

Rite Publishing Presents

IN THE COMPANY OF WIGHTS



by Aaron Phelps



Rite Publishing Presents:



In the Company of Wights

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"It's one thing to be an undead fiend of darkness, but it takes an immense amount of work to look cool while doing it."

— Garon Whited

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Foreword

One of the first things Steve Russell told me when I asked to contribute to Rite Publishing was: "The reward for good work is more work." Over the years I learned that it wasn't just a favorite saying to encourage the best from freelancers but it was also how he approached every aspect of his business.

Steve built up a strong reputation by delivering high quality products and through supporting others in the industry. The gaming world is a sadder place for having lost Steve, but he has left behind a legacy of great works that will be utilized by players and game masters for generations. I'm grateful for the first shot Steve gave me as an unknown freelancer and I was honored when he asked me to contribute to other publications over the years.

The book before you is but a small tribute to Steve and I hope it lives up to the expectations he placed on everything which bore his name.



Qwilion of Questhaven

Your soul burns brightly. I remember the allure, the temptation, the briefest lust that stole over me when you were close enough to consume. Fortunately for us both, I learned long ago that the urge is an ugly lie... a bestial impulse without regard for logic or reason. I am forever grateful that both of us have mastered the weaknesses of our people—mine consume, while yours destroy, that which is different.

As a hollowed, I thought I was forever bound to my family crypt, for it was the reason I gave my life. Thank you for removing that burden, and allowing me to begin my worthy quest. I know I can trust you as I trust myself in safeguarding my family relic. My work to bridge the divide between the worlds of the living and dead meets with mixed results. I've had moderate success in teaching your people that not all who die are evil. We hollowed can control our passions laid bare, as our flesh falls away.

I am hopeful.

Please read these notes detailing my experiences with hollowed of various types. I trust my findings quench your thirst for knowledge, and provide adequate repayment. May the information I've gathered bring others comprehension and compassion, creating a better and lasting understanding between our people.

While I do not think there can be a true and final peace, I do have faith in our firm foundational alliance. For those hollowed who cannot, or will not, control their base urges... perhaps their ultimate destruction benefits us all.

Best,
Coldflame



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Introduction

We are the hollowed. The living calls us wights. The name perhaps came about because of our bloodless skin or a corruption of language, I am not sure, but it is not what we call ourselves.

We possess souls which have been altered, though some would argue corrupted, by violent deaths. We remain because one lingering piece of our spirit desperately clings to a voided vessel. If you have never died, you cannot imagine the emptiness felt when you lose most of your soul. That remnant is rage, hatred, malevolence, but also determination and pride. That fragment expands to fill the space, and the experience can be overwhelming. I call it the urge and it is both our nature and a literal force influencing us toward baser impulses.

You hear tales of hollowed coming for the living in the night — red glowing eyes, icy cold skin, and a presence that peels away layers of the soul with a touch. We can perform heinous deeds, driven by the raw intensity of the only emotions left to us. We are not mindless, but can become cunning beasts who know only hunger.

I have yet to determine if retaining our minds is a gift or a deeper curse, but it makes us more than mere skeletons or zombies. I have walked among the living hundreds of times since gaining immortality — in crowded cities, along old dirt roads, and in shared coaches. The people I met were none the wiser to my true nature, or the anger I keep controlled. They did not know of the urge... the subtle, gnawing hunger for the sweet taste of a warm soul promising to calm the rage. They did not know because I am not a monster. I am a hollowed, undead by my own free will, and by my will I control my base temperaments far better than some who still wear warm flesh.

I do not know when the first of my kind came into being. I would imagine we are as old as murder and violence. hollowed are created in a variety of ways, all requiring a brutal death.

Hollowed beget hollowed. When we kill the living, we can rebind a shattered shard of the spirit to the body. In doing so, we weave our soul to theirs, enslaving them to our will. I would bind thieves and trespassers to create guardians for my family crypt. While I am not proud of my actions, the bound served me well. Hollowed who have been created this way gain their freedom if their masters die or surrender control. A rare few can escape through sheer force of will.

Some hollowed voluntarily join the undead because we feel we are serving a greater cause.

I freely lay upon the altar of transformation, becoming the eternal guardian of my grandfather's tomb. During the ceremony I focused my desire to stay on the Material Plane. As the dagger pierced my heart, I managed not to scream as overwhelming pain encompassed my entire being. As the haze lifted, I was gifted a new eternal body, and protected my grandfather's remains for over 50 years against intruders, thieves, and monsters. In my travels I have met many others with similar tales of sacrifice for duty or intense desire.

Finally, a few hollowed are created spontaneously through the violent death of a strong soul. Death may occur on the battlefield or in a bedroom. What matters is the intensity of the individual's desire to remain.

Not all who journey into undeath are mindless, nor are they always evil. Such a lesson would serve many adventurers well before they recklessly wade into combat. However, none of us are harmless. While we may not all be evil, we hold tremendous power. Fortunately, harboring the potential for an action does not designate one's inner nature any more than wielding a sword demands its use. Even those who are evil can still be quite composed, and make their way within civilization, if given a chance. We are not much different than the living.

Physical Description

We appear as corpses. Our skin pales, our hair thins, and we emit what could be described as a unique odor. The longer we exist, the more our bodies decompose, making us resemble less the people we once were, and more of the dead we are. We never shamble or lurch like our lesser brethren unless we choose to hide among them. In fact, many of us have learned ways to disguise our decaying forms so we can move more freely. However, we must always conceal the one feature giving us away: our burning crimson eyes. I have been told our eyes forever haunt the dreams of men who gaze deeply into them, even those we call friends.

Despite glowing gazes and diminishing physiques, most still bear some semblance to our former selves. I, in many ways, still more or less resemble the half-orc I was before. We retain our height and size. Our voices are still our own, though deeper and empty of warmth. Our bodies slowly decompose, but the process does have an eventual stopping point. We do not die due from age or other natural means. Only through complex magic or violence are we undone.



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Society

Hollowed do not have an easy existence. Our appearance and the stigma of being undead means we must often band together. However, hollowed society is varied and my people behave differently depending on the structure of their community.

Many hollowed societies consist of a hierarchy between master and spawn. While enslaved, the spawn generally do not talk or demonstrate personality, with the exception of the particularly willful. Their lairs are often quiet and cold.

While there are times where several masters with aligned philosophies band together, hollowed created to be guardians often live as solitary creatures. I have met others who have transformed voluntarily in order to gain power or cheat death. Those expecting the transformation are often the soundest of mind.

Then, there are the packs. These can be master and slaves or free hollowed working together to hunt the living. Their favorite prey is always humanoids but they readily attack any other living creature. These groups are cunning and strong, relying on stealth and their supernatural abilities to take their prey at night. They have been known to consume farms and small settlements and then claim the space as their new lair. They are nomadic unless they manage to find a sufficient source of souls to soothe their everlasting hunger.

Rarer are the gatherings of small groups of nonviolent hollowed, dedicated to tempering their impulses. These communities resemble monasteries in their ambiance, and often pose as such to travelers or neighboring settlements. These cloistered halls of the dead attempt to place themselves far from harm and temptation. They focus on training and devotion to clear the mind, and perhaps atone for past misdeeds. With an infinite supply of time, most become quite skilled and knowledgeable, if left to their own devices.

There are also more daring hollowed who desire belonging again to the living world. Most wisely utilize elaborate disguises and concealing magic to hide their natures. Even when friends vouch a trusted companion, most mortals only see a decaying corpse to be feared and hated. It is dangerous and perhaps foolhardy, but a talented actor can dwell in living society for a time without discovery.

Relations

It should come as no surprise that our relations with outsiders are poor. We hollowed are greatly to blame, for many of my brethren cannot control the urge, glutting themselves on living essence. Some blame lies on the other side, for it is natural to fear that which is different. Most hollowed keep far away from "civilized" societies. Even cultures who practice the rituals to create hollowed rarely keep the transformed within their homes.

Other undead do not seem to mind our presence. The lesser, mindless creatures do not bother us because they see us as kin. Higher functioning undead are ambivalent, as long as we avoid encroaching on territory, poaching hunting grounds, and other personal aggravations.

We also have better luck with the more monstrous humanoids. Their experience with being ostracized makes them empathetic and more willing, or perhaps more desperate, to accept us. That sentiment is especially true of those who choose to live underground or in the wild.

Friendship can be found among living humanoids from time to time. Those who practice magic and the truly devout can have a surprisingly open mind to the undead. I have also learned that people with more adventurous souls and worldly experience are at least willing to listen.

Alignment and Religion

I fully admit the urge is intrinsic our very existence and many of my brethren are little more than murderous animals. Who living exists without anger? A rational mind grants the tools for control, and there are many who have tamed the urge to walk a different path. Just as humans, dwarves, and elves create their own fate, so too can we who have died.

While not all hollowed are evil, we are seldom truly good. Those trying to walk a righteous road are likely to eventually stumble.

Keeping faith after death is... difficult. Many so-called benevolent deities have edicts against my kind. That blind marriage to ideology pushes many of my people away from the worship of these holy hypocrites. Gods of power and death are kinder to us in some regards, but many worshipers treat us as puppets to be controlled, or a tool to strike fear. I've heard some hollowed worship the urge itself, seeing the consumption of souls as a sacrifice. I personally prefer to worship ideals, and place my faith in reason.

Adventurers

We adventure for the same motives as the living: excitement, riches, and a sense of purpose. I still travel to learn and catalog my people's rich and diverse cultures. Some of my kin even search for a cure. There are some who work with highwaymen and cutthroats, gaining easier access to the souls they desire.

Some hollowed adventure because they died beside friends on a quest. There are even some enterprising explorers who voluntarily trade warm bodies, social acceptance, and sanity for the benefits of death.

Whatever the reason, once they have gained the trust of true friends, hollowed must consistently strive and prove themselves useful. They are aided by inherent gifts, especially those who truly embrace their nature.

Names

Hollowed have no naming convention for the titles they go by. Some of us keep the names we had in life, sometimes going only by the first name. However, names can be painful reminders of the life we once possessed, driving us to a deep melancholy. I have noted that many hollowed choose names based on significant events or in the places they inhabit. The more feral hunters choose simple titles based on accomplishments, while those guarding tombs and crypts prefer honorific titles.

Hollowed Racial Traits

+2 Charisma, -2 Intelligence: Hollowed are emotional and driven creatures with strong personalities, but some of their minds and memories are lost in death.

Undead: Hollowed are undead with the augmented subtype. Select one humanoid subtype, representing the hollowed's former race. The hollowed does not receive any racial traits from its former race unless otherwise specified, but retains the humanoid subtype's size and speed. Hollowed do not gain all of an undead creature's normal traits and immunities (see Modified Undead sidebar).

Small or Medium: Hollowed are Small or Medium creatures, with appropriate bonuses or penalties, dependent on the size of their selected humanoid subtype.

ABILITY SCORES

Because undead lack a Constitution score, when creating a hollowed character from scratch, follow the rules set in the *Pathfinder Roleplaying Game: Advanced Race Guide* detailed below. Generating ability scores for hollowed uses the standard methods with slight changes to the ability score generation methods. The changes are as follows, corresponding to the five standard methods.

Standard: Roll 4d6, discarding the lowest result as normal, and sum the results, but only do this five times, and assign them as you see fit, skipping Constitution.

Classic: Roll 3d6 and sum the results five times, and assign them as you see fit, skipping Constitution.

Heroic: Roll 2d6 and add 6 to the sum of each. Do this five times and assign them as you see fit, skipping Constitution.

Dice Pool: Instead of a pool of 24d6, races without Constitution get a pool of 20d6 to assign to the ability scores, except for Constitution. These characters still must assign a minimum of 3d6 in each of the other ability scores. Increase the number for high-powered games.

Purchase: When using the purchase method for ability scores, assume members of races without Constitution have a Constitution score of 10 and buy the rest of the abilities normally using the points allocated for the campaign's power level.

Slow or Normal Speed: Hollowed have a base speed and movement types of their selected humanoid subtype. Hollowed do not gain any abilities directly related to speed (such as a dwarf's slow and steady ability).

Darkvision: Hollowed can see in the dark up to 60 feet.

Death's Stigma: Living creatures meeting a hollowed for the first time typically have a starting attitude (per the Diplomacy skill) of two steps worse than normal (to a maximum of hostile). This is reduced to one step worse than normal if the hollowed is accompanied by seemingly friendly living creatures, but this affects the creature's starting attitude for the hollowed's companions as well. Living creatures with an attitude of hostile toward the hollowed typically immediately attack or flee. A hollowed successfully disguised as a living creature does not lower the starting attitudes of living creatures, but the attitude of creatures is immediately reduced if the disguise is seen through. A hollowed's Disguise checks are made with a -5 modifier to appear alive.

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Haunting Presence: Hollowed gain a +2 racial bonus on Intimidate checks.

Urge: Each hollowed's spirit is stretched thin over a yawning void of rage and hunger for the living. The hollowed learn to strengthen the shattered remnants through meditation and sheer force of will. However, the longer a hollowed goes without meditation, the more likely they are to succumb to the hunger for life. If the hollowed goes longer than 24 hours without spending at least 8 hours in meditation, they gain the fatigued condition until they meditate for at least 8 hours. If the hollowed goes longer

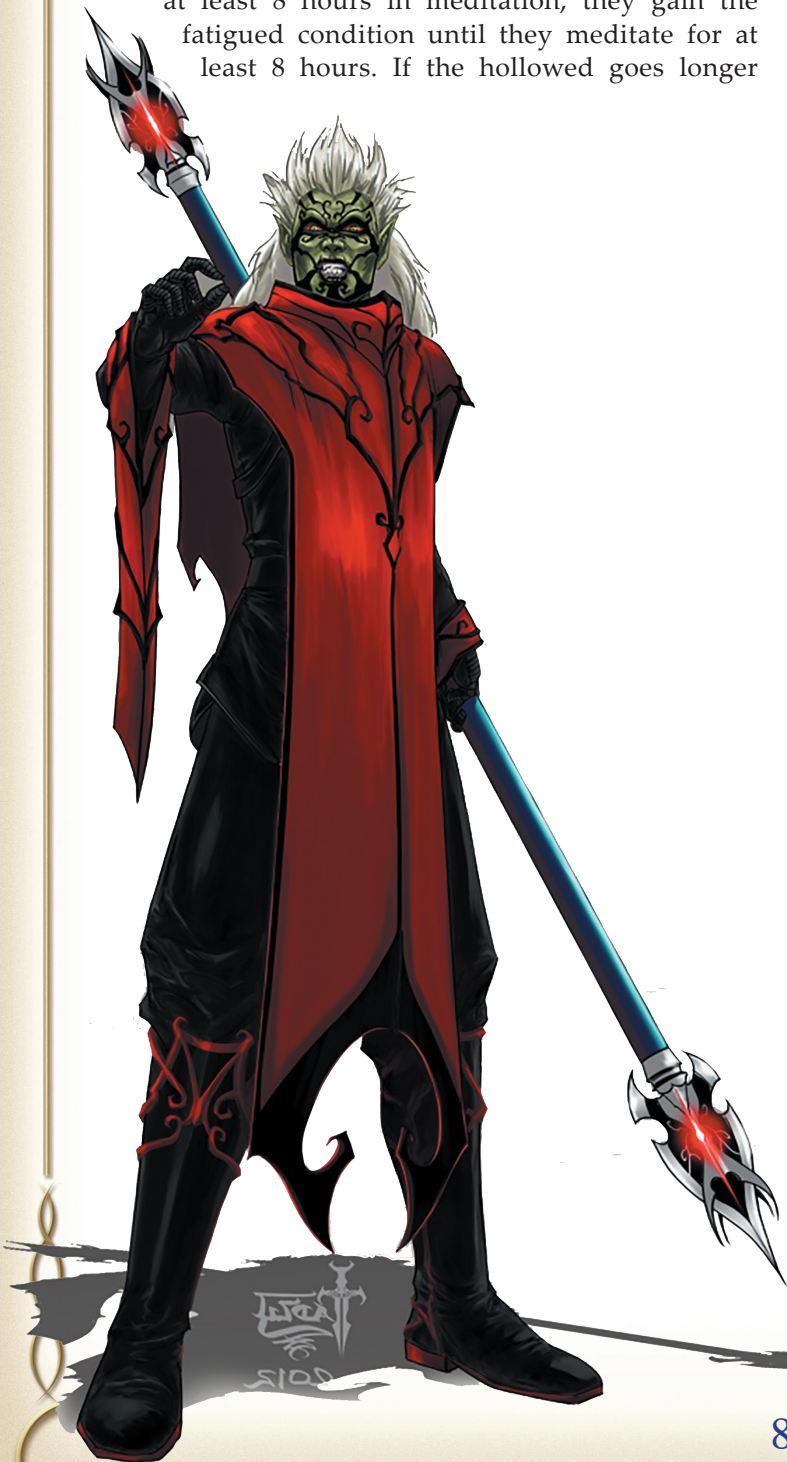
than 48 hours without spending at least 8 hours in meditation, they gain the exhausted condition until they meditate for at least 1 hour. While in meditation, the hollowed cannot perform any strenuous action or engage in combat. If the hollowed's meditation is interrupted, it adds 1 hour to the total time they must spend in meditation to prevent or recover from fatigue or exhaustion. Time spent in meditation does not need to be consecutive. A hollowed with the fatigued condition must succeed on a Will save (DC 15 + $\frac{1}{2}$ the hollowed's character level) whenever they take hit point damage in combat. On a failed save, they succumb to the urge. If the hollowed has the exhausted condition, the Will save DC is 20 + $\frac{1}{2}$ the hollowed's character level.

A hollowed that has succumbed to the urge must attack the nearest living creature with its slam attack and energy drain (see below) within reach each round on their turn. If no living creature is within range of the hollowed's melee attacks, it must move toward and attack the nearest living creature, or move toward the nearest living creature. If the hollowed cannot sense a living creature, the hollowed must begin seeking the nearest living creature by any available means. While a hollowed has succumbed to the urge, they cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. The hollowed can perform other violent actions toward a target in addition to a slam attack.

When the hollowed deals at least 1 negative level to a living creature with the energy drain ability, they lose the fatigued or exhausted condition, and can attempt a new Will save as an immediate action to end the urge (DC 15 + $\frac{1}{2}$ the hollowed's character level). On a failed save, the hollowed must deal at least 1 negative level to a living creature to attempt a new saving throw.

A hollowed can voluntarily succumb to the urge as a free action, but if they do so, the hollowed can only attempt a Will save (DC 15 + $\frac{1}{2}$ the hollowed's character level) to end the urge after each time they kill a humanoid. On a failed save, the hollowed must kill another humanoid to attempt a new saving throw.

A hollowed that has succumbed to the urge gains the following abilities.



- **Slam (Ex):** The hollowed gains a slam primary natural attack that deals 1d4 points of damage for Medium-sized hollowed or 1d3 points of damage for Small-sized hollowed.
- **Energy Drain (Su):** The hollowed deals 1 negative level with its slam attack per the energy drain universal monster ability (see *Pathfinder Roleplaying Game: Bestiary* for details). The hollowed does not gain temporary hit points from bestowing negative levels. The Fortitude save to remove the negative level is DC 10 + 1/2 the hollowed's class level + hollowed's Charisma modifier.
- **Create Spawn (Su):** A humanoid slain by a hollowed's slam attack or energy drain becomes a wight (see *Pathfinder Roleplaying Game: Bestiary* for details) after 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -4 penalty to attack rolls, saves, ability checks, and skill checks, as well as -4 hp per HD. Additionally, the spawn created by a hollowed do not possess the create spawn or energy drain abilities, and do not gain a +8 racial modifier to Stealth checks.
- Spawn are under the command of the hollowed that created them and remain enslaved until their death or the hollowed willingly frees them (as a free action), at which point they lose their spawn penalties and become full-fledged and free-willed wights. A hollowed can only control 4 Hit Dice worth of spawn per class level (typically one spawn per class level). Any spawn created in excess of this number automatically become free-willed wights. A spawn that becomes free-willed begins with an attitude of hostile (per the Diplomacy skill) toward its creator, and usually immediately attacks if possible. Spawn do not possess any of the abilities they had in life. At the GM's discretion, a particularly strong-willed spawn might become a hollowed when freed, regaining any class levels.

Languages: Hollowed begin play speaking Common and one language dependent upon their base race. A Hollowed with a high Intelligence score can choose any language (except secret languages, such as Druidic).

Age, Height, and Weight

While the body of the Hollowed continues to decay, it is a slow and lingering rot that never truly stops. The size of a Hollowed's body is dependent on what they were before undeath. They typically become lighter as internal organs are shed, keeping only muscles, tendons, skin, and bone.

Hollowed cannot die of old age.

Becoming Hollowed

A humanoid PC should only become hollowed at GM discretion. This may occur if a PC is brutally killed, especially in an *unhallowed* area or one otherwise saturated with negative energy. It could also occur if a PC dies to a wight or a hollowed, and then later becomes a free-willed wight. If a player character becomes hollowed, take the following steps.

- If the PC's Charisma ability score is higher than or equal to the PC's Constitution score, do not adjust the PC's ability scores. If the PC's Charisma ability score is less than the PC's Constitution score, the PC's Charisma ability score becomes equal to their Constitution ability score.
- The PC then loses their Constitution ability score. The PC's ability scores should not otherwise be altered (the PC does not gain the hollowed's racial ability score adjustment).
- Any racial traits the PC possesses are removed. A PC wishing to retain existing racial traits, for example a human depending on a bonus feat for prerequisites, should take the humanoid racial trait alternate racial trait. The PC does not lose their racial ability score adjustment.
- The PC gains all hollowed racial traits.

Alternate Racial Traits

The following racial traits may be selected instead of existing hollowed racial traits. Consult your GM before selecting any of these new options.

Clung to Life: A few hollowed remain closer to life than others, possessing a pumping heart and moving blood. This makes it easier for them to blend in with the living, but weakens their undead resistances. The hollowed loses the undead immunity to bleed, disease, and poison, but has a +2 racial bonus on Fortitude saves against these effects. This racial trait replaces the death's stigma racial trait.

Cure Seeker: For a wight to be hollowed means the undead has already taken the first step toward a lost life. For some, this isn't enough, and they ultimately wish to completely rebuild their soul. The hollowed is not harmed by *raise dead* spells or abilities. A *resurrection* or *true resurrection* spell or ability can transform a willing hollowed back into the living creature they were before becoming

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MODIFIED UNDEAD

Hollowed are not traditional undead. They emulate the full living soul through meditation, lessening the urges driving their bestial kin. By seeking to master the urge, they grow more susceptible to magic and attacks against their minds and spirits.

Please note that while hollowed do not gain the full suite of undead immunities, they are still extremely powerful and hardy in comparison to most standard player character races. GMs wishing to scale down the hollowed might consider changing some or all of the remaining immunities (bleed, disease, massive damage, paralysis, physical ability damage and drain, poison, stunning), to simply a +2 racial bonus to saves against effects of that type. If such an alteration is considered, the hollowed should lose their vulnerability to *raise dead* and resurrection magic.

- No Constitution score. Hollowed use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution.
- Hollowed have no immunity or resistance to mind-affecting effects.
- Hollowed are immune to bleed, disease, and poison. They are immune to stunning and paralysis, unless the effect allows a Will save or doesn't allow a saving throw to negate the condition.
- Hollowed are not immune to death effects or sleep effects.
- Hollowed are not subject to nonlethal damage and ability drain or damage to physical ability scores (Constitution, Dexterity, and Strength). Hollowed are subject to energy drain, and ability drain or damage to mental ability scores (Charisma, Intelligence, and Wisdom) as if they were living creatures.

undead. This functions as the *reincarnate* spell, except the hollowed automatically becomes the humanoid subtype they were in life, and does not gain any negative levels or Constitution drain. A hollowed with this racial trait cannot create spawn when succumbed to the urge.

Death Sense: Many hollowed can sense the life force within other creatures. The hollowed can use *deathwatch* three times per day as a spell-like ability. The caster level for this ability equals the hollowed's class level. This racial trait replaces the darkvision racial trait.

- Hollowed are not subject to the fatigue or exhaustion conditions unless it is caused by the urge, a spell, a spell-like or supernatural ability, or a class feature the hollowed possesses (such as a barbarian's rage). A hollowed that is fatigued or exhausted for any reason must save against the urge if damaged.
- Hollowed do not heal hit point damage naturally. Negative energy (such as an *inflict* spell) can heal the hollowed, and positive energy (such as a *cure* spell) harms them. Hollowed recover one point of mental ability score damage with a full 8 hours of meditation, or two points of ability score damage with a full day of meditation.
- Hollowed are not automatically immune to all effects that require a Fortitude save (unless otherwise specified), and use their Charisma modifier in place of their Constitution modifier when determining their Fortitude save.
- Hollowed are not at risk of death from massive damage, and are not destroyed until their negative hit points equal or exceed their Charisma score. A hollowed at 0 hit points or negative hit points is helpless, but remains conscious. The hollowed is automatically stabilized at negative hit points.
- A *raise dead* or similar resurrection magic cast on a hollowed deals 10 points of damage per caster level (to a maximum of 200 points at 20th level). The hollowed can attempt a Will saving throw (the save DC equals the spell DC) for half damage. If the damage reduces the hollowed to 0 or fewer hit points, they are automatically destroyed. Using the spell in this way does not require a material component.
- Hollowed do not breathe or eat (food), but do require meditative rest equivalent to sleep.

Humanoid Racial Trait: All hollowed seek to reclaim what was lost of their mind and spirit in death. A few lose less than others. The hollowed gains either a primary or secondary racial trait from their selected humanoid subtype per the following table. Other humanoid subtypes and appropriate racial traits may be available at GM discretion.

This racial trait may be selected up to twice. The first time it is selected, the hollowed gains the primary racial trait and it replaces the haunting presence racial trait. The second time it is selected, the hollowed gains one ability of their choosing listed under secondary racial traits and

Humanoid Subtype	Primary Racial Trait	Secondary Racial Trait
Dwarf	Slow and steady	Defensive training, hatred, or stonecunning
Elves	Keen senses	Low-light vision, elven immunities, or elven magic
Gnome	Obsessive	Defensive training, gnome magic, or hatred
Half-elf	Keen senses	Adaptability, elven immunities, multitalented
Half-orc	Intimidating	Orc ferocity, weapon familiarity
Halfling	Sure-footed	Fearless, halfling luck, weapon familiarity
Humans	None	Bonus feat or skilled

it replaces the create spawn racial trait. A half-orc gains no net mechanical benefit for selecting this alternate racial trait only once. A hollowed with the human subtype must select this alternate racial trait twice.

Positive Energy Affinity: Rare hollowed achieve a state of true spiritual enlightenment, allowing them to connect their spirit to the Positive Energy Plane instead of a void. The hollowed is healed by positive energy and harmed by negative energy, as if it were a living creature. The hollowed is otherwise affected by all spells and abilities as an undead creature. A hollowed with this racial trait cannot energy drain when succumbed to the urge. Hollowed must still attack and potentially kill living creatures with their slam attack when succumbed. A hollowed must have the cure seeker alternate racial trait to select this racial trait.

Favored Class Options

The following options are available to all hollowed who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward. At GM discretion, the hollowed can select a favored class option available to their humanoid subtype.

Alchemist: Add +1/3 negative energy damage to the alchemist's bomb damage. This damage does not harm undead, but they are not healed by it.

Barbarian: The barbarian gains 1/6 of a new rage power.

Bard: Add one spell known from the bard or cleric spell list. This spell must be a *cure* or *inflict* spell, and

be at least one level below the highest spell level the bard can cast. An *inflict* spell from the cleric spell list has the same spell level when cast by the bard.

Cavalier: Add +1 hit point to the cavalier's mount. If the cavalier ever replaces the mount, the new mount gains these bonus hit points. If the mount is an undead creature, it can be reduced to negative hit points equal to the number of bonus hit points gained from this favored class option before it is destroyed. When at negative hit points, the mount is helpless but conscious.

Cleric: Add +1 to the caster level of any channeling feat used to affect undead.

Fighter: Add +1 to the fighter's CMD when resisting grapple and trip combat maneuvers.

Gunslinger: Add +1/4 point to the gunslinger's grit points.

Inquisitor: Add a +1/2 bonus on Intimidate checks to demoralize humanoids.

Monk: Add +1/4 point to the monk's *ki* pool.

Oracle: Add +1/2 points of negative energy damage to spells that deal negative energy damage.

Paladin: Add +1/2 to Will saves to resist or recover from the urge (maximum +10).

Rogue: Add a +1/2 bonus on Stealth checks and Perception checks made in dim light or darkness.

Sorcerer: Add one spell known from the sorcerer spell list. This spell must have the darkness, death, or fear descriptor, and be at least one level below the highest spell level the sorcerer can cast.

True Wight: Add +1 to the total number of Hit Dice of spawn the true wight can control.

Witch: Add +1/4 to the witch's caster level when determining the effects of the spells granted to her by the deception, plague, or shadow patrons.

Wizard: Add +1/4 to the wizard's caster level when casting spells of the necromancy school.

Racial Archetypes

The following racial archetypes are available to hollowed.

Night Strider (Rogue)

While the hollowed stoke the cooling embers of their souls, they remain dead things. The night striders never forget what they are, recognizing their undead nature as a tool or weapon.

Still as Death (Ex): At 1st level, night striders learn to go completely still for hours or days, pretending to be corpses or hiding in ways too uncomfortable for the

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living. A night strider can masquerade as an unanimated corpse or destroyed undead as an immediate action. Whenever the night strider is helpless and at negative hit points, she appears destroyed. Any creature that physically interacts with a night strider feigning death or destruction must succeed at a Heal or Perception check opposed by the night strider's Stealth check to recognize it is an animated undead and not destroyed. The night strider adds 1/2 her level to her Stealth skill checks after she has not moved for at least 1 minute. She loses this bonus if she moves. This ability replaces trapfinding.

Corpse's Resilience (Ex): At 2nd level, night striders become more hardy than other hollowed, capable of completely ignoring many physical effects. If she makes a successful Fortitude saving throw against an attack that normally deals half damage or allows a partial effect on a successful save, she instead takes no damage and suffers no partial effect. This

functions regardless of whether the rogue is helpless or not. This ability replaces evasion.

Rogue Talents: A night strider can select from the following additional rogue talent.

Debilitating Strike (Su): The night strider begins learning how to siphon out an enemy's life force through sneak attacks. Whenever the rogue deals sneak attack damage against a living humanoid, that opponent gains the sickened condition for 1 round.

Advanced Talents: A night strider rogue can select from the following additional advanced rogue talents.

Draining Strike (Su): A night strider with this ability learns to siphon off a foe's soul when performing a sneak attack against a flat-footed living creature. An opponent damaged by one of her sneak attacks always takes 1 negative level (as if struck by the hollowed's slam attack while she is succumbed to the urge). The night strider does not need to be succumbed to the urge to use this ability. The rogue cannot remove her fatigued or exhausted conditions when dealing a negative level in this manner. A rogue must have the debilitating strike talent before choosing this talent.

Improved Resilience (Ex): This works like corpse's resilience, except that while the rogue still takes no damage or partial effect on a successful Fortitude saving throw against attacks, she henceforth takes only half damage or the partial effect on a failed save.

Undeath (Ex): At 3rd level, a night strider rogue grows closer to her nature, gaining a +1 bonus on Fortitude saves against death effects, energy drain, ability drain, ability damage, and any spell or effect inflicting the fatigue or exhaustion conditions. This bonus increases by +1 at 6th level, and every three levels thereafter (9th, 12th, 15th, and 18th level). This replaces trap sense.

Rogue Talents: The following rogue talents compliment the night strider rogue archetype: bleeding attack, camouflage^{APG}, resiliency, rogue crawl, and surprise attack.



Advanced Talents: The following advanced rogue talents complement the night strider rogue archetype: crippling strike, hard minded^{UC}, hide in plain sight^{UC}, master of disguise^{APG}, and slippery mind.

Pale Rider (Cavalier)

A pale rider holds onto their past life and sworn code. Joined by their loyal mount in death, they are never alone throughout the long march into eternity.

Undead Mount (Su): This functions as the cavalier's mount ability, except the pale rider's mount gains the undead creature type. The mount functions as a free-willed intelligent undead (augmented animal). The pale rider's mount does not ever gain the link, evasion, devotion, or improved evasion special abilities. Should a pale rider's mount be destroyed, the cavalier can find another undead mount to serve him after 1 week of mourning. The new mount does not gain any death's boon abilities until the next time the pale rider gains a cavalier level.

Hollow Boon: The pale riders are often loners, consigned to a lonely eternity with only their mount for companionship. As the pale rider increases in power, he can invest his mount with his negative energy, granting the companion versatile undead abilities. At 1st level, the pale rider can select one of the following boons to bestow on his mount. He can select an additional boon at 9th and 17th level. Once a boon is selected, the pale rider cannot alter this selection, even if a mount is destroyed.

Burning (Ex): Creatures adjacent to the mount take 1d6 points of fire damage at the start of their turn. Anyone striking the mount with an unarmed strike or natural attack takes 1d6 points of fire damage. The mount deals an additional 1d6 points of fire damage with all of its natural attacks. The pale rider cavalier is immune to his mount's fire damage. A mount must have the skeleton boon and the pale rider must be at least 9th level to select this boon.

Channel Resistance (Su): The mount gains channel resistance +4.

Cold Immunity (Su): The mount gains immunity to cold. A mount must have the skeleton boon to select this boon.

Diseased (Su): The mount becomes infected with a supernatural plague that it inflicts with all of its natural attacks. A mount must have the zombie boon and the pale rider must be at least 9th level to select this boon.

Rot: natural attack—injury; *save* Fort DC 10 + 1/2 the pale rider's class level + pale rider's Charisma modifier; *onset* immediate; *frequency* 1/day; *effect* 1d2 Con, this ability damage cannot be healed while the creature is infected; *cure* 2 consecutive saves.

Lifesense (Su): The mount can notice and locate living creatures within 30 feet, just as if it possessed the blindsight ability. A pale rider must be at least 9th level to select this boon.

Rejuvenation (Su): If the mount is destroyed, but the pale rider is not destroyed, the mount returns with a rebuilt body after 1d4 days. After this time passes, the mount awakens fully healed, with all appropriate boons and flaws. The mount cannot be permanently destroyed until the pale rider is also destroyed. A pale rider must be at least 17th level to select this boon.

Skeleton (Ex): The mount's flesh falls away, leaving only bare white bones. The mount gains DR 5/bludgeoning. A skeletal mount loses its fly speed (if any). A mount with this boon cannot select the zombie boon.

Spectral (Su): A shard of the mount's spirit manifests around its bare bones or rotting flesh. This appears to be a translucent, ghostly-white afterimage that trails behind when the mount moves. The mount's natural attacks can affect incorporeal creatures as if they were *ghost touch* weapons, and the mount gains its natural armor bonus to AC against incorporeal touch attacks.

Spirit (Su): The mount can use *air walk* at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground. A mount must have the spectral boon and the pale rider must be at least 9th level to select this boon.

Stench (Ex): The mount gains the stench universal monster ability, with a range of 30 feet and a duration of the sickened condition of 1d4 rounds. The Fortitude save DC to negate the sickened condition is equal to 10 + 1/2 the pale rider's cavalier level + pale rider's Charisma modifier. A mount must have the zombie boon and the pale rider must be at least 9th level to select this boon.

Toughness (Ex): The mount gains the Toughness feat as a bonus feat.

Unnatural Aura (Su): Animals within 30 feet of the mount do not willingly approach it unless the animal's mater succeeds on a DC 25 Handle Animal, Ride, or wild empathy check.

Vampiric (Ex): The mount does not provoke attacks of opportunity when performing a grapple maneuver. At the end of its turn if it grapples a living humanoid creature, the mount deals 1d4 points of Constitution damage. The mount heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood. A pale rider must be at least 9th level to select this boon.

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Zombie (Ex): The mount's rotting flesh toughens to the consistency of leather, turning a stark, bloodless white. The mount gains DR 5/slashing. A winged mount can still fly, but its maneuverability becomes clumsy. A mount with this boon cannot select the skeleton boon.

This replaces the tactician, greater tactician, and master tactician abilities.

Hollow Flaw: Any time the pale rider gains a hollow boon for its undead mount (1st, 9th, and 17th level), he can choose to also give his undead mount a hollow flaw. If the pale rider gives the mount a flaw, he can grant it one hollow boon in addition to the hollow boon gained at that level. The pale rider must meet all prerequisites of the boon granted. When the pale rider gains a new hollow boon (at 9th or 17th level), he may instead choose to remove a previously selected hollow flaw instead of gaining a new hollow boon.

Fire Vulnerability (Ex): The mount takes half again as much damage (+50%) from fire, regardless of whether a saving throw is allowed or if the save is a success or failure. A mount with the burning boon cannot select this flaw, and a mount with this flaw cannot select the burning boon.

Recoil (Ex): The mount fears mirrors or strongly presented holy symbols. These things do not harm the mount, but the mount must stay at least 10 feet away from the mirror or holy symbol and cannot touch or make melee attacks against a creature presenting a mirror or holy symbol.

Staggered (Ex): The mount can only perform a single move action or standard action each round. The mount can move up to its speed and attack in the same round as a charge action.

Sunlight Powerlessness (Ex): If the mount is in sunlight (but not in an area of *daylight* or similar spells), it cannot attack and is staggered.

Warded (Ex): The mount cannot enter an area sanctified by a *consecrate* or *hallow* spell. If it is forced to enter a sanctified area, the mount is destroyed (no save).

Dread Steed (Su): At 5th level, the pale rider's undead mount becomes horrifying to behold and contemplate battling. As long as the mount is clearly visible, all enemies who are living creatures within 60 feet receive a -2 morale penalty on saving throws against fear and a -1 morale bonus on attack rolls made against the mount. If a creature successfully damages the mount, they become immune to this ability for 24 hours. At 10th level, and every five levels thereafter, these penalties increase by -1. This is a mind-affecting fear effect.

Greater Dread (Su): At 14th level, the pale rider's undead mount strikes true terror in his enemies. Any enemy within 60 feet that is a living creature who can clearly see the mount must succeed on a Will save (DC 10 + 1/2 the pale rider's cavalier level + pale rider's Charisma modifier) or gain the shaken condition for 1 minute or until they are no longer within 60 feet of the mount. On a successful save, the opponent is immune to this ability for 24 hours. In addition, the cavalier can spend a standard action rearing back his mount in a terrifying manner. A single living creature within 60 feet with the shaken condition (due to this ability) must succeed on a second save (at the original save DC) or gain the frightened condition for 1 minute or until they are no longer within 60 feet of the mount. This is a mind-affecting fear effect.

Void Singer (Bard Archetype)

The rage stretching a hollowed soul over an internal void exists within the living. The void singer speaks to these mindless urges, forcing mortals to abandon reason for mindless desire.

Bardic Performance: A void singer gains the following types of bardic performance.

Demoralizing Dirge (Su): A void singer's first technique is driving listeners to despair, creating a growing hole within their spirit. To be affected, an enemy must be able to perceive the bard's performance. An affected enemy must succeed on a Will save (DC 10 + 1/2 the bard's class level + bard's Charisma modifier) or take a -1 morale penalty on saving throws against compulsion and fear effects and a -1 morale penalty on attack and weapon damage rolls (minimum 1 damage). At 5th level, and every six bard levels thereafter, this penalty increases by 1, to a maximum of -4 at 17th level. On a successful save, the target is immune to the bard's demoralizing dirge for 24 hours. Demoralizing dirge is a mind-affecting compulsion effect. Demoralizing dirge can use audible or visual components. The bard must choose which component to use when starting his performance. This performance replaces inspire courage.

Stoke the Urge (Su): At 6th level, a void singer learns to instill a pale reflection of the urge in a living creature, driving them into a mindless murderous anger. The creature must be affected by the bard's demoralizing dirge. Using this ability requires a standard action to activate (in addition to the free action to continue the demoralizing dirge effect). The creature must succeed on a Will save (DC 10 + 1/2 the bard's class level + bard's Charisma modifier) or attack a target the bard indicates for 1 round. If the bard does not indicate a target or the creature cannot perceive the indicated target, the creature attacks the nearest ally. If no ally is within reach, the target moves toward and attacks

by the swiftest possible means. If no viable target is available, the creature attacks itself, dealing 1d8 points of damage + its Strength modifier. A bard can use this ability more than once against an individual creature during an individual performance. Using this ability does not disrupt the demoralizing effect, but the target's penalties to attack and damage become bonuses against targets indicated by the void singer. On a successful save, a creature is immune to this bardic performance for 24 hours. This performance replaces *suggestion*.

Secrets of the Grave (Ex, as the dirge bard^{UM}): At 2nd level, a void singer gains a bonus equal to half his bard level on Knowledge (religion) checks made to identify undead creatures and their abilities. A void singer can perform for the dead or the living with equal ease. A void singer can use mind-affecting spells and bard class abilities to affect undead as if they were living creatures, even if they are mindless (though spells that affect only humanoids do not affect undead, even if they were humanoids in life). In addition, he may add one necromancy spell from the spell list of any arcane spellcasting class to his list of spells known at 2nd level and every four levels thereafter. This ability replaces versatile performance.

Hollowed Feats

Hollowed have access to the following feats. At GM discretion, some feats may not be appropriate for hollowed without modification (such as Endurance or Diehard).

Consume Life

You learn to drink deeply from mortal souls.

Prerequisite: Hollowed.

Benefit: When dealing negative levels to a creature, you gain 5 temporary hit points for each negative level you bestow. These temporary hit points last for a maximum of 1 hour.

Control

You have developed superior control over the urge through training and sheer force of will.

Prerequisites: Improved Iron Will, Iron Will, hollowed.

Benefit: Whenever you must make a Will save to resist succumbing to the urge or attempt a Will save to end the urge, you can roll twice and whichever result you prefer.

Dead Mind

Your mind is closer to normal undead than most hollowed, especially when the urge takes you.

Prerequisite: hollowed.

Benefit: You gain a +2 racial bonus to saves against mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). While succumbed to the urge, you are immune to mind-affecting effects.

Extra Mastery

Your mind is closer to normal undead than most hollowed, especially when the urge takes you.

Prerequisites: Death mastery class feature, hollowed.

Benefit: You gain one additional death mastery. You must meet all prerequisites for this death mastery.

Special: You can gain Extra Mastery multiple times.

Greater Spawn

Your spawn are more powerful than normal.

Prerequisites: Create spawn racial trait, hollowed.

Benefit: Spawn you create gain a +2 bonus to attack rolls, damage rolls, saves, ability checks, and skill checks, as well as +2 hit points per Hit Dice. Spawn you create cannot have a higher total skill check bonus in any skill than you. If you release your spawn or they otherwise become free-willed, they lose this bonus.

Special: You can select this feat multiple times. Its effects stack. You may not select this feat more than once per four character levels.

Pack Hunter (Teamwork)

When hunting with your spawn or other hollowed, you find you can practically smell living souls, unerringly locating them without fail.

Prerequisites: Consume Life, Perception 3 ranks, hollowed.

Benefit: If you are within 30 feet of either one of your spawn or a hollowed with this feat, you gain lifesense 30 feet. This allows you to notice and locate living creatures within 30 feet as if you had blindsight.

Pass for Living

Your body hasn't decayed as much as most hollowed, making it easier for you to feign life or be mistaken for mortal.

Prerequisites: Death's stigma racial trait, hollowed.

Benefit: You can make Disguise skill checks to appear alive at no penalty. When you are not disguised, living creatures only have a starting attitude (per the Diplomacy skill) of one worse than normal, or do not have their starting attitude reduced if you are accompanied by seemingly friendly living creatures.

Recovery

You and your spawn are capable of slowly healing over time.

Prerequisite: Hollowed.

Benefit: After meditating for a full 8 hours, you recover 1 hit point per character level. If you

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meditate for a full 24 hours, you recover twice your character level in hit points. Your spawn can likewise forgo any strenuous action for a full 8 hours in order to heal 1 hit point per Hit Die, or 24 hours to heal 2 hit points per Hit Die. Additionally, you and your spawn can benefit from long-term care (per the Heal skill), but it requires a DC 20 Heal skill check to provide long-term care.

Ritual Spawn

You can purposefully create spawn from willing or helpless humanoids without succumbing to the urge.

Prerequisites: Create spawn racial trait, hollowed.

Benefit: You can use the create spawn ability without needing to succumb to the urge. This requires you to perform a ritual murder of a living humanoid victim with a coup de grace action. If the humanoid is killed by the coup de grace, they arise 1 hour later as a wight. This otherwise functions as the create spawn racial trait.

Slam (Combat)

You can tear people apart with your bare hands.

Prerequisite: Hollowed.

Benefit: You can use your slam primary natural attack even when you have not succumbed to the urge.

Normal: You only gain a slam attack when succumbed to the urge.

Strong Spirit

You are more resistant to attacks on your mind and soul than most hollowed, especially when you succumb to the urge.

Prerequisites: Dead Mind, hollowed.

Benefit: You gain a +2 racial bonus on saving throws against death effects, or ability damage or drain to your mental ability scores (Charisma, Intelligence, and Wisdom). While succumbed by the urge, you are immune to death effects, ability damage, and ability drain.

Undying

You can struggle on with wounds that would grant most the final death.

Prerequisites: Great Fortitude, Toughness, hollowed.

Benefit: You are not helpless when reduced to negative hit points and can still act. You gain the staggered condition. You can take a move action without injuring yourself, but if you perform any standard action (or any other action deemed as strenuous) you take 1 point of damage after completing the act. If your negative hit points are equal to or greater than your Constitution score, you immediately die.

Normal: A hollowed without this feat who is reduced to negative hit points is conscious but helpless.

Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts, but with racial paragon classes the line between the two becomes blurred. Racial paragons are, as the name suggests, nearly ideal examples of the strengths and abilities of the character's race. Unlike members of other classes, however, racial paragons are more than merely powerful individuals. They are strong in all the ways that their race is strong, while still vulnerable in the ways that their race is vulnerable. Beyond that, they possess powers and capabilities that supersede those of normal members of their race. Racial paragons rarely undergo the rigorous training or study that members of other classes commonly undertake between levels. Their experience, wisdom, and heroic abilities simply manifest in the form of superior innate racial abilities.

Despite this strong association with race, racial paragons need not have specific views or special dedication to their race's beliefs or typical attitudes (although many do). Obviously, a character can only take levels in the racial paragon class associated with his race. Like the fighter, wizard, and other standard character classes, racial paragon classes have no prerequisites (other than being a member of the appropriate race). A paragon hollowed can multiclass freely between standard character classes, prestige classes for which he qualifies, and the paragon class unless the other class has restrictions that prevent multiclassing. Levels in racial paragon classes are always considered to be advancing in a favored class.

True Wight Paragon

Death is only the beginning... for the strong. Those clinging to old lives might achieve mere mediocrity, but true power is reached when we embrace and master the urge.

Role: The true wight paragon is a physical combatant that uses natural weapons. They also gain the ability to both create and control undead, giving them the advantage of numbers on the battlefield.

Alignment: Any non-good. Due to its frequent creation of intelligent undead, true wights rarely are or remain good-aligned.

Hit Die: d8.

Class Skills

The true wight paragon's class skills (and the key ability for each skill) are: Bluff (Cha) Climb (Str), Craft (Int), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (arcana) (Int),

Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str), Use Magic Device (Cha).

Skill Ranks per level: 6+ Int modifier.

Class Features

All of the following are class features of the true wight.

Weapon and Armor Proficiency: A true wight is proficient with all simple weapons and light armor, but not with shields.

Create Spawn (Su): At 1st level, a true wight gains the Ritual Spawn feat (see Hollowed Feats for details) as a bonus feat. At 6th level, humanoid killed by the true wight performing a ritual murder to create spawn arise as wights after 1d4 rounds. At 12th level, a true wight can perform the ritual as part of a standard attack action without needing to perform a coup de grace action. The attack must still be made as a melee

attack against a helpless or willing creature, and it must result in the creature's death. At 18th level, the true wight can create spawn as a swift action any time it kills a living humanoid creature, regardless of whether the target is helpless or not.

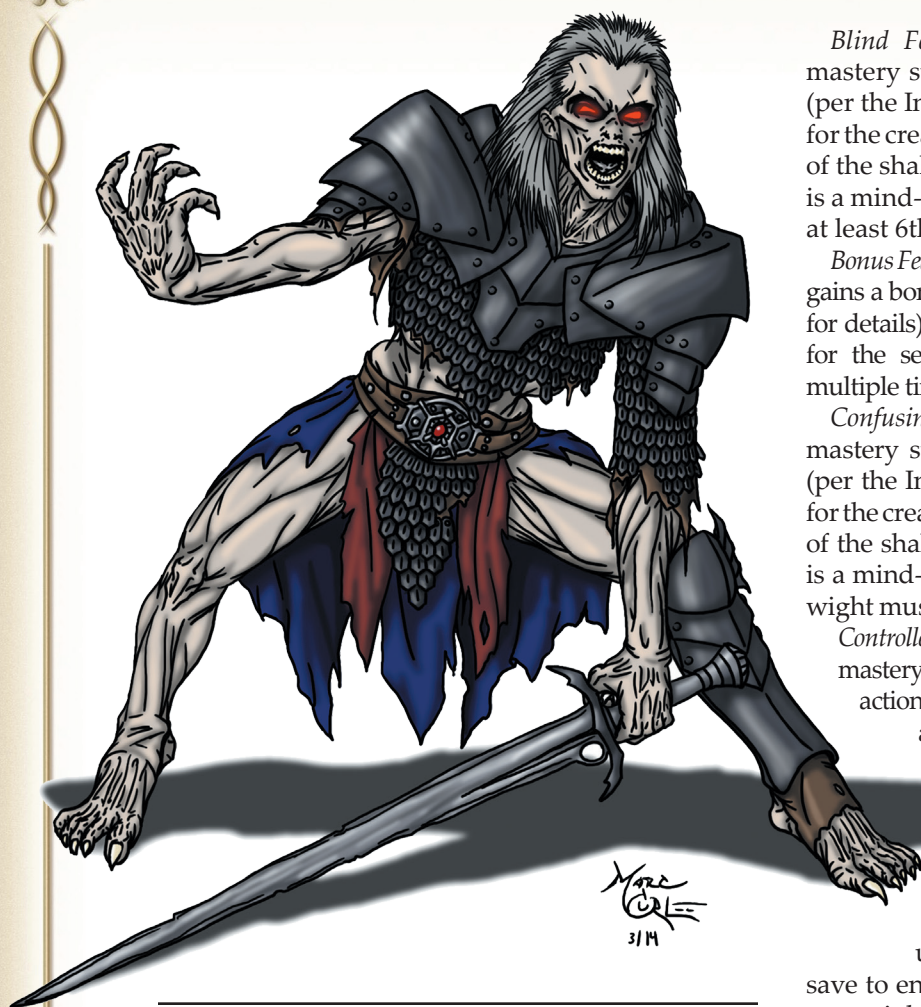
Lurk (Ex): Starting at 1st level, a true wight adds ½ his level to Stealth checks. At 10th level, when the true wight and any spawn within 30 feet are attempting a Stealth check, the true wight makes a single Stealth check for himself and all of his spawn within 30 feet.

Slam (Ex): At 1st level, a true wight gains the Slam feat (see Hollowed Feats for details) as a bonus feat. The true wight's slam attack is treated as both a manufactured weapon and a natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons. A true wight also deals more damage with his slam attack than a normal hollowed as shown in the table below.

Table: True Wight Class

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Create spawn, Lurk, Slam
2nd	+1	+0	+0	+3	Death Mastery, Master the Urge +1
3rd	+2	+1	+1	+3	Empowered Spawn +2
4th	+3	+1	+1	+4	Death Mastery
5th	+3	+1	+1	+4	Hive Mind (30 ft.)
6th	+4	+2	+2	+5	Death Mastery, Empowered Spawn +4, Master the Urge +2
7th	+5	+2	+2	+5	Damage Reduction 1/—, multiattack
8th	+6/+1	+2	+2	+6	Death Mastery
9th	+6/+1	+3	+3	+6	Empowered Spawn +6
10th	+7/+2	+3	+3	+7	Damage Reduction 2/—, Death Mastery, Hive Mind (60 ft.), Master the Urge +3
11th	+8/+3	+3	+3	+7	Master the Mindless
12th	+9/+4	+4	+4	+8	Death Mastery, Master the Urge +4
13th	+9/+4	+4	+4	+8	Damage Reduction 3/—
14th	+10/+5	+4	+4	+9	Death Mastery, Master the Urge +4
15th	+11/+6/+1	+5	+5	+9	Empowered Spawn +10, Hive Mind (100 ft.)
16th	+12/+7/+2	+5	+5	+10	Damage Reduction 4/—, Death Mastery
17th	+12/+7/+2	+5	+5	+10	Powerful Blow
18th	+13/+8/+3	+6	+6	+11	Death Mastery, Empowered Spawn +12, Master the Urge +5
19th	+14/+9/+4	+6	+6	+11	Damage Reduction 5/—
20th	+15/+10/+5	+6	+6	+12	Death Mastery, Hive Mind (any range), Master the Dead

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True Wight Slam Damage

Level	Damage (Small)	Damage (Medium)	Damage (Large)
1st–3rd	1d3	1d4	1d6
4th–7th	1d4	1d6	1d8
8th–11th	1d6	1d8	1d10
12th–15th	1d8	1d10	2d6
16–19th	1d10	2d6	2d8
20th	2d6	2d8	3d6

Master the Urge (Ex): At 2nd level, a true wight begins to gain greater control over the urge. He gains a +1 bonus on Will saves made to avoid succumbing to the urge. This bonus increases by +1 for every four levels beyond 2nd.

Death Mastery (Su): As a true wight gains levels, he learns to evolve his undead nature in new ways. Starting at 2nd level, a true wight gains a death mastery ability. He gains another death mastery ability for every two levels of true wight attained after 2nd level. Unless otherwise noted, a true wight cannot select an individual talent more than once.

Blind Fear (Su): When a true wight with this mastery successfully demoralizes a living creature (per the Intimidate skill), the true wight can choose for the creature to gain the blinded condition instead of the shaken condition for the same duration. This is a mind-affecting fear effect. A true wight must be at least 6th level to select this mastery.

Bonus Feat: A true wight that selects this death mastery gains a bonus hollowed racial feat (see Hollowed Feats for details). The true wight must meet all prerequisites for the selected feat. This mastery can be selected multiple times, each time granting a new bonus feat.

Confusing Fear (Su): When a true wight with this mastery successfully demoralizes a living creature (per the Intimidate skill), the true wight can choose for the creature to gain the confused condition instead of the shaken condition for the same duration. This is a mind-affecting fear and confusion effect. A true wight must be at least 8th level to select this mastery.

Controlled Surrender (Ex): When a true wight with this mastery voluntarily succumbs to the urge as a free action, he can attempt a Will save to end the urge as an immediate action each time he deals a negative level to a living creature. A true wight must be at least 6th level to select this mastery.

Controlled Surrender, Greater (Ex): When a true wight with this mastery voluntarily succumbs to the urge as a free action, he can attempt a Will save to end the urge at any time as a free action. A true wight must be at least 12th level and have the controlled surrender mastery to select this mastery.

Dead Sense (Sp): The true wight can use *detect undead* as an at will spell-like ability using his class level as his caster level.

Deeper Fear (Su): If the true wight successfully uses demoralize (per the Intimidate skill) on the same creature a second time while the creature is still shaken due to the previous demoralize, the true wight can choose whether to extend the duration of the shaken condition or cause the target to gain the frightened condition for the duration of the first use of demoralize. A true wight must be at least 8th level and have the extended fear mastery to select this mastery.

Dread Swiftess (Ex): The true wight gains a +10 enhancement bonus to his land speed. This mastery can be selected up to once per four class levels.

Draining Spawn (Su): The true wight can drain energy through his spawn. When one of the true wight's spawn within 30 feet of the true wight successfully hits a living creature with a slam attack, the true wight can choose to additionally deal 1 negative level to the creature as an immediate action. The true wight gains the benefits of energy

drain (if any). The save DC to remove the negative level is the same as if it was dealt by the true wight. A true wight must be at least 12th level and have the energy drain mastery to select this mastery.

Drowned Corpse (Ex): The true wight gains a swim speed equal to his land speed.

Empathic Link (Su): The true wight has an empathic link with his spawn with a range of 1 mile. The true wight can communicate empathically with the spawn, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The true wight has the same connection to an item or place that his spawn do. A true wight only has an empathic link to spawn he still controls.

Energy Drain (Su): The true wight can make a slam attack as a full-round action that deals a negative level as his energy drain ability when not succumbed to the urge. A true wight must be at least 8th level before selecting this mastery.

Energy Drain, Greater (Su): The true wight deals 2 negative levels any time he uses the energy drain ability, and can use energy drain when not succumbed to the urge by making a slam attack as a standard action. A true wight must be at least 16th level and have the energy drain mastery to select this mastery.

Enervation (Su): As lesser enervation, except the true wight grants the target 1d4 x 5 temporary hit points per use of the ability. A true wight must be at least 8th level and have the lesser enervation mastery to select this mastery.

Enervation, Lesser (Su): The true wight learns to act as a conduit, bolstering other undead with negative energy. As a standard action, the true wight grants a touched undead or creature healed by negative energy 5 temporary hit points. These temporary hit points last for 1 hour, are lost first when the target takes damage, and do not stack. This has no effect on creatures healed by positive energy and the true wight cannot target himself. The true wight can use this ability a number of times per day equal to 3 + his Charisma modifier.

Enervation, Greater (Su): As lesser enervation, except the wight grants the target 2d4 x 5 temporary hit points per use of the ability. A true wight must be at least 16th level and have the lesser enervation mastery to select this mastery.

Extended Fear (Ex): When the true wight uses demoralize (per the Intimidate skill) the opponent is affected for 1d4 rounds plus 1 round for every 5 by which the true wight beats the DC.

Fast Healing (Su): The true wight can rapidly heal his own wounds with effort. As a swift action, the true wight gains fast healing 1 for 1 round. The true wight can heal up to 2 hit points per class level per day with this ability, after which it ceases to function. Instead of granting himself fast healing, the true wight can grant the fast healing for 1 round to a touched undead or creature healed by negative energy as a standard action.

Fast Healing, Greater (Su): The true wight can more rapidly and easily heal. As a free action, the true wight gains fast healing equal to his Charisma modifier for 1 round. The true wight can heal up to his Charisma modifier per class level per day hit points with this ability, after which it ceases to function. Instead of granting himself fast healing, the true wight can grant the fast healing for 1 round to a touched undead or creature healed by negative energy as a standard action. This mastery supersedes and replaces the fast healing mastery. A true wight must be at least 8th level and have the fast healing mastery to select this mastery.

Free-Willed Spawn (Ex): The true wight voluntarily releases his most powerful and naturally loyal spawn, who becomes a hollowed ally with class levels. This functions as the Leadership feat, except the true wight does not gain followers. If the cohort did not voluntarily choose to become undead, the true wight's Leadership score has a -2 modifier. If the cohort was enslaved for a significant period of time (months or years), the true wight's Leadership score has an additional -2 modifier. This is in addition to any other potential leadership modifiers, and most true wights are known for aloofness or even cruelty. The cohort gains the benefits of the lurk and hive mind abilities, but does not gain the benefits of the empowered spawn ability. A true wight must be at least 8th level to select this mastery.

Frightful (Ex): The true wight can use the demoralize action with the Intimidate skill against a living creature as a swift action when he deals a negative level to the creature. A true wight must be at least 4th level to select this mastery.

Gravecaller (Sp): The true wight can use *speak with dead* as a spell-like ability a number of times per day equal to his Charisma modifier, using his class level as his caster level. The Will save DC to negate the effect is equal to 13 + the true wight's Charisma modifier. A true wight must be at least 6th level before selecting this mastery.

Rage (Ex): The true wight gains benefits similar to a barbarian's rage when he voluntarily succumbs to the urge. While succumbed to the urge, the true wight gains a +1 bonus on melee attack rolls, melee damage rolls, and Fortitude saving throws. In addition, he takes a -2 penalty to AC. He also gains 2 temporary hit points per class level. These temporary hit points are lost first when the true wight takes damage, disappear when the true wight is no longer succumbed to the urge, and are not replenished if the true wight succumbs to the urge again before meditating for at least 8 hours. The true wight is fatigued for 1 minute after he is no longer succumbed to the urge, and may unwillingly succumb to the urge again if damaged while fatigued. The true wight does not gain these benefits if he succumbs to the urge due to a failed Will saving throw. These bonuses do not stack with the bonuses gained from a barbarian's rage. A true wight must be at least 4th level to select this mastery.

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Rage, Greater (Ex): The true wight's bonuses from the rage mastery on melee attack rolls, melee damage rolls, and Fortitude saves increases to +2. In addition, the amount of temporary hit points gained when succumbing to the urge increases to 2 per Hit Die. A true wight must be at least 12th level and have the rage mastery before selecting this mastery.

Rage, Mighty (Ex): The true wight's bonuses from the rage mastery on melee attack rolls, melee damage rolls, and Fortitude saves increases to +3. In addition, the amount of temporary hit points gained when succumbing to the urge increases to 3 per Hit Die. A true wight must be at least 20th level and have the greater rage mastery before selecting this mastery.

Recover Spawn (Ex): Spawn the true wight creates are not destroyed until their negative hit points equal or exceed their Charisma modifier (usually at -15 hit points). While at 0 hit points or negative hit points, spawn gain the helpless condition but remain conscious. The spawn do not normally heal naturally. They remain helpless and conscious indefinitely until healed to greater than 0 hit points.

Possess Spawn (Sp): The true wight can possess one of his spawn within range of his telepathy (per the hive mind ability). This otherwise functions as the *magic jar* spell, except the true wight does not require a receptacle for his soul. The true wight uses his class level as his caster level. A true wight must have the empathic link mastery and be at least 10th level before selecting this mastery.

Scry on Spawn (Sp): The true wight can use *scrying* targeting one of his spawn as an at will spell-like ability using his class level as his caster level. The true wight can only target spawn he still controls. A true wight must have the empathic link mastery and be at least 14th level to select this mastery.

Sense Living (Su): The true wight can sense living souls as a wolf smells bleeding prey. The true wight gains the scent universal monster ability, but only for living creatures with the humanoid or monstrous humanoid types. A true wight must be at least 4th level to select this mastery.

Share Rage (Su): When succumbed to the urge and gaining the bonuses from the rage mastery, the true wight grants the same bonuses to any spawn he controls within 30 feet. The spawn gains the benefits and penalties of the true wight's rage (including greater rage and mighty rage) for as long as the true wight remains succumbed to the urge. A true wight must be at least 8th level and have the rage mastery before selecting this mastery.

Tireless Rage (Ex): When the true wight uses the rage mastery, he does not become fatigued when he is no longer succumbed to the urge. A true wight must be at least 16th level and have the rage mastery before selecting this mastery.

Empowered Spawn (Su): Starting at 3rd level, a true wight's spawn become more powerful, and stronger than free-willed wights. Spawn of the true wight creates gain a +2 bonus to attack rolls, damage rolls, saves, ability

checks, and skill checks, as well as +2 hp per HD. At 6th level and every three levels thereafter (9th, 12th, 15th, and 18th level), these bonuses increase by a cumulative +2, to a maximum of a +12 bonus to attack rolls, damage rolls, saves, ability checks, and skill checks, as well as +12 hp per HD. Spawn created by the true wight cannot have a higher total skill check bonus in any skill than the true wight. If a spawn becomes free-willed and no longer subject to the true wight's control, it loses these bonuses. This ability does not stack with the bonuses gained from the Greater Spawn feat, but functions as the Greater Spawn feat for the purposes of any prerequisites.

Hive Mind (Su): At 5th level, a true wight can telepathically communicate (as the telepathy universal monster ability) with any controlled spawn within 30 feet. This communication functions even if the true wight and spawn do not share a common language. At 10th level, the range of the telepathy increases to 60 feet. At 15th level, the range of the telepathy increases to 100 feet. At 20th level, the telepathy functions across any distance, but not planar boundaries.

Damage Reduction (Ex): At 7th level, a true wight gains damage reduction. Subtract 1 from the damage the true wight takes each time he is dealt damage from a weapon or natural attack. At 10th level, and every three levels thereafter (13th, 16th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0, but not below 0.

Multiattack (Ex): At 7th level, a true wight only takes a -2 penalty to his slam attack (instead of the normal -5 penalty) when attacking with his slam attack and attacks made with weapons as part of a full attack action.

Master the Mindless (Su): At 11th level, a true wight can attempt to enslave a mindless undead creature within 30 feet as a standard action. The undead receives a Will save to negate the effect. The DC for this Will save is equal to 10 + 1/2 the true wight's class level + true wight's Charisma modifier. On a successful save, an undead cannot be affected by this ability for 24 hours. Undead that fail their save are permanently under the true wight's control, obeying commands to the best of their ability, as if under the effects of the *control undead* spell. The true wight can only control 4 Hit Dice worth of undead per class level, and any Hit Dice of undead controlled count against the total number of spawn the true wight can control. If the true wight exceeds the maximum number of Hit Dice he can control, he can choose to gain control over the new undead and release selected undead he is currently controlling, or have the attempt to gain control over the new undead fail. The true wight can communicate with controlled undead telepathically per the hive mind ability, but the undead in no other way function as controlled spawn.

Powerful Blow (Ex): At 17th level, a true wight always adds his full Strength modifier to his slam attacks, even when attacking with the natural attack and attacks made with weapons as part of a full attack action.

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When attacking with only the slam attack and no manufactured weapons, the true wight deals double his Strength bonus on damage rolls with his slam attack.

Master the Dead (Su): At 20th level, a true wight can use the master the mindless ability to take control

over intelligent undead. This functions as the master the mindless ability, except undead do not have to be mindless to be affected. Intelligent undead receive a new saving throw each day to break the true wight's control. On a successful save, the intelligent undead becomes immune to this ability for 24 hours.



IN THE COMPANY OF WIGHTS

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IN THE COMPANY OF GENIES



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