



Holy Champions II: The Bearers of Woe



Anshar - The Bearers of Woe

Within this mortal coil, imprisoned in a cage of bone and sinew, humanity suffers under an unrelenting assault upon mind, body, and spirit. Those few who have heard the calling of the Suffering Goddess, and have been deemed strong of will and flesh, have taken it upon themselves to provide an example of stoic acceptance of life's pain and to intercede on behalf of those who are not as strong. Known as the Bearers of Woe, these Holy Champions of Anshar struggle to understand the mysteries of their faith; the tormented aspect of their Bleeding Goddess.

Adventures: The Bearers of Woe can be found throughout the Known Lands of Arcanis as they view all of life as a pilgrimage to transcend the suffering of this life so that their passage to the Paradise of the Gods is assured. These Holy Champions have a strong sense of right and wrong. They feel that existence doles out enough misery normally without those of sadistic or evil tendencies needing to heap further atrocities upon the masses. When a Bearer of Woe comes across such evil people, he can be as wrathful and relentless as even the most fanatical Nierite.

Characteristics: Anshar bestows upon her Holy Champions the strength of will and body needed to survive the most arduous of tasks. As the Bearer of Woe progresses in the class, he gains greater control of his own body and senses. The Bearer learns to withstand pain and injury and is even taught methods of redirecting such agonies, either by healing himself and others or by imparting Anshar's Kiss upon the deceitful and wicked.

The Bearers of Woe also feel it their obligation and duty to give the masses hope that their suffering can be endured. Bearers of Woe show the wretched how to plumb their innermost selves to find the strength they didn't know they possessed. Members of this Order teach, to anyone who will listen, that the accumulation of material wealth and possessions are nothing more than traps of the flesh. Such material lusts torment a person by driving them to possess more and more, and mental anguish is caused when said possessions are invariably lost or stolen. It is far better to be free of such fetters and live life as ascetically as possible.

Due to their vow of poverty, the Bearers of Woe rely upon the kindness and mercy of others. When such a Holy Champion is in need of shelter, food, or equipment, it is considered an honor and a blessing by the devout of the Mother Church to offer these things without concern for repayment.

Background: Many of the citizens who live in the plush richness of the major cities of the Empire and other nations view the Bearers of Woe as a relic of a lost and forgotten past, best relegated to the pages of history. Civilization has brought immense wealth and an easier life to many. The teachings of these ascetic champions, touting the stoic acceptance of misery and poverty, are not lessons that many within these towering cities wish to hear. The poor and indigent, on the other hand, flock to these scarred and battered pilgrims. They see their own suffering and misery mirrored in every scar, wound, and disfigurement of the Bearer of Woe's flesh.

The Bearers of Woe reach out to the poor and downtrodden, and offer succor where they can; either by offering words of encouragement or by carrying a bit of their burden themselves. They, along with the priesthood of Anshar, explain that each mortal is doled out a measure of misery which he must endure before passing through to the Paradise of the Gods. Living a life of luxury and hedonistic revelry only serves to postpone the burden that must be carried by all. When the spirit of the deceased stands before the Judgment of Nier those who have fulfilled their debt of pain shall be rewarded by paradise, while those who still owe will boil in the Cauldron, awaiting another turn at life and torment.

Races: Dark-kin, gnomes, Val, and humans make up the majority of the Bearers of Woe, with val'Inares being the most predominant Val family due to their affinity with the Goddess of Suffering. Half-orcs and half-hobgoblins are able to join this holy order. Due to their strongly-held and conflicting religious beliefs, Elorii, dwarves, and ss'ressen are not eligible for this class.

Alignment: Lawful Good.

Special: Must worship Anshar.

Hit Die: d8.

Class Skills

Skill points at each level: 4 + Int modifier. The Bearers of Woe's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (geography) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), and Tumble (Dex).

Class Features:

Weapon and Armor Proficiency: Bearers of Woe are proficient with all simple weapons, though they are not are proficient with any type of armor or with shields. When wearing armor, using a shield, or carrying a medium

or heavy load, a Bearer loses the benefit of his AC bonus (see below).

Aura of Faith (Ex): The power of a Bearer of Woe's divine aura is equal to his Bearers of Woe class level plus any other class levels that grant a divine aura (e.g. cleric).

Improved Unarmed Strike (Ex): Beginning at 1st level, a Bearer of Woe gains the Improved Unarmed Strike feat for free if he does not already possess it. In addition, his strikes inflict damage as a monk of one-half his Bearer level (round up). Finally, at higher levels, the Bearer may channel to empower his unarmed strikes (as described below).

AC Bonus (Ex): When unarmored and unencumbered, the Bearer of Woe adds his Constitution bonus (minimum +1 even if his Constitution is less than 12) to his armor class. This increase in AC is an unnamed natural armor bonus, and thus does not apply against touch attacks, but does apply when the character is flat-footed, immobilized, or helpless. The Bearer loses this bonus when he wears any armor or when he carries a shield. In addition, this bonus does not stack with the AC bonus that a monk or other related class gains from a high Wisdom modifier.

I Feel Your Pain (Su): A Bearer of Woe with a Constitution score of 12 or higher can heal the wounds of others by touch. Each day he can heal a total number of hit points of damage equal to his Bearer of Woe level times his Constitution bonus. A Bearer of Woe may choose to divide this healing among multiple recipients, and he doesn't have to use it all at once. The Bearer of Woe suffers half of the damage healed in this way (round down, minimum 1 point). Using this ability is a standard action that does not provoke attacks of opportunity.

Mind over Matter (Su): Beginning at 2nd level, as the Bearer of Woe suffers damage, several powers and abilities begin to awaken, remaining active as long as the character suffers wounds (whether lethal or non-lethal). All effects are cumulative and provide unnamed bonuses. Note that the total damage suffered must be current, lethal damage. Nonlethal damage does not count, and lethal damage that is subsequently healed ceases to count. If the Bearer's total damage drops below a listed level, then he immediately loses the benefits of that level (but not the benefits of any lower levels).

Temporary hit points do not count towards these benefits, since they do not represent real damage when they are lost. Hit points gained from an increase in the Bearer's Constitution score, however, do count, for as long as the effect increasing the Bearer's Constitution lasts. For example, consider a Bearer of Woe who has 40 hit points when fully healed. Once the Bearer has suffered

15 points of damage, he immediately gains a +1 bonus to his natural armor. As soon as he suffers at least 15 more points of lethal damage, for a total of 30, he immediately gains a +2 bonus to his Strength. (He also gains a +10' increase in his base speed after suffering a total of 45 points of damage, but unless he has some way of functioning while at negative hit points, he is most likely unconscious when that benefit kicks in, and if he is healed enough to regain consciousness, he will have lost the benefit before he wakes up.)

Some of the levels provide an increase to the Bearer's Constitution score. In order to avoid the Bearer suffering the paradoxical effect of dying upon being healed, the benefits of these levels last for one minute (10 rounds) even after the Bearer's total damage taken is reduced below the necessary level. For example, suppose a 10th-level Bearer who normally has 80 hit points when fully healed has already suffered 75 points of damage and he suddenly gets hit for 20 more points of damage. Normally this would reduce the Bearer to -15 hit points and he would be dead, but his Mind over Matter ability kicks in and raises his Constitution score by +2. This immediately gives him an additional 10 hit points, for a new total of 90, which means that he is at -5 hp and dying (since he has suffered 95 points of damage). If he were then to receive the benefit of 6 points of magical healing, he would temporarily be raised to 1 hp, but his total damage suffered would drop to 89 hp, which would cause the loss of the +2 Constitution bonus, so he would immediately lose the 10 extra hp he gained, putting him at -11 hit points and instantly killing him. Instead, the benefits of the Constitution bonus last for 10 rounds, during which time hopefully his companions can bring him back from the brink of death.

Endurance (Ex): At 3rd level, the Bearer of Woe gains the Endurance feat for free if he does not already possess it.

You Shall Know My Pain (Su): Once per day, a Bearer of Woe with a Charisma score of 12 or higher may deal a grievous wound to one opponent. With a successful touch attack, the Bearer of Woe may inflict damage equal his class level times his Charisma bonus. The target is entitled to a Fortitude save (DC 10 + one-half the Bearer's class level + the Bearer's Charisma bonus) for half damage. The damage dealt by this ability may not exceed the current total damage suffered by the Bearer. The Bearer is healed by the amount of damage inflicted. The damage healed and dealt may be either nonlethal or lethal, based on the damage that the Bearer of Woe has already received, **not both**. Using this ability is a standard action that does not provoke attacks of opportunity.

Channeling (Su): Beginning at 4th level, a

Bearer of Woe can channel divine energy as a cleric would channel positive or negative energy. This may be used in conjunction with other feats or class abilities as described elsewhere. A Bearer of Woe may *channel* a number of times per day equal to 3 plus his Charisma modifier.

Empowered Fist (Ex): By *channeling*, a Bearer of Woe may imbue his fist with some measure of power. The Bearer makes a standard *channel* check, using his own Hit Dice as the target (as if he were trying to turn himself). If the *channel* check is successful, he may apply the *channeling* damage to imbue his unarmed strikes as if *greater magic fang* had been cast upon him, with an effective caster level equal to the amount of damage rolled (this caster level is only used to calculate the enhancement bonus, not the duration).

Alternatively, for purposes of defeating damage reduction, the Bearer may treat her unarmed strike as if it were magical, as if it were aligned, or as if it were made of an alternate material. The Bearer begins by making a standard *channel* check against her own Hit Dice. If the check is successful, then the amount of damage rolled may be applied as follows: Overcoming DR/silver or DR/cold iron is treated as if it were a 5 HD creature, overcoming DR/good or DR/lawful is treated as if it were a 10 HD creature, overcoming DR/adamantine is treated as if it were a 15 HD creature, and overcoming DR/fervidite is treated as if it were a 20 HD creature. Only one “type” of DR may be selected with each activation of this ability, regardless of how much *channeling* damage is rolled, but multiple activations for different DR types do stack.

Using *channeling* in this manner is a standard action. The effect lasts a number of minutes equal to the Bearer’s class level (this overrides the normal duration of *greater magic fang*).

Spells (Sp): Beginning at 4th level, Bearers of Woe gain the ability to cast a small number of divine spells, which are drawn from the Holy Champion and Bearers of Woe spell list. The Bearer of Woe must choose and prepare his spells in advance. To prepare or cast a spell, a Bearer of Woe must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a Bearer of Woe’s spell is 10 + the spell level + the Bearer of Woe’s Wisdom modifier. Like other spellcasters, a Bearer of Woe can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table HC-02: The Bearers of Woe**. In addition, he receives bonus spells per day if he has a high Wisdom score. When the table indicates that the Bearer of Woe gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Wisdom score for that spell

level. The Bearers of Woe do not have access to any domain spells or granted powers, as a cleric does. A Bearer of Woe prepares and casts spells the way a cleric does, though he cannot lose a prepared spell to spontaneously cast a *cure* spell in its place. A Bearer of Woe may prepare and cast any spell on his spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation. Through 3rd level, a Bearer of Woe has no caster level. At 4th level and higher, his caster level is one-half his class level.

Diehard (Ex): At 6th level, a Bearer of Woe gains the Diehard feat for free if he doesn’t already possess it.

Pain Tolerance (Ex): At 6th level, a Bearer of Woe gains DR 1/-. This stacks with other forms of class-based damage reduction (such as that granted by the barbarian class).

Power of Pain (Su): At 6th level, a Bearer of Woe may spend one of his daily *channel* attempts to utilize an additional attempt of I Feel Your Pain or You Shall Know My Pain. There is no *channel* check required for this usage, and making the exchange does not count as an action, but once exchanged, the *channel* attempts cannot be used in any other fashion other than to power the selected ability.

Divine Grace (Ex): Beginning at 8th level, a Bearer of Woe applies his Charisma modifier (if positive) to all saving throws.

Improved Pain Tolerance (Ex): At 10th level, a Bearer of Woe gains an increase in his damage reduction. This increase is equal to one-half the Bearer’s Constitution bonus (minimum +1). Thus a Bearer with a Constitution of 17 or less gains an increase of 1, for a new DR of 2/-. A Bearer with a Constitution of 18-21 gains an increase of 2, for a new DR of 3/-. A Bearer with a Constitution of 22-25 gains an increase of 3, and so on. The DR bonus should be recalculated any time the Bearer receives an increase or bonus to his Constitution score (for example, a *bear’s endurance* spell grants a +4 enhancement bonus to Constitution, so a Bearer who did not have any other enhancement bonus would receive a one-point increase in his DR for the duration of the spell, assuming he had a Constitution of at least 14 to begin with).

Aura of Courage (Ex): Beginning at 12th level, a Bearer of Woe is immune to fear (magical or otherwise). Each ally within 10 feet of him gains a +4 morale bonus on saving throws against fear effects. This ability functions constantly if the Bearer is conscious, but not if he is unconscious or dead.

Inner Strength (Su): Beginning at 12th level, a Bearer of Woe gains an additional number of *channeling* attempts equal to his Constitution modifier (minimum of +1 even if his Constitution modifier is not positive). In addition, the Bearer may attempt to *channel* in a manner that targets his own person (using his own Hit Dice as the target). If the check succeeds, the *channeling* damage rolled is applied as a non-lethal buffer for a number of rounds equal to his class level (for example, damage of 17 HD treats the next seventeen points of damage received as non-lethal damage, provided that damage is received within a number of rounds equal to the Bearer's class level). Once damage has been converted to non-lethal from the buffer, that damage does not convert back when the duration ends; however, any unused portion of the buffer dissipates when the duration ends. Multiple uses of this ability stack for purposes of determining the size of the non-lethal buffer, but the durations overlap rather than stack. Using this ability is a standard action that does not provoke attacks of opportunity.

Travail Stasis (Ex): At 14th level, a Bearer of Woe can ignore a total number of points of ability damage (to all scores cumulatively, not individually) equal to his class level for a number of hours equal to his class level. Permanent ability drain may also be ignored using this ability, but it counts as two points towards the Bearer's total for each point of ability drain. Once the duration expires for any particular type of ability damage or drain, the effect then has to be dealt with in the usual manner (such as by normal rest in the case of ability damage, or by the *restoration* spell in the case of ability drain). The duration is tracked separately for each instance of ability damage or ability drain.

Resilience (Su): At 16th level, the Bearer of Woe may attempt to *channel* against his own person in a new manner. If his check succeeds, the *channeling* damage rolled is applied as a *stoneskin* spell with a total damage capacity equal to the damage rolled. The duration is calculated as if the spell had been cast by a sorcerer of the Bearer's class level. The effects of multiple *channeling* attempts can stack for purposes of determining the damage capacity of this ability, but do not extend the duration.

In addition, starting at 16th level the Bearer gains double the normal benefit provided by the Endurance feat.

Perseverance over Pain (Sp): At 18th level, a Bearer of Woe may attempt to *channel* against his own person to cure damage that he has suffered. If the check succeeds, the Bearer does not roll *channeling* damage as normal. Instead, he chooses a number of points of damage (up to the amount that he has currently suffered) and attempts a Will

save (DC 10 plus the amount of damage chosen). On a successful save, the Bearer is cured of the amount of damage chosen. If the save is unsuccessful, the *channeling* attempt is expended but to no avail. Using this ability is a standard action that provokes attacks of opportunity.

Martyrdom (Su): At the pinnacle of achievement, a Bearer of Woe may utilize Empower Fist, Inner Strength, Resilience, and Perseverance over Pain all at the same time with but a single *channel* attempt.

In addition, he gains an additional number of hit points per HD equal to his Charisma modifier (if positive) but these hit points are only counted for the purposes of sustaining nonlethal damage.

Finally, the Bearer may attempt to *channel* in a manner that targets his own person in order to remove both temporary and permanent ability damage. This may include damage that he is currently ignoring by means of the Travail Stasis ability. To do so, the Bearer selects one of his ability scores and attempts a *channeling* check against a target of 20 HD. If the check succeeds, *channeling* damage is rolled against a target of 20 plus the number of points of ability damage currently suffered by (or being ignored against) the chosen ability score. Permanent ability drain counts towards the target as 2 points per point of drain. If the *channeling* damage exceeds the target number, then all of the damage and drain to that ability is immediately healed. The bearer may not *channel* to cure ability damage against the same ability score for a period of 24 hours (but he may still try to cure other abilities if he is suffering from multiple types of ability damage or drain).

Table HC-02-1: Mind over Matter

Total	Benefits
15 hp	Natural Armor +1
30 hp	+2 bonus to Strength
45 hp	+10' base movement
60 hp	Natural Armor +1 (total +2)
75 hp	+2 bonus to Strength (total +4)
90 hp	+2 bonus to Constitution
105 hp	+2 bonus to Strength (total +6)
120 hp	Natural Armor +1 (total +3)
135 hp	+20' base movement (total +30')
150 hp	+2 bonus to Strength (total +8)
165 hp	Natural Armor +1 (total +4)
180 hp	+4 bonus to Constitution (total +6)

Table HC-02: Holy Champion of Anshar: The Bearers of Woe Advancement Table

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st			
1 st	+1	+2	+0	+0	Aura of Faith, Improved Unarmed Strike	-	-	-	-
2 nd	+2	+3	+0	+0	AC Bonus, I Feel Your Pain, Mind over Matter	-	-	-	-
3 rd	+3	+3	+1	+1	Endurance, You Shall Know My Pain	-	-	-	-
4 th	+4	+4	+1	+1	Channeling, Empowered Fist	0	-	-	-
5 th	+5	+4	+1	+1		0	-	-	-
6 th	+6/+1	+5	+2	+2	Dichard, Pain Tolerance, Power of Pain	1	-	-	-
7 th	+7/+2	+5	+2	+2		1	-	-	-
8 th	+8/+3	+6	+2	+2	Divine Grace	1	0	-	-
9 th	+9/+4	+6	+3	+3		1	0	-	-
10 th	+10/+5	+7	+3	+3	Improved Pain Tolerance	1	1	-	-
11 th	+11/+6/+1	+7	+3	+3		1	1	0	-
12 th	+12/+7/+2	+8	+4	+4	Aura of Courage, Inner Strength	1	1	1	-
13 th	+13/+8/+3	+8	+4	+4		1	1	1	-
14 th	+14/+9/+4	+9	+4	+4	Travail Stasis	2	1	1	0
15 th	+15/+10/+5	+9	+5	+5		2	1	1	1
16 th	+16/+11/+6/+1	+10	+5	+5	Resilience	2	2	1	1
17 th	+17/+12/+7/+2	+10	+5	+5		2	2	2	1
18 th	+18/+13/+8/+3	+11	+6	+6	Perseverance over Pain	3	2	2	1
19 th	+19/+14/+9/+4	+11	+6	+6		3	3	3	2
20 th	+20/+15/+10/+5	+12	+6	+6	Martyrdom	3	3	3	3

Glossary of Terms

Anshar: Her most popular aspects being that of the Far Traveler, the Suffering Martyr, the Weeping Goddess, and the Guardian of Outcasts. Anshar looks after the destitute, the oppressed and the outcast, regardless of the reason why the person finds themselves in such a situation. Given the loose structure of the priesthood of Anshar, it does not have a specific area of influence. Shrines and temples to the Suffering Goddess can be found in every city of every nation as well as the most remote places throughout the Known Lands.



Spell List

1st Level – Holy Champion (All)

Bleed: You cause a target to bleed for 1d4 damage per round.
Bless: Allies gain +1 on attack rolls and +1 on saves against fear.
Bless Water^M: Makes holy water.
Bless Weapon: Weapon strikes true against evil foes.
Create Water: Creates 2 gallons/level of pure water.
Cure Light Wounds: Cures 1d8 damage +1/level (max +5).
Detect Magic: Detects spells and magic items within 60 ft.
Detect Poison: Detects poison in one creature or small object.
Divine Favor: You gain +1 per three levels on attack and damage rolls.
Doom: One subject takes -2 on attack rolls, damage rolls, saves, and skill checks.
Endure Elements: Exist comfortably in hot or cold environments.
Inflict Light Wounds: Touch deals 1d8 damage +1/level (max +5).
Magic Weapon: Weapon gains +1 bonus.
Purify Food and Drink: Purifies 1 cubic ft./level of food or water.
Ray of Enfeeblement: Ray deals Strength damage, 1d6 +1 per two levels.
Read Magic: Read scrolls and spellbooks.
Remove Fear: Suppresses fear or gives +4 on saves against fear for one subject, plus one per four levels.
Resistance: Subject gains +1 on saving throws.
Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.
Shield of Faith: Aura grants +2 or higher deflection bonus.
Virtue: Subject gains 1 temporary hp.

2nd Level – Holy Champion (All)

Bear's Endurance: Subject gains +4 to Con for 1 min/level.
Bull's Strength: Subject gains +4 to Str for 1 min/level.
Delay Poison: Stops poison from harming subject for 1 hour/level.
Inflict Moderate Wounds: Touch deals 2d8 damage +1/level (max +10).
Eagle's Splendor: Subject gains +4 to Cha for 1 min/level.
Owl's Wisdom: Subject gains +4 to Wis for 1 min/level.
Remove Paralysis: Frees one or more creatures from paralysis or *slow* effect.
Resist Energy: Ignores 10 (or more) points of damage/attack from specified energy type.
Share my Pain: Recall any amount of damage suffered over the last 5 rounds and deliver that damage as a touch attack.
Shield Other^F: You take half of subject's

damage.

Sticks to Snakes: Transmute a number of sticks into snakes that attack at your foes.

3rd Level – Holy Champion (All)

Crushing Despair: Subjects take -2 on attack rolls, damage rolls, saves, and skill checks.
Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).
Daylight: 60-ft. radius of bright light.
Discern Lies: Reveals deliberate falsehoods.
Dispel Magic: Cancels spells and magical effects.
Heal Mount: As *heal* on warhorse or other special mount.
Inflict Serious Wounds: Touch deals 3d8 damage +1/level (max +15).
Magic Vestment: Armor or shield gains +1 enhancement per four levels.
Magic Weapon, Greater: +1 bonus/four levels (max +5).
Prayer: Allies gain a +1 bonus on most rolls, enemies -1 penalty.
Remove Blindness/Deafness: Cures normal or magical conditions.
Remove Curse: Frees object or person from curse.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as HP.

4th Level – Holy Champion (All)

Break Enchantment: Frees subjects from enchantments, alterations, curses, and petrification.
Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).
Death Ward: Grants immunity to death spells and negative energy effects.
Freedom of Movement: Subject moves normally despite impediments.
Holy Sword: Weapon becomes +5, deals +2d6 damage against evil.
Inflict Critical Wounds: Touch deals 4d8 damage +1/level (max +20).
Mark of Justice: Designates action that will trigger *curse* on subject.
Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.
Restoration^M: Restores level and ability score drains.
† Sword of Faith: Enchant a weapon to become the bane of your foes for a short time.

New Spells

Share My Pain

Necromancy

Level: Clr (Anshar) 4, HC (Anshar) 2, Pain 3

Components: V, S

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

With this spell, you are able to recall any single instance of damage you suffered within the last 5 rounds and share that pain, damage, and damage type with your target. For example, suppose that in the last 5 rounds you suffered 30 points of damage from a *lightning bolt*, several hits from a longsword for 23, 17, and 10 points of damage, 21 points of damage from an empowered *magic missile* spell, and 14 points of bludgeoning damage from a mace. You can choose any one of those damage instances to share with your target. With a successful melee touch attack, you could give the target 30 points of electricity damage (*lightning bolt*), 21 points of force damage (*magic missile*), 14 points of bludgeoning damage (mace), or 23, 17, or 10 points of slashing damage (longsword). This spell only transfers physical damage, not special effects such as ability score damage or negative levels.

Damage that would have been dealt to you but that you did not suffer does not count for purposes of this spell. For example, if you were under the effects of a *protection from energy (electricity)* spell when the *lightning bolt* hit you and you took no damage because your protection negated all 30 points of damage, you would not be able to share the pain of the *lightning bolt*, because you did not actually experience that pain. Likewise, if some of the force of a blow against you is negated because of your damage reduction, you may only share the amount of damage that got past your DR.

Once you deliver the memory of a particular source of damage, you may not share that same pain a second time; you must choose a different source of damage upon subsequent castings of the spell. For example, if you chose to transfer the 23-point longsword slash, and then you cast *share my pain* again the next round, you would only be able to share the 17-point or 10-point slashes (in addition to the bludgeoning, electricity, and force damage, assuming they were still within the 5-round time limit).

Sticks to Snakes

Alteration

Level: Clr (Anshar) 2, HC (Anshar) 2

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One or more sticks, no two of which can be more than 30 ft. apart

Duration: 1 round/level (D)

Saving Throw: Will negates (object)

Spell Resistance: Yes (object)

By means of this spell, you are able to change 1d6 Tiny sticks (light crossbow bolts), 1d4 Small sticks (arrows), 1d3 Medium sticks (clubs, torches), or 1 Large stick (staff) into any normal snake (your choice) of an equal size to the stick altered. See *Core Rulebook III* for appropriate snake sizes and types. All such created snakes are under your mental control. The sticks to be affected must be within the spell's area of effect. Only non-magical sticks may be affected by this spell. If any of the sticks targeted by this spell are attended objects, the possessor of the stick receives a Will save to resist the effects of the spell.

Material Component: A small piece of bark and a few snake scales.



