



Player Paraphernalia

THE PALE
ADVERSARY
AN ALTERNATE CLASS

#79

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PLAYER PARAPHERNALIA #79

BY THE KNOTTY-WORKS



Welcome to issue seventy-nine of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder RolePlaying Game (©Paizo, Inc.). Building upon the deathly orders presented last issue, we introduce the Pale Adversary. This alternate class is built upon the foundation of the cavalier, but takes a malignant twist to many of the class features.

The Pale Adversary

Death, it beckons to those that grow tired of the false promises of life. Warriors who see only the ruination of battle and find faith in that death so many of their companions have succumbed, renounce their own lives to take up the promise of the undead. The causes of the undead are nearly as plentiful as the living, and those that take the title of pale adversary find little hindrance in finding an undead lord to which swear their allegiance.

The gift of the undead is a powerful lure, including the ability to cause grievous wounds to one's enemies, inspire fear in all who see you rise in battle, and the ability to summon undead allies when needed. Over time, the pale adversary's regard for the living becomes as cold as his own heart, and only the desire to build an empire of undead fills its place.

Role: Drawn from those that have faced death on the battlefield, the pale adversary excels in the martial art of combat, especially when seated upon his fear inspired mount. However, the undead liege understands and knows how to use the pale adversary as a pawn of diplomacy and subterfuge when dealing with the living.

Alignment: Any non-good

Hit Dice: d10

Starting Wealth: 5d6 X 10 gp (average 175 gp) and an outfit worth 10 gp or less.

Class Skills

The pale adversary's class skills are Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Swim (Str).

Skill Ranks per Level: 4 + Int modifier.

Class Features

Weapon and Armor Proficiency

The pale adversary is proficient with all simple and martial weapon and all types of armor (light, medium, and heavy) and shields (except tower shields).

Mount (Ex)

The pale adversary is known for the type of steed. At 1st level, the pale adversary may choose an appropriate animal based on the environment to serve as his mount (typically a horse or camel for a medium sized character or a pony or wolf for a small character) that functions as the druid's [animal companion](#). The pale adversary treats his class level as the effective druid level.

What sets the pale adversary's mount apart from other knightly riders is that it gains the [Skeleton template](#). Unlike normal skeletons, the pale adversary's mount retains its Intelligence for purposes of the number of tricks the mounts begins, and it is treated combat trained and possesses the Light Armor Proficiency feat as a bonus feat. The pale adversary's mount does not gain the share spells special ability.

Pale Adversary Progression Table

Level	Base Attack	Fort	Ref	Will	Special
1	+1	+2	+0	+0	Mount, order, sinister summoning, wounding (1/day)
2	+2	+3	+0	+0	Order ability
3	+3	+3	+1	+1	Adversary's charge
4	+4	+4	+1	+1	Life from unlife, wounding (2/day)
5	+5	+4	+1	+1	Banner
6	+6/+1	+5	+2	+2	Bonus feat
7	+7/+2	+5	+2	+2	Wounding (3/day)
8	+8/+3	+6	+2	+2	Order ability
9	+9/+4	+6	+3	+3	Greater sinister summoning
10	+10/+5	+7	+3	+3	Wounding (4/day)
11	+11/+6/+1	+7	+3	+3	Fearful charge
12	+12/+7/+2	+8	+4	+4	Bonus feat, dreadful wounding
13	+13/+8/+3	+8	+4	+4	Wounding (5/day)
14	+14/+9/+4	+9	+4	+4	Greater banner
15	+15/+10/+5	+9	+5	+5	Order ability
16	+16/+11/+6/+1	+10	+5	+5	Wounding (6/day)
17	+17/+12/+7/+2	+10	+5	+5	Terrifying summoning
18	+18/+13/+8/+3	+11	+6	+6	Bonus feat
19	+19/+14/+9/+4	+11	+6	+6	Wounding (7/day)
20	+20/+15/+10/+5	+12	+6	+6	Death's door

The pale adversary does not take any penalties to his ride skill from the **armor check penalty** while riding his mount.

If the mount is destroyed, the pale adversary may replace it with another skeletal mount through a special ceremony that takes 24 hours and an appropriate dead animal to become the new mount. The new mount does not gain any of the **animal companion's** special abilities until the pale adversary gains a new level.

At 3rd level, the pale adversary may replace his skeletal mount with a mount with a **Zombie template**. The new mount gains all of the abilities of the previous mount and the bonus hit dice based on its size.

Nightmare: At 9th level, the pale adversary may replace his mount with a **Nightmare**. The **Nightmare** begins with its normal statistics except for the ability to **Plane Shift** 1/day. It also gains some of the special abilities of the **animal companion** including Link, Evasion, and Devotion, additional special abilities are granted as listed on the **Nightmare**

Progression Table. The **Nightmare's** hit die, skills, feats, **natural armor bonus**, Strength/Dexterity bonus does not follow the standard animal base statistics and it does not gain any animal tricks as it has a high intelligence.

The **Nightmare** uses the hit die, skills, feats, **natural armor bonus**, and Strength/Dexterity bonus listed on the **Nightmare Progression Table**. In effect, it becomes a bonded cohort for the pale adversary. The **Nightmare** treats the following skills as class skills: Acrobatics, Bluff, Craft, Fly, Intimidate, Knowledge (planes), Perception, Sense Motive, Stealth, and Survival. In addition, the **Nightmare** gains a net +2 bonus to its Fly skill for its good maneuverability and size. The **Nightmare's** also suffers a -4 penalty due to its size.

The **Nightmare** does regain the **Plane Shift** spell-like ability at 18th level, as a 6th level caster.

Order

At 1st level, the pale adversary pledges himself to an order that most closely matches his own temperament and world outlook. Unlike

Nightmare Progression Table

Level	HD	Skills	Feats	Natural Armor Bonus	Str/Dex Bonus	Special
9	6d10	32	3	+0	+0	—
10	7d10	32	3	+0	+0	—
11	7d10	36	4	+0	+0	Ability score increase
12	8d10	36	4	+2	+1	Multiattack
13	8d10	36	5	+2	+1	—
14	9d10	40	5	+2	+1	—
15	9d10	40	5	+4	+2	—
16	10d10	40	6	+4	+2	Ability score increase
17	11d10	44	6	+4	+2	Improved evasion
18	12d10	44	7	+6	+3	Plane Shift 1/day
19	12d10	44	7	+6	+3	—
20	12d10	48	7	+6	+3	—

other classes that also pledge themselves to an order, the pale adversary is very limited on the order he may choose. He must choose from one of the deathly orders presented in [Player Paraphernalia #78](#), [Order of Necromancy](#) as presented in [Player Paraphernalia #75](#), or from the Order of Thanatos presented in this supplement.

Once he chooses an order, the pale adversary cannot change it without facing a trial of combat to leave the existing order by another order member and a ceremony or dedication from the new order. The new order may also place quests before the pale adversary before they will accept him in their ranks. Once he renounces his previous order, he loses all benefits of that order including the benefits of the challenge and any order abilities he acquired. The pale adversary does not gain any benefits of the new order until he has completed any quests and rites of initiation and attained a new level.

The pale adversary must follow the edicts of his chosen order and if he fails to do so, he loses the benefits from his order's challenge ability for 24 hours. Violations are subject to GM interpretation.

Sinister Summoning (Sp)

The pale adversary gains the unique ability to call forth the undead to aid in his cause beginning at 1st level. As a [spell-like ability](#), the pale adversary may spend a standard

action to cause one humanoid [Skeleton](#) or [Zombie](#) to appear within 30 feet of him, similar in effect to the [Summon Monster I](#) spell. The summoned undead does not come with any manufactured weapon or armor, but it does blindly follows the directions of the pale adversary. The summoned undead cannot have more hit dice than ½ the pale adversary's class level (minimum of 1). Directing the summoned creature to attack a specific creature is a [move action](#) on the pale adversary's part.

The summoned undead remains for a number of rounds equal to the pale adversary's class level, though he can dismiss the creature as a [move action](#). The pale adversary treats his class level as the effective caster level in regards to any attempts to dispel the undead creature.

The pale adversary may summon his undead ally once per day plus his Charisma modifier (minimum of 0). He may only summon one undead creature at a time. If he summons another undead ally while a previous summoned undead is still on the field, the first one dissipates immediately.

Wounding (Ex)

Beginning at 1st level, the pale adversary may choose one victim that he may cause grievous wounds with his melee attack that is within his light of sight as a [swift action](#). He may only do this once per day at 1st level,



gaining an additional use at 4th level and every three levels thereafter (maximum of seven times at 19th level).

The victim of the wounding suffers 1 point of bleed damage from each successful melee attack. This damage increases by 1 point at 3rd level and every three levels thereafter. The type of damage does not matter, thus even bludgeoning damage may cause bleed damage as the wounds may manifest internally as well as externally. If the victim is normally immune to bleed damage, the pale adversary's wounding attack may still impact it, but the creature is allowed a *Fortitude* saving throw with a DC equal to 10 + ½ the pale adversary's class level + his Charisma modifier) to ignore its effect.

This effect does not stack with other abilities or magical effects that grant bleed damage, bleed damage caused is based on the effect that grants the greatest amount of bleed damage. The only exception to this is a Challenge bonus granted by the pale adversary's order (such as the Order of the Vampire).

Once the pale adversary has chosen a victim for wounding, the effect remains until the target is dead or unconscious, the pale adversary is dead or unconscious, or the combat ends.

While targeting a victim for wounding, the pale adversary is distracted to the point

that he suffers a -2 penalty to his Armor Class except for attacks made by his chosen victim.

This effect is treated as the cavalier's challenge in regards to the pale adversary's ability to choose feats and any benefits regarding the challenge from the chosen order.

Adversary's Charge (Ex)

At 3rd level, the pale adversary's *charge* becomes more accurate, granting him a +4 bonus on melee attack rolls while charging on his mount. He also does not suffer the -2 penalty to AC caused by a charge if done while mounted.

Life from Unlife (Su)

At 4th level, the pale adversary's fundamental essence changes. The pale adversary is healed by negative energy while he is harmed by positive energy. As a result *Cure Wounds* spells cause him damage and *Inflict Wounds* spells heal him from damage as well as the effects of the Channel Energy feature of the cleric. He gains no other benefits from this class feature.

Banner (Ex)

At 5th level, the presence of the pale adversary on the battlefield is enough to cause many to run in fear. Each pale adversary has a unique banner that he may display from his mount or strapped to his back or waived as a weapon. Enemies within 60 feet of the pale adversary suffer a -2 penalty on all fear based saving throws and a -1 penalty to attack rolls. This is a mind-affecting fear based effect. These penalties increase by 1 every five levels attained by the pale adversary beyond 5th.

Bonus Feat

At 6th level and every six levels thereafter, the pale adversary gains a bonus *combat feat*. The pale adversary must meet any prerequisites for the feat before he may choose it.

Greater Sinister Summoning (Sp)

At 9th level, the pale adversary's ability to summon undead strengthens. As a result he

may summon multiple **Skeletons** or **Zombies** whose total hit dice cannot exceed $\frac{1}{2}$ his class level, nor can he summon a number of undead greater than $\frac{1}{2}$ his class level.

Or the pale adversary may summon up to two **Ghouls**, or a single **Shadow** or a single **Wight** in place of **Skeletons** or **Zombies**.

Fearful Charge (Ex)

At 11th level, the pale adversary makes a frightening charge attack while mounted. The threat range for any weapons wielded as part of the **charge** are doubled (though it does not stack with any other abilities that increase the threat range of the weapon). In addition, the victim of the pale adversary's mounted **charge** attack must make a **Will** save (DC 10 + $\frac{1}{2}$ the pale adversary's class level + his Charisma modifier) or become **frightened** for 1d4 rounds. Even if the target successfully makes its saving throw, it is still **shaken** for 1 round. Both the **frightened** and **shaken** effects are mind-affecting fear based effect.

Dreadful Wounding (Ex)

At 12th level, the pale adversary wounding effect becomes much more effective. Every time the pale adversary successfully causes bleed damage on the target, it suffers a -1 penalty to its **Fortitude**. The maximum penalty that may be incurred is equal to $\frac{1}{2}$ the pale adversary's class level.

Greater Banner (Ex)

At 14th level, the pale adversary's banner invokes terror in the staunchest of hearts. Any enemy within 60 feet of the pale adversary must make a **Will** save (DC 10 + $\frac{1}{2}$ the pale adversary's class level + his Charisma modifier) or be **shaken** while within that area of effect. The pale adversary may spend a **standard action** to wave his banner, causing all enemies within the 60 area of effect to make a **Will** save for become **frightened** for 1d4 rounds.

This is a mind-affecting fear based effect. Creatures or characters with Hit Dice equal to or greater than the pale adversary's class level are not affected by either the **shaken** or **frighten** effect.

Terrifying Summoning (Sp)

At 17th level, the pale adversary's ability to summon undead allies becomes terrifying. The pale adversary may summon four **Ghouls**, three **Wights**, three **Shadows**, a single **Spectre**, or a single **Wraith**. If summoning **Skeletons** or **Zombies**, the pale adversary may summon a total number of hit dice equal to his class level.

Death's Door (Su)

At 20th level, the pale adversary's type changes to undead. As a result, he gains **Darkvision** 60 feet, immune to ability drain, death effects, disease, **energy drain**, nonlethal damage, poison, and sleep effects. He is still susceptible to stun effects. Unlike many undead, the pale adversary is still subject to mind-affecting effects except for fear based effects.

The pale adversary does lose his Constitution score, and recalculates his **Fortitude** saving throw, hit points, and any abilities that rely on Constitution with his Charisma. He cannot be healed through normal rest, but negative energy may be used to heal him as well as **Inflict Wounds** spells.

The pale adversary cannot be raised or reincarnated, but **Resurrection** and **True Resurrection** will restore him into a living creature. If restored by the **Resurrection** or **True Resurrection** spell, he loses all benefits of this class feature and cannot return to undead status as a class ability except through a **Wish** spell or divine intervention.

The pale adversary no longer needs to breathe, eat, or sleep though he may do so if he wishes. If he has any racial hit dice, they are changed to d8s while any class hit dice are left unaltered.

New Orders

Order of Thanatos

The evolution of undeath is sacrosanct and must be nurtured by the faithful. Members of the Order of Thanatos work to see that undead are given the opportunity to thrive and work towards the eventual and

unalterable conclusion that all life will be replaced with undeath. While many see undead as an abomination to life, members see them as the saviors of the future where immortality is not only promised, but achieved.

To this end, members seek to find those undead worthy of their protection and offer their services. Only undead with a modicum of intelligence and self awareness are considered worthy of the order's time and efforts. While all undead are considered useful, only those that meet those requirements are believed to be seen as a valuable resource to be nurtured and protected.

Edicts A member of the Order of Thanatos must find and swear allegiance to an undead creature worthy of the order member's support. Once allegiance is sworn, the order member must do his best to protect the undead creature and follow its instructions as long as it doesn't lead directly to its own demise.

Challenge Cavaliers belonging to the order gain a +1 *circumstance bonus* to hit his target while attacking it with a melee weapon as long as the target is a living creature of at least animal Intelligence. A living creature is a creature whose type or subtype requires it to breathe and eat to survive. This bonus increases by +1 for every four levels possessed by the cavalier.

Skills The Order of Thanatos member gains *Knowledge* (religion) and *Perception* as class skills. Order members gain a bonus equal to $\frac{1}{2}$ their class level when using *Diplomacy* to influence the attitude of an undead creature with an Intelligence of 3 or greater. Members of the Order of Thanatos may always take 10 when using *Knowledge* (religion) to when identifying the powers or vulnerabilities of an undead creature regardless of the situation.

Order Abilities A member of the Order of Thanatos gains the following abilities as he progresses in level.

Blessing of Unlife (Ex): At 2nd level, the order member gains a number of temporary hit points equal to his class level when he issues

a Challenge. Once the challenge ends, any remaining temporary hit points are lost.

If the order member does not have the Challenge feature, he may use this ability once per day as a *swift action*, and the temporary hit points last for a number of rounds equal to his class level. The order member gains an additional use at 4th level and every four levels thereafter.

The hit points gained by this ability do not stack with each other or other effects or spells that grant temporary hit points. If the order member already has temporary hit points, they are lost and replaced with the hit points granted by this ability.

Blessing of Undeath (Su): At 8th level, if the order member kills the target of his challenge it is treated as if it was killed by a *death attack* in regards for returning to life. *Raise Dead* or *Reincarnate* spell will not allow the target to return to life. *Resurrection* and *True Resurrection* function normally.

If the order member does not have the Challenge ability, he may declare this ability while attacking a target as a *free action*. If the target is killed, the effect applies in regards to being returned to the living as listed above. The order member may only use this ability twice per day plus an additional use at 12th level and every four levels thereafter.

Death's Defender (Ex): At 15th level, the order member becomes more vigilant when guarding undead. If the target of the order member's challenge successfully strikes the order member or an adjacent undead creature under his protection in melee, the attack automatically provokes an *attack of opportunity* from the order member. The order member gains a +2 *morale bonus* when provoked in this fashion.

If the order member does not have the challenge class feature, he may use this ability as an *immediate action* if either he or an adjacent undead were struck by an opponent wielding a melee weapon. The order member may use this ability four times per day, gaining an additional time at 17th and 19th level.

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