

The Gravecaller's Handbook



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Chapter 1

Introduction

About The Gravecaller's Handbook

The Gravecaller's Handbook is a player-oriented handbook and companion to *Spheres Bestiary: Undead and the Immortal Forlorn* and uses materials from the updated Spheres of Power system of magic found in *Ultimate Spheres of Power*, as well as materials from *Spheres of Might*, *Champions of the Spheres*, and other Drop Dead Studio supplement products. Classes, class features, and spheres from these and other sources are not marked.

With a very classic concept, this book brings you new content to help energize your settings and games with the undead. In this book you'll find new player content such as new archetypes, class options, feats, talents and items as well as variant option rules for playing undead characters. This ranges from a vampiric-inspired master of his own supernatural shadow to the mad scientist stitcher, magical coffins and palanquins, and talents and feats to expand one's abilities to combat, raise, or detect the dead. Additionally, there is support for the spiritualist, their phantom, and a new archetype for the eliciter that manifests their emotions into a physical state.

This handbook was designed simultaneously with *Spheres Bestiary: Undead and the Immortal Forlorn*, with the hope that everyone can find and enjoy the contents of both books to improve on old characters and concepts, create epic encounters, and further develop settings and stories using the new content present here.

Navigating This Book

Section 2 - Class Options: This section introduces new archetypes and class options, including armorist arsenal tricks and mageknight mystic combats, a new incanter sub-specialization, and an archetype for phantoms and familiars.

Martial Phantom (Phantom Archetype): Phantoms with memories and skills from their past.

Martial Spiritualist (Spiritualist Archetype): Practical and hands on spiritualists take the role of exorcists and spiritual leaders of warbands, accompanied by their phantoms in the thick of battle.

Nocturnus (Mesmerist Archetype): A master of its own shadow, the nocturnus is a powerful trickster.

Shepherd of the Lost (Soul Weaver Archetype): Soul weavers who bond with the lingering spirits of the world, granting them corporeal shells as housed souls.

Stitcher (Scholar Archetype): The dead make the most complicit of test subjects.

Sympath (Eliciter Archetype): Emotion given form, these elicitors create emotional conduits similar to spiritualists.

Willing Martyr (Familiar Archetype): Loyalty unto death, again and again. These familiars sacrifice themselves for their master.

Section 3 - Basic Talents: This section introduces combat and magic talents, including updated Alteration sphere talents to better reflect the classic powers of a vampire, Death, Divination, Enhancement, and Gladiator sphere. In addition, there is a reprint and errata of a number of Death sphere talents intended to smooth out the sphere's interactions as well as new suggested curses for the Curse (ghost strike).

Section 4 - Advanced & Legendary Talents: This section includes one new legendary talent for the Wrestling sphere plus an updated Death sphere talent.

Section 5 - Player Options: This section includes casting traditions, new feats, oaths and oath boons, magical items, implement abilities, and racial traits.

Section 6 - Other Content: This section includes a new mythic universal path ability and the alchemically-implanted template, for those whose heartbeat might be literally ticking. Additionally, there are optional rules to include undead and undead-like player characters.

Chapter 2

Archetypes and Class Options

Archetypes

Martial Phantom (Phantom Archetype)

Combat Training: A martial phantom may combine combat spheres and talents to create powerful martial techniques. Martial phantoms use the Proficient talent progression and use either their Wisdom or Charisma modifier as their practitioner modifier.

This replaces deliver touch spells and devotion.

Memory of Combat (Ex): At 1st level, the martial phantom gains one Equipment sphere (discipline) talent as a bonus talent.

As a free action at the start of its turn, a martial phantom may choose to shape one or both of its slam natural attacks into weapons it is proficient with. The martial phantom uses that weapon's properties or special weapon abilities, such as range increments or the disarm, reach, and trip properties, but retains its slam damage and critical threat range. The martial phantom never gains additional attacks for having a high enough base attack bonus and treats a weapon shaped with this ability as its slam attack for all purposes.

If the martial phantom would be disarmed of or drop a weapon shaped with this ability, the martial phantom immediately reforms the slam attacks used to form that weapon and the shaped weapon disappears. If the martial phantom shapes a two-handed weapon, it must shape both of its slam natural attacks. If the martial phantom shapes a weapon that uses ammunition (such as bows, firearms, or slings), that weapon is created with basic ammunition ready to be fired by the weapon. Basic ammunition may be summoned and reloaded into the weapon using the regular action to reload the weapon. Thrown

weapons disappear after the attack resolves, reforming in the martial phantom's possession as a free action.

If the martial phantom possesses an ability or effect from their emotional focus that affects their slam attack, that ability instead only applies to attack actions or attacks of opportunity.

Example: A martial phantom with longbow proficiency could shape both of its natural attacks into a longbow and could use the longbow's normal range increment to take an attack action to fire an arrow dealing the martial phantom's slam attack damage plus any additional effects they possess that modifies their slam attack. If the martial phantom would attempt to shoot more than one shot that round, it would need to reload as normal for a longbow.

Martial Spiritualist (Spiritualist Archetype) (Champion)

Practical and hands on spiritualists take the role of exorcists and spiritual leaders of warbands, accompanied by their phantoms in the thick of battle.

Proficiencies: Martial spiritualists are proficient with simple weapons, as well as light armor and bucklers. In addition, if this is this character's first level in any class, they may select a martial tradition of their choice.

This alters proficiencies.

Combat Training: A martial spiritualist may combine combat spheres and talents to create powerful martial techniques. Martial spiritualists are considered Proficient practitioners and use Wisdom as their practitioner modifier.

If the martial spiritualist possesses an archetype that changes the ability score used for her casting or that grants spherecasting, she may use that ability score instead of her Wisdom as her practitioner modifier. For example, a fractured mind spiritualist (*Occult Adventures* pg. 109) could use Charisma as her practitioner modifier instead of her Wisdom.

Learned Hand (Ex): From the whispers of the spirits and remnants of past emotion and memory, the martial spiritualist learns to better harness their physical potentials. At 3rd level and every 5 levels thereafter, the martial spiritualist chooses one combat sphere. The spiritualist gains that sphere as a bonus combat sphere and uses her spiritualist level in place of her base attack bonus for the purposes of that sphere's effects, but not for attacks made with talents from that sphere. This stacks normally with base attack bonus gained from other sources.

If the martial spiritualist chooses a combat sphere she has already selected with this class feature, she instead gains a bonus combat talent in that sphere and a +1 bonus to attack rolls made with attack actions granted by that sphere and to the DCs of that combat sphere's effects (such as the attack roll made with a *brutal strike* or the DC of an (exertion) talent). These benefits stack.

This ability replaces bonded manifestation and dual bond, but may be altered or replaced by other archetypes.

Greater Compatibility: The martial spiritualist may choose to exchange both the combat training class feature granted by this archetype and the magic talents granted by a spiritualist archetype that grants spherecasting (such as the psychomancer archetype). If she does, the martial spiritualist gains the blended training class feature, gaining a combat or magic talent at every class level, and a bonus combat talent or magic talent from the Death, Life, or Mind sphere at 2nd level and every 4 levels thereafter.

Note: Greater compatibility assumes that the martial spiritualist archetype is being combined with the psychomancer archetype (a Mid-Caster gaining 3/4ths of a magic talent every level) to grant a combination of the 15 total magic talents and the 10 total combat talents as 20 blended talents plus 5 thematically appropriate talents. If the martial spiritualist archetype is combined with a spiritualist spherecasting archetype which grants more or less than 3/4ths of a magic talent every level, the resulting blended training, and any additional thematic talents, should be appropriately adjusted.

Nocturnus (Mesmerist Archetype)

"The nocturnus, through pact, mishap, or supernatural phenomenon, formed a supernatural relationship with a power that inhabits his shadow. This power can take many forms, from a malevolent and sadistic energy to the gentle caress of nightfall. Each nocturnus's shroud manifests differently, some silent, others with a personality much like another voice inside the nocturnus's head, and others as indistinguishable whispers. Some theorize the same power granted to a nocturnus is what created the first vampires."—Silas Drake, Shadow's Immortal Heritor in his journals, documenting his own power.

Special: If combined with a mesmerist archetype that gains spherecasting (such as the spheres mesmerist or champion mesmerist archetypes), a nocturnus may use their casting ability modifier instead of their Charisma for any of the abilities granted by this archetype. In addition, the nocturnus uses her class level as her caster level for the Dark sphere and Mind sphere. This stacks normally with caster levels gained from other sources.

Shroud of Night (Su): At 1st level, the nocturnus may target one creature within 25 feet plus 5 feet per two mesmerist levels, wrapping the target with his shroud as a swift action. The target takes a -1 penalty on all saving throws against the nocturnus's abilities, increasing by -1 at 8th level, and every 8 levels thereafter. The nocturnus may choose for his shroud to not apply penalties, allowing him to wrap himself or his allies harmlessly.

The nocturnus can have a total number of creatures wrapped by his shroud equal to $1 + 1/2$ his mesmerist level. Attempting to place a shroud in excess of this limit removes the oldest shroud. A creature cannot have more than one shroud placed on them at a time. The shroud remains on the target until the nocturnus ends the shroud or otherwise dismisses the shroud as a free action, the target dies, the target moves more than 25 feet plus 5 feet per two mesmerist levels away from the nocturnus, or the nocturnus falls unconscious or dies.

A shrouded creature is not aware of the shroud's cloying whispers; the creature does not remember that it was affected (nor does it realize that it is currently being affected) unless the nocturnus allows it. The penalties from multiple nocturnus's shrouds do not stack, nor do they stack with penalties from a mesmerist's hypnotic stare or a witch's evil eye hex. If the nocturnus takes damage while in an area of bright light, he must succeed at a DC 20 concentration check or have all of his shrouds end, with each affected creature able to remember being under the shroud's effects. The nocturnus's shroud is a mind-affecting, shadow effect.

This alters hypnotic stare. A nocturnus's shroud is otherwise treated as the mesmerist's hypnotic stare class feature.

Special: A creature without a shadow who gains this class feature begins to cast a shadow (such as a vampire with the shadowless special quality).

Whispers of Night (Su): At 1st level, the nocturnus begins to harness the latent power carried in the darkness of their shroud in the form of whispers of night. By ending one or more ongoing shrouds, the nocturnus can use a whisper of night to create an effect. Whispers of night can be used as a free action that can be taken even when it is not the nocturnus's turn, unless otherwise stated. A whisper of night may only be used once per round. If a whisper of night would call for a saving throw, the nocturnus shroud's penalties apply for the affected target's saving throw. The DC for any whisper of night that requires a saving throw is $10 + 1/2$ the nocturnus mesmerist's level + the nocturnus mesmerist's Charisma modifier.

Guidance: At 1st level, the nocturnus may end one shroud when a shrouded creature attempts a skill check to grant that shrouded creature a morale bonus on that skill check equal to $2 + 1/2$ his mesmerist level. A creature may only benefit from this whisper of night once every minute.

Disappear: At 2nd level, the nocturnus may end any number of shrouds to attempt a Stealth check to hide against each shrouded creature, even if observed. The nocturnus gains a bonus on his Stealth check equal to $1/2$ his mesmerist level against each shrouded creature he has cover or concealment against.

Disorient: At 2nd level, the nocturnus may end one shroud as an immediate action when a shrouded creature makes an attack roll to force the attacking creature to reroll their attack roll and use the second result (Will negates). This whisper of night must be used before the results of the attack roll are revealed.

Connections: At 4th level, the nocturnus may end one shroud when a shrouded creature rolls for initiative to allow the nocturnus to use that creature's initiative roll in place of his own. When the nocturnus chooses to use the shrouded creature's initiative, he may force the shrouded creature to use his original initiative roll (Will negates).

Cripple: At 6th level, the nocturnus may end one shroud as an immediate action after a shrouded creature takes damage to cause the shrouded creature to take an additional 1d6 damage per 3 mesmerist levels he possesses (Fortitude half). This is a pain effect. This whisper of night counts as possessing the painful stare class feature. A shrouded creature who fails their saving throw against this whisper of night treats this damage as painful stare damage for the purposes of feats and effects.

Phantasm: At 6th level, the nocturnus may end one shroud as an immediate action to the shrouded creature a single decoy (as the Illusion sphere Decoy talent's *defensive decoy* (glamer)) that lasts for a number of rounds equal to 1/2 his mesmerist level.

Caress: At 8th level, the nocturnus may end any number of shrouds as an immediate action to heal himself and each shrouded creature a number of hit points equal to his 1d6 per 3 mesmerist levels plus his Charisma modifier. This healing cannot restore a creature's hit points above half their normal maximum and any healing in excess of half their normal maximum hit points is instead gained as temporary hit points, that last for 1 minute.

Billowing Shadows: At 10th level, the nocturnus may end one shroud as an immediate action to spread black fog from the shrouded creature's space in a 10-foot radius. This functions as the Nature sphere (water) package Fog effect, except the fog is an illusion and is not dispersed or moved by wind effects. The nocturnus can see through the fog perfectly, as though it were transparent. The fog remains in the space it is initially created in for a number of rounds equal to 1/2 his mesmerist level.

Paranoia: At 10th level, the nocturnus may end one shroud to cause the shrouded creature to become paranoid of their allies for a number of rounds equal to 1/2 his mesmerist level (Will negates). This is a mind-affecting effect. A paranoid creature must attempt saving throws to resist all spells and effects from his allies and his allies are treated as enemies for the purposes of providing flanking for his enemies.

Reach of Shadows: At 12th level, the nocturnus may end one shroud as part of casting a spell that targets a single creature to treat himself as though he were adjacent to the shrouded creature and possessed line of sight and line of effect for the spell. This allows the nocturnus to make a melee touch attack or target the shrouded creature when he otherwise could not.

Misery: At 14th level, the nocturnus may end one shroud as an immediate action after being affected by a minor, moderate, or greater condition listed under the touch treatment class

feature to force the shrouded creature to also suffer the condition (Will negates). A shared effect inflicted this way lasts for up to a number of rounds equal to 1/2 his mesmerist level or the shared effect's original duration, whichever is shorter. The nocturnus may use this whisper of night even if the condition he suffered would make him unable to act.

Symphony: At 14th level, the nocturnus may end any number of shrouds to permanently fascinate each shrouded creature (Will negates). This fascinated effect can be ended normally; the duration is merely indefinite until broken. A creature fascinated by this whisper of night cannot be fascinated again by this effect for 24 hours. This is a mind-affecting effect.

Eyes of Darkness: At 16th level, the nocturnus may end any number of shrouds to pinpoint each shrouded creature for a number of rounds equal to 1/2 his mesmerist level. Treat this as blindsight with an unlimited range. If the shrouded creature possesses an effect that would negate blindsight, such as the Scout sphere Lurker talent or Dampen Presence feat, the nocturnus is made aware of the shrouded creature's position at the time of using this shroud of night and gains a bonus on Perception checks made to detect the shrouded creature equal to twice their mesmerist level for the duration of this effect.

Penumbra: At 18th level, the nocturnus may end a shroud placed on himself to envelop himself in pure shadow for a number of rounds equal to 1/2 his mesmerist level. As long as the nocturnus is under this effect, he may teleport into an unoccupied space adjacent to any shrouded creature as a move action that does not provoke attacks of opportunity, reducing the duration of this effect by 1 round. The nocturnus may use this whisper of night as a move action to teleport to another shrouded creature as part of activating this effect.

Void: At 18th level, the nocturnus may end one shroud as a standard action to deafen, blind, and suppress all forms of perception the shrouded creature possesses, such as blindsight, tremorsense, and scent, for a number of rounds equal to 1/2 his mesmerist level (Will negates). This is a curse effect and can be removed by the *remove curse* spell or another appropriate effect.

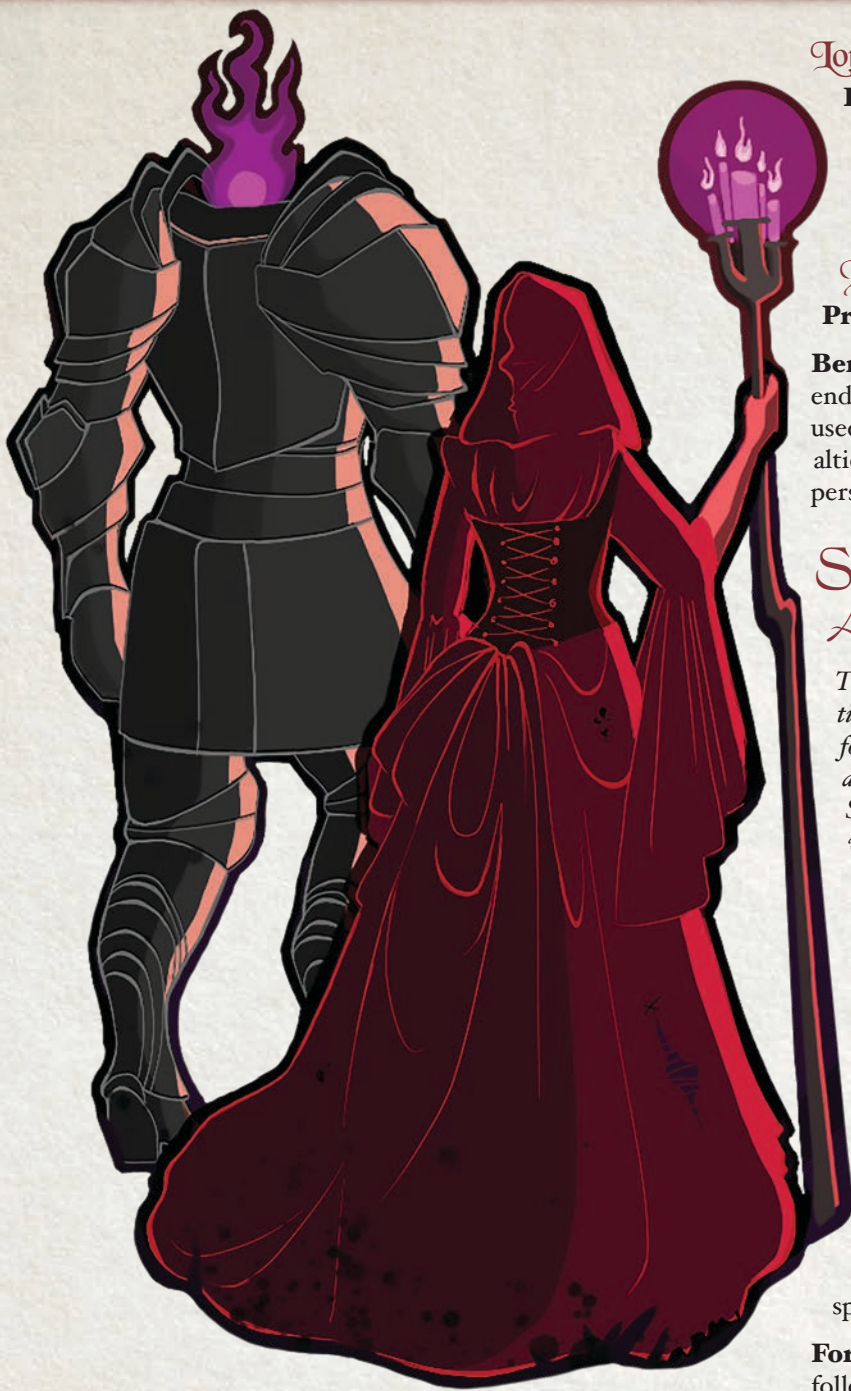
This ability replaces mesmerist tricks, painful stare, and masterful tricks.

Bold Shroud (Su): At 3rd level, the nocturnus's shroud can be augmented by bold stare improvements. If a bold stare improvement would cause hypnotic stare's penalty to apply to a new or specific type of saving throw, it instead increases the shroud's penalty towards that saving throw by +1 (ex. the lethality bold stare improvement would increase the shroud's penalty on saving throws against poison and disease).

This alters bold stare.

Legion of Shadows (Su): At 5th level, whenever the nocturnus uses his shroud ability to wrap a creature with his shroud, he may wrap one additional creature for every 5 mesmerist levels he possesses.

This ability replaces manifold tricks.



Long Shadows

Prerequisites: Shroud class feature, 7th-level nocturnus.

Benefits: The range the nocturnus may use and maintain the effects of his shroud increases to 100 feet plus 10 feet per mesmerist level.

Persisting Shroud

Prerequisites: Shroud class feature, 5th-level nocturnus.

Benefits: When the nocturnus uses a whisper of night and ends a shroud, that shroud lingers for 2 rounds. It cannot be used for a whisper of night again, but continues to apply its penalties for this duration. Placing a new shroud on a target with a persisting shroud ends the persisting shroud immediately.

Shepherd of the Lost (Soul Weaver Archetype)

The shepherd of the lost collects their flock, giving them form, and ultimately guides them to their last goodbyes. They call to the lost and forlorn, the angry and malcontent to aid them, giving them form and purpose to serve the shepherd of the lost and protect the flock. Shepherds of the lost are welcome among psychopomps and often worship or emulate the Ferryman of Styx, striving to carry those closer to their final rest.

Guide to the Lost: At 1st level, the shepherd of the lost gains the incanter Death sphere sub-specialization guide of the dead. The shepherd of the lost treats her soul weaver level as her incanter level when determining the benefits of this sphere specialization.

A housed soul raised by the shepherd of the lost can be healed by the soul weaver's positive energy abilities and sphere effects. For more information on housed souls, see the sidebar on housed souls included with the Death sphere sub-specialization guide of the dead.

This ability replaces master of life and death and summon spirit II and V.

For Their Flock (Su): The shepherd of the lost gains the following abilities at the indicated levels, granting her new ways to interact with her bound nexus souls or housed soul. These abilities are otherwise treated as additional bound nexus abilities.

Not Alone: At 4th level, any ally sharing its space with a shepherd of the lost's soul gains a +2 circumstance bonus on saving throws against death, fear, and negative energy effects and the shepherd of the lost is aware of any conditions affecting that creature as though using the Life sphere Diagnose talent.

Pull From The River: At 12th level, the shepherd of the lost may expend a soul as a swift action to temporarily gain a Death sphere talent she qualifies for. She retains access to this talent for 1 minute per soul weaver level or until she uses this ability again.

Shadow's Embrace (Su): At 8th level, the penalties from the nocturnus's shroud apply to all saving throws, not just saving throws against the nocturnus's abilities.

In addition, whenever the nocturnus uses his shroud ability, he may choose to also wrap himself with his shroud. A shroud created this way does not count against the maximum number of shrouds the nocturnus may have active at once.

Nocturnus Feats

The nocturnus can select from the following feats to empower their shroud, and may select them in place of a bold stare improvement.

The Endless Journey: At 16th level, when the shepherd of the lost's housed soul would be reduced to 0 hit points and destroyed, you may expend a soul to save them from destruction. The housed soul gains a number of temporary hit points equal to 5 times your soul weaver level before taking any damage. If the housed soul is not destroyed, any remaining temporary hit points from this ability are lost and the housed soul is healed for a number of hit points equal to 5 times your soul weaver level. The shepherd of the lost may use this ability as a free action that can be taken even when it is not her turn, but may only use this ability once per hour.

This ability replaces summon spirit I, III, and IV.

Stitcher (Scholar Archetype) (Champion)

The stitcher is a student of science and thaumaturgy, treating their patients, living or otherwise, with the best of their skill, craft, and expertise. A stitcher may find themselves at home in many places, but often take up residence where the living and dead are accepted side-by-side.

Casting: A stitcher may combine spheres and talents to create magical effects. A stitcher is considered a Low-Caster.

Spell Pool: A stitcher gains a small reservoir of energy she can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to her class level + his casting ability modifier (minimum 1). This pool replenishes once per day after roughly 8 hours of rest.

Blended Training: The stitcher gains a talent every even level. This talent may be spent on either magic talents or combat talents. Stitchers use their casting ability modifier as their practitioner modifier.

This ability replaces combat training.

Threads And Thaumaturgy: At 1st level, the stitcher gains the Death sphere as a bonus magic talent and uses her class level as her caster level with the Death sphere. This stacks normally with caster levels gained from other sources. The stitcher cannot select a drawback which removes the *reanimate* ability, and if she possesses a drawback that removes the *reanimate* ability, she must buy back that drawback with this bonus talent.

This ability replaces the problem solver class feature.

Medicine For All (Ex): At 1st level, the stitcher may use the Heal skill or her medical training class feature on an undead creature as though it were a living creature, such as using the Heal skill to provide long-term care on a mindless undead even though mindless undead do not regain hit points from resting. This does not allow the stitcher to use expert medical training to heal a destroyed undead.

This ability alters medical training.

Corpsecrifter's Science (Ex): At 2nd level, the stitcher may use a flashbang, including one modified by the explosive descriptor, as though it were an alchemical item when creating an alchemy-implanted creature (see *Section 6: Other Content*). Treat a flashbang implanted this way as a splash weapon when

determining the template's abilities. The stitcher must expend martial focus as normal when using a flashbang or material imposition this way.

This ability alters flashbangs.

Stitcher's Knacks (Ex): At 2nd level, the stitcher gains a bonus Death sphere talent and Unliving Chemister as a bonus feat, even if she does not meet the prerequisites. If the stitcher already has the Unliving Chemister feat, she instead gains a bonus Death sphere talent.

If the stitcher spends at least 1 minute preparing a corpse, such as by treating it with chemicals, stitching its skin back together, engraving the body with runes, or other appropriate effects (such as those thematic to the stitcher's casting tradition), the duration of the stitcher's *reanimate* sphere effect is increased by 50% on that corpse. This bonus does not stack with the increase granted by the Extend Spell feat. These preparations must be made each time the corpse is *reanimated* to gain this benefit. A stitcher can only have a number of corpses prepared this way equal to her practitioner modifier; preparing a new body in excess of this number causes any preparations on the oldest corpse to be undone.

At 4th level, the stitcher counts as possessing the amateur arcanist knack for the purposes of qualifying for scholar knacks, feats, and other similar effects.

This ability alters knacks and replaces the knack gained at 2nd level.

Stitcher's Trade Secrets (Ex): At 6th level, the stitcher gains a bonus Death sphere talent and the ability to augment corpses she prepares with trade secrets, special techniques and modifications that grant *reanimated* undead additional abilities.

Whenever the stitcher spends at least 1 minute preparing a corpse (as described in stitcher's knacks), she may choose 1 trade secret, augmenting the corpse and the resulting undead created by the stitcher's next use of *reanimate* on the corpse. Applying a trade secret to a corpse is done in a way suitable to the body with tools and resources the stitcher keeps on their person or in a portable alchemy lab. At 9th level, and every 3 levels thereafter, she may choose 1 additional trade secret. The trade secrets can be chosen more than once and stack unless otherwise stated. A trade secret's DC is equal to 10 + 1/2 the stitcher's scholar level + her practitioner modifier unless otherwise stated.

- **Coagulated Marrow:** The undead gains fast healing 1 (or increases any fast healing it possesses by 1).
- **Limber And Flexible:** The undead's natural reach increases by +5 feet. This trade secret may only be chosen once.
- **Muscle And Sinew:** The undead's Strength score increases by +2 and each movement speed the undead possesses increases by +5 feet. This trade secret can be picked once at 6th level and an additional time every 6 levels thereafter.
- **Pickled:** The undead gains the stench universal monster rule with a radius of 10 feet. The stench ability's DC is equal to the stitcher's trade secrets DC. Each

time this trade secret is selected, the radius of the stench ability increases by 10 feet. The stitcher is immune to the stench aura from this trade secret.

- **Stimulated Nerve-Endings:** The undead's Dexterity score increases by +2 and the number of attacks of opportunity the undead can make in a round increases by 1. This trade secret can be picked once at 6th level and an additional time every 6 levels thereafter.
- **Tough Stitching:** The undead gains an additional 10 hit points. You may choose to only increase the undead's hit points by 5 to instead increase any damage reduction the undead possesses by 2.
- **Vocal Chords:** The undead gains the ability to speak a single language the stitcher knows. If the undead is mindless, it can communicate simple concepts (such as positions, colors, directions). In addition, the undead gains the ability to loudly shriek as a standard action, producing a 30-foot cone that staggers creatures for 1 round on a failed saving throw (Fortitude negates), and must wait 1d4 rounds between uses. This is a pain and sonic effect. Each time this trade secret is selected, increase the cone's size by 30 feet.

This ability replaces the knack gained at 6th level.

Material Impositions

The following is a new material imposition which can be selected by any scholar, but complements the stitcher archetype particularly well.

Cordyceps Mycelium

The scholar learns how to cultivate and distill the cordyceps-family of fungus, that have been studied to override the nervous systems of living or dead creatures to create a zombie-like state.

The scholar may cultivate cordyceps spores during an 8 hour rest, keeping them in a small container, such as a bottle or portion vial. The scholar may activate this imposition by spreading these spores onto a corpse within her natural reach, raising it as a yellow musk zombie (*Pathfinder RPG Bestiary* pg. 285), a special zombie that is treated as a plant and gains plant immunities instead of being undead. The corpse must have a number of Hit Dice less than or equal to her scholar level or this imposition has no effect. The yellow musk zombie understands and follows the scholar's commands to the best of its ability. If the yellow musk zombie moves more than 100 feet away from the scholar, the spores disperse 1d4 rounds later and the yellow musk zombie is destroyed, regardless of whether or not it returns to the scholar's side during that time. The scholar may not have more than one yellow musk zombie active with this ability at a time. As long as the yellow musk zombie is not destroyed, the spores can be reclaimed into its vial by touching the yellow musk creeping as a swift action. This destroys the yellow musk zombie and returns the corpse to normal. The cordyceps spores can only be used for 10 minutes per scholar level each day. These minutes do not need to be consecutive, but they must be spent in 10-minute increments.

- **Spore Threads [explosive]:** The scholar may enhance her flashbangs with strengthened cordyceps cultures, causing targets who fail their save to be entangled for 1d6 rounds, in addition to the normal effects. A target may escape this entangle by attempting a Strength check or Escape Artist check with a DC equal to the scholar's flashbang DC or by taking a number of points of fire damage equal to the scholar's class level. Each round the target is entangled by this effect, the target is confused. The confusion is a mind-affecting poison effect.

Special: If a stitcher gains this material imposition, they may treat the yellow musk zombie as an undead raised by her *reanimate* sphere effect for the purposes of talents and effects. The yellow musk zombie does not count against the stitcher's maximum number of undead she may have *reanimated* at a time.

Scholar Knacks

The stitcher gains exclusive access to the following scholar knack:

Protected Techniques (requires scholar 10)

The stitcher gains Expanded Necromancy as a bonus talent and Strange Corpsecraft as a bonus feat. If she already possesses the Expanded Necromancy talent or the Strange Corpsecraft feat, she gains a bonus Death sphere talent for each she already possesses.

In addition, whenever the stitcher prepares a corpse and augments it with trade secrets, she may apply 1 additional trade secret.

Sympath (Eliciter Archetype)

"Cultivate. Understand. Sympathize and Embrace." - Rhaz Al'ai, Emotion Ascendant

The sympath is an eliciter who gives form to their many emotions, even those they may not be synchronous with.

Emotion Granted Form (Su): At 1st level, a sympath gains the spiritualist's phantom and etheric tether class features. The sympath treats his eliciter level as his spiritualist level when determining his phantom's statistics and abilities. If the sympath has class levels which grant a phantom, his sympath levels stack for the purpose of determining his phantom's statistics and abilities. The sympath does not gain any other spiritualist abilities related to phantoms.

Unlike a spiritualist's normal connection with their phantom, a sympath's phantom is a reflection of their emotions and mental state; should the sympath die, the phantom ceases existing until the sympath is brought back to life.

At 3rd level, if the sympath possesses the defensive empathy class feature, the sympath's phantoms also gain its benefits.

This ability replaces hypnotism.

Shifting Moods (Su): At 4th level, after resting and regaining spell points, the sympath may change his phantom's emotional focus.

If the sympath possesses the emotion class feature, the sympath's phantom may use any of his emotion abilities, using the sympath's emotion DC and expending any uses of that emotion as though the sympath used the ability himself.

At 10th level, after resting and regaining spell points, the sympath can also choose to change any of the emotions he has chosen with the emotion class feature. The sympath must still have access to each level of emotion (minor, lesser, greater, master) when choosing emotion powers this way. Emotions gained through feats (such as the Extra Emotion feat) or from non-sympath class levels cannot be reselected with this ability.

Powerful Conduit (Su): At 7th level, the sympath's phantom gains a bonus to its phantom ability DCs equal to the sympath's persuasive bonus.

At 13th level, the sympath's phantom gains a bonus on attack and damage rolls equal to the sympath's persuasive bonus against creatures under the effects of a mind-affecting effect originating from the sympath or the sympath's phantom.

Extension Of Myself (Su): The sympath's phantom begins to truly become a mirror of the sympath, its appearance beginning to mirror the sympath's own as the forces which animate the phantom attune to the sympath. This grants the sympath a number of abilities he may use to channel magic through his phantom.

At 9th level, when the sympath uses a spell, spell-like ability, magic sphere ability, or eliciter ability, he may use his phantom as the point of origin for that effect. If the effect requires a touch attack, the sympath's phantom may use the sympath's bonuses to deliver that attack.

At 16th level, when the sympath uses a magic sphere ability, he may spend a free action to allow his phantom to gain control of that sphere ability. Treat this as the Shared Magic feat, except the sympath may only grant control of a magic sphere effect to his phantom and his phantom uses the sympath's concentration and magic skill bonus to maintain the spell rather than its own.

At 19th level, the sympath's phantom may use the sympath's magic talents to create magic sphere effects. The sympath's phantom uses all of the sympath's statistics and other abilities when creating a magic sphere effect this way, including caster level, concentration bonus, magic skill bonus, and feats. The sympath's phantom spends the sympath's spell points if a magic sphere effect would require spell points to be used for any purpose, including maintaining without concentration. The sympath's phantom cannot use any casting statistics, spell points, or other abilities it independently possesses when using the sympath's talents.

This ability replaces convincing.

Willing Martyr (Familiar Archetype)

A willing martyr is an unendingly loyal companion to its master, willing to suffer and even die for the master's needs. The master of a willing martyr understands the need to treat their familiar with respect, and treats their body with the utmost reverence.

Note: This familiar archetype is designed for a spherecaster, but can work alongside other casters or content which get access to similar effects. If not using Spheres of Power, the master uses their spellcasting's casting modifier (or other appropriate modifier) when determining the willing martyr's abilities.

Born Again (Su): If the willing martyr dies, as long as its bones (exoskeleton, carapace, or otherwise majority of its body) are all in one place when its master prepares spells or regains her spells per day (or spell points, if a spherecaster), it is resurrected with full hit points, any missing body parts restored, and cured of any ability drain, ability damage, or negative levels.

A number of times each day equal to the willing martyr's master's casting ability modifier (minimum 1), the willing martyr's master can use a magic sphere effect or spell (such as the Death sphere *reanimate* sphere effect, Life sphere Resuscitate talent or Resurrection advanced talent, *raise dead* spell, or another similar effect) to return the willing martyr to life as though using this ability, except the willing martyr is only resurrected with half of its maximum hit points. A spell or magic sphere effect used this way must only target the willing martyr, and its normal effects are replaced by this ability. A sphere effect used this way has its spell point cost reduced by 2 (minimum 0) and does not require any material components.

This replaces improved evasion.

For The Master's Merriment (Su): At 3rd level, the willing martyr can be sacrificed as part of a 10 minute process to be consumed, acting as the *create food and water* spell (Pathfinder RPG Core Rulebook pg. 261) with a caster level equal to its master's caster level. The food is not bland, and may be seasoned as though preparing a regular meal.

At 9th level, the willing martyr may instead be consumed as a luxurious meal, acting as the *heroes' feast* spell (Pathfinder RPG Core Rulebook pg. 295) with a caster level equal to its master's caster level.

This replaces deliver touch spells.

For The Master's Strength (Su): At 8th level, the willing martyr's master may sacrifice the willing martyr as part of casting any spell or sphere effect to add the effects of the Extend Spell, Reach Spell (for a single range increment increase), Silent Spell, Still Spell, Vast Spell, or Widen Spell metamagic to that spell or sphere effect. The willing martyr must be within its master's natural reach to use this ability and dies when used this way. The willing martyr's master may not use this ability to apply a metamagic already being used for that spell or sphere effect (such as trying to apply the Reach Spell metamagic to an effect twice).



At 11th level, the willing martyr's master adds Apocalyptic Spell, Authoritative Spell, Blissful Spell, Selective Spell, and Tumultuous Spell to the list of metamagic she may add to the spell or sphere effect.

This replaces speak with animals of its kind and spell resistance.

Note: Subject to GM discretion, other appropriate +1 spell level adjustment metamagics can be added to the list available at 8th or 11th level.

Class Options

This section contains new class options for Death sphere and undead related abilities, including options for archetypes originally printed in *The Necromancer's Handbook* and revised in *Ultimate Spheres of Power*.

Armorist Arsenal Tricks

The following is a new exclusive arsenal trick for the bonewright armorist.

Soldiers Of Bone (requires bonewright)

Undead the bonewright *reanimates* are automatically proficient with any summoned equipment sculpted by the bonewright.

When the bonewright uses her *reanimate* ability and raises one or more corporeal undead, she may use her summon equipment ability as a free action and without spending a spell point, granting one raised undead a single weapon, shield, or suit of armor by reshaping that undead's body as part of *reanimating* it. Equipment summoned this way stays for the duration of the bonewright's *reanimate* ability. If a piece of summoned equipment created using this arsenal trick leaves the undead's possession, it disappears 1 round later.

If the bonewright possesses the group summons arsenal trick, she may use this arsenal trick to summon bone equipment for each raised undead when using the Mass Death Magic talent.

Special: This arsenal trick counts as a necrosis feat when determining the benefits of your other necrosis feats.

Lingering Spirits and Housed Souls

Lingering spirits are the souls of the deceased, human or otherwise. These spirits have no statistics, similar to a soul from a soul weaver's bound nexus class feature, but are not under anyone's control and have some amount of free will. Characters should feel free to bond, commune, and interact with these lingering spirits but may find it difficult to communicate complex ideas or concepts if they do not possess an ability to speak with the dead (such as the Death sphere Gravetongue talent). Lingering spirits are an intentionally open-ended mechanic to allow this specialization's abilities to fluidly fit a multitude of character concepts.

The guide of the dead sub-specialization grants incanters, soul weavers with the shepherd of the lost archetype, and others the ability to better interact with lingering spirits, raising them as housed souls. Some may befriend and make use of the same spirit throughout their career, much like a spiritualist and their phantom, while others may be less friendly with those they raise as housed souls, treating them as slaves or tools. Characters with this specialization may choose to continue to use the same spirit, and grant that spirit a new body each time they raise a housed soul or choose new spirits each time. A lingering spirit is not destroyed when the housed soul is destroyed and may choose to remain with the one who raised them or return to wherever they came from.

When GMing for a character with the ability to raise housed souls, giving the spirit a purpose or goal in the nearby area that the soul weaver can achieve to help put the spirit to rest can help add additional depth and roleplay to the soul weaver's narrative. Sometimes this can be as simple as the spirit of a slain animal or adventurer lingering near their killer's lair, where avenging the spirit will be enough to put it at peace. Other spirits may have more complex goals and emotions. Not all spirits need to have a way to put them at peace, and characters can choose to retain the spirit and bring them as a companion on their journey. Ultimately, being flexible with lingering spirits and housed souls and understanding this interaction is a more intimate partnership than ordinary necromancy will help add depth to the character's story.

Incanters Specializations

The following is a new incanter specialization.

Death Sub-Specialization: Guide of the Dead

The following abilities replace power over undead, bolster, and spirit touch.

House Soul (Su): At 3rd level, the incanter gains the ability to house an unbodied soul within a corpse. With a special ritual requiring 8 hours, the incanter can raise a single skeleton or zombie as a housed soul. This functions as the Death sphere

reanimate sphere effect and an undead raised this way benefits from the incanter's Death sphere talents which benefit undead he creates. The incanter can only have one housed soul raised at any time and can dismiss the housed soul as a standard action, releasing the soul and destroying the undead.

The housed soul does not count against the number of Hit Dice of undead the incanter can control with the Death sphere, and is a permanent undead. The housed soul automatically follows the incanter's commands and does not need to be controlled by him. The housed soul gains all the regular benefits of the skeleton or zombie template with the following exceptions:

- **Hit Dice** The housed soul possesses a number Hit Dice equal to your incanter level, before any adjustments from the skeleton or zombie template, regardless of the corpse used to *reanimate* the housed soul.
- **Ability Scores** The housed soul is never a mindless undead and possesses an Intelligence score equal to 6 + 1/2 your incanter level. This allows the housed soul to allocate skill ranks and gain feats appropriate to its current Hit Dice.
- **Weaknesses** The housed soul is merely a guest in its corpse. Effects which would protect or grant immunity to possession, such as the Fate sphere Hallow (word), can expel the housed soul from its body, releasing the soul and destroying the undead. The caster of such an effect must succeed at a magic skill check against the incanter's MSD or fail to expel the housed soul.
- **Of Pure Body** While the housed soul counts as an undead raised by your Death sphere abilities for any talents you possess, it cannot be destroyed or sacrificed by the incanter's effects (such as the Dark Sacrifice talent) or be the target of effects which would alter or merge corpses (such as the Death sphere Corpse Manipulation talent or Corpse Forge advanced talent).

Expedited Calling (Su): At 8th level, the incanter can raise a housed soul in 1 hour, instead of 8 hours, and may spend 1 spell point to raise a housed soul in 1 minute.

In addition, if the incanter possesses the ability to apply a template to a skeleton or zombie raised with the Death sphere *reanimate* sphere effect, such as the templates available through the Expanded Necromancy talent or Strange Corpsecraft feat, the incanter may apply a single template to the housed soul.

Greater Forms (Su): At 20th level, the incanter may raise a housed soul in a more powerful body. This functions as the Death sphere Greater Undead advanced talent, allowing the incanter to raise an undead with a challenge rating less than or equal to 1/2 his incanter level. An undead raised this way is still a housed soul for all other purposes. Add a number of racial Hit Dice to the housed soul until it has an amount equal to your incanter level, adjust its Intelligence score, and grant it the weakness to possession and of pure body qualities. If the undead is not mindless, the incanter may choose to grant the housed soul a bonus to its Intelligence score equal to 1/2 his incanter level instead of replacing its existing Intelligence score.

Mageknight Mystic Combats

The following are new mystic combats for the mageknight, including an exclusive mystic combat for the dread crusader mageknight.

Mystic Reaping (requires mageknight 6)

The knight's blade drinks in magic as it does life.

Whenever the mageknight reduces a creature to 0 or fewer hit points, she gains 2 temporary spell points which last for 1 minute (see the Mana sphere for rules on temporary spell points). Creatures with fewer Hit Dice than half the mageknight's character level do not grant temporary spell points.

If the mageknight possesses the resist magic class feature, the bonus from her resist magic ability applies to all death and negative energy effects, even if they are not spells, spell-like abilities, or magic sphere effects.

Precipice Of Mortality (requires dread crusader)

The dread crusader's mortality blurs.

The dread crusader is healed by both positive and negative energy and does not take damage from positive or negative energy effects.

Whenever the dread crusader regains hit points, she may spend a spell point as an immediate action to infuse herself with the power of the grave and gain a +1 profane bonus on attack and damage rolls for 1 minute. At 6th level and every 6 levels thereafter, these bonuses increase by 1.

Special: This mystic combat counts as a necrosis feat when determining the benefits of your other necrosis feats.



Chapter 3

Basic Talents

This section introduces a number of new or updated talents meant to help develop undead and undead-related characters from Alteration sphere traits which help mimic classic traits of vampirism, to powerful curse and manipulation effects in the Death sphere.

Alteration Sphere

Swarm Shape

Addendum: Swarm Shape (*Ultimate Spheres of Power* pg. 228) offers the following traits, which you may apply to any form:

- **Gaseous Body:** You grant the target the ability to shift into or out of a gas-like form (e.g. fine mist, a cloud of insects, etc.) as a move action. While in this gas-like form, the target gains a fly speed of 10 feet with maneuverability (perfect), +5 feet per 5 caster levels, replacing all other movement the target may possess. Anything the target was wearing or holding transforms with the target, and the target loses its armor and natural armor bonuses. The target cannot manipulate or interact with objects, make attacks, speak, or cast spells with verbal, somatic, or focus components (unless the target possesses an ability to do so, such as the Silent Spell metamagic feat). Any traits or supernatural abilities the target possesses which alter or require its physical body are suppressed, including Alteration sphere traits. The target can pass through small holes, narrow openings, and even cracks. The target is still subject to the effects of wind and cannot enter water or other liquid. Granting this trait costs an additional spell point.

Vermin Transformation (transformation)

Errata: Vermin Transformation's (*Ultimate Spheres of Power* pg. 236) climb speed trait has been updated.

- **Climb:** The target gains a climb speed, as that granted by Vermin Transformation. In addition, the target does not need to attempt Climb checks to move across a vertical or horizontal surface (even if upside down). If the target already possesses a climb speed, you may instead increase the target's existing climb speed by +5 feet per 5 caster levels.

Death Sphere

Dominion Talents

New to *The Gravecaller's Handbook* is an update and errata to a number of talents that previously used or interacted with the Master's Presence talent, primarily to use its range if you possessed the talent, or a default range otherwise. This change standardizes the range of these talents to close range and taking the Ranged Death talent can increase this range, instead of needing to take Master's Presence additional times. See the Updated Death Sphere Talents section for the updated Ranged Death talent.

This handbook has added the (dominion) descriptor to the following talents and advanced talent in addition to other minor changes:

- Dark Sacrifice (*Ultimate Spheres of Power* pg. 269)
- Master's Presence (*Ultimate Spheres of Power* pg. 270)
- Reanimated Warriors (*Ultimate Spheres of Power* pg. 270)
- Shroud (*Ultimate Spheres of Power* pg. 270)
- Undead Whisperer (*Ultimate Spheres of Power* pg. 271)
- Corpse Forge (advanced talent) (*Ultimate Spheres of Power* pg. 393)

Some Death talents are designated (dominion), which grant you new ways to interact with your raised and controlled undead. (Dominion) talents have a range of close.

Dark Sacrifice (dominion)

Whenever you would take hit point damage that would reduce you to 0 hit points or less, you can spend 1 spell point as an immediate action to sacrifice a mindless undead creature you control within your dominion range, destroying it instantly; reduce the damage you take by the sacrificed undead's current hit points (to a minimum of 0).

Master's Presence (dominion)

You can telepathically order and communicate with undead creatures you control within your dominion range. You do not need line of sight or effect to maintain this connection. Only targets completely under your control are valid; charmed undead are not truly under your control, and as such as such do not qualify.

Giving basic commands to an undead is a free action, but your increased control allows you to master complex commands for your undead as well. Choose any 2 tricks + 1 per 5 caster levels that can be taught to an animal or the pose as scenery trick (see the Handle Animal skill). Mindless undead you control are able to perform these tricks when ordered to as a move action. This does not allow you to train undead for a purpose, "push" an undead to perform a task it normally would not be able to, or accomplish other effects of the Handle Animal skill.

Additionally, so long as an undead you control is within your dominion range, you may, as a full-round action, concentrate on that undead to perceive that creature's surroundings as if you were standing where that creature was. While you may use the creature's special sense (i.e., darkvision, etc.), you must use your own Perception skill if attempting a check.

You can select this talent multiple times; each time you do after the first, increase the number of tricks your undead can perform by 3.

Reanimated Warriors (dominion)

Choose a combat talent, combat feat, or teamwork feat you possess. Undead you *reanimate* and control gain the benefit of this talent or feat when they are within your dominion range. You cannot choose a feat that has another feat as a prerequisite nor feats that grant open-ended bonuses (such as Extra Combat Talent), but your undead do not otherwise need to meet the feat's prerequisites.

Whenever you rest and recover spell points, you may change the feat or talent chosen. You may take this talent multiple times; each time you do, you may grant an additional combat talent, combat feat, or teamwork feat to your undead. Feats granted by this talent can be used to meet the prerequisites of additional feats.

Shroud (dominion)

Whenever you succeed at an attack roll made as part of a *ghost strike*, you can choose to mark the affected creature with

necrotic energy as a free action. If a marked creature dies within your dominion range within 1 round per caster level, you can spend 1 spell point as an immediate action to *reanimate* its body. You can only have a number of creatures marked at a time equal to your casting ability modifier (minimum 1).

If you possess Sustained Necromancy, you may use this talent to *reanimate* the body without spending a spell point if you concentrate on it with that talent.

Undead Whisperer (dominion)

Undead you *reanimate* and control gain one skill rank per caster level. These skill ranks cannot be spent on a Knowledge skill, but otherwise any skill is valid as long as either you or the creature (when it was alive) possess ranks in the chosen skill. Undead cannot possess more ranks in a skill than either you possess in that skill or that it possessed in life, whichever is greater. You may command these undead to use their skills as a basic command.

If you possess the Master's Presence (dominion) talent, your undead may use your skill ranks in place of their own for any valid skill check, so long as they are within your dominion range.

Updated Death Sphere Talents

The following Death sphere talents have been reprinted or renamed, updating their effects. GMs and players currently using these talents and feats should allow for retraining, as appropriate, to reflect these updated talents as necessary. Updates to other feats and content is reflected below as part of these changes:

- Expanded Necromancy (*Ultimate Spheres of Power* pg. 268) has been updated and reprinted, replacing the Variant Necromancy feat (*Ultimate Spheres of Power* pg. 468). Any talents, effects, or class features which referenced the Death sphere Expanded Necromancy talent before this book still function as normal. The Variant Necromancy feat has been removed.
- Greater Ghost Strike (*Ultimate Spheres of Power* pg. 269) and Mass Reanimate (*Ultimate Spheres of Power* pg. 270) have been combined and reprinted as the Mass Death Magic talent. The Baleful Storm, Crimson Theurgy, Ghostly Admixture, and Warded Bones feats and *wand turret* special armor ability now reference the updated Mass Death Magic talent.
- Greater Reanimate (*Ultimate Spheres of Power* pg. 269) has been updated.
- Lingering Necromancy (*Ultimate Spheres of Power* pg. 269) and Sustained Reanimation (*Ultimate Spheres of Power* pg. 270) have been combined and reprinted as the Sustained Necromancy talent. The Death sphere Instill Death and Shroud talents, Greater Undead and Permanent Undead advanced talents, and the Might Of The Grave, Swift Demise, and Warded Bones feats now reference the updated Sustained Necromancy talent.

- Lich Strike (*Ultimate Spheres of Power* pg. 269) has been updated.
- Ranged Death (*Ultimate Spheres of Power* pg. 269) has been updated to include the new (dominion) descriptor.

Expanded Necromancy

When you *reanimate* a creature you may *reanimate* it as a variant skeleton or zombie, such as a bloody skeleton, burning skeleton, fast zombie, or plague zombie. When *reanimating* a creature in this way, they count as twice their normal Hit Dice when casting the *reanimate* sphere effect, but once controlled, count normally against your Hit Dice limit.

Example: For a Death sphere caster level of 10 who gained this talent, the caster can *reanimate* and control a combined total of 20 Hit Dice of creatures. The largest creature the caster can *reanimate* is either a 20 Hit Dice skeleton or zombie or a 10 Hit Dice variant skeleton or zombie. A variant skeleton or zombie does not count as 20 Hit Dice for your Hit Dice limit, only for the initial casting of the *reanimate* sphere effect. Hit Dice multipliers are additive; an undead with two variants, such as a bloody burning skeleton, counts for three times its normal Hit Dice (x2 increasing to x3) for the purposes of *reanimating*.

Greater Reanimate

Increase the total Hit Dice creatures you may have *reanimated* at once to four times your caster level (from two times your caster level). You may select this talent a second time. If you do, increase the benefits of this talent to five times your caster level.

Lich Strike (ghost strike)

You may make a *ghost strike* that emulates the power of a lich's touch, incapacitating the target. The target is staggered for 1 round plus 1 round per 4 caster levels (Fortitude negates). If you spend 2 additional spell points, the target is instead paralyzed for 1 round per caster level (Fortitude negates). On a successful save to avoid paralysis, the target is instead staggered for 1 round. A target paralyzed by this *ghost strike* is allowed a new Fortitude save each round to end this effect early. This is a full-round action that does not provoke an attack of opportunity.

A creature paralyzed by the Lich Strike talent seems dead, though a Perception check (DC 15 + caster level) or Heal check (DC 15 + 1/2 caster level) reveals that the creature is still alive.

Mass Death Magic [mass]

When using your *reanimate* ability, you may spend an additional spell point to *reanimate* multiple creatures at once. Your Hit Dice limits apply to the total number you may *reanimate* at once with this ability.

When making a *ghost strike*, you may spend an additional spell point to form your ghost strike into a close-range cone, allowing you to make an attack roll against every target within this area.

Ranged Death [range]

Increase the range at which you can *reanimate* from touch to close range, your *ghost strike* from medium to long range, and the range you can use your dominion abilities from close to medium range.

You may select this talent up to 3 times. Each time it is selected, the range of your Death sphere abilities increase by 1 additional step to a maximum range of long (close to medium, medium to long).

Sustained Necromancy

When you *reanimate* a corpse or corpses, they remain for 1 hour per caster level instead of 1 minute per caster level.

You may *reanimate* a single corpse as a sustained undead without spending a spell point, but the duration of the *reanimate* effect is changed to 'concentration'. A sustained undead only counts as half their Hit Dice (rounded up, minimum 1) against the total amount you may have *reanimated* at once. You can never have more than 1 sustained undead.

New Death Sphere Talents

Bonerattle (ghost strike)

You may make a *ghost strike* that painfully contorts the target's skeleton, exoskeleton, or body. The target suffers 1d6 + 1d6 per 3 caster levels damage and moves 5 feet + 5 feet per 10 caster levels into an unoccupied space of your choice (Fortitude partial; half damage and no forced movement). Forced movement from this effect does not provoke attacks of opportunity, and the target can only move into a space it could reach with its natural movement. The target receives a +4 bonus to their saving throw if you would move them into a location that is directly harmful to them (such as onto a bed of spikes, out of a window, etc.).

If you spend an additional spell point when using this *ghost strike*, the target is repeatedly wracked with pain for a short time. On a failed Fortitude saving throw against this *ghost strike*'s initial effects, the target is afflicted for a number of rounds equal to 1/2 your caster level (minimum 1). For the duration of this effect, the target suffers the effects of this *ghost strike* at the start of its turn, taking damage and being forced to move. The target is granted a new saving throw against this *ghost strike* to reduce its effects, but a successful saving throw does not end this *ghost strike*'s duration.

Special: This *ghost strike* affects any creature with a skeleton, exoskeleton, or other similar body structure, bypassing any racial immunity to Fortitude saves or death effects the target may possess. Creatures without discernible anatomy are immune (such as elementals, oozes, or other appropriate creatures, usually as those immune to critical hits or with the amorphous universal monster rule). At the GM's discretion, creatures with reasonably discernible anatomy or body structures, such as a robot or construct whose inner gears and pieces may instead shake and rattle violently, can be affected by this *ghost strike*.



Necrotic Conduit (dominion)

You gain the following abilities which allow you to direct, manipulate, and command undead creatures you control within your dominion range:

- **Command Attack:** As a standard action, one undead within your dominion range makes an attack against a creature within its threatened reach (or range, if the undead can use a ranged weapon). If you possess the Mass Death Magic talent, you may spend an additional

spell point to grant an attack to 1 additional undead per 2 caster levels (minimum 1). If a creature would be attacked by more than one undead with this effect, choose one undead to be the primary attacker. If more than one undead would attack the same target as part of this effect, choose one undead to be the primary attacking undead. Each additional undead attacking that same target instead uses the aid another action to assist the primary attacking undead's attack roll, even if those undead could not normally use the aid another action to assist against that target.

- If you possess the *Reanimated Warriors* talent, you may use this ability to allow your undead to assist your own efforts. As an immediate action after you make a weapon attack roll, you may choose one undead within your dominion range. That undead either uses the aid another action to assist your attack roll or is granted an attack of opportunity against the target of your attack, provided that your attack hits the target. An undead granted the ability to use the aid another action or granted an attack of opportunity this way must be able to take the action normally, such as being in a position to aid another you normally or by having the target of your attack within their threatened area.
- **Siphon Life:** Whenever you or an undead within your dominion range reduces a creature to 0 or fewer hit points, you may use this talent as an immediate action to grant yourself or an undead within range a number of temporary hit points equal to $1d6 + \text{your caster level}$ which last for 1 minute. You may use this effect as a free action that can be taken even when it is not your turn by spending an additional spell point.
- Creatures within your dominion range of you or an undead with temporary hit points from this effect take a -2 penalty on their saving throw against the Necrotic Feeding (ghost strike) talent.
- **Unnerving Pulse:** As a standard action, one undead within range releases an unnerving wave of energy. Creatures within 5 feet + 5 feet per 5 caster levels are shaken for $1d4$ rounds (Will negates). This is a mind-affecting fear effect.

Mindless undead under your control are always considered willing targets of these abilities. An unwilling undead may attempt a Will save to negate this talent's effects and not be manipulated.

Piecemeal Reanimation (dominion)

You gain the following abilities which allow you to *reanimate* incomplete corpses and individual corpse parts:

Reanimate Piecemeal Undead: You can *reanimate* an individual part or parts of a corpse as a piecemeal undead, such as *reanimating* a corpse's arm or skull or a torso with an arm. When *reanimating* piecemeal undead this way, use the statistics of an appropriately sized animated object (see the Enhancement sphere, *Ultimate Spheres of Power* pg. 288, 577) with the undead construction flaw and no other construction point abilities or construction flaws. Piecemeal undead otherwise count as an undead creature you *reanimated*, count against the total number of *reanimated* creatures you may have active at any one time normally, and obey your commands as normal for an undead you *reanimated*. A piecemeal undead will usually anywhere from three sizes smaller to approximately the same size as the original corpse. See **Table: Piecemeal Undead** to determine the appropriate animated object size for a piecemeal undead. A piecemeal undead is not a skeleton or zombie and cannot be modified by the Expanded Necromancy talent, except as described below. Piecemeal undead do not count as animated objects for the purposes of Enhancement sphere talents, feats, and other abilities.

Infuse Piecemeal Undead: You can grant an intact undead under your control the ability to split off parts of itself to create piecemeal undead as described in the Reanimate Piecemeal Undead ability. As a standard action, or as a free action when *reanimating* one or more undead, you may spend a spell point to grant one undead within your dominion range the ability to split off a part of itself. If you possess Mass Death Magic, you may spend an additional spell point to grant this ability to 1 additional undead per 2 caster levels (minimum 1). An undead granted the ability to split off a part of itself can spend a full-round action to create a piecemeal undead of an appropriate size to the body part used into an adjacent, unoccupied space (such as a zombie tearing off its own arm or hand, or the skull of a skeleton popping off). You must be able to control the Hit Dice of a piecemeal undead created this way or it fails to be created. Piecemeal undead created this way share the duration of the *reanimate* effect which initially created the intact undead it was separated from and possesses any properties (including defensive abilities, special abilities, and special attacks) possessed by that undead, subject to GM discretion, but does not increase any existing defensive abilities it would possess as a piecemeal undead (such as damage reduction or natural armor). This can include abilities granted by a variant, such as those from the Expanded Necromancy talent, allowing for a bloody skeleton to separate its arm from itself to create an appropriately sized "bloody" piecemeal undead with the fast healing and deathless qualities from the bloody skeleton variant.

Only undead raised from intact corpses, such as those normally available without this talent, can be granted the ability to split with this talent; piecemeal undead can never be granted the ability to split off parts of themselves. An intact undead can only separate a single part of itself as a piecemeal undead at any given time, but can spend a move action when within reach of the piecemeal undead created from its body to rejoin

with it. When an undead separates a part of itself to create a piecemeal undead, it loses a number of hit points equal to the piecemeal undead's hit points, to a maximum of half the intact undead's current hit points. If the body part used grants the intact undead a natural attack (such as a skeleton removing its arm), that undead loses that natural attack until it rejoins with the piecemeal undead. If the body part is one of the intact undead's legs or wings, it reduces its movement speed with the appropriate movement type by 10 feet until it rejoins with the piecemeal undead.

Table: Piecemeal Undead

<i>Piecemeal Undead Size</i>	<i>Body Part Example</i>
Three sizes smaller than corpse	Finger, toe, other minor body
Two sizes smaller than corpse	Foot, hand, organ
One size smaller than corpse	Arm, leg, skull
Same size as corpse	Torso plus limb(s)

New Sample Curses

The following are additional suggested curses which can be used with the Curse (ghost strike) talent:

- **Black Mark:** The target is trailed by an unpleasant aura. The target takes a penalty on all Diplomacy and Handle Animal checks equal to 1/2 your caster level. All creatures begin with an attitude of unfriendly towards you (unless their attitude would start worse). Any animals the target interacts with react wildly, with prey animals running away and predator animals baring fangs or even attacking the target.
- **Phobia:** The target is cursed with a fear of a concept, chosen by the caster (such as crowds, spiders, rats, thunder, loud noises, etc.). Each round the target sees or hears a manifestation of its phobia (such as a spider, or an illusionary spider), the target must succeed at a Will save or be frightened for 1d4 rounds. A target cannot be frightened by the same phobia's manifestation more than once per hour (such as the same spider, the same crowd, etc.) but new instances of the phobia work normally. GMs should determine if a phobia is appropriate by considering how frequently the target may encounter it. A phobia which would constantly trigger, such as a phobia towards "skin" or "all clothing", would be more debilitating than the chance to take no action from the Curse (ghost strike)'s base options, and would not be appropriate. This curse is a mind-affecting effect.

Divination Sphere

Alarm

When you *divine*, instead of concentrating on the effect, you may spend an additional spell point to create an immobile sensor within your Divination sphere range which lasts for 10 minutes per caster level or 1 hour per caster level if you spend an additional spell point. This sensor can be detected as though it were a scrying sensor (Perception DC 20 + caster level) and dispelled.

When you create a sensor, you may choose to either *divine* for creatures, detecting any creature which enters the sensor's range, or *divine* with a (divine) effect which locates information in an area (such as the base Divination sphere effect, the Divine Undead alternate divination, or the Detect Spellcaster talent, but not the Ultravision alternate divination or the Augury talent). The sensor constantly *divines* the area for the chosen information as though you were *divining*, and the sensor's ability to *divine* is modified by any effects that alter your *divine* ability (such as the Limited Penetration or Shaped Divination drawbacks would affect the alarm's ability to penetrate materials or require you to choose a direction in a cone or line when creating the alarm). The sensor does not pinpoint or reveal the location of something it *divines*, but otherwise reveals the presence, number, and power of each detected piece of chosen information (such as revealing the presence, number, and power of all fey with Detect Faetouched, but not their location).

Optionally, when creating a sensor, you may choose to set any combination of an audible alarm, a mental alarm, or a password.

- An **audible alarm** produces a gentle sound, centered on the sensor's location, whenever the sensor detects something, such as a chime or bell. This sound can be heard within the sensor's range, but can be muffled by walls and doors, reducing the range of the sound by 10 feet for each interposing door or wall. Silence effects can muffle this sound.
- A **mental alarm** alerts you with a mental "ping" whenever the sensor detects something and you are within 1 mile of the sensor. This ping can awaken you from sleep, but otherwise does not disturb concentration. Silence effects cannot muffle this ping.
- A **password** is a phrase chosen when creating a sensor with this talent. Any creature who speaks the password out loud when entering the sensor's range is not detected by the sensor.

Enhancement Sphere

Spectral Enhancement (enhance)

You may enhance objects, increasing their ability to interact with the insubstantial.

You may enhance an object to be treated as though it were solid to an incorporeal creature, allowing an incorporeal creature to manipulate or hold the object, but also preventing an incorporeal creature from freely passing through the object (such



as enhancing a wall or cage to impede a ghost). If you would *enhance* an object to trap an incorporeal creature, the creature may attempt a Reflex save to immediately move to the nearest unoccupied space outside the object (see Catches, Nets, and Cages in the Creation sphere, *Ultimate Spheres of Power* pg. 254). The maximum sized object you can affect this way is given on

Table: Spectral Enhancement.

Alternatively, you may enhance a weapon, suit of armor, shield, or as many as 50 pieces of ammunition grouped together, granting it either the *ghost touch* special weapon ability or *ghost touch* special armor ability. If you spend an additional spell point, the enhanced equipment gains an additional benefit:

If the enhanced equipment gains the *ghost touch* special weapon ability, the weapon becomes especially potent against undead and incorporeal creatures. Undead or incorporeal creatures damaged by the weapon must succeed at a Will saving throw or be sickened for 1 round, bypassing any immunity to the sickened condition the target may possess.

If the enhanced equipment gains the *ghost touch* special armor ability, the armor grants the wearer energy resistance to negative energy equal to 1/2 your caster level and a circumstance bonus on saving throws against possession and negative energy effects equal to +2 + 1 per 5 caster levels you possess.

Table: Spectral Enhancement

Caster Level	Size	Sample Object
1	Tiny	Candelabra
3	Small	Chair
5	Medium	Cage
8	Large	Statue
11	Huge	Wagon
15	Gargantuan	Catapult
20	Colossal	Ship
30	Colossal+	House
36	Colossal++	Warehouse
42	Colossal+++	Cathedral

Animated Object Construction Flaws

The following are new construction flaws which can be applied to animated objects, such as those created with the Enhancement sphere *Animate Objects* talent.

Noncombatant (Ex; +1 CP): The animated object does not possess a slam natural attack and cannot take hostile actions. If the animated object ever gains an Intelligence score, as a free action at the start of its turn, the animated object can attempt a Will save with a DC equal to the caster's Enhancement sphere DC to defy this construction flaw for 1 round.

Undead (Ex; +1 CP): The animated object is made of corpse materials such as flesh or smooth bone; change its type to undead, adjust its Charisma score to be equal to its Strength score, replace construct traits (Ex) with undead immunities (Ex), and replaces its hardness with an equal amount of damage reduction bypassed by bludgeoning damage. It is still mindless. This flaw cannot be applied alongside the aberration flaw.

Special: If the animated object also possesses the haunted construction flaw, the animated object is stunned for 1 round whenever it fails a saving throw against a positive energy effect. This bypasses any immunities the animated object may possess.

Gladiator Sphere

Dullahan's Call (demoralization)

You may expend your martial focus as a swift action and designate one creature suffering from a fear effect who can see and hear you, declaring their imminent doom. That creature must succeed at a Will save or become staggered for 1 round plus 1 round for every 4 ranks in Intimidate you possess.

You gain a circumstance bonus on attack rolls made to confirm critical hits equal to your practitioner modifier against creatures staggered by this effect. You may perform a *boast* even if you do not have martial focus after confirming a critical hit against a target staggered by this effect.

Associated Feat: Critical Focus.

Chapter 4

Advanced & Legendary Talents

Death Sphere

Corpse Forge (dominion)

Prerequisites: Death sphere (Corpse Manipulation), caster level 3rd.

As a standard action, you can destroy one undead you *reanimated* and control within your dominion range to add its Hit Dice to another undead you *reanimated* and control within range. The creature receiving the benefit of this talent does not gain any other abilities of the sacrificed creature beyond the increase in Hit Dice, although its own abilities are recalculated using the higher Hit Dice. Add their current hit points together (to a maximum of their new total hit points), and use the longer of their durations. The resulting undead can have Hit Dice above 20, but still cannot possess Hit Dice greater than twice your caster level. When the *reanimate* duration ends, all combined corpses separate into their original forms.

Wrestling Sphere

Death Valley Driver (slam)

You ceremoniously swing the creature's body up over your back before dropping them onto their back.

Prerequisites: Wrestling sphere, base attack bonus +10.

The creature suffers 1 negative level and must succeed at a Reflex save or fall prone. Negative levels caused by this talent last for a number of hours equal to your base attack bonus. This is a supernatural effect; using this slam immediately ends your grapple on the creature. If you expend martial focus when using this talent, a creature who fails their Reflex saving throw suffers 1 additional negative level for every 10 points of base attack bonus you possess.

In addition, the first time each round a creature suffering from negative levels attacks you, that creature provokes an attack of opportunity from you. You can use this attack of opportunity to grapple the creature even if you could not normally grapple on an attack of opportunity.

Chapter 5

Player Options

Casting Traditions

Morose Essentialist

A morose essentialist possesses a grim, pensive mindset to their applications of magic, often using undead they create or the treated, preserved bones of those they respect.

Casting Ability Modifier: Wisdom

Drawbacks: Focus Casting (a skull, body part, or undead creature under your control), Mental Focus, Verbal Casting

Boons: +1 spell point, +1 per six levels in casting classes.

Variable Boons: Morose essentialists gain their choice of either the Deathful Magic or Easy Focus boon.

Feats

Deadcaller

The otherworldly are called like the departed, for little distinguishes the transient soul.

Prerequisites: Conjunction sphere (Undead Creature (type) x2), Death sphere.

Benefit: A companion that possesses the Undead Creature (type) talent taken twice counts as an undead you *reanimated* and control for the purpose of Death sphere talents, such as Empowered Reanimate, Reanimated Warriors, and Tomb Of Flesh. A Conjunction companion cannot be destroyed or sacrificed by your effects (such as the Dark Sacrifice talent) or the target of effects which would alter or merge corpses (such as the Death sphere Corpse Manipulation talent or Corpse Forge advanced talent).

If you possess the Conjunction sphere Call The Departed talent, you may reduce the spell point cost to use *call the departed* by 1 (minimum 0) by using a recently slain corpse within

your Conjunction sphere *summon* range as an additional material component. A corpse used this way must be one that was recently slain (usually within one hour) and has a CR greater than or equal to 1/2 your Conjunction sphere caster level. When a corpse is used as a material component with this feat, the corpse becomes a drained husk that cannot be *reanimated* or used as a material component to re-*summon* your companion again with this feat.

Ensouled Illuminations

They linger, float and dance like lanterns in the evening sky.

Prerequisites: Light sphere, bound nexus class feature.

Benefit: As a free action, you may choose to have any number of your souls shed light as a torch, shedding normal light to 20 feet and increasing the light level by one step to a maximum of normal for 20 feet beyond this. This light is a supernatural effect, but is suppressed by magical darkness (this effect's MSD equal to 11 + your soul weaver level). Allies inside the radius of light shed by one of your souls do not suffer penalties from the dazzled condition. You may expend a soul to allow a creature inside the light shed by one of your souls to roll twice and take the better result when attempting an attack roll while blind. A soul expended this way lingers for 2 rounds, continuing to shed light but unable to be moved or expended a second time.

If you possess the Dancing Lights talent, the fly speed of your souls increases to 60 feet.

As a standard action, you may choose one of your souls to instead *glow*, as though under the effects of the Light sphere, and may attach a (light) talent to this *glow*, spending any spell points as required. At any point during the *glow*'s duration, the soul may spend a swift action to transfer this *glow* to another creature. If the creature is unwilling, the soul may make the touch attack for the soul weaver, using her bonuses and the soul is expended.

Ensouled Vision

Prerequisites: Divination sphere, bound nexus class feature.

Benefit: You can share perception with your souls, allowing you to see, smell, hear, etc. as though you were in that soul's space.

Whenever you *divine* to gain information in an area (such as with the base Divination sphere effect, alternate divinations, or the Detect Spellcaster or Detect Thoughts talents but not the Augury or Divine Future talents), you may expend a soul to instead create a bound sensor, attaching the *divine* effect to the bound sensor. A bound sensor is a soul which constantly *divines* the area around it in a close range, informing you of anything that would be detected by it. The bound sensor lasts 10 minutes per level in the class that grants you the bound nexus class feature. The bound sensor can move as if it were a soul but, unlike a regular soul, can be given a route or area to patrol, allowing you to sleep or rest without needing to direct the soul to move each round.

If you possess the Divination sphere Alarm talent, the bound sensor instead lasts for 1 hour per level and can be augmented as though it were created with the Alarm talent, allowing you to set an audible or mental alarm or a password. In addition, you may change the attached *divine* effect on the bound sensor by *divining* again.

Exorcist (Champion, Combat)

Prerequisites: Knowledge (religion) 3 ranks, casting class feature or martial focus.

Benefits: You gain a +2 bonus on Knowledge (religion) and Perception checks made against incorporeal or undead creatures. As a free action, you may expend martial focus or 1 spell point to wreath your body in the spectral powers you have studied, granting you spectral focus for 1 minute. Maintaining spectral focus grants you the following benefits:

Any weapons you wield or natural attacks you possess gain the *ghost touch* special ability and you may interact with incorporeal creatures as though they were corporeal, such as performing combat maneuvers against incorporeal creatures, even if they would ordinarily be immune.

Any armor or natural armor bonus you possess counts against attacks from corporeal and incorporeal creatures.

As an immediate action, you may expend spectral focus after failing a saving throw against an effect originating from an incorporeal creature (or source, such as a haunt) to reroll your saving throw. You must take the second result even if it is worse.

Alternatively, you may expend spectral focus when you make an attack action or perform a combat maneuver against an incorporeal or undead creature, allowing you to roll twice and take the highest roll. This does not remove the benefits of spectral focus until after the attack action or combat maneuver is completed.

Special: This feat counts as having Skill Focus (Knowledge (religion)) for the purposes of meeting prerequisites of feats.

Lifebound Auspician

You bend the forces of the cosmos to the heartbeat of mortality.

Prerequisites: Fate sphere; Death sphere or Life sphere; caster level 3rd.

Benefits: Whenever a Fate sphere effect you create would use an alignment, you may instead choose living or undead. Living and undead are considered opposite alignments that are 3 steps away from each other and do not have an alignment aura (such as determining additional penalties to the saving throw associated with the Emnity (word) talent or the Reveal Alignment (consecration) revealing whether the creatures inside are living or dead).

You must possess the Death sphere to choose living or the Life sphere to choose undead. You may treat yourself as either living or undead when creating a *consecration* to exclude yourself from its effects (as you would normally be your own alignment and unaffected).

In addition, whenever you use the Serendipity *consecration*, you may modify it with one of the following:

- **Living Bastion (requires Life sphere):** Instead of its regular effects, your Serendipity *consecration* bonus changes to sacred and only grants bonuses to living creatures (or penalizes undead creatures if you possess the Greater Serendipity talent), increasing by +1 for every 10 caster levels you possess. Any living creature healed by a magical effect inside this *consecration* heals up to an additional +1 hit point per Hit Dice they possess (to a maximum of the original amount healed).
- **Unliving Bastion (requires Death sphere):** Instead of its regular effects, your Serendipity *consecration* bonus changes to profane and only grants bonuses to undead (or penalizes living creatures if you possess the Greater Serendipity talent), increasing by +1 for every 10 caster levels you possess. Any undead created inside this *consecration* gains an additional +1 hit points per Hit Dice they possess.

Sphere effects modified with this feat are still treated as the original talent for all purposes, and as such, do not stack with those same talents unmodified by this feat. This prevents a character from benefiting from both the Hallow (word) against evil and the Hallow (word) against undead, as modified by this feat, against the same target or effect. Likewise, a regular Serendipity *consecration* and the Living Bastion-modified Serendipity *consecration*'s effects would not stack, despite granting different bonus types.

Note: For the purposes of this feat, a living creature is any creature with a Constitution score.

Example: A Fate sphere caster uses the Divine Force (consecration) talent. Instead of using the Fate sphere caster's alignment, the caster chooses living and affects any undead, regardless of their alignment, and does not affect living creatures. That same caster uses the Emnity (word) talent, choosing undead and targeting a living creature. The living creature must succeed at a Will saving throw or be blinded as though their alignment were 3 steps away from the caster's.

Parts And Pieces (Dual Sphere)

"Arms and legs make perfectly acceptable furniture, minions, and anything in between." – Kul'thiran, Master Necrotaxidermist

Prerequisites: Death sphere (Piecemeal Reanimation (dominion)), Enhancement sphere (Animate Object (enhance)).

Benefit: You may choose to have any piecemeal undead under your control count as animated objects for the purposes of your Enhancement sphere talents, feats, and other abilities, but count them against both the total number of Hit Dice you can have *reanimated* and as animated objects. You must decide to treat a piecemeal undead as an animated object when it is first created.

A piecemeal undead under your control that you treat as an animated object gains additional construction point abilities as normal for an animated object, chosen when it is *reanimated*.

Unliving Chemister (Champion)

You've seen enough of the cycle of life that, in a flash of mad inspiration, you realized your years at medical school hadn't gone to waste.

Prerequisites: Craft (alchemy) 3 ranks, Death sphere.

Benefit: You may expend any one *formulae*, alchemical item, potion, alchemist bomb (or other appropriate consumable item) when you *reanimate* an undead within your natural reach, granting the raised undead the alchemy-implanted simple template (see *Section 6: Other Content*). You may also expend an appropriate item as part of instilling a *reanimate* sphere effect with the Instill Death talent so that the created undead gains the alchemy-implanted simple template.

Undead you create can assist you when creating alchemical items, *formulae*, brewing potions, or other similar tasks, granting a +2 bonus on the Craft (alchemy), Spellcraft, or other appropriate skill check when crafting such an item for each undead assisting you (maximum bonus 1/2 your character level). An intelligent undead may assist you without the benefit of this feat but must roll the appropriate check to aid you as normal.

If you possess the Alchemy sphere (*formulae*) package, you gain the following benefit when creating *formulae* with the Alchemy sphere:

- **Bone Dust Additives:** By mixing in bone dust or desiccated corpse parts, you bypass an undead's normal immunities to certain alchemicals. Whenever you create a *formulae*, you may increase the Craft (alchemy) check's DC by 5; if you do so, that *formulae*'s effects bypass any immunities an undead possesses, such as an immunity to Fortitude saves, poison, or certain conditions, but undead affected this way gains a +4 bonus to any saving throw made against the *formulae*.

Special: If you possess a drawback or ability to use a different skill for the Alchemy sphere, you may use ranks in that skill to qualify for this feat instead of Craft (alchemy).

Necrosis Feats

The following are new necrosis feats themed after two notorious and powerful undead, the banshee and the graveknight.

Addendum: Characters use their Death sphere caster level when determining the effects of any necrosis feats they possess (such as when determining range) unless otherwise stated.

Banshee's Sotto Voce (Necrosis)

Whisper your lamentations to the world.

Prerequisite: Death sphere.

Benefit: You gain +1 spell point. Whenever you speak, you can choose to broadcast your voice to all creatures within a medium range, allowing anyone to hear you speak as though you were adjacent to them. Attempts to muffle your voice through mundane methods (such as covering your mouth, being gagged, etc.) fail to silence you and allow you to provide verbal components through such attempts to silence you, such as those required by the Verbal Casting general drawback. Magical, supernatural, and extraordinary silencing effects still function normally.

You can add verbal components when casting any sphere effect with the curse or death descriptor or that deals negative energy damage, causing you to be clearly heard by anyone as though broadcasting your voice. If you do, creatures that can hear you broadcast your voice and fail their saving throw against the sphere effect take a -2 on attack rolls against you for a number of rounds equal to the number of necrosis feats you possess. If the effect does not have a saving throw, an affected creature attempts a Will saving throw against the sphere effect's regular DC instead.

Four Necrosis Feats: When broadcasting your voice, you have greater control over the pitch and distance, from a minimum of 30 feet, to a maximum of long range. If you spend a spell point when adding verbal components to a sphere effect with this feat, creatures who fail their saving throw take a -2 penalty on all attack rolls, not just attack rolls against you.

Deathknight's Purchase (Combat, Necrosis)

Their suffering is your salvation. Break their souls across the iron that is your will.

Prerequisite: Death sphere.

Benefit: You gain +1 spell point. You can spend a spell point as an immediate action whenever another creature within close range fails a saving throw against a death or negative energy effect to infuse yourself with their shredded life force, gaining a number of temporary hit points equal to 1/2 your character level plus 1d6 per necrosis feat you possess. These temporary hit points last for 1 minute per necrosis feat you possess. You cannot use this feat if the affected creature has fewer Hit Dice than half your character level.

Four Necrosis Feats: You no longer need to spend a spell point when using this feat to gain temporary hit points. You may spend a spell point as a free action to dismiss the temporary

hit points from this feat, healing for that same amount. Treat this healing as a negative energy effect, healing normally even if you could not heal from negative energy.

Only one creature can benefit from your Necrotic Feeding bonuses at a time, and additional uses of Necrotic Feeding overlap (do not stack).

Updated Feats

The following feats have been updated to reflect the new (dominion) descriptor in the Death sphere:

- Channeled Detonation (Channeling) (*Ultimate Spheres of Power* pg. 492)
- Versatile Feeding (*Ultimate Spheres of Power* pg. 488)

Channeled Detonation (Channeling)

You can overcharge your connection with your undead using your channel energy ability.

Prerequisites: Death sphere, ability to channel negative energy, caster level 5th.

Benefit: You can spend a use of your channel energy ability as a standard action to detonate a mindless undead you control within 30 feet, destroying it, but causing your channel energy to burst outwards from its location; your channel deals (or heals, as appropriate) 1 additional point of damage per Hit Die of the undead sacrificed. You can activate this ability as an immediate action whenever a mindless undead you control within 30 feet is reduced to 0 hit points by spending a spell point (and a use of channel energy, as normal).

If you possess the Master's Presence (dominion) talent, you may use your dominion range when determining if an undead you control is within range for this feat.

Versatile Feeding

You have learned the art of funneling necromantic power between yourself and your minions.

Prerequisites: Death sphere (Necrotic Feeding (ghost strike)).

Benefit: Whenever you use your Necrotic Feeding *ghost strike*, you may make either or both of the following choices:

You may use Necrotic Feeding to consume a mindless undead you *reanimated* and control (regardless of its actual hit points); if you do, it automatically fails its saving throw.

You may grant the bonuses gained from your Necrotic Feeding to an undead you control within your dominion range.

Oaths and Oath Boons

The following is a new oath, and oath boon, for the oaths system introduced in *Champions of the Spheres: Study and Practice*.

Oath of the Cryptkeeper (1 Oath Point)

Oath: You have sworn to respect and honor the dead. You may never defile or loot a grave, crypt, or other similar location where a body has been respectfully laid to rest (a defiled crypt, such as one inhabited by a lich, would not be prohibited by this oath). Whenever you encounter the corpse of a creature with an Intelligence score of 3 or greater, you must respectfully bury that corpse and give it proper burial rights (or other appropriate funeral rights, such as a viking's pyre). You may never raise undead (such as with the Death sphere *reanimate* sphere effect or *animate dead* spell) or work alongside the undead, but you are not required to slay the undead.

Defiance Penalty: Failing to perform your duties leaves you stricken with guilt. You cannot sleep (or otherwise gain the benefits of 8 hours of rest) without succeeding on a Will saving throw with a DC equal to 10 + your character level. This guilt can be manifested in numerous ways, such as seeing the spirits of those you failed to put to rest or simply being unable to sleep.

Atonement: You must spend three days assisting in funerary rites, such as grave digging, delivering sermons, or cleaning and maintaining resting places such as gravestones and crypts.

Note: Oath of the Cryptkeeper and Burying the Dead

This oath requires the oathbound to respectfully bury the fallen. In some instances, this can be incredibly time consuming, and even detrimental to a party under time constraints. It is advised that a character with this oath attempts to bury the fallen within a reasonable amount of time after encountering the corpse (that can either be immediately or within a few days) or before departing the area for a significant length of time.



Oath Boon: Whisperer to the Lost (Su) (1 Oath point)

You gain the benefits of the Death sphere Gravetongue talent as a constant supernatural effect. At 10th level, any undead or spirits you speak with must succeed at a Will saving throw (DC 10 + 1/2 your level + your Charisma modifier) or have their attitude towards you adjusted one step towards friendly when answering your questions. At 15th level, their attitude instead adjusts to friendly.

Special: You may use your casting ability modifier or practitioner modifier in place of your Charisma modifier when determining the DC of this oath boon.

Magical Items

Cryptkeeper's Coffin

Aura moderate Death; **CL** 5th

Slot none; **Price** 8,000 gp; **Weight** 50 lbs.

Description

This ornately-carved, wooden coffin features a heavy lock and, at first-glance, can fit the body of an average Medium humanoid. A *cryptkeeper's coffin* opens into an extradimensional space sufficiently large to hold up to 12 Medium humanoid bodies (or any combination thereof, a Large body being the same size as 2 Medium bodies, and so on).

A corpse stored inside a *cryptkeeper's coffin* does not decay or decompose, as though under a constant Death sphere Corpse Manipulation sphere effect, and the time the corpse can be resurrected or otherwise raised from death is extended by up to 5 days. Undead can also be stored inside the *cryptkeeper's coffin*. Undead stored inside the coffin are healed for 2d6 hit points each hour. A living creature stored inside the *cryptkeeper's coffin* has enough air to breath for approximately 1 hour before beginning to suffocate and takes 2d6 points of negative energy damage each hour instead of healing.

The *cryptkeeper's coffin* cannot hold or store objects other than bodies and up to 100 pounds of worn or held equipment per body. Attempting to store objects within a *cryptkeeper's coffin* without a body causes those objects to be ejected into a nearby unoccupied space.

A body can be stored or retrieved from the coffin as a standard action, or a creature inside the coffin can exit the unlocked coffin into the nearest unoccupied space as a move action. If the coffin is locked, a stored body trying to escape the coffin, such as a violent undead not under the owner of the *cryptkeeper's coffin's* control, can attempt a DC 15 Strength check to break open the coffin's door. Attempts to break out are loud and obvious.

Construction Requirements

Craft Marvelous Item, Death (Corpse Manipulation, Tomb Of Flesh); **Cost** 4,000 gp

Gentle Shade Trinket

Aura faint Dark; **CL** 7th

Slot none; **Price** 3,000 gp; **Weight** 0 lb.

Description

A popular item amongst vampires, underground dwellers who frequently travel to the surface, and wealthy individuals who easily sunburn, this trinket is often fashioned in the shape of a brooch or pin, lustrous onyx inlaid into silver.

This trinket, when worn, constantly wraps the wearer in subtle haze that does not interfere with vision, but the wearer and anything it wears or carries is protected from the effects of sunlight, even when outside in broad daylight. This protects a wearer from penalties and ill-effects of light blindness, sensitivity, or vulnerability to sunlight (such as vampires).

A creature can notice the haze generated by this trinket by succeeding on a DC 25 Perception check, but otherwise mistakes the trinket's effects as the creature's own shadow.

This trinket's effects are treated as a Dark sphere effect and can be suppressed by a Light sphere or magical light effect if the caster succeeds at a magic skill check against this item's MSD (18, by default).

Construction Requirements

Craft Apparatus, Dark (Dampen Light); **Cost** 1,500 gp

Shinigami's Cloth

Aura faint Enhancement; **CL** 3rd

Slot none; **Price** 300 gp; **Weight** 0 lb.

Description

This elegant cloth, often woven as a handkerchief, glows faintly in the moonlight.

When used to polish, dust, or otherwise clean one weapon or piece of armor as a move action, the equipment begins to glow faintly with soft moonlight, emitting dim-light in a 5-foot radius and granting the equipment the *ghost touch* armor or weapon special ability (as appropriate) for 3 minutes.

After being used this way, the *shinigami's cloth* loses its magic, but is still a very finely made handkerchief.

Construction Requirements

Distill Compound, Enhancement (Spectral Enhancement (enhance)); **Cost** 150 gp

Skeletal Palanquin

Aura faint Death; **CL** 7th

Slot none; **Price** 8,000 gp (normal), 11,000 gp (greater); **Weight** 40 lb.

Description

This palanquin consists of a luxurious, almost throne-like chair with two ivory poles.

With a command word, the poles spring to life, contorting into misshapen, homunculus-like skeletal bodies whose arms are fused with the poles, four in total. While activated, a *skeletal palanquin* has the statistics of a Large animated object with the faster (taken twice) and metal construction point abilities as well as the noncombatant and undead construction flaws. A *skeletal palanquin* moves when commanded by the one sitting in the palanquin's chair, that can be done as a free action, and can otherwise be treated as a mount. The palanquin can comfortably carry up to 500 lbs. and becomes encumbered with additional weight.

A *skeletal palanquin* can be deactivated with the same command word, returning to an inactive state. If a *skeletal palanquin* is ever reduced to 0 or fewer hit points while active, it is returned to an inactive state, and cannot be activated again until repaired (it can be healed as though it were an undead while inactive or a Death sphere caster can return it to full hit points by targeting it with the *reanimate* sphere effect).

A *greater skeletal palanquin* possesses a side-table next to the chair. When activated, the *greater skeletal palanquin's* side table changes to be a functional, skeletal limb, that can be commanded by the one sitting in the palanquin's chair as though it were a prehensile limb, capable of retrieving, storing, and basic manipulation of objects. While useful in combat, owners of a *greater skeletal palanquin* also use the limb to hold and feed them fruits, refill their wine, or other shows of shallow nobility.



Construction Requirements

Craft Marvelous Item, Enhancement (Animate Object), Death;
Cost 4,000 gp (normal), 5,500 gp (greater)

Skeletal Palanquin (activated) (CR 5)

XP 1,600

N Large undead

Init -1; **Senses** darkvision 60; Perception -5

DEFENSE

AC 16, **touch** 8, **flat-footed** 16 (-1 Dex, +8 natural, -1 size)

hp 76 (4d10+54)

Fort +7, **Ref** +0, **Will** -4

DR 10/bludgeoning; **Immune** undead traits

OFFENSE

Speed 50 ft.

STATISTICS

Str 22, **Dex** 8, **Con** -, **Int** -, **Wis** 1, **Cha** 22

Base Atk +4 **CMB** +11 **CMD** 20 (24 vs. trip)

SQ 2 construction flaws (noncombatant, undead), 3 construction points (faster x2, metal)

Implement Abilities

The following are new implement special abilities that can be added to any implement of power.

Special: The implement special abilities printed below are available to the armorist class through their bound equipment ability.

Bloodhound

This special ability may only be applied to a Blood sphere implement.

The wielder of a *bloodhound implement* gains blindsense with a range of 10 times the *bloodhound implement's* enhancement bonus. The blindsense granted by a *bloodhound implement* only allows the wielder to detect creatures under the effects of the wielder's *blood control* or suffering from bleed damage.

Aura moderate Blood; **CL** 10th; Craft Implement Of Power, Blood sphere; **Cost** +2 bonus

Macabre

This special ability may only be applied to a Death sphere implement.

When the wielder of a *macabre implement* *reanimates* a creature, it gains a number of temporary hit points equal to three times the *macabre implement's* enhancement bonus. These temporary hit points last until lost.

Aura faint Death; **CL** 4th; Craft Implement Of Power, Death sphere (Necrotic Feeding (ghost strike)); **Cost** +1 bonus

Reaving

This special ability may only be applied to a Death sphere implement.

When casting a *ghost strike* sphere effect, the wielder of a *reaving implement* may choose to have that *ghost strike* tear away at their victim's life force. A creature who fails their saving throw against a *ghost strike* augmented by this implement suffers an amount of negative energy damage equal to two times the *reaving implement's* enhancement bonus.

The negative energy damage caused by a *greater reaving implement* festers as cursed wounds that resist natural and magical healing. This damage cannot be healed except by magical healing and the caster or source of the healing must succeed at a magic skill check with a DC equal to $10 + 3$ times the *greater reaving implement's* enhancement bonus or the healing has no effect on the injured creature. Add up and combine the damage from a *greater reaving implement* and treat it as a single cursed wound when attempting to heal and remove the damage.

Aura faint Death; **CL** 6th (normal), 11th (greater); Craft Implement Of Power, Death sphere (Killing Curse); **Cost** +1 bonus (normal), +3 bonus (greater)

Sanguine

This special ability may only be applied to a Blood sphere implement.

The wielder of a *sanguine implement* gains an insight bonus on all Charisma-based skill checks equal to the *sanguine implement's* enhancement bonus.

In addition, whenever the wielder of a *sanguine implement* fails a Diplomacy check to influence a creature's attitude, that creature's attitude does not decrease by one step towards the wielder. This ability only prevents a creature's attitude from decreasing once every 24 hours.

Aura moderate Blood; **CL** 10th; Craft Implement Of Power, Blood sphere; **Cost** +1 bonus

Racial Traits

Morose Manipulator (Dhampir)

Your venerable house and clan, opulent and imperial, would address their fellow clans with a warm smile. A dhampir with this racial trait gains Basic Magic Training, selecting the Mind sphere, as a bonus feat at 1st level.

In addition, the dhampir may attempt a Diplomacy check with a DC equal $10 +$ the target's CR as part of using the Mind sphere Suggestion (charm) talent. If successful, the sphere effect's DC increases by 1. The target must be able to see, hear, and understand the dhampir when attempting this check. This replaces manipulative and the spell-like ability racial traits.

Chapter 6

Other Content

Mythic

The following are new mythic path abilities. This content uses rules from *Pathfinder Roleplaying Game Mythic Adventures* and *Mythic Spheres of Power*.

Eternal Soul (3rd-tier Universal Path Ability)

Your soul has reached a level of immortality that transcends your body. You are immune to energy drain and negative levels from non-mythic sources. You may expend one use of mythic power to remove a number of negative levels from yourself equal to your mythic tier as a free action that can be taken even when it is not your turn.

In addition, you are immune to effects and spells from non-mythic sources that would redirect, trap, transform, or otherwise consume your soul (such as *magic jar*, *soul bind*, *trap the soul*, or the Death sphere Possession or Soul Trap advanced talents). You are always granted a save to negate such an effect from a mythic source and may expend one use of mythic power to roll twice and take the better result. You are granted this saving throw even if you are dead or unable to take actions (an effect without a saving throw has a DC equal to that spell or sphere effect's normal DC, or $10 + \frac{1}{2}$ the effect's Hit Dice + your Charisma modifier). Successfully saving against such an effect makes you immune to any further attempts from that source for 24 hours. If you ever fail a saving throw against such an effect, you may attempt a new saving throw to end the effect once every 24 hours even if the effect would not allow for additional saving throws.

Templates

Alchemy-Implanted (CR $\frac{1}{0}$)

Acquired/Inherited Template Acquired

Simple Template Yes

Useable with Summons No

Creatures with the alchemy-implanted template can use the implanted substance, sometimes with explosive results.

This template may be added to any creature with a procedure that requires 1 hour and a successful DC 30 Heal check, expending one alchemical item or potion as part of the procedure. A creature cannot gain this template again until the previous implanted item (even if destroyed) is removed with a DC 30 Heal check. Failing the check to either implant or remove the item deals 4d6 points of damage to the creature.

Weaknesses: The alchemy-implanted gains the unstable weakness.

Unstable (Ex) The implanted item is fragile. Whenever the alchemy-implanted is subject to a critical hit, there is a 10% chance the alchemy-implanted immediately uses the implanted item as described in the implanted special ability. This chance goes up by 5% each time it occurs.

Special Abilities: The alchemy-implanted gains the following special abilities. Save DCs are equal to the implanted alchemical item's save DC, unless otherwise noted.

Implanted (Ex) When an alchemy-implanted creature is created, the creator expends one alchemical item or potion as part of the creation process, such as a mundane alchemical item, Alchemy sphere *formulae*, alchemist's bomb, or a compound, potion, or instilled liquid. If the implanted item is detonated or used, the alchemy-implanted creature loses any effects of this template until the item is removed from their body with a DC 30 Heal check as described above.

The alchemy-implanted creature gains abilities depending on the item used:

- **Implanted Splash Weapon:** If the implanted item is a splash weapon, the alchemical-implanted deals an additional 1d6 points of damage of a type dealt by the splash weapon (if any) with its natural attacks, or may inflict 1d6 points on damage to itself as a swift action to coat a weapon it wields with the splash weapon's fluids, oils or other substances, adding this additional damage to that weapon for the next minute.
- As an immediate action, the alchemy-implanted may make a melee touch attack against a target within its natural reach and detonate the implanted splash weapon. The alchemy-implanted is reduced to 0 hit points, exploding with the effects of the implanted item. If the melee touch attack is successful, treat the target as if they were hit by the splash weapon normally and affect any other creatures, excluding the alchemically-implanted, in the splash weapon's radius as normal. If the alchemical-implanted dies, the splash weapon is detonated automatically, centered on its space. Exploding this way mangles the corpse, making it difficult to *reanimate* without repairing the body first (such as with the Death sphere Corpse Manipulation talent).
- **Other Implanted Alchemicals and Potions:** For any other implanted item, such as a Salve or Panacea (formulae) or a potion, the alchemy-implanted may expend the item to use it on a creature within its natural reach as a standard action or on itself as a swift action.

Optional Variant Rules

Variant rules are great ways to introduce content and options for your game and your players on a permission basis. These changes tend to be similar to house rules as ways to patch, alter, or adjust your game to allow for specific options to be more easily accessible or alter certain balance considerations.

The Gravecaller's Handbook presents two variant rules that are both focused around allowing undead-themed player characters either in spirit or in full.

Undead Player Characters

A common trope, undead player characters have been a somewhat gray area in Pathfinder due to the overwhelming number of benefits and immunities that accompany the undead type. This book presents two optional variant rules for GMs to employ in their games to give players the ability to more closely resemble undead. They are intended to be simple and easy to implement.

For GMs who are looking for other playable undead racial options, consider the *Undead Paragon Classes* line of books from Zenith Games (ex. *Undead Paragon Classes: Skeleton, Zombie, and Vampire*, © 2016, Zenith Games).

General Variant Rule: Opt-In Negative Energy Affinity

Rule: With the opt-in negative energy affinity variant rule, any race can accept the following racial trait:

Negative Energy Affinity: Though a living creature, the race reacts to positive and negative energy as if it were undead—positive energy harms it, while negative energy heals it.

Context and Reasoning: This option allows any race to have a similar experience as the dhampir race, undead by association and not by mechanics.

In a game using opt-in negative energy affinity, any race that gains negative energy affinity instead gains Skill Focus as a bonus feat, and may choose to opt into this variant rule like any other race. For example, a dhampir would gain Skill Focus as a bonus feat instead of their negative energy affinity trait and could then choose to opt into having negative energy affinity, whereas a dwarf could choose to gain negative energy affinity normally. Any class that would gain negative energy affinity, or something similar, may instead gain a bonus feat related to that class, subject to GM discretion (such as the lichling soul weaver gaining a bonus feat with spherecasting or bound nexus as a prerequisite).

The gameplay and mechanical implications of this variant rule are relatively minor but offer some mechanical backing to wanting to play a “lesser undead” elf or aasimar, for example, without all the mechanical headaches that come with the undead type.

General Variant Rule: Undead Player Characters

Rule: With the undead player characters variant rule, any race can accept the following racial trait:

Undeath: The race's type changes to undead. It retains any subtypes and uses all the base creature's statistics and abilities but gains all the traits listed by the undead type. This alters the race's creature type.

Context and Reasoning: This option allows any race to have the undead type along with its immunities and weaknesses. It is intentionally left open-ended for characters to choose if they are a more corpse-like undead, such as a zombie, skeletal, or simply preserved, like a vampire.

Unlike the opt-in negative energy affinity variant rule, this variant rule can be a very noticeable and powerful change. It is important for a GM to understand that the immunities granted by the undead type are some of the most comprehensive and powerful immunities in Pathfinder. GMs can and will find it challenging when player characters are immune to a majority of the game's saving throws and should be willing to adjust encounters to appropriately challenge a player character with the undead type.

When allowing a player character to accept the undead type, GMs should closely monitor or supervise the character

generation process. Because the undead type does not have a Constitution score, and uses Charisma instead of Constitution, Charisma becomes a much more valuable ability score. Players using their point buy or other ability score generation methods may be tempted to “dump” Constitution to bolster their other ability scores, oftentimes to levels which would not have been feasible for the formerly-living body that player represents.

It is important to remember that creatures with the undead type are destroyed when they reach 0 or fewer hit points. Some GMs and players may find that this prevents deadlier encounters due to a fear of killing a player’s character and removing that character’s roleplay, history, and story. One suggested solution is to implement the following addendum to the undead racial trait above:

- **Clinging to Undeath:** The creature gains a Constitution score and can be targeted by spells and effects that target living creatures or undead, as well as those that require a Fortitude save. They are no longer immune to ability damage, ability drain, energy drain, exhaustion or fatigue. Races with this trait require sleep, but they do not need to breathe or eat. They are not destroyed when reduced to 0 hit points, instead becoming unconscious and stable. They are destroyed when reduced to a negative number of hit points equal to their Charisma score. The creature can be raised or resurrected when destroyed. This alters the race’s creature type (requires undeath).

This change, inspired by a similar option presented to the wyrwood race from *Pathfinder Player Companion: Heroes of Golarion*, removes some of the benefits of the undead type but allows the character to not be permanently killed when reduced to 0 hit points. GMs should find using the clinging to undeath racial trait as a modification to the undeath trait to be less difficult to navigate around, but should feel free to adjust the immunities and tradeoffs presented by clinging to undeath to fit their needs, such as removing the immunity to mind-affected or Fortitude saves. However, the more that is removed, the more it is advised to simply use the opt-in negative energy affinity variant rule instead.

When using this variant rule, consider granting player characters who do not opt into being undead a bonus feat or other benefit to help even the playing field with characters who will have these immunities and benefits.

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The Gravecaller's Handbook

The bells toll, the dead walk again, and heroes and villains take on the mantle of the grave! The Gravecaller's Handbok is a player-oriented supplement for Pathfinder re using Ultimate Spheres of Power, as well as materials from {Spheres of Might, Champions of the Spheres, and other Drop Dead Studio products, bringing you a revitalized Death sphere, new feats, archetypes, items, and talents.

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