

The Genius Guide to: The Death Knight

Owen K.C. Stephens

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

The death knight is a champion of the grave, serving to spread the power of death throughout the lands of the living. Most death knights are the chosen warriors of gods of undeath and decay, evil psychopaths who desire nothing more than to see the “mistake” of life replaced by the glorious, unchanging “blessing” of undeath. Though unquestionably evil, these death knights are often confused as to why anyone would wish to be alive, since life is a condition that leads to hunger, exhaustion, pain, and suffering. Undeath is the perfect state of existence, but even normal death is obviously better than struggling through a life. To these death knights, they are bringing a gift to all living creatures, even if they have to do it one murder at a time.

However, a very few gods of true death also empower death knights specifically to preserve the sanctity of the grave and oppose the forces of the undead. Though the gods of repose have many names in many cultures, the death knights often refer to their divine sponsors as “the Grey Mistress” and see her as a personification of the state of death itself. To these death knights death is a calm, cool mistress who eventually envelops all things, and undeath is an insult to her. Though such death knights have little care for the living, and are not of good alignment, they can sometimes serve as allies to life-loving champions who must oppose a powerful undead force. Though they see life as a lesser state of being than death, they also see it as a temporary one and know their Grey Mistress will eventually enwrap all living things in her pale embrace.

Many death knights continue to serve their unliving masters long after their death, becoming powerful undead or outsiders with death

knight levels. (Treat undead death knights as vampires. Treat outsider death knights as hound archons. Most such death knights have at least 10 death knight class levels.)

Note: The death knight is an alternate class for the antipaladin, itself an alternate for the paladin core class. Making use of and altering numerous facets of the antipaladin

alternate class, this dread warrior can't truly be considered a new character class in its own right. By the changes made here, though, the details and tones of the antipaladin are shifted in a completely opposite direction and capture an entirely different fantasy theme, without needlessly designing an entire new class. While a redesign of sorts, this alternate class can be used just as any of the other base classes.

Role: Evil death knights are villains at their most dangerous – cunning and linked to the vast fiendish and eldritch forces of undeath. Though they ultimately slay any living creature that associates with them, they see this as a favor rather than a betrayal. Their dark, powerful, brooding nature often attracts the service of necromancers, cultists of death gods, and evil witches with dread patrons – despite the long history of such death knights killing everyone and everything. Even those death knights unable to lure breathing allies to their side are often seen by undead as worthy equals, and even worthwhile masters.

Neutral death knights are generally agents of supernatural powers that need them to serve as guardians, judges, or avengers. No less able as

champions of the grave, neutral death knights see the undead as a violation of the natural order, and are as opposed to them as they are to tomb raiding and desecrations of corpses. Neutral death knights are actually less likely to build organizations of followers or close allies, despite their willingness to let the living come to a natural (rather than untimely) demise. But when a powerful enough undead threat looms, death knights are often willing to submit themselves to the orders of others, albeit temporarily, to achieve their goals.

Alignment: A death knight may not be of good alignment.

Hit Die: d10.

Starting Wealth: 5d6 × 10 gp (average 175 gp)

CLASS SKILLS

The death knight's class skills are Bluff (Cha), Craft (Int), Disguise (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks per Level: 2 + Int modifier.

The following are all class features of the death knight:

Aura of Darkness (Su): The death energy that permeates a death knight can be detected as necromancy with a *detect magic* spell. The power of a death knight's aura of magic (see the *detect magic* spell) is equal to his death knight level. Effects that deal damage only to undead, or deal extra damage to undead,



deal that damage to death knights. However, effects that only target undead without dealing damage to them (such as *halt undead*) do not affect non-undead death knights.

A death knight may choose to use his Charisma score in place of his Constitution score when calculating hit points, Fortitude saves, and any special ability that relies on Constitution.

Detect Undead (Su): At will, as a move action, a death knight can use *detect undead*, as the spell

Grave Strike (Su): Once per day, the death knight can imbue his attacks with the call of the grave, making them more effective against foes who are, or once were, living. As a swift action, the death knight chooses one target within sight to strike. If this target is either living, or a creature of the undead type, the death knight gains a +1 bonus to his attack rolls, and deals +1d6 damage on all damage rolls made against the target of his strike. The bonus die of damage is not multiplied on a critical hit. The grave strike effect remains until the target of the strike is dead (if originally living) or destroyed (if originally undead) or the next time the death knight rests and regains his uses of this ability.

At 4th level, and at every three levels thereafter, the death knight may use his grave strike one additional time per day, to a maximum of seven times per day at

Table: Death Knight									
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+2	Aura of darkness, detect undead, grave strike 1/day	—	—	—	—
2nd	+2	+3	+0	+3	Touch of corruption, resilience of the grave	—	—	—	—
3rd	+3	+3	+1	+3	Aura of death, immunity	—	—	—	—
4th	+4	+4	+1	+4	Channel negative energy, grave strike 2/day	0	—	—	—
5th	+5	+4	+1	+4	Deathly boon	1	—	—	—
6th	+6/+1	+5	+2	+5	Immunity	1	—	—	—
7th	+7/+2	+5	+2	+5	Grave strike 3/day	1	0	—	—
8th	+8/+3	+6	+2	+6	Aura of despair	1	1	—	—
9th	+9/+4	+6	+3	+6	Immunity	2	1	—	—
10th	+10/+5	+7	+3	+7	Grave strike 4/day	2	1	0	—
11th	+11/+6/+1	+7	+3	+7	Aura of murder	2	1	1	—
12th	+12/+7/+2	+8	+4	+8	Immunity	2	2	1	—
13th	+13/+8/+3	+8	+4	+8	Grave strike 5/day	3	2	1	0
14th	+14/+9/+4	+9	+4	+9	Aura of repose	3	2	1	1
15th	+15/+10/+5	+9	+5	+9	Immunity	3	2	2	1
16th	+16/+11/+6/+1	+10	+5	+10	Grave strike 6/day	3	3	2	1
17th	+17/+12/+7/+2	+10	+5	+10	Aura of deathlessness	4	3	2	1
18th	+18/+13/+8/+3	+11	+6	+11	Immunity	4	3	2	2
19th	+19/+14/+9/+4	+11	+6	+11	Grave strike 7/day	4	3	3	2
20th	+20/+15/+10/+5	+12	+6	+12	Champion of death	4	4	3	3

19th level. At 7th level, the bonus damage of the grave strike increases to +2d6, at 13th level it increases to +3d6, and at 19th level it increases to +4d6.

Touch of Corruption (Su): Beginning at 2nd level, a death knight surrounds his hand with

a pale flame, causing terrible wounds to open on those he touches. Each day he can use this ability a number of times equal to 1/2 his death knight level + his Charisma modifier. As a touch attack, a death knight can cause 1d6 points of damage for every two death

knight levels he possesses. Using this ability is a standard action that does not provoke attacks of opportunity.



Alternatively, a death knight can use this power to heal himself or undead creatures, restoring 1d6 hit points for every two levels the death knight possesses. This ability is modified by any feat, spell, or effect that specifically works with the lay on hands paladin class feature. For example, the Extra Lay On Hands feat grants a death knight 2 additional uses of the touch of corruption class feature.

Resilience of the Grave: At 2nd level, a death knight gains a bonus equal to his Charisma bonus (if any) on all saving throws against ability damage, ability drain, curses, death effects, disease, all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, sleep effects, and stunning.

Aura of Death (Su): At 3rd level, a death knight radiates a necromantic aura that causes all enemies within 10 feet to take a -2 penalty on saving throws against necromancy spells and effects. This ability functions only while the death knight remains conscious, not if he is unconscious or dead.

Immunity (Ex): As the death knight's links to the powers of the grave strengthen, he begins

to take on the immunities of the lifeless. He gains one immunity from the list below at 3rd level, and an additional immunity at 6th level and every 3 levels thereafter.

Cold: The death knight is immune to the effects of mundane cold, and gains cold resistance 10.

Fatigued: The death knight is immune to the effects of the fatigued condition. He can still gain the condition, which may result in him becoming exhausted if he is fatigued a second time.

Nonlethal Damage: The death knight is immune to nonlethal damage.

Sickened: The death knight is immune to the effects of the sickened condition.

Shaken: The death knight is immune to the effects of the shaken condition. He can still gain the condition, which may result in him becoming frightened if he is shaken a second time.

At 9th level the death knight may select one of these immunities:

Deep Cold: The death knight gains cold resistance 20. A death knight must have selected immunity to cold before selecting this immunity.

Disease: The death knight does not take any damage or penalties from diseases. A death knight must select sickened immunity before he can select this immunity.

Exhaustion: The death knight is immune to the exhausted and fatigued conditions. A death knight must select the fatigued before he can select this immunity.

Fear: The death knight is immune to fear. A death knight must select the shaken immunity before he can select this immunity.

Poison: The death knight does not take any damage or penalties from poisons. A death knight must select immunity to nonlethal damage before he can select this immunity.

At 18th level the death knight may select one of these immunities.

Ability Damage: The death knight is immune to ability damage. He also need not eat or drink. The death knight must select the poison immunity before he can select this immunity.

All Cold: The death knight gains immunity to all cold. He also need not breathe. A death knight must have selected the deep cold immunity before selecting this immunity.

Mind-Affecting Effects: The death knight is immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). The death knight must select the fear immunity before he can select this immunity.

Precision Damage: The death knight has a 75% chance to negate any precision damage (critical hits and sneak attacks), turning such blows into normal attacks. The death knight must select the disease immunity before he can select this immunity.

Sleep: The death knight need not sleep. He can meditate for 15 minutes to regain all his uses of his spells and abilities and receive one day's worth of natural healing. This meditation can be done no more than once every 24 hours, and no sooner than 12 hours after his last meditation. The death knight

must select the exhaustion immunity before he can select this immunity.

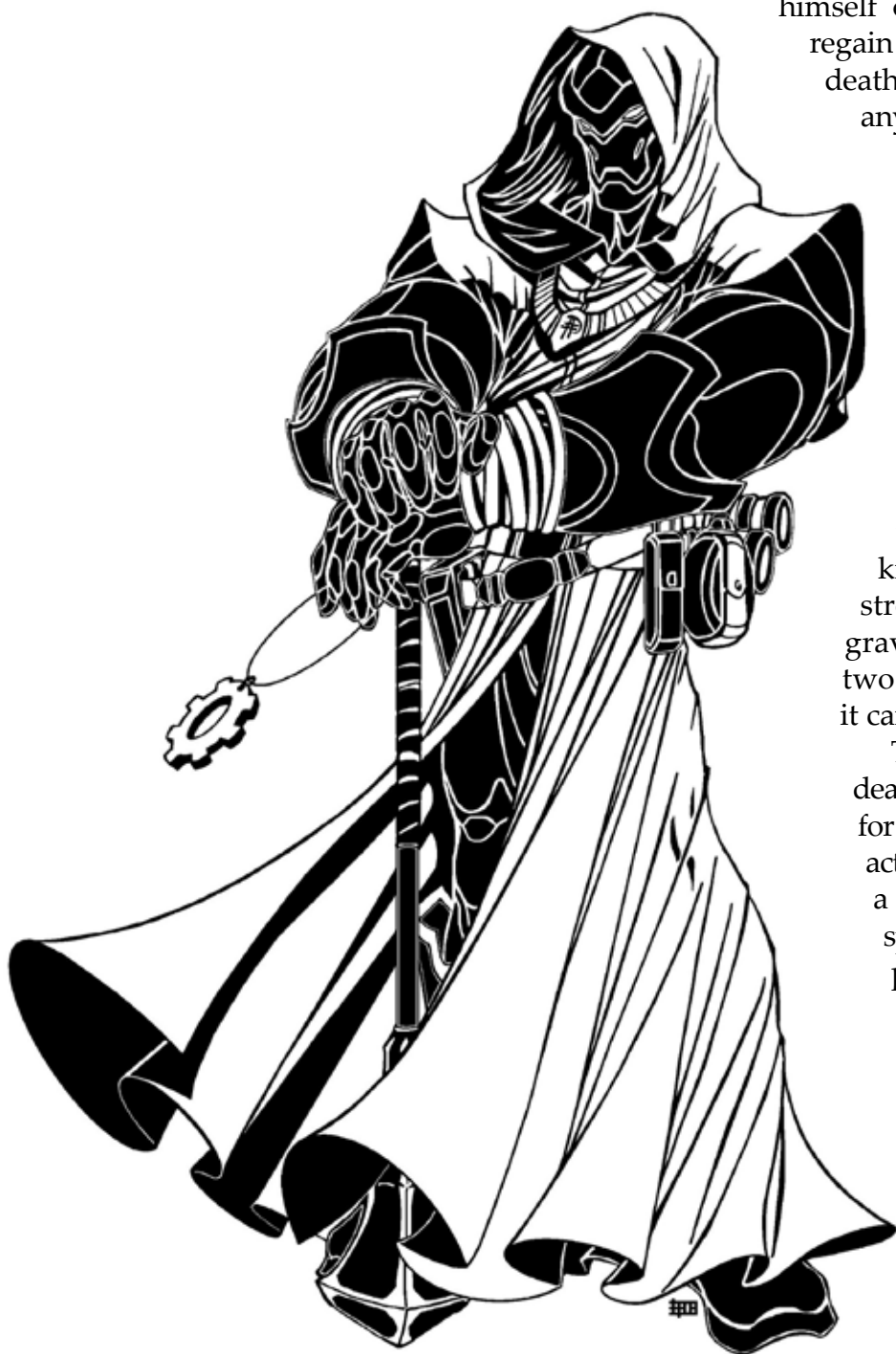
Channel Negative Energy (Su): When a death knight reaches 4th level, he gains the supernatural ability to channel negative energy like a cleric. Using this ability consumes two uses of his touch of corruption ability. A death knight uses his level as his effective cleric level when channeling negative energy. This is a Charisma-based ability.

Spells: Beginning at 4th level, a death knight gains the ability to cast a small number of divine spells which are drawn from the antipaladin spell list presented in the *Advanced Players Guide*. A death knight must choose and prepare his spells in advance. To prepare or cast a spell, a death knight must have a

Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against a death knight's spell is 10 + the spell level + the death knight's Charisma modifier. Like other spellcasters, a death knight can cast only a certain number of spells of each spell level per day. His base daily spell allotment is the same as that of a paladin and is given on Table: Death Knight. In addition, he receives bonus spells per day if he has a high Charisma score. When Table: Death Knight indicates that the death knight gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Charisma score for that spell level.

A death knight must spend 1 hour each day in repose, laying himself as though dead (often in a coffin on a bier, though just laying





himself out on the ground will do) to regain his daily allotment of spells. A death knight may prepare and cast any spell on the antipaladin spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily meditation.

Through 3rd level, a death knight has no caster level. At 4th level and higher, his caster level is equal to his death knight level -3.

Deathly Boon (Su): Upon reaching 5th level, a death knight receives a boon from his strong link to the powers of the grave. This boon can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the death knight to enhance his weapon for 1 minute per level as a standard action by calling upon the aid of a dead spirit. When called, the spirit causes the weapon to shed pale light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level.

These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be

used to add any of the following weapon properties (consuming an amount of bonus equal to the property's cost): bane (any humanoid, or undead), dancing, disruption (even to non-bludgeoning weapons), frost, ghost touch, icy burst, vicious, vorpal, or wounding.

The second type of bond allows a death knight to gain the service of a lost soul, which gains a second chance to find its way through the Pale Road by faithfully serving the death knight. This lost soul takes the form of an undead (but has an alignment matching the death knight's). This functions as *grave summoning III**, except the duration is permanent and the death knight can only gain the service of a single creature and that creature cannot be incorporeal. Once selected, the choice is set, but it may be changed whenever the death knight gains a level. Upon reaching 7th level, and every two levels thereafter, the level of the *grave summoning* spell increases by one, to a maximum of *grave summoning IX* at 17th level.

Once per day, as a full-round action, a death knight may magically call his servant to his side. This ability is the equivalent of a spell of a level equal to one-third the death knight's level. The servant immediately appears adjacent to the death knight. A death knight can use this ability once per day at 5th level, and one additional time per day for every four levels thereafter, for a total of four times per day at 17th level.

At 11th level, the servant gains the advanced template. At 15th level, a death knight's servant gains spell resistance equal to the death knight's level + 11.

Should the death knight's lost soul servant be destroyed or banished, the death knight may not summon another servant for 30 days or until he gains a death knight level, whichever comes first. During this 30-day period, the death knight takes a -1 penalty on attack and weapon damage rolls.

*Indicates a spell found in this product.

Aura of Murder (Su): At 11th level, a death knight can expend two uses of his grave strike ability to grant the ability to all allies within 10 feet, using his bonuses. Allies must use this grave strike ability by the start of the death knight's next turn and the bonuses last for 1 minute. Using this ability is a free action.

Aura of Repose (Su): At 14th level, a death knight's weapons are treated as magic and silver (in addition to whatever material they are actually made from) for the purposes of overcoming damage reduction. This ability functions only while the death knight is conscious, not if he is unconscious or dead.

Aura of Deathlessness (Su): At 17th level, a death knight gains DR 5/silver and immunity to death effects.

Champion of Death (Su): At 20th level, a death knight becomes a conduit for the power of the

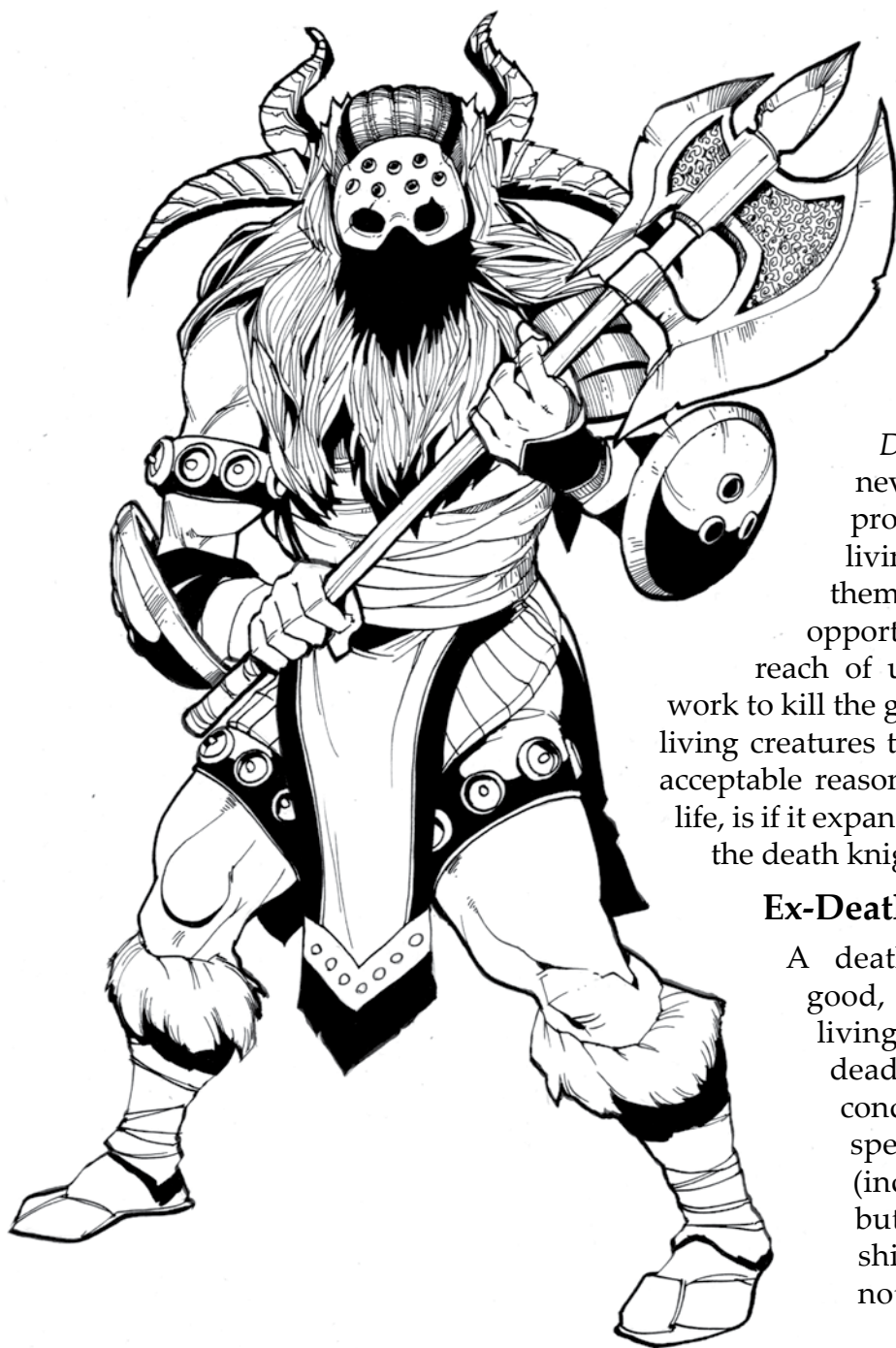
grave. His DR increases to 10/silver and magic. Whenever he uses grave strike and successfully strikes a living creature, he may choose to immediately end the grave strike to force the creature to make a Fortitude save (DC 10 +1/2 the death knight's level + the death knight's Cha modifier) or be stunned for 1d4 rounds. Whenever he uses grave strike and successfully strikes an undead creature, he may choose to immediately end the grave strike to force the creature to make a Will save (DC 10 +1/2 the death knight's level + the

death knight's Cha modifier) or be destroyed (as though by a disruption weapon).

In addition, whenever he channels negative energy or uses touch of corruption to damage a creature, he deals the maximum possible amount.

Code of Conduct: Death knights have one of two codes of conduct, depending on if they are servants of gods of the undead, or the forces of true death and repose. These two kinds of death knights never knowingly associate with one another.





Death Knights of Repose and True Death: May never knowingly despoil, rob, or damage a grave or tomb or allow such violations to take place if it is within their power to stop them. They cannot associate with undead, or spellcasters who create undead.

Death Knights of Undeath: May never knowingly promote the protection of life or defend living creatures other than themselves. They cannot pass an opportunity to aid and expand the reach of undeath, and must always work to kill the greatest number of thinking, living creatures they possibly can. The only acceptable reason to spare such a creature's life, is if it expands the number of other lives the death knight can claim.

Ex-Death Knights

A death knight who becomes good, places the needs of the living above the needs of the dead, or violates his code of conduct loses all death knight spells and class features (including the deathly boon, but not weapon, armor, and shield proficiencies). He may not progress any further

in levels as a death knight. He regains his abilities and advancement potential if he atones for his violations (see the *atonement* spell), as appropriate.

If a death knight becomes an undead, the resilience of the grave class feature becomes the unholy resistance class feature of the antipaladin, and he may exchange his immunities (gained from the immunity class feature) for the same number of cruelties (taken from the antipaladin class feature). He uses his death knight class level as his antipaladin class level to meet these abilities requirements and to determine their effects.

NEW FEATS

The following feats are designed exclusively for the death knight.

DEADLY STEED

You attract a death-dealing mount.

Prerequisite: Deathly boon class feature.

Benefit: You gain a horrific creature as a mount. This acts as gaining a monster cohort gained using the Leadership feat (see the Leadership feat in the *Pathfinder Roleplaying Game Core Rulebook*, and rules for monster cohorts in the *Bestiary*), except that the cohort/steed must be one of the creatures listed below. You may only select a creature if it is at least one size larger than you (so it can function as a mount). Each steed has an effective level, representing the level of cohort it qualifies as.

Effective

Level	Creature
4	Blink dog
5	Worg
6	Giant eagle
6	Pegasus
7	Giant vulture cr 4
7	Hell hound
7	Howler
8	Aranea
8	Griffon
8	Shadow mastiff
8	Nightmare
9	Dinosaur, iguanodon
9	Leucrotta cr 5
9	Manticore
10	Dragonne cr 7
10	Wyvern
11	Ahuizotl cr 6
11	Drider
12	Dinosaur, allosaurus
12	Mastodon
13	Crocodile, dire
13	Roc
14	Cryohyrda, 8-headed
14	Vrock
15	Centipede, titan
15	Dinosaur, tyrannosaurus
16	Dragon horse
16	Garuda
16	Sleipnir cr 11
17	Dinosaur, spinosaurus
18	Nightmare, cauchemar
19	Moon-beast
20	Retriever

EXTRA IMMUNITY

Your connection to the realms of the dead has granted you greater immunity.

Prerequisites: Aura of death class feature, immunity class feature.

Benefit: Select one additional immunity for which you qualify.

Special: You can gain this feat multiple times, but not more than once per six levels. Its effects do not stack. Each time you take this feat, select a new immunity.

ICY GAZE OF DEATH

You can fill your eyes with the bright, pale blue light of the frozen sun of the realms of the dead.

Prerequisite: Aura of death class feature, Cha 13.

Benefit: As a standard action, you can activate a gaze attack. Select one creature within 60 feet, which must make a Will save (DC 10 + 1/2 your level + your Cha modifier) or be dazzled for a number of rounds equal to 1/2 your level (minimum 1 round). Your gaze attack remains active for a number of rounds equal to your Cha modifier (minimum 1 round). During that time, any foe within 60 feet that sees you must make a save against your gaze attack at the beginning of its turn (see gaze attacks, in the Bestiary, for more information).



NEW SPELLS

Though the death knight casts spells drawn from the antipaladin spell list, he also specializes in spells with a strong connection to death and the undead. To round out the death knight's spell options, here is a small collection of new antipaladin spells, available to both antipaladins and death knights. Note that while neutral death knights are able to use evil spells, they generally refrain from



doing so, and a dependence on such spells can lead to an alignment shift.

Also note that for patrons who have *The Genius Guide to the Death Mage*, those spells appropriate to be added to the death mage's spell lists have the death mage spell level listed.

SPELL DESCRIPTIONS

DEATH KNELL, GREATER

School: necromancy [death, evil]; **Level:** antipaladin 4, cleric/oracle 4, inquisitor 4, witch 5

Casting Time: 1 standard action

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Target: one creature

Duration: instantaneous/10 minutes per HD of subject; see text

Saving Throw: Will negates; Spell Resistance: yes

You draw forth the ebbing life force of an injured (but living) creature and use it to fuel your own power. The target must have taken hp damage that has not yet been healed to be a target of this spell. Upon casting this spell, you make a ranged touch attack against a waning creature. If the subject fails its saving throw, it takes 1d6 hp per level (max 15d6), and you gain 1d8 temporary hit points per 2 levels and a +4 enhancement bonus to Strength. Additionally, your effective caster level goes up by +2, improving spell effects dependent on caster level.

This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature, or until it is fully healed (whichever comes first).

DISINTEGRATE UNDEAD

School: necromancy; **Level:** death mage 3, inquisitor 3, magus 3, sorcerer/wizard 3, witch 3

Casting Time: 1 standard action

Components: V, S

Range: close (25 ft. + 5 ft./2 levels)

Effect: ray

Duration: instantaneous

Saving Throw: none; Spell Resistance: yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage per caster level to it (maximum 10d6). If this damage reduces the undead to 0 or fewer hit points, it is entirely disintegrated. This spell affects incorporeal and ethereal undead.

GRAVE SUMMONING I

School: conjuration (summoning) [necromancy]; **Level:** antipaladin 1, cleric/oracle 1, death mage 1, sorcerer/wizard 1, summoner 1, witch 1

Casting Time: 1 full-round action

Components: V, S, F (death scene, see text)

Range: close (25 ft. + 5 ft./2 levels)

Effect: one summoned undead creature

Duration: 1 round, +1 round/2 levels (D)

Saving Throw: none; Spell Resistance: no

This spell accesses the Low Road (see The Low Road, below) to summon a spirit permanently

lost there as an undead creature. It appears where you designate and acts immediately on your turn. It attacks your opponents to the best of its ability. If you can communicate with the creature, you can direct it not to attack, to attack particular enemies, or to perform other actions. The undead is selected from the list of undead on the 1st level *grave summoning* chart.

A summoned monster cannot summon or otherwise conjure another creature, nor can it use any spells, spell-like abilities, teleportation, or planar travel abilities. Summoned undead also cannot create, command, or control other undead through any means. Undead creatures cannot be summoned via the Low Road into an environment that could not support them when they were living.

Because it has to conjure creatures through the Low Road, *grave summoning* I may not work in all locations. It has a focus of "death scene" which is a place where creatures have died nearby often enough to forge a link to the Pale Road, normally requiring at least one death per year. This includes nearly all natural environments with wildlife and most dangerous areas of cities (such as bad neighborhoods, wharfs, and dark alleys), as well as anyplace the dead are kept or have ceremonies performed over them, such as most temples, crypts, and mortuaries, regardless of how often creatures died there. However, it may well not include typical homes and businesses or ancient locales where no one has tread (much less died) in years.

Grave Summoning Charts

1st Level

Crawling hand
Skeleton, 1 HD animal
Zombie, 1 HD humanoid
Zombie, 2 HD animal

2nd Level

Ghoul
Skeleton, 2 HD humanoid
Skeleton, 3 HD animal
Zombie, 3 HD humanoid
Zombie, 4 HD animal

3rd Level

Draugr
Skeleton, 5 HD animal or magical beast
Skeleton, 4 HD humanoid or monstrous humanoid
Zombie, 6 HD animal or magical beast
Zombie, 5 HD humanoid or monstrous humanoid

4th Level

Attic whisperer
Skeleton, any, 8 HD
Wight
Vampire Spawn
Zombie, any, 9 HD

5th Level

Crypt thing
Ghoul bat
Mummy
Poltergeist
Skeleton, any, 12 HD
Zombie, any, 14 HD

6th Level

Bodak
Dullahan
Skeleton, any, 18 HD
Totenmaske
Wraith
Zombie, any, 20 HD

7th Level

Spectre
Vampire fighter 8*
Vampire ranger 5/assassin 4*
Zombie, any, 28 HD

8th Level

Devourer
Greater shadow CR 8
Vampire barbarian 5/fighter 5*
Vampire rogue 11*

9th Level

Witchfire
Vampire fighter 7/rogue 5*
Vampire fighter 8/rogue 4*
Vampire ranger 12*

*The vampires from these charts can be created by adding the vampire template to the appropriate NPC from the *GameMastery Guide*.

Because this spell summons undead that are lost on the Pale Road, it is not inherently evil (it neither creates undead, nor permanently unleashes undead upon the world). Lost spirits summoned by this spell are returned to the Pale Road when they are destroyed or the spell's duration ends, and are given a new chance to find their way to their immortal home.



GRAVE SUMMONING II

School: conjuration (summoning) [necromancy];
Level: antipaladin 2, cleric/oracle 2, death mage 2, sorcerer/wizard 2, summoner 2, witch 2

This spell functions like *grave summoning I*, except that you can summon one creature from the 2nd-level list or 1d3 creatures of the same kind from the 1st-level list.

GRAVE SUMMONING III

School: conjuration (summoning) [necromancy]; Level: antipaladin 3, cleric/oracle 3, death mage 3, sorcerer/wizard 3, summoner 3, witch 3

This spell functions like *grave summoning I*, except that you can summon one creature from the 3rd-level list, 1d3 creatures of the same kind from the 2nd-level list, or 1d4+1 creatures of the same kind from the 1st-level list.

GRAVE SUMMONING IV

School: conjuration (summoning) [necromancy];
Level: antipaladin 4, cleric/oracle 4, death mage 4, sorcerer/wizard 4, summoner 4, witch 4

This spell functions like *grave summoning I*, except that you can summon one creature from the 4th-level list, 1d3 creatures of the same kind from the 3rd-level list, or 1d4+1 creatures of the same kind from a lower-level list.

GRAVE SUMMONING V

School: conjuration (summoning) [necromancy];
Level: cleric/oracle 5, death mage 5, sorcerer/wizard 5, summoner 5, witch 5

This spell functions like *grave summoning I*, except that you can summon one creature from the 5th-level list, 1d3 creatures of the same kind from the 4th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

GRAVE SUMMONING VI

School: conjuration (summoning) [necromancy];
Level: cleric/oracle 6, death mage 6, sorcerer/wizard 6, summoner 6, witch 6

This spell functions like *grave summoning I*, except you can summon one creature from the 6th-level list, 1d3 creatures of the same kind from the 5th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

GRAVE SUMMONING VII

School: conjuration (summoning) [necromancy];
Level: cleric/oracle 7, death mage 7, sorcerer/wizard 7, witch 7

This spell functions like *grave summoning I*, except that you can summon one creature from the 7th-level list, 1d3 creatures of the same kind from the 6th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

GRAVE SUMMONING VIII

School: conjuration (summoning) [necromancy];
Level: cleric/oracle 8, death mage 8, sorcerer/wizard 8, witch 8

This spell functions like *grave summoning I*, except that you can summon one creature from

the 8th-level list, 1d3 creatures of the same kind from the 7th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

GRAVE SUMMONING IX

School: conjuration (summoning) [necromancy];
Level: cleric/oracle 9, death mage 9, sorcerer/wizard 9, witch 9

This spell functions like *grave summoning I*, except that you can summon one creature from the 9th-level list, 1d3 creatures of the same kind from the 8th-level list, or 1d4+1 creatures of the same kind from a lower-level list.

MASK OF LIFE

School: illusion (glamer); **Level:** alchemist 3, antipaladin 3, cleric/oracle 3, death mage 2, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time: 1 standard action

Components: V, S, M (an onyx gem worth 50 gp)

Range: touch

Target: undead creature touched

Duration: 24 hours

Saving Throw: Will negates (harmless); **Spell Resistance:** yes (harmless)

The true nature of the undead subject becomes difficult to detect by mundane senses or divination spells such as *detect undead*. The subject gains a +20 bonus to Disguise checks to appear to be a living, average version of the creature type it had when alive. This illusion has visual, auditory, tactile, and olfactory elements. If a divination is attempted against the warded creature that would reveal its creature type or alignment, the caster of the divination must succeed on a caster level check (1d20 + caster level) against a DC of 11 + the caster level of the

ADDING UNDEAD TO THE GRAVE SUMMONING TABLES

By the upper levels of grave summoning, the options on the summoning charts get pretty thin. This isn't necessarily a problem -- casters can use higher-level grave summoning spells to select more lower-level undead, or simply not choose the higher-level spells if they feel their options are too limited. However, while the choice of high-level undead from the *Bestiary* I, II, and III is limited, there are lots of undead available from various third-party publishers (including our own ENnie-nominated *Mythic Menagerie: Kingdom of Graves*) that could be added to the summoning charts.

To help a GM decide what undead to add to which level of *grave summoning* spell, the chart below shows what CR range or undead each spell should summon. For

example, if adding the CR 12 bloodknight from *Kingdom of Graves*, it should be an option for *grave summoning VIII*. In general it's a bad idea to add undead with extensive spellcasting ability (including such things as vampire wizards), because they aren't allowed to use spells and spell-like abilities when they are summoned. Also, for purposes of what grave summoning spells can conjure them, treat incorporeal undead as if their CR was 3 higher.

Spell Summoned Undead CR Range

Grave Summoning I CR 1/3-1/2

Grave Summoning II CR 1/2-1

Grave Summoning III CR 2

Grave Summoning IV CR 3-4

Grave Summoning V CR 5-6

Grave Summoning VI CR 7-8

Grave Summoning VII CR 9-10

Grave Summoning VIII CR 11-12

Grave Summoning IX CR 13-14

spellcaster who cast *mask of life*. If you cast *mask of life* on yourself the DC is 15 + your caster level.

PALE MISTS

School: conjuration (creation) [necromancy];
Level: antipaladin 3, cleric/oracle 3, death mage 3, druid 4, sorcerer/wizard 3, witch 3

Casting Time: 1 standard action

Components: V, S, M (a pinch of ground bone)

Range: 40 ft.

Effect: cloud spreads in 40-ft. radius from you, up to 20 ft. high

Duration: 10 min./level (D)

Saving Throw: none; **Spell Resistance:** no

A stationary, pale vapor arises around you. You may choose to make the vapor as low to the ground as 1 foot (appearing to be a clinging ground fog), or as high as 20 feet. You may alter this height as a move action each round. The fog appears natural and unless they see it cast or observe its height change, observers must make a Spellcraft or Knowledge (nature) check (DC 15 + your caster level) to realize it is a spell effect.

The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have

total concealment (50% miss chance, and the attacker cannot use sight to locate the target). When you cast this spell, you may choose to make up to 1 creature/level you are touching at the time immune to its effects (allowing them to see normally within the vapor).

A moderate wind (11+ mph), such as from a *gust of wind* spell, disperses the fog in a number of rounds equal to your caster level. A strong wind (21+ mph) disperses the fog in half that time.



A *fireball*, *flame strike*, or similar spell burns away the fog in the spell's area if its caster makes a successful caster level check (1d20 + caster level) against a DC of 11 + your caster level. This spell does not function underwater.

SPECTRAL EYE

School: necromancy; **Level:** antipaladin 1, death mage 1, oracle 2, sorcerer/wizard 2, witch 1

Casting Time: 1 round

Components: V, S

Range: short (25 ft. +5 ft./2 levels)

Effect: one spectral eye

Duration: 1 min./level (D)

Saving Throw: none; **Spell Resistance:** no

A ghostly eye formed from your life force materializes and moves as you desire, allowing you to observe your surroundings from a different point of view. On casting the spell you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the eye is destroyed. (The hit points can be healed as normal.)

For as long as the spell lasts, you can see through the *spectral eye* as if you were standing at its location. You can make Perception checks at -4 to see something in line of sight of the eye but not in line of sight to you, and gain a +4 bonus to Perception checks made within line of sight of both you and the eye. The eye has any natural vision enhancements you have (such as low-light vision for elves), but gains no benefit from enhanced vision granted by spells or items. Each round, as a swift action, you can choose a

location within range for the eye to see from. If the eye goes beyond the spell's range or goes out of your sight, it returns to you and hovers.

The eye is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 20 (+8 size, +2 natural armor). Your Intelligence, Wisdom, or Charisma modifier (whichever is better) also applies to the eye's AC as if it were the eye's Dexterity modifier. The eye has 1 to 4 hit points, the same number that you lost in creating it.

TAKE THE LOW ROAD

School: necromancy (teleportation); **Level:** antipaladin 4, cleric/oracle 6, death mage 5, sorcerer/wizard 5, witch 6

Casting Time: 1 standard action

Components: V, S, F (corpse or grave, see text)

Range: personal

Target: you

Duration: 1 hour/level or until expended; see text

When you cast this spell, you gain the ability to step into a corpse, grave, tomb, or graveyard and use it to access the Low Road -- the magic path spirits of the dead use to access the outer planes and their final resting place.

Upon accessing the Low Road, you may teleport to another corpse or grave similar to the one you used to initially gain access to the Low Road. The corpse or grave must be of the same type as the focus component used for the spell. For example, by moving into a humanoid (dwarf) grave, you instantly become aware of all other dwarven graves and corpses within transport range (see below) and may choose

whether you want to pass into one or simply step back out of the corpse or grave you used to access the Low Road. You may choose to pass into any corpse or grave of the appropriate type within the transport range as shown on the following table.

You may move into a corpse or grave up to one time per caster level (passing from one resting place to another counts only as moving into one corpse or grave). The spell lasts until the duration expires or you exit a corpse/grave. Each transport is a full-round action.

You can, at your option, remain within a corpse or grave without transporting yourself, but you are forced out when the spell ends. If the corpse or grave you are concealed in is burned or otherwise destroyed, you are slain if you do not exit before the process is complete.

Type of Corpse/Grave Transport Range

- Major tomb or mausoleum, preserved corpse 10 miles
- Funerary chamber or minor tomb, fresh corpse 1 mile
- Other grave or coffin 2,500 feet
- Unburied, rotting corpse 1,000 feet

VIGOR OF THE GRAVE

School: conjuration (healing); Level: antipaladin 1, cleric/oracle 1, death mage 1, sorcerer/wizard 4, witch 1

Casting Time: 1 round

Components: V, S, M (1 pinch of grave dirt)

Range: touch

Target: creature touched

Duration: 1 minute

Saving Throw: Will negates (harmless); Spell Resistance: yes (harmless)

You grant a waning subject the ability to call upon the unwholesome resilience of those who dwell in graveyards and catacombs. The creature gains fast healing 1, though this healing cannot heal it to above half its normal hit point maximum. The target detects as an undead creature for the duration of the spell, though it is not treated as an undead for any other purpose. If at any point during the spell's duration the subject is healed to above half its hit point total, the spell ends.

VIGOR OF THE GRAVE, GREATER

School: conjuration (healing); Level: cleric/oracle 4, death mage 4, witch 4

As *vigor of the grave*, except the target gains fast healing 4.

THE LOW ROAD

The Low Road is the dimensional path used by the spirits of the deceased to travel to the outer planes and their ultimate final resting place. It is similar to both the ethereal plane and the plane of shadow, but not exactly the same as either. Without the use of powerful magic, no animate soul, material item, or mortal magic can exist within the Low Road. It is exclusively the realm of dead spirits, and neither the living nor the undead can exist within it or divine things about it. Spirits travel the Low Road in only one direction, from the place of their death to their final reward. After having been sorted into the outer plane in keeping with their religion and

morality the spirits of the dead follow the rules of those planes, and are no longer the raw spirits of the dead.

Scholars have famously debated about the nature of the Low Road; some claim that it is a natural part of the multiverse while others insist that in the early days of creation the gods agreed that some sort of neutral ground was needed to funnel the souls of dead mortals to the various outer planes. The





fact that the Low Road cannot be explored by any living creature makes it unlikely that this debate will ever be conclusively settled.

For purposes of game rules the Low Road can be considered a subset of the plane of shadow that cannot be entered through the use of spells such as *plane shift*, and is immune to any spell or effect that does not specifically mention it. However, this does not make the Low Road useless to those who know enough death magic to access its powers. While the living and undead are barred from entering the Low Road, they can still summon things out of it, and use it as a medium to transport themselves and their magics. A few spells in *The Genius Guide to the Death Knight* specifically reference the Low Road, mostly as flavor text.

For a campaign, a major use of the Low Road is cosmological, to explain why the ethereal and astral planes aren't choked with the spirits of dead creatures from a dozen realities, and why a powerful spellcaster can't just *plane shift* when a friend dies and grab their soul prior to it going anywhere. With the Low Road there exists a planar path unique to the spirits of the departed, beyond the reach of most mortal magic (though accessible in very limited ways by new options presented in this product). It can also serve as hidden knowledge, a secret known only by specific cults and orders of scholars, allowing a GM to reveal the lore to players as part of an ongoing campaign plot or to reward players who take time to engage in specialized research.

A GM who does not wish to add the Low Road to his campaign can ignore any mention of it in the game rules above simply replacing it with whatever underworld and lands of the dead exist in his campaign.

WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Owen K.C. Stephens

Proofreader:

Jeremy Miller

Creative Director:

Stan!

Cover Art:

RedPeggy

Interior Art:

ERG, Lin Bo, OtherWorld Creations, Nathan Winborn,
Mongoose, Toby Gregory, Tamas Baranya, Louis Porter Jr.

Graphic Design and Typesetting:

Hyrum Savage and Lj Stephens

Produced by:

Super Genius Games

www.supergeniusgames.com

Contents Copyright ©2012 Super Genius Games

Used with permission

For more information about Super Genius Games, and our upcoming products, follow us on

Facebook: www.facebook.com/SuperGeniusGames, via Twitter: Owen: @Owen_Stephens,

Stan!: @Stannex, and/or Super Genius Games: @SuperGeniusRPG,

or at our Yahoo Group: <http://Games.Groups.Yahoo.com/Group/Super-Genius/>

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires

the Pathfinder Roleplaying Game from Paizo Publishing, LLC.

See <http://Paizo.com/PathfinderRPG> for more information on the Pathfinder Roleplaying Game.

Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game compatibility logo are the trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game compatibility license. See <http://Paizo.com/PathfinderRPG/compatibility> for more information on the compatibility license.

DESIGNATION OF PRODUCT IDENTITY

The Super Genius Games (SGG) and OtherWorld Creations (OWC) company, names and logos; the "The Genius Guide to the Death Knight" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are open game content as described in Section 1(d) of the License.

Open Game Information

The material in this document utilizes the Open Gaming License, available at www.wizards.com and reprinted below:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 3 Copyright 2000, Wizards of the Coast, Inc.

Designation of Product Identity: All artwork, photos, logos, and maps are Product Identity. All other material is considered Open Content.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Reference Document. Copyright 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn
Pathfinder RPG GameMastery Guide. © 2010, Paizo Publishing, LLC; Author: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scorr, Doug Seacat, Mike Selinker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

The Genius Guide to the Death Knight. Copyright 2012, Super Genius Games, LLC; Author: Owen K.C. Stephens