

4 DEATH MAGE FEATS

Sometimes rules supplements read like the world-setting bible of frustrated novelists. While solid world-building is a useful skill, you don't always need four paragraphs of flavor text to tell you swords are cool, magic is power, shadows are scary, and orcs are savage. Sometimes a GM doesn't have time to slog through a page of history for every magic weapon. Sometimes all that's needed are a few cool ideas, with just enough information to use them in a game. Sometimes, all you need are bullet points.

#1 With A Bullet Point is a line of very short, cheap PDFs each of which gives the bare bones of a set of related options. It may be five spells, six feats, eight magic weapon special abilities, or any other short set of related rules we can cram into about a page. Short and simple, these PDFs are for GMs and players who know how to integrate new ideas into their campaigns without any hand-holding, and just need fresh ideas and the rules to support them. No in-character fiction setting the game world. No charts and tables. No sidebars of explanations and optional rules. Just one sentence of explanation for the High Concept of the PDF, then bullet points.



THE HIGH CONCEPT: Four feats designed to augment the options and utility of death mages (from *The Genius Guide to the Death Mage*) or, if death mages aren't being used in a campaign, that can be taken by alchemists of the reanimator archetype, clerics with the death or repose domains, oracles with the bones or dark tapestry mysteries, undead-bloodline sorcerers, necromancy-specialist wizards, witches with a death, occult, or plague patron and (if the GM wishes) summoners who have an eidolon with the undead appearance evolution (replacing death mage levels prerequisites with a class level prerequisite in the appropriate class).

DEATHLESS VIGOR

Your studies into the power of death and undeath allows you to resist the call of the grave a little longer than most.

Prerequisites: Death mage 3, Con 13.

Benefit: You add the level of the highest level necromancy spell you can cast as a class ability to the negative hit point total you can reach before dying. You are disabled (rather than unconscious) when you are at a negative hit point total equal to or less than half the level of the highest level necromantic spell you can cast as a class ability.

REVENANT

When you die or are near death, spirits loyal to you form an undead body to carry out your bidding.

Prerequisites: Death mage 8, Cha 13.

Benefit: The first time each day you fall unconscious due to hit point loss or are killed, an undead creature is created to carry out your will. You must have an onyx gem worth 25 gp per level on your person for this feat to take effect, and it is

destroyed. The undead is created one round after you fall, and is a skeleton or zombie created as if you had cast *animate dead*. The undead's body is formed from pure necromantic energy, no actual corpse is used. The undead acts as you would direct if you were conscious, but cannot speak, write, or communicate words or ideas in any way. It acts as you would wish, but does not have your skills, feats, or class abilities. The undead remains for 1 minute per level, until destroyed, or until you regain consciousness.

STUDENT OF THE DEAD

You can use the mystic lore found in corpses to alter your spells.

Prerequisites: Death mage 1, Int 13.

Benefit: You can use dark secrets you hear in the whispers from the recently dead (which only you hear) to change what spells you have prepared. If you spend 15 minutes with a recent corpse (one that has died within 1 hour per your death mage level) you can change what spells you have prepared for the day (though any spell slot used for a prepared spell you have cast is not available to be filled by new prepared spells).

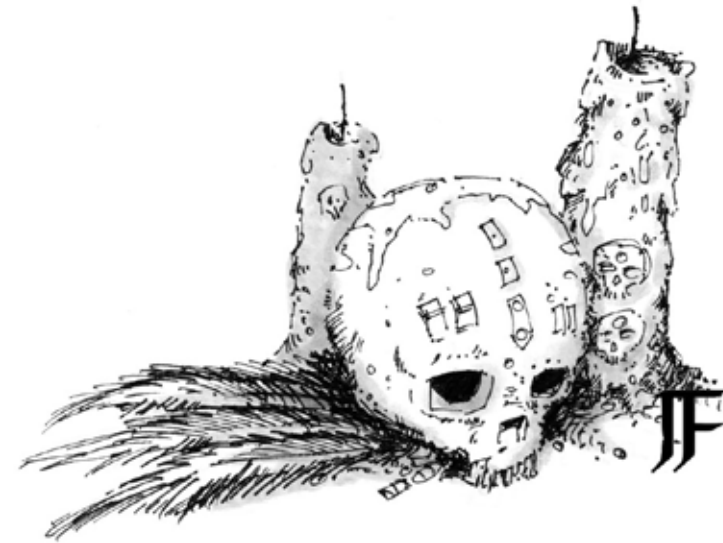
If you use this feat with spontaneous spellcasting classes, use this benefit: Once a day when you spend 15 or more minutes with a recent corpse you can swap out a spell known for a different spell known from your class spell list. This spell cannot be the highest level spell you know, and it remains swapped out only until you next regain your daily allotment of spells.

VAMPIRIC SPELL [METAMAGIC]

You can call forge a link between you and the targets of your spells, using it to gain false vitality.

Prerequisite: Death mage 1.

Benefit: Any spell that has a saving throw of "Fortitude half," "Fortitude negates," "Will half," or "Will negates" can be cast as a vampiric spell. A vampiric spell's appearance is altered to be in dark colors (black, grey, purple and similar tones) and is accompanied by a moaning or howling noise (as the caster prefers). For each target that fails a Fort or Will save against the vampiric spell, you gain 1d4 temporary hit points (to a maximum number of hp equal to the spell's original level). Temporary hit points from multiple uses of vampiric spells do not stack. A vampiric spell uses up a spell slot one level higher than the spell's actual level.



IF

WE ERR ON THE SIDE OF AWESOME!

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