong. And even then, some characters just don't care.

Heartless: These cold-blooded people, while not aggressively malevolent, are willing to do whatever it takes to get the job done. Most of the time these characters will behave within the "normal" realm of social interaction. However, when focusing upon a task, they become cold, unemotional machines, acting without moral or ethical constraints.

When confronted about their methods the heartless character simply dismisses any argument for compassion or mercy, seeing no reason why these "unrealistic" ideas should bar them from doing what must be done. In their eyes, the ends always justify the means.

Hateful: These individuals are anger, fury and rage barely contained. They derive pleasure in venting their negative feelings into acts that are deliberately hurtful to others. Bullying, doling out verbal and physical abuse, torturing and killing stray animals, flaunting disdain towards goodly creatures, these are all typical behaviors for the hateful character.

Standing up to and confronting a hateful character about their transgressions only fuels their inner rage more, and if pressed, usually ends up causing them to lash out violently. Their own sub-conscience pain consumes them and if venting their frustrations upon those around them eases the torment, then so be it.

Cruel: These sadistic people thrive and thrill at the anguish and torment of others. Psychologically speaking, they are truly demons in mortal form. Torturous, homicidal, genocidal, psychotic, these terms are all synonymous with a cruel character. The total and unbridled violation of others, especially those deemed as “innocent”, is the only real passion these sick individuals enjoy.

For the cruel character, there is no such thing as compassion or remorse. While they may be well aware of the consequences of their actions, they care little. Their only real concern is the rapture that comes from the melodious sound of tormented screams and the sweet smell of fresh blood.

Behaviors can take many forms and almost any behavior can serve as a guiding template for forming the characteristics of an evil character. For the innovative player, even behaviors not typically associated with evil, such as complacency or honor, can serve as a model for the formulation of an evil personality. Such behaviors are often the ones that unhinge and surprise the other players in group as they become astounded at the layers of evil that character is capable of.

Advantages and Liabilities: Trading Spaces

As has been mentioned before, evil characters not only seem to be more powerful, but they also tend to have at least one inherent weakness. During character creation, players who are openly choosing to play a character of evil alignment may select from certain disadvantages or liabilities that, in return, provides them with additional skill points or possibly even an additional feat to utilize. During the course of that character’s career, it is possible that she may gain additional advantages in exchange for incurring further liabilities, disadvantages, or even grievous injury. This is an option that should not be taken lightly, neither is it one that can be taken often. The opportunities for increased power are few and carry greater cost as a character advances in levels.

Disadvantages fall into one of three categories: magical, mental or physical. Magical liabilities may affect spellcasting abilities, make an individual more susceptible to certain kinds of magic, and even be resistant to particular forms of magic. Mental liabilities include mental disorders, phobias, and neuroses. Physical liabilities may take the form of chronic diseases, prominent scarring, or a persistent nagging wound from an injury. All disadvantages should be rigidly policed by the Game Master, as many of them involve penalties that are apparent in role-play situations more than a straight game mechanic.

Disadvantage Options for Character Creation

Players may choose from the following options during character creation granting them the appropriate benefit. There is an initial experience point cost that must be paid upon character creation, which will likely give the character a negative experience balance that must be paid off before he can advance to the next level. If an occasion arises that allows the character to select a disadvantage at a later level, the experience cost is multiplied by the character’s total character level.

- Select a disadvantage from Table XXX and gain 5 additional skill points. This option may be selected a maximum of 3 times during character creation. XP cost: 50
- Take a one point reduction in any single ability attribute and gain 10 skill points. This option may be selected once during character creation. XP cost: 50
- Take a two point reduction in any single ability attribute and gain one bonus feat. This option may be selected once during character creation. XP cost: 100



Table 4-1: Disadvantages

d4 Roll	Disadvantage Table Chosen
1	Magical Disadvantages
2	Mental Disadvantages
3	Physical Disadvantages
4	GM's Choice

Table 4-2: Magical Disadvantages

Disadvantage	Game Effect
You suffer short-term memory loss, which affects your spell casting. You have a difficult time remembering the critical phrase or gesture for a certain spell during casting.	You lose the ability to cast one spell from a particular spell level slot (GM choice) unless you make a successful Spellcraft check (DC15 + Int modifier) once each day.
The arcane energies you wield consume spell components at a much faster rate.	All spells require twice the normal amount of material components to be successful.
You develop a weakness against certain schools of magic. Spells cast against you are much harder to defeat.	You suffer a –2 circumstance penalty against all spells from a particular school (GM choice) that involve a saving throw.
You have a singular weakness against one particular spell. This makes you more likely to receive serious wounds from the spell.	You suffer a –2 circumstance penalty against a single spell (GM choice) that involves a saving throw. If failed, you take double damage.
Drawing upon the weave of magic is more difficult than normal.	All spells have an inherent 5 % chance of failure when being cast. This stacks with other penalties.
You have a harder time performing the intricate gestures needed for the somatic component of spells.	All spells that require a somatic component require double the amount of time than normal.
You tend to stutter when casting spells, making it difficult to pronounce certain arcane phrases.	All spells that require a verbal component require double the amount of time than normal.
Spells from diametrically opposed schools of magic are especially damaging to you.	Spells from diametrically opposed schools of magic from your specialty deal double damage to you.

Table 4-3: Mental Disadvantages

Disadvantage	Game Effect
You've developed a phobic disorder for a single specific item or situation.	Player must make a successful Will save (DC 15 + Wisdom modifier) or suffer a –2 circumstance penalty to all actions while being subjected to the source of the phobic disorder.
You have a substance abuse addiction and cannot go longer than 24 hours without the substance. This includes alcohol, drugs or even magical energies.	Player suffers a cumulative –1 reaction penalty to all Charisma based skill checks for every day that he goes without the addicted substance.
You suffer from a brooding depression and are prone to fits of anger and rage.	If a skill check is unsuccessful, the player must make a Will save (DC 15 + Wis mod) or suffer a –2 reaction penalty to all Charisma based skill checks for the next 12 hours.
A particular object or person becomes the focus of your obsession	Player suffers a –2 reaction penalty to all Charisma based skill checks related to the subject of the obsession.
Low frustration threshold, not easily patient	Player suffers a –1 reaction penalty to all Charisma based skill checks and a –1 reaction penalty to all Wisdom based skill checks.

Table 4-4: Physical Disadvantages

Disadvantage	Game Effect
An unfortunate accident has left you with a very prominent and unsightly scar.	All Charisma based skill checks suffer a –1 reaction penalty.
You've sustained an injury that has left you with a severe limp.	Your base movement speed is reduced by one-third of its normal rate.
An unfortunate accident has cost you a leg and you must now wear a prosthetic device.	Your base movement rate is reduced by one-half of its normal rate.
You have contracted a neuromuscular disease that makes movement painful but tolerable (this is a non-curable disease).	You suffer a –2 circumstance penalty to all Dex based skill checks but gain a +1 bonus to Fort saves because you are used to enduring the pain.
You have a chronic respiratory disease that reduces the length of time you can exert yourself without developing a hacking cough.	All Con based skill checks suffer a –1 circumstance penalty and all Fort saves suffer a –1 circumstance penalty.

The Seven Deadly Sins

The personality of your character can be used as a means of developing evil tendencies. During the initial creation of a character, the player may opt to utilize personality templates to add an element of evil to that character. At the Game Master's discretion, a template may be applied to a character later in his career if that character has experienced a profound event that completely alters the character's perspective, including a shift to an evil alignment.

Based upon the proverbial "seven deadly sins", these templates not only provide certain advantages and limitations, but they also serve as a wonderful tool for giving a character added personality and increases the opportunities for role-playing that character more effectively. Only one of these templates may be applied to a single character, however they are stackable with additional Disadvantages (found elsewhere in this chapter) provided the character can meet the required experience point costs to assume the template or disadvantage. As the character advances in levels, he acquires a new "level" of that personality template up to a maximum of 7th level. Each level has its own positive and negative aspects and once the template is selected, the character will continue to advance in personality levels until the maximum level is reached for as long as the character continues to accrue experience points and gain regular levels.

When a player adds one of these templates to his character, the "sin" becomes a major part of that character's personality, causing the character to develop an obsession with the chosen compulsion. This compulsion should be highly influential and noticeable in the everyday life of the character and not just when it's convenient for the story or group. The character's actions and behavior surrounding the compulsion should be reflected to the same degree as the character's alignment.

Envy

"The grass is always greener..."

The envious will always covet whatever anyone else may have and often resent those that have that special "something" that they themselves lack. Whether it is wealth, power, looks, prestige, respect, talent, or just about anything else, this character will scheme to take it for herself. The envious rarely hold on to anything for very long as something bigger and better always comes along to covet and acquire. Not surprisingly, many envious characters are kleptomaniacs and tend to make skilled rogues.

Because the envious character is filled with dark thoughts of desire for what others possess, she gains a profane bonus equal to her personality level to all Appraise, Listen, Open Lock, Sleight of Hand, and Spot skill checks. However, due to that fact that these feelings of desire consume her, making her vain, aggressive and covetous, she suffers a circumstance penalty equal to her personality level to all Charisma-based skill checks. (See Page 56 for Personality adjustments table)

Gluttony

"Innkeeper, I'll take one of everything!"

The gluttonous character unashamedly indulges in not only food and drink but in any and all sensations. In his opinion, there is never too much of a good thing. Not surprisingly, many gluttons are avid drug users, trying anything and everything in order to discover a new sensation in which to indulge in. They are fanatic consumers, buying and/or stealing everything they desire. Being natural connoisseurs, gluttons tend to trade in consumables (i.e. food, drink, drugs, services, etc.). As a result of their experience with merchants and trade, the character gains a +2 competence bonus to all Appraise (consumable) skill checks.

In addition, gluttonous characters may make a bite attack, once per round, at their base melee attack modifier. This attack may be used in conjunction with other melee attacks, but only during full round actions and at a -5 penalty to the attack roll. Consult the table below for the proper damage that a successful bite attack inflicts.

A gluttonous character prefers to bask in the fruits of his labor, steadily gaining weight as his personality levels increase. Over the course of time, the added weight affects his ability to perform certain actions, which causes the appropriate circumstance penalty to be assessed to all Charisma and Dexterity-based skill checks. The heavier and more cumbersome the character becomes, the harder it is to perform actions that require a high degree of Dexterity and skill. Furthermore, as he gains weight, the reaction that others have to him will be affected. (See Page 56 for Personality adjustments table)

Greed

"And you thought dragons were bad!"

The greedy are natural hoarders and extremely distrustful of others. Miserly by nature, the greedy hate to pay for anything and will always take advantage of "free" stuff, which makes them natural scavengers as well. "More is always better" and "Whoever dies with the most gold wins" are the two main creeds of the greedy (and most adventurers).

Acquisition of valuables (currency, gems, artwork, etc.) is all that matters to the greedy character. Just where exactly, to keep it all, is another question entirely. Because of the desire to acquire anything he feels should be his, a character with this personality template receives a profane bonus equal to his Greed personality level to all Appraise, Open Locks, Sleight of Hand, and

Search skill checks. However, in exchange for this bonus, it is also increasingly difficult to resist taking things he desires, even in the face of danger. When spotting a valuable whose gold piece value exceeds his total character level x 50, the greedy character must make a Will save (DC 10 + Greed personality level). If the save is failed, the character must attempt to steal the

object, regardless of what guards the object and where it lies. If the save is successful, he may resist the temptation for 24 hours. Thereafter, if he encounters the object again, a new saving throw must be made. This does not prevent the greedy character from *willingly* attempting to steal the object if he so desires. (See Page 56 for Personality adjustments table)

Lust

"There is no such thing as too kinky."

Similar in some ways to gluttony, the lustful character constantly seeks new and interesting sensations. However, unlike the glutton, they specialize only in sexual gratification. Constantly on the prowl, they are always looking to the next conquest, searching for their next thrill. Sexual

orientation is nothing but a limitation and no fetish is out of bounds and worth trying, at least once. While physical sensation is important, it is just a means to an end. The real goal for the lustful character is to find that ultimate psychological climax. To that end, characters with this template receive a reaction bonus equal to their lust personality level to all Charisma-based skill checks when interacting with others.

Lust-driven characters rely on their appearance to compensate for wellness of spirit and as a result, lack a fundamental component within themselves that fuels spell abilities. As a consequence, the character receives a profane penalty equal to one half the personality level



(rounded down) to his effective Charisma score when determining spell casting ability and the potency of the spells. For example, a character with a 16 Charisma and a lust personality level of 6 would treat all spell casting abilities as though he had a 14 Charisma.

Characters with this template steadily become consumed with sexual desire and need for gratification. Each time the character encounters an NPC and makes a Charisma-based skill check, he must make a Will save or become obsessed with having sexual relations with that individual for the next 24 hours. During that period, he will do everything in his power to convince that individual to spend a night with him. If he is refused, the character must make a second Will save at the same DC. If the saving throw fails, the character will attack the object of his desire and attempt to force himself upon him or her. Game Masters should treat any damage inflicted during this encounter as subdual damage. (See Page 56 for Personality adjustments table)

Pride

"I make a nymph look homely!"

The proud character tends to be narcissistic and will talk about her self constantly. She just can't get over her own beauty and constantly compares herself to others. This overabundance of self-love corrupts a soul more quickly than any other sin. It is self-righteousness. The most noble cleric or paladin can fall sway to this belief, especially when humility seems to always fail.

Pride is synonymous with arrogance. To a character with this template, she believes that she is naturally born and bred to be the very best at everything. To that end, all skills gradually become class skills over the course of acquiring pride personality levels (see table below) based upon the key skill ability.

Characters with this sin are overconfident and tend to be superfluous. In their eyes, only their own accomplishments will ever amount to anything worthwhile. Everyone else is just wasting their time; for they will never outshine the sheer talent and skill of those filled with pride. This arrogance results in the character never being able to conceal her thoughts, alignment, and image in any way. She is always susceptible to scrying, and can never use any spell or spell-like ability that conceals her nature. Additionally, due to her own pride interfering with interactions with others, she suffers an insight penalty equal to her pride personality level on all Sense Motive and Charisma-based skill checks.

(See Page 57 for Personality adjustments table)

Sloth

"But that's what hirelings are for!"

Never getting his hands dirty and rarely ever breaking a sweat, the slothful character will always find someone else to do what needs to be done. While he will defend himself when necessary, he will rarely take the initiative in any task, including combat. He is essentially a tool that slows progress, distracting the good-hearted from their goals, and ultimately erodes the power of Good's collective will. Because of his leisurely nature, he suffers an initiative penalty equal to one half his sloth personality level (rounded down).

If he can afford it, the sloth character will always try to surround himself with a group of hirelings, guards and/or slaves. Because of his dependence on the help of others the slothful character is particularly skilled at dealing with people (i.e. the hired help) and gains the Leadership feat at first level and a reaction bonus equal to one half his sloth personality level (rounded down) on his existing personality levels. Furthermore, he gains a circumstance bonus to specific skill involving people based upon his personality level (see below).

(See Page 57 for Personality adjustments table)

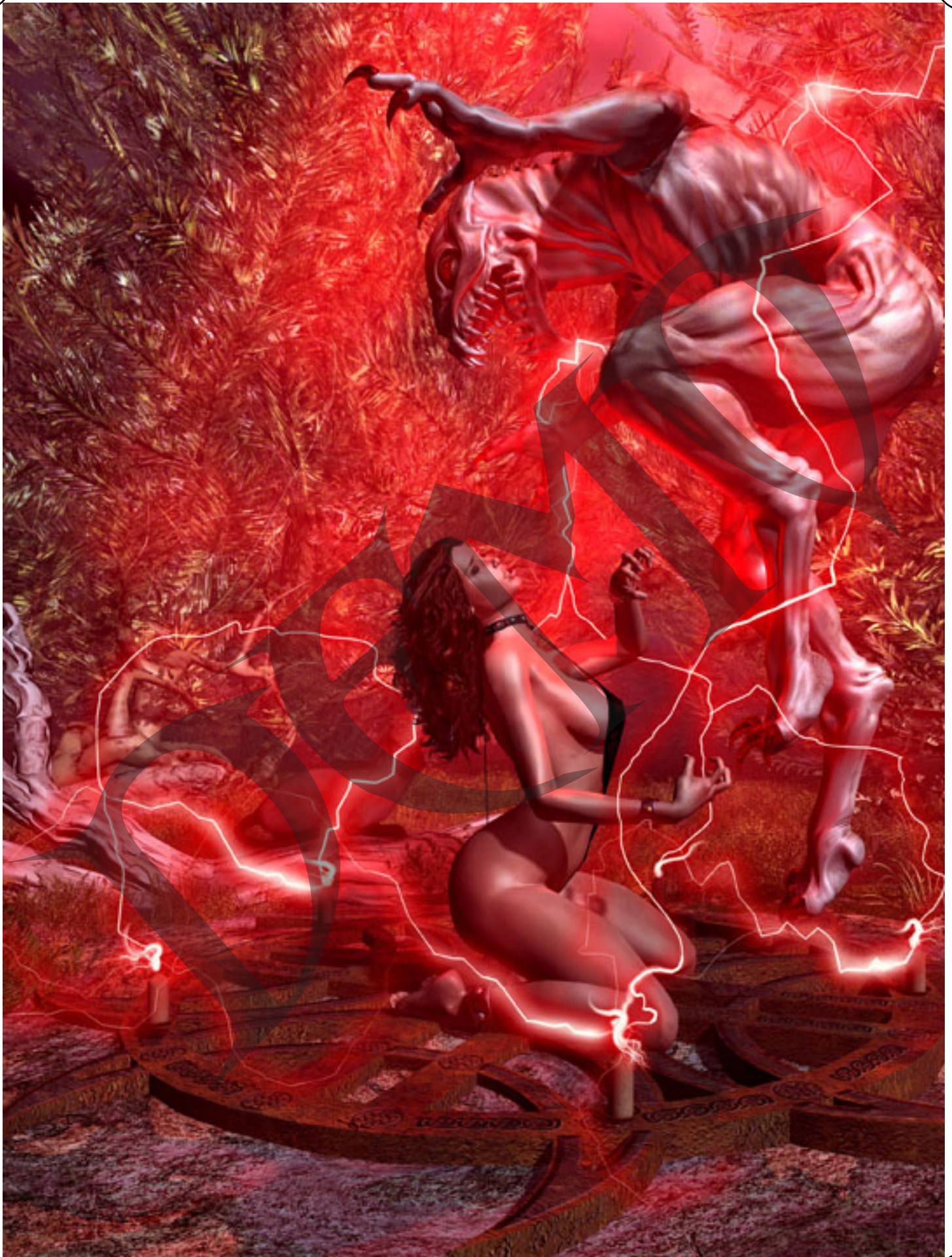
Wrath

"And with that last remark, the gauntlet falls."

The wrathful character takes the idea of vengeance to an all-new level, never letting even the slightest of insults go unpunished. Whether driven by honor or ego, this character will not stand to have anyone question his skills or abilities. He possesses a short and highly explosive temper and is prone to outbursts of frustration and anger. Of course, vengeance can come in many forms, bold or subtle, vicious and quick or slow and drawn-out. But in whatever form retribution should come, in the end this character will always let his victim know why they have earned his wrath.

The wrathful character has a presence that makes others uneasy and gains a profane bonus equal to one half the personality level (rounded down) to all Intimidate skill checks. He also suffers a reaction penalty equal to his personality level for all Bluff, Diplomacy and Sense Motive skill checks for the same reasons. Additionally, he is capable of entering a state of semi-rage that (dependent upon his personality level) grants a bonus to his Strength and Constitution and lasts for a number of rounds equal to 3 plus his newly improved Constitution modifier, if any. Characters who enter this wrathful rage will attack the nearest creature, be it friend or foe.

(See Page 57 for Personality adjustments table)



"The Summoning" by Bruce Colero

Envy Personality Adjustments

Personality Level	Profane Bonus	Circumstance Penalty
1	+1	-1
2	+2	-2
3	+3	-3
4	+4	-4
5	+5	-5
6	+6	-6
7	+7	-7

Gluttony Personality Adjustments

Personality Level	Weight Gained	Circumstance Penalty	Bite Damage
1	+50 lbs.	--	1d4
2	+100 lbs.	--	1d6
3	+150 lbs.	-1	1d8
4	+200 lbs.	-1	1d10
5	+250 lbs.	-2	1d12
6	+300 lbs.	-2	2d8
7	+350 lbs.	-3	2d10

Greed Personality Adjustments

Personality Level	Profane Bonus	Will Save DC
1	+1	11
2	+2	12
3	+3	13
4	+4	14
5	+5	15
6	+6	16
7	+7	17

Lust Personality Adjustments

Personality Level	Reaction Bonus	Profane Penalty	Will Save DC
1	+1	--	11
2	+2	--	11
3	+3	-1	12
4	+4	-1	12
5	+5	-2	13
6	+6	-2	13
7	+7	-3	14

Pride Personality Adjustments

Personality Level	Key Skill Ability	Insight Penalty	Will Save DC
1	--	-1	11
2	Charisma	-2	11
3	Constitution	-3	12
4	Wisdom	-4	12
5	Intelligence	-5	13
6	Dexterity	-6	13
7	Strength	-7	14

Sloth Personality Adjustments

Personality Level	Initiative Penalty	Leadership Bonus	Circumstance Bonus
1	--	Leadership feat	+1 Diplomacy
2	-1	+1	+1 Sense Motive
3	-1	+1	+1 Gather Information
4	-2	+2	--
5	-2	+2	+2 Gather Information
6	-3	+2	--
7	-3	+3	+2 Diplomacy

Wrath Personality Adjustments

Personality Level	Profane Bonus	Reaction Penalty	Wrathful Rage
1	--	-1	+1
2	+1	-2	--
3	+1	-3	+2
4	+2	-4	--
5	+2	-5	+3
6	+3	-6	--
7	+3	-7	+4

