

Filth Master

Prestige Class

By: Dave Woodrum Jr.

Woodrumworks@yahoo.com

Volunteer creation for www.community3e.com

Deep within the bowls of the city sewers, in the darkest areas of the worst impoverished alleyways, and within rat ridden lairs, the antisocial forgotten stir. Usually suffering the burdens of disease, starvation, and insanity, most of these pitiful individuals perish. Those rare few who are foul enough to find an evil, secretive delight in such situations seek ways to command the elements of such a miserable existence.

Those who succeed become masters of filth.

Filth masters or mistresses are individuals who taken the path of uncovering the potential powers of filth and disease. Aided by certain whispered magical studies, these twisted individuals discover the means of transforming themselves into sinister monsters. Though such bizarre rituals do in fact bring forth great power to the filth master, it's not entirely without cost.

As the filth master advances in level, his Charisma suffers.

While the path to becoming a filth master actually holds few requirements, such a journey is not suitable for many adventurers.

Any character of good alignment or having a charisma greater than 12 would be so disgusted by the overall antisocial behavior and wretchedness of a filth master that such an individual would never dream of willfully becoming such a foul and hateful thing. For such reasons, bards, paladins, and sorcerers are not suitable candidates. Likewise, though druids see disease and filth as also sharing a portion of nature, the willing embrace of such elements is seen with utter disgust. Though they favor and often befriend weaker filth masters, necromancers harbor a violent fear and distrust later on as a filth master gains the ability to bring a special rot upon the undead once class level 10 is reached. Barbarians distrust the magic that's involved and such dark desires are rare amongst rangers.

Rogues and wizards, however, hold the potential for such power with awe and respect. Evil (and some neutral) monks also greatly admire the abilities of an accomplished filth master. Though quite rare, there are a few rumored legends of dark filth master champions who were also quite skilled as fighters.

When adventuring, the typical filth master is usually surrounded by companions who are either evil or so debased and/or uncouth that the offensive nature of the filth master is for the most part overlooked. Half orcs, drow elves, necromancers, desperate rogues, and humanoid monsters make for ideal companions. If possible, however, the filth master would hold preference to traveling alone.

The filth master is not proficient in any form of armor but is proficient with all simple melee and simple ranged weapons and can also be proficient in the one of the following: long sword, rapier, scimitar, or short sword.

Hit Die: d6

Requirements:

Alignment: Any non-good

Maximum Charisma: 12

Spellcraft: 4 ranks

Alchemy: 4 ranks



Class Skills:

The filth master's class skills and key abilities for each skill are Alchemy (Int), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Innuendo (Wis), Intimidate (Cha), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Spellcraft (Int)

Skill Points At Each Level: 2+Int Modifier

Class Features:

The following are the class features of the filth master.

Reduced Charisma:

As the filth master grows in power, naturally the disgusting nature of his trade reduces his general social well being. Starting with the 1st level of this prestige class, the character permanently loses charisma points. Despite the fact that the character can lose up to 5 charisma points total (provided that they survive to see level 9 of the filth master class), their charisma score may not drop below 1 through this manner. Any reductions that would bring the character's charisma level down any further than 1 are ignored. The reduction of charisma is as follows: The character loses their first point at 1st level, their second point at 3rd level, their third point at 5th level, their fourth point at 7th level, and their fifth point of charisma at 9th level.

Sensory Fortitude:

The filth master becomes more and more tolerant of things normally deemed foul, noxious, and disgusting by most other individuals. Disgusting smells, mounds of garbage and decay, tastes beyond horror, such assaults of the senses are just part of the path to greater to the filth master. By the time that the character reaches the 4th level, only the worst possible examples of other worldly representations of nightmarish fumes and festering wastes seem to choke and gag a filth master. The sensory fortitude bonus is as follows: +10 at 1st level, +15 at 2nd level, and +20 at 4th level. This bonus is added along with any other correct adjustment whenever the filth master needs to roll for such resistance.

Stench (Ex):

By second level the filth master's study has allowed him to begin to discover the secret arts of improving his own body. Arcane rituals cause his glands to be able to produce a foul odor at will. While the filth master is fully adjusted to the stench, other creatures (ally characters included) in the immediate area may become rather sick from the horrid fumes. This defense can be "turned on" or "off" at will by the filth master though it takes a total of 2 rounds for the smell to fade away once the filth master has decided to cease the stench. Turning on the stench is instantaneous and does not require an action on the part of the filth master (the player merely needs to announce to the DM that he will be using the stench defense). The ability notes are as follows: All creatures (except the filth master and any other filth master of 2nd level or higher) within 30' of the filth master must succeed at a Fortitude save (DC 12) or be violently nauseated. The duration for such nausea (after which the creatures adjust to the smell and cannot be affected again for another 24 hours) lasts for 4 rounds and deals 1d6 points of temporary damage to Strength.

Improved Stench (Ex):

This works as the same as above but with certain advancements. By 7th level, the stench of the filth master has grown so foul that a yellowish green mist flows from the character's body when activated. The ability notes for improved stench are as follows: All creatures (except the filth master and any other filth master of 2nd level or higher) within 60' of the filth master must succeed at a Fortitude save (DC 15) or be violently nauseated. The duration for such nausea (after which the creatures adjust to the smell and cannot be affected again for another 24 hours) lasts for 5 rounds and deals 1d6 points of temporary damage to Strength.

Immunity To Disease:

By 3rd level, the filth master gains special antibodies and is no longer bothered by disease. This also includes parasites and mummy rot. While the filth master himself may not become sick, however, he can in fact still be a very potential carrier for disease.

Diet Of Filth:

No longer bothered by illness and ever growing in fortitude towards all that is disgusting, the filth master begins to find a sick and bothersome pleasure of pacifying his hunger and power by feasting upon mounds of organic ruin. Carrion, decay, organic waste, and rotten food scraps are but a few of the many new “nourishing foods” for the debased character. Though the character can still maintain and stay fit off of normal meals, most filth masters turn their noses up at such meals as they tend to find their new choices to be more diverse yet plentiful.

Disease (Ex):

By 5th level the filth master’s arcane practices, hygiene, and eating habits have welcomed the appearance of numerous bacteria and viruses. While the character may be immune to the effects of disease, their body has in fact become a pleasing storehouse for such infections. As such colonies of germs build up upon and within the body, the filth master gains the ability to spread disease to targets when attacking them. This must be done by either an unarmed attack or by a piercing or slashing weapon (which the filth master has infected beforehand by either licking or excessive handling).

The attributes for this disease are as follows: filth fever- Fortitude save (DC 12), incubation time 1d3 days, damage 1d3 temporary Constitution and 1d3 temporary Dexterity.

Sickly Hide:

While the filth master is busy perfecting his arts, his skin and body are slowly adapting to the constant exposure to the unclean elements. Though harmless to the character, various boils, scabs, and bumps appear on the character’s body. As these eventually heal up and fade away, they leave the skin tougher and more resistant to injury. Though still welcoming the occasional break out, the skin of the filth master eventually takes on a texture much like oiled leather. In addition, it also becomes permanently discolored and mottled, which shades of yellow or green accompanied by splotches of dark gray being the final result.

The attributes for sickly hide are as follows: +1 natural armor bonus at 5th level, +2 natural armor bonus at 6th level, +3 natural armor bonus at 9th level, and +4 natural armor bonus at 10th level.

Crud Climb (Sp):

Upon reaching 6th level, the filth master’s body gains the ability to produce a sickly liquid that quickly turns into a sticky paste upon reaching the air. This fluid flows from the filth master’s hands and feet and can soak through leather boots and gloves. It is summoned forth at will by the filth master though it requires one full action to do so. This crud allows the filth master to climb walls in the same general nature as the spider climb spell does. Crud climb, however, leaves a slight trail of grayish brown scum that quickly dries up into a crusty, cake like substance.

The attributes for crud climb are as follows: The filth master may use crud climb up to five times per day. The duration of the effect (each time crud climb is used) lasts for 10 minutes per class level of the filth master (thus a 4th level filth master may use this for 40 minutes).

Noxious Trail:

At 7th level, the filth master begins to leave a faint, odorous trail behind him. This odor lingers for five rounds before fading away. Though the noxious trail is harmless to both the filth master and any other creature, the character is unable to use any normal means to remove or cover up the smell.

Cure Bane:

At 8th level the filth master’s body becomes so attuned to it’s relation with filth and disease that a Remove Disease spell (or spell effect) actually becomes harmful to the filth master. If such an attempt is made upon the filth master, the filth master must make a Fortitude save (DC: Normal resistance difficulty applies) or take 3d8 points of damage.

Undead Rot (Ex):

By 10th level, the filth master’s body becomes so foul that a strange mixture of cooperative bacterium and antibodies form on the surface of the character’s skin. When it comes into contact with the body of a corporeal undead monster, this composition becomes active and can thus cause great potential harm to the

undead target. Though commonly referred to as being “undead rot”, this affliction is mainly is due to a strange acidic property that is harmful only to undead flesh/bone. For the rot to come into contact with an undead creature, the filth master must make an unarmed attack.

The attributes for undead rot are as follows: affects corporeal undead only. A successful unarmed attack must be made to activate the undead rot. Undead monsters must make a Fortitude save (DC: 15) or take 3d8 points of damage (in addition to the damage initially caused by the unarmed attack).

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Reduced Charisma-1, Sensory Fortitude+10
2nd	+1	+3	+0	+1	Stench (Ex), Sensory Fortitude+15
3rd	+1	+4	+1	+1	Reduced Charisma-2, Immunity To Disease
4th	+2	+5	+1	+2	Sensory Fortitude+20, Diet Of Filth
5th	+2	+6	+2	+2	Reduced Charisma-3, Disease (Ex), Sickly Hide+1
6th	+3	+7	+2	+2	Crud Climb (Sp), Sickly Hide+2
7th	+3	+7	+2	+3	Improved Stench (Ex), Noxious Trail, Reduced Charisma-4
8th	+4	+8	+3	+3	Cure Bane, Sickly Hide+3
9th	+4	+8	+3	+3	Reduced Charisma-5
10th	+5	+9	+4	+4	Undead Rot (Ex), Sickly Hide+4

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