

Rite Publishing Presents

# IN THE COMPANY OF WIGHTS



by Aaron Phelps



Rite Publishing Presents:



# In the Company of Wights

*Draug (Author):* Aaron Phelps

*Aptrganga (Editor):* Bill Collins

*Revenants (Artists):* Marcum Curlee, Bruno Balixa, and Vadlyx

*Phantom (Layout & Design):* Lj Stephens

*Specter (Publisher):* Miranda Russell

*"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 for me to consume it. Fortunate for us both, I learned long ago the Urge is an ugly lie. Nothing but a bestial impulse without regard for logic or reason. I am forever grateful that both of us have mastered the base impulses of our people- mine, to consume, yours, to destroy that which is different.

As a hollowed, I thought I would be forever bound to guarding my family crypt, for it was the reason I gave my life. Thank you for removing that burden and allowing me to set forth on my worthy quest. I know I can trust you as I trust myself to safeguard my family relic. So far, my work to bridge the divide between the worlds of the living and the undead have been met with mixed results. I have had a moderate success in teaching your people that not all who die are evil and that we hollowed can control our base passions even though they are laid bare and free as the flesh falls away. I have had less success with other hollowed and undead, but still I am hopeful.

Here inside this journal you will read the notes involving my experiences with hollowed of various types. I hope my findings quench your thirst for knowledge and provides adequate repayment. May the knowledge I have gathered bring others comprehension and compassion that will move us closer to creating a better and lasting understanding between our people.

While I do not think there can be peace between all living and undead, I do hope for alliances between your people and my brethren. For those hollowed who cannot or will not control their base urges, perhaps their ultimate destruction benefits us all. For whichever end, peace or oblivion, I hope my journal provides you with the knowledge and the answers you seek.

Best,  
Goldflame



# IN THE COMPANY OF WIGHTS

## Introduction

We are the hollowed. The living calls us wights. The name perhaps came about because of our bloodless skin or perhaps a corruption of language, I am not sure, but we do not often refer to ourselves as such.

We possess strong, vibrant souls which have been altered, though some would argue corrupted, by violent deaths. We remain because the strength of our souls allows one lingering piece to cling alone in a voided vessel. (If you have never been dead, you cannot begin to imagine the emptiness you feel when you have lost most of your soul.) That remnant is rage, hatred, malevolence, but also determination and pride. That fragment of soul expands to fill the void and the experience can be overwhelming. I call it the Urge and it is both our soul and a force that attempts to influence us towards baser impulses.

You surely have heard tales of hollowed who come for the living in the night; red glowing eyes, icy cold skin, a presence that peels away layers of the living soul with a touch. It is true that the raw intensity of emotion left in our soul can drive us to perform heinous deeds. To become as much of a creature as a ghoul or zombie or skeleton. Those mindless beings which know only hunger. However, we hollowed are not mindless. I have yet to determine if retaining my mind has been a gift or a curse, but I can assure you, it allows us to be different than other undead. I have walked among the living hundreds of times since I traded my life for immortality - in crowded cities, along old dirt roads, in shared coaches riding across great expanses. The people whom I met were none the wiser to my true being nor to the anger I keep soothed through discipline. They did not know of the Urge, the subtle, gnawing hunger for the sweet taste of a warm soul that promises 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 own will I control my base temperaments far better than some who still enjoy the comfort of wearing 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 of which require a brutal death.

First, hollowed begets hollowed. When a hollowed kills a living creature, instead of consuming the soul we can choose to rebind it to the body. In doing so we weave our soul to theirs, enslaving them to our will. I have rebound the souls of thieves and trespassers to create extra guardians

for my family crypt. While I am not proud of my actions, they served me well. Hollowed who have been created in such a way can gain their freedom if their masters die, if their masters free them, or if they possess an unusually strong will.

Secondly, some hollowed voluntarily join the ranks of the undead because we feel we are serving a greater cause. I freely lay upon the altar of transformation to become the eternal guardian of my grandfather's tomb. During the ceremony I focused my will and desire to stay on the material plane. As the dagger pierced my heart, I forced myself to not scream out against the pain as it expanded and encompassed my entire being, becoming a red haze. As the haze lifted, I was gifted a new eternal body in which I could defend my ancestor's burial urn and the sacred power of his ashes. I protected my grandfather's resting spot and remains for over 50 years against intruders, thieves, and monsters who sought to turn the tomb into their own lair. In my travels I have met many others with similar tales of giving up their normal lives to gain immortality in order to fulfil some type of duty or intense desire.

Finally, hollowed are created through the violent death of a strong soul. That death may occur on the battlefield or by the hands of a false lover. What matters is the intensity of the soul's desire to remain.

As I write this journal I hope that if the living readers take nothing else away from the knowledge in these pages, they fully understand 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 with the denizens of the other side.

However, it doesn't mean that we are harmless. No, we hollowed are powerful and while we may not all be evil, we hold tremendous power over rage and fear and are able to separate a humanoid from its soul and bind it to our bidding. But harboring the potential for an action does not designate one's inner nature. Even those who are evil can still be quite composed and resolved 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 now

are. However, we do not shamle or lurch like our lesser brethren unless we choose to hide among the flock. In fact, many of us have learned ways to disguise our decaying forms so we can move freely among the living in their cities. However, we must take care of one feature that will always give us away: our burning red eyes. From the moment of our change, they glow a rich crimson. I have been told our eyes forever haunt the dreams of men who gaze deeply into them, even those we call friends.

However, despite our glowing gaze and diminishing physical bodies, some of us still bear some semblance to our former selves, at least to our race. I, in many ways, still resemble the half-orc I was before. We retain our height and size. Our voices are still are own, though deeper and empty. Though our bodies decompose, it does have an eventual stopping point. We do not die due to age or other natural ways. Only through complex magic or the violence that created us are we undone.

## Society

We hollowed do not have an easy unlife. Because of our appearance and the stigma of being undead, we often band together with our own kind. However, hollowed society is varied and my people behave differently depending on the structure of the community in which they dwell.

Many hollowed societies consist of a hierarchy between master and spawns. While enslaved, the spawns generally do not talk or demonstrate personality, with the exception of particularly willful beings. Their lairs are quiet, cold places because the inhabitants do not need to verbally communicate to fully understand what must be done. There are times where several masters will band together in one location if their philosophies align.

Hollowed who were created to become guardians often live as solitary creatures. I have met others who have transformed voluntarily in order to gain power or cheat death. These hollowed who expected death are often the most sound of mind.

Then there are the hunting packs. These can be master and slaves or free hollowed of similar power who have banded together to hunt the living. Their favorite prey is always

humanoids but they will readily attack any other living creature if nothing else is available. These groups are cunning and strong, relying on stealth and their supernatural abilities to take their prey at night. They have been known to take out farms and small settlements and then utilize the space as their new lair. They are nomadic unless they find a large source of food that can sustain their everlasting hunger.





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A lesser occurring society is the gathering of a small group of nonviolent hollowed who have dedicated themselves to tempering their souls through arduous tasks and learning. These communities resemble monasteries in their makeup and often pose as such to travelers or neighboring communities, though they attempt to place themselves far from harm and temptation. They focus on training and devotion to clear the mind and maybe even atone for their past deeds. These fellows with their seemingly infinite time become quite skilled and knowledgeable if left to their own devices.

There are also more daring hollowed who desire nothing more than to belong again to the world from which they are now shunned. They utilize elaborate disguises and concealing magic to hide their true forms because even when friends vouch for the character of their companion, most others 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 while without being found out.

### Relations

It should come as no surprise that our relations with most living are not good. We hollowed are partially to blame, for many of my brethren cannot or chose not to control the Urge and they glut themselves on the essence of the living. But the blame also lies on the other side, for it is within the nature of the living to fear that which is different. So hollowed keep far away from most “civilized” humanoid societies. Even cultures who practice the rituals to create hollowed often keep the transformed away from mainstream society.

Other undead do not seem to mind hollowed. The lesser, mindless creatures do not bother us because they see us one of them. Hollowed and higher functioning undead are ambivalent to each other as long as neither encroaches on the other’s territory or poaches on their hunting grounds.

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

Friendship can be found among the civilized humanoids from time to time. Those who practice magic and those who are truly devout can have a surprisingly open mind to the undead. I have also

learned that people with more adventurous souls are willing to listen as they have more worldly experience than those who stay cooped up safely in the cities.

### Alignment and Religion

I fully admit the Urge is embedded in the very essence of the hollowed and calls us to act out in anger and rage toward the living. But what man lives without anger or rage? Can they not control their most base impulses? Just as with the living, as with you, anger does not equate evil. Many of my brethren are indeed nothing more than murderous animals. However, there are just as many of us who have tamed the Urge and walk a different path despite their outward appearance. Just as humans, dwarves, and elves create their own fortune, so too do those who have died.

While not all hollowed are evil, we are also not all good. In fact, because of our nature, you will find more of us who walk the middle ground rather than the path of the truly righteous.

I will not lie, keeping faith after death is difficult. Many of the so-called benevolent deities have edicts against my kind, leading their worshippers to destroy the dead on sight. That blind marriage to ideology pushes many of my people away from the worship of those gods. The gods of power and death are kinder to us in some regards, but with these deities I know that I am looked on as nothing more than a puppet to be controlled or a tool to strike fear. Many hollowed worship the Urge itself. Others, like myself, worship ideals. In death I learned that knowledge is a far more useful god than any found in the pantheon.

### Adventurers

We adventure for many the same reasons the living do: excitement, riches, a sense of purpose. I personally still travel to learn more about my people and to catalog our societies so that the living can learn that the hollowed have a culture that is as rich and diverse as their own. Some of my kin search for a cure for their undeath. There are some who team up with highwaymen and cutthroats to gain easier access to the souls they desire.

Some hollowed adventure because they were once a living member of a party who was slain during the course of their journeys. And then there are even some enterprising or foolish adventurers who have volunteered to trade their warm bodies,

social acceptance, and possible sanity for the benefits granted by the embrace of death.

Whatever the reason, once they have gained the trust of a party, hollowed prove themselves to be useful thanks to their many inherent traits, especially those who truly embrace their nature and become true wights.

## 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 of a previous life can be painful, reminding us and angering us of the life we once possessed or driving us to a deep melancholy. I have noted that many hollowed choose names based on the significant events that have occurred after they died or in the places they inhabit. The more feral hunters choose simple titles based on accomplishments while those who guard tombs and crypts tend to prefer honorific titles.

## Hollowed Racial Traits

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 (ARG). Below is how the ARG explains generating an undead character using the five standard methods:

Generating ability scores for most of the races you create with these rules—even advanced and monstrous races—uses the standard methods. Races without Constitution scores are the exception, and require some 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.

**+2 to any one ability score:** Hollowed are versatile creatures and have no real drawbacks or advantages.

**Base Race:** While hollowed are their own race, they were originally some type of living creature. Choose a race that you once were before becoming hollowed but note that the hollowed creature type overrides everything from the previous type. The only two traits which are influenced by the previous race is size and speed.

**Size:** Hollowed start as small or medium depending on their base race.

**Speed:** Hollowed speed is dependent on their base race. 20 feet for small, 30 for medium.

**Type:** Hollowed are a modified undead.

**Modified Undead:** Hollowed are not traditional undead. The Urge which keeps their souls intact also makes their minds more active and therefore more susceptible to attacks that most undead never worry about. Below are the undead traits that apply to hollowed:

- **Darkvision:** Hollowed can see perfectly in the dark up to 60 feet.
- **Death's Shroud:** Hollowed are immune to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning. They are also immune to any effect that requires a Fortitude save unless the effect can also work on objects or is harmless.
- **Loyalty to the Grave:** Hollowed are not affected by raise dead and reincarnate spells or abilities. However, they can be turned back into living creatures through the use of resurrection and true resurrection if they are willing. Otherwise such spells fail.
- **Mental Resistance:** Hollowed gain a racial bonus equal to 1+1/2 their Hit Dice to resist all mind-affecting effects such as charms, compulsions, morale effects, patterns, and phantasms.
- **Negative Healing:** Negative energy can heal a hollowed while positive energy can harm them.



## Age Height and Weight

While the body of the hollowed continues to decay, it is a slow and lingering rot that never truly stops.

Children who are turned into hollowed retain their size though they continue to decay and mature with experiences just as if they were living.

The size of a hollowed's body is dependent on what they were before undeath though they typically become lighter as internal organs are shed, keeping only muscles, tendons, skin, and bone.

Hollowed cannot die of old age.

**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 as a bonus language (except Druidic and other secret languages).

## Becoming a Hollowed During an Adventure

If a character becomes a hollowed during a game, they will take the following steps:

If they have a Constitution score higher than 10, they will redistribute the number of points above 10 as if they had originally used the point buy method and then drop the Constitution score to 0.

**For example:** if the player being raised as a hollow was originally a human with a 16 Constitution score, they would receive back 10 points and spend them on other ability scores using the point buy chart.

No other stats may be altered except to add points received from their previous Constitution score. Hit points are recalculated by Charisma bonus.

Players who are turned into hollowed during the course of their adventure retain all their previous skills, feats, and abilities given by their classes. However, they lose all racial traits and abilities and replace them with hollowed traits and abilities. Their type becomes hollowed.

## Alternate Racial Traits

**Clung to Life:** The Urge was stronger than usual and allowed the hollowed to retain more of their past life. While they still appear dead if they do not attempt to disguise the fact, they do not suffer from the effects of constant decay. Furthermore, they are not immune to bleed, death effects, disease, paralysis, poison, sleep effects, and stunning effects

- **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 are not at risk of death from massive damage but are immediately destroyed when reduced to 0 hit points.
- **Sturdy Body:** Hollowed are also not subject to nonlethal damage, ability drain, or energy drain, and are immune to damage to physical ability scores (Constitution, Dexterity, and Strength), as well as to exhaustion and fatigue effects.

**The above traits modify the standard undead trait.**

**Death's Stigma:** Because of the ongoing state of decay of a hollowed's body, they receive a -1 penalty per level to diplomacy when dealing with living creatures. In addition, they also receive a -1 penalty per level to disguise attempts when trying to pass themselves off as a living creature.

**Haunting Presence:** Hollowed get +2 to Intimidate checks made towards living creatures.

**The Urge:** The Urge is the force of will that keeps hollowed moving. Though it is their life essence, it can also be a curse because it creates a desire to feed on living souls. Whenever violence is enacted in the presence of a hollowed, they must succeed a Will save, DC 15 + ½ their current Hit Dice or be forced to attack the nearest creature they can detect. A save means the hollowed becomes immune to the Urge for 24 hours. Hollowed under the effect of the Urge become more bestial and gruesome and anyone who previously failed a perception check to detect if they were undead immediately receive a new chance.

At level 1, hollowed who succumb to the Urge receive a +2 to hit and damage against living humanoid creatures. They also are able to heal the amount of damage they cause. There is a chance that the Urge will not be sated on the first attack. After their first attempted attack, they may attempt a DC 15 Will save or for 1d3 rounds they frenzy. During the frenzy they randomly attack the closest creatures they can detect and reach. They retain their bonuses to hit and damage and the ability to heal damage until the frenzy has passed. The bonuses go up by +2 every six levels.

At the beginning of each day, hollowed can actively choose to suppress the Urge. The concentration required to do so creates a -2 penalty to all Wisdom-based skill checks.

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but instead gain a resistance equal to  $1 + \frac{1}{2}$  their Hit Dice. This racial trait replaces the death's stigma trait and modifies the death's shroud trait.

**Crypt Sense:** A hollowed gains low light vision and knows true north when in a crypt or similar burial tomb filled with the dead. In addition, they can detect bodies within 90 feet of their location, even buried underground. This racial trait replaces the darkvision trait.

**Positive Healing:** The hollowed can accept positive energy for healing and negative energy causes damage. This racial trait replaces the sturdy body and negative healing traits.

### Favored Class Options

**Barbarian:** Add +1 to the barbarian's total number of rage rounds per day.

**Bard:** Add +1 to the bard's total number of bardic performance rounds per day.

**Cavalier:** Add  $+\frac{1}{4}$  to the cavalier's bonus on damage against targets of their challenge.

**Rogue:** Add a  $+\frac{1}{2}$  bonus on Stealth checks in dim light or darkness

**True Wight:** Add a  $\frac{1}{2}$  bonus to the DC of the control the weak ability

### Class Archetypes

#### Night Strider (Rogue Archetype)

**As Still as Death (Ex):** When not moving or performing any other action, the nightstalker is able to blend in with their surroundings. In dim light and darkness, they gain total concealment. In full light they gain a +40 on Disguise checks to appear completely dead.

This ability replaces trapfinding.

**Debilitating Slice (Ex):** At 3rd level, whenever a night strider deals sneak attack damage, they can choose to instead do 1d3 points of sneak attack damage and cause their target to become shaken for 1 round.

This ability replaces trap sense.

#### Pale Rider (Cavalier Archetype)

A pale rider is someone who has held on not to just their past life, but also their strongest held beliefs. Their code is invaluable to them and they will uphold it even after death.

**Undead Steed (Su):** A pale rider starts with the ability to turn the corpse of a creature they can ride into an undead mount. The length of time that the creature has been dead does not matter as long as the creature can be identified. The rules for size and type still apply. The undead steed retains only the abilities of travel, for example wings will still fly, but special abilities like poison no longer function.

This ability otherwise works like the cavalier's mount ability and alters that ability.

**Dread Banner (Ex):** At 5th level, the pale rider's banner produces an aura of despair that targets all enemies within 60 feet. All enemies within range receive a -2 penalty on saving throws against fear and a -1 on melee attacks. At 10th level and every 5 levels thereafter, these penalties increase by -1.

This ability replaces the banner ability.

#### Void Singer (Bard Archetype)

The void singer fill their audiences with dread and melancholy. They are heralds of the fate that awaits all living creatures, giving them a glimpse of a dire future.

**Demoralizing Dirge (Su):** A void singer intones the death of their enemies, making them realize their mortality and sapping their desire to fight. Those who hear the dirge incur a -1 penalty to attack rolls and Will saves. This penalty increases by -1 at every 5 levels. Demoralizing dirge is NOT language-dependent. It is a mind-affecting ability that uses audible components.

This replaces inspire courage.

**Knowledge of Dread (Ex):** Void singers are highly knowledgeable of the undead and other unnatural creatures, where they live, and how to fight them. Knowledge (planes), Knowledge(dungeoneering), and Knowledge (religion) are all class skills for the void singer. The void singer gains a bonus equal to half their bard level to these checks. They can reroll a check against one of these skills, but they must take the second roll even if it is worse. They can reroll one additional time at 5th level and every five levels thereafter.

This ability replaces bardic knowledge.

**Stoke the Urge (Su):** At 6th level, a void singer can cause the power of the Urge to incite rage into the heart of one creature within 30 feet at a Will save, DC  $10 + \frac{1}{2}$  the void singer's level + the void singer's Charisma modifier. This effect functions as the hollowed Urge racial trait but lasts as long as the target can hear the void singer. The void singer cannot target themselves with this ability. Stoke the urge is NOT language dependent. It uses audible components.

This ability replaces suggestion.

## Racial Paragon Class

In most campaigns, the ideas of class and race are separate concepts. But, with racial paragon 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 wight 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 just the beginning for those who are strong enough to accept what they have become. While those who still hang on to their old lives pursue mundane paths, true strength and being comes when a hollowed embraces and fully master the Urge.*

**Table: True Wight Class**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Controlled Urge, Death Mastery
2nd	+1	+0	+3	+0	Death Mastery
3rd	+2	+1	+3	+1	Living weapon
4th	+3	+1	+4	+1	Claw 1d8, Death Mastery
5th	+3	+1	+4	+1	Control the Weak, Living Weapon
6th	+4	+2	+5	+2	Death Mastery
7th	+5	+2	+5	+2	Living Weapon
8th	+6/+1	+2	+6	+2	Claw 1d10, Death Mastery
9th	+6/+1	+3	+6	+3	Living Weapon
10th	+7/+2	+3	+7	+3	Calloused Body, Create Spawn, Death Mastery
11th	+8/+3	+3	+7	+3	Living Weapon
12th	+9/+4	+4	+8	+4	Claw 2d6, Death Mastery
13th	+9/+4	+4	+8	+4	Living Weapon
14th	+10/+5	+4	+9	+4	Death Mastery
15th	+11/+6/+1	+5	+9	+5	Living Weapon
16th	+12/+7/+2	+5	+10	+5	Claw 2d8, Death Mastery
17th	+12/+7/+2	+5	+10	+5	Living Weapon
18th	+13/+8/+3	+6	+11	+6	Death Mastery
19th	+14/+9/+4	+6	+11	+6	Living Weapon
20th	+15/+10/+5	+6	+12	+6	Claw 2d10, Death Mastery, Domination

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

**Hit Die:** d8

**Class Skills:** The true wight paragon's class skills are: Bluff (Cha) Craft(Int), Disguise (Cha), Intimidate (Cha), 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.

**Calloused body (Su):** At level 10 the true wight can gain Damage Reduction 1. This increases by 1 for every two levels after.

**Claw (Ex):** At 4th level the true wight gains a 1d8 claw attack. The damage increases every four levels thereafter.

**Controlled Urge (Su):** By mastering the Urge, true wights can call upon the increased power at will instead of waiting for it to be triggered by violent events. As a free action true wights can access the power of the Urge once per day. All other aspects remain the same.

This modifies the Urge racial trait.

**Control the weak (Su):** At 10th level, as a standard action, the true wight can attempt to gain control of undead creatures caught within a 20 foot burst centered on the true wight. The true wight can attempt to control 1 Hit Dice/level undead creatures up to 10 Hit Dice total. The DC is a Will save equal to 10 + ½ true wight's level+ Cha modifier. The effect lasts for 1 minute per level. They can control up to 15 Hit Dice at level 15.

**Create Spawn(Su):** The true wight gains the ability to turn creatures they slay into hollowed. The spawn is fully under the control of the true wight who turns it. They retain all of their class features, skills, and feats, but lose their Con score. They gain all hollowed traits. The creature slain must be touched and the corpse cannot be over 10 minutes old. Only 1 spawn can be controlled at one time but they can be dismissed as a swift action. Only

creatures that are two or more levels below the true wight can be turned into spawn. The exception to this rule is if they are turning another PC into a wight.

### Death Mastery

At 1st level, a true wight begins to enact control over death and other undead. They gain these abilities again at 2nd level and every two levels after. A true wight cannot select the same death mastery more than once.

**Caller of the Grave (Sp):** The true wight gains the ability to talk to the dead. This ability works like the spell Speak to Dead and can be used up to 2 times per day +1 per every 2 levels.

**Corpse Jump (Su):** The true wight is able to take over and become the body of a corpse the same size as their current body or 1 size category smaller or larger than their current category. The body can have been dead no longer than 3 days. They must be able to see the body for 1 full round as they complete the soul transfer. Once they make the transfer, the true wight is shaken for 10 rounds. The soul transfer affects only the true wight, their physical belongings do not transfer with them, though they can be retrieved. Anything bound to them, such as a familiar, will recognize them. The true wight's new body slowly takes the physical traits of the new inhabitant and after 1 week they look identical to their old body. If they take over a body smaller or larger than they retain that size category until the week has passed, then revert back to their previous size category. This ability can be used only once per month. The true wight must be level 16 to use this ability.

**Dead Man's Eyes (Su):** The true wight can see and hear through a corpse or undead creature's skull. The true wight must be able to see the creature upon initial use of this ability. They cannot control the creature or the direction that it faces but can see and hear clearly as if they were in the same spot and orientation as the corpse or undead creature upon which they have cast the spell. The effects last up to 1 minute per 2 levels of true wight. It can be cast once per day + every 2 levels of true wight. Undead creatures must succeed a Will save, DC 10 + true wight level + Cha modifier.

**Dead Sense (Su):** The true wight gains the ability to sense undead within 30 feet, regardless of obstacles or cover such as walls or ground. The range of this ability increases by 10 feet for every three levels past first.

**Detached Limbs (Su):** The true wight can detach one or both arms as a standard action. While the limbs are detached, the true wight's ability to utilize weapons, tools, and armor are affected accordingly. The true wight can control the limbs as a swift action and the limbs are able to crawl at a speed of 20 feet. If they go past 200 feet from the true wight, they become inert and cannot return on their own. The limbs can be commanded to perform simple tasks such as pulling levers, grabbing small, unattended objects, pushing small items, drawing, writing, and other simple tasks. If both limbs are together, they can perform trip attacks using the true wight's CMB - 1. The detached limbs both possess the true wight's current AC and  $\frac{1}{5}$  of the true wight's max hit points. The true wight changes their total hit points accordingly for the number of limbs detached. If this will drop them to or below zero, they cannot take the action.

If the limbs are attacked, the limbs themselves retain the damage until they return to their host and the remaining hit points are returned to the host's total. If the limbs are dropped below their allotted hit points then they are destroyed. The host cannot regain those hit points until they perform a ritual to graft new limbs in place of their missing limb(s). The ritual requires the severed arm of a dead or undead creature and 1 hour per missing limb. Once reattached, the host gains use of the limbs immediately but only one hit point is restored to their max per limb reattached. Hit points can then be regained as normal.

**Dread Swiftess (Ex):** The true wight's base speed increases by 10 feet.

**Floating Corpse (Ex):** The true wight gains a swim speed of 30 feet for 1 minute per level.

**Locate Corpse (Su):** The true wight can find the body of any once living humanoid creature they once knew for longer than 24 hours. In addition, they can identify the body (or remains up to a finger) no matter what state of decay or mutilation.

**Sense the living (Su):** A true wight gains blindsense up to 30 feet in regards to living humanoids. The true wight must be level 10 to take this ability.

**Slow Death (Sp):** The true wight can use *stabilize* as a spell-like ability with a range of touch 3 time per day. In addition, they can use *gentle repose* as a spell like ability once per day +1/2 their true wight level.

**Spell resistance (Su):** The true wight gains spell resistance equal to 3 + their class level. The true wight must be level 10 to take this ability.

**Undead tongue (Ex):** The true wight can understand and be understood verbally by any undead creature.

**Domination (Su):** At level 20 a true wight gains the power of domination. First, they no longer have to kill a creature to turn it into a spawn. Each time a creature takes melee damage from the true wight they must make a Fortitude save DC 15 + the amount of damage inflicted or suffer the same effects as create spawn. Furthermore, the true wight becomes fully immune to mind effect spells and abilities. Finally, any undead 10 hit dice or lower affected by the true wight's control the weak ability become permanently controlled until released or killed.

## Living Weapon

At 3rd level and every 2 levels after, the true wight gains a living weapon ability in the form of a dread gaze attack or a natural weapon enhancement.

**Dread Gaze (Su):** The true wight's gaze gains the ability to become a truly terrible weapon. The gaze can affect creatures within 30 feet that have the ability to see. The dread gaze can only target one creature per round but  $1 + \frac{1}{2}$  the true wight's level can be affected at any time. The DC of the gaze is 10 + the true wight's Wisdom modifier +  $\frac{1}{2}$  the true wight level. The effects of the gaze last for 1 round per level. A creature that saves cannot be affected again by the same true wight's dread gaze for 24 hours. Creatures can be affected by multiple gaze types, up to three different effects. True wights which have multiple gaze attacks can chose which they wish to use. The true wight chooses one of the following effects each time they learn this ability. Some abilities have prerequisites.

- **Antagonizing Gaze:** The True wight's gaze gains the ability to cause the antagonized condition.
- **Blinding Gaze:** The true wight's dread gaze gains the ability to cause the blind condition.
- **Disrupting Gaze:** The true wight's dread gaze gains the ability to cause the daze condition. Prerequisite: True wight level 5
- **Fear Gaze:** The true wight's dread gaze gains the ability to cause the frightened condition.
- **Frightful Gaze:** The true wight's dread gaze gains the ability to cause the panicked condition. Prerequisite: Fear gaze.

## In the Company of Wights

- **Insanity Gaze:** The true wight's dread gaze gains the ability to cause insanity per the spell. Prerequisite: True wight level 8
- **Paralyzing Gaze:** The true wight's dread gaze gains the ability to cause the paralyzed condition. Prerequisite: True wight level 8.
- **Stunning Gaze:** The true wight's dread gaze gains the ability to cause the stunned condition.

**Natural Weapon Enhancement (Ex):** The true wight may choose one of the following natural weapon enhancements instead of a dread gaze when selecting a living weapon ability:

- **Bite Attack:** The true wight gains a 1d6 bite attack.
- **Black touch:** The true wight's natural attack gains the ability to cause death to creatures with lower Hit Dice. The target of the black touch must succeed a Fortitude save DC 15 +

Wis modifier or die. This ability can only be used once per day. Prerequisite: True wight level 15.

- **Chilling touch:** The true wight's natural attack gains the ability to cause 1d6 cold damage. Creatures that take damage roll a Fortitude save, DC 10 + Wis modifier or become staggered for 1d3 rounds.
- **Withering Touch:** The true wight's natural attack can cause Str and Dex damage. On a successful hit the target must succeed on a DC 10 + ½ the true wight's level + Wisdom modifier or suffer 1d4 Str and Dex damage. This ability can be used 3 times a day.

## Hollowed Feat

### Intense Gaze

Your dread gaze is more powerful than normal.

**Prerequisite:** True Wight Paragon Class

**Benefit:** The DC of your dread gaze attacks increases by +1.

### Pass for Living

Your body doesn't decay as badly as time goes on, allowing you a better chance to pass for living.

**Benefit:** You retain much of your features from life, making it harder for others to detect by sight that you are undead. You do not suffer the effects of the hollowed obviously dead trait. You also receive a +2 on Disguise checks when attempting to pass for living.

## Team Work Feat

### Pack Hunter

You become more deadly and focused by working with a team of other hollowed.

**Benefit:** If you are within 60 feet of other hollowed with this feat, you gain blindsense, +1 AC dodge bonus, +1 to hit and damage, +3 to hit when flanking, and you cannot be considered flat-footed.



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# IN THE COMPANY OF GENIES



by T.H. Gulliver

