SKELETON CREW:VOLUME I



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OSSUARITE

Though the druidic tenets regarding the circles and cycles of life are holistic, and teach us as much about death as of life, there are those few in the druidic community who pursue a darker path in order to ensure the continuance of nature's bounty. Salvaging the castoff dead companions of their fellows, or calling forth the remnants of sacrificial interments, ossuarites forsake the more fey-bound and life-based abilities for the study of bones and undeath. Taking the view that nature wastes nothing, and that the bones of the dead are freely available for use again, ossuarites are often shunned by many of their life-affirming peers. Wiser druids however, understand the ossuarites path and promote their agency within the circle of life and death - recognizing the ossuarites' ultimate dedication to the proper functioning of the natural realm and order.

The following are class abilities of the ossuarite druid archetype:

Bonecaster: The ossuarite gains the new bonecaller feat (see below) at 1st level. This ability replaces spells lost due to diminished spellcasting.

Diminished Spellcasting: The ossuarite gains one fewer spell of each level than normal. If this reduces the number of spells at a certain level to 0, she may cast spells of that level only if she receives bonus spells of that level from having a high ability score.

Unbound: True to the ultimate neutrality of death, an ossuarite holds no ethical or moral obligation toward maintaining a strict code with regard to spellcasting. She may cast spells of any alignment. This ability replaces the druid's Chaotic, Evil, Good and Lawful Spells restriction.

Skeletal Beast (Su): At 1st level an ossuarite may call forth a skeletal beast. This animal is exactly as the animal companion described under the druid's nature bond ability, except with the following changes:

The animal companion gains the skeletal template (gaining immunity to cold; claw attacks if applicable; +2 Dexterity bonus and Improved Initiative as a bonus feat), but unlike usual skeletons, it retains the base creature's intelligence, skills, feats and any other special abilities. It has a natural armor bonus based on its size (+0 if tiny, +1 if small, +2 if medium) but due to its weakened genesis it does not gain DR 5/ bludgeoning until the ossuarite reaches 5th level. Due to its strong bond with the ossuarite, the skeletal beast gains +4 channel resistance.

This ability otherwise functions as and replaces the druid's nature bond ability, as well as replacing the druid's Sylvan language ability and woodland stride.

Unlife sense (Su): At 2nd level, the ossuarite can detect undead (as the spell) a number of times per day equal to 3 + her Wisdom modifier. This ability replaces wild empathy.

Grave Companion: Upon reaching 3rd level, the ossuarite's skeletal beast gains the following ability:

Necrotic Aura (Su): The skeletal beast radiates an aura of necrotic energy that causes corporeal creatures to rapidly decompose and crumble to dust. Creatures adjacent to the skeletal beast feel crawling necrotic energy radiating from it. Anyone that touches the skeletal beast or strikes it with an unarmed strike or natural weapons takes 1d4 points of damage +1 point of damage for every two levels of the ossuarite. This damage affects any creature that is living or was once alive, including undead. The ossuarite is immune to the effects of her skeletal beast's







aura. As a full round action the ossuarite can lower the necrotic aura - raising the aura again is a swfit action.

This ability replaces trackless step.

Skeletal Aspect (Su): This is similar to the druid's wild shape ability, except that at 4th level the ossuarite can turn into a skeletal aspect of herself and back again once per day. She cannot change into an animal. While in this form, the ossuarite gains darkvision 60 feet, cold resistance 5 ,and a +2 bonus versus cold-based spells and effects, a +1 natural armor bonus and the Improved Initiative feat. Though not truly undead the ossuarite is subject to positive energy channeling and takes half damage from such energy. The effect lasts for one hour per ossuarite level or until she changes back. Changing form (to skeletal aspect or back) is a standard action that doesn't provoke an attack of opportunity.

At 6th level, an ossuarite's skeletal aspect confirms her link to undeath - she takes normal damage from positive channeling. She gains channel resistance +2 and DR 5/bludgeoning and a +1 profane bonus to saves against paralysis, poison, sleep, stun and any effects that require a Fortitude save . She can also use skeletal shape to change into a Small animal skeleton. When taking the form of an animal skeleton, an ossuarite's skeletal



shape functions as undead anatomy I, disregarding that spell's specification for a humanoid shape. Note that this ability also countermands the usual restriction on combining templates and polymorph.

At 8th level, an ossuarite's skeletal aspect's natural armor bonus improves to +2, cold resistance improves to 10, and her cold-based save improves to +4. An ossuarite can also use skeletal aspect to change into a Medium animal skeleton.

She cannot change into an elemental or a plant creature.

At 10th level, an ossuarite's skeletal aspect gains claw attacks (1d6 damage), and her profane bonus to saves against paralysis, poison, sleep, stun and any effects that require a Fortitude save increases to +2. She can also use skeletal shape to change into a Large or Tiny animal skeleton. When taking the form of an animal skeleton, an ossuarite's skeletal shape now functions as undead anatomy II.

At 12th level, an ossuarite's skeletal aspect gains cold immunity, a +2 profane bonus to Dexterity, and her channel resistance increases to +4. She can also use skeletal shape to change into a Huge animal skeleton. When taking the form of an animal skeleton, an ossuarite's skeletal shape now functions as undead anatomy III.

At 16th level, an ossuarite's skeletal aspect gains a +2 profane bonus to Strength, lifesense 60 feet, and her profane bonus to saves against paralysis, poison, sleep, stun and any effects that require a Fortitude save increases to +4.

At 20th level, an ossuarite permanently changes into her skeletal aspect, becoming an animate skeleton and gaining the undead subtype. She may continue to use her skeletal shape ability to change into an animal skeleton. This ability otherwise functions as and replaces wild shape.

Unlife (Su): At 4th level the ossuarite gains a +2 bonus on saving throws against spells and spell-like abilities of undead and to saves against spells









and effects that cause ability damage or drain.

At 8th level she becomes immune to a ghoul's paralysis.

At 10th level the bonus on saving throws against spells and spell-like abilities of undead and to spells and effects that cause ability damage or drain increases to +4 and the ossuarite is no longer affected by a wraith's Constitution drain.

At 12th level the ossuarite becomes immune to energy drain and any ability that imparts negative levels that has an undead origin. This ability replaces resist nature's lure and a thousand faces.

NEW FEATS

Bonecaller

You are able to summon skeletal creatures. **Prerequisite**: Ossuarite druid archetype. **Benefit**: When you cast the spells summon nature's ally I-IX from druid spell slots, you summon a skeletal version(s) of the creatures on that spell list (adding the graveborne simple template to that creature).

Improved Channel Resistance

Your summoned skeletal creatures are resilient. **Prerequisite**: Bonecaller feat, druid level 5th. **Benefit**: Graveborne creatures summoned using the bonecaller feat gain an additional channel resistance of +2, giving them a total of +4.

Graveborne Simple Template

Graveborne creatures are weathered, bony undead drawn forth from the land in which they were interred. While superficially resembling skeletons graveborne creatures are composed of a mix of aged, ossified and naturally occurring materials including patches of leathery skin, hair and even material from their interment including roots, soil and rocks.

A graveborne creature's CR increases by +1 only if the base creature has 5 or more HD.

A graveborne creature's quick and rebuild rules are the same.

Rebuild Rules

Senses: The creature gains darkvision 60 ft. **Defensive Abilities**: Due to its strong link with its summoner and amalgam state the graveborne creature has channel resistance +2.

The creature also gains damage reduction, cold resistance, Dexterity bonus and a natural armor bonus as noted on Table: Graveborne Creature Defence.

Feats: The creautre gains the Improved Initiative feat.

Traits: The creature possesses Undead traits.

Table: Graveborne Creature Defence

Hit Dice	Cold Resistance	DR
1-4	5	
5-10	10	5/bludgeoning
11 +	15	5/bludgeoning
	Natural	
Size	Armor Bonus	Dexterity Bonus
Tiny or smaller	+0	+2
Small	+1	+2
Medium or	+2	+1
large		
Huge	+3	

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