VIRULENCE
A SOURCEBOOK
FOR USE WITH
CONTAGION
REVISED EDITION

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Aegis Studios

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Our friends at the Rochester Gamer's Community!

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July 28,2006

THE GLOBAL NEWS INQUISITOR

Missing Biblical Texts Found!

ARTIST'S RENDITION

Baghdad, Iraq

In a raid near the war torn city of Fallujah, U.S. soldiers have discovered what appear to be ancient biblical texts depicting the fall of Lucifer.

In hot pursuit of known Al Qaeda sympathizers, members of the 22nd Airborne stumbled upon a cave which appeared to have been undisturbed for centuries. It appeared as thought the fleeing terrorists had taken refuge in the cave. A unit of six soldiers entered the cave, utterly unprepared for the events to come.

"It was the scariest thing I've ever seen," said Private Lee Jenkins. "The enemy combatants ran into this open cave mouth, and we followed. Our orders were to detain the marks by any means necessary. We followed them into the cave, half expecting a bomb to go off when we ran in.

Instead of a bomb, or an ambush, we saw these weird drawings all over the cave walls. It looked like cult stuff to me. Anyways we head down the cave about 500 meters when we see the marks. They were on fire. I don't know what the hell lit 'em up like that but they were covered head to toe in flames. We were in the room for about ten seconds before they were burned to the bone. Jimmy puked. Lou passed

CONTINUED ON PAGE 6

PREFACE

The world of **Contagion** is a strange and frightening place. It is a world torn by War. The average man or woman on the street is oblivious to the dangers that await them as they commute to their day jobs, or primp and prepare for a night out on the town. Many of them never know the evil that surrounds them, or the plight of the holy warriors that thanklessly defend them. No, a large portion of the population is blissfully ignorant. Ignorance is a fragile thing.

Day by day the War becomes increasingly volatile, threatening to swallow the world whole. More and more people are being dragged into this centuries old conflict, either inadvertently through happenstance, or by choosing (or being chosen by) a side.

In this chapter, we reveal details of the War: how it began, who is involved, and the roles that Player Characters can assume in the millennia old struggle between good and evil. Elements of the **Contagion** setting that were introduced in the core book will be developed further, and new elements will be introduced. Consider everything in this chapter to be optional history to help flesh out your **Contagion** game. We are doing our best to avoid a set "canonical" setting, so as with the rules, keep what you like, and ignore what you don't.

HISTORY OF THE WAR, PART I: IN THE BEGINNING...

When God resolved to create the universe, he turned to Helel, called Samiel, and spoke the simple command "Let there be light."

The Morningstar crossed creation, carrying out his Lord's order. And so it was. There was light. The Heavenly Host marveled as they saw the Lightbringer in all his glory, his illumination reaching every corner of the void that was. The Most Beautiful and Most Loved felt the inspiration and awe of his brothers. That very moment, the seed of rebellion had been planted.

The Highest Angel carried out his duties, in line with divine mandate, as God ordained the template of creation. In what man would come to know as six days, the Earth had been built. God and the Host rested on the seventh day, but not Samiel. The inspiration of the world's birth had filled the Morningstar with the drive to create. Opening his mouth, passing this new and wonderful thing called air through his throat, the Shining One began creating tones and sounds. Helel had created music. Without God's mandate, simply because he could, Samiel had crossed the line from cosmic construction worker to divine architect.

Upon hearing these tones, God called the Morningstar to him. When Samiel arrived, he was filled with joy and rapture. Courtesy left him as he flew to the Lord's throne. "Eli," Samiel shouted with glee as he approached the Lord. "I have brought forth a most beautiful melody, for your glory!"

The Lord looked on his servant's countenance, and was troubled.

"My glory," the Lord began, "or yours, my most beloved?"

Samiel reeled from God's scrutiny. His excitement was replaced with fear. No angel had yet seen the wrath of the Lord. Eager to quench God's holy anger, Samiel cobbled together an explanation.

He claimed that this music could be used as a tool of Adam. Man could use his breath for song, to make a joyful noise onto the Lord. Upon hearing this, God saw that it was good, and stayed his righteous hand.

"Lightbringer," said God "this tool pleases me. Go now to Adam and Eve, and give them this gift, so that they may show their worship in beautiful hymns. Pass on this knowledge, I command it."

Samiel descended to the Earth to carry out his task. As he traveled, his oddly independent mind began to analyze what had transpired. He had been afraid of God. He, the Morningstar, first among angels, who all others looked to for light! God had even looked to him for Light! The fact that the Lord was angered by a simple creation had injured Samiel's nascent pride. By the time he reached the Garden of Eden, his anger had boiled and sickened him.

Upon arriving at the Garden, Samiel saw Eve frolicking alone by the Tree of Knowledge. He grew bitter as he watched the innocent woman. It seemed tragic to him that he should have to gift these simple creatures with something as beautiful as the music he had created. Suddenly, it struck him that God has instructed for knowledge of music to be granted to mankind. A plan began to form.

Samiel reasoned that if Eve ate the fruit of the Tree of Knowledge, she would learn of music. The fruit contained all knowledge, bringing anyone who ate of it to thought processes that mirrored the divine. If the Lightbringer could somehow tempt Eve into partaking of the forbidden fruit, then in a sideways fashion, he would have both obeyed and defied God. The brilliance of it pleased him. Samiel knew that by having a direct hand in any betrayal of the Lord's wishes, he would be courting holy wrath. He needed a scapegoat; someone to tempt Eve directly and take the brunt of God's righteous anger. Looking around the Garden, Samiel saw a serpent walking through the

bushes. Seeing opportunity, he approached the beast.
Samiel convinced the serpent to tempt Eve. The serpent convinced Eve to eat of the fruit, and she did. God expelled man from the Garden of Eden, cursed the serpent to crawl on its belly evermore, and called Samiel before him for judgment.
"Samiel," God spoke, his voice shaking with righteous fury. "You have betrayed me!"
The Morningstar scowled, and stepped forward as he replied.
"My God, I have simply done as you commanded. I passed the knowledge of music to man."
He who is called "I AM" rose from his throne. Looking down at his wayward creation, he spoke softly, but firmly.
"You have transgressed, Helel Lightbringer," the Lord said as Samiel stood before him. "You perverted my wishes, and acted with unsanctioned abandon. Still, I love you. You are my first and most beautiful creation. Repent, and I shall forgive you. Refuse, and face exile from paradise."
Samiel gritted his teeth in anger. He was aghast at the Lord's declaration. In his mind, he had been created as an instrument of creation, and was being punished for carrying out his duty. God's insistence for repentance was the final straw.
"No," Helel called Samiel replied, his anger causing him to glow with defiant light. "I will not submit. I will ascend to heaven; I will raise my throne above the stars of God, and I will sit on the mount of assembly in the recesses of the north. I will ascend above the heights of the clouds; I will make myself like the Most High.'"
With that statement, the Morningstar flew from God's throne and raised himself into the sky. His illumination spreading throughout reality, he called the Host to hear his words.
Presently the angels gathered, and Samiel spoke. He spoke of rebellion. He spoke of War on God. Two thirds of the Host turned their back on the newborn Adversary. They ran to God's throne to warn him of the brewing conflict. The third that remained believed in the Morningstar's cause. They agreed to rebel alongside the most loved. As Heaven's angels ran to their master, the rebellious cried out for the blood of the loyal Host. Samiel smiled and cried out for chaos as his army advanced on God's throne.
The first battle was horrid. Angels on both sides were shredded, beaten and wounded. While the loyal Host outnumbered the rebels two to one, the rebels fought with ferocity and vigor previously unimagined. Rainbow blood covered the ground before the Lord's throne. Samiel carved a path through the combatants to face God.
"Samiel," the Lord spoke, his patience at an end. "Stop this mad rebellion! Or face exile to the Pit, where you will be removed from my word and love, and you will know only suffering."
"Better to reign in Hell," the Rebel replied as he drew back his sword. "than to serve you in Heaven."
Samiel brought his sword down at the Lord. As the blade neared God's person, it was suddenly met by a flaming sword, which simply appeared in the Lord's defense.
Looking up, Samiel saw a large and furious angel, a new warrior who had not been among the Host a moment ago. The warrior spoke to Samiel, issuing a challenge.
"I am Michael, Archangel of War, defender of the Faith, consigned to the task of quelling your rebellion. Our Lord has created me for this purpose, and so shall it be."
Samiel and Michael engaged in combat. The Morningstar was full of fury and rage, but Michael had been created for war. Ultimately, he defeated and disarmed the rebel. Seeing their leader beaten, the rebel Host laid down their arms.
"Bringer of Light," Michael spoke, his voice booming across the heavens for all to witness. "For your crime of rebellion and betrayal, you have been judged and damned to the Pit. I rename you Lucifer! Betrayer! Prince of Lies!" Grabbing Lucifer by his beautiful blond locks, he tossed him from Heaven. "Your God damns you to Hell!"
God's anger was not sated by the punishment of the Adversary. He turned to the rebel Host, and damned them to share their rouser's fate. Renaming them demons, and banishing them from paradise, God consigned them all to the Pit.

HISTORY OF THE WAR, PART II: B.C.

In the time after the Fall, mankind began to organize into nascent societies. Having been exiled from Eden, the children of Adam and Eve spread through the world, settling where they could find ample food, water, and shelter. Lucifer and his minions watched from the Pit, plotting their revenge on God.
Lucifer knew that mankind was God's greatest pride. Their free will and souls gave the Lord comfort. He desired their love, though he was loath to compel it. Lucifer had no such compunctions, and soon took to the task of cultivating human followers. If the humans worshipped the fallen Morningstar, then he could have some degree of revenge on God.
Before long, Lucifer gathered his demons and told them of his plan. They would tempt the souls of men, as the serpent had tempted Eve. They would steal worship from the Lord, and exalt Lucifer to the throne he felt he

deserved.

Of course, even in these early days, mankind was rapidly spreading across the face of the Earth. Soon man outnumbered demon, and direct involvement in the affairs of mankind became unwieldy and impractical. Before long, Beelzebub, the twisted shaper of Hell's tortures, presented a solution.

While no longer as potent as they once were, the demons still had the ability to manipulate the cosmos, and all things within it. Beelzebub suggested that the demons enlist the aid of men and women who had truly proven themselves to be evil. They would be altered by the demons, turned into a fighting force known as Hellspawn. Lucifer loved the idea. He found an infernal poetry to the concept of turning God's finest creation into little more than pawns and fodder to serve his own ends. Lucifer ordered an army of Hellspawn to be created and loosed upon the world.

Lucifer was not the only one with an eye on humanity's destiny. God watched mankind, and as the Hellspawn rose, the Lord also chose soldiers. Some humans were elevated to a state of divinity, empowered to stand and fight the evil in their midst. Slayers, as they would be known, were created in astounding numbers, and took to the task of cleansing the world of Hell's influence.

The Slayers did not work alone. God knew that healers and counselors would be needed, for both mankind, and the Slayers who defended them. Rather than choosing these Clergy, God decided to allow those who chose Him to gain powers of healing and protection. Men of extreme faith and women who believed beyond reason in the Lord's will found themselves capable of healing the most grievous of wounds. They would have to adhere to a strict moral code, and remain right in the eyes of the Lord, but their reward was the power to heal a war torn world.

Unfortunately, mankind was weak. Tempted by seductive Hellspawn, forced into service, tricked into worshipping false gods, or simply slaughtered, the Lord's soldiers slowly lost their advantage. Hellspawn claimed to be gods; Pagan cults arose, denying the Lord and his ways. Slayers dwindled, and Clergy lost faith. Even those who remained true to the teachings of God by reputation often fell to the simple sins of greed and gluttony. Angels began doling out extreme punishments for transgressions. God railed with fury as Lucifer and his minions claimed the hearts and souls of men. The world was on the verge of self-destruction.

It was during this dark time that the elves were born.

A peaceful village in Scotland had been plagued by the dream demon, Lillian. The village was small, and devoid of spiritual leaders. Ultimately, the townsfolk gathered and devised a plan. They reasoned that if one member of the citizenry could exercise the will and discipline to maintain control of her dreams, she might be able to force the foul demon into the physical realm. A young girl named Brianna was chosen.

Brianna was the strongest and most independent girl the village had ever known. She deftly tricked Lillian into leaving her dream, forcing the beast to manifest in her chamber where the villagers waited. Armed with rocks and sticks, the townspeople proceeded to beat the demon to death. As Lillian died, she spoke a curse. The villagers would never know sleep, or old age. They would live eternally without the succor of rest. This torture led many of the newborn elves to loathe their own existences, and desire death. Still, most elves found it impossible to end their own lives. Many of them reasoned that if a demon had cursed them, that surely their souls were damned. Some chose to join the War on Heaven's side. Many remained neutral out of fear, as the world fell to sin around them.

HISTORY OF THE WAR, PART III: THE CHRIST IS BORN

Late one evening, in a barn in Bethlehem, the course of the world was forever changed. The Lord, being a loving and forgiving God, had formulated a plan to allow mankind to be cleansed of its sins. God created a Son. The boy would carry the essence of the Lord within a fragile human soul, and his fragile human body would know the weight of man's transgressions. Jesus was born to suffer so that mankind would not have to.

While only a man, Jesus carried within him the Lord's divine spark. He was gentler than the noblest Clergy. He could work miracles beyond even those of the angels. He walked the earth showing mankind the fruits of their God, and preaching of kindness, forgiveness, and love. Though his primary purpose was to die at the hands of sinners, Jesus took up a quest to spread his message of forgiveness. Seeing the message of Jesus begin to hinder his own revenge plot, Lucifer set to the task of corrupting this humble rabbi. Lucifer promised Jesus anything he wanted. Riches, worship, the whole world would be delivered to the son of man, if only he would bend knee to the Adversary. Jesus rose above the temptation. Even as he was on the cross, Lucifer came and offered escape. Jesus denied him, giving himself to save the souls of humanity.

HISTORY OF THE WAR, PART IV: THE NEW ERA

After the death of Christ, God established a new covenant with mankind. Repentance and forgiveness were the order of the day. People who had been lured in by Hell's seductions were given a second chance. The Apostles spread the word of Christ throughout the world, and soon they formed the Catholic Church.

In those bright early days, the church was a sign of hope. Priests and nuns were given the sacred duty of shepherding the masses, and helping them on the path to redemption. By the thousands, men and women converted to Christianity, tossing aside the shackles of service imposed by evil Hellspawn.

In these times, some elves began to venture out among humanity. It is believed that many fairy tales regarding elves owe their origin to oral accounts of these "social" elves. Eventually these elves became involved in the affairs of humans, though always in a very minor way. Some elves even fell in love with humans, giving birth to the first half-elves.

As Christendom spread, the Hellspawn lost earthly influence. This new wave of faith irritated Lucifer and his demons, who had thought that they ruled the hearts of men. Whenever debate occurred, people were converted through words. Where violence ruled, the sword converted people. Azmodeus, one of Lucifer's greatest lieutenants, offered a solution. He would create a new breed of Hellspawn from the vilest and most evil humans he could find. With Lucifer's blessing, Azmodeus began his search.

Traveling to the farthest reaches of human civilization, Azmodeus found six humans suitable for his experiment. In Iberia, he found a cannibal named Antonio Pacifica. In Greece, he discovered the blasphemer Valentina, descendent of famed philosopher Cassius Longinus. Ireland brought the discovery of Muiris Ó Dálaigh, reputed to be the most merciless warrior to have ever lived. Travel to Persia revealed the seducer Basil Fatin-Diya, rumored to have bedded nobles of both sexes across the globe. The Prussian tundra led Azmodeus to Faddei Ivanovich, who was said to possess a heart as cold as the Siberian night. In China, he located Juan-Li Wangba. Juan-Li was a mass murderer with no respect for moral or spiritual law.

Upon gathering these disparate sinners, Azmodeus began testing their savagery and moral flexibility. The repercussions of these tests were felt across entire cities as Azmodeus ordered his chosen servants to rape, kill, and terrorize entire populations. Satisfied with his choices, Azmodeus named his group "the Six" and offered them a special honor in Hell's army.

The Six would become immortal. They would be cursed to eternal lives of violence and strife. They would need to drink the blood of humans to keep strong, for in the blood was life. Despite these flaws, they would be the most potent of Hellspawn, essentially becoming Hell's elite killers. The Six agreed, becoming the first vampires.

HISTORY OF THE WAR, PART V: THE DARK ERA

For a brief time, the vampires were nearly unstoppable. Killing those who pledged allegiance to Heaven, and turning those who were worthy of distinguished service to Hell, vampires soon gained the notice of the Lord. Seeing their great and wondrous power, God laid curses upon them to weaken them. The cross, symbol of Christ's sacrifice would bring them pain and fear. Wood, the common material that the cross was constructed from,

would kill them. The souls of men would bar them from their homes, allowing them entrance only if invited. The pure herb of garlic could drive them away.

Still, as God laid these curses, the blood that sustained the vampires also gave them some comfort. As a vampire fed, he slowly became immune to the pains laid upon him by the Lord. This only increased their bloodlust and ferocity. The vampires fought, fed, and passed their curse along with abandon. Some vampires took humans as mates during these attacks, often by force. While such unions were rarely fruitful, the occasional half-breed dhampir was born. These dhampirs were often discarded by their vampiric parents who saw them as weak and useless. The violent campaigns of the vampires left corpses, orphans, and a new race in their wake.

This sloppiness proved to be the vampires' undoing. Vampires cared little for subtlety, their blatant killing sprees drawing the attention of their enemies. Even though vampires were strong and great in number, they rapidly fell at the hands of determined Slayers and Clergy. Their power and numbers slowly dwindled. Worse still, as many vampires worked alongside other Hellspawn, they often wound up leading the Slayers to weaker Hellspawn.

When the usefulness of the vampire began to wane, Lucifer ordered them released from Hell's service. Whether they were destroyed of cast out was of little consequence to the Morningstar, so long as they were no longer a liability. Azmodeus was shocked and angered by Lucifer's proclamation. He feared that the Morningstar had lost his nerve.

Sickened and angry, Azmodeus ordered his vampires to attack other Hellspawn in a rebellion against the unholy Host. He felt as though he was the only one fit to rule, and that Lucifer had lost sight of his goals. For a week, there was a civil war among the damned. Ultimately, Lucifer stood victorious, though the struggle was costly to both sides and served only to weaken Hell's forces.

Upon defeating the rebels, Lucifer imprisoned Azmodeus in the Pit of Sodomy, where he would be tortured for a millennium. Still quite livid, the Morningstar turned his attention to the vampires. Glowing with wrath, the Lightbringer cursed the vampires that they would no longer be able to abide his gaze: they would be unable to bear the light of the sun. Forever sunlight would forsake them as they had forsaken their master's master. Upon levying this curse, Lucifer cast the vampires out, leaving them to their own ends.

It was also during these years that werewolves were created. A small Pagan community in what is now Wales had been worshipping a spirit, which they believed to be pure and natural. This spirit was actually a demon named Orias, who was seducing the Pagans for worship. Orias taught his worshippers the arts of astrology, as well as the beginnings of shape shifting magics. For a time, the Pagans trusted and loved him. It was not to last.

During one Beltane celebration, Orias demanded the presiding priestess submit to mating with him. The priestess refused, claiming that she was not pure enough to be a vessel for the spirit's offspring. Orias was not used to being disobeyed. He compelled the priestess' submission, and forced himself upon her. The remainder of the gathering witnessed this horrible event, and realized that Orias was evil. The assembled Pagans began attempting to banish the demon, and a battle ensued.

While the Pagans were quite powerful, Orias was a high-ranking demon. He began slaughtering the Pagans en masse. One resourceful priest was able to escape, drawing on teleportation magics to go for help. He ran to Toledo, the home of a large group of Visigoth Pagans.

After a brief recounting of the bloodbath in Wales, the

Pagans of Toledo agreed to help the embattled gathering. Herzog Wizsilberlin (Duke Silver), the de facto leader of the Toledo Pagans agreed to assist, and personally led his fellows into battle. Through a mass teleportation spell, the Toledo Pagans arrived in Wales with enough time to save about a half dozen of the Welsh Pagans.

After Orias was defeated, Herzog led the assembled Pagans in a banishing spell, designed to destroy the foul beast. As the power of the spell built and Orias realized that he was doomed to final destruction, he lashed out with his power. He cursed the Pagans that from that day forth, their anger and hatred for him would seep into every facet of their lives. They would become murderous beasts at the slightest provocation, shape shifters with no control. Their hate would drive away or kill those they loved.

The very instant that Orias fell, the Pagans underwent a terrible change. Assuming the twisted Blitzkrieg form, they scattered into the night, wreaking havoc on nearby villages and hamlets. They killed and destroyed indiscriminately until the sun rose. Upon returning to their human shape, the new werewolves were horrified at what they had become.

Most of these tragic creatures ran from one another, too shameful to seek even the comfort of their own kind. Some gathered together in packs, but as time went on, their curse got the better of them and made harmonious coexistence nearly impossible. A small few even embraced their newfound abilities, turning their anger on the innocent and weak.

Seeing these failures, Lucifer counseled a new tactic. With the Church rapidly gaining influence, it seemed as though the word of God would soon wash over mankind and drive the Hellspawn back into the darkness. The only option was to try to control the Church. Through careful planning, subtle manipulation, and outright temptation, the Hellspawn slowly began to corrupt the one institution that could prevent their return to power. While Clergy and Slayers remained largely immune to the machinations of the Hellspawn, the mundane men who ran the Church were not. Papal indulgences, Inquisitions and Crusades all helped to serve the purposes of the Hellspawn. While they did not ascend to their previous power, the foul beasts held great sway over church and state by the 1400's.

HISTORY OF THE WAR, PART VI: THE REBIRTH

At the end of the Dark Era, a caste of demons unleashed the Black Plague upon mankind. The Leviathans nurtured and assisted the spread of this horrible disease, thinking that the mass death and desperation would make the desperate survivors easier to manipulate. By the time that the Black Plague had decimated a third of Europe's population, the Hellspawn had convinced themselves of their own victory. How wrong they were…

When incidents of Plague began to decline, the economy of Europe bounced back with dedicated fervor. A new "working class" began to emerge, as the formerly depressed peasantry discovered a new purpose, and a new lease on life. With the specter of death no longer looming over the continent, art, culture, and economy boomed. Cities grew and populations began to boom again. New ideas were buzzing throughout pubs and town squares. The world was, once again, changing.

In 1483 Martin Luther was born. His father, a domineering and stubborn man, had wanted him to become a lawyer. Something inside Martin chafed at the profession, and upon reaching manhood, Martin Luther became an Augustinian monk. Being a man of new ideas, and

extreme courage, Luther disagreed with several of the Church's practices. His opinions formed and grew from small curiosities and diligent questions into outright challenges of accepted dogma. He composed his 95 Theses, condemning the practice of Papal Indulgences. The Church reacted harshly, and the Hellspawn became petrified that Luther's ideas would gain popularity.

In 1521, Luther was excommunicated from the Catholic Church in a failed attempt to hamstring his ideas.

The Pope's plan backfired, much to the dismay of the Hellspawn who had infiltrated the church. Martin Luther founded the Lutheran Church, espousing his "heretical" ideas, and unknowingly tossing off the yoke of the Hellspawn.

During these years new races began to rise throughout the world. Elves, vampires and werewolves had lived long enough to begin crossbreeding with humans (and occasionally each other), creating unique sub-races. These sub-races presented a new concern in the War. Not quite human or Hellspawn, these beings had supernatural abilities inherent to their arcane birth, yet were almost entirely without affiliation in the War. While members of both armies tried to recruit these sub-races wherever they were found, most of the unique creatures remained unnoticed by the armies of Heaven and Hell.

In the early Rebirth, the first of the drow were born. Hailing from the union of a vampire and an elf, the first drow was a child of love. Keene, an elven hunter, and a vampire named Eike met one night in the English woods. Eike was searching for prey, having been run out of a nearby town by a Slayer. She happened upon Keene and was instantly smitten. The two began a long and adventurous courtship, which resulted in the birth of their first daughter, Ebony.

While their unusual family was not accepted by either of their kind, they stayed together throughout most of the Rebirth, siring eleven more children. Eventually, Eike fell to a Slayer's stake, leaving Keene extremely depressed. Other drow were born from similar unions.

Historically, the drow were often shunned by their parents' societies. The drow were rare enough to be considered individual oddities by the armies of Heaven and Hell. Though both sides have tried to convert individual drow to their cause (with varying degrees of success) any attempt to convert the race en masse would ultimately be futile. Perennial outsiders, the drow often struck out on their own upon reaching adulthood, maintaining cursory ties with their families. Over the course of a few centuries they became numerous enough to form a few small settlements throughout the world, though in modern times they number less than a hundred.

The rebirth also saw the creation of orcs. An elven Casanova named Caledoni had been making her way across Europe, seducing and robbing powerful royalty and aristocrats. One of her less scrupulous victims chased her down in France. The angry noble had Caledoni beaten, stripped, and left for dead.

Before Caledoni recovered enough to move, a pack of werewolves happened upon her. The werewolves took her to their den where they proceeded to use her as a sex slave for several months. Eventually, she became pregnant. Upon realizing that she was with child, the werewolves sent her away, dropping her off in a nearby village. Retreating to her native Tuscany, Caledoni finished out her pregnancy in the company of other elves. Her nights were plagued with nightmares throughout the pregnancy.

When she went into labor, the village midwife came to assist her. The midwife screamed in horror as she saw the first of the ten monstrosities born that night. The elves of the village came to Caledoni's hut to offer aid. Seeing the children, the villagers called for their destruction. Caledoni refused to allow her children to be harmed. Taking her newborns, she fled to the Black Forest of Germany, where she raised her children in solitude.

The horrors of the previous months took their toll on Caledoni, and she became deranged. She decided to crate her own society, comprised of her children, with her as Queen. As the orcs grew to adulthood, she taught them to mate and breed with one another, creating a brood of inbred monsters to call her own. While the orcs bred quickly, Caledoni wanted a larger brood. Eventually she ordered her children to kidnap other races for breeding stock.

The humans and half-elves captured for breeding produced half-orcs. These half-orcs were slightly more human in their appearance, and able to move among human society. Caledoni sent a few of them out into the world to gain followers. The elves and werewolves captured for breeding simply produced more orcs. No vampires or dhampirs were captured during the Rebirth.

After decades of breeding, Caledoni sent groups of her children out into the world to make new settlements. The orcs spread out across Europe, and eventually to the Americas.

Still, these supernatural races grew and prospered behind a veil of secrecy. Most humans were unaware of the new creatures in their midst. Among humanity, changes in religion, philosophy and the invention of Gutenberg's press caused widespread changes in society. The Hellspawn were forced to become even subtler, lest

a newly educated populace discover them. As the Rebirth spread, the Hellspawn thinned out their influence. Though less overt, their involvement became more widespread. Manipulators on both sides of the War fought for control on smaller battlefields. New lands were discovered, and new countries were formed. The world became a web of divided, and often changing influences, and for perhaps the first time since the Garden of Eden, Good and Evil approached a state of balance.

HISTORY OF THE WAR, PART VII: INDUSTRIALIZATION

The balance could not be maintained for long, and with the beginning of the American Industrial Revolution, the balance of the Rebirth was shattered. No Hellspawn's scheme was responsible for this event. No Clergy can take the credit. Ultimately the changes that shattered the balance of the rebirth can be attributed to Henry Ford. The assembly line gave humanity the key to efficient mass production. As the years passed, this simple concept propelled humanity's achievements forward at breakneck speeds. The forces of Heaven and Hell were almost too slow to react. The defining moments of the first half of the twentieth century can be mainly attributed to mankind. The Great Depression, two World Wars, and the horrors of the Holocaust, and ultimately the creation of the most potent weapon in history were all human endeavors.

During the brief respite between world wars, another new race was born. A small American settlement of orcs managed to capture a vampire for breeding experiments. After nearly a decade of effort, the first viable pregnancy occurred. After a frighteningly short gestation, the first goblins were born.

These goblins were incredibly curious creatures, fascinated with shiny things. They were also incredibly accident prone. The newborn goblins were dangerous and difficult to control. Unfortunately, they bred rapidly and gave birth to large litters of offspring. Eventually, the American orcs banished the goblins. Goblins now keep settlements in several American cities.

Both Heaven and Hell were present in these events, but the roles of Hellspawn, Clergy, and Slayers had become far less manipulative. The factions fell in step with humanity's lead for the first half of the twentieth century. When the smoke cleared from World War II, and the Earth's population had been reduced by more than 50 million people, the forces of Hell had regained control.

In the latter half of the twentieth century the Hellspawn spread evil and corruption virtually unchecked. Greed, temptation and sin were fed across global information networks, and the airwaves were saturated with encouragements to join in the abandon of damnation. In these decades, the number of Clergy and Slayers rapidly declined as well. Angelic visitations all but ceased to occur. Hellspawn bred and multiplied with unprecedented fervor. For a time, it had seemed as if God had abandoned the Earth, giving up on mankind entirely.

As it turns out, He was simply regrouping.

HISTORY AS IT HAPPENS: THE NEW MILLENNIUM

In the first months of the Year of Our Lord 2000, Heaven's forces returned with a vengeance. Clergy have been empowered in record numbers, as inexplicable waves of newfound faith wash through society. In some countries people are flocking to the banner of various churches. Where churches have become corrupt, the faithful forge personal relationships with God, allowing their faith

and their conscience guide them without the need for organized religion. The divine are choosing foot soldiers en masse, and the number of Slayers is at least ten times greater now than at any other point in human history. These modern Slayers are better equipped than their historic predecessors, though far less organized. Some few Slayers never discover the truth of the War, becoming random psychopaths with no diving guidance. Rumors of angelic sightings have increased exponentially.

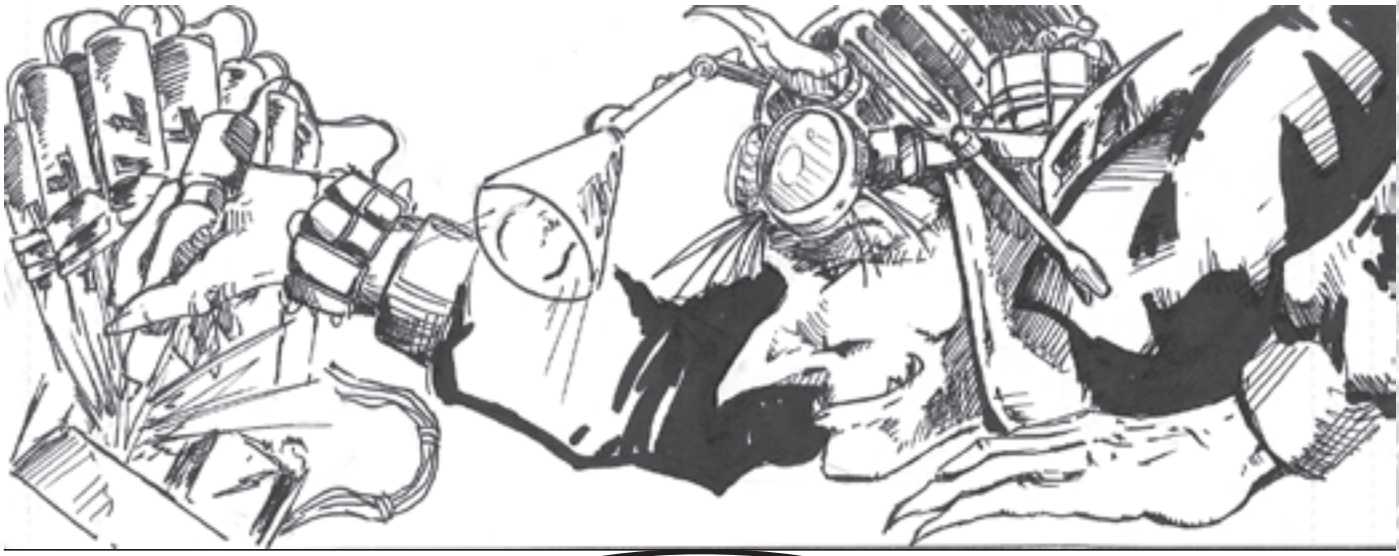
The world of **Contagion** seems mundane on the surface. In many ways the modern world is exactly like the real world. 500 channel cable connections pump assorted media into the homes of millions of couch potatoes. Western civilization slides deeper into commercialism and neighbors live next to each other for years without ever having a conversation. Movies, media, and recreation are mostly the same, on the surface.

For many people in the world of **Contagion** the surface is wearing thin. Bystanders are being dragged into the War, the truth of the cosmos revealed to them against their will. Normal men and women fall victim to increased Hellspawn activity. Vampires prey on the human herd. Werewolves ravage sleepy rural communities. Some elves even walk openly among humanity. Monsters attack humans for food, conversion, or simple sick pleasure. Many humans are forced to choose sides in a conflict as old as history. From the lowliest street sweeper to the highest ivory tower businessman, humanity is beginning to feel the proximity of Hell's army.

Vagrants, the castoffs and chaff of mankind are exposed to the brunt of hellish deprivations. For centuries the unfortunates have taken this abuse. Lately that is no longer the case. Much to the shock of the Hellspawn, Vagrants have become incredibly bold in the past few years. Many of these unfortunate souls are fighting back against the darkness. Using makeshift weapons crafted from the junk cast aside by society, these pariahs rise to defend themselves. Lone Vagrants stake out their home alleys or beachfronts and fight to the death to protect them. Some of these Vagrants have begun traveling, warning anyone who will listen that there are monsters walking the streets. Some rare few are even becoming organized, forming homeless hunting parties and taking the fight to their tormentors. Hunting parties have risen in many major cities. Occasionally these parties hook up with Slayers or Clergy, becoming a truly terrifying force.

As the War escalated in an age of fiber-optic communications and broadband Internet access, it can't be long before the surface shatters and mankind learns the truth. For now reason prevails. People talking about Hellspawn and demons are generally treated as insane. Newspapers that publish sensational tales of the supernatural are considered supermarket tabloids used for entertainment. How long will this fragile state last? How many people will it take to report the same things before the masses of humanity begin to listen?

Some say the signs have already begun, but all are convinced that the apocalypse of St. John's Revelation cannot be far away.



September 13, 2006

THE GLOBAL NEWS INQUISITOR

Magical Secrets Revealed!

LORI LAFAYETTE
Photo by Scott Keyes

London, England

After months of investigative reporting, Global News Inquisitor correspondent Lori Lafayette has unearthed the secrets of an occult organization which claims to be able to work magical spells and summon demons to do their bidding!

Last January, Lafayette went into deep cover in the London occult scene. Her intention was to pursue rumors of magic and monsters which had surfaced among the homeless community of the British capital. After weeks of dead ends and red herrings, our correspondent hit the jackpot!

In late March, Lafayette was introduced to a man calling himself Trevor Fontaine. Fontaine claimed to have summoned demons, binding them into service. Lafayette spent months undercover, working to earn Fontaine's trust. She was eventually able to persuade the occultist to demonstrate his power.

In August, Lafayette was invited to a ritual hosted by Fontaine. Several prominent figures within London's upper crust were in attendance. At first the ritual seemed to be little more than a stuffy dinner party, but as the night drew on, events took a dark turn.

"We were having post-dinner cocktails," Lafayette explained when phoning in her story, "when Trevor came into the room dressed in a red robe. The attendees all set their drinks down and gathered in a circle around our host. Not wanting to be the odd woman out, I set down my martini and joined the crowd.

The assembled partygoers began chanting in some strange language. I mouthed along with them, unaware of what was to come. After about five minutes of chanting, Trevor's skin began to glow a strange red. As I watched in astonishment, cracks formed in his skin, belching black smoke into the room. His eyeballs

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Magic is real in the world of **Contagion**. Arcane Students can access rituals and glyphs to create mystical effects. Pagans harness their beliefs into tangible spells that affect themselves and the world around them. Even the miracles of Clergy may appear magical to the uninitiated. Each of these classes accesses magic, albeit in a limited way.

The Magus has no such limitations. Magi are those few humans who learn to harness magic in its purest, rawest form. Through years of study, dedication beyond typical human fortitude, and no small investment of willpower, Magi learn to control the forces of creation itself. The spells of the Magi are no simple rituals. They are a means of harnessing God's divine will and bending it to the whims of the Magus.

Magi are considered heretics and blasphemers by both sides of the War. Humanity was not intended to seize direct control of the divine blueprint. When a Magus casts a spell, he commands the energy of the universe to do his bidding. This act is considered the pinnacle of pride by servants of Heaven. Servants of Hell consider Magi to be upstart children, playing with forces that they could never hope to understand. Still, angels and demons who underestimate the power and intellect of the Magi do so at their own peril. While these magic wielding humans may be prideful, they are also well studied, powerful, and extremely resourceful.

For their part, Magi tend to remain neutral in the War. Most Magi dedicate decades of their life to magical study, with very clear and personal goals in mind. Very rarely is a Magus willing to set aside his own goals, which he has worked so hard to attain, in order to serve an exterior master. This reluctance to serve only exacerbates the distrust and outright hatred directed at the Magi by those loyal to Heaven and Hell.

Magi must be taught the arts of magic. For this purpose, the Magi gather in schools. Schools are organizations dedicated to the study and teaching of magic. Each school espouses a different philosophy, attracting a certain kind of Magus. The schools also specialize in a specific type of magic, passing mastery of the associated spells to its members. This is not to say that Magi of one school cannot learn spells typically associated with another school. It is simply easier for a Magus to learn and cast spells associated with their school. These magical schools are shadowy organizations. Most of them exist entirely unknown to the mundane throngs of humanity. Those few schools with a public face are seen in an entirely inaccurate and intentionally obfuscated fashion by the public. It is extremely rare for someone to become remotely skilled as a Magus without formal training (and therefore school membership). It has, however, been known to occur occasionally.

A Magus's loyalties define him. Most Magi are loyal to themselves above all else. The magical school in which they trained usually commands a close second place in a Magus's loyalties. Still, Magi are ultimately human. Even among the schools of magic, divided loyalties and service to outside masters occasionally arise. It is rare, however, as Magi are such strong willed people.

Here we present to you a detailed view of each of the magic schools in the **Contagion** setting. GMs are encouraged to expand upon the information presented here, and to create lesser schools for their campaigns if needed. The format for school descriptions is presented below, followed by the individual schools.

It is important to differentiate the magical schools as organizations from the magical schools which refer to a group of spells. While these organizations tend to focus on particular groups of spells, the two are separate concepts. Throughout this book, spell schools will be written in bold text while the proper names of the schools of magic will simply be capitalized.

SCHOOL DESCRIPTION FORMAT

Name

The name of the school, followed by the spell school of magic in which they specialize.

Nicknames

Other names the school and its members are known as.

History

A brief history of the school.

Organization

How the school is organized and how its members interact.

Philosophy

The general philosophy of the school and its members.

Alignment

Members of the school share certain traits. This section details their typical alignments.

Noted Members

This section gives a brief description of some of the more exceptional members of the school, past or present.

THE AGENCY OF PARANORMAL RESEARCH AND STUDY

(Divination)

Nicknames

Agents, Diviners, Lost Boys, the Hunted

History

Formed by President Lincoln after rumors of supernatural activity during the Battle of Gettysburg reached his ears, the Agency of Paranormal Research and Study has a long history of debunking false claims of the paranormal. The Agency also has a less well-known reputation for discovering the truth behind many of the most public crimes (supernatural or otherwise) in the United States' past. Often ignored as hacks and idiots, the investigators of the Agency were content for many years to operate behind the scenes, gathering information and tracking the whereabouts of the supernatural.

In the late 1800's the Agency was called upon several times to deal with rumors of hauntings, vampirism, monsters, and possessions. Members of the Agency traveled from border to border investigating the supernatural. When American spiritualism approached its peak in the early 20th century, the Agency began to receive ample funding and the grudging respect of the other branches of law enforcement. During World War II, members of the agency were assigned to Europe in an attempt to prevent the Nazis from gaining access to numerous occult artifacts. By the end of the war, the American government had begun to truly accept the value of the Agency.

Unfortunately, the Agency's heyday was brief. In the late 1940's, the Agency fell. Agents were called upon to investigate strange debris at a crash site outside Roswell, New Mexico. The team determined that the debris came from a downed spy balloon being tested at a nearby Air Force facility and that the supernatural was not involved. They reported their findings to their superiors and the news media. This infuriated President Truman, who insisted that the Agents recant their original conclusions and concoct a cover story to protect the country's national security. Agency Director Alfred Parker refused to allow the truth to be twisted in the name of politics. Disobeying the President's orders, Parker ordered the Agents back to their field office without recanting their findings. Mr. Parker telephoned the President and explained that the Agency would not use the supernatural to protect the military's interests and that the Agent in Charge's report would stand. He further insisted that the Agency be allowed to share all of their findings with anyone interested. The Director had grown weary of constantly explaining away the paranormal and concealing the truth with doubletalk. Incensed, Truman hung up on Mr. Parker.

The next day, Alfred Parker tendered his resignation as Director of the Agency of Paranormal Research and Study, inadvertently allowing Dan Wolf to gain control of the Agency. Before long, Wolf had changed the Agency's focus, implementing the groundwork for Department 7. Since Parker's resignation, members of the original Agency have been persecuted and driven underground by D7.

Organization

The Hunted often operate in cell structures, similar to most terrorist organizations. While this allows them to operate with less notice, when they are discovered it is much easier for D7 to level false terrorism charges against them. Almost all Agents carry their original badges or the badges from their mentors as a sign of rebellion against the D7 coup.

Many Agents operate as private detectives to continue their investigations more effectively.

Philosophy

Lost Boys are dedicated to making D7's mission impossible to execute by exposing the truth about the paranormal whenever they can. "The truth is out there" they say, "and we will show the world." Nearly every member of the Agency has a horror story about Department 7, having been hunted and tormented by the Spooks.

Alignment

The Agency as a whole tends toward Chaotic Good alignment as a group of rebels and info terrorists. Individual Agents, however, run the gamut of alignments, carrying out their investigations for many reasons.

Noted Members

Alfred Parker (1909 AD - ??)

Mr. Parker was Director of the Agency for only three years before the incident in Roswell that ended his career. Prior to joining the Agency, he was a very successful New York City homicide detective, with over a dozen arrests and convictions to his credit. He had always been passionate about revealing the truth and compassionate about the lives that he touched in the course of his work. After his resignation in 1947, it is believed that Alfred moved to some remote corner of Canada to spend the rest of his days. However, no one within or outside of the Agency is able to say for certain what became of Director Parker.

Hank Jensen (1978 AD – present)

If anyone is currently at the helm of the Agency, it is Hank Jensen. He is rumored to have successfully debunked over 20 Department 7 cover- ups and has been arrested and escaped at least five times in as many years. His cell is responsible for the nickname "Lost Boys," as he bears a slight resemblance to Kiefer Sutherland. It seems as though anytime D7 arrives on scene, Jensen is right behind them, eager to disrupt their shadowy activities. Many members of the Agency look to Jensen's antics as a source of inspiration.

THE ASCENDANT IMPETUS

(Evocation)

Nicknames

Imps, AIs, Ascendants

History

In the spring of 1247, a young and hotheaded member of the Order of Ouroboros by the name of Carlos Villa Lobos was traveling the known world. Carlos had always been a talented and skilled Magus, though his attitude kept him from achieving any true prestige within the Ouros. After a heated argument with his master, young Villa Lobos struck out to see the world and accumulate knowledge.

It was in Constantinople that he discovered a rare and forbidden text. The Clavicules du Roi Salomon, a book containing symbols and rituals designed to entrap, command, and bind demons. Upon acquiring the tome, Villa Lobos set forth to learn its secrets and to master the very forces of Hell. Through the secrets within the Clavicules, Villa Lobos was allegedly able to contact Lucifer himself. As the story goes, a deal was struck between Villa Lobos and the Devil, granting the young Magus incredible power in exchange for his soul. Armed with potent magics, Villa Lobos returned to his master's Dormitory and began recruiting apprentices.

As time passed, Villa Lobos expanded his influence across the Dormitories. Several small groups of Ouroboros Magi, nominally loyal to Villa Lobos, proliferated. Adopting the name Ascendant Impetus ("the Drive to Rise") many of these Magi entered dark pacts themselves. Amazingly, the shadow cabal was not discovered until the raid on the Dormitory in Lyon (see the Order of Ouroboros). The leadership of the Ascendants, which was rumored to include the direct descendant of Villa Lobos himself, was enraged at this bold and public move. Though the new system of magical theory had been gained, any anonymity that the Ascendants had previously enjoyed had been lost. Calling upon their demonic allies for aid, the Ascendants reorganized into their own network of Dormitories. These Dormitories were secretive, shadowy organizations, where backstabbing and intrigue were common practice. It is in this model that the Ascendant Impetus still functions today. They crawl over one another for power, and unwittingly bend knee to their demonic masters.

Organization

The Impetus is very much a "might makes right" organization, with leaders carving out their own fiefdoms. Favors, magical domination and brute force are all used to

subjugate lesser Imps and assassination and blackmail are common tools for advancement. A leader is only in control as long as he is able to overpower those beneath him, and a weak leader is quickly toppled.

The AIs still maintain Dormitories for study and security. These Dormitories are either fortified strongholds or well hidden enclaves. The enemies of the Imps are many and powerful. More than one Impetus Dormitory has been razed to the ground by enemy Magi.

Philosophy

Power is everything. The end always justifies the means to members of the Ascendant Impetus. No secret is considered forbidden to these dark Magi. No ritual is taboo, so long as the ultimate end increases the power of the Impetus Magus. Many members of this school are so deluded that they actually believe themselves to hold the upper hand in the demonic pacts that the school is known for. This erroneous belief only serves to justify their unholy servitude in their own minds.

Many demons would be quite tasked to find a more loyal servant than an Imp. The fact that these power maddened Magi believe themselves to be in charge of their demonic relationships serves the Hellspawn's purposes quite nicely. At times an unwitting servant is the best servant of all. Of course, this opinion is rarely stated to an Imp, as angering master Magi boosted with the power of Hell is an unwise proposition, even for a demon.

Alignment

Imps tend toward evil alignments, due mostly to the school's penchant for demonic influence. Evil begets evil, as they say, and never has that saying been truer than with the Ascendant Impetus. Those exceptions to the rule tend to abandon the Ascendants before long, either leaving the group out of disgust or, more commonly, being destroyed by other members of the school.

Many other AIs choose to remain unaligned, looking out for themselves first and caring little for ethics or morality. These are perhaps some of the most dangerous Imps, as their allegiances tend to shift to whomever or whatever gives them the greatest advantage in any situation.

Noted Members

Carlos Villa Lobos (1220-????)

Carlos was born to Iberian nobility in the year 1220. Refusing to study in a monastery, the young Villa Lobos begged his father to allow him to pursue academic endeavors at an Order of Ouroboros Dormitory. After much cajoling and begging, the elder Villa Lobos agreed, seeing the potential advantage of a sorcerer in the family. As noted above, Carlos fell to infernalism and founded the Ascendant Impetus.

Rumors about Carlos Villa Lobos are plentiful and varied. Some say that he sold his soul to Lucifer for power and knowledge. It has also been suggested that Villa Lobos may be immortal, either through pact, lichdom, or vampirism. Sightings of the Ascendant founder persisted until the late 1700's when he was rumored to have been seen in the New England colonies. His current whereabouts, as well as his state of being, are at present unknown.

THE ASSOCIATION OF ADMINISTRATORS AND CRAFTSMEN

(Enchantment)

Nicknames

The Association, Corporates, the AAC

History

The Association has existed in several forms throughout history. The modern incarnation dates back to 1866 and the formation of the National Labor Union. The NLU was a loose confederation of workers and laborers who unified in citywide federations. Their crowning achievement was their effort to install federal regulations in the U.S. to reduce the work day to eight hours. Uriah Stephens, a young tailor from Philadelphia was inspired by the NLU's achievement. Though the NLU fell by the wayside, Stephens would form the Knights of Labor in 1869, carrying on the cause of workers uniting for common benefit.

Seeing the influence gained by the Knights, a young Magus named Terrence Powdery insinuated himself into the group, using his skill with magic to seize control of the organization. Though the Knights were largely discredited after the infamous Haymarket Square riots, Powdery and his associates pressed on.

Using his standing with former members of the Knights, Powdery set out to gather businessmen and skilled laborers who had knowledge of the magical arts. As time passed, many Magi gathered together in the name of profit and unity. In 1897, the Association of Administrators and Craftsmen held their first official meeting.

Over the following decades, the AAC spent much of its time infiltrating and guiding the progress of American labor unions. Controlling productivity allowed them to reap high profits. The Industrial Revolution allowed the advanced thoughts of the Craftsmen to become introduced to the public. Many AAC members refer to this time period as "the magic years" when everything seemed possible, and technology began to flourish.

The Depression hit the AAC far less than many other organizations. Their magics allowed them to foresee the coming crisis, and make contingency plans. As the U.S. economy floundered, the AAC hoarded their wealth and waited out the storm. As unions rose to prominence in the following decades, so too did the AAC. With worldwide offices and subsidiaries, the AAC has its fingers into pies in every corner of the globe.

Of late a slight fissure has developed between the Administrators and the Craftsmen. As the business oriented members of the group become more concerned with profit, the Craftsmen feel that quality work is beginning to fall by the wayside. The coming years will tell if this squabble will escalate or blow over.

Organization

The AAC is organized like a multinational corporation, with subsidiaries and offices the world over. The main office of the AAC is located in Chicago, Illinois. Subsidiaries of the Association include factories, aerospace contractors, fast food chains and even a law firm. Each member of the AAC belongs, at least nominally, to one of two camps. The Administrators (or admins) are the executives, CEO's and financial wizards (literally) of the group. Craftsmen are the workers of the organization, and some of the finest makers of magical items the world over.

Philosophy

The AAC makes much ado about caring for laborers and employees, and about the rewards of an honest day's work. In truth, many members of the group believe the rhetoric. The reputation for greed and cutthroat business practice that the AAC has developed over the years represents a minority of the actual Magi of the group. Still, those Magi who fall to greed and selfish acts tend to be hard lined and extremely callous. To them, only the almighty dollar holds value.

Alignment

Most Associates hold to a Lawful Alignment. Good and evil are considered outdated concepts to many Associates, and there is no room for chaos in the workplace.

Noted Members

Terrence Powdery (1844-1897)

Terrence Powdery is viewed by the current AAC membership as a man of vision. The way Powdery saw opportunity and seized it stands as an example to all AAC members. The AAC considers Powdery to be the father of the modern worker's union.

Baxter MacDonald (1971-present)

The current CEO of the AAC, Baxter MacDonald is the youngest Magus to attain this position. A prodigy since childhood, MacDonald graduated high school at age 12, and had his law degree by age 16. Unable to take the Illinois bar exam until reaching the age of majority, MacDonald pursued a second master's degree, this time in engineering. It is rumored that MacDonald was a self-taught Magus until discovered by his mentor, the current CFO of the Chicago branch, Tonya Black. Ms. Black brought MacDonald under her wing at the tender age of 19, and his ingenuity, magical prowess, and business acumen allowed him to climb the corporate ladder at breakneck speed. By the age of 25, MacDonald was a fully trained Magus, and a junior partner in the AAC's law firm Powdery, Harrington, and Miles. At age 30, MacDonald was chosen to replace the former CEO of the Association, who passed away from Burn. Three years later, MacDonald is young, successful, and among the most powerful men on the planet. Somehow, the genius juggles his business duties, as well as maintaining an active role in his law practice. In many ways Baxter MacDonald is the modern answer to the Terrence Powdery example.

THE COUNCIL OF TEARS

(Necromancy)

Nicknames

Councilors, Black Magi, Corrupters, Necromancers

History

Necromancy is one of the oldest forms of magic known to man. Its roots can be traced back to cavemen and their attempts to gain knowledge from their departed ancestors. Threads of necromantic practices can be followed through almost every culture on Earth. Etruria, Persia, Chaldea and Babylonia all hosted major necromantic rites and festivals. Of course, the ancient Egyptians were arguably the masters of the art with their elaborate mummification rituals and communion with the dead kings of the empire. Several thousand years before the birth of Christ, these far- flung necromancers were gathered together in Endur, a small town about 10 miles from Mount Gilboa in Palestine. It is said that Magi from all nations and tribes were in attendance. Following political snubs, a few assassinations, and much squabbling, they formed the Council of Tears and pledged to share their knowledge in a Black Council every 11 years. These Councils have been convened without exception ever since.

In the ages since the first Black Council, the Corrupters have spread throughout the world. While many Councilors have little concern for worldly power, they have gained a good measure of political influence by simple virtue of having existed for so long. The other schools tend to tread carefully where the affairs of the Council of Tears are concerned. A brief war between the Council and the Guardians during the Dark Era reportedly cost hundreds of Magi their lives. Since that conflict, the other schools have grudgingly avoided the Council when possible,

resorting to direct conflict only when absolutely necessary. The relationship between the Council of Tears and the Ascendant Impetus tends to leave outside observers confused. At first glance, one would assume that these two schools would gladly join forces. In truth, the Councilors detest infernalism, happily taking the opportunity to rush Imps off to their masters' bosoms whenever possible. By Councilor reckoning, infernal pacts are tantamount to slavery. Servitude is the lot of zombies and undead things. A Magus who lowers himself to such a state is unfit to live according to the Council.

This philosophy is evidenced in the swift retribution visited upon Councilors caught trafficking with demons. According to Council custom, any Councilor found to be involved in infernalism is to be killed immediately. Such pariahs are not even allowed to be animated as undead servants for fear that their corpses will unwittingly continue to serve demonic interests. It is not uncommon for Councilors to perform rites over the bodies of slain infernalists that prevent the corpses from ever rising as undead.

Organization

The Council is more a loose confederation of magicians than a "school." Necromancers are very solitary and tend toward a master- pupil organization. Upon attaining the title of Councilor, a necromancer is expected to make his or her own way in the world. This graduation is solely at the discretion of the master and usually involves a near death experience or some other life- threatening situation placed before the student. If the student passes the test, he is granted independence: if not, he usually perishes. Necromancers seek to become closer to death and this final challenge is designed to do just that.

Philosophy

The Council of Tears is primarily concerned with understanding what they call the "death essence," that force which causes things to break and plants and animals to die. All other pursuits are secondary. Necromancers hope that by learning the secrets to life and death they can surpass both, becoming an eternal thing neither living nor dead. It is rumored that many of the Archmages of the Council are actually liches, creatures that have gained ultimate knowledge of death and what lies beyond. If true, these beings would be virtually godlike in their power.

Alignment

Most Corrupters tend toward evil alignments, especially Lawful Evil. This stems from the fact that necromantic arts are taboo in most cultures and the dedication required to pursue them breeds individuals who are self- centered and manipulative.

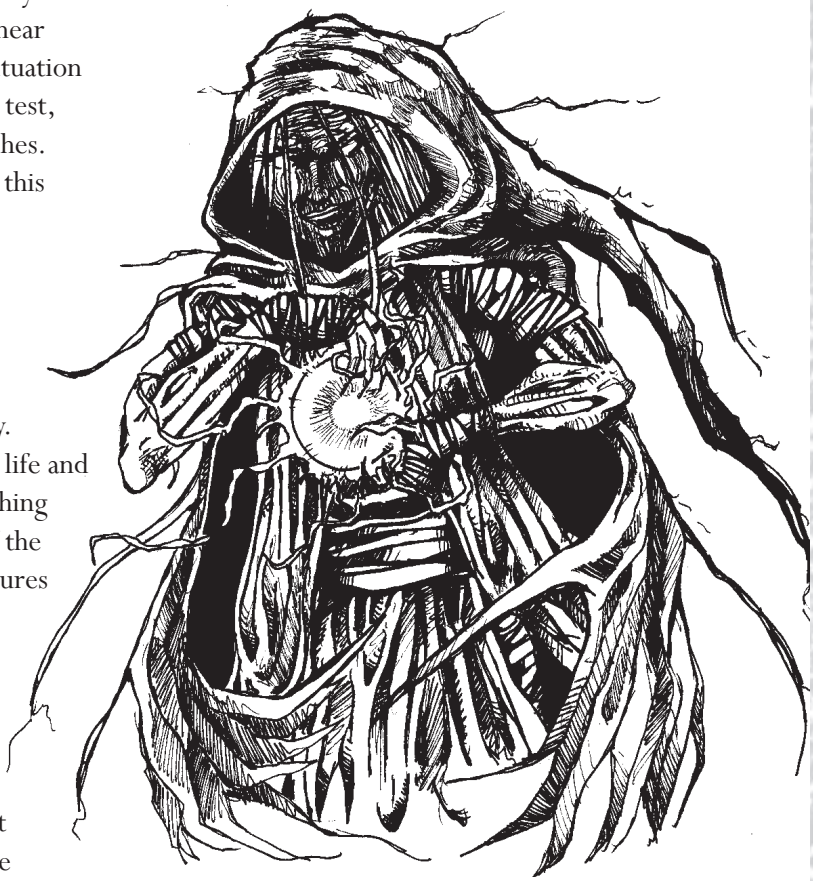
Noted Members

The Witch of Endur (??-??)

It is widely believed that this Biblical figure was responsible for the first Black Council. She is the bogeywoman that Councilors use to cow their upstart students. Rumors of her appearance have been around as long as the Council has been and several accounts have even been recorded for posterity. It is unknown if she is still an active member of the Council but if so, she would be arguably the most powerful Magus on the planet with several millennia of study at her disposal.

Santa Muerte (1527 AD- 1603 AD)

Literally translated as "Saint Death," this Councilor was partially responsible for the decimation of the indigenous people of Central America during the Spanish Conquest. Santa Muerte spread plague and destruction along with the conquistadors during their raids of Mayan and Incan villages. A cadre of fledgling Clergy and Slayers finally put him down in what is now Mexico City in 1603 AD. Some claim that the plight of many poor Mexicans in the capitol is due to a curse that Santa Muerte laid upon the Mexican people in his last moments. Now the populace lays out offerings to his departed spirit each year in their Day of the Dead festival.



DEPARTMENT 7

(Illusion)

Nicknames

Suits, G- Men, Spooks, Illusionists

History

In 1947 a top-secret spy balloon crashed into the desert sand near Roswell, New Mexico. The Air Force knew it; the President knew it; the Agency of Paranormal Research and Study knew it. President Truman decided that the Russians could never know of America's attempts to spy on their nuclear test program and he ordered the Agency to sweep the incident under the rug. Tired of hiding the truth about the paranormal, the Agency's director, Alfred Parker, wrote a memo to Truman, refusing the order and tendering his resignation. Truman, furious, appointed Dan Wolf, a regional supervisor of the Agency, as acting director. His first mission: cover up the Roswell incident and insure that the truth of paranormal activity remains top- secret. Hiding the truth of the War remains Department Seven's primary mission to this day.

When Mr. Wolf assumed control of the Agency and settled the Roswell situation, he fired approximately half of the Agency's staff. Slowly, over the next decade, he brought in a new cadre of agents and operatives and drove out the remaining members of the original Agency. This new group focused more on hiding the supernatural from mundane eyes than learning of it.

No one is quite sure how long D7 has been in existence as they are a highly secretive and insular school. Spooks who reveal Department secrets tend to "disappear" along with anyone they may have confided in. All that is known is that when President Bush changed the name of the Agency of Paranormal Research and Study to Department 7 in 1991, approximately 1/10th of the other school's memberships vanished. It is assumed that these members were G- Men all along; however, no one is sure. It is also cold comfort to the leadership of these schools, for now Department 7 is in possession of secrets that could spell the downfall of many of the schools.

Rumors have begun to surface linking Department 7 to shadow societies dating back before the time of Christ. Some agency scholars believe that evidence points to several instances throughout recorded history where a group has risen up to suppress the truth of the supernatural. It may be Agency paranoia fueling these claims, but certain immortal creatures occasionally whisper stories of ancient Magi who labored to hide evidence of Hellspawn from humanity. The implications that Department 7 may be far older than its history claims do not sit well with Magi of the other schools.

Organization

Department 7 is organized much like the FBI, with specific divisions dealing with different types of supernatural phenomenon. There are also administrative divisions and laboratory divisions. Suits from several different divisions may work inside the same field office. There are field offices located in every major metropolitan area in the United States, as well as several overseas branches. Each office is headed by an Agent in Charge, or AIC. The AICs, in turn, report to either a Region Head or Division Head, or sometimes both. The Region and Division Heads report to the Deputy Director who reports to the Acting Director.

In honor of the Dan Wolf's takeover of the agency, the head of Department is always referred to as the "Acting" Director.

Recently, Department 7 has been attached to the Department of Homeland Security, transferred from its old home in the Department of Justice. This means that Acting Director Jason Argot is accountable to the Secretary of Homeland Security and the Department's activities are governed by the USA PATRIOT Act.

Philosophy

Department 7's mission is to protect the citizens of the United States from the threat of the paranormal. To that end, they try to conceal the activities of the supernatural (which they call "paras" or "supes") from the general public. There are divisions within the department that deal with research, but they tend to be less well funded than the enforcement divisions.

Alignment

Most D7 Spooks tend toward Lawful alignments, due to their involvement in law enforcement activities. There is no rule regarding good vs. evil: individual agents may be corrupt, greedy and bloodthirsty. Likewise, they may be paragons of virtue and propriety. Wherever an agent of D7 may fall along the good/evil spectrum, all of them are fiercely loyal to the Department.

Notable Members

Dan Wolf (1916 AD – 1984 AD)

Agent Wolf was perhaps one of the most hated men in the history of magic. His coup of the Agency of Paranormal Research and Study and subsequent attacks on former members of the group earned him the enmity of every other magical school. On August 3, 1984 this enmity cost Dan Wolf his life. While walking from his office in Washington, D.C. to the Capitol Rotunda for a meeting, Mr. Wolf was struck down by an assassin's fireball. Department 7 immediately launched an investigation and containment mission. The assassin was never found, but evidence pointed toward expelled members of the Agency. This landmark is the main reason for D7's current shoot-to-kill policy regarding Agents.

THE GUARDIANS OF INNOCENCE

(Abjuration)

Nicknames

Guardians, Protectors, Human Shields

History

In the desert sands of Egypt, during the 4th Dynasty, the Pharaoh Khafre gathered an army to protect his kingdom from the depredations of Hellspawn invaders. He called these soldiers the Guardians of Innocence and empowered them with blessings from the god Amun-Ra. After several lethal battles, the Guardians pushed the Hellspawn invaders back and rebuilt the damage they had caused. The king was pleased by his Guardians and built them a monument as a testament to their bravery and sacrifice. For several years these Protectors repelled various incursions until the eventual death of Khafre. When Khafre's brother, Djedefre, assumed the throne, he disbanded the Guardians. Djedefre felt that these divinely sanctified troops could be a threat to his reign. The Guardians formally dispersed but continued to meet secretly and defend their homes and villages from the Hellspawn. This tradition continued for the next three thousand years, into the modern era.

The Guardians are only a magical school in the loosest sense. While the Magi among the Guardians will gladly share their knowledge with anyone willing to learn, their membership is not confined to Magi. Elves, dhampirs, drow, half-orcs, werewolves, and the occasional Hellspawn seeking redemption are all welcome to join the Guardians. The only requirement of membership is a willingness to place one's own life on the line to defend the innocent.

With the recent intensification of the War, the Guardians have become more active, with Guardians appearing in nearly every major city on Earth. They are establishing safe houses and underground railroads in every corner of the globe, perhaps preparing for a final stand against the forces of darkness.

Organization

The Guardians are a loosely organized coalition, with individuals or small cliques operating wherever they are needed. Often a Guardian will take a city or group of people under his or her wing, protecting them from the War in whatever way they can.

There has been a movement lately to form a more centralized organization. The days of hiding from the Pharaoh are far in the past, and many modern Guardians favor a more regimented and organized structure. Those who support this movement argue that only by becoming as organized as the enemy can the Protectors effectively defend the weak and helpless masses.

Philosophy

The Guardians adhere to a strict code of aid to any that

may need it. They are universally devoted to protecting the innocents caught in the middle of the War. This school boasts the widest variety of members. Anyone is welcomed into the ranks of the Guardians, so long as they have an honest desire to help others. Magi, Clergy, and Bystanders: anyone may be a Human Shield.

Alignment

Members of the Guardians of Innocence are almost exclusively aligned to good. Many Protectors are of Neutral or Chaotic Good alignment, feeling that resistance of the forces of darkness outweighs any mortal law or code. Others attempt to operate within the boundaries of the law as best they can. Even these Lawful Guardians, however, find themselves in situations that require illicit activities from time to time.

Noted Members

Sekmun of Memphis, the First Guardian (2556 BCE- 2525 BCE)

Sekmun was a childhood friend of Khafre, from his days of study at the Temple of Memphis. The Pharaoh at the height of Hellspawn incursion summoned the First Guardian. The Pharaoh implored his friend to lead an army against the vile darkness that threatened the kingdom. In return, he promised Sekmun eternal life and the blessings of their god, Amun-Ra. Sekmun readily agreed and became the First of the Guardians. His army crushed the invaders, but not without a price: a mummy at the Battle of Giza in 2525 BCE killed Sekmun. To commemorate the sacrifice of his longtime friend, Khafre built the Great Sphinx in his honor on the spot where Sekmun was killed.

Marshall Townshend (1945 AD – 1977 AD)

This English Protector gave his life in a spectacle worthy of the First Guardian. A local farmer's son had become a rampaging werewolf and Marshall tracked him through the forests of Wales for several hours before encountering the boy, now eight feet tall and nearly a thousand pounds of ravenous anger. Armed with only a cross and a hunting rifle, Marshall battled the beast just outside a small fishing town. The two fought tooth and nail until both lay crippled in the light of the rising sun. Summoning the last of his strength, Mr. Townshend crawled toward the werewolf and lit himself on fire, clutching the dying beast. It is alleged that all that remained when fishermen found the scene was a pile of ash and Townshend's cross.

THE INTERNATIONAL GUILD OF STAGE PERFORMERS

(Conjuration)

Nicknames

Copperfields, Houdinis, Magicians

History

Formed by a group of traveling stage magicians in the late 1800s, the International Guild of Stage Performers now comprises nearly a thousand members. The group was formed to ensure fair treatment and wages of traveling performers who were often denied pay or run out of towns after a performance. As the group grew, its members began focusing more on perfecting their magical craft than on mundane union benefits.

In 1931, the Guild expelled its non- magical members and instead became a school of magic, with Conjuration as its emphasis. Some of these ousted members continue to bear a grudge into the New Millennium, and the International Guild of Stage Performers is not on good terms with many other similar groups, such as the Screen Actor's Guild. After World War II and the start of the Cold War, Guild members found communication with other branches of the organization difficult and the group as a whole began to splinter into smaller national and regional guilds and unions. One of the most notable of these was the New York Arcane Advancement Union. The NYAAU ran at the forefront of magical research for many years until a violent incident with the Ascendant Impetus. This conflict created bad blood between the Houdinis and the Imps that continues today.

With the dawn of the Internet and instant world- wide communication, the fractured cells of the Guild have drawn back together. The group is more organized than ever and spreading their message to anyone who will listen. Perhaps it is only a matter of time until the International Guild of Stage Performers stands up and proclaims magic for everyone…

Organization

The Guild is organized like a labor union, with members electing their peers to fulfill administrative and executive roles as needed. Those Copperfields with the most magical knowledge tend to be elected more frequently, but one can never underestimate the power of politicking.

Philosophy

Members of the Guild feel that magic should be accessible

to everyone and that anyone who wishes to learn the craft should be allowed. Houdinis try to teach their true magic to anyone with the talent to channel magical energy while hiding behind their illusions and sleight of hand tricks to maintain the status quo. Several encounters with Department 7 have taught the Guild the value of discretion.

Alignment

Magicians vary widely in their motivations and desires for practicing magic and for that reason have a wide array of alignments. No two members study the arcane and occult for the same reason and so the full gamut of alignments is represented within the ranks of the Guild.

Noted Members

Harry Houdini III, a.k.a David Copperfield (1956 AD – present)

"David Copperfield" is merely a stage name for Harry Houdini III, the grandson of the famed illusionist. Houdini III is an accomplished member of the Guild in his own right, completing many of the stunts that his grandfather could not (or would not) perform. His skills as a Magus and as a stage performer have impressed his peers for years, and he is the youngest magician to ever join the International Guild of Stage Performers.

THE ORDER OF OUROBOROS

(Transmutation)

Nickname

Ouros, Double Os, Ouroborings

History

Founded in ancient Greece, the Order of Ouroboros has long been at the forefront of magical study and practice. In Athens, shortly after the adoption of democracy, this fraternity of occultists began to share their insights into the nature of the universe. They soon spread throughout the rest of the western world, with Dormitories cropping up in nearly every major city. There they studied in secret, leaving only for supplies, or to embark on quests to gather more magical knowledge.

It wasn't until the Rebirth that the Order came into its own. In 1507 AD, a French Ouro living in the Dormitory in Lyon shared his breakthroughs in magical theory with the rest of the house: he could cast as many spells as his portly frame could stand, channeling raw magical power through his own body. This innovation changed the world of magic forever. L'Un, as he became known, was heralded as a savior in a world where new magical ideas had become few and far between.

It wasn't until 1522 that the secret fell into another school's hands. That year, a raid on the Dormitory in Lyon by the Ascendant Impetus opened the way for Magi of all schools to reap the rewards of L'Un's study. The Imps freely traded the secret for favors, influence, and hard currency. Members of the other schools soon started following this new path and older forms of magical study died out, obsolete. To this day, L'Un's breakthrough remains the standard of spellcasting, with Magi forming the core of every magical school.

The Order of Ouroboros has not strayed far from its initial purpose. Over two thousand years after its foundation, the Order still dedicates itself to the study and advancement of magic. Study and scholarship are of the utmost importance to the Ouros, often surpassing any concerns dealing with the outside world. Many Double Os spend their entire adult lives locked up in Dormitories and engaged in study. The Ouros who venture outside their Dormitories often have a taste for adventure and hands on learning. With a tight knit network of Dormitories, millennia of magical research, and the most extensive libraries in all the world at their disposal, these wandering Double Os are perhaps the most resourceful and powerful Magi on earth.

Organization

The Order of Ouroboros is organized into Dormitories, groups of Magi living and working together to further erudition of magic. These Dormitories tend to have a unique name and culture, as many are over a thousand years old. Legends surrounding ancient Students of the Dormitory and spells unique to that Dorm are all common. A Magus, the teacher and guide to the Tyro (or Students) beneath him, leads each Dormitory. All Double Os are referred to as "Students," until reaching the coveted state of Archmage. Becoming an Archmage requires such dedication and intelligence, that only the most talented and eldest Ouros ever attain the rank.

Philosophy

With knowledge comes power, and it is said that the Ouros are the most powerful Magi on the planet. They quest to learn as much as they can, poring over occult tomes and New Age paperbacks alike, searching for gems of insight into the workings of the universe. Many Double Os tend to lead rather solitary lives, aside from involvement with their fellow Students. When the keys of creation are at your fingertips, who has time for social pleasantries?

Alignment

Members of the Order of Ouroboros tend to come from many different backgrounds and thus have an equally wide variety of alignments. Any given member of a Dormitory may be aligned with good or evil, law or chaos. They may all share an alignment or differ greatly in what they hold dear. The only constant in the Order is a thirst for magical knowledge and the means by which to gain and exercise that knowledge.

Noted Members

Ouroboro (550 BC [approx.])
The founder of the Order, Ouroboro was a young alchemist at the time of the Athenian democracy. Though he was a wealthy landowner, he eschewed politics in order to perfect his art. This led him to gather others with like aims and create a fraternity of magicians. His goal was to gain knowledge and impart what he had learned to others. A product of his time, his group was democratic in structure and liberal in nature. Modern interpretation of his teachings has lead to a more representative form of democracy, in which appointees from each Dormitory speak for the Dorm, much like American Senators speak for their States. However, each Dorm is still run in a democratic fashion, with the Tyro deciding as a group what direction to take.

Henri de Marseilles (L'Un) (1490 AD – 1522 AD)
L'Un was only seventeen years old when he crafted his Grand Magical Theory, but he was filled with the wisdom of the ancients. When he was but 13, a traveling Ouro found Henri in an alley in Marseilles, starving and homeless. He took the child in and began teaching him the art of spellcraft. Henri excelled at his studies, and soon began surpassing his master in knowledge of the occult. After several years of research and experimentation, L'Un presented his Theory to the rest of his Dorm. They were amazed at Henri's discovery and began to spread word of his feat to the rest of the Order.
In 1522, the Ascendant Impetus learned that the Order had some new magical knowledge of great import, and mounted an assault on the Dormitory in Lyons. Henri single-handedly held off the Imps long enough for the rest of the Double O's to escape, but gave his life in the process. It is said that L'Un sent a fireball the size of the sun to vanquish the invaders and, although he is dead, his legacy lives on in every Magus alive.

July 7,2006

THE GLOBAL NEWS INQUISITOR

Angels Save Co-Ed From Den of Terror

ARTIST'S RENDITION

Marion, Iowa

In a spectacle of horror straight out of a B-movie, 20 year old University of Iowa student Rachel McNamara and four of her friends fell victim to secluded cultists this summer. On June 17th, the five college students set out on a daytrip to Chicago. Stopping for gasoline at a remote filling station just off of U.S. Highway 151, the group was shocked to discover that the station was operated by cannibal cultists.

While filling the gas tank of his 1996 Aerostar, William "Bud" Jenkins was clubbed over the back of the head with a shovel, fracturing his skull. The other students watched in horror as three filthy men armed with gardening implements surrounded the van. Jack Swanson, age 22, armed himself with the tire iron from the back of the van and tried to rush to his friend's aid. His heroic efforts were abruptly ended when he was overpowered by the assailants. Rachel and her remaining companions, Becky Swanson, age 19, and Theresa Bouvier, age 20, watched in horror as their male companions were beaten severely. One of the assailants removed the van keys from Bud's pocket, climbing into the van and threatening the girls to remain quiet or they would be beaten.

The remaining assailants loaded Bud and Jack into the back of the van, climbing in themselves afterward. Driving to a remote farmhouse about fifteen miles outside of Marion, Iowa, the assailants taunted and verbally abused the young women. Upon arriving at the farmhouse, the ladies were led inside. Already frightened and panicked, the women were unprepared for the horrors within.

The girls were repeatedly raped and beaten by their assailants. They were forced to watch in terror as Bud and Jack were skinned and eaten by the cannibal cultists. Rachel watched, awe-

CONTINUED ON PAGE 3

Angels are servitors of God. Working at his behest, angels maintain all of God's creations and watch over the mortals of the earth. They are attributed with many forms and powers; the most common are bright shining light and large white wings. As spiritual beings, angels exist in an ephemeral form while in heaven. These forms differ depending on their Choir. Some angels are spiritual beings of fire, while others are small motes of light that have no solid form.

Some angels are ordered to descend to Earth to carry out God's will. These angels set aside their full divine glory in order to walk among mortals. When angels visit the Earth on assignments, the static nature of the physical world causes them to assume human form.

Angels are beings of purpose, granted control over specific aspects of reality by God. An angel's choir determines the aspect of reality they command, and by extension the assignment the angel receives. Some watch over specific people, while others shuttle souls to their final resting place. It is important to note that angels do not wait for God or their archangel to give them orders: each angel knows their purpose and carries it out without question.

Angels also adhere to a certain hierarchy. The choirs have a distinct chain of command, as some aspects of reality are granted higher standing than others. These divine beings serve many masters. Each choir is accountable to the choir above them; all choirs are accountable to Michael in matters of war. All angels answer directly to God in every circumstance. Due to the perfection of God's plan and divine will, these orders are never contradictory.

In the beginning, God separated Heaven and Earth and in six days created all that mortals see. In those six days, the Heavenly Host created rivers and mountains, separated air from water. The army of God roamed the land bringing God's word, which is life, to the trees and plants, the flora and fauna. On the seventh day, God rested and the angels were called back to separate themselves from Earth and the mortals upon it.

When Adam took his first breath, it was the angels that watched his chest rise. They watched him gather food to eat and walked with him in the Garden of Eden. To say that the Host was pleased with their works would be an understatement. Yet their work was far from over.

The War started in Heaven, when the first among angels challenged the throne of God. Lucifer, the Morningstar, defied God and sought to take Heaven for himself. He was struck down by God and cast into the pit by Michael. He did not go alone. There were other angels that had followed the Morningstar into battle against the throne. They were summarily stripped of their wings and cast out of Heaven, never to return. The remaining angels took up their work and returned to aid mankind in whatever way they could, but none forgot what had transpired during the rebellion or the ultimate price of defying God and his word. Each angel used their power to help mortals survive in the harsh world that had replaced the paradise they had created.

The eight angelic Choirs are outlined below. Note that this listing is alphabetical: the hierarchical ranking of the Choirs is shown on *Table: Angelic Choirs* in **Chapter 6: Rules and Mechanics**.

CHOIR DESCRIPTION FORMAT

Name

The name of the choir, followed by the spell school of magic in which they specialize.

Nicknames

Other names the choir and its members are known as.

History

A brief history of the choir and its role in the War.

Organization

How the choir is organized and how its members interact.

Philosophy

The general philosophy of the choir and its members.

Archangel

This section gives a brief description of the choir's archangel.

CHERUBIM

(Abjuration)

Nicknames

Guardians, Martyrs, Protectors, Sentries

History

The Cherubim were designed as the guardians of mankind. God's plan had always accounted for the possibility that his favorite creation could encounter challenges and dangers. The Cherubim's sole responsibility was initially to defend humanity from any outside threat.

Originally, the Cherubim needed only to concern themselves with the possibility of mankind happening upon some sort of misfortune or accident. The design of the world had not included very many threats to mankind, and it seemed that the Cherubim simply provided an extra, if not wholly necessary level of protection.

When Lucifer descended to the Garden of Eden the Cherubim were caught off guard. They were unable to conceive of the Morningstar's treachery, and because of

that naiveté, mankind was seduced into sin. The specter of that failure has haunted the Cherubim ever since.

As the War has expanded and spread, so too have the duties of the Guardians. At times, the Cherubim have been called upon to protect mankind from all manner of threats, including humans very own nature. It is a squadron of Cherubim that stand watch over the Garden of Eden, prohibiting any human from entering. Cherubim also guard other supernatural artifacts and sites, in order to keep mankind away.

Since the War began, the Martyrs have been sent to Earth to protect individual humans. Often the charges of Cherubim are those innocent souls who are incapable, or unwilling to defend themselves from the depredations of demons. Occasionally, Protectors are assigned to unrepentant sinners and nonbelievers. The Cherubim take this in stride, happy to serve man in any way that they can. It should be noted that in many cases the human under angelic protection is largely unaware of his secret guardian. The Cherubim are incredibly subtle, and take great pains to keep the innocent unaware of the chaos around them. It is a rare Sentry who reveals himself to man in any less than the most extreme circumstances.

Organization

The Guardians maintain a loose organization, with individual Cherubim being assigned to defend individuals or groups seemingly at random. What most Cherubs don't know is that their assignments usually come directly from Michael or the Olephim. Though they are eager to serve mankind, some may be perturbed that their instructions often come from a lower choir.

Philosophy

The Cherubim exist to protect mankind from evil, even at the cost of their own existence. No price is too great to pay for the Lord's highest creation. The Cherubim attempt to live on Earth in humility and piety, as did God's only Son. They remain unseen; for by Cherubic reckoning, the Sons of Adam need not know that they are watched and guarded. The Cherubim ask nothing in return for their services, feeling that serving their purpose and a job well done are reward enough.

Archangel

Archangel Ariel

Ariel is a prime example of a loyal Protector. She is fearless in her defense of man and believes that mankind must be allowed to defend itself also, lest they become complacent and weak. Ariel is a close confidant of Michael's and was instrumental in creating Slayers to aid mankind. She is regarded as one of the most noble and humble of all angels, and most Cherubim look up to her as an example of what they should all aspire to.

ELOHIM

(Enchantment)

Nicknames

Preachers, Shepherds

History

The Elohim are God's preachers. In the beginning, as angels toiled away building the cosmos, the Elohim brought joy and warmth to their hard working brethren in the form of prayer. When the rebellion broke, the Elohim debated the rebel's complaints as battles raged on around them. Since the Fall, the Elohim have descended onto mankind to impart a call to faith, and the love of God's word.

In the Early days of civilization, the Preachers walked among men working miracles in the name of God. Whenever man would begin to lose faith, the Elohim were there with words of encouragement. For many years, this relationship kept mankind close to the Lord.

After the Crucifixion, God severely reduced the duties of the Elohim. He told them that mankind had seen the miracles of the Lord, and that the duty of spreading the word had fallen to the Apostles and Christians. While the Elohim still acted in times of great strife, their role was now bolstering faith, rather than recruiting it.

Throughout the Dark Era, the Elohim watched as the church became the target of demons and their Hellspawn. Many Elohim gravitated toward those faithful enough to become Clergy, or those blessed enough to be chosen as Slayers. If mankind as a whole was to be left to the church, then God's chosen would be the new congregation of the Shepherds.

In the time of Rebirth, this role was expanded to include those men with the courage to protest the church and its excesses. The Rebirth went into full swing with the Elohim illuminating God's path. This brief victory was not fated to last.

The past century has been quite difficult for the Preachers. It seems to them as if mankind just doesn't listen anymore. The Elohim have fought their desire to reach out to man at God's command. As the world sank deeply into demonic influence, many Elohim were called back into Heaven, and those who remained on Earth were told to concentrate their efforts on supporting Clergy and Slayers. As things grew darker, the Shepherds did everything that they could to comfort the dwindling ranks of God's chosen.

At turn of the millennium, the Elohim began returning in force. For now they simply spread out, calling all of the faithful to their side. They returned to Earth with the assignment to prepare the way for the next step in God's plan. While no Elohim knows for certain what that means, there are several theories circulating the choir. These theories range from the natural cyclic ebb and flow of God's involvement with man to preparations for the Rapture.

Organization

The Elohim are organized much like a volunteer group: there are those who are planners and those who are executors. The Directors make plans for the choir in lieu of their archangel and the Shepherds respond. No orders are given, merely requests made. The spirit of cooperation is so strong in the Preachers that they will often grant requests of members of other choirs, simply because it is in their nature to support God's chosen in any way they can.

Philosophy

The Elohim base their philosophy on a very simple tenet: support those who love God; deny those who do not. The Elohim believe that they are the soul of Heaven's army, tending to the spiritual needs of the flock. Whenever a Slayer has doubt in his abilities or a Clergy's faith wavers, it is the Shepherds who soothe and comfort them. Whenever a Seraphim grows weary of battle with demons, it is the Elohim who reminds him of his righteous anger.

Archangel

Archangel Ezra

Archangel Ezra is the only archangel to sever her wings to descend to Earth. Ezra has been on Earth since 1942, though her current whereabouts are unknown to the majority of Elohim. Some say that she descended to help the Allies win World War II; others say that she simply wished to help the innocent victims of that conflict. One thing is known: Michael and the other archangels remain silent as to her mission.

Orc

Two orcs breeding produces orc offspring. An elven/orc or orc/werewolf breeding produces an orc. An orc/vampire breeding will produce a goblin. An orc /half-elf or orc/human breeding produces a half-orc. Orc mothers give birth to litters of 5 to 15. Any other race will produce twins or triplets.

Hit Die

d10 or by class, whichever is higher

Ability Modifiers

+4 Strength, +2 Dexterity, –4 Intelligence, –2 Wisdom, –2 Charisma

Skill Penalties

-8 at 1st level, -2 per level thereafter

Requirements

A character must be born an orc, and cannot become one later in life.

Racial Features

Orcs receive the following racial features:

Darkvision

Orcs can see in the dark up to 60'. Darkvision is black and white only, but it is otherwise like normal sight, and orcs can function with no light at all.

Free Language Skills

Speak Orc

Immunities

Orcs are immune to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.

Short Lived (Ex)

Orcs have a shorter lifespan than humans, reaching maturity at about age 16, and then aging approximately 4 years for every year that passes thereafter.

Challenges

Illiterate

Orcs are unable to read, write or speak human languages naturally. Most orcs cannot even read their own tongue. Orcs must purchase Read/Write Orc if they wish to be able to read the pictograph language of their people. An orc must purchase the Read/Write and Speak Language skills for any language besides orc.

Light Sensitivity

Orcs are creatures of the night, and find bright lights painful. Daylight (or its equivalent) brings pain to orcs. An orc exposed to bright lights suffers a -2 penalty to all actions. A good pair of sunglasses can reduce this penalty to a -1.

Lunacy

The current phase of the moon affects an orc's ability to resist Rage. On the new moon, (or during the day, regardless of the current moon phase) the orc is largely in control (Will saves begin at DC 5, modified by *Table: Rage Modifiers*.) On the nights between the new and full moons, the orc is on edge, and barely in control (Will saves begin at DC 10, modified by the chart below.) On the three nights of the full moon, an orc is considered to be under effects of Rage for the entire night.

Rage (Ex)

An orc can fly into a rage much like a werewolf. Any stimulus that angers the orc can cause the GM to call for a Will save (see Lunacy). If the save fails, the orc immediately enters a Rage. In a Rage, an orc temporarily gains a +2 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –6 penalty to Defense. The increase in Constitution increases the orc's hit points by 2 points per level, but these hit points go away at the end of the Rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) While raging, an orc cannot use any Charisma-, Dexterity-, or Intelligence- based skills (except for Intimidate), the Concentration skill, or any abilities that require patience or concentration. He can use any feat he has while enraged. A fit of Rage lasts until the orc destroys the target of his anger, is removed from the presence of the target of his anger, is knocked unconscious or is killed. An orc may prematurely end his Rage by making a Will save at DC 20. At the end of the Rage, the orc loses the Rage modifiers and restrictions and becomes fatigued.

CORE CLASSES

In this section we will explore several new core classes for the **Contagion** game setting. These classes are suitable for starting characters with GM approval.

Infernalist

Description

The Infernalist class represents the people who have fully cast their lots with demonic forces. Beyond simply selling their souls to demons, Infernalists act as recruiters for the armies of hell, spiritual leaders for the Hellspawn, and at times as the very eyes and hands of their dark masters. Infernalists are not always obvious. While there are some Infernalists who wear pentagram t-shirts, listen to black metal, and sacrifice kittens in graveyards, they are in the extreme minority. Such brash and loud behavior draws attention, and generally doesn't accomplish much. If an Infernalist adopts such a guise, it is often as part of a ruse to lure in cannon fodder, or perhaps to throw off the scent of those who would hunt them. Many Slayers and Clergy disregard the idea that someone doing black rites found in the parapsychology section of chain bookstores is anything resembling a threat.

Infernalists can be virtually anyone. Businessmen, homeless vagabonds, blue collar workers, suburban soccer moms, and even ordained priests are all possible members of the Infernalist class.

Suggested Occupations: Academic, Blue Collar, Creative, Doctor, Emergency Services, Novitiate, Religious, Rural, and Student.

Alignment

Any Evil

Race

Infernalists may be of any race. While the Lord is picky about who receives his blessings, Hell is an equal opportunity employer.

Hit Die

d6

Contagion Points

Infernalists gain a number of Contagion Points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Infernalist's class skills (and the key ability for each skill) are: Bluff (CHA), Concentration (CON), Decipher Script (INT), Diplomacy (CHA), Drive (DEX), Knowledge (Arcana) (INT), Intimidate (CHA), Perform (Oration) (CHA), Research (INT), Sense Motive (WIS), Spellcraft (INT) and Treat Injury (WIS)

Skill Points at 1st level: (4 + INT modifier) x4

Skill Points at Each Level: 4 + INT modifier

Class Features

All of the following are class features of the Infernalist.

Spells

An Infernalist casts divine spells, which are drawn from the Infernalist spell list. Like other spellcasters, an Infernalist only knows a certain number of spells, determined by level, as stated in *Table: Infernalist*.

To cast a spell, an Infernalist must have a Wisdom score equal to at least 10 + the spell level. The DC for a saving throw against an Infernalist's spell is 10 + the spell level + the Infernalist's Wisdom modifier.

Infernalists rely on the favor of their demonic masters for their spells. Each Infernalist must choose a time at which he must spend 1 hour each day in supplication, or must offer some form of sacrifice to maintain his master's favor and retain the ability to cast spells. If the Infernalist fails to meet this requirement, he loses the ability to cast spells until the requirement is met.

Table: Infernalist

						------ Spells Known ------						
Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	0	1st	2nd	3rd	4th	5th	DEF Bonus
1st	+1	+2	+0	+1	Undetectable Alignment	3	2	—	—	—	—	+1
2nd	+1	+3	+0	+1	Rebuke Undead	4	2	—	—	—	—	+1
3rd	+2	+3	+1	+2	Hell's Blessing I	4	3	1	—	—	—	+2
4th	+2	+4	+1	+2	Commune	5	3	2	—	—	—	+2
5th	+3	+4	+1	+3	Potent Rebuke	5	3	2	1	—	—	+3
6th	+3	+5	+2	+3	Summon Familiar	5	3	3	1	—	—	+3
7th	+4	+5	+2	+4	Detect Supernatural	6	4	3	2	—	—	+4
8th	+4	+6	+2	+4	Hell's Blessing II	6	4	3	2	1	—	+4
9th	+5	+6	+3	+5	Ritual Magic	6	4	4	3	1	—	+5
10th	+5	+7	+3	+5	Hellshape	6	4	4	3	2	1	+5

Note: Infernalists receive a number of Spells Known per level. There is no restriction on the number of times that an Infernalist may cast a spell per day. So long as the Infernalist fulfills the above requirements, he or she may cast spells as often as is needed. All spells available to Infernalists are considered divine when cast by an Infernalist.

Infernalists are able to learn any spell with an Infernalist level listed in the description, provided the Infernalist is of sufficient level to cast the spell.

Undetectable Alignment (Sp)

At 1st level, the Infernalist receives an enchantment from his demonic master that conceals the Infernalist's true nature. The Infernalist's Alignment is permanently concealed from any form of divination.

Rebuke Undead (Su)

At 2nd level the Infernalist has the power to affect undead creatures by channeling the power of his pact with his demonic master. An Infernalist may attempt to rebuke an unlimited number of times per day, this ability functions as the Pagan class (see Contagion Revised Edition **Chapter 5: Classes**). An Infernalist with 5 or more ranks in Knowledge (Arcana) gets a +2 bonus on turning checks.

Hell's Blessing (Su)

At 3rd level the Infernalist becomes a conduit of forbidden knowledge. He may tap into the collective knowledge of every soul in Hell, boosting his own efforts, and exceeding his potential. Hell's Blessing grants the Infernalist a +1 competence bonus to all ability checks, saving throws, and skill checks. At 8th level this bonus becomes a +2.

Commune (Sp)

At 4th level, the Infernalist may petition his demonic master for advice, without need for ritual or spells. While the Infernalist may take advantage of this ability at any time, demons often frown on servants who rely on such tactics too often. The lack of ceremony in such contact is insulting to several demons, and many an Infernalist has met his end after employing this ability for queries that the demon felt were unimportant.

Potent Rebuke (Su)

At 5th level the Infernalist receives the Potent Rebuke ability. This ability allows the Infernalist to rebuke an additional 3d6 Hit Dice worth of undead.

Summon Familiar (Sp)

At 6th level, the Infernalist may summon a familiar. This ability functions exactly like the Magus ability (see below) with the exception that the Infernalist's familiar is loyal to the Infernalist's master before the Infernalist. All benefits and drawbacks of having and losing a familiar remain the same for the Infernalist.

Detect Supernatural (Su)

At 7th level, the Infernalist gains the ability to Detect Supernatural creatures and auras. This power may be used at will and functions as described in the Slayer class description (see Contagion Revised Edition **Chapter 5: Classes**.)

Ritual Magic (Ex)

At 9th level the Infernalist may broaden his mystical horizons by learning rituals as the Arcane Student (see Contagion Revised Edition **Chapter 5: Classes**.) The Infernalist may only ever learn a total number of rituals equal to twice his Infernalist class level using this ability, though more may be learned by cross-classing into the Arcane Student class.

Hellshape (Su)

At 10th level, the Infernalist may assume a demonic form, gaining massive bonuses, but at great cost. To assume the Hellshape, the Infernalist sacrifices 1d10 Contagion Points. On the Infernalist's initiative, he assumes the Hellshape as a free action, and is able to act that turn with all benefits of the Hellshape. If the Hellshape is declared after the Infernalist's turn in the initiative order, he assumes the form on his next action.

The Hellshape confers the following abilities and bonuses: The Infernalist's skin hardens, and turns a deep red. This hardened skin confers Damage Reduction 10/+2. If the Infernalist already has Damage Reduction, the Damage Reduction gained by the Hellshape stacks. The skin also heats up, dealing 1d6 fire damage to any opponent who the Infernalist strikes with an unarmed blow, or who strikes the Infernalist unarmed. As this heat is not natural fire, cold and water have no effect on the flames, or the Infernalist's Damage Reduction.

While wearing the Hellshape, the Infernalist automatically receives the effects of the following spells as if he had cast them: *claws of the master*, *fangs of the master*, *mantle of dread*, *speak with dead*, and *true seeing*. The effects of these spells last as long as the Infernalist retains the Hellshape.

The Infernalist receives the following Ability bonuses and penalties while wearing the Hellshape: +4 STR, +2 DEX, +3 CON, and -2 INT.

The Hellshape lasts until the Infernalist in knocked unconscious, decides to revert to his natural form, or until 1 hour per Contagion Point spent when assuming the Hellshape has passed.

Scientist

Description

The Scientist class represents men and women in the world of Contagion who have dedicated their lives to attempting

to quantify and understand how the world works. These people are well educated, and often praise reason and technology over superstition and faith. Many members of this class will seek rational explanations for the impossible, and flatly deny the existence of things like Hellspawn. The Scientist must usually be drug kicking and screaming into the War. When shown the horrors that take place in the shadows around them, many Scientists become consumed with the need to learn the truth about the Hellspawn, to define them. Often their reluctance to accept things that science cannot explain prevents them from ever gaining true insight into the War. The few Scientists that do transcend this stereotype can often be the most insightful and useful players in the War.

Suggested Occupations: Academic, Apothecary, Dilettante, Doctor, Entrepreneur, Investigative, Student, or Technician

Hit Die

d6

Contagion Points

Scientists gain a number of Contagion points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Scientist class skills (and the key ability for each skill) are: Computer Use (INT), Craft (Chemical, Electronic, Mechanical, Pharmaceutical, Structural, Visual Art, Writing) (INT), Decipher Script (INT), Demolitions (INT), Disable Device (INT), Forgery (INT), Investigate (INT), Knowledge (Art, Behavioral Sciences, Civics, Current Events, Earth and Life Sciences, History, Physical Sciences, Tactics, Technology, Theology and Philosophy) (INT), Navigate (INT), Profession (WIS), Read/Write Language (none), Repair (INT), Research (INT), Search (INT), and Speak Language (none).

Skill Points at 1st Level: (9 + INT modifier) x4

Skill Points at Each Level: 9 + INT modifier

Class Features

All of the following are class features of the Scientist.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Scientist gains a bonus feat. This feat must be selected from the following list, and the Scientist must meet any prerequisites.

Attribute Training (INT or WIS only), *Builder*, *Cautious*, *Educated*, *Gearhead*, *Iron Will*, *Lightning Reflexes*, *Meticulous*, *Silver Spoon*, *Skilled*, *Studious* or *Windfall*.

Innovator

At 1st level the Scientist is a forward thinker, able to approach old ideas from new perspectives. This ability allows the Scientist to make a Craft check at DC 25 to improve upon an existing item, beyond its normal capabilities. The final effects of the innovation are left to GM discretion, but some possibilities include a +1 bonus to any of the item's stats (damage, hardness, etc.) a +1 bonus to skill checks made with the item (above any inherent bonuses granted by the item), or a secondary function such as a computer monitor with a hidden camera inside, or a backpack with a winch installed. Keep in mind that the Innovator ability does not allow the Scientist to break the laws of physics, nor does it ever allow an object to go beyond the bounds of accepted science. The new item is simply superior to, or more versatile than its common counterpart.

Any additional components used in the innovation must be purchased normally.

Savant

At 1st, 5th and 10th level, the Scientist may select one of the following skills: Computer Use, Craft (any single skill), Decipher Script, Demolitions, Disable Device, Forgery, Investigate, Knowledge (any single skill), Navigate, Repair, Research, and Search. The character must have ranks in the skill if it is trained only. The Scientist gets to add a bonus equal to his or her Scientist level when making checks with that skill. Each skill may only be selected once.

Skill Mastery

At 5th and 7th level, the Scientist designates one skill from her Scientist class skill list. When making a check with this skill, the Scientist may take 10 even if

Table: Scientist

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+0	+0	+1	Innovator, Savant I	+0
2nd	+1	+0	+0	+2	Bonus feat	+1
3rd	+1	+1	+1	+2	Skill Mastery	+1
4th	+1	+1	+1	+2	Bonus feat	+1
5th	+2	+1	+1	+3	Savant II	+2
6th	+2	+2	+2	+3	Bonus feat	+2
7th	+2	+2	+2	+4	Skill Mastery	+2
8th	+3	+2	+2	+4	Bonus feat	+3
9th	+3	+3	+3	+4	Mastercraft	+3
10th	+3	+3	+3	+5	Bonus Feat, Savant III	+3

stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions. The Scientist must choose a separate skill each time this ability is gained.

Mastercraft

At 9th level, the Scientist becomes adept at creating mastercraft objects. He or she applies the mastercraft ability to one of his or her Craft skills (Electronic or Mechanical). From this point on, he or she can build high quality mastercraft objects using that skill.

With Craft (Electronic), the Scientist can build electronic devices. With Craft (Mechanical), the Scientist can build mechanical devices, including weapons.

On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The GM may impose monetary costs for materials and supplied used in constructing mastercraft items at his discretion.

In addition to any cost of materials, the Scientist must also pay a cost in experience points equal to 50 x the bonus provided by the mastercraft feature. The XP must be paid before making the Craft check. If the expenditure of these XP would drop the Scientist to below the minimum needed for his or her current level, then the XP can't be paid and the Scientist can't use the Mastercraft ability until he or she gains enough additional XP to remain at his or her current level after the expenditure is made.

When successfully completed, a mastercraft object provides up to a +3 bonus to its quality compared to an ordinary object of the same type. All weapons and armor, and certain other types of equipment, such as computers and electronic devices, can be constructed as mastercraft objects.

The Craft DC for a mastercraft object is equal to that of a normal object of the same type (as described in the Craft skill) +10.

ADVANCED CLASSES

Advanced classes provide a level of focus and expertise beyond the experience of the normal core classes. Advanced classes reflect specialists who have stumbled upon arcane truths, survived horrible ordeals, undergone complex quests, or somehow ventured beyond the realm of normal experience. These classes are quite powerful as a result. The following advanced classes are usable within the **Contagion** setting pending GM approval.

Horror Survivor

Description

The world of **Contagion** appears much like our own world on the surface. This façade of normalcy is beginning to wear thin as many humans are victimized by Hellspawn. Untold supernatural horrors walk the night, stalking and often killing innocent people. Occasionally these victims survive unimaginable odds, defeating the Hellspawn that terrorize them. The Horror Survivor class is designed to represent those men and women who have faced the supernatural down and lived to fight another day.

Requirements

To qualify to become a Horror Survivor, a character must fulfill the following criteria.

Base Attack Bonus

To become a Horror Survivor the character must have a minimum Base Attack Bonus of+2.

Feats

Simple Weapons Proficiency, *Personal Firearms Proficiency*

Race

Human, Half-Elf, Half-Orc or Dhampir

Special

The Horror Survivor must have had a terrifying experience with supernatural creatures, one where he or she was likely outnumbered. During this harrowing experience, at least one person must have died at the hands of the creatures, and the death witnessed by the Horror Survivor.

Hit Die

d10

Contagion Points

Horror Survivors gain a number of Contagion points equal to 4 + one-half their character level, rounded down every time they attain a new level in this class.

Class Skills

The Horror Survivor receives the following skills as Class Skills: Balance (DEX), Climb (STR), Concentration (CON), Hide (DEX), Jump (STR), Listen (WIS), Move Silently (DEX), Spot (WIS), Swim (STR), and Tumble (DEX).

Skill Points at Each Level: 4 + INT modifier

Class Features

The following are the class features of the Horror Survivor:

Defense Bonus (Ex)

Sharp wits and fast reflexes keep the Horror Survivor alive. Repeated exposure to hordes of zombies, dens of vampires, and other things that should not be hone the defensive capabilities of the Horror Survivor. Because of this, at 1st level the Horror Survivor adds his Wisdom bonus (if any) to his Defense. In addition, a Horror

Survivor gains a +2 bonus to Defense at 5th level and again at 10th level.

These bonuses to Defense apply even against touch attacks or when the Horror Survivor is flat-footed. He loses these bonuses when immobilized or helpless or when he carries a medium or heavy load.

Irrational Fearlessness (Ex)

Horror Survivors have been through hellish ordeals. Witnessing the macabre and revolting deeds of monsters hardens the Horror Survivor, making them resistant to things that would break the minds of lesser men and women. This allows the character resistances and immunities to certain fear-based conditions as his level increases.

At 1st level the Horror Survivor no longer loses actions when cowering, though actions taken while cowering do suffer a -4 penalty, and he still suffers the -2 Defense penalty. The Horror Survivor also suffers only a -1 penalty to actions taken while shaken at 1st level.

At 3rd level the Horror Survivor no longer receives a penalty from being shaken.

At 5th level the Horror Survivor is immune to becoming panicked. At any time that the character would normally be considered panicked, he is simply treated as being cowed, with the modifiers listed above.

At 7th level the character may take actions while nauseated at a -4 penalty.

Restless Vigilance (Ex)

The situations that create Horror Survivors tend to result in the characters staying awake for extended periods of time.

At 2nd level the Horror Survivor no longer becomes exhausted, and simply takes 1d4 subdual damage if placed in a situation that would cause him to become exhausted.

At 4th level the Horror Survivor will recover from being fatigued after only 6 hours of rest.

At 6th level the character may recover from being fatigued after only 4 hours of rest.

At 8th level the Horror Survivor no longer takes subdual (bashing) damage from situations that would normally cause him to become exhausted.

Fast Movement (Ex)

Discretion is the better part of valor, they say, and running away has saved the life of more than one Horror Survivor.

At 3rd level a Horror Survivor gains an enhancement bonus to his speed, as shown on *Table: Horror Survivor*. A Horror Survivor carrying a medium or heavy load loses this extra speed.

Favored Enemy

Familiarity breeds contempt. This is never as true as it is when a Horror Survivor is forced to face the same creatures again and again. As time passes the Horror Survivor learns the most effective ways of dealing with particular creatures.

At 4th level the Horror Survivor can choose one creature type (Undead, Outsider, etc.) as a Favored Enemy. The Horror Survivor gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on attack rolls and weapon damage rolls against such creatures.

At 8th level the Horror Survivor can choose one additional creature type as a Favored Enemy. The same type may not be chosen twice.

Improved Massive Damage Threshold (Ex)

At 5th level the Horror Survivor receives the *Improved Massive Damage Threshold* feat for free.

At 10th level this benefit is received again.

Improved Called Shot (Ex)

Horror Survivors are grossly outmatched by the terrors of the supernatural. To compensate for this disadvantage, the Horror Survivor becomes adept at aiming blows for the weak spots of their enemies.

At 6th level the Horror Survivor receives a +2 bonus to any called shot

Table: Horror Survivor

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	Speed Bonus	DEF Bonus
1st	+1	+2	+2	+2	Irrational Fearlessness I	+0'	WIS bonus
2nd	+2	+3	+3	+3	Restless Vigilance I	+0'	WIS bonus
3rd	+3	+3	+3	+3	Irrational Fearlessness II	+10'	WIS bonus
4th	+4	+4	+4	+4	Favored Enemy I, Restless Vigilance II	+10'	WIS bonus
5th	+5	+4	+4	+4	Irrational Fearlessness III	+10'	WIS bonus +2
6th	+6	+5	+5	+5	Imp. Called Shot, Restless Vigilance III	+20'	WIS bonus +2
7th	+7	+5	+5	+5	Irrational Fearlessness IV, Shambling Hordes I	+20'	WIS bonus +2
8th	+8	+6	+6	+6	Favored Enemy II, Restless Vigilance IV	+20'	WIS bonus +2
9th	+9	+6	+6	+6	Shambling Hordes	+30'	WIS bonus +2
10th	+10	+7	+7	+7		+30'	WIS bonus +4

attempt.

Shambling Hordes (Ex)

Horror Survivors often find themselves fighting multiple opponents.

At 7th level the Horror Survivor no longer loses his Dexterity bonus to Defense vs. opponents outside of a grapple while grappled.

At 9th level the Horror Survivor no longer suffers a -4 penalty to Defense while pinned, though he still loses his Dexterity bonus to Defense.

Magus

Description

Scholars and masters of the arcane arts, the Magus class represents those rare individuals who devote their existences to the study of arcane magic. While the Arcane Student learns rituals, the Clergy performs miracles, and the Pagan draws on spells of the "old ways," the Magus uses arcane formulae and ancient texts to twist the fabric of reality to his whims.

Requirements

Feat Requirements

Educated

Skill Requirements

Knowledge (Arcana) 6 ranks, Decipher Script 6 ranks

Hit Die

d6

Contagion Points

Magi gain a number of Contagion Points equal to 4 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Magi's class skills (and the key ability for each skill) are Concentration (CON), Craft (INT), Decipher Script (INT), Knowledge (Any) (INT), Profession (WIS), Research (INT), and Spellcraft (INT).

Skill Points at Each Level: 6 + INT modifier

Class Features

All of the following are class features of the Magus:

Spells

A Magus can cast any arcane spell, provided he can learn it. To learn or cast a spell, the Magus must have an Intelligence score equal to at least 10 + the spell level. The DC for a saving throw against a Magus's spell is 10 + the spell level + the Magus's Intelligence modifier.

Like other spellcasters, a Magus only knows a certain number of spells. Her base number of spells known is given on *Table: Magus*. In addition, she receives bonus spells known if she has a high Intelligence score.

The number of spells he or she may cast per day does not restrict a Magus. He or she may cast as often as desired, with the only restriction being the Magi's ability to resist Burn.

Bonus Feats

At 1st, 3rd, 5th, 7th, 9th, and 10th level, a Magus gains a bonus feat. At each such opportunity, she can choose a metamagic feat, an item creation feat, or a standard feat. The Magus must still meet all prerequisites for a bonus feat, including caster level minimums.

Scribe Scroll

At 1st level, a Magus gains the *Scribe Scroll* ability, as described in Contagion Revised Edition **Chapter 10: Magic and Spells**. A Magus may only scribe a scroll for a spell that he knows.

Summon Familiar

At 6th level, the Magus has the ability to summon a familiar. In order to summon a familiar, the Magus must forego the ability to craft homunculi (see below).

A familiar is magically linked to its master. In some sense, the familiar and the Magus who controls it are practically one being. That's why, for example, the Magus can cast a personal range spell on a familiar even though normally he can only cast such a spell on himself. A familiar is a magical beast, similar physically to the normal creature it resembles. However, a familiar grants

Table: Magus

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	------ Spells Known ------ 0	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2	Bonus Feat, Scribe Scroll	5	3	—	—	—	—
2nd	+1	+0	+0	+3		6	5	—	—	—	—
3rd	+1	+1	+1	+3	Bonus Feat	7	6	2	—	—	—
4th	+2	+1	+1	+4		8	7	4	—	—	—
5th	+2	+1	+1	+4	Bonus Feat	8	8	5	1	—	—
6th	+3	+2	+2	+5	Summon Familiar/ Create Homunculus	9	9	6	2	—	—
7th	+3	+2	+2	+5	Bonus Feat	9	10	7	3	1	—
8th	+4	+2	+2	+6	Combat Casting	10	11	8	4	2	—
9th	+4	+3	+3	+6	Bonus Feat	10	12	9	5	3	1
10th	+5	+3	+3	+7	Bonus feat	12	13	10	6	4	2

Table: Familiar Benefits

Familiar	Special Benefit
Bat	+3 to Listen
Cat	+3 to Move Silently
Ferret	+2 to REF saves
Hawk	+3 to Spot (in daylight)
Owl	+3 to Spot (in dusk or darkness)
Rat	+2 to FORT saves
Snake (Tiny viper)	+3 to Bluff
Toad	+3 HP

special abilities to its master, as described below. A special ability granted by a familiar only applies when the Magus and the familiar are within 1 mile of each other.

For all familiar special abilities based on the master's level count only Magus levels. Any levels from classes other than Magus are not included in this calculation unless specifically stated otherwise.

Depending on what kind of creature the familiar is, the master gains a special benefit, as summarized on *Table: Familiar Benefits*.

Familiar Qualities

Use the basic statistics for a creature of its type but make these changes:

- Hit Dice: Treat as the Magus's character level (for effects related to Hit Dice). Use the familiar's normal total if it is higher.
- Hit Points: One-half the Magus's total, rounded down.
- Contagion Points: A familiar cannot gain or spend Contagion points, and a Magus cannot spend a Contagion Point through his familiar.
- Attacks: Use the Magus's base attack bonus. Use the familiar's Dexterity modifier or Strength modifier, whichever is greater, to determine the familiar's melee attack bonus with unarmed attacks. Damage equals that of a normal creature of its type.
- Saving Throws: The familiar uses the Magi's base saving throw bonuses if they're better than the familiar's. The familiar uses its own ability modifiers to saves, and does not enjoy other bonuses that the Magus may have (such as from feats).
- Skills: For each skill, use either the normal skill ranks for a creature of its type or the Magi's skill ranks, whichever is better. In either case, the familiar uses its own ability modifiers. Regardless of a familiar's total skill modifiers, some skills may remain beyond the ability of the familiar to perform (such as Craft, for instance).

Familiar Special Abilities

Familiars have special abilities, or impart abilities to their Magus, depending on the level of the Magus:

- Natural Armor (Ex): This number represents a bonus to the familiar's existing natural armor bonus to Defense. Add the given value directly to the familiar's Defense. It represents a familiar's preternatural toughness.
- Familiar's Intelligence (Ex): The familiar's Intelligence score. Add the character's caster level to the base INT for a creature of the same type.
- Alertness (Ex): The presence of a familiar sharpens its master's senses. While the familiar is within 5', the Magus gains the *Alertness* feat.
- Share Spells (Su): At the Magi's option, he may have any spell he casts on himself also affect his familiar. The familiar must be within 5' at the time. If the spell has a duration other than instantaneous, the spell stops affecting the familiar if the creature moves farther than 5' away. The spell's effect is not restored even if the familiar returns to the Magus before the duration would otherwise have ended. Additionally, the Magus may cast a spell with a target of "Self" on his familiar (as a touch range spell) instead of on himself. The Magus and the familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).
- Empathic Link (Su): The Magus has an empathic link with the familiar out to a distance of up to 1 mile. The Magus can't see through the familiar's eyes, but the two of them can communicate telepathically. Note that the relatively low Intelligence of a low-level Magi's familiar limits what it is able to communicate or understand, and even intelligent familiars see the world differently from humans.
- Touch (Su): The familiar of a Magus who is 3rd level or higher can deliver touch spells for him. When the Magus casts a touch spell, he can designate his familiar as the "toucher." (The Magus and the familiar have to be in contact at the time of casting.) The familiar can then deliver the touch spell just as the Magus could. As normal, if the Magus casts another spell, the touch spell dissipates.
- Improved Evasion (Ex): If a familiar is subjected to an attack that normally allows a Reflex saving throw for half damage, the familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

- Speak with Familiar/ Speak with Master (Ex): A Magus of 5th level or higher and his familiar can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.
- Speak with Animals of Its Type (Ex): The familiar of a Magus of 7th level or higher can communicate with animals of approximately the same type as itself: bats and rats with rodents, cats with felines, ferrets with weasels, minks, polecats, ermines, skunks, wolverines, and badgers, hawks and owls with birds, snakes with reptiles, toads with amphibians. The communication is limited by the Intelligence of the conversing creatures.
- Spell Resistance (Ex): The familiar of a Magus of 9th level or higher gains Spell Resistance equal to the Magus's level + 5.

Create Homunculus

At 6th level, the Magus can create a homunculus. The homunculus may be flesh, digital, chemical, or biochemical in nature. In order to create a homunculus, the Magus must forego the ability to summon a familiar.

Creating a homunculus requires five thousand dollars worth of equipment. The materials used are consumed in the creation of the homunculus. In addition, the creation of a homunculus requires a pint of the Magi's blood.

It takes a week to create a homunculus. During this time the Magi must labor for 8 hours a day. A character not actively working on the ritual must perform no other activities except eating, sleeping, or talking. If he misses a day, the process fails, and the ritual must begin anew. At the end of the period, the Magus makes an appropriate skill check for the Craft skill connected with the particular subtype of homunculus (DC 20). A Magus cannot take 10 or take 20 on the Craft check. A failure indicates loss of the subject (requiring the Magus to begin again) but no other penalty.

The Magus may create any number of homunculi. However, when a homunculus perishes, its death deals 2d10 points of damage to the Magus, so caution is usually the by-word in homunculus creation.

A Magus can create an advanced homunculus with more than 2 Hit Dice (maximum 6 Hit Dice). Each extra Hit Die adds five hundred dollars to the cost and +2 to the Craft check DC.

Biochemical Homunculus (Tiny Construct [incorporeal])

CR	1	DEF	15 (+2 size, +2 DEX, +1 deflection)	BAB	+1
STR	N/A	*Touch*	15	*Grapple*	+1
DEX	15	*Flat Footed*	13	Reach	0'
CON	N/A	HD	2d10	FS	2.5' by 2.5'
INT	10	HP	11		Saves
WIS	12	MAS	N/A	FORT	+0
CHA	7	INIT	+2	REF	+2
CP	0	SPD	20' (Fly 50' [good])	WILL	+1
Attack	+5 melee (1d2, bite)				
Full Attack	+5 melee (1d2, bite)				

Homunculi are constructs and, as such, may be stored until needed.

Biochemical Homunculus

A biochemical homunculus is made using the Craft (Pharmaceutical) skill and appears as a roughly humanoid wisp of vapor. It can merge with another living being and see through its eyes.

Incorporeal (Ex): A biochemical homunculus can be harmed only by other incorporeal creatures, +1 or better magic weapons, and spells, spell-like abilities, and supernatural abilities. It is immune to nonmagical attack forms. It can pass through any area that a gas could move through (such as a crack under a door). A biochemical homunculus cannot pass through force effects (such as a *wall of force*). Its attacks ignore natural armor, armor, and shields, although deflection bonuses and force effects (such as *mage armor*) work normally against it.

Biochemical homunculi move silently and cannot be heard with Listen checks. Strength is a nonability, so its Dexterity modifier applies both to its melee and ranged attacks. Nonvisual senses, such as blindsight and scent, do not function against biochemical homunculi. A biochemical homunculus cannot be tripped or grappled by a corporeal attacker. Ghosts may affect a biochemical homunculus normally and vice versa.

Creature Meld (Su): With a successful melee touch attack, a biochemical homunculus can meld with a living organism of Tiny size or larger and see through that creature's eyes. It gains none of the host creature's other senses and exerts no telepathic control over the host creature. If a melded biochemical homunculus is taken more than 1 mile from its creator, it separates from the host creature as a move action and returns to its master with all due haste. If its host creature is slain, the melded biochemical homunculus is immediately destroyed as well.

Skills: Hide +10

Feats: None

Advancement: 3–6 HD (Tiny).

Digital Homunculus

A digital homunculus is made with the Craft (Electronic) skill and resembles a mechanical insect. It has the ability to uplink with electronic devices.

Electronic Interface (Ex): A digital homunculus can attach

Digital Homunculus (Tiny Construct)					
CR	1	DEF	16 (+2 size, +2 DEX, +2 natural)	BAB	+1
STR	7	*Touch*	14	*Grapple*	+1
DEX	15	*Flat Footed*	14	Reach	0'
CON	N/A	HD	2d10	FS	2.5' by 2.5'
INT	10	HP	11	Saves	
WIS	12	MAS	N/A	FORT	+0
CHA	7	INIT	+2	REF	+2
CP	0	SPD	20' (Fly 50' [good])	WILL	+1
Attack	+1 melee (1d4-2, bite)				
Full Attack	+1 melee (1d4-2, bite)				

itself to an electronic device, such as a cell phone or computer, and provide a direct link between the device and its master. Provided the homunculus and its master are within 1 mile of each other, the master can use the homunculus's interface to operate the device by remote. The homunculus also provides a +2 equipment bonus on its master's Computer Use and Disable Device skill checks provided it can attach itself to the computer or device through which (or against which) these skills are applied. The digital homunculus must succeed at a melee touch attack to attach to any device in another creature's possession. It loses its Dexterity bonus to Defense while connected to a device.

Skills: Hide +10

Feats: None

Advancement: 3–6 HD (Tiny)

Flesh Homunculus

A flesh homunculus is formed from the living tissue of the Magus. It resembles an emaciated, bipedal bat with needlelike fangs that inject a sleep-inducing venom. It is constructed using the Craft (Chemical) skill.

Poison (Ex): Venomous bite: Fortitude save (DC 11); initial damage sleep for 1 minute; secondary damage sleep for another 5d6 minutes.

Damage Reduction 5/+1 (Ex): A flesh homunculus ignores the first 5 points of damage dealt by a nonmagical weapon.

Fast Healing 3 (Ex): A flesh homunculus heals 3 points of damage each round so long as its master is alive and the homunculus has at least 1 Hit Point.

Skills: Hide +10

Feats: None

Advancement: 3–6 HD (Tiny)

Mechanical Homunculus

A mechanical homunculus is made of metal and resembles a miniature robot. It is constructed using the Craft (Mechanical) skill. This homunculus has limited artificial intelligence, allowing its master to program it with specific skills.

Darkvision (Ex): The mechanical homunculus has night vision sensors that improve the range of its darkvision to 120'.

Acid Spittle (Ex): The bite of a mechanical homunculus injects mild acid that deals an additional 1d6 points of acid damage. The fumes of this acid are not poisonous.

Skills: A mechanical homunculus has 10 skill points, which its master assigns to specific skills when the homunculus is first created. The skill ranks can be assigned only to the following skills: Computer Use, Decipher Script, Demolitions, Disable Device, Knowledge (any), Listen, Navigate, Read/Write Language (any), Repair, Search, Speak Language (any), and Spot. No skill can have more than 5 ranks assigned to it, and all of the skills are treated as class skills. A damaged mechanical homunculus with one or more ranks of Repair can attempt to repair itself or aid another's attempts to repair it.

Skills: Disable Device +3, Hide +10, Listen +3, Repair +4, Speak Language (any one), Spot +3

Feats: None

Advancement: 3–6 HD (Tiny)

Mechanical Homunculus (Tiny Construct)					
CR	1	DEF	15 (+2 size, +2 DEX, +1 natural)	BAB	+1
STR	8	*Touch*	14	*Grapple*	+1
DEX	14	*Flat Footed*	13	Reach	0'
CON	N/A	HD	2d10	FS	2.5' by 2.5'
INT	10	HP	11	Saves	
WIS	12	MAS	N/A	FORT	+0
CHA	7	INIT	+2	REF	+2
CP	0	SPD	10' (Fly 30' [average])	WILL	+1
Attack	+2 melee (1d3-1 + 1d6 acid, bite)				
Full Attack	+2 melee (1d3-1 + 1d6 acid, bite)				

Combat Casting

At 8th level, a Magus becomes adept at casting spells during combat. He gets a +4 bonus on Concentration checks made to cast a spell while on the defensive.

Paraphysicist

Description

A master of quantum physics, parapsychology, advanced sciences, and other esoteric forms of study, the Paraphysicist advanced class represents something of an anomaly in the **Contagion** setting. Many of these characters span the gap between faith, superstition, and science. Either by virtue of bizarre theories that quantify the impossible, or simply the rare ability to reconcile mundane science and mystic sensibility, the Paraphysicist is a student of both worlds. Given time and resources, they may master amazing abilities and put forth unprecedented theories. Paraphysicists and their unusual deductions may very well tip the balance of the War, if they were to choose a side.

These characters tend to be

Flesh Homunculus (Tiny Construct)					
CR	1	DEF	14 (+2 size, +2 DEX)	BAB	+1
STR	7	*Touch*	14	*Grapple*	+1
DEX	14	*Flat Footed*	12	Reach	0'
CON	N/A	HD	2d10	FS	2.5' by 2.5'
INT	10	HP	11	Saves	
WIS	12	MAS	N/A	FORT	+0
CHA	7	INIT	+2	REF	+2
CP	0	SPD	20' (Fly 50' [good])	WILL	+1
Attack	+1 melee (1d3-2, bite)				
Full Attack	+1 melee (1d3-2, bite)				

involved in very advanced projects and studies such as the Human Genome Project, stem cell research, cybernetic development, and the Grand Unification Theory. Driven to understand and eventually master creation, their minds push the boundaries of knowledge itself.

Requirements

Abilities

A Paraphysicist must have an INT score of at least 16 to begin this class. Only the most brilliant minds may become Paraphysicists.

Skills

Craft (any ONE of the following: Chemical, Electronic, or Mechanical) at 6 ranks, Knowledge (any TWO of the following: Physical Sciences, Earth and Life Sciences, Technology, or Theology and Philosophy) at 6 ranks, Research at 6 ranks.

Hit Die

d6

Contagion Points

The Paraphysicist gains a number of Contagion Points equal to 5 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills

The Paraphysicist class skills (and the key ability for each skill) are: Computer Use (INT), Craft (Chemical, Electronic, Mechanical, Pharmaceutical, Structural, Visual Art, Writing) (INT), Decipher Script (INT), Disable Device (INT), Investigate (INT), Knowledge (Art, Behavioral Sciences, Civics, Current Events, Earth and Life sciences, History, Physical Sciences, Technology, Theology and Philosophy) (INT), Navigate (INT), Profession (WIS), Read/Write Language (none), Repair (INT), Research (INT), Search (INT), Speak Language (none), and Treat Injury.

Skill Points at Each Level: 7 + INT modifier

Class Features

All of the following are class features of the Paraphysicist.

Technophile

At 1st level, the Paraphysicist is so comfortable with technology that she gains a +2 competence bonus with any electronic or mechanical device, and in addition may use any skill that involves technology untrained.

Impartial Observer

At 2nd level, the Paraphysicist has become so enraptured in learning, that his desire to discover new information often overrides even common sense. As a result, the Paraphysicist is resistant to certain fear based effects.

At 2nd level the Paraphysicist no longer loses actions when cowering, though actions taken while cowering do suffer a -4 penalty, and he still suffers the -2 Defense penalty. The Paraphysicist also suffers only a -1 penalty to actions taken while shaken at 2nd level.

At 5th level the Paraphysicist no longer receives a penalty from being shaken.

At 8th level the Paraphysicist is immune to becoming panicked. At any time that the character would normally be considered panicked, he is simply treated as being cowed, with the modifiers listed above.

Intuitive Leap

At 3rd level, the Paraphysicist is capable of reasoning along supernatural lines. She may now substitute Knowledge (Behavioral Sciences, Earth and Life Sciences, or Physical Sciences) for Knowledge (Arcana) when attempting to identify a Hellspawn, discover its weaknesses or abilities, or predict its habits. The science Knowledges may also be substituted for Knowledge (Tactics) when attempting to incorporate applied science to any sort of plan.

Note that the Paraphysicist may not gain any sort of esoteric information from these checks, simply hard facts. For example, the Paraphysicist can substitute Knowledge (Physical Science) for Knowledge (Arcana) to discover that a particular creature is an animate corpse that siphons the flesh off of its victims to reconstitute itself, but will not know that the creature is called a Skin Feaster, nor how a Skin Feaster is rumored to be created without either a Knowledge (Arcana) check, or appropriate research.

Paraphysics

At 4th level the Paraphysicist is now capable of applying scientific knowledge to supernatural situations. This ability allows the Paraphysicist to use mundane technological processes to counter the special abilities of Hellspawn as well as some spell effects.

Paraphysics allows for the following effects:

Turning

After intensive study, either through researching proper papers and materials (Research, DC 30) or studying tissue samples [Craft (Chemical), DC 30] the Paraphysicist may attempt to create a device that emits a signal which repels

Table: Paraphysicist

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+0	+0	+2	Technophile	+0
2nd	+0	+0	+0	+2	Impartial Observer 1	+1
3rd	+1	+1	+1	+3	Intuitive Leap	+1
4th	+1	+1	+1	+3	Paraphysics	+1
5th	+2	+1	+1	+4	Impartial Observer 2	+2
6th	+2	+2	+2	+4	Skill Mastery	+2
7th	+3	+2	+2	+5	Scientific Improvisation	+2
8th	+3	+2	+2	+5	Impartial Observer 3	+3
9th	+4	+3	+3	+6	Hotshot Technology	+3
10th	+4	+3	+3	+6	Paraphysical Improvisation	+3

creatures of various creature types, or a chemical which repels them. The specifics of the device, as well as the precise "science" behind it are left to the GM to decide, but the in game effects are universal. After making an appropriate Craft check (DC 30; Chemical or Mechanical depending on the nature of the device), the Paraphysicist will have a device, gas, or other item that is capable of performing a turning check (as per the Clergy class). One Craft check will take 1d4 hours for a chemical item, and 1d10 hours for a mechanical item. These times are above and beyond any research time taken to design the device. Any penalties for poor conditions or lack of equipment are doubled when making this check. A single check will produce enough material, or an object with enough charges to turn 10 times.

In most cases an item created for turning can be used by anyone, so long as the Paraphysicist who created it explains the operation of the item. Even the most esoteric of devices simply require a Knowledge (Technology) check at DC 15 in order to operate.

Once the item is used, the user makes a turning check. For this turning check roll 1d20 +the Paraphysicist's INT modifier and consult the turning check result table in the Clergy class description. A Paraphysicist is uses his Paraphysicist level –1 to determine the maximum hit dice his item may affect. To determine turning damage, roll 2d6 + (Paraphysicist level-1) + the Paraphysicist's INT modifier. Note that anyone using the device uses the Paraphysicist's level and INT to determine the effectiveness of the turning. A separate item must be crafted for each creature type (aberration, undead, etc.) The item may not rebuke or command the specific creature type, though it may destroy it, provided that the Paraphysicist's level –1 is equal to or greater than double the target creature's Hit Dice.

Disruption

The Paraphysicist may create an item that counteracts certain supernatural, spell-like, or even extraordinary abilities. In order to construct such an item, the Paraphysicist must be able to study the ability and its function either through direct observation or research. The Paraphysicist then makes an appropriate Craft check (Chemical or Mechanical) at DC 30 in order to create the item. Most of these items utilize extremely expensive technology, requiring an expenditure of five thousand dollars or more to acquire the necessary components. The actual purchase price is ultimately left to GM discretion, and should be based on complexity of the item, and the item's usefulness. The effects of disruption vary, depending on whether the ability being countered is Extraordinary (Ex), Spell-Like (Sp), or Supernatural (Su), as detailed below.

Disrupting Extraordinary Abilities: Items that disrupt Extraordinary abilities tend to insulate or shield the user from the worst effects of a Hellspawn's Extraordinary abilities. Items may also be devised that prevent a Hellspawn from using an Extraordinary ability that affects only itself. These items are many and varied, as each item must target a separate Extraordinary ability. Ultimately the GM is the final arbiter on what abilities may or may not be affected with such an item. Some examples include:

- Blindsight Blinder Pistol (a.k.a the BB gun): the BB gun is a pistol designed to emit a signal that targets a specific creature's non-sight senses. A ranged touch attack is made to hit with the BB gun, and a successful attack removes the target's Blindsight for 1d6 + the Paraphysicist's INT modifier in rounds. This item may be created as a chemical, which is sprayed at/on the creature as well, though the effects are the same. Another variant of this weapon (called the DV gun) uses the same principle to negate Darkvision and Low light vision.
- Breath Weapon Compensation Suit (BWC suit): This suit is a variation on the common hazardous materials suits used by the CDC or the military.

Each BWC suit is designed to resist a specific creature's breath weapon, or a specific element delivered via a breath weapon attack. A BWC suit can take the designing Paraphysicist's INT modifier in direct hits or the Paraphysicist's INT modifier x2 in indirect hits (i.e. breath weapon attacks resisted with a successful save) before being rendered useless. If direct hits are combined with indirect hits, simply count the indirect hits as "half hits" until the full hit maximum is breached. A functional BWC suit negates all damage from the specific attack until its max hits are exceeded. Once the max hits have been exceeded on a BWC suit, the suit is rendered useless. Note that some Breath Weapons are considered Supernatural abilities, and a BWC created to resist Extraordinary Breath Weapons will not work vs. a Supernatural Breath Weapon (and vice versa).

- Submagnetic Sensor Array: This device allows the user to spot creatures using the Invisibility Extraordinary ability. It is possible to configure a device such as this to see incorporeal creatures as well. These devices can take the shape of a hand held sensor panel, special goggles, or even a detection field installed in a doorway or hallway.
- Immunoregulators: This group of drugs is designed to counteract a creature's ability to rapidly heal wounds. A dose of the drug, which must often be ingested to function, lasts for 1d6+the Paraphysicist's INT modifier in minutes. The drug functions by creating a continual damage scenario, often within the victim's digestive system. The more a creature attempts to heal, the harder the drug works, thereby negating the Fast Healing Extraordinary ability for the duration of exposure. Certain crafty Paraphysicists combine Immunoregulators with DMSO for a contact poison that may be administered via a dart or slap patch. Because the Immunoregulators respond to attempts to heal the damage that they cause, they seem to have no effect on creatures that heal at a normal rate. A potent version of this drug exists that can counter Regeneration, though the effects last only ¼ of the listed duration (round down).
- Turning Augmenters: These items are designed to negate Turn Resistance by targeting the source of the resistance, and disrupting that source as the turning attempt takes place. In this fashion, an item of this type can negate a creature's Turn Resistance up to the Paraphysicist's INT modifier. Any Turn Resistance beyond that number remains in effect. Turning augmenters last a number of rounds equal to 1d3 + the Paraphysicist's INT Modifier.

Disrupting Spells and Spell Like Abilities: Items that disrupt Spells and Spell like abilities are functionally similar to counterspells. Whether the Paraphysicist concocts a potion to ward off the Command spell, or creates a magnetic disk that repels *magic missile*, the system is handled in the same way. The user of the item must make an INT check (using the Paraphysicist's INT modifier, not his own) at a DC equal to the spell save DC. For spell-like abilities with no save DC, simply use the following formula (10 + creature's Hit Dice + creature's CHA modifier) to determine the DC to disrupt the ability. Note that a separate item must be designed for each specific spell and spell-like ability. A Spellcraft, Knowledge (Arcana) or appropriate Knowledge (sciences) check (in the case of a Paraphysicist) is required to recognize the ability as it is being prepared. A successful check allows the character to use the proper item (should it be available for use). Note that at GM discretion, potions and devices could be concocted that would operate defensively, automatically allowing the character to use the item without even needing to understand that an attack is imminent.

Skill Mastery

At 6th level, the Paraphysicist designates one skill from her Paraphysicist class skill list. When making a check with this skill, the Paraphysicist may take 10 even if stress and distractions would normally prevent her from doing so. She becomes so certain in the use of this skill that she can use it reliably even under adverse conditions. The Paraphysicist must choose a separate skill each time this ability is gained.

Scientific Improvisation

At 7th level, a Paraphysicist gains the ability to improvise solutions using common objects and scientific know-how. This ability lets the Paraphysicist create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 Contagion Point and combining common objects with a Craft check that corresponds to the function desired, the Paraphysicist can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + 1/100th of the purchase price of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised. Objects created through Paraphysics cannot be duplicated with Scientific Improvisation. Electronic devices, special tools, weapons, mechanical

devices, and more can be built with Scientific Improvisation. It takes a full-round action to make an object with Scientific Improvisation. The object, when put into use, lasts for a number of rounds equal to the Paraphysicist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Hotshot Technology

If it has mechanical or electronic components, a Paraphysicist of 9th level or higher can get maximum performance out of it.

By making either a Craft (Electronic) or Craft (Mechanical) check (whichever is appropriate for the machine in question), the Paraphysicist can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on *Table: Hotshot Technology*.

The Paraphysicist performs the extreme modifications in 1 hour. The Paraphysicist can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Paraphysicist class level, beginning when the object is first put into use. The Paraphysicist selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again. Hotshot Technology can be used on items created through Paraphysics. Simply double the Craft DC listed in the chart above for any device created through the use of Paraphysics.

Paraphysical Improvisation (Ex)

At 10th level, a Paraphysicist gains the ability to improvise items generally created through Paraphysics using common objects and scientific know-how. This ability lets the Paraphysicist create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 Contagion Point and combining common objects with a Craft check that corresponds to the function desired (see Paraphysics), the Paraphysicist can build a tool or device that requires the use of the Paraphysics class ability. The DC for the Craft check is equal to the Craft DC of the item as if it were created using Paraphysics.

To create an item with Paraphysical Improvisation, the Paraphysicist must either make a Knowledge check at DC 30, or have done research to qualify him to be able to create the item as detailed in Paraphysics. It takes a full-round action to make an object with Paraphysical improvisation. The item, when put into use, lasts for a number of rounds equal to the Paraphysicist's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

Table: Hotshot Technology

Improvement	Craft DC	Repair Chance
Ranged Weapons		
+1 to damage	15	01% – 25%
+2 to damage	20	01% – 50%
+3 to damage	25	01% – 75%
+5' to range increment	15	01% – 25%
+10' to range increment	25	01% – 50%
Electronic Devices		
+1 equipment bonus	15	01% – 25%
+2 equipment bonus	20	01% – 50%
+3 equipment bonus	25	01% – 75%
Vehicles		
+1 on initiative checks	20	01% – 25%
+1 to maneuver	25	01% – 50%
+2 to maneuver	30	01% – 75%

PRESTIGE CLASSES

As advanced classes are extensions of character growth beyond the potential of the core classes, prestige classes represent pinnacles of achievement for PCs. Acquiring levels in a prestige class usually requires the character to meet several extensive prerequisites, often tied to only one or two possible classes. Often, the character must have capabilities derived from an advanced class before acquiring any levels in a prestige class, though this varies according to the prestige class description. The following prestige classes are suitable for play in the **Contagion** setting, with GM approval.

Apostate

Description

Masters of the dark arts and servants of the generals of Hell, the Apostate class represents those rare few who have earned extreme favor in the ranks of Hell's army. Virtually any soul can simply serve demons, but the Apostate truly becomes an extension of his demonic master's power. Through extremely loyal service, impressive cruelty, and diabolical cleverness, Infernalists and Pagans who gain their dark master's favor may eventually rise to the coveted rank of Apostate.

Apostates are evil incarnate. To attain this level of infernal favor, an Apostate must cast aside any sort of humane or virtuous morals, sacrificing his own will to the whims of darkness. Apostates are capable of appearing to hold to normal values, but when an Apostate behaves like a normal, functional member of society, he is simply assuming a useful role. As soon as the ruse outlives its usefulness, the Apostate reveals his true monstrous self.

Table: Apostate

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+2	+0	+1	Hellfire	+1
2nd	+1	+3	+0	+1	Increased Spells	+1
3rd	+1	+3	+1	+2	Infernal Favor	+2
4th	+2	+4	+1	+2	Increased Spells	+2
5th	+2	+5	+2	+3	Create Hellspawn	+3

Requirements

Alignment

Any Evil

Feats

Frightful Presence

Skills

Spellcraft 12 ranks, Intimidate 9 ranks, Knowledge (Arcana) 12 ranks, Concentration 12 ranks.

Special

Ability to cast 3rd level divine (non-Clergy) spells (Note: The Pagan class casts both arcane and divine spells. They are eligible for the Apostate prestige class). The Apostate must also have entered a pact with a demon (see the demon race and the Infernalist class).

Hit Die

d6

Contagion Points

Apostates gain a number of Contagion Points equal to 5 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Apostate's class skills are as follows: Bluff (CHA), Concentration (CON), Decipher Script (INT), Diplomacy (CHA), Knowledge (Arcana) (INT), Intimidate (CHA), Perform (Oration) (CHA), Research (INT), Sense Motive (WIS), Spellcraft (INT) and Treat Injury (WIS)

Skill Points at Each Level: 3 + INT modifier

Class Features

The following features pertain to the Apostate prestige class.

Hellfire

At 1st level, the Apostate can channel the fires of Hell itself. With a successful Knowledge (Arcana) check at DC 25, the Apostate gains the ability to summon and direct Hellfire for 1 minute. Attacking someone with Hellfire is considered a ranged touch attack, and is a standard action. If successful, the Hellfire consumes 1d10 Contagion Points from the target. If Hellfire reduces a target's Contagion Points to zero (or if the target has no Contagion Points when hit) he must make a Fortitude save at DC 25 or become exhausted. Oddly, this condition affects vampires as well, though angels are immune. Once the duration of Hellfire expires, the Apostate may not call on the ability again for 1d10 rounds.

Increased Spells

At 2nd level, the Apostate increases the base number of divine spells known by one half (round down). This applies to any divine spellcasting classes the Apostate may have levels in. This increase occurs before modifications for high ability scores or other alterations. At 4th level, the Apostate again increases the number of divine spells known, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Infernal Favor

At 4th level the Apostate may sacrifice 10 Contagion Points to call upon one of his demonic master's innate capabilities. This can be any racial feature (except Create Hellspawn), any class feature, or any feat that the demonic master possesses. The favor lasts for three rounds. Unlike most Contagion Point expenditures, the Apostate may spend all 10 points at once as a free action, provided he has not already spent 1 Contagion Point for something else in that turn. Sacrificed Contagion Points are funneled to the master immediately. The demonic master retains the "borrowed" ability as well.

Create Hellspawn

At 5th level, the Apostate may create Hellspawn as if he were a member of his demonic master's caste. This functions exactly like the demonic racial feature, though all Contagion Point costs are doubled for the Apostate.

Apostle

Description

The Apostle class represents the few humans who are able to truly purge themselves of sin and live in purity. This state of enlightenment is incredibly difficult to attain, as humans are inherently flawed creatures.

Turning their backs on temptation, the Apostles gain the power to work miracles beyond the scope of even the most faithful Clergy. While Clergy can heal the wounded and bless the righteous, an Apostle can raise the dead with a touch and sanctify a region simply by being present. The presence of divine power radiates from the Apostle, calling to the faithful and smiting the wicked.

Requirements

Alignment

Lawful Good

Feats (any two)

Empower Turning, *Improved Turning*, *Iron Will*

Race

Like Clergy, Apostles must be human.

Skills

Spellcraft 12 ranks, Knowledge (Religion) 12 ranks, Concentration 12 ranks.

Special

Ability to cast 3rd level Clergy spells. The Apostle must sacrifice 25 Contagion Points upon attaining first level in this class.

Hit Die

d4

Contagion Points

Apostles gain a number of Contagion Points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class. Note that the Apostle will not gain Contagion Points for 1st level in this class until after the required Contagion Point sacrifice has been paid.

Class Skills

The Apostle's class skills are as follows: Concentration (CON), Decipher Script (INT), Diplomacy (CHA), Knowledge (Arcana, Religion) (INT), Perform (oration) (CHA), Research (INT), Spellcraft (INT), and Treat Injury (WIS)

Skill Points at Each Level: 3 + INT modifier

Class Features

The following features pertain to the Apostle prestige class.

Pure of Heart (Ex)

At 1st level, the Apostle becomes immune to all mind-affecting effects. This ability is permanent.

Increased Spells

At 2nd level, the Apostle increases the base number of Clergy spells known by one half (round down).

This increase occurs before modifications for high Wisdom or other alterations.

Holy Aura (Su)

At 3rd level, the Apostle's aura becomes so intense that undead cannot abide his presence. Any undead that passes within 20' of the Apostle are affected as if the Apostle had rolled a 10 on a turning check versus that single undead. If there is a group of undead, resolve each turning check individually.

Sanctimonious Presence (Ex)

At 4th level the Apostle has grown so mighty in his service to the Lord that he is a bastion of holy energy. The character perpetually emanates a bubble of divine energy 15' in each direction. This bubble is invisible to the naked eye, but will appear to any supernatural detection capabilities (with the exception of a Slayer's Detect Supernatural class feature). The area within this bubble is considered to be under the effect of a *hallow* spell cast by a 10th level Clergy. The Apostle does not need to know how to cast *hallow* for this ability to function. No additional spell can be anchored to this field. If the field is targeted by a counterspell, or dispelled, it returns on the Apostle's next action. An Antimagic Field will eliminate this effect as long as the Apostle remains within the area of effect.

Resurrection (Sp)

At 5th level, the Apostle can perform the miracle of resurrection. By laying his hands upon a recently dead human, the Apostle can heal the broken body and call back the departed soul. There are limits to the power of resurrection.

An Apostle can resurrect a character that has been dead for one hour per character level of the deceased. If the Apostle cannot reach the deceased character before this time elapses, then there is no hope for resurrection, as the deceased's soul has moved on. If the body is cremated, devoured, or otherwise completely destroyed, there is no hope for resurrection. At least one third of the decedent's mass must be accessible.

Resurrection costs 2 Contagion Points per character level of the deceased. This cost is halved if the deceased was a member of the Slayer class. Paying this cost is subject to the normal rules for spending Contagion Points (requiring one round of contact per point spent.) Resurrected characters immediately return to life fully healed as if they had never been slain. They have no memory of the time that elapsed between their death and resurrection. Resurrection can only be performed on humans of good alignment. Any attempt to perform resurrection on a member of another race, or follower of another alignment, wastes the Contagion Points spent and has no effect whatsoever. Resurrection may be used as often as the Apostle likes, until his Contagion Point supply is exhausted.

Table: Apostle

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+2	+0	+2	Pure of Heart	+1
2nd	+1	+3	+0	+3	Increased Spells	+1
3rd	+1	+3	+1	+3	Holy Aura	+2
4th	+2	+4	+1	+4	Sanctimonious Presence	+2
5th	+2	+4	+1	+4	Resurrection	+3

Archmage

Description

The Archmage class represents the pinnacle of magical achievement. Some Magi spend a lifetime studying in the hope of attaining this level of mastery. Few succeed. While Archmages are not necessarily leaders within their schools, the power and knowledge wielded by these wizards tends to grant them authority, even if they lack an official title. Archmages are rarely meek. Their words can influence entire factions is the War and their actions are often the stuff of legend.

Requirements

Feats

Educated

Skills

Spellcraft 12 ranks, Knowledge (Arcana) 12 ranks, Concentration 12 ranks.

Special

Ability to cast arcane spells (Note: The Pagan class casts both arcane and divine spells. They are eligible for the Archmage prestige class).

Hit Die

d6

Contagion Points

Archmages gain a number of Contagion Points equal to 7 plus one-half their character level, rounded down, every time they advance a level in this class.

Class Skills

The Archmage's class skills are as follows: Concentration (CON), Craft (Chemical, pharmaceutical) (INT), Decipher Script (INT), Disable Device (INT), Investigate (INT), Knowledge (Arcana, Art, Behavioral Sciences, Business, Civics, Current Events, Earth and Life Sciences, History, Physical Sciences, Popular Culture, Streetwise, Technology, Theology and Philosophy) (INT), Profession (WIS), Read/Write Language (none), Repair (INT), Research (INT), Speak Language (none), Spellcraft (INT)

Skill Points at Each Level: 7 + INT modifier

Class Features

The following features pertain to the Archmage prestige class.

Bonus Feats

At 3rd and 5th level, the Archmage gains a bonus feat, which may be used to purchase standard, item creation, or metamagic feats.

Total Spellcasting

Count all character caster levels when determining the Archmage's casting level for arcane spells. This class feature only affects the character's caster level when determining damage, range, etc. for arcane spells cast by the Archmage.

Increased Spells

At 2nd level, the Archmage increases the base number of arcane spells known by one half (round down). This increase occurs before modifications for high Intelligence or other alterations. At 4th level, the Archmage again increases the number of arcane spells known, this time to a total of twice what he would normally have. As before, this increase happens prior to any modifications or alterations.

Burn Resistance

At 5th level, the Archmage has developed a resistance to the energies that cause Burn. A character at this level halves all damage taken from Burn (round down). Furthermore, the Fortitude save DC for resisting death from massive damage due to burn is reduced to 10.

Table: Archmage

Level	Base Attack Bonus	FORT Save	REF Save	WILL Save	Class Features	DEF Bonus
1st	+0	+0	+0	+2	Total Spellcasting	+1
2nd	+1	+0	+0	+3	Increased Spells	+1
3rd	+1	+1	+1	+3	Bonus Feat	+2
4th	+2	+1	+1	+4	Increased Spells	+2
5th	+2	+1	+1	+4	Bonus Feat, Burn Resistance	+3

FEATS

Characters in **Contagion** are diverse and unique. Part of this diversity is reflected in feats. Feats are selected during character creation, or as a character advances. This allows players to diversify and personalize their characters. The following feats are suitable for use in the **Contagion** game setting. See Contagion Revised Edition **Chapter 7: Feats** for more details regarding feats and their uses.

Ambidexterity

Some rare individuals are able to use both hands with equal proficiency. You count yourself among them. Whether writing or fighting, you may use both hands with equal finesse.

Prerequisite

DEX 15

Benefit

The character ignores all penalties for using an off hand.

Normal

Without this feat, a character who uses his or her off hand suffers a -4 penalty to attack rolls, ability checks, and skill checks.

Angelic Favor

Because of your faith, your good works, or some design unknown to you, angels favor you. You are treated well by the heavenly host, and in dire need, may call upon divine assistance.

Prerequisites

Any Good alignment, Character level 6

Benefit

You receive a +2 circumstance bonus to all social interactions with angels. Angels tend to consider your opinions and will offer you advice if asked. You may also, at any time, spend 10 Contagion Points to summon 2d4 angels of your character level to assist you. The angels will all come from the same choir, and their choir will be determined by the GM based on the situation. Summoning angels in battle is likely to bring Seraphim to your call, while summoning angels to assist with travel will likely call to the Teraphim. Summoned angels will arrive on your next initiative action, remaining for one round to offer aid. This time may be extended by expending 1 CP per angel summoned, per round. When this timeframe passes, the summoned angels will return to Heaven. Any witnesses to the angels' actions will likely suppress the memory, rationalizing the event. To remember the actions of angels summoned through this feat, witnesses must make a WILL save at DC 30. If successful, the witness retains full memory of the events of the visitation. Furthermore, recording devices will mysteriously fail, preventing the visitation from being recorded. The summoner may expend an additional CP per witness to allow witnesses he chooses clear memory of the events of the visitation. Contagion Point expenditures used to fuel this feat may occur all at once, ignoring the rule of 1 Contagion Point per round. This feat may not, however, be used in conjunction with any other Contagion expenditure.

Special

Angels and demons may not take this feat.

Bum Rush

You are able to unleash incredible ferocity while charging.

Prerequisites

DEX 13, *Improved Initiative*

Benefit

If the character charges a foe, he or she can make a full attack against the opponent charged.

Normal

Without this feat, a character may only make a single attack as part of a charge.

Curse Carrier

Whether or not you know the truth, one of your ancestors is Hellspawn. While you may not possess any discernible traits of your mystical heritage, you may inadvertently pass this curse on to your children, or through a transfusion of your accursed blood.

Prerequisite

Human

Benefit

You carry a curse in your blood. Select a playable race other than angel, demon, or goblin at character creation. If your character has children, you will breed as a member of that race.

If you select any race descended from werewolves, there is a 5% chance that you can pass on the curse of lycanthropy. In the event another human receives a transfusion of your blood, their own genetic predisposition towards lycanthropy may be activated.

If you select any race descended from vampires, your blood has a small chance of creating new vampires. If you donate blood and the recipient dies within 12 hours of receiving the donation, there is a 1% chance that they may rise from the dead as a vampire.

Your unknown kinship with the supernatural, however, does give you a slight advantage with members of your selected race. Add a +1 bonus to all skill checks based on social interaction or research involving your chosen race.

Special

This feat may only be selected at 1st level.

Curse Communion

It is a metaphysical truth that all things in the universe are connected. This feat allows you to draw on those connections, granting a small portion of your power to less fortunate allies.

Prerequisites

Any playable race except Human, unless that human has both the *Hellspawn Heritage* and *Sinful Breeding* feats.

Benefit

Through a ritual of communion, the character may impart one racial feature to a non-supernatural ally. The act of communion depends on the character imparting the power, and must be defined when this feat is selected. Vampires may share blood with their chosen recipient, while an angel may elect to pray with their charge. Whatever the act of communion is, it must symbolize a union of some kind between two willing parties. During the ritual, the donating party must expend a number of Contagion Points equal to the recipient's

character level. Once the expenditure is complete, the donating party may grant any one of his own racial features to the recipient, subject to the limitations below. This racial feature lasts for 24 hours, though the duration may be extended an additional hour per extra Contagion Point spent during the ritual. While under the effects of *Curse Communion*, the recipient acts as a member of the donating party's race with regard to the donated feature. The donor retains his racial feature during this time, continuing to use it normally.

Special

This feat may only donate one racial feature to one party at one time. The following racial features may not be donated by a character through *Curse Communion*: Blood Drain, Caste, Choir, Create Hellspawn, Create Vampire, Divine Mandate, Ghuldom, Lycanthropy, Round Trip Ticket, Siphon Sin, Undying, vampiric immunity to death from conventional weapons, and Variable Constitution Score. If a werewolf donates Shapeshifting the character does not gain a Blitzkrieg form. Shapeshifting gained through *Curse Communion* only grants a wolfen form. Clergy accepting *Curse Communion* from any race other than an angel are considered to have violated their alignment. Slayers are unable to receive benefits from *Curse Communion*, and all Contagion Points spent on such an attempt are wasted.

Damage Reduction

Through intensive physical training and no small amount of grit, you are far more resilient than most people.

Prerequisites

CON 17, *Hearty Brawler*, *Toughness*

Benefit

The character gains damage reduction 3/—. This does not stack with damage reduction granted by magic items or nonpermanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class or racial features, or this feat itself. This feat does stack with *Hearty Brawler* for the purposes of resisting subdual damage.

Special

A character can gain this feat multiple times. Each time he gains the feat, his damage reduction increases by 3. Humans may only take this feat twice. Humans with *Hellspawn Heritage* may take this feat up to three times.

Demonic Favor

Because of your servitude, your evil works, or some design unknown to you, demons favor you. You are tolerated by the infernal host, and may call upon infernal assistance, for a steep price.

Prerequisites

Any Evil alignment, Character level 6

Benefit

Demons consider you a valuable asset. You may at any time spend 10 Contagion Points to summon 2d4 demons of your character level to assist you. The demons will all come from the same caste, and their caste will be determined by the GM based on the situation. Summoning demons in battle is likely to bring Marchocia to your call, while summoning demons to assist with travel will likely call Leviathans. Summoned demons will arrive on your next initiative action, remaining for one round to offer aid. This time may be extended by expending 2 Contagion Points per demon summoned, per round. When this timeframe passes, the summoned demons will return to Hell. Any witnesses to the demons' actions will likely suppress the memory, rationalizing the event. To remember the actions of demons summoned through this feat, witnesses must make a Will save at DC 30. If successful, the witness retains full memory of the events of the visitation. Furthermore, recording devices will mysteriously fail, preventing the visitation from being recorded. The summoner may expend an additional Contagion Point per witness to allow witnesses he chooses clear memory of the events of the visitation. Contagion Point expenditures used to fuel this feat may occur all at once, ignoring the rule of 1 Contagion Point per round. This feat may not, however, be used in conjunction with any other Contagion expenditure.

Beyond the price in Contagion Points, using this feat indebts the user to the summoned demons. Each time this feat is used, the demons summoned may call upon the user at any time thereafter to carry out one task of the demons' choosing. Though the user of this feat may attempt to resist this request (Will save, DC 30), doing so is guaranteed to earn the ire of Hell's army. Resisting this request strips the character of this feat, and grants the character a permanent -2 penalty to all social interactions with demons and Hellspawn loyal to Hell.

Special

Angels and demons may not take this feat.

Grand Destiny

You are destined to play an important role in the War. As a result you have a greater connection to the universe than most.

Prerequisites

CHA 13

Benefit

You have an extra pool of Contagion Points beyond those granted by your class level. At 1st level, you begin play with an additional Contagion Point. Every level you gain thereafter grants you an extra Contagion Point above and beyond what is granted by your class. You may also make a Charisma check (DC 20). If you succeed, you gain an additional Contagion Point. If this check critically succeeds, gain two extra Contagion Points.

Special

This feat may only be selected at 1st level.

Greater Spell Focus

Choose a school of magic, such as Evocation or Illusion, for which you have already selected the Spell Focus feat. Your spells of that school are even more potent than normal.

Prerequisites

Spell Focus, caster level 6

Benefit

Add +2 to the DC for all saving throws against spells from the focused school of magic you select. This overlaps (does not stack) with the bonus from *Spell Focus* (see below).

Special

You can gain this feat multiple times. Its effects do not stack with itself. Each time you take the feat, it applies to a new school of magic.

Greater Spell Penetration

Your spells are remarkably potent, breaking through spell resistance more readily than normal.

Prerequisite

Spell Penetration

Benefit

You get a +4 bonus on caster level checks (d20 + caster level) to beat a creature's spell resistance. This overlaps (does not stack) with the bonus from *Spell Penetration* (see below).

Holy Strike

Prerequisites

Human, Neutral Good or Lawful Good alignment

Benefit

Any weapon the character wields is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against supernatural creatures). If the weapon already has an alignment, this feat has no effect on the weapon.

Special

If the character possesses the *Hellspawn Heritage* feat, he may not take this feat. If the character undergoes an alignment change to an alignment other than Neutral or Lawful good, he loses this feat. If the character undergoes a racial change, he loses this feat.

Improved Savage Rending

This feat allows a character with natural weapons to shred his opponents, using all natural weapons to full effect.

Prerequisite

Access to both a claw and bite attack, DEX 13, *Savage Rending*, Base Attack Bonus +6

Benefit

Improved Savage Rending functions like *Savage Rending*, except that attacks made using this feat take a -2 penalty to each claw attack and a -4 penalty to the bite attack. This feat cannot be used in conjunction with any sort of two weapon fighting feat. This feat may be used to replace the *Multiattack* feat for applicable Hellspawn.

Normal

Under normal circumstances a character can only fight with two weapons.

Lore Hoard

Perhaps you have taken the time and effort to gather items yourself, or you inherited a collection of bizarre and esoteric books from a relative. Whatever the case, you have access to a great wealth of information regarding the occult.

Prerequisites

Studious

Benefit

You have amassed a great deal of information regarding the supernatural. While any character can theoretically accomplish this feat, your hoard is somehow well protected and can never be truly taken away. Perhaps you had the foresight to scan every page onto computer and store backups in remote locations. Maybe this knowledge is mystically protected so that the books may never be destroyed. Regardless of the explanation, you have an impressive library at your disposal, granting you a +5 bonus to all Knowledge (Arcana) checks, Research checks pertaining to the occult, and Spellcraft checks made while accessing your library. This is a miscellaneous bonus, and stacks with any other bonuses to the aforementioned checks.

Savage Rending

This feat allows a character with natural weapons to tear

into his opponents, using all natural weapons effectively.

Prerequisite

Access to both a claw and bite attack, DEX 13

Benefit

By taking a full round action, the character may attack with two claws and bite against a single opponent. This flurry of blows is incredibly deadly. Use of *Savage Rending* negates the need to grapple an opponent before biting them. Attacks made using *Savage Rending* take a -4 penalty to each claw attack and a -6 penalty to the bite attack, though these attacks can be made in any order the attacker declares. This feat cannot be used in conjunction with any sort of two weapon fighting feat. This feat may be used to replace the *Multiattack* feat for applicable Hellspawn.

Normal

Under normal circumstances a character can only fight with two weapons.

Sinful Breeding

Somewhere in your lineage there is cursed blood. Though the curse seems to have thinned due to the great presence of human blood in your veins, you have begun to manifest traits of your Hellspawn ancestry. For good or ill, you are more than human.

Prerequisites

Hellspawn Heritage, Human

Benefit

The character has begun to manifest traits of his Hellspawn ancestry. This feat allows the character to develop one racial feature or challenge from a Hellspawn ancestor. The race of Hellspawn must be determined when this feat is selected. Though the character may take this feat multiple times, all instances of this feat must come from the same race. Acceptable races for this feat include all playable races and Hellspawn creature types. Upon selecting this feat the character gains one racial feature listed in the ancestor's race description. For purposes of this feat any immunities listed under racial features are treated as a single racial feature.

Special

This feat may be taken multiple times. The same racial feature may not be taken twice. The character manifests the selected racial feature as if he were a member of the race possessing the racial feature. The following racial features may not be selected by a character through *Sinful Breeding*: animal racial features, Blood Drain, Body Divine, construct racial features, Create Hellspawn, Create Vampire, Divine Mandate, Ghuldom, Imperfect Creation, Lamb's Blood, Lycanthropy, Perfect Creation, Round Trip Ticket, Siphon Sin, Sword of the Archangel, undead racial immunities, Undying, vampiric immunity to death from conventional weapons, and Variable Constitution Score. If werewolf is chosen as the ancestor race, treat the character's Rage and Lunacy features as an orc's. While *Sinful Breeding* may be used to select Shapeshifting from a werewolf ancestor, the character does not gain a Blitzkrieg form. Shapeshifting gained through *Sinful Breeding* only grants a wolfen form.

Spell Focus

Choose a school of magic, such as Evocation or Illusion. Your spells of that school are more potent than normal.

Prerequisite

The ability to cast spells

Benefit

Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select to focus on.

Special

You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Penetration

Your spells are especially potent, breaking through spell resistance more readily than normal.

Prerequisite

The ability to cast spells

Benefit

You gain a +2 bonus on caster level checks (d20 + caster level) to beat a creature's spell resistance.

Spellslinger

You have a gift for magic that allows you to cast more spells than normal.

Prerequisite

To take this feat, the caster must have a score of 13 in the primary Ability associated with casting. For example a Magus would require INT 13, a Pagan would need CHA 13, and Clergy (and Infernalists) would require WIS 13.

Benefit

For any one spellcasting class in which you have levels, you can learn/prepare and cast one additional spell per spell level available to your character.

For instance, Jacob Mathers, a 3rd level Pagan, can learn and cast an additional 0 level, 1st level, and 2nd level spell per day (since he can cast up to and including 2nd level Pagan spells). Theodore Vega, a 4th level Magus, would be able to learn 9 0 level spells, 9 1st level spells, 6 2nd level spells, and 2 3rd level spells.

Special

You may gain this feat multiple times. Each time you take the feat, it applies to a new spellcasting class. This feat may not be used with Ritual Magic.

Turn Resistance

Your will is nearly indomitable. You have a strong innate resistance to attempts to turn you.

Prerequisites

Iron Will, WIS 15

Benefit

The character gains turn resistance 2. This stacks with any turn resistance granted by permanent magical effects, class or racial features, or this feat itself.

Special

A character can gain this feat multiple times. Each time he gains the feat, his turn resistance increases by 2.

Vicious Bite

Certain races in **Contagion** have developed fangs as a result of their curses. Vampires use their fangs as a method of drawing blood, while dhampirs, drow, and goblins have no practical use for their slightly elongated canines. Through practice or sheer ferocity some members of these races have learned to utilize their teeth as weapons in close combat. This feat allows you to use your fangs as natural weapons.

Prerequisite

Must be a member of the drow, dhampir, goblin, or vampire race, or a human with the *Hellspawn Heritage* feat.

Benefit

After a successful grapple attack has been made, the character may bite his victim inflicting 1d4 + Strength modifier Hit Points of damage. Vampires who take this feat must announce whether they intend to use *Vicious Bite* or their Blood Drain racial ability once an opponent is pinned. While a vampire may alternate between the two attack types, or elect not to attack while an opponent is pinned, he may not deal Hit Point and CON damage in the same round of combat.

Attacks using *Vicious Bite* threaten a critical strike on a die result of 19 or 20. Critical damage from these attacks receives a x2 damage modifier. *Vicious Bite* is treated as an unarmed attack.

Normal

A character without this feat who attempts to bite a grappled opponent deals their Strength modifier in subdual damage, unless that creature has bite damage listed in its description.

METAMAGIC FEATS

As a spellcaster's knowledge of magic grows, he or she can learn to cast spells in ways slightly different from how the spells were originally designed or learned. For example, a spellcaster can learn to cast a spell without certain components or cast a spell for greater effect. Altering the casting and effect of a spell is accomplished using metamagic feats.

Spells improved with metamagic feats may use up higher-level spell slots, as noted in *Table: Metamagic Spell Level Adjustments*. For classes that prepare spells, or are limited to a number of spells per day, these feats affect the level at which the spell is slotted. For classes that learn spells based on level, the spell must be learned with the metamagic feat separately, acting as a separate spell.

Metamagic feats cannot be used for all spells. Any spell that cannot be modified by a metamagic feat will be indicated in the specific feat or spell description.

The following feats are available to spellcasting classes. Unless otherwise noted in the feat's description, assume that any class capable of casting spells is also capable of acquiring the feat.

Preparing and Casting Metamagic Spells

Some classes must prepare their spells in advance. During preparation, members of these classes decide which spells to prepare with metamagic feats, remembering that any spell improved by a metamagic feat takes up a higher-level spell slot than normal.

Pagans cast spells at will from a limited list, as opposed to preparing them in advance. They can decide when they cast their spells whether to use metamagic feats to improve them.

As with other spellcasters, the improved spell uses up a higher-level spell slot. Because the Pagan has not prepared the spell in a metamagic form in advance, he must do so on the spot. The Pagan, therefore, must take an additional full round to cast a metamagic spell (one improved by a metamagic feat) than a regular spell.

Ritual Magic

Ritual Magic can utilize a metamagic feat unless otherwise noted in the feat description. The ritual must be relearned separately for any metamagic feats included.

Effects of Metamagic Feats

A metamagic feat generates Burn for a Magus at the new spell level of the affected spell. In all other ways, a metamagic spell operates at its original spell level even though it is prepared and cast as a higher-level spell.

Table: Metamagic Spell Level Adjustments

Metamagic Feat	Level Adj.
Empower Spell	+2
Enlarge Spell	+1
Eschew Materials	+0
Extend Spell	+1
Heighten Spell	Special (see text)
Hellbane Spell	+1
Reach Spell	+2
Silent Spell	+1
Still Spell	+1
Subdual Spell	+0

Saving throw modifications are not changed (except for determining Burn, unless stated otherwise in the feat description). The modifications made by these feats only apply to spells cast directly by the feat user. A spellcaster can't use a metamagic feat to alter a spell cast from a wand, scroll, or other device.

Metamagic Magic Items

A character with the Brew Potion, Scribe Scroll, or Craft Wand class ability can store a metamagic spell in a potion, scroll, or wand, respectively. Level limits for potions and wands apply to the spell's higher metamagic level. A character doesn't need the metamagic feat to activate an item that has a metamagic spell stored in it.

Multiple Metamagic Feats on a Spell

A spellcaster can use multiple metamagic feats on a single spell. Changes to its level are cumulative.

Counterspelling Metamagic Spells

A spell enhanced by a metamagic feat does not affect its vulnerability to counterspelling or its ability to counterspell another spell.

Empower Spell

You can cast spells to greater effect.

Benefit

All variable, numeric effects of an empowered spell are increased by one-half. An empowered spell deals half again as much damage as normal, cures half again as many Hit Points, affects half again as many targets, and so forth, as appropriate. For example, an empowered magic missile deals 1 1/2 times normal damage (roll 1d4+1 and multiply the result by 1.5 for each missile). Saving throws and opposed rolls (such as the one you make when you cast *dispel magic*) are not affected. Spells without random variables are not affected.

An empowered spell uses up a spell slot two levels higher than the spell's actual level.

Enlarge Spell

You can increase the range of your spells.

Benefit

An enlarged spell has its range doubled. Spells whose ranges are not defined by distance do not have their ranges increased. A spell whose area or effect is determined by its range (such as *bless* or a cone spell) has the dimensions of its area or effect increased proportionally.

An enlarged spell uses up a spell slot one level higher than the spell's actual level.

Eschew Materials

You can cast spells without relying on material components.

Benefit

An eschewed spell can be cast with no material components. Spells without material components are not affected by this feat.

An eschewed spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

Extend Spell

You can cast spells with increased duration.

Benefit

An extended spell lasts twice as long as normal. Spells with a concentration, instantaneous, or permanent duration are not affected by this feat.

An extended spell uses up a spell slot one level higher than the spell's actual level.

Heighten Spell

You can cast a spell as if it were a higher level than it actually is.

Benefit

A heightened spell has a higher spell level than normal. Unlike other metamagic feats, *Heighten Spell* actually increases the effective level of the spell that it modifies. All effects dependent on spell level (such as saving throw DCs) are calculated according to the heightened level. The heightened spell is as difficult to prepare and cast as a spell of its effective level.

Hellbane Spell

Your spells are more effective against Hellspawn.

Benefit

Hellspawn and characters of damned races (humans of Hellspawn heritage, elves and vampires, for example) take a –4 penalty on the spell's saving throw.

This feat cannot improve spells that do not allow saves.

A Hellbane Spell uses up a spell slot one level higher than the spell's actual level.

Reach Spell

You can cast touch spells without touching the spell recipient.

Benefit

You may cast a spell that normally has a range of "touch" at

any distance up to 30'. You must succeed at a ranged touch attack to cast the spell upon the recipient. A reach spell uses up a spell slot two levels higher than the spell's actual level.

Silent Spell

You can cast spells silently.

Benefit

A silent spell can be cast with no verbal components. Spells without verbal components are not affected. A silent spell uses up a spell slot one level higher than the spell's actual level.

Still Spell

You can cast spells without gestures.

Benefit

A still spell can be cast with no somatic components. Spells without somatic components are not affected. A still spell uses up a spell slot one level higher than the spell's actual level.

Subdual Spell

You can modify a spell to deal subdual instead of lethal damage.

Benefit

You may modify a spell that deals lethal damage to deal subdual damage instead. All other effects of the spell remain normal (for example, a subdual fireball may still set flammable objects ablaze, and the fire on the objects would deal damage as normal).

A subdual spell uses up a spell slot of the spell's normal level, modified by any other metamagic feats.

OCCUPATIONS

These occupations are suitable for the **Contagion** setting, and are designed to expand your options as well as add clearer definition to the world of **Contagion**.

Drifter

Many people elect to wander rather than settle in one place. Drifters are aimless wanderers and world wise jacks-of-all-trades who move between cities working odd jobs until boredom or fate leads them elsewhere. Along the way, they learn strange customs and pick up interesting and diverse skills.

Prerequisite: Age 15+

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill. Bluff (CHA), Decipher Script (INT), Disable Device (INT), Disguise (CHA), Forgery (INT), Gamble (WIS), Gather Information (CHA), Hide (DEX), Knowledge (Streetwise) (INT), Navigate (INT), Sleight of Hand (DEX)

Wealth Bonus: +1

Gladiator

History has preserved the concept of the Gladiator for millennia. From the ancient Roman warriors, to the Irish bare-knuckled boxers, people have fought for their bread and butter for ages. Gladiators have been fighting all their lives, whether on the streets or in some form of arena. They include disenchanted youths and poverty-stricken hoodlums looking to trade fists for cash as well as those forced into combat to amuse twisted and bloodthirsty Hellspawn.

Prerequisite: Age 18+

Skills: Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill. Balance (DEX), Intimidate (CHA), Knowledge (Streetwise) (INT), Tumble (DEX).

Bonus Feat: Select either *Brawl* or *Combat Martial Arts*

Wealth Bonus: +1

Heir

In the early 21st century, there are still several monarchies and aristocratic nations throughout the world of **Contagion**. Heirs are the elite sons and daughters of powerful magnates, influential nobles, and imperial monarchs. Unlike dilettantes, however, they are bound by their lineage to certain responsibilities, with the assumption that they might someday rise to lead their families into the future . . . assuming the stars are properly aligned and they do nothing to jeopardize their birthright.

Prerequisite: Age 21+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill. Craft (Visual Art or Writing) (INT), Knowledge (Art, Business, Civics, Current Events, or History) (INT), Perform (Act, Dance, Keyboards, Percussion Instruments, Sing, Stringed Instruments, or Wind Instruments) (CHA), Ride (DEX), Sense Motive (WIS)

Pre-Selected Feat: An heir must choose the *Educated* feat as one of her starting feats at 1st level.

Wealth Bonus: +6

Outcast

"Outcast" is not so much an occupation as a forced way of life. Persecuted and exiled for being different, outcasts are lone pariahs or shunned members of a culture whose customs or characteristics society finds deviant or abhorrent. Outcasts lurk on the fringes of civilization.

Some strive for acceptance, while others are trapped by their own feelings of resentment, self-loathing, or hopelessness.

The world of **Contagion** breeds outcasts in large quantity. From subversive societies and bizarre subcultures to those fringe wackos who believe that there is an all out war between the forces of Heaven and Hell.

Prerequisites: Age 15+

Skills: Choose one of the following skills as a permanent class skill. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill. Disguise (CHA), Hide (DEX), Knowledge (Streetwise) (INT), Search (INT), Survival (WIS), Treat Injury (WIS)

Bonus Feat: *Toughness*

Wealth Bonus: +1

Scavenger

In the world of **Contagion**, things get broken and ruined. Urban conflict leaves wreckage and detritus in the streets. The War leaves a trail of broken and battered objects and items. Scavengers turn society's wreckage and discarded trash into useful tools or items for trade, and if they're lucky, their endeavors might even yield one or two objects of special value. They effortlessly navigate and strip clean the most treacherous places, and their playgrounds are junkyards, slums, and urban battlegrounds.

Prerequisites: Age 15+

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill. Decipher Script (INT), Disable Device (INT), Knowledge (Technology) (INT), Move Silently (DEX), Repair (INT), Search (INT), Spot (WIS), Survival (WIS)

Wealth Bonus: +2

Squire

Men and women in all walks of life on both sides fight the War. Some people devote their entire lives to the War effort, becoming something akin to modern day knights in the armies of Heaven and Hell. Bruisers, Slayers, and Bystanders quite commonly delve into the role of warrior with fervor and devotion. Some of these modern warriors attract followers. Squires serve as assistants to these modern warriors in hopes of learning the skills they will need to be warriors themselves one day.

Prerequisite: Strength 13 or Dexterity 13

Skills: Choose three of the following skills as permanent class skills. If a skill you select is already a class skill, you receive a +1 competence bonus on checks using that skill. Balance (DEX), Climb (STR), Handle Animal (CHA), Jump (STR), Ride (DEX), Tumble (DEX)

Bonus Feat: Select either *Archaic Weapons Proficiency* or *Armor Proficiency (Light)*

Wealth Bonus: +1

Transporter

Skilled drivers and pilots, transporters move people, information, and precious cargo safely from one destination to another. They treat their vehicles as extensions of their bodies and are most comfortable behind the wheels of 18-wheelers or the controls of cargo planes.

Transporters are often dragged into the War unawares as both sides often need to move cargo and smuggle artifacts. Many transporters discover the true nature of the world while hauling (or outright smuggling) a bizarre and rare item for a shadowy employer.

Prerequisite: Age 18+

Skills: Choose two of the following skills as permanent class skills. If a skill you select is already a class skill, you gain a +1 competence bonus on checks using that skill. Craft (Mechanical) (INT), Drive (DEX), Knowledge (Current Events, Popular Culture, or Streetwise) (INT), Navigate (INT), Pilot (DEX), Repair (INT)

Bonus Feat: Select either *Guide* or *Vehicle Expert*

Wealth Bonus: +2

RULES AND SYSTEMS

Advanced Arcane Spellcasting

As noted in **Contagion**, a spell is a one-time magical effect. Spells can be divine or arcane.

Divine spells draw power from faith. Divine spellcasting requires prayer and belief, as well as a dedication to a strict moral code. Some spells may be cast by both arcane and divine casters, functioning as arcane spells when cast by arcane casters and divine spells when cast by divine casters.

Arcane spells involve direct manipulation of mystic energies. These manipulations require long study, but are quite powerful, allowing the arcane spellcaster to perform tasks considered impossible in the scientific, rational world. Manipulating mystical energies in this fashion can be quite dangerous. If a spellcaster does not utilize the proper precautions, he could easily harm, or perhaps even kill himself (see Burn, below). The following magic system expands upon the material presented in **Contagion**.

Most spells require the caster to speak some utterance, make complex gestures, or sometimes expend an object or a small quantity of some substance. The spellcaster's activity is visible to others, and the effects often are too, but the magic itself is not.

Table: Arcane Spell Failure

Armor Type	Arcane Spell Failure Chance Proficient	Nonproficient
Light	10%	20%
Medium	20%	30%
Heavy	30%	40%

Each spellcasting class learns and casts spells differently. See individual class descriptions for more details.

Casting a Spell

Magi use the same basic rules for casting that are detailed in Contagion Revised Edition **Chapter 10: Magic and Spells**.

Spell Failure

A character may fail when trying to cast an arcane spell while wearing armor. Chance of failure depends on the type of armor and the character's proficiency with it, as shown on *Table: Arcane Spell Failure*.

Burn

Arcane spellcasters channel bizarre and powerful mystical energies when casting spells. The human body was not meant to be a conduit for these primordial forces, and can suffer ill effects from channeling too much energy. This phenomenon is referred to in mystically inclined circles as Burn.

When an arcane spellcaster begins casting a spell, he feels magic course through his body. The verbal and somatic components of most spells assist the spellcaster in channeling these energies safely. Still, the process requires knowledge, skill and dedication to execute properly.

When an arcane spellcaster casts a spell, he must make a Will save equal to the normal save DC for the spell, even if the spell does not offer a save to the target. This Will save represents the spellcaster's attempt to channel mystical energy safely. If the Will save succeeds, the spellcaster suffers no ill effects. If the save fails, the spellcaster takes damage equal to the spell's save DC –10, though the spell's effects still occur. This is considered subdual damage, and under normal circumstances will simply render the spellcaster unconscious if the damage reduces his effective HP total to 0. If a spellcaster ever takes sufficient damage from a single spell to exceed his massive damage threshold, he must make a Fortitude save DC 15 or die.

Damage received from Burn cannot be healed through any magical means, including divine spells. It must heal naturally. This damage tends to reflect the nature of the spell being cast, i.e.: Burn from a fireball may likely singe the character or ignite his or her clothing, depending on the level of damage taken.

Divine spellcasters (Clergy, Infernalists and Pagans) do not suffer from Burn. Characters with Constitution as a nonability are unable to properly channel magical energy in this fashion, therefore are unable to cast spells using the Burn system. Burn damage is magical in nature, and therefore bypasses all forms of Damage Reduction. Fast Healing and Regeneration cannot accelerate the rate of healing damage dealt through Burn.

Burn Example

Arianna, a 1st level Magus wishes to cast the 0 level spell *mage hand*. She casts the spell with a save DC of 14 (10 + spell level + INT modifier, which in her case is +4) rolling her +3 will save (+2 for class, +1 from Wisdom modifier) she receives a 10 on the die. This makes her total a 13 on the Will save, insufficient to resist the Burn damage. Arianna immediately takes 4 HP of Burn damage. As this damage is less than her current HP total, and her Constitution score, she is not rendered unconscious or killed, but it certainly does hurt.

Fast Casting Example

Arianna is having a rough night. She is jumped in an alley by two would- be muggers on her way home from an associate's. Going on the defensive she decides to fast cast *mage armor*, in the hopes of getting that little extra bit of protection. The normal casting time for *mage armor* is full round, but Arianna feels like she may not have that long. By reducing the casting time by 1 increment on the chart (from full round to attack action) Arianna will have the armor up and ready on her initiative, but runs a greater risk of Burn. As Arianna has reduced the casting time by 1 increment, the DC of her Will save to resist Burn increases by 5 for a total of 20 (10 + spell level (1)+ INT modifier (+4) +5 for fast casting) Arianna rolls an 18 on the die, and adds her Will save bonus of +3 for a total of 21. The spell takes effect at the end of her attack action, and she suffers no ill effects. Had she failed her save roll, she would have taken 10 HP (save DC –10) of subdual damage and been immediately rendered unconscious (as she has only 8 HP).

Fast Casting

Each spell has a casting time listed in the spell description. This casting time assumes that the spellcaster is using all safety precautions while casting the spell, and doing

his best to avoid taking Burn. An arcane spellcaster may attempt to cast a spell at a shorter casting time than is listed in the spell description. In doing so, the spellcaster throws caution to the wind and dramatically increases his chances of taking Burn damage.

For each casting time increment that the spellcaster reduces the casting time of a spell, he must add 5 points to the save DC of that spell to resist Burn. Casting time increments are as follows:

1 Hour (600 rounds)
30 Minutes (300 rounds)
10 Minutes (100 rounds)
3 Minutes (30 rounds)
1 Minute (10 rounds)
Full round
Attack action

If a spell has a casting time that is within the range of this chart, but not listed here, simply round the casting time up to the nearest increment for purposes of calculating the save DC for fast casting the spell.

Arcane Students, Clergy, Infernalists and Pagans may not fast cast their spells.

Demonic Summoning

The process of summoning a demon is an involved process not for the faint of heart. One must be determined and steadfast in the face of Hell's most potent forces: the Fallen. As a general rule, the process of acquiring the ritual and its components, preparing the ritual space and performing the ceremony should take at least a year for even the weakest of demons. Summoning a powerful demon could take several decades and those who have attempted to summon the Archdukes of Hell often spend their whole lives in a futile attempt to bring one of Lucifer's generals to Earth.

Most demonic summonings consist of four steps: researching the ritual, gathering the necessary components, preparing the ritual space and performing the ceremony. Note that characters may not realize that they have failed to successfully complete a step in this process: it is not until the ceremony is completed that characters become aware of their failure.

Researching the Ritual

In order to track down all of the pieces of the summoning rite, the GM should make a Research check (in secret) for the player. The DC of the roll is determined by adding 20 to the demon's character level. Thus the more powerful the demon a character wishes to contact, the more difficult the ritual is to unearth. Due to their extensive contact with demons, Ascendant Impetus libraries provide a +10 circumstance bonus to ritual Research checks.

The time needed to complete this check is 1d4 months, as opposed to 1d4 hours as normal for the Research skill. This process may involve significant expense as well, as the character may have to travel to the four corners of the globe to track down the pieces of the puzzle. Assume for most research expeditions, it will cost between $1000 and $4000 a week as the character travels from one place to another to track down the rite.

If the player succeeds the Research check by 10 or more, reduce the time required by half. If, however, the check fails by more than ten, the character has botched some part of the investigation. Make a second Research check at the same DC as the original. If the character fails by more than ten again, he or she has inadvertently mangled the ritual into some other form, usually with horrifying results for the would- be summoner. Note that a character may make a Knowledge (Arcana) check at a DC equal to half the Research check DC to double- check his notes and ensure that he has not overlooked at step or misinterpreted parts of the ritual. Of course, Knowledge (Arcana) cannot be used unskilled.

Gathering the Components

The exact material components needed to summon a demon vary from devil to devil and may vary in cost from free to priceless. A good rule of thumb is that for each character level (or CR) of the demon, 1d10 X $1000 worth of materials are required. This roll should be made for each of the demon's levels; that is, for a 5th level demon, the GM should roll 5 times. Of course, the GM is free to set the cost as he wishes.

To track down rare or exotic materials, a Research check at the same DC for obtaining the ritual should be made. The time required is 1d4 weeks, and the same rules for exceptional success or failure apply.

Preparing the Ritual

This step is perhaps the easiest in the summoning process, yet one of the most crucial. To prepare a place for the ritual, the summoner must spend 1d4 days in activity suited to the demon or its Caste. This can range from sacrifices for the Marchocia to Roman orgies for the Succubae. Fasting and self- mutilation are also common to demonic summoning rituals. The GM must determine what is required of the summoner. An Infernalist with the *unhallow* spell can skip this step, simply casting the spell to create the appropriate ritual area.

Performing the Ceremony

The summoning ceremony itself is the most complex and involved part of the process, yet is dependent on each step preceding it. If any of the previous steps have not been completed successfully, the ceremony will fail. Assuming the research, gathering and preparation have been performed properly, the summoner must now spend 1d6+1 days performing the ceremony. The summoning requires several checks to be completed: first, a Concentration check at DC 20, to maintain the proper focus on the Hellish energies being commanded; second, an INT check at DC 20+ the demon's character level; third, incidental checks required by the ritual. These incidental checks can be from many different skills: Knowledge (Art, Earth and Life Sciences, Physical Sciences, Theology and Philosophy), Perform and specific Speak or Read/ Write Languages are the most common. The difficulty class for these skill checks is usually equal to the DC of the INT check to perform the ritual. Note that characters who posses Knowledge (Arcana) receive a +1 competence bonus to all summoning checks for every 5 ranks in that skill. Characters may not take 10 or take 20 on these checks.

Failure on any of the skill checks indicates that the summoner has wasted his or her time: the ritual fails. Failure by 10 or more means that the unfortunate summoner has hopelessly botched the ritual and dies, usually in some horrifying fashion. Do not go to Heaven, do not collect $200. Success on the skill checks indicates that the demon is brought to Earth.

At the end of the summoning, successful or not, the summoner must spend 1 Contagion Point per character level (or CR) of the demon being summoned. This is the investment of the summoner's soul into the rite; the fuel for the fires of Hell and the blood of the newly summoned demon's body.

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The following spells expand upon the spell list presented in Contagion Revised Edition **Chapter 10: Magic and Spells**.

ABYSSAL DARKNESS

Evocation [Darkness]

Abyssal Darkness			
Level	Arcane 2	Range	Touch
Components	V, F	Target	Object Touched
Casting Time	1 Round	Duration	10 Min./ Level (D)
Saving Throw	None	SR	No

This spell causes an object to radiate darkness out to a 20' radius. Not even creatures that can normally see in the dark (such as with darkvision) can see in an area shrouded in this magical darkness. Normal lights (flashlights, candles, lanterns, and so forth) do not illuminate the darkened area, nor do light spells of lower level (such as *light* and *dancing lights*). *Abyssal darkness* and the 2nd level spell *daylight* cancel each other, leaving whatever light conditions normally prevail in the overlapping areas of the spells.

If the spell is cast on a small object that is then placed inside or under a lightproof covering, the spell's effects are blocked until the covering is removed.

Abyssal darkness counters or dispels any light spell of equal or lower level.

ABYSSAL TENTACLES

Conjuration (Creation)

Abyssal Tentacles			
Level	Arcane 4	Range	Medium
Components	V, S, M	Area	20' Radius Spread
Casting Time	1 Min.	Duration	1 Round/ Level (D)
Saving Throw	None	SR	No

This spell conjures a field of rubbery black tentacles, each 10' long. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot—including water. They grasp and entwine around creatures that enter the area, holding them fast and crushing them with great strength.

Every creature within the area of the spell is subjected to a grapple attack from the tentacles. Treat the tentacles attacking a particular target as a Large creature with a base attack bonus equal to your caster level and a Strength score of 19. The tentacles attack opponents with a melee attack modifier is equal to your caster level +8. The tentacles are immune to all types of damage.

Once the tentacles grapple an opponent, they may make a touch attack each round on your turn to deal 1d6+4 points of bludgeoning damage. The tentacles continue to crush the opponent until the spell ends or the opponent escapes.

Any creature that enters the area of the spell is immediately attacked by the tentacles. Even creatures who aren't grappling with the tentacles may move through the area at only half normal speed.

Suggested Material Component: A piece of tentacle from a giant octopus or a giant squid.

ACID ARROW

Conjuration (Creation) [Acid]

Acid Arrow			
Level	Arcane 2	Range	Long
Components	V, S, M, F	Effect	One Arrow of Acid
Casting Time	1 Min.	Duration	1 Round + 1 Round/ 3 Levels (D)
Saving Throw	None	SR	No

A magical arrow of acid springs from your hand and speeds to its target. You must succeed on a ranged touch attack to hit your target. The arrow deals 2d4 points of acid damage with no splash damage. For every three caster levels, the acid, unless somehow neutralized, lasts for another round, dealing another 2d4 points of damage in that round (to a maximum of five rounds).

Suggested Material Component: Powdered rhubarb leaf and an adder's stomach.

Focus: A dart.

ACID SPLASH

Conjuration (Creation) [Acid]

Acid Splash			
Level	Arcane 0	Range	Close
Components	V, S	Effect	One Missile of Acid
Casting Time	1 Round	Duration	10 Min./ Level (D)
Saving Throw	None	SR	No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

ALTER SELF

Transmutation

Alter Self			
Level	Arcane 2	Range	Personal
Components	V, S	Target	Self
Casting Time	10 Min.	Duration	1 Hr./ Level (D)
Saving Throw	N/A	SR	N/A

You assume the form of a creature of the same type as your normal form. The new form must be within one size category of your normal size. The maximum HD of an assumed form is equal to your caster level, to a maximum of 5 HD at 5th level. You can change into a member of your own kind or even into yourself.

You retain your own ability scores. You may not adopt any nonabilities inherent to the new form. Your class and level, Hit Points, alignment, base attack bonus, and base save bonuses all remain the same. You retain all supernatural and spell-like special attacks and qualities of your normal

form, except for those requiring a body part that the new form does not have (such as a mouth for a breath weapon or eyes for a gaze attack).

You keep all extraordinary special attacks and qualities derived from class levels, but you lose any from your normal form that are not derived from class levels.

If the new form is capable of speech, you can communicate normally. You retain any spellcasting ability you had in your original form, but the new form must be able to speak intelligibly (that is, speak a language) to use verbal components and must have limbs capable of fine manipulation to use somatic or material components.

You acquire the physical qualities of the new form while retaining your own mind. Physical qualities include natural size, mundane movement capabilities (such as burrowing, climbing, walking, swimming, and flight with wings, to a maximum speed of 120' for flying or 60' for nonflying movement), natural armor bonus, natural weapons (such as claws, bite, and so on), racial skill bonuses, racial bonus feats, and any gross physical qualities (presence or absence of wings, number of extremities, and so forth). A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal.

You do not gain any extraordinary special attacks or special qualities not noted above under physical qualities, such as darkvision, low-light vision, blindsense, blindsight, fast healing, regeneration, scent, and so forth.

You do not gain any supernatural special attacks, special qualities, or spell-like abilities of the new form. Your creature type and subtype (if any) remain the same regardless of your new form. You can take the form of a creature with a template if that template doesn't change the creature type or subtype. Benefits from the template are subject to the restrictions listed above.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that kind. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but they must fall within the norms for the new form's kind. You are effectively disguised as an average member of the new form's race. If you use this spell to create a disguise, you get a +10 bonus on your Disguise check.

When the change occurs, your equipment, if any, either remains worn or held by the new form (if it is capable of wearing or holding the item), or melds into the new form and becomes nonfunctional. When you revert to your true form, any objects previously melded into the new form reappear in the same location on your body they previously occupied and are once again functional. Any new items you wore in the assumed form and can't wear in your normal form fall off and land at your feet; any that you could wear in either form or carry in a body part common to both forms at the time of reversion are still held in the same way. Any part of the body or piece of equipment that is separated from the whole reverts to its true form.

ANIMATE DEAD

Necromancy [Evil]

Animate Dead			
Level	Arcane 4	Range	Touch
Components	V, S, M	Target	One or More Corpses Touched
Casting Time	10 Min.	Duration	Instant
Saving Throw	None	SR	No

This spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow your spoken commands.

The undead can follow you, or they can remain in an area and attack any creature (or just a specific kind of creature) entering the place. They remain animated until they are destroyed. (A destroyed skeleton or zombie can't be animated again.)

Regardless of the type of undead you create with this spell, you can't create more HD of undead than twice your caster level with a single casting of animate dead. (The desecrate spell doubles this limit)

The undead you create remain under your control indefinitely. No matter how many times you use this spell, you can control only 4 HD worth of undead creatures per caster level at one time. If you exceed this number, all the newly created creatures fall under your control, and any excess undead from previous castings become uncontrolled. (You choose which creatures are released.)

- Skeletons: A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls off the bones.
- Zombies: A zombie can be created only from a mostly intact corpse. The corpse must be that of a once living creature with a true anatomy.

Suggested Material Component: You must place a black onyx gem into the mouth or eye socket of each corpse you intend to animate. The magic of the spell turns these gems into worthless, burned-out shells.

ARCANE EYE

Divination

Arcane Eye			
Level	Arcane 4	Range	Unlimited
Components	V, S, M	Effect	Magical Sensor
Casting Time	10 Min.	Duration	1 Min./ Level (D)
Saving Throw	None	SR	No

The caster creates an invisible magical sensor that sends him or her visual information. The caster can create the *arcane eye* at any point he or she can see, but it can then travel outside the caster's line of sight without hindrance. The *arcane eye* travels 30' per round (300' per minute) if viewing an area ahead primarily looking at the floor or 10' per round (100' per minute) if examining the ceiling and walls as well as the floor ahead. The *arcane eye* sees exactly as the caster would see if he or she were there. The *arcane eye* can travel in any direction as long as the spell lasts. Solid barriers prevent the passage of an *arcane eye*, although it can pass through a space no smaller than 1 inch in diameter.

The caster must concentrate to use the eye. If the caster does not concentrate, the eye is inert until the caster again concentrates.

ARCANE GRAFFITI

Conjuration (Creation)

Arcane Graffiti			
Level	Arcane 0	Range	Touch
Components	V, S	Target	Object Touched
Casting Time	1 Round	Duration	Instant
Saving Throw	None	SR	No

This spell allows you to inscribe your personal rune, or a short message, which can be no larger than 2' tall and consist of no more than six words, on a nonliving creature or object. The writing can be visible or invisible. An *arcane graffiti* spell enables you to etch the words upon any substance (even stone or metal) without harming the material upon which the mark is placed. If invisible graffiti is made, the casting of any spell or use of any spell-like ability within 30' causes the words to become visible for 5 rounds.

The mark cannot be dispelled, but it can be removed by the caster.

ARCANE LOCK

Abjuration

Arcane Lock			
Level	Arcane 2	Range	Touch
Components	V, S, M	Target	One Door, Cabinet, Chest or Portal Touched (up to 30 Sq. Feet/ Level)
Casting Time	1 Min.	Duration	Permanent
Saving Throw	None	SR	No

An *arcane lock* spell cast upon a door, cabinet, chest, or portal magically locks it. The caster can freely pass his or her own lock without affecting it; otherwise, a door or object secured with arcane lock can be opened only by breaking in or by a successful *dispel magic* or *knock* spell. Add +10 to the normal DC to break open a door or portal affected by this spell. Note that a *knock* spell does not remove an *arcane lock*. It only suppresses it for 10 minutes.

Suggested Material Component: A simple padlock

ARCANE SIGHT

Divination

Arcane Sight			
Level	Arcane 3	Range	Personal
Components	V, S	Target	Self
Casting Time	1 Round	Duration	1 Min./ Level (D)
Saving Throw	N/A	SR	N/A

This spell makes your eyes glow blue and allows you to see magical auras within 120' of you. The effect is similar to that of a *detect magic* spell, but *arcane sight* does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the *detect magic* spell (see Contagion Revised Edition **Chapter 10: Magic and Spells**). If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120' of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a *permanency* spell, though this does cause your eyes to permanently glow as well.

BANE

Enchantment [Mind-Affecting]

Bane			
Level	Arcane 1, Infernalist 1	Range	50'
Components	V, S, DF	Area	50'
Casting Time	1 Round	Duration	1 Min./ Level (D)
Saving Throw	WILL negates	SR	Yes

The caster's enemies suffer a –1 penalty on their attack rolls and a –1 penalty on saving throws against fear effects. *Bane* counters and dispels *bless*.

BESTOW CURSE

Necromancy

Bestow Curse			
Level	Arcane 4, Infernalist 3	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	Arcane: 10 Min., Infernalist: 1 Min.	Duration	Permanent
Saving Throw	WILL negates	SR	Yes

The caster places a curse on the creature touched.

The caster chooses one of the three following effects, depending on the version selected:

- –6 penalty to an ability score (minimum score of 1).
- –4 penalty on attack rolls, saving throws, ability checks, and skill checks.
- Each turn, the target has a 50% chance to act normally; otherwise, he or she takes no action.

A character may also invent his or her own curse, but it should be no more powerful than those described above, and the GM has final say on the curse's effect.

The curse cannot be dispelled, but it can be removed with a *break enchantment* or *remove curse* spell.

Bestow curse counters *remove curse*.

BLINDNESS/ DEAFNESS

Necromancy

Blindness/ Deafness			
Level	Arcane 2	Range	Medium
Components	V	Target	One Living Creature
Casting Time	1 Min.	Duration	Permanent (D)
Saving Throw	FORT negates	SR	Yes

You call upon the powers of unlife to render a living subject blinded or deafened, as you choose. This power does not function on vampires or undead.

BLISSFUL REMEMBRANCE

Divination

Blissful Remembrance			
Level	Infernalist 2	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Min.	Duration	Instant
Saving Throw	WILL negates	SR	Yes

The name of this spell can be misleading, but it gives some idea of what the spell is commonly used for by less reputable casters. *Blissful remembrance* probes the memories of a single creature, allowing it to relive in complete detail a time in its life. This period can be up to one hour in length and from any time in the creature's life.

The caster may either specify the time exactly or allow the target to experience any moment in his life he desires. If the target is given free rein, it must succeed Wisdom check (DC 10) or be sent to an emotional moment in its life that it did not choose. The creature is likely to recall a time it regrets or tries to avoid consciously.

If the creature lacks memory of the event, it will find complete clarity with the casting of this spell. If the creature suffered damage in its memory, it must succeed a WILL save or suffer 1d6 points of subdual damage for every source of damage it experiences within the memory.

Blissful remembrance can be used as a means of restoring lost memory or helping a person to overcome a tragic loss. It can also be used as a method of torture, without physically injuring the target.

CAUSE FEAR

Necromancy [Fear, Mind-Affecting]

Cause Fear			
Level	Arcane 1	Range	Close
Components	V, S	Target	One Living Creature
Casting Time	1 Round	Duration	1d4 Rounds
Saving Throw	WILL negates	SR	Yes

The affected creature suffers a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. It flees from the caster as well as it can. If unable to flee, the creature may fight. Creatures with 6 or more Hit Dice are immune. *Cause fear* counters *remove fear*.

Note: Mind-affecting spells do not affect nonintelligent creatures, and fear spells do not affect undead.

COMMAND UNDEAD

Necromancy

Command Undead			
Level	Arcane 2	Range	Close
Components	V, S, M	Target	One Undead Creature
Casting Time	1 Min.	Duration	1 Day/ Level
Saving Throw	WILL negates	SR	Yes

This spell allows you some degree of control over an undead creature. Assuming the subject is intelligent, it perceives your words and actions in the most favorable way (treat its attitude as friendly). It will not attack you while the spell lasts. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.)

An intelligent commanded undead never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing.

A nonintelligent undead creature gets no saving throw against this spell. When you control a mindless being, you can communicate only basic commands, such as "come here," "go there," "fight," "stand still," and so on. Nonintelligent undead won't resist suicidal or obviously harmful orders.

Any act by you or your apparent allies that threatens the commanded undead (regardless of its Intelligence) breaks the spell.

Your commands are not telepathic. The undead creature must be able to hear you.

Suggested Material Component: A shred of raw meat and a splinter of bone.

CLAWS OF THE MASTER

Transmutation

Claws of the Master			
Level	Infernalist 1	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Round	Duration	1 Min./ Level
Saving Throw	FORT negates (harmless)	SR	Yes (harmless)

Target grows one inch claws for the duration of the spell. These grant two claw melee attacks that cause 1d6 points of damage. There is no off-hand penalty for using these claw attacks.

CONDEMN

Necromancy

Condemn			
Level	Infernalist 4	Range	Touch
Components	V, S, M	Target	Creature Touched
Casting Time	1 Min.	Duration	Permanent
Saving Throw	FORT negates	SR	Yes

Victims struck by this spell must succeed a FORT save or become permanently immune to the effects of magical healing. This affliction persists until a *remove curse* or similar spell is cast upon the target. Binding of wounds and natural healing are still effective.

CONFUSION

Enchantment [Mind-Affecting]

Confusion			
Level	Arcane 4	Range	Medium
Components	V, S, M	Target	All Creatures in a 15' Radius
Casting Time	1 Min.	Duration	1 Round/ Level (D)
Saving Throw	WILL negates	SR	Yes

Creatures affected by this spell behave randomly, as indicated on *Table: Confusion*.

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature that is attacked automatically attacks its attackers on its next turn.

CORRUPT WEAPON

Transmutation

Corrupt Weapon			
Level	Infernalist 1	Range	Touch
Components	V, S	Target	One Melee Weapon
Casting Time	1 Min.	Duration	1 Min./ Level
Saving Throw	None	SR	No

The Infernalist calls upon his master to channel its energies through a weapon in order to destroy enemies of the faith. The weapon begins to pulse with dark red energy and emits a crackling noise, like a branch thrust into a fireplace. For the duration of the spell, the weapon in question is considered unholy and inflicts +2d6 evil damage to good creatures. Any good creature wielding the weapon gains one negative level that cannot be removed. This spell does not work if cast upon a holy weapon.

CRUEL TORMENTS

Evocation [Evil]

Cruel Torments			
Level	Infernalist 3	Range	Close
Components	V, S	Target	One Creature
Casting Time	1 Round	Duration	1 Round/ Level (D)
Saving Throw	FORT negates	SR	Yes

Unless the victim succeeds a FORT saving throw, *cruel torments* inflicts 1d6 points subdual damage per round for the spell's full duration (maximum duration 10 rounds). It also adds a -2 morale penalty to the target's attack roll, saving throws, and skill checks for the duration of the spell. Additionally, the caster and his allies gain a +4 circumstance bonus to any skill checks used to interrogate or coerce victims afflicted by this spell.

CRUSHING DESPAIR

Enchantment (Compulsion) [Mind-Affecting]

Crushing Despair			
Level	Arcane 4	Range	30'
Components	V, S, M	Area	Cone-shaped Burst
Casting Time	1 Round	Duration	1 Min./ Level (D)
Saving Throw	WILL negates	SR	Yes

An invisible cone of despair causes great sadness in the subjects. Each affected creature takes a –2 penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls.

Crushing despair counters and dispels *good hope*.

Suggested Material Component: A vial of tears.

CURSE OF TERROR

Enchantment (Compulsion) [Language dependant, Mind-Affecting, Fear]

Curse of Terror			
Level	Infernalist 3	Range	Hearing Range
Components	V, S	Target	One Creature
Casting Time	1 Round	Duration	See Text
Saving Throw	WILL negates	SR	Yes

The victim must hear the caster's voice as she pronounces the curse and defines the object of the victim's fear. The victim receives an immediate WILL saving throw against the curse. If the saving throw fails, the victim must henceforth make a WILL saving throw or become panicked when he encounters the object of his phobia. For instance, a person cursed to fear open spaces would need to succeed a WILL saving throw to go outside for more than a few seconds. The phobia lasts until the victim rolls a natural 20 on the saving throw or until other magic removes the curse. Multiple castings of the curse of terror do stack, although any casting that would set up a contradictory phobia automatically fails. For example, a victim already afraid of open spaces cannot also be made claustrophobic. *Curse of terror* automatically fails if the victim could not possibly avoid his phobia. Thus, a victim cannot be cursed to fear himself, or breathing, or anything else for which avoidance would be suicidal.

DARKVISION

Transmutation

Darkvision			
Level	Arcane 2	Range	Touch
Components	V, S, M	Target	Creature Touched
Casting Time	1 Round	Duration	1 Hr./ Level
Saving Throw	WILL negates (harmless)	SR	Yes (harmless)

The subject gains the ability to see 60' even in total darkness. *Darkvision* is black and white only but otherwise like normal sight. *Darkvision* does not grant the ability to see in magical darkness.

DAZE

Enchantment [Mind-Affecting]

Daze			
Level	Arcane 0	Range	Close
Components	V, S, M	Target	One Creature
Casting Time	1 Round	Duration	1 Round
Saving Throw	WILL negates	SR	Yes

This enchantment clouds the mind of a humanoid of Medium or smaller size so that he takes no actions. Humanoids of 5 or more HD are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move, cast spells, use mental abilities, or perform any other actions requiring awareness or concentration.

Suggested Material Component: A pinch of flash powder.

DESECRATE

Evocation [Evil]

Desecrate			
Level	Infernalist 2	Range	Close
Components	V, S	Area	20' Radius Emanation
Casting Time	1 Round	Duration	2 Hr./ Level (D)
Saving Throw	None	SR	Yes

This spell imbues an area with negative energy. All checks made to turn undead within this area takes a –3 profane penalty, and every undead creature entering a desecrated area gains a +1 profane bonus on attack rolls, damage rolls, and saving throws. An undead creature created within or summoned into such an area gains +1 hit point per HD.

If the desecrated area contains an altar, shrine, or other permanent fixture dedicated to the Infernalist's demonic master, the modifiers given above are doubled (–6 profane penalty on turning checks, +2 profane bonus and +2 hit points per HD for undead in the area).

Furthermore, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

If the area contains an altar, shrine, or other permanent

fixture of a deity, pantheon, or higher power other than the Infernalist's master, *desecrate* instead curses the area, cutting off its connection with the associated deity or power. This secondary function, if used, does not also grant the bonuses and penalties relating to undead, as given above.

Desecrate counters and dispels *consecrate*.

DETECT SCRYING

Divination

Detect Scrying			
Level	Arcane 4	Range	120'
Components	V, S, M	Target	120' Radius Emanation Centered on Caster
Casting Time	1 Round	Duration	24 Hr.
Saving Throw	None	SR	No

You immediately become aware of any attempt to observe you by means of scrying (including the *scrying* spell). The spell's effect radiates from you moves as you move. The spell also reveals the use of crystal balls or other magic scrying devices. You know the location of every magical sensor within the spell's area.

If the scrying attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the scryer immediately make opposed caster level checks. If you match or beat the scryer's result, you get a visual image of the scryer and a sense of the scryer's direction and distance from you (accurate to within one-tenth the distance).

Suggested Material Components: A small shard of mirror or a miniature trumpet.

DETECT THOUGHTS

Divination [Mind-Affecting]

Detect Thoughts			
Level	Arcane 2	Range	60'
Components	V, S	Area	Cone-shaped Emanation
Casting Time	1 Round	Duration	Concentration, up to 1 Min. / Level (D)
Saving Throw	WILL negates: See Text	SR	No

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

- 1st Round: Presence or absence of thoughts (from creatures with Intelligence scores of 1 or higher).
- 2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.
- 3rd Round: Surface thoughts of any mind in the area. A target's WILL save prevents you from reading its thoughts and you must cast *detect thoughts* again to have another chance. Creatures of animal intelligence (INT 1 or 2) have simple, instinctual thoughts that you can pick up.

Each round, you can turn to *detect thoughts* in a new area. The spell can penetrate barriers, but 1' of stone, 1" of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

DETECT UNDEAD

Divination

Detect Undead			
Level	Infernalist 1	Range	60'
Components	V, S	Area	Cone-shaped Emanation
Casting Time	1 Round	Duration	Concentration, up to 1 Min. / Level (D)
Saving Throw	None	SR	No

You can detect the aura that surrounds undead creatures. The amount of information revealed depends on how long you study a particular area.

- 1st Round: Presence or absence of undead creatures.
- 2nd Round: Number of different targets and the level of the strongest undead creature.
- 3rd Round: The strength and location of each undead creature. If targets are in line of sight, caster can make a Knowledge (Arcana) check to determine the nature of each undead creature. Make one check per target at DC 15 + the creature's number of Hit Dice.

DIMENSIONAL ANCHOR

Abjuration

Dimensional Anchor			
Level	Arcane 4	Range	Medium
Components	V, S	Effect	Ray
Casting Time	1 Hr.	Duration	1 Min. / Level
Saving Throw	None	SR	Yes (object)

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extradimensional travel. Forms of movement barred by a *dimensional anchor* include *astral projection*, *blink*, *dimension door*, *ethereal jaunt*, *etherealness*, *gate*, *maze*, *plane shift*, *shadow walk*, *teleport*, and similar spell-like abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell. A *dimensional anchor* does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception

or attack forms. Also, *dimensional anchor* does not prevent summoned creatures from disappearing at the end of a summoning spell.

DIMENSION DOOR

Conjuration (Teleporting)

Dimension Door			
Level	Arcane 4	Range	Special (400 Miles + 40 Miles/ Level)
Components	V	Target	Self and Touched Objects or Creatures (up to 50 lb./Level)
Casting Time	30 Min.	Duration	Instant
Saving Throw	None/ WILL negates (object)	SR	No/Yes (object)

The caster instantly transfers him or herself from his or her current location to any other spot within range. The caster always arrives at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, the caster can't take any other actions until his or her next turn.

If the caster arrives in a place that is already occupied by a solid body, he or she is transported to a random open space on a suitable surface within 100' of the intended location. If there is no free space within 100', the caster appears in a free space within 1,000'. If there's no free space within 1,000', the spell fails and the caster remains where he or she is

DISCERN SECRETS

Divination [Mind Affecting]

Discern Secrets			
Level	Infernalist 3	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Min.	Duration	1 Secret/ 3 Levels
Saving Throw	WILL negates	SR	Yes

Through this spell, an Infernalist can learn one deeply hidden secret of the spell's target. If the caster is looking for a specific secret, one the Infernalist has partial knowledge of, there is a -2 penalty on the WILL save. If the Infernalist is just interested in any veiled secrets the victim may have, the GM should choose one piece of confidential information known by the victim and communicate it to the casting Infernalist. At higher levels, an Infernalist can discern multiple secrets per casting; with each one requiring a separate WILL save. There is a -1 cumulative penalty if any previous WILL saves against the casting have failed.

DOMINATE PERSON

Enchantment (Compulsion) [Mind-Affecting]

Dominate Person			
Level	Arcane 5	Range	Close
Components	V, S	Target	One Humanoid
Casting Time	1 Hr.	Duration	1 Day/ Level
Saving Throw	WILL negates	SR	Yes

You can control the actions of any humanoid creature through a telepathic link that you establish with the subject's mind.

If you and the subject have a common language, you can generally force the subject to perform as you desire, within the limits of its abilities. If no common language exists, you can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." You know what the subject is experiencing, but you do not receive direct sensory input from it, nor can it communicate with you telepathically.

Once you have given a dominated creature a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). Because of this limited range of activity, a Sense Motive check against DC 15 (rather than DC 25) can determine that the subject's behavior is being influenced by an enchantment effect by those who are aware that such a thing exists.

Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

By concentrating fully on the spell (a standard action), you can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with you. While experiencing the subject's senses, your own senses are blocked.

Subjects resist this control, and any subject forced to take actions against its nature receives a new saving throw with a +2 bonus. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited. You need not see the subject to control it.

If you don't spend at least 1 round concentrating on the spell each day, the subject receives a new saving throw to throw off the domination.

Protection or a similar spell can prevent you from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of domination nor dispels it.

DOOM

Necromancy [Fear, Mind-Affecting]

Doom			
Level	Arcane 1, Infernalist 1	Range	Medium
Components	V, S	Target	One Living Creature
Casting Time	1 Round	Duration	1 Min./ Level
Saving Throw	WILL negates	SR	Yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

FABRICATE

Transmutation

Fabricate			
Level	Arcane 5	Range	Close
Components	V, S, M	Target	Up to 10 Cu. Ft./ Level
Casting Time	See Text	Duration	Instant
Saving Throw	None	SR	No

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the *fabricate* spell, though an item could be created with this spell, and then used to create a magic item. Alloys can be made with this spell, as long as materials are available to mix in order to generate the alloy. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate Craft check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 minute per cubic foot of material to be affected by the spell, though this spell may be fast cast as normal.

Suggested Material Component: The original raw materials.

FALSE VISION

Illusion (Glamer)

False Vision			
Level	Arcane 5	Range	Touch
Components	V, S, M	Area	40' Radius
Casting Time	1 Hr.	Duration	1 Day/ Level (D)
Saving Throw	None	SR	No

Any divination (scrying) spell used to view anything within the area of this spell instead receives a false image (as the *major image* spell), as defined by you at the time of casting. As long as the duration lasts, you can concentrate to change the image as desired. While you aren't concentrating, the image remains static. Often Department 7 has this spell maintained on their various bases of operations.

Suggested Material Component: Spotlights or holographic projectors.

FANGS OF THE MASTER

Transmutation [Evil]

Fangs of the Master			
Level	Infernalist 3	Range	Personal
Components	V, S	Target	Self
Casting Time	1 Round	Duration	1 Round/ Level
Saving Throw	None	SR	No

Upon completing this spell, your mouth grows into a grotesque, protruding snout filled with dagger-like fangs. This grants you an additional melee bite attack that causes 1d8 damage plus 1 ½ times your STR modifier.

FEAR

Necromancy [Fear, Mind-Affecting]

Fear			
Level	Arcane 4	Range	Close
Components	V, S, M	Area	Cone
Casting Time	1 Round	Duration	1 Round/ Level
Saving Throw	WILL negates	SR	Yes

An invisible cone of terror causes living creatures to become panicked. They suffer a –2 morale penalty on saving throws, and they flee from the caster. A panicked creature has a 50% chance to drop what it's holding, chooses its path randomly (as long as it is getting away from immediate danger), and flees any other dangers that confront it. If cornered, a panicked creature cowers. A cowering creature loses its Dexterity bonus, can take no actions, and takes a –2 penalty to its Defense.

FEATHER FALL

Transmutation

Feather Fall			
Level	Arcane 1	Range	Close
Components	V	Target	Any Free-falling Objects or Creatures in a 10' Radius Whose Weight Does Not Exceed 300Lb./ Level
Casting Time	1 Round	Duration	Until Landing or 1 Round/ Level
Saving Throw	WILL negates (harmless) (object)	SR	Yes (object)

The creatures or objects affected fall slowly. The rate of falling is instantly changed to a mere 60' per round, with no damage incurred upon landing while the spell is in effect. However, when the spell duration ends, a normal rate of fall resumes.

This spell has no effect on ranged weapons. If the spell is cast on a falling item the item does half normal damage based on weight with no bonus for the height of the drop. The spell works only upon free-falling objects. It does not affect melee weapon attacks or charging or flying creatures.

FEEBLEMIND

Enchantment (Compulsion) [Mind-Affecting]

Feeblemind			
Level	Arcane 5	Range	Medium
Components	V, S, M	Target	One Creature
Casting Time	10 Min.	Duration	Instant
Saving Throw	WILL negates, See Text	SR	Yes

If the target creature fails a WILL saving throw, its Intelligence and Charisma scores each drop to 1.

The affected creature is unable to use Intelligence- or Charisma-based skills, cast spells, understand language, or communicate coherently. Still, it knows who its friends are and can follow them and even protect them. The subject remains in this state permanently. A creature that can cast spells, such as a Magus or Clergy, receives a +4 bonus on its saving throw.

Suggested Material Components: A handful of clay, crystal, glass, or mineral spheres.

FIREBALL

Evocation [Fire]

Fireball			
Level	Arcane 3	Range	Long
Components	V, S, M	Area	20' Radius Spread
Casting Time	10 Min.	Duration	Instant
Saving Throw	REF half	SR	Yes

A *fireball* spell detonates with a low roar and deals 1d6 points of fire damage per caster level (maximum 10d6) to all creatures within the area. Unattended objects also take this damage. The explosion creates no concussive force.

The caster points his or her finger and determines the range (distance and height) at which the *fireball* is to burst. A glowing, pea-sized bead streaks from the caster. Unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, the bead bursts into a *fireball* at that point (an early impact results in an early detonation). If the caster attempts to send the bead through a narrow passage the caster must "hit" the opening with a successful ranged touch attack or else the bead strikes the barrier and detonates prematurely.

The *fireball* sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the *fireball* may continue beyond the barrier if the area permits; otherwise it stops at the barrier.

Suggested Material Component: A red bead.

FLARE

Evocation [Light]

Flare			
Level	Arcane 0	Range	Close
Components	V	Effect	Burst of Light
Casting Time	1 Round	Duration	Instant
Saving Throw	FORT negates	SR	Yes

This spell creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is blinded for 1 minute unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already blinded, are not affected by *flare*.

FOG CLOUD

Conjuration (Creation)

Fog Cloud			
Level	Arcane 2	Range	Medium
Components	V, S	Target	Fog Spreads in a 20' Radius, 20' High
Casting Time	1 Min.	Duration	10 Min./ Level
Saving Throw	None	SR	No

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5'. A creature within 5' has some concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

FOMENT

Enchantment (Compulsion) [Language dependant, Mind-Affecting]

Foment			
Level	Infernalist 0	Range	Close
Components	V, S	Target	All Creatures in a 30' Radius
Casting Time	1 Round	Duration	1 Min./ Level
Saving Throw	WILL negates	SR	Yes

Using stirring words and persuasive arguments, the caster instills within those around herself a sense of irritation or disfavor for a specific individual or group. Affected subjects' attitude toward the individual or group changes to unfriendly.

GHOST SOUND

Illusion (Figment)

Ghost Sound			
Level	Arcane 0	Range	Close
Components	V, S, M	Effect	Illusory Sounds
Casting Time	1 Round	Duration	1 Round/ Level (D)
Saving Throw	WILL disbelief	SR	No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound *ghost sound* creates when casting it and cannot thereafter change the sound's basic character. The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus talking, singing, shouting, walking, marching, or running sounds can be created. The noise a *ghost sound* spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring elephant is equal to the noise from twenty humans. *Ghost sound* can enhance the effectiveness of a *silent image* spell.

Ghost sound can be made permanent with a *permanency* spell.

Suggested Material Components: A bit of wool, a horn, or a small lump of wax.

GHOUL TOUCH

Necromancy

Ghoul Touch			
Level	Arcane 2	Range	Touch
Components	V, S, M	Target	Living Creature Touched
Casting Time	1 Round	Duration	1d6+2 Rounds
Saving Throw	FORT negates	SR	Yes

Imbuing you with negative energy, this spell allows you to paralyze a single living humanoid for the duration of the spell with a successful melee touch attack.

Additionally, the paralyzed subject exudes a carrion stench that causes all living creatures (except you) in a 10' radius spread to become sickened (Fortitude negates). A *neutralize poison* spell removes the effect from a sickened creature, and creatures immune to poison are unaffected by the stench.

Suggested Material Components: A small scrap of cloth taken from clothing worn by a corpse, or a pinch of grave dirt.

HALLUCINATORY TERRAIN

Illusion (Glamer)

Hallucinatory Terrain			
Level	Arcane 4	Range	Long
Components	V, S, M	Area	One 30' Cube/ Level
Casting Time	10 Min.	Duration	12 Hr./ Level (D)
Saving Throw	WILL disbelief	SR	No

You make natural terrain look, sound, and smell like some other sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance.

Suggested Material Components: A stone, a twig, and a bit of green plant.

HALT UNDEAD

Necromancy

Halt Undead			
Level	Arcane 3	Range	Medium
Components	V, S, M	Target	Up to 3 Undead Creatures, No Two of Which Can Be More Than 30' Apart
Casting Time	1 Round	Duration	1 Round/ Level
Saving Throw	See Text	SR	Yes

This spell renders up to three undead creatures immobile. Nonintelligent undead get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Suggested Material Component: a bone from an undead creature.

HAND CRAMP

Enchantment (Compulsion) [Mind-Affecting]

Hand Cramp			
Level	Infernalist 0	Range	Close
Components	V, S	Target	One Creature
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL negates	SR	Yes

You force the target's hands or appendages to open in an uncontrolled muscle reflex. Any object grasped is instantly dropped – weapons, ropes, spell components, a climbers handholds, and so on. If cast upon someone casting a spell that contains a somatic component, the target must pass a Concentration check (DC 10+spell level) or the spell fails.

HEAT BLOOD

Transmutation [Fire]

Heat Blood			
Level	Infernalist 4	Range	Medium
Components	V, S	Target	One Living Creature
Casting Time	1 Round	Duration	10 Rounds
Saving Throw	FORT half	SR	Yes

This spell literally brings the blood flowing in the targets veins towards a boiling point. Hence it affects living targets only. The target sustains 1d10 points of fire damage on the round the spell is cast, plus an additional 1d10 fire damage at the beginning of each round for the next nine rounds. A successful initial Fortitude save results in half of the damage each round.

HELLSPAWN ATTRACTION

Necromancy

Hellspawn Attraction			
Level	Infernalist 4	Range	Medium
Components	V, S	Target	One Creature
Casting Time	1 Round	Duration	1 Round/ Level
Saving Throw	WILL negates	SR	Yes

The unfortunate individual who becomes the target of this spell draws the wrath of all Hellspawn within one mile. These creatures stop at nothing to get at the target, even if easier prey is available. The victim is allowed a WILL saving throw to avoid the effect, and all Hellspawn get a WILL saving throw to ignore the compulsion. The Hellspawn pursue the victim until the spell expires or they are killed or restrained. If the victim travels somewhere that Hellspawn cannot follow, they wait as close as possible and resume pursuit if the opportunity arises. If the target attempts to turn the Hellspawn, treat them as being four HD higher than normal.

HYPNOTISM

Enchantment (Compulsion) [Mind-Affecting]

Hypnotism			
Level	Arcane 1	Range	Close
Components	V, S	Target	Several Living Creatures, No Two of Which May Be More Than 30' Apart
Casting Time	1 Min.	Duration	2d4 Rounds (D)
Saving Throw	WILL negates	SR	Yes

Your gestures and droning incantation fascinate nearby creatures, causing them to stop and stare blankly at you. In addition, you can use their rapt attention to make your suggestions and requests seem more plausible. Roll 2d4 to see how many total Hit Dice of creatures you affect. Creatures with fewer HD are affected before creatures with more HD. Only creatures that can see or hear you are affected, but they do not need to understand you to be fascinated.

If you use this spell in combat, each target gains a +2 bonus on its saving throw. If the spell affects only a single creature not in combat at the time, the saving throw has a penalty of –2.

While the subject is fascinated by this spell, it reacts as though it were two steps friendlier in attitude. This allows you to make a single request of the affected creature (provided you can communicate with it). The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

A creature that fails its saving throw does not remember that you enspelled it.

ILLUSORY SCRIPT

Illusion (Phantasm) [Mind-Affecting]

Illusory Script			
Level	Arcane 3	Range	Touch
Components	V, S, M	Target	One Object Touched Weighing No More Than 10 Lb.
Casting Time	1 Min. or Longer; See Text	Duration	1 Day/ Level (D)
Saving Throw	WILL negates: See Text	SR	Yes

You write instructions or other information on parchment, paper, or any suitable writing material. The *illusory script* appears to be some form of foreign or magical writing. Only the person (or people) designated by you at the time of the casting are able to read the writing; it's unintelligible to any other character, although an illusionist recognizes it as *illusory script*.

Any unauthorized creature attempting to read the script triggers a potent illusory effect and must make a saving throw. A successful saving throw means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by you at the time the *illusory script* spell was cast. The suggestion lasts only 30 minutes. Typical suggestions include "Close the book and leave," "Forget the existence of the book," and so forth. If successfully dispelled by *dispel magic*, the *illusory script* and its secret message disappear. The hidden message can be read by a combination of the *true seeing* spell with the *comprehend languages* spell.

The casting time depends on how long a message you wish to write, but it is always at least 1 minute per page. This spell cannot be fast cast.

Suggested Material Component: A lead-based ink.

INFLICT MINOR WOUNDS

Necromancy

Inflict Minor Wounds			
Level	Arcane 0, Infernalist 0	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL negates	SR	Yes

This spell, like all inflict wounds spells, functions as the cure spells listed in Contagion Revised Edition **Chapter 10: Magic and Spells**, but rather than channeling positive energy to heal, inflict wounds instead deals the listed amount of Hit Points in damage to most creatures, and heals that value of damage to undead. Note that unlike most necromancy spells, inflict wounds affects vampires as if they were living beings. To heal a vampire, use cure spells.

INFLICT LIGHT WOUNDS

Necromancy

Inflict Light Wounds			
Level	Arcane 1, Infernalist 1	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL half	SR	Yes

INFLICT MODERATE WOUNDS

Necromancy

Inflict Moderate Wounds			
Level	Arcane 2, Infernalist 2	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL half	SR	Yes

INFLICT SERIOUS WOUNDS

Necromancy

Inflict Serious Wounds			
Level	Arcane 3, Infernalist 3	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL half	SR	Yes

INFLICT CRITICAL WOUNDS

Necromancy

Inflict Critical Wounds			
Level	Arcane 4, Infernalist 4	Range	Touch
Components	V, S	Target	Creature Touched
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL half	SR	Yes

INVISIBILITY

Illusion

Invisibility			
Level	Arcane 2	Range	Personal/ Touch
Components	V, S, M	Target	Self/ Creature or Object Touched Weighing No More Than 100 Lb./ Level
Casting Time	1 Min.	Duration	1 Min./ Level
Saving Throw	WILL negates (harmless) (object)	SR	Yes (harmless) (object)

The creature or object touched vanishes from sight, even from darkvision. If the recipient is a creature carrying gear, the gear vanishes, too. If the caster casts the spell on someone else, neither the caster nor his or her allies can see the subject, unless they can normally see invisible things or employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing worn by the creature. Light, however, never becomes invisible, although a source of light can become so. Any part of an item that the subject carries but that extends more than 10' from it becomes visible.

The subject is not magically silenced, and certain other conditions can render the recipient detectable. The spell ends if the subject attacks any creature. For purposes of this spell, an "attack" includes any spell targeting another creature, or whose area or effect includes another creature. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. If the subject attacks directly, however, it immediately becomes visible along with all its gear.

An invisible creature gains a +40 bonus on Hide checks if immobile, or a +20 bonus on Hide checks if moving. Pinpointing the location of an invisible character that isn't attempting to hide requires a Spot check against DC 40 if immobile or DC 20 if moving.

Suggested Material Components: Incense or smoke bombs.

INVISIBILITY SPHERE

Illusion

Invisibility Sphere			
Level	Arcane 3	Range	Personal/ Touch
Components	V, S, M	Target	10' Radius Sphere Centered on the Creature or Object Touched
Casting Time	1 Min.	Duration	1 Min./ Level (D)
Saving Throw	WILL negates (harmless) (object)	SR	Yes (harmless) (object)

All creatures within 10' of the recipient, including the recipient, vanish from sight, even from darkvision. The center of the effect is mobile with the recipient. Affected creatures traveling outside the range of the sphere become visible. Otherwise this effect functions like *invisibility*.

Suggested Material Components: Incense or smoke bombs.

KEEN EDGE

Transmutation

Keen Edge			
Level	Arcane 3	Range	Close
Components	V, S	Target	One Weapon or 50 Projectiles
Casting Time	1 Min.	Duration	10 Min./ Level
Saving Throw	WILL negates (harmless) (object)	SR	Yes (harmless) (object)

This transmutation doubles the threat range of the weapon. A threat range of 20 becomes 19–20. A threat range of 19–20 becomes 17–20. A threat range of 18–20 becomes 15–20. The spell can be cast only on piercing or slashing weapons (and it does not stack with itself). If cast on arrows or crossbow bolts, the *keen edge* on a particular projectile ends after one use, whether or not the missile strikes its intended target.

This spell cannot be cast on a natural weapon, such as an unarmed strike.

KNOCK

Transmutation

Knock			
Level	Arcane 2	Range	Medium
Components	V	Target	One Door, Box or Chest With an Area up to 10 Sq. Ft./ Level
Casting Time	1 Min.	Duration	Instant: See Text
Saving Throw	None	SR	No

The *knock* spell opens stuck, barred, locked, or magically held or sealed doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). Once opened, the door does not relock itself or become stuck again on its own. *Knock* does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the area limits the effect. Each spell can undo up to two means of preventing egress.

LEVITATE

Transmutation

Levitate			
Level	Arcane 2	Range	Personal/ Close
Components	V, S, F	Target	Self/ Willing Creature or Object (Total Weight up to 100 Lb./ Level)
Casting Time	1 Round	Duration	1 Round/ Level (D)
Saving Throw	None	SR	No

A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the subject to move up or down as much as 20' each round; doing so is a move-equivalent action. The caster cannot move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed). A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack is made with a –1 penalty, the second –2, and so on, up to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Suggested Focus: A bird's feather.

LIGHTNING BOLT

Evocation [Electricity]

Lightning Bolt			
Level	Arcane 3	Range	Medium/ 50' + 5'/ Level
Components	V, S, M	Area	5' Wide/ 10' Wide
Casting Time	10 Min.	Duration	Instant
Saving Throw	REF half	SR	Yes

The caster releases a bolt of electrical energy that deals 1d6 points of damage per caster level (maximum 10d6) to each creature within its area. The bolt begins at the caster. The *lightning bolt* sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier.

Suggested Material Component: A yellow bead.

LOCATE OBJECT

Divination

Locate Object			
Level	Arcane 3	Range	Long
Components	V, S	Area	400' + 40'/ Level Circle Centered on Caster
Casting Time	1 Min.	Duration	1 Min./ Level
Saving Throw	None	SR	No

The caster senses the direction of a well-known or clearly visualized object. The caster can search for general items, in which case the caster locates the nearest one of its type if more than one is within range. Attempting to find a specific item requires a specific and accurate mental image; if the image is not close enough to the actual object, the spell fails. The caster cannot specify a unique object unless he or she has observed that particular item firsthand (not through divination).

Even a thin sheet of lead blocks the spell. Creatures cannot be found by this spell.

MAGIC JAR

Necromancy

Magic Jar			
Level	Arcane 5	Range	Medium
Components	V, S, F	Target	One Creature
Casting Time	1 Hr.	Duration	1 Hr./ Level: See Text
Saving Throw	WILL negates: See Text	SR	Yes

By casting *magic jar*, you place your soul in an inanimate object (typically a gem or large crystal), leaving your body lifeless. Then you can attempt to take control of a nearby body, forcing its soul into the *magic jar*. You may move back to the jar (thereby returning the trapped soul to its body) and attempt to possess another body. The spell ends when you send your soul back to your own body, leaving the receptacle empty.

To cast the spell, the *magic jar* must be within spell range and you must know where it is, though you do not need line of sight or line of effect to it. When you transfer your soul upon casting, your body is, as near as anyone can tell, dead.

While in the *magic jar*, you can sense and attack any life force within 10' per caster level. You do need line of effect from the jar to the creatures. You cannot determine the exact creature types or positions of these creatures. In a group of life forces, you can sense a difference of 4 or more Hit Dice between one creature and another and can determine whether a life force is powered by positive or negative energy. (Undead creatures are powered by negative energy. Only sentient undead creatures have, or are, souls.)

You could choose to take over either a stronger or a weaker creature, but which particular stronger or weaker creature you attempt to possess is determined randomly. Attempting to possess a body is a full-round action. You possess the body and force the creature's soul into the *magic jar* unless the subject succeeds on a Will save. Failure to take over the host leaves your life force in the *magic jar*. The target automatically succeeds on further saving throws if you attempt to possess its body again.

If you are successful, your life force occupies the host body, and the host's life force is imprisoned in the *magic jar*. You keep your Intelligence, Wisdom, Charisma, level, class, base attack bonus, base save bonuses, alignment, and mental abilities. The body retains its Strength, Dexterity, Constitution, Hit Points, natural abilities, and automatic abilities. A body with extra limbs does not allow you to make more attacks (or more advantageous two-weapon attacks) than normal. You can use the body's extraordinary or supernatural abilities, but the creature's spells and spell-like abilities do not stay with the body.

As a standard action, you can shift freely from a host to the *magic jar* if within range, sending the trapped soul back to its body. The spell ends when you shift from the jar to your own body.

If the host body is slain, you return to the *magic jar*, if within range, and the life force of the host departs (it is dead). If the host body is slain beyond the range of the spell, both you and the host die, both very likely becoming ghosts (see Purgatorio). Any life force with nowhere to go is treated as slain.

If the spell ends while you are in the *magic jar*, you return to your body (or die if your body is out of range or destroyed). If the spell ends while you are in a host, you return to your body (or die, if it is out of range of your current position), and the soul in the *magic jar* returns to its body (or dies if it is out of range). Destroying the receptacle ends the spell, and the spell can be dispelled at either the *magic jar* or at the host's location.

Suggested Focus: A gem or crystal.

MAGIC WEAPON, GREATER

Transmutation

Magic Weapon, Greater			
Level	Arcane 3	Range	Close
Components	V, S, M	Target	One Weapon or 50 Projectiles
Casting Time	1 Min.	Duration	1 Hr./ Level
Saving Throw	WILL negates (harmless) (object)	SR	Yes (harmless) (object)

This spell gives a weapon an enhancement bonus on attack and damage rolls of +1 per four caster levels (maximum +5).

MAJOR CREATION

Conjuration (Creation)

Major Creation			
Level	Arcane 5	Range	Close
Components	V, S	Target	See Text
Casting Time	30 Min.	Duration	See Text
Saving Throw	None	SR	No

This spell functions like *minor creation*, except that you can also create an object of mineral nature: stone, crystal, metal, or the like. The duration of the created item varies with its relative hardness and rarity, as indicated on *Table: Major Creation*.

MAJOR IMAGE

Illusion (Figment)

Major Image			
Level	Arcane 2	Range	Long
Components	V, S, F	Effect	Visual figment that cannot extend beyond four 10' cubes + one 10' cube/ Level
Casting Time	1 Round	Duration	Concentration + 3 Rounds
Saving Throw	WILL (disbelief)	SR	No

This spell functions like *silent image* (including casting time, saving throws, etc.), except that sound, smell, and thermal illusions are included in the spell effect. While concentrating, you can move the image within the range. The image disappears when struck by an opponent unless you cause the illusion to react appropriately.

MANTLE OF DREAD

Necromancy [Fear, Mind-Affecting]

Mantle of Dread			
Level	Infernalist 0	Range	Personal
Components	V, S	Target	Self
Casting Time	1 Round	Duration	1 Round/ Level
Saving Throw	None	SR	No

Your shadow lengthens, your voice deepens, and an air of intimidating dread surrounds you, allowing you to compel others to follow your commands. For the duration of this spell, you gain a +4 competence bonus to Intimidate checks. You must obey all the standard rules and uses of the Intimidate skill while using this spell.

MASS INFLICT LIGHT WOUNDS

Necromancy

Mass Inflict Light Wounds			
Level	Infernalist 5	Range	Close
Components	V, S	Target	One Creature/ Level, No Two of Which May Be More Than 30' Apart
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL half	SR	Yes

MIGHTY BLOW

Transmutation

Mighty Blow			
Level	Infernalist 0	Range	Personal
Components	V	Target	Self
Casting Time	1 Round	Duration	1 Round/ Level
Saving Throw	WILL negates (harmless)	SR	Yes (harmless)

Mighty blow enhances the caster's next melee attack with mystic might, enabling him to strike harder, and his blade to bite more deeply into flesh. The caster's first attack roll made while he is under the affects of *mighty blow* is considered to deal maximum damage automatically (though on a miss, the spell dissipates.) However, as the spell guides and empowers the caster's hand and blade, the caster's own combat instincts are sometimes crowded by the spell. Therefore, *mighty blow* modifies only the damage dealt by the weapon itself, and additional sources of damage such as sneak attack, are determined as normal. Strength, enhancement, and other damage bonuses are applied normally so long as they are a fixed bonus.

MINOR CREATION

Conjuration (Creation)

Minor Creation			
Level	Arcane 4	Range	0'
Components	V, S, M	Effect	Nonmagical Object of Nonliving Plant Matter up to 1 Cu. Ft./ Level
Casting Time	1 Min.	Duration	1 Hr./ Level (D)
Saving Throw	None	SR	No

You create a nonmagical, unattended object of nonliving, vegetable matter. The volume of the item created cannot exceed 1 cubic foot per caster level. You must succeed on an appropriate skill check to make a complex item. Attempting to use any created object as a material component causes the spell to fail.

Suggested Material Component: A tiny piece of matter of the same sort of item you plan to create with *minor creation*.

MINOR IMAGE

Illusion (Figment)

Minor Image			
Level	Arcane 2	Range	Long
Components	V, S, F	Effect	Visual figment that cannot extend beyond four 10' cubes + one 10' cube/ Level
Casting Time	1 Round	Duration	Concentration + 2 Rounds
Saving Throw	WILL (disbelief)	SR	No

This spell functions like *silent image* (including casting times, saving throws, etc.), except that minor image includes some minor sounds but not understandable speech.

MIRAGE ARCANA

Illusion (Glamer)

Mirage Arcana			
Level	Arcane 5	Range	Long
Components	V, S	Area	One 20' Cube/ Level (S)
Casting Time	1 Hr.	Duration	Conc. +1 Hr./ Level (D)
Saving Throw	WILL disbelief	SR	No

This spell functions like *hallucinatory terrain*, except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike *hallucinatory terrain*, the spell can alter the appearance of structures (or add them where none are present). Still, it can't disguise, conceal, or add creatures (though creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

NIGHTMARE

Illusion (Phantasm) [Mind-Affecting, Evil]

Nightmare			
Level	Arcane 5	Range	Unlimited
Components	V, S	Target	One Living Creature
Casting Time	30 Min.	Duration	Instant
Saving Throw	WILL negates: See Text	SR	Yes

You send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The *nightmare* prevents restful sleep and causes 1d10 points of damage, leaving the subject fatigued.

The difficulty of the save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature, as shown on *Table: Nightmare*. *Dispel evil* cast on the subject while you are casting the spell dispels the *nightmare* and causes you to be stunned for 10 minutes per caster level of the *dispel evil*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or to enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check as if you were in the midst of casting a spell or the spell ends.

If you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance.

You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw and are considered prone.)

Creatures that don't sleep (such as elves and drow, but not half-elves) or dream are immune to this spell.

PERMANENCY

Universal

Permanency			
Level	Arcane 5	Range	See Text
Components	V, S, XP	Target, Effect or Area	See Text
Casting Time	1 Hr.	Duration	Permanent: See Text
Saving Throw	None	SR	No

This spell makes certain other spells permanent. Depending on the spell, you must be of a minimum caster level and must expend a number of XP.

You can make the spells shown on *Table: Permanency (Self)* permanent in regard to yourself.

You cast the desired spell and then follow it with the *permanency* spell. You cannot cast these spells on other creatures. Only a caster of higher level than you were when you cast the spell can dispel this application of *permanency*.

In addition to personal use, permanency can be used to make the spells listed on *Table: Permanency (Self, Other or Object)* permanent on you, another creature, or an object (as appropriate).

Additionally, the spells on *Table: Permanency (Object or Area)* can be cast upon objects or areas only and rendered permanent.

Spells cast on other creatures, objects, or locations (not on you) are vulnerable to *dispel magic* as normal.

XP Cost: See tables above.

NOTE: The GM is encouraged to allow *permanency* to be applied to other spells at his or her discretion. This list is simply meant to be a guideline for XP costs and minimum caster levels.

PERSISTENT IMAGE

Illusion (Figment)

Persistent Image			
Level	Arcane 5	Range	Long
Components	V, S, F	Effect	Visual figment that cannot extend beyond four 10' cubes + one 10' cube/ Level
Casting Time	1 Round	Duration	1 Min./ Level (D)
Saving Throw	WILL (disbelief)	SR	No

This spell functions like *silent image* (including casting times, saving throws, etc.), except that the figment includes visual, auditory, olfactory, and thermal components, and the figment follows a script determined by you. The figment follows that script without your having to concentrate on it. The illusion can include intelligible speech if you wish.

Suggested Material Component: A bit of fleece and several grains of sand.

PHANTASMAL KILLER

Illusion (Fear, Mind-Affecting)

Phantasmal Killer			
Level	Arcane 4	Range	Medium
Components	V, S	Target	One Living Creature
Casting Time	10 Min.	Duration	Instant
Saving Throw	WILL disbelief, FORT partial: See Text	SR	Yes

You create the phantasmal image of the most fearsome creature imaginable to the subject simply by forming the fears of the subject's subconscious mind into something that its conscious mind can visualize: this most horrible beast. Only the spell's subject can perceive the *phantasmal killer*. You see only a shadowy shape. The subject first gets a Will save to recognize the image as unreal. If the subject fails the WILL save, the phantasm touches him, and he must succeed at a Fortitude save or die from fear. Even if the Fortitude save is successful, the subject takes 3d6 points of damage, at which point the *phantasmal killer* is destroyed.

PREPARE SPELL TRIGGER

Universal

Prepare Spell Trigger			
Level	Arcane 0	Range	Special
Components	V, S	Target	Allows Spells to Be Prepared in Advance
Casting Time	10 Min.	Duration	Permanent: See Text
Saving Throw	None	SR	No

This spell allows the caster to cast another spell and reserve it for later use. To prepare a spell trigger, add 10 minutes to the casting time of the spell which is to be prepared. All Burn (if applicable) for both spells is calculated at the time that the trigger is prepared, and the spells deal Burn damage separately.

Once the spell trigger is cast, the caster may discharge the prepared spell at any time by uttering a command word. Uttering a command word is a free action, and the caster may release a number of spell triggers equal to his INT modifier per turn. Releasing a spell trigger does not cause Burn. If a condition would not allow a spellcaster to cast a spell with a verbal component, then he would not be able to release a spell trigger. Once released, the spell trigger is used up and must be recast along with the triggered spell. The caster may have a number of prepared spell triggers equal to his caster level x3 at any time.

PROTECTION FROM ARROWS/BULLETS

Abjuration

Protection from Arrows/ Bullets			
Level	Arcane 2	Range	Touch
Components	V, S, F	Target	Creature Touched
Casting Time	1 Min.	Duration	10 Min./ Level or Until Discharged
Saving Throw	WILL negates (harmless)	SR	Yes (harmless)

The warded creature gains resistance to ranged weapons that fire arrows, bullets, or crossbow bolts. The subject gains damage reduction 10/+1 against those ranged weapons. The damage reduction increases with the caster level to 10/+2 at 5th and 10/+3 at 10th. Once the spell has prevented a total of 10 points of damage per caster level (maximum 100 points), it is discharged.

Suggested Focus: A piece of jewelry or a lucky charm.

RAY OF EXHAUSTION

Necromancy

Ray of Exhaustion			
Level	Arcane 3	Range	Close
Components	V, S, M	Effect	Ray
Casting Time	1 Min.	Duration	1 Min./ Level
Saving Throw	FORT partial: See Text	SR	Yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target. The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued. A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Suggested Material Component: A drop of sweat.

RAY OF FATIGUE

Necromancy

Ray of Fatigue			
Level	Arcane 1	Range	Close
Components	V, S, M	Effect	Ray
Casting Time	1 Round	Duration	1 Min./ Level
Saving Throw	No	SR	Yes

The caster must succeed at a ranged touch attack with the ray to strike a target. The subject is immediately fatigued for the spell's duration. A fatigued character suffers a –2 penalty to Strength and Dexterity and can't run or charge. This spell has no effect on a creature that is already fatigued.

Suggested Material Component: A drop of sweat.

SEE INVISIBILITY

Divination

See Invisibility			
Level	Arcane 2	Range	Medium
Components	V, S, M	Area	Cone
Casting Time	1 Min.	Duration	10 Min./ Level (D)
Saving Throw	None	SR	No

The caster sees any objects or beings that are invisible as if they were normally visible.

The spell does not reveal the method used to obtain invisibility. It does not reveal illusions or enable the caster to see through opaque objects. It does not reveal creatures who are simply hiding, concealed, or otherwise hard to see.

Suggested Material Component: A pair of glasses.

SHATTER

Evocation (Sonic/Concussion)

Shatter			
Level	Arcane 2	Range	Close
Components	V, S, F	Area/ Target	5' Radius Spread/ One Solid Object or Crystalline Creature
Casting Time	1 Round	Duration	Instant
Saving Throw	WILL negates (object)/ FORT half: See Text	SR	Yes (object)

Shatter creates a loud, ringing noise that shatters brittle, nonmagical objects; sunders a single solid, nonmagical object; or damages a crystalline creature.

Used as an area attack, *shatter* destroys nonmagical objects of glass, crystal, ceramic, or porcelain, such as vials, windows, mirrors, bottles, windshields, and so forth. All such objects within a 5' radius of the point of origin are smashed into dozens of pieces by the spell. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are shattered.

Alternatively, you can target *shatter* against a single solid object, regardless of composition, weighing up to 10 pounds per caster level.

Targeted against a crystalline creature (of any weight), shatter deals 1d6 points of sonic/concussion damage per caster level (maximum 10d6), with a Fortitude save for half damage.

Suggested Focus: A tuning fork.

SHIELD

Abjuration (Force)

Shield			
Level	Arcane 1	Range	Personal
Components	V, S	Target	Self
Casting Time	1 Round	Duration	1 Min./ Level (D)
Saving Throw	N/A	SR	N/A

Shield creates an invisible, mobile disk of force that hovers in front of the caster. It negates *magic missile* attacks directed at the caster. The disk also intercepts attacks, providing a +4 bonus to Defense. The shield carries no armor penalty or arcane spell failure chance.

SHOUT

Evocation (Sonic)

Shout			
Level	Arcane 4	Range	Close
Components	V	Area	Cone
Casting Time	1 Min.	Duration	Instant
Saving Throw	FORT partial (object); see text	SR	Yes (object)

The caster emits an ear-splitting yell that deafens and damages creatures in its path. Any creature within the area is deafened for 2d6 rounds and takes 2d6 points of damage. A successful save negates the deafness and reduces the damage by half. Any exposed brittle or crystalline object takes 1d6 points of damage per caster level. Creatures holding fragile objects can negate damage to them with successful Reflex saves.

A deafened character, in addition to the obvious effects, suffers a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance to miscast and lose any spell with a verbal component that he or she tries to cast.

The *shout* spell cannot penetrate the spell *silence*.

SILENT IMAGE

Illusion (Figment)

Silent Image			
Level	Arcane 1	Range	Long
Components	V, S, F	Effect	Visual figment that cannot extend beyond four 10' cubes + one 10' cube/ Level
Casting Time	1 Round	Duration	Concentration
Saving Throw	WILL (disbelief)	SR	No

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

SINSEEKING

Divination

Sinseeking			
Level	Infernalist 3	Range	Personal
Components	V, S	Target	Self
Casting Time	1 Round	Duration	1 Min./ Level
Saving Throw	None	SR	No

An Infernalist can use *sinseeking* to hear and understand all conversations taking place within the spell's radius (10'/ level). He can clearly hear what is said in each conversation regardless of the number of people talking in the area, their volume, or intervening obstacles. The spell's effect does not extend into antimagic fields or function against creatures warded by nondetection.

The Infernalist may listen to a number of conversations equal to 2+ his Intelligence modifier. Any conversations beyond this number are lost as background noise. He may concentrate on specific subjects by making a Listen check (DC 12) and may change the conversations he listens to an unlimited number of times during the spell.

To identify the speaker of certain words or phrases, the Infernalist must succeed an Intelligence check against a DC equal to the number of people present.

SPEAK WITH DEAD

Necromancy (Language-Dependent)

Speak with Dead			
Level	Arcane 4, Infernalist 4	Range	10'
Components	V, S	Target	One dead creature
Casting Time	10 Min.	Duration	1 Min./ Level
Saving Throw	WILL negates; see text	SR	No

You grant the semblance of life and intellect to a corpse, allowing it to answer several questions that you put to it. You may ask one question per two caster levels. Unasked questions are wasted if the duration expires. The corpse's knowledge is limited to what the creature knew during life, including the languages it spoke (if any). Answers are usually brief, cryptic, or repetitive.

If the corpse has been subject to *speak with dead* within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all.

This spell does not let you actually speak to the person (whose soul has departed). It instead draws on the imprinted knowledge stored in the corpse. The partially animated body retains the imprint of the soul that once inhabited it, and thus it can speak with all the knowledge that the creature had while alive. The corpse, however, cannot learn new information.

This spell does not affect a corpse that has been turned into an undead creature.

SPECTRAL HAND

Necromancy

Spectral Hand			
Level	Arcane 2	Range	Medium
Components	V, S	Effect	One spectral hand
Casting Time	1 Min.	Duration	1 Min./ Level (D)
Saving Throw	None	SR	No

A ghostly, glowing hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 HP that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The Hit Points can be healed as normal.) For as long as the spell lasts, any range touch spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch

attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if the hand goes beyond the spell range, goes out of your sight, the hand returns to you and hovers. The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and a base Defense of 22. Your Intelligence modifier applies to the hand's Defense as if it were the hand's Dexterity modifier. The hand has 1 to 4 HP, the same number that you lost in creating it.

SUGGESTION

Enchantment (Compulsion) (Language-Dependent, Mind-Affecting)

Suggestion			
Level	Arcane 3	Range	Close
Components	V, M	Target	One living creature
Casting Time	10 Min.	Duration	1 Hour/ Level or until completed
Saving Throw	WILL negates	SR	Yes

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The *suggestion* must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2).

Suggested Material Component: A snake's tongue, a bit of honeycomb, or a drop of sweet oil.

SYMPATHY FOR THE DEVIL

Enchantment (Compulsion) (Language dependant, Mind-Affecting)

Sympathy for the Devil			
Level	Infernalist 0	Range	Medium
Components	V	Target	One creature
Casting Time	1 Round	Duration	1 Round/ Level
Saving Throw	WILL negates	SR	Yes

Sometimes all that is required for the triumph of evil is for good men to do nothing. The creator of this spell took this sentiment to heart. The spell can only affect good aligned characters or creatures. In essence, it magnifies tenfold whenever sympathy and compassion exists in a good creature's heart, making him more pliable to arguments that play upon these emotions. The targeted creature is allowed a WILL save. The result of a failure is that the good creature will overlook an evil deed or pass up the opportunity to punish or stop an evil creature. The caster must continue talking to the targeted creature for the duration of this spell, exhorting him or her to show more understanding of his views. For the duration of the spell, the target is unable to act against the subjects of the caster's diatribe.

TELEKINESIS

Transmutation

Telekinesis			
Level	Arcane 5	Range	Long
Components	V, S	Target	See text
Casting Time	10 Min.	Duration	Concentration (up to 1 Round/ Level) or Instant; see text
Saving Throw	WILL negates (object); see text	SR	Yes (object); see text

The caster can move objects or creatures by concentrating on them. Depending on the version selected, the spell can provide either a gentle, sustained force or a single short, violent thrust.

- Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per caster level up to 20' per round. A creature can negate the effect against itself or against an object it possesses with a successful WILL save or with spell resistance. This version of the spell lasts up to 1 round per caster level, but it ends if the caster ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the caster's range. The spell ends if the object is forced beyond the range. If the caster ceases concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.
- Violent Thrust: Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects or creatures that are within range and all within 10' of each other toward any target within 10'/level of all the objects. The caster can hurl up to a total weight of 25 pounds per caster level. The caster must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack bonus + Intelligence modifier. Weapons deal their normal damage (with no Strength bonus). Other

objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds (for hard, dense objects). Creatures that fall within the weight capacity of the spell can be hurled, but they are allowed WILL saves to negate the effect, as are those whose held possessions are targeted by the spell. If a telekinesis-affected creature is hurled against a solid surface, it takes damage as if it had fallen 10'.

TELEPATHIC BOND

Divination

Telepathic Bond			
Level	Arcane 5	Range	Close
Components	V, S, M	Targets	Self plus one willing creature/ 3 Levels, no two of which can be more than 30' apart
Casting Time	30 Min.	Duration	10 Min./ Level (D)
Saving Throw	None	SR	No

You forge a *telepathic bond* between yourself and a number of willing creatures, each of which must have an Intelligence score of 3 or higher. Each creature included in the link is linked to all the others.

The creatures can communicate telepathically through the bond regardless of language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance (although not from one plane to another).

If desired, you may leave yourself out of the telepathic bond forged. This decision must be made at the time of casting.

Telepathic bond can be made permanent with a *permanency* spell, though it only bonds two creatures per casting of *permanency*.

Suggested Material Components: Pieces of eggshell from two different kinds of creatures, or bodily fluids from each subject.

TELEPORT

Conjuration (Teleportation)

Teleport			
Level	Arcane 5	Range	Personal/ Touch
Components	V	Target	Self / Touched objects or other touched willing creatures
Casting Time	10 Min.	Duration	Instant
Saving Throw	None/ WILL negates (object)	SR	No/ Yes (object)

This spell instantly transports you to a designated destination, which may be as distant as 1000 miles per caster level. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent (see below) per three caster levels. A Large creature counts as two Medium creatures; a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you. As with all spells where the range is personal and the target is you, you need not make a saving throw, nor is spell resistance applicable to you. Only objects held or in use (attended) by another person receive saving throws and spell resistance.

You must have some clear idea of the location and layout of the destination. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or magical energy may make teleportation more hazardous or even impossible.

To see how well the teleportation works, roll d% and consult the *Table: Teleport*. Refer to the following information for definitions of the terms on the table.

Familiarity: "Very familiar" is a place where you have been very often and where you feel at home. "Studied carefully" is a place you know well, either because you can currently see it, you've been there often, or you have used other means (such as *scrying*) to study the place for at least one hour. "Seen casually" is a place that you have seen more than once but with which you are not very familiar. "Viewed once" is a place that you have seen once, possibly using magic or a photograph.

"False destination" is a place that does not truly exist or if you are teleporting to an otherwise familiar location that no longer exists as such or has been so completely altered as to no longer be familiar to you. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to hope to arrive at or even be off target from.

On Target: You appear where you want to be.

Off Target: You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10x1d10% of the distance that was to be traveled. The direction off target is determined randomly

Similar Area: You wind up in an area that's visually

Table: Teleport

Familiarity	On Target	Off Target	Similar Area	Mishap
Very familiar	01–97	98–99	100	—
Studied carefully	01–94	95–97	98–99	100
Seen casually	01–88	89–94	95–98	99–100
Viewed once	01–76	77–88	89–96	97–100
False destination (1d20+80)	—	—	81–92	93–100

or thematically similar to the target area, though not necessarily anywhere physically near it.

Generally, you appear in the closest similar place within range. If no such area exists within the spell's range, the spell simply fails instead.

Mishap: You and anyone else teleporting with you have gotten "scrambled." You each take 1d10 points of damage and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time "Mishap" comes up, the characters take more damage and must reroll.

TOUCH OF FATIGUE

Necromancy

Touch of Fatigue			
Level	Arcane 0	Range	Touch
Components	V, S, M	Target	Creature touched
Casting Time	1 Round	Duration	Instant
Saving Throw	FORT negates	SR	Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell's duration. This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Suggested Material Component: A drop of sweat.

TOUCH OF IDIOCY

Enchantment (Compulsion) (Mind-Affecting)

Touch of Idiocy			
Level	Arcane 2	Range	Touch
Components	V, S	Target	Living creature touched
Casting Time	1 Min.	Duration	10 Min. / Level
Saving Throw	No	SR	Yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level. These penalties go away when the spell expires.

TRUE STRIKE

Divination

True Strike			
Level	Arcane 1	Range	Personal
Components	V, F	Target	Self
Casting Time	1 Round	Duration	See text
Saving Throw	N/A	SR	N/A

The caster's next single attack roll (if it is made before the end of the next round) gains a +20 insight bonus. Additionally, the caster is not affected by the miss chance that applies to attacks against a concealed target.

UNHALLOW

Evocation (Evil)

Unhallow			
Level	Infernalist 5	Range	Touch
Components	V, S, M	Area	40' Radius
Casting Time	24 Hours	Duration	Instant
Saving Throw	See text	SR	See text

This spell makes a particular site, building, or structure an unholy site. This has three major effects.

First, the site or structure is guarded by a magic circle effect.

Second, all turning checks made to turn undead take a –4 penalty, and turning checks to rebuke undead gain a +4 profane bonus. Spell resistance does not apply to this effect.

Finally, you may choose to fix a single spell effect to the unhallowed site. The spell effect lasts for one year and functions throughout the entire site, regardless of its normal duration and area or effect. You may designate whether the effect applies to all creatures, creatures that share your faith or alignment, or creatures that adhere to another faith or alignment. At the end of the year, the chosen effect lapses, but it can be renewed or replaced simply by casting *unhallow* again.

Spell effects that may be tied to an unhallowed site include *abyssal darkness*, *aid*, *bane*, *bless*, *cause fear*, *darkness*, *daylight*, *death ward*, *detect magic*, *detect good*, *dimensional anchor*, *discern lies*, *dispel magic*, *endure elements*, *freedom of movement*, *protection from energy*, *remove fear*, *resist energy*, *silence*, *tongues*, and *zone of truth*.

Saving throws and spell resistance might apply to these spells' effects. (See the individual spell descriptions for details.)

An area can receive only one *unhallow* spell (and its associated spell effect) at a time.

Unhallow counters but does not dispel *hallow*.

VAMPIRIC TOUCH

Necromancy

Vampiric Touch			
Level	Arcane 3	Range	Touch
Components	V, S	Target	Living creature touched
Casting Time	1 Min.	Duration	Instant/ 1 Hour; see text
Saving Throw	None	SR	Yes

You must succeed at a melee touch attack. Your touch deals 1d6 points of damage per two caster levels (maximum 5d6). You gain temporary Hit Points equal to the damage you deal. However, you can't gain more than the target's current HP +10, which is enough to kill the target. The temporary Hit Points disappear 1 hour later.

VENTRILOQUISM

Illusion (Figment)

Ventriloquism			
Level	Arcane 1	Range	Close
Components	V, F	Effect	Intelligible sound, usually speech
Casting Time	1 Round	Duration	1 Min./ Level (D)
Saving Throw	WILL disbelief	SR	No

You can make your voice (or any sound that you can normally make vocally) seem to issue from someplace else. You can speak in any language you know. With respect to such voices and sounds, anyone who hears the sound and rolls a successful save recognizes it as illusory (but still hears it).

Suggested Focus: A parchment rolled up into a small cone.

WAVES OF FATIGUE

Necromancy

Waves of Fatigue			
Level	Arcane 5	Range	30'
Components	V, S	Area	Cone
Casting Time	10 Min.	Duration	Instant
Saving Throw	No	SR	Yes

Waves of negative energy render all living creatures in the spell's area fatigued. This spell has no effect on a creature that is already fatigued. The creatures affected remain fatigued until they naturally recover.

WEIGHT OF HELL

Illusion (Phantasm, Evil)

Weight of Hell			
Level	Infernalist 5	Range	Close
Components	V, S	Target	One creature
Casting Time	1 Round	Duration	Concentration
Saving Throw	WILL negates	SR	Yes

The caster summons up a vision of eternity in Hell and assaults the victim's mind with it. For the first round, the victim is both blinded and deafened, while they experience a helpless interlude of sheer terror, surrounded by wailing screams and darkness lit only by the fires of Hell. Though the effect lasts only a round of real time, to the victim it will seem much longer and they will emerge from the vision in a deep depression. This feeling of doom remains as long as the caster concentrates, and the victim will suffer from a -2 morale penalty on all saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. The spell effect ends when the Infernalist stops concentrating.

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