

# The Necromancer's Handbook





# *The Necromancer's Handbook*

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## Section 1

# Introduction

*"What did you do!?"*

*"I'm sorry!"*

*"We're dead, do you realize that? We're dead!"*

*Brons and Aorta dragged the body of their friend Sama up the stairs, unsure where to go or what to do, knowing only that they needed to get away. Back down the hidden stairs they could still hear the sounds of the creatures that had attacked them, gnawing and clawing and calling for them to die just as Sama had.*

*The plan had been clear; they were to wait and go down together. The underbelly of a magic school, they had reasoned, must surely be filled with secrets; treasures, artifacts, laboratories, lost tomes, who knew what else! So long as they went as a group surely three magic students could overcome whatever obstacles presented themselves, and surely the fact that the teachers had hidden the stairs meant it must hold something of value?*

*Aorta and Sama, however, hadn't waited; they'd gone down on their own to do some 'initial exploring' before Brons had arrived. They hadn't gone far before something they'd done had triggered the monsters of bone and rotten flesh; they'd watched the creatures form before their eyes, bone connecting to bone until the monsters had risen, clutching at their legs and sinking their teeth into whatever inch of flesh they could grab.*

*Brons had arrived in time to grab Aorta, pulling her free of the monsters before they could snuff the life from her body. Sama had not been so lucky. Secretly, Brons knew that if Aorta and Sama had waited, then it would be three dead bodies instead of one.*

*"Why aren't they coming after us?"*

*"I don't know! Maybe they have trouble with stairs?"*

*"They won't follow," came a lazy drawl from behind them. "At least, not unless I allow it."*

*Brons and Aorta stopped dead. Neither of them thought the fear clutching them could have grown even greater, and yet at that*

*moment each of them would have gladly thrown themselves back down the stairs if they'd thought it would have spared them.*

*Lord Baroden de Fleur, professor of healing and necromancy, slowly walked into their field of view. The ancient being preferred to wear the ceremonial armor of his long-forgotten line than the common robes of the other teachers, and the slow clinking of his metaled steps ring through the empty hallway like the ringing of a jailor's chains. The being's eyes, long since devoid of any life or kindness, looked over the pair and the corpse between them as one might a particularly disgusting insect.*

*"Many of the faculty use that space to house rejected experiments and specimens. It's why we keep the entrance hidden. What were you doing? Who told you how to find the stairs?"*

*Brons and Aorta looked at each other, each searching the other's face for a clue about what to say.*

*"We," Brons began, then swallowed. "We just discovered it," he said. "Just by chance. We wanted to see what was down there, but we were attacked!"*

*"Yeah!" Aorta said, nodding vigorously. "It was an accident!"*

*Lord Baroden de Fleur looked from one student to the other, then reached out a hand and grabbed Sama's body by its face. There was a single, blinding flash of green light, and the corpse's face raised, the light having taken residence inside its eyes.*

*"Why were you down the stairs?" Lord Baroden asked Sama. The body twitched for a second and then spoke.*

*"We heard you talking about a repository during class, and followed you to the stairs. We wanted to uncover whatever secrets you had hidden away there."*

*Brons and Aorta looked at each other, horrified. Brons dropped his side of the Sama's body, staring at the green light in his friend's eyes with a mixture of terror and fascination on his face.*

*"Follow me," Lord Baroden said, turning on his heels. Brona stood, and Aorta let go of Sama's body.*



*"Pick her up," Lord Baroden said, not turning around. "The three of you deserve a... detention, for this, and don't think a little thing like death will stop your friend from serving her sentence right alongside you."*

## Navigating this Book

**Section 2 – Archetypes:** This section provides new archetypes and options based around the Death sphere.

*Bonewright:* An armorer that molds corpses and her own bones into weapons.

*Soul Adept:* An elementalist who wields ethereal energies.

*Cursed Stranger:* A gunslinger who channels a personal curse into a powerful weapon.

*Jikininki:* A ranger who feasts upon the corpses of his kills.

*Spectral Infiltrator:* A rogue who uses ethereal tricks to improve their stealth.

*Famine Spirit:* A shifter who consumes both flesh and souls.

*Gravecrawler:* A symbiote whose second mind comes from an infestation of psychic insects.

**Section 3 – Basic Magic:** This section covers new talents for exploring the Death sphere.

**Section 4 – Advanced Magic:** New, powerful talents for the Death sphere.

**Section 5 – Player Options:** This section covers new feats, drawbacks, and traits for accessing and using the Death sphere.

**Section 6 – Equipment:** This section describes new magic items and item properties to expand necromantic power.

**Section 7 – Gamemastering:** New information on using necromancy in games, as well as other information useful for players and GMs.

**Section 8 – Errata and Appendix:** Corrections and reprinted information to aid in use of this book.





## Section 2

# Archetypes

## Bonewright (Armorist archetype)

Wielding a specialized form of the necromantic arts, bonewrights twist and warp the bones of corpses or even their own bodies into weapons and tools that they use to win the day. Although many find their practices distasteful, few can deny their effectiveness.

**Bone Equipment (Su):** At 1st level, a bonewright gains Death as a bonus sphere.

Instead of summoning equipment on its own, the bonewright sculpts weapons and armor from bodies - those of the dead or his own.

Instead of summoning equipment, a bonewright must reshape a body within reach - any corpse able to be raised as a skeleton or zombie is suitable to this purpose, or a corporeal undead the bonewright or a willing ally *reanimated* and controls. If he reshapes an undead he spent a spell point to *reanimate* within the past hour, summoning the equipment does not cost a spell point.

If he does not have a corpse available, he must spend 1d4 hit points plus 1d4 per point of enhancement bonus to reshape his own bones to fit their new purpose - growing his bones and breaking them off to become the required equipment. This damage cannot be reduced or redirected.

Bone weapons and equipment that a bonewright makes are supernaturally hard and count as being made from steel, with none of the normal disadvantages of bone.

At 20th level, the bonewright no longer needs to spend a spell point to summon equipment.

This modifies summon equipment and infinite arsenal.

**Arsenal Trick:** A bonewright can choose any of the following arsenal tricks in addition to those normally available to the armorist. The saving throw for any arsenal trick is equal to 10 + 1/2 your class level + your casting ability modifier. All arsenal tricks presented here are supernatural abilities.

Some arsenal tricks (marked with an “\*”) modify the attack action and are considered special attack actions: Only one such arsenal trick can be applied to any given attack action. Abilities like Vital Strike may modify the attack as normal.

**Bone to Pick:** Bone equipment weapons you create are especially harmful to creatures of the same type as the body used to create it (humanoids and outsiders must also share a subtype, as the ranger favored enemy class feature); bone equipment weapons you create gain a +3 bonus to damage rolls against such creatures. This damage increases to +6 at 10th level. Equipment you create from your own bones uses your type and subtypes.

**Bound to Marrow:** Your bone equipment grafts itself into its wielder, granting a +4 bonus to CMD against disarm and sunder. In addition, your bone equipment can be used while grappled (even 1-handed and two-handed weapons). The wielder can still choose to drop or remove the equipment as normal.

**Brittle Bones:** Opponents you strike with bone equipment weapon become battered until the end of your next turn.



### **Battered (condition)\***

Heavy blows have left a creature with this condition vulnerable to further attacks, imposing a -2 penalty to the creature's CMD and preventing them from taking attacks of opportunity provoked by a creature performing a combat maneuver. Some talents have different effects or activation times against battered creatures. The battered condition can be removed by taking the total defense action, or through the restore ability of the Life sphere (see Spheres of Power), the lesser restoration spell, or similar effects. When inflicting the battered condition on a target that is already battered, the rounds stack when determining duration.

\*Originally printed in Spheres of Might

*Contorting Strike\**: You can attempt a melee or ranged attack against an opponent as a special attack action. If successful, you may spend a spell point to force your opponent to make a Fortitude save or have their skeletal structure reformed into bone armor for 1 minute. This armor functions as a broken chain shirt in all ways (+2 AC, maximum Dex bonus +4, -4 armor check penalty, 20% arcane spell failure chance) and causes their armor to disappear until the end of the equipment's duration as normal. Your opponent can spend a standard action to gain a new Fortitude save.

*Marrow Mending*: While adjacent to a corpse, you can spend a move action and a spell point to absorb the corpse's skeleton, collapsing and destroying the body. If you do, you heal 1d8 hit points per class level. Healing in excess of your maximum hit points from this ability is converted into temporary hit points (to a maximum of your class level) that last for 1 hour.

*Shattering Blows*: Opponents you hit with a bone equipment weapon suffer a -2 penalty to their Fortitude save for 1 minute. At 10th level, this penalty increases to -4. This penalty does not stack with itself.

*Snap Limb\**: You can attempt a melee or ranged attack against an opponent as a special attack action. If successful, you may spend a spell point to choose one of the following conditions; on a failed Fortitude save, the target suffers the chosen effect. Each condition can be ended by a successful Heal skill check (DC 10 + your base attack bonus) or through the application of any magical healing, fast healing, or regeneration.

The foe is knocked prone and has all forms of movement speed halved for 1 round per class level. The foe cannot take 5-foot steps during this duration. If the creature is flying, it must make a Fly skill check (DC 10 + your base attack bonus) or begin to fall, as the Aerial Trip feat.

The foe drops all held items in one limb of your choice. The foe cannot use that limb for attacking, holding or interacting with items for 1 round per class level - it cannot use natural attacks from the limb, wield weapons in that limb, use a two-handed weapon (unless it has more than two working arms), etc.





*Spineless Foes\**: You can attempt a melee or ranged attack against an opponent as a special attack action. If successful, you may spend a spell point to force your opponent to make a Fortitude save or suffer a -4 penalty to attack and damage rolls against you for 1 minute. Each time the creature successfully attacks you, reduce the penalty by 1. The penalty to attack and damage rolls increases by 1 at 5th level and every 5 levels thereafter (to a maximum of -8 at 20th level). This does not stack with itself.

## Soul Adept (Elementalist archetype)

Most traditional elementalists focus on the four classical elements; earth, air, fire and water. But a rare few, sometimes known as soul adepts, instead focus on an energy they refer to as Ether; the primordial energy that suffuses and constitutes the Ethereal Plane and is the source of power for all manner of spirits, ghosts and entities. Mastering this bizarre energy grants them unsurpassed proficiency in all matters incorporeal, sometimes to the degree that the line between them and the spirits they study begins to blur.

**Skills:** A soul adept loses Escape Artist as a class skill, and adds Knowledge (religion) to his list of class skills.

**Phantasmal Energy:** At 2nd level, a soul adept gains the Death sphere as a bonus magic talent. If he already has access to the Death sphere, he gains a Death talent as a bonus magic talent.

This replaces the bonus feat normally gained at 2nd level.

**Weave the Ether (Su):** At 3rd level, the soul adept gains Ghostly Admixture as a bonus feat, even if he does not meet the prerequisites, and may make admixtures even without the Admixture talent, so long as they use the Ghostly Admixture feat. When using this feat, he uses the higher of his Destruction and Death caster levels for determining the effects of each sphere.

At 9th level, he adds 1/2 his class level to all damage dealt by Ghostly Admixture blasts, and he no longer needs to spend the additional spell point detailed in the Ghostly Admixture feat.

At 15th level, he adds his full class level to all damage dealt by Ghostly Admixture blasts.

This replaces favored element.

### Admixture (Destruction Talent)\*

You may either increase the casting time of your destructive blast by one step or spend an additional spell point to apply two blast type talents instead of 1. The resultant blast does half of its damage of each type and any additional effects of the blast types are applied normally. If the die size for the two blasts are d8 and d6, use d8; if d8 and d4 use d6; if d6 and d4, use d4. If two blast types have different caster levels, then use the lower caster level for determining the admixed blast's caster level.

**Special:** You do not increase the casting time or spend an additional spell point when using the admixture talent with two blast types from the same blast type group.

*\*First printed in the Destroyer's Handbook.*

**Ghostly Defense (Su):** At 5th level, the soul adept gains a +2 bonus to saving throws vs. mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, and stunning. These bonuses increase by 2 at 11th and 17th level.

This replaces elemental defense.

**Wraith Form (Su):** At 7th level, the soul adept becomes incorporeal for a maximum number of rounds per day equal to his class level + his casting ability modifier, gaining the incorporeal subtype with the following modifications:

- The soul adept takes half damage from non-magic weapons.
- The soul adept cannot make weapon or natural weapon attacks while in wraith form unless he uses a weapon with the ghost touch special ability.
- Effects originating from corporeal sources that do not deal damage have a 20% chance to fail against the soul adept instead of the normal 50%. Force effect are not subject to this failure chance.
- The soul adept retains all worn equipment not exceeding his maximum load as well as the benefits from any magic items that grant a continuous effect, but gains no benefit from physical armor or shields.
- The soul adept uses normal movement speeds (treat moving through solid objects as ground movement).
- When not on or in a solid or liquid, the soul adept falls slowly and may glide, moving with a speed of 30 ft. with maneuverability (perfect), but falling 1 ft. for every 5 ft. traveled (unless possessing a fly speed).



Activating this ability is a move action and ending it is a free action. The soul adept cannot activate this ability if carrying a load greater than his maximum load. Should the soul adept become corporeal while in a solid object, he is immediately shunted to the nearest empty space, taking 1d6 untyped damage per 5 ft. traveled.

If the soul adept gains this ability from any other source, their levels stack when determining the total number of rounds the soul adept may use this ability.

This replaces elemental movement.

**Spiritual Body:** At 20th level, the soul adept's body becomes one with the spirit world. He gains immunity to death effects, sneak attacks, and critical hits, and gains DR 10/magic.

This replaces energy body.

## Cursed Stranger (Gunslinger archetype)

Curses are truly terrible things, and even those who somehow manage to rid themselves of such unnatural afflictions are sometimes the worse off for it. Cursed strangers are gunslingers who are afflicted by a powerful curse, but are able to suppress it within themselves. These methods are not entirely perfect, and the curse still "leaks out" in small ways - bringing woe and ruin to all who are struck by their cursed bullets.

**Jinxed Hands (Su):** As a subject of a powerful curse, a cursed stranger must learn to feed off of misfortune and shift the worst effects of the affliction to her foes.

At 1st level, any firearm the cursed stranger holds gains the broken condition, and cannot be fixed by any means while she continues to hold it (even a Creation sphere repair ability). As long as she has at least 1 point of grit remaining, a misfire does not automatically count as a miss (though a natural 1 does, as normal), and her firearms never explode on a misfire.

Any time she misfires a weapon, she regains a point of grit, but misfiring while attacking a helpless creature, a creature that has fewer Hit Dice than half the gunslinger's character level, or against any target other than a creature (into the air, at an inanimate object, etc.) does not restore grit. She does not regain grit for confirming a critical hit with a firearm.

This alters the grit and gunsmith class features.

**Deeds:** A cursed stranger swaps some deeds for the following. The new deed descriptions include information on which deeds from the Gunslinger class feature these new deeds replace.

**Cursed Bullets (Su):** Whenever the cursed stranger makes an attack with a firearm, she may spend a point of grit to infuse the attack with a portion of the malignant curse that affects her. Whenever the cursed stranger strikes a target with a cursed bullet, the target must pass a Fortitude save (DC 10 + 1/2 the cursed stranger's class level + her Wisdom modifier) or suffer a -2 penalty to attack rolls, damage rolls, saves, ability checks, and skill checks for 1 minute. This is a curse effect and cannot be removed early except with the Break Enchantment Life talent (or similar effects), upon the cursed stranger's death, or by her choice as a free action. Penalties from multiple cursed bullets do not stack. This replaces the quick clear deed.

**Cursed Grave:** At 3rd level, whenever a creature suffering from a cursed bullet is killed or the attack made with a cursed bullet kills the target, the cursed stranger can spend a point of grit as an immediate action to *reanimate* it (as the Death sphere ability), using the cursed stranger's class level as her caster level. This replaces the gunslinger initiative deed.

**Cursed Bullets, Improved (Su):** At 11th level, the penalty inflicted by the cursed stranger's cursed bullets doubles to -4. This replaces the expert loading deed.

**Bonus Feats:** The cursed stranger can choose and gain any Death sphere talent that augments *reanimate* as a bonus feat, in addition to combat feats and grit feats.

## Dread Crusader (Mageknight archetype)

Dread Crusaders fight for causes from beyond the veil of death. Whether they serve a god of death or a cause championed by their ancestors, the dread crusader fights her battles aided by the power of the grave.

**Ghastly Powers (Su):** At 1st level, the dread crusader gains the Death sphere with the Necromantic Limit drawback (losing *reanimate*), and gains Cryptic Strike as the bonus talent for that drawback. If she already possesses the Death sphere or the Cryptic Strike talent, she does not gain the Necromantic Limit drawback. If she already possesses both the Death sphere and the Cryptic Strike talents, she does not gain the drawback and gains one magic talent of her choice.



The dread crusader uses her class level as her caster level when using the Cryptic Strike talent. This stacks with caster levels gained from other sources.

This replaces the magic talent gained at 1st level, as well as resist magic.

**Mystic Combat (Su):** The dread crusader may choose from any of the following in addition to the normal mystic combat choices available to the mageknight:

*Legion's Fall:* When the dread crusader uses the full-attack action, she may give up her regular attacks and instead make one melee attack at her highest base attack bonus against each opponent within reach. She must make a separate attack roll against each opponent. Each opponent struck suffers the effects of her Cryptic Strike. She must pay each associated spell point cost for each successful attack, and may choose a different *ghost strike* for each target. The dread crusader must possess the wailing cleave mystic combat before selecting this ability.

*Loathsome Smite:* The dread crusader adds half her level to the damage dealt by her Cryptic Strike talent.

*Wailing Cleave:* When the dread crusader successfully strikes a foe with a Cryptic Strike, she may spend a spell point as a swift action to make a second attack at her full base attack bonus against a different foe within reach (or within his first range increment for a ranged weapon). If this attack is successful, the second foe is also affected by her Cryptic Strike. She must pay any spell point cost associated with the second attack, but may choose a different *ghost strike* for each target.

## Jikininki (Ranger archetype)

Jikininki were originally cursed individuals, destined to feast upon the flesh of corpses to sate their terrible hunger. However, like all things, the dedicated can turn these curses into weapons of their own.

**Hateful Hunger (Su):** At 1st level, by spending 1 full-round action feasting on a corpse, a jikininki can focus his ferocity against similar creatures, gaining the benefits of the favored enemy class feature against creatures with the same type (and subtype, for humanoids and outsiders). This bonus lasts until the jikininki consumes another corpse of a different creature type, switching his bonuses to the new creature type. A consumed corpse is considered destroyed for the purposes of reanimation; the corpse must have been dead for no longer than 1 day per class level.

At 5th level and every 5 levels thereafter, the bonuses increase by 1 (+3 at level 5, +4 at level 10, and so on).

This replaces favored enemy, but counts as favored enemy for the purpose of meeting prerequisites.

**Combat Style Feat:** A jikininki can select Necrosis feats as combat style feats.

**Night Stalker (Ex):** At 3rd level, a jikininki gains a +2 bonus to initiative and Stealth checks in areas of dim light or darkness.

At 8th level, he gains darkvision 60 feet; if he already has darkvision 60 ft. or greater, it increases by 30 ft. instead. In addition, he can spend a spell point a standard action to cause all living creatures within 60 ft. to be frightened for 1 round per class level if they fail a Will save (DC 10 + 1/2 class level + Wisdom modifier); creatures receive a new saving throw each round beyond the first. This is a mind-affecting fear effect, and it must be night or he must be in an area of dim light or darkness to use this ability.

At 12th level, a jikininki can use the Stealth skill to hide, even while being observed, as long as he is in an area of dim light or darkness.

At 17th level, his bonuses to initiative and Stealth checks made in areas of dim light or darkness increase by 2. In addition, he is always acts in the surprise round, even if he is caught unaware, as long as he is in an area of dim light or darkness.

This replaces favored terrain, camouflage, and hide in plain sight.

**Casting:** At 4th level, the jikininki may combine spheres and talents to create magical effects. The jikininki is considered a Low-Caster and uses Wisdom as his casting ability modifier, but only counts his ranger levels -3 as casting class levels. (Thus, a level 9 ranger would have a caster level of 3.) (Note: All casters gain 2 bonus talents and may select a casting tradition the first time they gain the casting class feature.)

This replaces the spells class feature.

**Spell Pool:** The jikininki gains a small reservoir of energy he can call on to create truly wondrous effects, called a spell pool. This pool contains a number of spell points equal to his class level -3 + his Wisdom modifier. This pool replenishes once per day after roughly 8 hours of rest.

**Magic Talents:** A jikininki gains one magic talent at 5th level and every 2 levels thereafter.



# Spectral Infiltrator

## (Rogue/Unchained Rogue archetype)

While no-one will deny that ghosts are terrifying beings, they also possess abilities that many thieves envy greatly. They can turn invisible, walk through walls, be silent as the grave, and are invulnerable to all but the most potent of weapons and hazards. Many rogues find these powers



so desirable that they turn their every effort to acquiring them. Those who succeed, whether through pacts with otherworldly powers or through their own arcane efforts, are commonly called spectral infiltrators, and they are nightmares to anyone who do not take the most extravagant of precautions against them.

**Ghostwalk (Su):** As a move action, a spectral infiltrator can partially shift his body, allowing him to move with wraithlike silence. While using this ability, his body and equipment becomes incorporeal for most purposes (although he still suffers half damage from non-magical corporeal sources), though he can't fly or pass through solid objects or creatures. However, he can move at his normal speed along any surface, including horizontal and vertical surfaces and liquids, and is never slowed by difficult terrain, and gains a bonus equal to his class level to sound-based Stealth checks.

He can speak, use talents and perform mental actions, but has no physical substance and cannot manipulate objects or attack physically. He can maintain this form for a number of rounds per day equal to 3 + his class level. Ending this ability is a free action.

At 6th level, he can use this ability as a swift action. In addition, the spectral infiltrator's weapons and armor gain the ghost touch special ability while using this ability, and he can manipulate objects and attack while using it.

At 14th level, the spectral infiltrator gains a fly speed of 30 ft. (perfect) while using this ability and can pass through solid objects and creatures.

This ability replaces trap sense/danger sense and the rogue talents gained at 2nd, 6th, and 14th level.

**Rogue Talents:** A spectral infiltrator can choose from the following rogue talents in addition to those available to all rogues:

*Extra Ghostwalk (Su):* You can use your ghostwalk ability for 4 additional rounds per day. In addition, you can spend a spell point as a free action to recover 2 rounds of your ghostwalk ability (up to your normal daily maximum). You can take this talent multiple times; each time you do, you gain 4 additional rounds of your ghostwalk ability per day.

*Madness (Su):* You gain a +2 bonus to your Will saves against mind-affecting effects. If you succeed on a saving throw against a thought detection, mind control, or telepathic effect, your foe makes direct contact with your tortured mind and takes 1d4 points of Wisdom damage (no save).



# Famine Spirit

## (Shifter archetype)

**Possess Trap (Su):** When you successfully disarm a magical trap, you may change its trigger - such as from touch to visual, from one triggering location to another, etc. You must be at least 8th level and possess the trapfinding class feature (or a similar feature that allows you to disarm magical traps) to select this talent.

**Touch of Corruption (Su):** While using your ghostwalk ability, you can deliver touch talents and effects as if making an incorporeal touch attack. In addition, by spending 1 round of your ghostwalk ability, you can pass a part of your incorporeal body through a foe's body as a standard action to inflict 1d6 damage per class level. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A Fortitude save halves the damage inflicted (DC 10 + 1/2 class level + Intelligence modifier).

**Advanced Rogue Talents:** A spectral infiltrator can choose from the following advanced rogue talents in addition to those available to all rogues:

**Bewildering Strike (Su):** A spectral infiltrator with this ability can sneak attack opponents with such precision that his blows weaken and hamper them. An opponent damaged by one of his sneak attacks while the spectral infiltrator is incorporeal also takes a -2 penalty to Intelligence, Wisdom, or Charisma (rogue's choice) for 1 minute. This penalty stacks with itself but as usual cannot decrease a creature's ability score to less than 1.

**Haunted Walls (Su):** While incorporeal and completely inside an object, you can still make sneak attacks against foes, despite them having total concealment from you. You must be at least 14th level to select this talent.

**Mists of Confusion (Su):** If you share a square with an ally while using your ghostwalk ability, that ally gains concealment. If you share a square with an opponent, that opponent treats all targets as if they had concealment.

**Spectral Strike (Su):** At 20th level, a spectral infiltrator is able to breach the defenses of his foe's minds in addition to their physical bastions. Once per round, when the spectral infiltrator deals sneak attack damage while incorporeal, he can force the target to make a Will save or be possessed (as if by the Possession advanced talent). The DC of this save is equal to 10 + 1/2 the spectral infiltrator's class level + the casting ability modifier. Once a creature has been the target of a spectral strike, regardless of whether or not the save is made, that creature is immune to that rogue's spectral strike for 24 hours. Creatures that are immune to sneak attack damage are also immune to this ability.

This replaces master strike.

**Note:** This archetype modifies the Shifter class found in Spheres of Power.

The famine spirit is a terrible being, walking a path between life and death filled with nothing but hunger. These beasts consume all, eating not only flesh, but souls as well.

**Fearsome Bite (Ex):** At 1st level, a famine spirit gains the Alteration and Death spheres as bonus magic talents. If he already possesses one of these spheres, he may gain a talent from that sphere instead. He does not gain an enhanced caster level with either sphere.

This replaces shapeshifter.

**Parched Tongue:** The famine spirit's speech calls out to those who share his hunger. At 1st level, this ability functions as wild empathy, except it can be used only on undead with an Intelligence of 2 or less (including mindless undead). Undead typically have a starting attitude of hostile.

At 5th level, undead with an Intelligence of 2 or less do not attack you unless you move within 15 ft. of them or attack them, and you can use parched tongue on undead regardless of their Intelligence.

At 11th level, you can use parched tongue as a standard action against undead with an Intelligence of 2 or less.

At 15th level, undead with an Intelligence score of 2 or less do not notice you unless you attack them or target them with parched tongue.

This alters wild empathy and replaces steal language, endless communication and boundless communication

**Fearsome Bite (Ex):** At 3rd level, the famine spirit gains the bite bestial trait. If he already possesses this bestial trait, he may gain another of his choice instead. The famine spirit's bite attack also gains the grab special ability.

This replaces replaces endurance.

**Enhanced Chomp (Su):** At 4th level, the famine spirit gains enhanced attacks, but only for his bite attack.

In addition, anyone slain by a famine spirit's bite attack becomes more difficult to bring back from the dead, as the famine spirit swallows a portion of their soul. The body comes under the effects of a curse with a caster level equal to the famine spirit's class level; spellcasters attempting to bring a creature back from the dead must



make an MSB check with a DC equal to 15 + the famine spirit's class level or the sphere-effect or spell fails and any material component is wasted. Casting remove curse, using the Break Enchantment Life talent, or using another effect that removes curses the round before attempting to bring the creature back from the dead negates this chance. The DC to remove the curse is 10 + the famine spirit's level.

This alters enhanced attacks.

**Infectious Maw (Su):** At 4th level, a famine spirit gains the swallow whole ability with his bite attack. Creatures he has swallowed take 1d6 acid damage per round + 1 per class level. Creatures who have suffered this damage come under the effects of a curse with a caster level equal to the famine spirit's class level that urges them to consume flesh; similar to starvation damage, this damage cannot be recovered until 24 hours have passed or the target spends a full-round action consuming the corpse of a creature with Intelligence 3 or higher - until then, not even magic that restores hit points heals this damage.

He may use his class level as his base attack bonus for the purpose of grapple and swallow whole CMB and CMD checks; this stacks with base attack bonus gained from other sources as normal. He can swallow creatures up to his size category.

At 7th level, he can swallow creatures up to one size larger than his size category. The hit points needed for swallowed creatures to cut their way free increases by 10% (to 20% of total hit points, in most cases). In addition, if a creature dies in his stomach, he can *reanimate* that creature and regurgitate it into an unoccupied adjacent square by spending a spell point as a move action. This functions as the Death sphere ability, using his normal caster level.

At 13th level, he gains a +2 AC bonus to his interior. In addition, if a creature dies in his stomach with Hit Dice at least half his, he can spend a spell point as a move action to digest the creature, restoring hit points equal to twice the creature's Hit Dice.

At 19th level, he can swallow creatures up to two sizes larger than his size category. He also gains the fast swallow ability with his bite attack, and the hit points needed for swallowed creatures to cut their way free increases by 10% again (to 30% of total hit points).

This replaces lingering transformation and enhanced physicality.

**Ravenous Bite (Ex):** At 8th level, he gains Vital Strike as a bonus feat. He can only use this feat in conjunction with his bite attack. His bite attack deals increased base damage, as shown on the table below:

**Table: Bite Damage**

<i>Class Level</i>	<i>Ravenous Bite Base Damage (Medium creature)</i>
8th–11th	1d8
12th–15th	1d10
16th–19th	2d6
20th	2d8

At 11th level, he gains the benefit of Improved Vital Strike, even if he does not meet the prerequisites. He can only use this feat in conjunction with his bite attack.

Zombies and variant zombies he *reanimates* (such as plague zombies and fast zombies) gain a bite attack that deals damage (or their normal bite damage, whichever is greater) as the chart above instead of a slam attack.

At 16th level, he gains Greater Vital Strike as a bonus feat, even if he does not meet the prerequisites. He can only use this feat in conjunction with his bite attack.

This replaces extended transformation and greater transformation.

**Insatiable Consumption (Su):** At 20th level, whenever a famine spirit uses Greater Vital Strike with a bite attack, it functions as a vorpal weapon.

In addition, any creature that he decapitates with this ability or dies while swallowed whole has their soul consumed. A creature with its soul consumed cannot be resurrected until the famine spirit is slain, unless the caster first uses a wish spell, miracle spell, or similar magic to free the creature's soul.

This replaces second skin.

## Gravecrawler (Symbiat archetype)

Unlike most symbiats, a gravecrawler is created when a host becomes infested with psychic insects or aberrations that often appear similar to worms, cicadas, scarabs, or maggots.

**Corrupted Powers:** A gravecrawler gains the Death and Mind spheres as bonus talents.

This replaces mental powers.

**Implant Drone (Su):** As a standard action, a gravecrawler can touch a creature (requiring a melee touch attack for a non-willing creature) and place one member of their hive on them, which immediately burrows into its new host's body, causing no damage beyond slight



discomfort. Once the gravecrawler has implanted a drone in a creature, it remains active for up to 1 day per class level. He can have a number of drones active at a time equal to his casting ability modifier or half his class level (whichever is higher). If the gravecrawler attempts to implant a drone beyond their limit, one existing drone dies immediately (his choice). The gravecrawler is considered to be implanted with one of his own drones.

If a host dies, the implanted drone dies as well. A gravecrawler can only affect drones he implanted, not those implanted by other gravecrawlers. If a gravecrawler dies, all his implanted drones die.

By concentrating as a standard action, the gravecrawler can determine the direction and distance to one of his drones and are aware of any conditions affecting their host (unharmd, wounded, disabled, staggered, unconscious, dying, nauseated, panicked, stunned, poisoned, diseased, confused, etc.) as long as he and the drone are on the same plane of existence.

Creatures with an implanted drone give off an aura equal to the gravecrawler's class level that can be detected by Divine Undead. A drone can be removed by effects that remove disease (such as Restore Health); the DC to remove a drone for such effects is equal to your swarm powers DC (see below). Creatures that are immune to disease may still be affected by your drones.

This replaces psionics.

**Swarm Powers (Su):** Each gravecrawler carries within their body a unique insectile colony with a variety of potential powers. At 1st level, a gravecrawler gains 2 abilities from the following list; at 3rd level and every 3rd level thereafter, he gains an additional ability from this list. The saving throw for any swarm power is equal to  $10 + 1/2$  his class level + his Intelligence modifier. All swarm powers are considered supernatural abilities unless stated otherwise. He cannot choose a swarm power more than once unless stated otherwise. He must meet all prerequisites before selecting a swarm power.

At 7th level, a gravecrawler can use any swarm power that normally requires a standard action as a move action instead. At 13th level, a gravecrawler can use such a swarm power as a swift action.

**Burrowing:** The gravecrawler gains a burrow speed of 15 feet. As a standard action, he can spend a spell point to grant any creature with an implanted drone an equal burrow speed for 1 minute per level. At 10th level, the burrow speed increases to 30 feet.

**Corrupting Drones:** Any creature with an implanted drone takes a -2 penalty to saving throws against the gravecrawler's swarm powers, Mind sphere effects, and Death sphere effects. As a standard action, the gravecrawler can spend a spell point to double these penalties for 1 minute.

**Cocoon:** The gravecrawler can unleash a torrent of filaments that bind and shield a creature. As a standard action, the gravecrawler targets a creature within close range; an unwilling creature may make a saving throw (Reflex negates). On a failed save, the creature is entombed in a cocoon with hit points equal to the gravecrawler's level for 1 minute. Damage dealt to the creature is applied to the cocoon first. As long as the cocoon lasts, the creature gains damage reduction/adamantine equal to half the gravecrawler's level (rounded down, minimum 1), is flat-footed, and can take no actions besides a Strength or Escape Artist check to break or wriggle free as a standard action (DC  $10 +$  class level).

**Discorporation:** As a standard action, the gravecrawler can disincorporate into a mass of writhing insects, functioning as the Swarm Transformation Alteration talent with caster level equal to your class level (or caster level for the Death sphere, whichever is higher) and lasting for 1 minute with no concentration needed. The distraction ability's DC is equal to your swarm power's DC. You gain the Divided Self trait, but you may not select other traits. You may spend a move action to end this effect early. You may spend 2 spell points to use this ability as an immediate action. A gravecrawler must be at least 3rd level before choosing this swarm power.

### Swarm Transformation (Alteration Talent)\*

You may spend a spell point to grant the form of a swarm of creatures with your shapeshift. The swarm can be composed only of Tiny creatures. This size cannot be altered by the Size Change trait, enlarge person, or other effects. The target gains a move speed of 20 ft. plus 5 ft. per 5 caster levels and can move through small holes and openings that are large enough for the individual creatures.

The swarm fills a 10 ft. square (or cube if flying) and has a reach of 0. The target gains a 25% ability to ignore critical hits and precision damage, which increases by 25% per 5 caster levels to a maximum of 100%. The swarm has the distraction ability, forcing any creature that takes swarm damage must make a Fortitude save with a DC of  $10 + 1/2$  HD + Constitution modifier or be nauseated for 1 round. Spellcasting or concentrating on spells within the area of a swarm requires a MSB check (DC  $20 + 1/2$  caster level). Using skills that involve patience and concentration while in the swarm requires a DC 20 Will save.

Natural attacks cannot be added to this form through traits. The target may choose to ignore any creatures in its space, choosing to not deal the swarm damage, force MSB checks to cast spells, or force Will saves to skills. The swarm form is incapable of performing



combat maneuvers and they cannot be tripped, grappled, or bull rushed. Creatures in swarm form take 50% more damage from effects that affect an area. Creatures in swarm form do not threaten creatures, and do not make attacks of opportunity with their swarm attack.

The swarm automatically deals  $1d6$  plus Constitution modifier damage to any creature whose space it occupies at the end of its turn. This damage increases by  $1d6$  per 5 caster levels and may be modified by traits that require a natural attack (such as poison from the Vermin Transformation talent) but not those that modify natural attacks (such as powerful claws from the Powerful Limbs talent). A creature that retains a natural attack (such as a shifter via a bestial trait) cannot use this natural attack, but uses  $d8$  for its swarm damage. Swarm attacks are not subject to a miss chance for concealment or cover. The appearance of the individual creatures in the swarm may correspond to the shapes of any creature for which you possess the appropriate talent to imitate.

You may add the following traits to your forms:

**Divided Self:** The target gains a +4 bonus on saves against effects that target individual creatures. (Must have the form of a swarm)

*\*This talent was first published in the Shapeshifter's Handbook*

**Distributed Mind:** Whenever the gravecrawler or a creature with an implanted drone fails a saving throw against a mind-affecting effect, the gravecrawler may spend a spell point as an immediate action to allow them to reroll their saving throw with a +2 bonus. They must accept the result of the reroll, even if it is worse. At 10th level, the bonus increases to +4. The gravecrawler must have the two minds class feature before choosing this swarm power.

**Enduring Drones:** Your drones have no maximum duration. When you die, your drones do not immediately die; they become dormant for a number of days equal to your class level. If you are

resurrected within this time, they become active again. In addition, the DC of effects to remove your drones is increased by 2. This does not affect the number of drones you may have active at once.

**Energizing Drones:** As a standard action, the gravecrawler can spend a spell point to grant all allies with an implanted drone a +2 bonus to attack rolls, damage rolls, saving throws, skill checks, and ability checks for a number of rounds equal to his Intelligence modifier. These bonuses are doubled against foes with an implanted drone.

**Expanded Swarm:** You may have an additional 2 implanted drones at a time. You may take this swarm power multiple times; its effects stack.

**Flexible Cocoon:** When the gravecrawler places a cocoon on himself, he is not flat-footed and is only staggered. The DC for the Strength and Escape Artist checks to break out of his own cocoon are halved for him. At 5th level, his allies gain these benefits when he places a cocoon on them. A gravecrawler must have the cocoon swarm power before choosing this swarm power.

**Damaging Drone (Ex):** You may attempt to implant drones into a target in place of making an attack, meaning you may do as an attack of opportunity, in place of multiple attacks during a full attack, etc.. In addition, you may attempt to implant drones as a thrown weapon; doing so requires a ranged touch attack with a range increment of 20 feet. When affecting a target with a drone, you can choose to have the drone deal damage equal to  $1d8$  + your gravecrawler level when imbedding itself into a target.

**Healing Cocoon:** Whenever the gravecrawler entombs a creature with his cocoon, he can spend a spell point as a free action to grant that creature fast healing equal to his gravecrawler level for as long as they remain within the cocoon.

**Hive Senses:** The gravecrawler gains blindsight 10 feet. As a standard action, he can spend a spell point to grant any creature with an implanted drone equal blindsight for 1 minute. A gravecrawler must be at least 6th level before choosing this swarm power. This swarm power can be taken up to 3 times; each time it is taken, the gravecrawler's blindsight increases by 10 ft., to a maximum of 30 feet.





**Hive Network:** The gravecrawler may use hive workers, swarm powers, Mind, and Death sphere effects on any creature with an implanted drone regardless of distance or line of effect. A gravecrawler must be at least 9th level before choosing this swarm power.

**Hive Network, Improved:** The gravecrawler may use any sphere effects on any creature with an implanted drone, as long both are on the same plane. A gravecrawler must be at least 18th level and possess the hive network swarm power before choosing this swarm power.

**Mind Warp Cocoon:** When you entomb a creature in a cocoon, you can implant one of your Mind sphere charms into its subconscious. At any time within 1 day per class level, you can spend an immediate action and pay any spell point cost to cause that charm to take effect, granting a save as normal, so long as the target is on the same plane as you. A creature may only have one implanted charm at a time. A gravecrawler must have the cocoon swarm power before choosing this swarm power.

**Mobile Drones:** Whenever you grant a creature a fly or burrow speed using your swarm powers, all mindless undead you *reanimated* and control gain the same movement ability and speed. A gravecrawler must have the burrowing or improved wings swarm power before choosing this swarm power.

**Revolting Embrace:** The gravecrawler gains the benefit of the Improved Grapple feat, even if he does not meet the prerequisites; if he already possesses the Improved Grapple feat, he may gain Improved Unarmed Strike or a feat that requires Improved Unarmed Strike or Improved Grapple that he qualifies for (if any). Whenever you succeed on a grapple check, you may spend a swift action to expel squirming larvae onto the creature you are grappling, causing them to take damage equal to your swarm damage and be affected by your distraction ability (requiring a saving throw as normal). A gravecrawler must have the discorporation swarm power before choosing this swarm power.

**Spray Cocoon:** You may spend a spell point when you use your cocoon ability to affect all creatures within a 30-ft. cone or 60-ft. line (Reflex negates). You do not make an attack roll when using cocoon in this fashion. A gravecrawler must have the cocoon swarm power before choosing this swarm power.

**Wings (Ex):** The gravecrawler grows primitive wings, causing him to take no damage from falling (as if subject to a constant featherfall effect). While in midair, you can move up to 5 ft. in any horizontal direction for every 1 ft. you fall, at a speed of 60 ft. per round. You cannot gain height with these wings alone. If subjected to a strong wind or any other effect that causes a creature with gliding wings to rise, you can take advantage of the updraft to increase the distance you can glide.

**Wings, Improved:** The gravecrawler's wings harden and strengthen, granting him a fly speed of 30 ft. (poor). As a standard action, he can spend a spell point to grant any creature with an implanted drone an equal fly speed. A gravecrawler must have the wings swarm power and be at least 5th level before choosing this swarm power.

This replaces trap sense.

**Hive Workers (Su):** At 1st level, undead that a grave-walker *reanimates* are considered to have an implanted drone. This does not count against the total number of drones a gravewalker can have implanted at once.

At 3rd level, a gravewalker can affect mindless creatures with his Mind sphere abilities as long as they have a drone implanted. In addition, when a creature with an implanted drone dies, its drone survives for an additional round per class level. During this time, you can *reanimate* the host's corpse as long as you are within long range (400 ft. + 40 ft. per caster level) and have line of sight and effect.

**Swarm Simulacrum (Su):** At 7th level, the grave-crawler can spend a standard action to link a mindless undead he controls to a creature with an implanted drone for 1 round per class level. The mindless undead gains a +4 circumstance bonus to attack and damage rolls and a +4 deflection bonus to AC as long as it is within 10 ft. of the linked creature, and the mindless undead's initiative is changed to be equal to its linked creature. If both linked creatures threaten the same target, they are considered to be flanking the target regardless of position. If either of the linked creatures takes damage, the gravewalker can spend an immediate action to transfer half of the damage to the other (after damage reduction, resistances, or immunities are applied). The gravecrawler can use this ability once per day, and one additional time per day at 10th level and every 3 levels thereafter (to a maximum of 5 times a day at 19th level). The gravecrawler cannot link a mindless undead with another mindless undead with this ability, and creatures cannot be linked to more than one target at a time.

**Hive Transference (Su):** At 20th level, if a gravecrawler is killed, he may attempt a DC 25 Will save as an immediate action. If he succeeds, one implanted drone of his choice does not die (or become dormant, if he has the Enduring Drones swarm power), and his consciousness passes into it. He may not take any actions besides the following: Whenever his host is adjacent to humanoid corpse, he may choose to unburrow from the host, drop to the corpse, and infest it. Destroying the corpse during this time kills the gravewalker, and he cannot attempt to use Hive Transference in this state. After 24 hours, the gravewalker rises, reborn in its new body (as a reincarnate spell, using the corpse's race).

This replaces greater psionics.



## Section 3

# Basic Magic

### Cannibalistic Urge (*ghost strike*) [curse]

You may spend a spell point to make a *ghost strike* that fills a creature with unnatural urges for flesh (Will negates). On a failed save, the subject is staggered for 1 round and takes nonlethal damage equal to  $1d8$  per caster level. Similar to starvation damage, creatures that take an amount of nonlethal damage equal to their total hit points begin to take lethal damage instead, and this nonlethal damage cannot be recovered until 24 hours have passed or the target spends a full-round action consuming the corpse of a creature with Intelligence 3 or higher - until then, not even magic that restores hit points heals this damage. This is considered a curse effect, and can only be removed by Break Enchantment, remove curse, or similar effect.

### Corpse Bomb

You may make any of your *ghost strikes* against any corpse capable of being raised as a skeleton or zombie, or against any corporeal mindless undead under your control. The corpse explodes in a 20-ft. radius, affecting all creatures in range as if they had been struck by the chosen *ghost strike*; if the *ghost strike* does not allow a saving throw, creatures affected are allowed a Reflex save to negate its effects. The corpse or undead collapses and is destroyed; it cannot be *reanimated* or targeted by another Corpse Bomb.

### Corpse Manipulation

You can alter a corpse in one of the following ways by touching it as a standard action:

- You grow flesh on a decomposed or skeletonized corpse, providing it with sufficient flesh that it can be animated as a zombie rather than a skeleton. The corpse looks as it did just before death. The new flesh is not fit for eating.
- You decompose the flesh from a corpse, leaving behind a perfectly cleaned skeleton.

- You can spend a spell point to touch a collapsed or destroyed undead corpse, mending it so it is a valid target to be *reanimated* again.
- You can spend a spell point to preserve the remains of a dead creature for 1 day per caster level so that they do not decay. Doing so effectively extends the time limit on raising that creature from the dead. Days spent under the influence of this spell don't count against the time limit. Additionally, this makes transporting a slain (and thus decaying) comrade less unpleasant. This ability also works on severed body parts and the like.
- You can reshape the dead body look like another creature or even a specific person so long as you have firsthand knowledge of how that creature or person actually looks. You can make the corpse one size larger or smaller or change its apparent type, gender, or age. Creatures interacting with the corpse may make a Will save to detect the deception. If you chose to make the corpse look like a specific individual anyone who knows that individual can make a Will save to realize that the corpse is not actually that person. However, if a creature fails its Will save by 5 or less they believe the corpse is that of someone who closely resembled the person they knew rather than a deliberate fake.

### Dark Sacrifice

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 close range (or the range of your Master's Presence, whichever is greater), destroying it instantly; reduce the damage you take by the sacrificed undead's current hit points (to a minimum of 0).



## Gravetongue

You may spend a spell point as a standard action to gain the ability to speak with undead and corpses for 1 minute per caster level. You can communicate with, ask questions of, and receive answers from them. A mindless undead or corpse spoken to with gravetongue does not maintain any memory of its life or death - only the time that has elapsed since its death (and reanimation). A normal corpse's sense of its surroundings is limited, so it won't be able to give (or recognize) detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make undead creatures any more friendly or cooperative than normal, and while mindless undead and corpses will always answer truthfully, their ability to answer more than simple questions is restricted. You do not need to share a language with the target.

## Haunting Apparition

You may place a *ghost strike* of your choice onto an adjacent, unoccupied area up to one 5-ft. square per two caster levels (minimum one 5-ft. square), that lashes out at the first creature who enters its area, similar to a haunt. Any creature who steps onto that square is affected by your *ghost strike*. If the *ghost strike* does not allow a saving throw, the creature affected is allowed a Will save to negate its effects.

A haunting apparition lasts for 10 minutes per caster level before becoming inert. It shares your alignment, and its Perception DC and hp are equal to its save DC. You may only have one active haunt apparition at a time; placing a second haunting apparition deactivates the first. You may select this talent multiple times. Each time it is taken, increase the number of haunting apparitions you may have active at once by 1.

## Icy Grip

When you use a *ghost strike*, instead of unleashing an attack yourself, you may have an undead you control within range deliver the attack as a melee touch attack sometime within the next round. This charge is 'held' through the round; if the undead gets multiple attacks, it can attempt to deliver the touch attack additional times if the first attempt failed. If you spend an additional spell point, you may grant a use of this *ghost strike* to each undead you control, but multiple undead cannot affect the same target with the same *ghost strike* that round.

## Lich Strike (ghost strike)

You may spend 2 spell points to make a *ghost strike* that paralyzes the target for 1 round per 2 caster levels on a failed Fortitude save. A creature is allowed a new saving throw each round as a full-round action to end this

effect early. Anyone paralyzed by a lich strike seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.

## Master's Presence

You can telepathically order and communicate with undead creatures within close range that you control. You do not need line of sight or effect to maintain this connection. You can select this talent up to 3 times; each time you do after the first, increase its range by one step (close to medium, medium to long).

## Poltergeist (ghost strike)

You may make a *ghost strike* that attaches a vengeful poltergeist to the target, disrupting their actions. Whenever the target makes a d20 roll within 1 round per caster level, you can choose for them to take a -3 penalty to the roll, ending this effect. This penalty is increased by 1 for every 6 caster levels you have. If you spend a spell point when you use this *ghost strike*, you can impose the penalty on up to one d20 roll the target makes each round for the effect's duration, and imposing the penalty does not end the effect. A creature can only be affected by one poltergeist at a time.

## Reanimated Warriors

Choose a combat talent, combat feat, or teamwork feat you possess. Undead you *reanimate* and control gain the benefit of this feat when they are within close range of you (or the range of your Master's Presence, whichever is greater). 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.

## Shroud

Whenever you succeed on 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 close range (or the range of your Master's Presence, whichever is greater) within 1 round per caster level, you can spend 1 spell point as an immediate action to *reanimate* its body. If you possess Sustained Reanimation, you may use this feat to animate the body without spending a spell point if you sustain it via that talent. You can only have a number of creatures marked at a time equal to your casting ability modifier (minimum 1).



## Sustained Reanimation

When you *reanimate* a corpse, you may do so without spending a spell point, but the duration 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 at a time.

## Taint Soul

Whenever you succeed on a *ghost strike*, the creature affected has all healing effects used on it halved for 1 round per 2 caster levels. If you spend an additional spell point, it cannot heal hit point damage by any means for the duration, including fast healing and regeneration.

In addition, you can touch a willing creature as a standard action to cause them to be healed by negative energy and harmed by positive energy for 1 minute (Fortitude negates if unwilling); as normal, fast healing is unaffected.

## Tomb of Flesh

You can make a melee touch attack against a living creature up to your size to attempt to absorb it into your body, similar to the swallow whole ability (Reflex negates). Being absorbed causes a creature to take negative energy damage each round equal to  $1d6 + 1d6$  for every three caster levels you have (undead are not affected). An absorbed creature gains the grappled condition, while you do not. An absorbed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to  $1/10$  your total hit points), or it can just try to escape as if escaping a grapple (using your CMD or your MSD, whichever is higher). The armor class of your interior is  $10 + 1/2$  your caster level, with no modifiers for size or Dexterity. If an absorbed creature cuts its way out, you cannot use this talent again until the damage is healed.

Alternatively, you can touch a corpse or undead that you control as a move action to absorb it into your body or to expel an absorbed corpse or undead into an adjacent square. While absorbed, an undead cannot use any of its senses or take any actions, and time passes normally - corpses rot and *reanimate's* duration continues to pass. You can have a number of corpses or controlled undead absorbed at a time equal to 1 plus 1 for every 3 caster levels you have. You can spend a spell point to expel all absorbed corpses and undead with a single swift action. While you have at least one undead absorbed, you give off an aura that can be detected by divine undead equal to the highest Hit Dice undead absorbed, but your appearance is not otherwise changed.

Creatures and bodies stored within your Tomb of Flesh are stored in an extra-dimensional space; you do not increase in size no matter how many creatures and bodies are stored inside you.

## Undead Whisperer

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 wouldn't be able to, or accomplish other effects of the Handle Animal skill.

In addition, when you attempt to *reanimate* a creature that would push your Hit Dice total beyond your limit, you choose which creatures cease to be *reanimated* or released from your control (rather than following sequential order).

### Controlling Undead

Normally, skeletons or zombies obey your spoken commands. They can be made to follow you, or they can be made to remain in an area and attack any creature (or just a specific kind of creature) entering the place.

## Versatile Undead

Undead you *reanimate* and control gain one skill rank per caster level, which they may only spend in skills keyed off of either Strength or Dexterity.

If you possess Undead Whisperer, you may grant your undead ranks in any skill rather than just skills with Strength or Dexterity as their key modifier. However, either you or the creature (when it was alive) must possess/have possessed ranks in any mental skill before it can be gained. The undead cannot possess more ranks in a skill than either you possess or that it possessed in life. Commanding undead to make basic use of their skills (such as crafting with the Craft skill or performing music with the Perform skill) does not require a specific trick.

If you possess Master's Presence, your undead may use your skill ranks in place of their own for any valid skill check, so long as they are within your Master's Presence range. This cannot be used for mental skills without Undead Whisperer.



## Section 4

# Advanced Magic

### Corpse Forge

**Prerequisites:** Death sphere, Corpse Manipulation, 3rd caster level or higher.

As standard action, you can destroy one undead you *reanimated* and control within close range (or the range of your Master's Presence, whichever is greater) 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. You cannot fuse two undead if the newly-combined undead would be beyond your control (for example, have a total Hit Dice above 20 or greater than twice your caster level). When the duration ends, all combined corpses separate into their original forms.

### Create Haunt

**Prerequisites:** Death sphere, Haunting Apparition, 5th caster level or higher.

You may spend a full-round action to bind the spiritual forces in a location, causing it to function as a haunt. Choose a sphere ability with a casting time of 1 standard action or less; creatures who trigger the haunt are affected by that sphere ability. If the sphere ability does not allow a saving throw, the creature affected is allowed a Will save to negate its effects. You can create haunts with a CR up to your caster level.

Haunts created using this talent count towards the maximum number of haunting apparitions you may have at a time, have a caster level equal to yours, and share an

alignment with you. These haunts are permanent unless destroyed by Break Enchantment and similar effects or by killing you.

For convenience, the rules for haunts are reprinted in the appendix.

### Mercy Killing

**Prerequisites:** Death sphere, Corpse Manipulation or Killing Curse.

As a standard action, you may target a conscious and willing creature with your *ghost strike*, and they immediately die without any pain or discomfort. However, for 1 day per caster level the creature is treated as having died for no more than 1 round for the purposes of the Resuscitate talent and other spells or abilities that are used to bring creatures back from the dead. While this effect lasts, the remains of the dead creature do not decay and cannot be *reanimated* without a successful magic skill check made against your MSD.

### Soul Drain

**Prerequisites:** Death sphere, 5th caster level or higher.

Each time you use a Death sphere talent or ability that does not cause negative levels or immediately kill its target (such as Killing Curse), you can choose for it not to count as a death effect, meaning it can affect creatures normally resistant or immune to death effects, such as outsiders with the daemon subtype. This allows you to affect constructs and undead with your *ghost strikes*. Such creatures gain a +4 bonus to any granted saving throw, and may still be immune to the effects caused by your *ghost strike* (disease, etc.).







## Section 5

# Player Options

### Feats

**Necrosis Feats:** Necrosis feats represent ongoing necromantic modification, corruption, or experimentation the character has made on her body to bring it closer to undead anatomy. Necrosis feats are distinct from more common feats in three ways.

*Tainted:* Upon taking a Necrosis feat, the character's body becomes contaminated with negative energy. From that point on, if the character dies, returning him to life proves to be more difficult. Any spellcaster who attempts to bring the character back from the dead must attempt an MSB check (DC = 10 + the slain character's Hit Dice) or have the effect fail. Effects that may only bring a creature back that has died within 1 round (such as the Resuscitate talent) gain a +5 to this check. Each Necrosis feat beyond the first increases this DC by 1.

*Greater Power:* Necrosis feats increase in power relative to the number of Necrosis feats a character possesses. Most necrosis feats grant far greater effects to characters with at least four necrosis feats. For necrosis feats that require an immediate action to activate them, you may activate as many Necrosis feats as you desire as part of the same immediate action (although you must spend the required spell points for each activated feat).

*Magical Infusion:* A character gains a number of spell points equal to the number of necrosis feats he has.

#### Aerial Trip\*

**Prerequisites:** Base attack bonus +5, Improved Trip or a combat talent that allows you to perform a trip without provoking an attack of opportunity.

**Benefit:** You can trip flying opponents. If you would successfully trip a flying opponent, it falls at a rate of 10 ft.

per round for every point of base attack bonus you possess (assuming it is conscious and attempting to remain airborne; otherwise, it falls at a rate of 500 ft. per round) until it hits the ground. The creature falls immediately after being tripped, then again each round thereafter at the end of your turn.

Upon impact, the creature falls prone and takes normal falling damage (maximum 1d6 per 10 ft. in its falling speed). A falling creature is considered entangled until it hits the ground, but it can attempt a Fly check as a free action at the start of its turn to stop falling before it hits the ground (DC = 15 + your base attack bonus); otherwise, it is unable to move (other than falling) but can act normally. You can choose to descend with the opponent, although this movement cannot exceed two times your normal flight speed.

*\*This feat is reprinted here for convenience, but was first printed in Spheres of Might.*

#### Anemic Wounds

Foes find the wounds you inflict hard to heal.

**Prerequisites:** Death sphere, Bleeding Wounds.

**Benefit:** Magical healing does not stop your bleed effects unless their caster succeeds at an MSB check against you. Healing from class features (such as lay on hands) use their class level as their MSB for this purpose. In addition, the DC needed to remove your bleed effects with the Heal skill increase their DC by an amount equal to your caster level.

#### Animating Possession (dual sphere)

You can project your soul into an object to give it a semblance of life.



**Prerequisites:** Death sphere, Enhancement sphere; Necrotic Senses, Animate Object.

**Benefit:** When you use Animate Object, you may automatically possess the object as the Possession advanced talent. Your animated object always willingly fails its saving throw against this effect. You do not have to share a space with them, and you may possess the object despite it being a construct.

In addition, you can shift concentration of a single enhance sphere ability or effect to an undead you control as a free action. If its concentration is broken (using your concentration modifier), the *enhancement* is ended as normal.

### Baleful Storm (dual sphere)

When thunder rolls and lightning cracks, your minions rise.

**Prerequisites:** Death sphere, Weather sphere; Mass Reanimate, Rain Lord.

**Benefit:** When you use control weather to create or control Precipitation of severity 4 or more, you may choose to spend 2 additional spell points. If you do, you may *reanimate* any number of corpses within the area of controlled weather each round as a move action without paying the base ability spell point cost. Your Hit Dice limits apply to the total number you may *reanimate* with this ability, and the *reanimated* undead only last as long as your control weather is creating or controlling Precipitation of at least severity level 4.

### Between Two Worlds (Necrosis)

You can reverse the flow of your body's energies, changing what will heal and harm you.

**Prerequisites:** Death sphere.

**Benefit:** You can spend a spell point as an immediate action to reverse your reaction to positive and negative energy for 1 round per necrosis feat you possess - a living creature would now be healed by negative energy and harmed by positive energy, while an undead creature would be healed by positive energy and harmed by negative energy. Using this ability again while it is active returns you to your normal state.

**Four Necrosis Feats:** As a full-round action, you can reverse your reaction to positive and negative energy for 24 hours without spending a spell point. Using this ability again while it is active still returns to your normal state.

### Channeled Detonation

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

**Prerequisites:** Ability to channel negative energy, Death sphere, 5th caster level or higher.

**Benefit:** You can spend a use of your channel energy ability as a standard action to detonate a mindless undead you control within 30 ft. (or your Master's Presence range, whichever is greater), 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 Dice of the undead sacrificed. You can activate this ability as an immediate action whenever a mindless undead you control is reduced to 0 hit points by spending a spell point (and a use of channel energy, as normal).

### Channel Resistance

You and undead you create are resistant to channeled energies.

**Prerequisites:** Death sphere.

**Benefit:** You and all undead you *reanimate* gain channel resistance +2. This stacks with other sources of channel resistance.

### Cold Heart (Necrosis)

Your blood flow slows and heartbeat grows erratic without significant harm to you, increasing your ability to survive freezing temperatures and electric shocks.

**Prerequisites:** Death sphere.

**Benefit:** You can spend a spell point as an immediate action to gain cold resistance 5 and electricity resistance 5 for 1 round. For each necrosis feat you possess beyond this one, the cold and electricity resistance increase by 5 and the duration increases by 1 round.

**Four Necrosis Feats:** You always have cold resistance 10 and electricity resistance 10, and when you spend a spell point, you gain immunity to cold and electricity for a number of rounds equal to the number of necrosis feats you possess.

### Cooperative Reanimate (Teamwork)

Undead you and your allies create resonate with each of your souls.

**Prerequisites:** Death sphere.

**Benefit:** You may give simple commands to undead under the control of an ally who also possesses this feat; if they receive conflicting orders, they act under their controller's orders. In addition, if at any time you would fall unconscious or be dropped to 0 hit points or less, you may choose to transfer any undead you have control over to another ally with this teamwork feat for 1 minute (or their normal maximum duration, whichever



is shorter). Transferred undead may be returned to their owner during this time period as a move action, but can never be transferred to a third ally. After the duration expires, they count towards your ally's maximum Hit Dice total of undead they can have *reanimated* at once instead of yours.

### Corpse Explosion (dual sphere)

You can cause a corpse to explode like a literal bomb.

**Prerequisites:** Death sphere, Corpse Bomb, Destruction sphere.

**Benefit:** You may use a destructive blast to activate your Corpse Bomb talent instead of a *ghost strike*. Affected targets are allowed a Reflex save for half damage.

### Deadened Flesh (Necrosis)

Your nerves fail, increasing your pain tolerance and general resilience.

**Prerequisites:** Death sphere.

**Benefit:** You can spend a spell point as an immediate action to gain a +1 bonus to natural armor and damage resistance for 1 round. For each necrosis feat you possess beyond this one, the natural armor bonus and damage resistance increase by 1 and the duration increases by 1 round.

**Four Necrosis Feats:** You gain half the normal benefit of this feat at all times (increasing to the full benefit when you spend a spell point).

### Dispatch the Weak

Weakened bodies make for easy targets for your death effects.

**Prerequisites:** Death sphere, 3rd caster level or higher.

**Benefit:** Creatures that are fatigued or exhausted take a -2 penalty on saving throws against death effects originating from you.

### Extra Swarm Powers

Your swarm develops a new ability.

**Prerequisites:** Swarm powers class feature.

**Benefit:** You gain an additional swarm power you qualify for.

**Special:** This feat can be taken multiple times.

### Flesh Absorption Master

Your body reaches peak conditioning for digesting prey and holding corpses for fodder.

**Prerequisites:** Necrotic Feeding, Tomb of Flesh.

**Benefit:** You gain a +2 bonus to your CMD and AC against creatures absorbed by your Tomb of Flesh, and you may carry up to 2 additional creatures inside your Tomb of Flesh at a time. When a creature within your Tomb of Flesh dies, you may target it with a Necrotic Feeding *ghost strike* as an immediate action, spending a spell point as usual. If the target fails its saving throw against this *ghost strike*, you may absorb its entire corpse into you, increasing the duration of your Necrotic Feeding bonus to hours per Hit Die rather than 10 minutes per Hit Die. Absorbing a corpse in this fashion does not absorb its equipment, which is expelled harmlessly from your body.

### Flexible Ghost Strike (dual sphere)

You can make *ghost strikes* in a variety of configurations.

**Prerequisites:** Death sphere, Destruction sphere, one (blast shape) talent.

**Benefit:** You can apply (blast shape) talents to your *ghost strikes* as if they were destructive blasts. They still count as a *ghost strike* for all purposes, and they use your caster level for the Death sphere to determine all parameters (range, area, etc.). If the *ghost strike* does not allow a saving throw, your target is allowed a Will save to negate its effects.

### Ghostly Admixture (Admixture)\*

**Prerequisites:** Death sphere, Destruction sphere, Admixture talent

**Benefit:** When using the admixture talent, you may spend an additional spell point to affect one target damaged by the blast with an *ghost strike* effect you know, in place of a second blast type. If you possess the Greater Ghost Strike talent, you may pay an additional spell point to apply the *ghost strike* to all targets damaged.

*\*This feat is reprinted here for convenience, but was first printed in the Destroyer's Handbook.*

### Hemomancy (Necrosis)

**Prerequisites:** Death sphere.

**Benefit:** You gain blindsense 15 ft. against bleeding creatures. If you pay 1 spell point as a swift action, you can afflict such creatures directly through their blood with *ghost strikes* for 1 round regardless of line of sight or effect. For each necrosis feat you possess beyond this one, increase the range of your blindsense against bleeding creatures by 15 ft. and the duration when you spend a spell point by 1 round.

**Four Necrosis Feats:** When you spend 1 spell point as a swift action to activate this feat, you can affect bleeding creatures within the blindsense range granted by this feat



with any talent that requires a touch attack, Fortitude save, or Will save regardless of distance, line of sight, or line of effect.

### Improved Cryptic Strike

**Prerequisites:** Cryptic Strike.

**Benefit:** You may activate Cryptic Strike as a swift action; your next successful melee or ranged weapon or natural weapon attack (but not a touch attack) made before the beginning of your next turn affects the target with your *ghost strike* in addition to its normal damage.

### Might of the Grave (dual sphere)

When you reanimate a body, you can grant it magical enhancements for a short time.

**Prerequisites:** Death sphere, Enhancement sphere, Enhance, Reanimate.

**Benefit:** When you *reanimate* a corpse or corpses, you can apply an *enhancement* to them as part of the same action. *Enhancements* that require additional spell points must have that cost paid as well. This *enhancement* remains in effect as long as the undead is not destroyed, and cannot be dispelled separately, though neither

Permanent Undead nor Linging Necromancy can extend the duration of these *enhancements* past the base duration of *reanimate*.

### Melee Ghost Striker

**Prerequisites:** Death sphere, Combat Casting.

**Benefit:** You may make a *ghost strike* as a melee touch attack. Making a *ghost strike* as or as part of a melee attack or melee touch attack (including with the Cryptic Strike talent) does not provoke attacks of opportunity.

### Numb Mind (Necrosis)

Your emotional and reflex responses fade, allowing you to shrug off distracting conditions.

**Prerequisites:** Death sphere.

**Benefit:** You can spend a spell point as an immediate action to gain a +2 bonus to saving throws against mind-affecting effects, bleed, death effects, disease, paralysis, poison, sleep effects, stunning, energy drain, exhaustion, and fatigue for 1 round. For each necrosis feat you possess beyond this one, the bonus and duration increase by 1.



STORM



**Four Necrosis Feats:** When you use this feat, you also gain a new saving throw against one of the above effects currently affecting you (your choice).

### Plague Lord

Diseases you inflict fester at an alarming rate.

**Prerequisites:** Death sphere, Inflict Disease.

**Benefit:** When a creature fails its save against Inflict Disease, it must make another saving throw against every disease it currently suffers from - successful saves do not count towards a disease's cure, and failed saves immediately inflict the disease's effect.

### Poltergeist's Malice (dual sphere)

Every mistake your foes make brings them closer to your service.

**Prerequisites:** Death sphere, Telekinesis sphere, Poltergeist, Telekinetic Maneuver.

**Benefit:** You gain a bonus on CMB checks equal to your Poltergeist penalty when making Telekinetic Maneuver attempts against creatures suffering from your Poltergeist effect.

### Rage of the Grave (Combat)

Your revenant-like anger fuels you even in death, granting you one last chance to take down your killers.

**Prerequisites:** Rage class feature, Death sphere; 6th caster level or higher or base attack bonus +6.

**Benefit:** Whenever you are dealt hit point damage that would kill you, you can spend all your remaining rounds of rage as an immediate action. If you do, you are immediately *reanimated* as a fast zombie as if you had *reanimated* yourself, except your duration is equal to the number of rounds of rage you spent to use this ability. You gain all passive benefits and detriments of your rage despite being undead, and may still use rage powers. Each round, you must attempt to kill the creatures that killed you to the best of your ability, (as determined by the GM), or the duration immediately expires.

When the duration expires (assuming you were not destroyed while a fast zombie), you are returned to life with -1 hit points (stable), gaining 2 temporary negative levels that last 24 hours.

You must have at least one round of rage remaining to use this ability, and you can only use this ability once per day.

### Sanguine Magic (Champion)

You inflict truly debilitating wounds through a combination of magic and metal.

**Prerequisites:** Death sphere, Duelist sphere, Bleeding Wounds, at least one (bleed) talent; Anemic Wounds.

**Benefit:** Whenever you use your Bleeding Wounds *ghost strike*, you may apply the effects of a (bleed) talent as if you had used an attack action. You do not provoke an attack of opportunity from bleeding opponents when using spells and sphere effects.

### Skeletal Contortionist (Combat)

You have extreme control over your bones and joints, allowing you to respond to a variety of physical threats.

**Prerequisites:** Charmed life class feature, Death sphere.

**Benefit:** You can expend a daily use of charmed life as an immediate action to gain one of the following benefits:

Reduce all damage taken from bludgeoning, piercing, and slashing damage until the start of your next turn by amount equal to your Charisma modifier + 1/2 your character level.

Add your Charisma modifier as an insight bonus to your CMB and CMD until the start of your next turn.

Ignore all penalties to attack rolls, AC, and movement for being prone until the start of your next turn.

### Superior Reanimation

Undead you create are even stronger than usual.

**Prerequisites:** Death sphere, Empowered Reanimate.

**Benefit:** All creatures you *reanimate* gain a +6 enhancement bonus to their Strength and Dexterity, or a +8 enhancement bonus to either Strength or Dexterity. These bonuses supercede those of Empowered Reanimate.

### Swift Demise (dual sphere)

Your chronomantic power extends to blurring the moment between life and death.

**Prerequisites:** Death sphere, Time sphere

**Benefit:** You may use your slow and haste as *ghost strikes*. Additionally, when you *reanimate* a body or bodies, you may augment them with your haste ability as a free action. If the undead creatures are maintained through concentration (such as through the Sustained Reanimation talent), you may concentrate on haste and the reanimation as part of the same action.



## Sylvan Necromancy (dual sphere)

Plant and animal matter are equally suitable focuses for your magic.

**Prerequisites:** Death sphere, Nature sphere; Expanded Necromancy.

**Benefit:** You can use your plantlife geomancing abilities on corpses instead of plants. In addition, you can *reanimate* dead plant life as zombies (or skeletons, if they are made of wood) with the grab special ability. These animated plants are treated as animated objects when determining their statistics, although they do not gain construction points. If you possess Thorns, undead plant life and plant creatures you create add your thorns damage on a successful grapple attempt.

## Twisted Reanimation (dual sphere)

When you *reanimate* a corpse, its remains shifts to suit your purposes.

**Prerequisites:** Alteration sphere, Death sphere; Corpse Manipulation or Undead Traits.

**Benefit:** When you *reanimate* a dead body, you may apply a single trait you have access to through the Alteration sphere to the new skeleton or zombie as a polymorph effect; this effect remains as long as the undead stays *reanimated*. When reanimating multiple bodies at once, you must grant each body the same trait. As a standard action, you can touch an undead you control benefiting from this effect to change the trait granted.

## Undead Animal Companion

Your animal companions serve you beyond the grave.

**Prerequisites:** Animal companion or mount class feature; Death sphere, Undead Whisperer.

**Benefit:** You can gain the services of an undead animal companion with the skeleton or zombie template, either by performing a ceremony requiring 24 uninterrupted hours of prayer in the environment where the new companion typically is buried, or to replace (or *reanimate*) an animal companion that has perished. It keeps its Intelligence and Wisdom scores, and you may use the higher of its Constitution and Charisma for its new Charisma score. It retains the same feats, tricks, and skills of a living animal companion, and you can continue to use the Handle Animal skill to direct it. It keeps all special abilities gained as a part of being an animal companion (i.e. evasion) and as a member of their species. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), it counts as both animal and undead.

If you possess Expanded Necromancy, you may make your animal companion a bloody skeleton, burning skeleton, fast zombie, or plague zombie at no extra cost.

## Variant Necromancy

You are experienced with maintaining control over unusual undead.

**Prerequisites:** Death sphere, Expanded Necromancy.

**Benefit:** When you *reanimate* a bloody skeleton, burning skeleton, fast zombie, or plague zombie, they only count as  $\times 1.5$  their Hit Dice (rounded up) against the total amount you may have *reanimated* at once.

## Versatile Feeding

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

**Prerequisites:** Death sphere, Necrotic Feeding.

**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 close range (or the range of your Master's Presence, whichever is greater).

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

## Wandering Spirit (Necrosis)

Your soul begins to loosen its grip on your body, preparing itself to flee if threatened.

**Prerequisites:** Death sphere.

**Benefit:** By spending 8 hours creating an intense mystical connection between you and an object, you can designate it as your phylactery. When you would die/be destroyed from hit point loss, you can spend a spell point as an immediate action to transfer your soul to your phylactery, as long as it is in close range. Your soul stays in its phylactery for 1 round. During this time, your body may be healed, as long as your phylactery remains unbroken. If your new hit point total is greater than a negative amount equal to your Constitution score (or greater than 0, if you are undead), then you come back to life and stabilizes at your new hit point total. You otherwise remain dead. If you are brought back to life in this manner, you



gain a temporary negative level. For each necrosis feat you possess beyond this one, your soul remains in its phylactery for one additional round. Your phylactery has a number of hit points and break DC equal to 5 times the number of necrosis feats you possess, and a hardness equal to triple your necrosis feats.

**Four Necrosis Feats:** Your soul stays in its phylactery for up to 1 minute per necrosis feat, and your phylactery functions as long as it is within long range.

### Warded Bones (dual sphere)

Undead that you create are even harder to destroy than normal.

**Prerequisites:** Death sphere, Protection sphere.

**Benefit:** When you *reanimate* a corpse, you can also apply an *aegis* to the undead. The spell point cost of the *aegis* must be paid as well. This *aegis* remains in effect as long as the undead is not destroyed, and cannot be dispelled separately.

If combined with Mass Reanimate, each *aegis* must be paid for separately.

Neither Permanent Undead nor Lingering Necromancy can extend the duration of these *aegis* past the base duration of *reanimate*.

### Warlord of the Damned (dual sphere)

You can rally the hearts of your people - even after they have stopped beating.

**Prerequisites:** Death sphere, War sphere; Master's Presence or Unhallowed Totem.

**Benefit:** As a free action, you can shift concentration of a single active totem to an undead you control (using your concentration modifier); if its concentration is broken, the totem is ended as normal. In addition, undead you control can benefit from morale bonuses granted by your totems and rallies.

## Traits

### Necrotic Tinkerer (magic)

You dabble in necromancy by practicing on a necrotic marionette.

You begin play with a battered necrotic marionette with 1 Hit Dice. Creatures other than you cannot *reanimate* it. It can only be sold for scrap (it's worth 1d10 gp when sold), but it can be upgraded normally.

## Casting Traditions

### Sphere-Specific Drawbacks (Death)

**Death to the Living:** (*Requires Death and reanimate*) The only actions undead you *reanimate* understand are "attack", "fall" (causing them to fall prone as a free action), and "rise" (causing them to stand up from prone). While prone, they will still attack creatures within reach and will spend their move action to move 5 ft., but will not rise until commanded. If you do not direct your undead to attack a creature each round, they act as though confused (you are considered part of their "self", but other allies are not). You may not select talents that increase your ability to communicate with your undead, such as Undead Whisperer or Master's Presence. You must select Reanimated Warriors as the bonus talent gained through this drawback.

**Flesh Artisan:** (*Requires Death*) You do not gain *ghost strike* and *reanimate*. You gain the Corpse Manipulation and Tomb of Flesh talents with the bonus talents granted by this drawback. *Ghost strike* and *reanimate* must be bought off separately.

**Puppet Master:** (*Requires Death and reanimate*) You may not spend a spell point to *reanimate* creatures. You must select Channeled Reanimation with the bonus talent gained through this drawback.

**Undead Trainer:** (*Requires Death and reanimate*) Choose a creature type (other than undead) from the ranger favored enemies table. You may only *reanimate* dead creatures of the chosen type (and subtype, if applicable). For every 5 caster levels you possess, you may choose an additional creature type. You may choose 'construct' for a creature type, in which case it allows you to *reanimate* necrotic marionettes. You must select Undead Whisperer with the bonus talent gained through this drawback.



## Section 6

# Equipment

### Necrotic Marionette

**Aura** strong necromancy; **CL** varies

**Slot** none; **Price** varies; **Weight** 100 lbs.

#### Description

A creation of necromancers unwilling or unable to secure bodies for reanimation, a necrotic marionette is a puppet that functions as a corpse for the purposes of any Death talent - it can be *reanimated*, absorbed by Tomb of Flesh, detonated by Corpse Bomb, repaired by Corpse Manipulation, and so on. Necrotic marionettes count as twice their Hit Dice against the total amount you may have *reanimated* at once.

A necrotic marionette has the following ability scores when raised as an undead: Str 12, Dex 14, Con -, Int 7, Wis 10, Cha 13. It gains additional bonuses to Strength, Charisma, and natural armor based on its Hit Dice, as shown on the table below:

Necrotic Marionettes cost 500 gp per Hit Dice and have a caster level equal to their Hit Dice.

#### Construction Requirements

Craft Wondrous Item, Death sphere, creator must have a CL equal to or greater than the HD of the marionette; **Cost** 250 gp per HD.

### Splinter Orb

**Aura** faint necromancy; **CL** 1st

**Slot** none; **Price** 150 gp; **Weight** —

#### Description

Splinter orbs (sometimes simply called “bone balls”) are roughly the size of an apple consisting of hundreds of shards of bone worked into a sphere. To use it one simply smashes the orb, which immediately reforms into a Medium-sized skeleton, ready for reanimation. These skeletons are most commonly human (or whatever race the creator belong to), but the bones of more exotic creatures are certainly usable, provided such a corpse is available during creation. Necromancers who want readily available minions but are for whatever reason unable

**Table: The Necrotic Marionette**

Hit Dice	Str/Cha Bonus	Natural Armor Bonus
1	+0	+0
2	+1	+0
3	+1	+2
4	+2	+2
5	+2	+2
6	+3	+4
7	+3	+4
8	+4	+4
9	+4	+6
10	+5	+6
11	+5	+6
12	+6	+8
13	+6	+8
14	+7	+8
15	+7	+10
16	+8	+10
17	+8	+10
18	+9	+12
19	+9	+12
20	+10	+12

to bring them out in the open sometimes coat these balls with a thin layer of clay which is then decorated further to disguise them, and sometimes even incorporated into other things like clothing. Since these items uses a single corpse, the bodies of specific individuals can be broken down for ease of transport and then remade at a later date.

#### Construction Requirements

Brew Potion, Death sphere, Corpse Manipulation, one dead body; **Cost** 75 gp



## Section 7

# Gamemastering

## Necromancy and Morality

When you are a living creature, death can be scary. Death is the end of the world we know. For many people, this association between fear and death often leads to avoidance and disgust of all things connected with death - corpses, graveyards, mortuaries, and the like - and a mistrust of those that willingly associate themselves with such things. As widespread as these attitudes are, there are people, cultures, and worlds with other ways of conceptualizing their relationship with death.

What follows are three possible ways to handle this situation, though they are not mutually exclusive: A GM could create multiple sources of power over undeath and allow players to choose between them.

### Death Sphere as Neutral

For the rules closest to those presented in the base Spheres of Power book, the following suggestions are made:

Creatures of all alignments may reanimate undead to accomplish their goals.

Skeletons and zombies are always neutral, and do not automatically attack the living when uncontrolled.

Classes that channel positive or negative energy (such as a cleric or soul weaver) may choose which kind of energy they channel regardless of alignment; once this choice has been made, it cannot be changed.

Abilities that channel positive energy still harm undead.

### Death Sphere as Evil

For those wanting to integrate the Death sphere into their campaigns with morality judgements the same as the cleric and wizard's spellcasting, the following suggestions are made:

The reanimate ability gains the [evil] descriptor. Creating undead is a grievous act of evil that requires atonement.

Ghost strikes that create disease, immediately kill a living creature (such as Killing Curse or Necrotic Feeding), possess, or trap a soul gain the [evil] descriptor.

Skeletons and zombies are always neutral evil.

### Death Sphere as Lawful

For an alternate world-building seed, consider a world in which a judge-like god of the dead and community rules necromantic magic:

The reanimate ability gains the [lawful] descriptor. To create an undead is to honor the life and work of a person and deem them worthy of reanimation.

To continue to use the reanimate ability, a caster must maintain the favor of the deity. This includes participating in a ritual feast at least once each year in which the forebears of a community are awakened to walk the streets to inspire the living and renew collective identity.

Skeletons and zombies are always lawful neutral.

Access to items and abilities that allow living creatures to be healed by negative energy are widespread.

## Necromancy and Society

When including necromantic players, NPCs, and activity in your games, remember that people don't have to base their opinions on necromancy purely on alignment. A good or neutral metropolis might allow necromancers to practice in their university - even in a world where raising the dead is utterly evil - to allow other casters to keep an eye on their activity and not excessively provoke them. Even in a world where the Death sphere is neutral, a farming community might be fine with an adventuring party reanimating the bandits that were harassing them,



but might object to raiding the mausoleum and leaving with the remains of their ancestors.

Wrestling with the complicated ethical questions or revelling in the moral gray areas situations like these provide is often one of the attractions of playing a necromancer. Creating robust and varied attitudes towards undead will give your players more chances to engage in the roleplaying side of walking around with a bag of bones. Here are some sample ideas:

**Venerated:** Undead and those who can create them hold the highest positions in society. Powerful forces within the setting may attempt to ally with necromantic PCs to gain credibility or attempt to quietly dispose of them to nip a new rival in the bud.

**Regulated:** Undead are welcome, but must be registered with the proper authorities, have a license from the authorities, and pay nominal dues. Some undead (particularly those that can replicate themselves violently) may be outlawed entirely. Sophisticated systems to detect and control undead exist. Chain gangs of zombies pull huge wagons for public transportation or turn mills to grind grain.

**Curiosities:** Undead are extremely uncommon on non-existent in this area. Reactions vary: Friendly questions, amused denial, or deep suspicion are all likely. Death magic might just be poorly understood - or it might be suppressed by nearby arcane energies.

**Contraband:** Undead are a hot, illegal commodity. Labor might be scarce, or work might need to be done that is impossible for the living (mining at the bottom of a lake, hauling toxic cargo, etc.). Having a necromancer is as vital for a criminal group as having a lockpick or a fence. Their legal status might be due to the origin of the corpses, the use of the undead, past tragedy, or religious tension.

**Craftsmanship:** Creating undead is seen as a form of expression, similar to music or sculpture. Pristine, sparkling skeletons in royal regalia stand at key points, ready for a use of Necrotic Senses to quickly observe distant locations. Ballets involving dozens of elaborately-costumed zombies are popular entertainment.

**Hunted:** Out of hatred, duty, or sport, a cabal of undead-hunters scours the area. They may or may not care about apprehending the necromancer behind the reanimation, so long as they're able to take down their quarry.





## Section 7

# Errata and Appendix

The following Advanced Death talent from *Spheres of Power* should be changed to the following:

### *Greater Undead*

**Prerequisites:** Death Sphere, Lingering Necromancy, Permanent Undead, 5th caster level or higher.

You may spend 3 spell points and 1 hour to reanimate a body as a greater form of undead, including banshees, vampires, wrights, and others. This is always an instantaneous effect, creating permanent undead that cannot be dispelled.

The created undead cannot have a challenge rating above 1/2 your caster level, and the created undead are not automatically under your control; alternate means of control must be established. Many undead have specific requirements for their creation listed in their descriptions (banshees are the spirits of female elves who either betrayed a lover or were betrayed by one, bodaks are extraplanar undead created in the Abyss, allips are the spirits of insane suicides, etc.). These prerequisites must be met in order to create a specific kind of undead.

At 15th caster level, you may create any form of undead, regardless of CR, provided you meet its additional prerequisites. GMs always have the final say over what prerequisites an undead might require.

## Appendix

### *Incorporeal (Ex)*

An incorporeal creature has no physical body. It can be harmed only by other incorporeal creatures, magic weapons or creatures that strike as magic weapons, and spells, spell-like abilities, or supernatural abilities. It is immune to all nonmagical attack forms. Even when hit by spells

or magic weapons, it takes only half damage from a corporeal source (except for channel energy). Although it is not a magical attack, holy water can affect incorporeal undead. Corporeal spells and effects that do not cause damage only have a 50% chance of affecting an incorporeal creature. Force spells and effects, such as from a magic missile, affect an incorporeal creature normally.

An incorporeal creature has no natural armor bonus but has a deflection bonus equal to its Charisma bonus (always at least +1, even if the creature's Charisma score does not normally provide a bonus).

An incorporeal creature can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than its own. It can sense the presence of creatures or objects within a square adjacent to its current location, but enemies have total concealment (50% miss chance) from an incorporeal creature that is inside an object. In order to see beyond the object it is in and attack normally, the incorporeal creature must emerge. An incorporeal creature inside an object has total cover, but when it attacks a creature outside the object it only has cover, so a creature outside with a readied action could strike at it as it attacks. An incorporeal creature cannot pass through a force effect.

An incorporeal creature's attacks pass through (ignore) natural armor, armor, and shields, although deflection bonuses and force effects (such as mage armor) work normally against it. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such



actions. Incorporeal creatures have no weight and do not set off traps that are triggered by weight.

An incorporeal creature moves silently and cannot be heard with Perception checks if it doesn't wish to be. It has no Strength score, so its Dexterity modifier applies to its melee attacks, ranged attacks, and CMB. Nonvisual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.





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