



Servants of Shadow

Five Necromancy Themed Races



Pathfinder®

ROLEPLAYING GAME COMPATIBLE

Servants of Shadow

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Servants of Shadow

It is absolutely no secret that I have a great fascination and love for the undead. As a child and early teen, I grew up listening to Alice Cooper and Black Sabbath. I read Edgar Allen Poe as well, a surprisingly dark journey for a young mind. Undoubtedly, this helped shape my love for the dark and macabre.

So this is my ode to the undead. I wanted to create some new undead races that captured the spirit (my puns are awful!) of the undead theme, and gave some viable options that made the undead worth playing. I love a good tragedy. It's no secret that I'm heavily influenced by authors like Michael Moorcock (Elric) and Edgar Allen Poe. A hint of tragedy in a race (or class; see the Malefactor) really brings out the roleplaying opportunities. I wanted to give you five exceptionally fun races to play with, no matter what your play style.

Our first race is the mortiss, an extremely fun, yet tortured undead race. Ages ago they were captives in the underworld, serving their penance, and through fortuitous opportunity they were able to flee and have a chance at *life* again. Play a mortiss if you enjoyed the Forsaken of World of Warcraft™, the Nosferatu of

Vampire the Masquerade™ or would simply enjoy playing a sentient zombie. You can thoroughly roleplay the loss of mortality and the eternal quest for redemption.

Next is the forsworn. While the mortiss are dead with a new lot on life, the forsworn willingly gave up their lives to embrace the power of undeath. They use arcane ritual to end their inner light and, when they rise, their darkness is greater than most, partially because they still appear as living to most observers. Play a forsworn if you like the idea of becoming a lich and want to play an undead that can travel with little disruption. The forsworn make it easy to roleplay the all-consuming acquisition of power. What price does that power demand?

The mahgra are an ancient tribe of flesh-eating cannibals who were forced to feed upon the dead. When they encountered a large clutch of ghouls, they fought and consumed them, over time granting them a measure of their power. Play a mahgra if you want to play a bloodthirsty warrior with a supernatural hunger for flesh and strong resilience. Roleplay the struggle of the deathly hunger within you, even if you are good-aligned...

The deathless are those dead who have been called back to the world in the service of Nergal. They are his judges, jurors and executioners. Like Spawn™, they are slaves to an otherworldly being, and are forced to do his bidding just to live. For roleplaying purposes, you can enjoy struggling against your commands and your original nature.

Lastly are the nephandim, a lost subterranean race who were taken under Nergal's wing. They became his servitors, stewards of the dead and are infused with necromantic powers. Play a nephandim if you want to wield great power over the dead and enjoy the patronage of a god!

Death's Escape

Even in darkness, she could not ignore his approach. With a heavy thud, the horrid winged man landed on bent knee. He rose slowly, paying proper homage to She, Betrayer of Man.

"To what do I owe the honor Pazuzu?" She spoke with velvet tongue. The beaked demon merely grinned, drinking in her exquisite beauty, his scorpion-like tail twisting anxiously.

It bent down, draping a tattered wing over her flawless flesh, and it whispered horrid, incomprehensible things into her ear. Without the slightest hint of expression, she nodded to the demon. It backed away into the shadows and with a soul-wrenching shriek it flew off into the omnipresent darkness.

Lilitu stood, and the briefest of smiles pursed her blood-red lips.

The Lord of All Under the Earth sat quietly, apparently deep in contemplation, upon his throne of bones. The dead milled about in a sea of endless faces, most having given up all hope of redemption ages ago. The

endless caverns in which he holds court are home to only two kinds of creatures, the nephandim - and the dead.

A short, pale creature with garish features and round black eyes came to Nergal, himself seemingly a statue of white marble made flesh. "Lord Nergal, there is a woman at our gates. She wishes an audience of you."

"Burok, I *command* the nephandim and *speak* only to gods and the dead. This *woman* has no business in my realm."

"But Lord, this is no mortal woman. It is the demon-queen Lilitu."

"She is neither god nor dead, and hence her pleas will not be heard by my dispassionate ears. I rule the Great Below and watch, Shepherd of the Damned."

The nephandim slowly trod through the unending dead who aimlessly wandered, seeking escape from this hell, a morass of graying flesh. He methodically traversed the seemingly endless maze of caverns even as they reached out for his mercy. They found none, for he was a nephandim, and his heart was just as cold as the caverns of the dead.

"The Lord of All Under the Earth will not see you Lilitu," Burok said emotionlessly. "He speaks to the dead and gods, having no time for you or your ilk. Go now, for now you waste your time *and* mine."

A moment of rage flashed through her eyes, and hotter than hellfire itself was

the ire of this demon-queen spurned. But just as quickly it was subdued and masked.

“Perhaps there is some way I could convince you, Steward of Nergal.” She leaned forward in her loose robes, and Burok saw the unfamiliar heat emanating from her body. He could smell her scent, a mixture of exotic oils and musk. A rivulet of sweat swam from her neck and disappeared into her bosom. He was spellbound.

“Yes... yes... perhaps,” he muttered as she leaned in to kiss him. He felt the warm embrace of her dark lips. He knew it was wrong, she was trying to trick him. He tried to pull away, but it was useless, his body ignored his commands.

He opened his eyes only to suddenly see her devoid of the veil of lust. She was a blackened scaly creature with batlike wings and wicked claws. He could not pull himself free and her dark kiss sapped his very soul. He felt it wrench free and pour into her. His body collapsed, now nothing more than a cloud of ash.

And Lilitu smiled.

She cried out to Nergal, and her screams shook the caverns to their depths. Stalactites fell from the maw of the caverns, piercing the dead below. Their screams filled the Great Below and reverberated back to the now black skies.

“Nergal! Open the gate to allow me entrance, lest I break down the doors. I will wrench the locks, I will smash the door-posts and I will force them open. I

will bring up the dead to consume the living. The dead shall outnumber the living and there will be hell upon Earth!”

Nergal stared at the gates which were now splintering from the mammoth blows of this *woman*. He knew now that she was no ordinary mortal - this was a creature of some divinity. Unfortunately for her, that spark of divinity was about to be extinguished.

One of the massive doors fell down, its magic rent, now nothing more than timbers of ancient wood. The demon-queen walked through, into the realm of the dead. The smell of an eternity of suffering wafted over her.

Infuriated, Nergal became as smoke and shadow, and swiftly drifted to the gates. There he reformed, towering over this demure woman, seething with anger. She was about to pay the ultimate price for angering a being of his stature.

But after gazing upon her, he stayed his hand. He could not destroy her just yet. He marveled at her contours, being so finely chiseled that she could be a statue dedicated to the gods themselves. Yet, he knew he should smash such an offering.

“Give pause, great and powerful Nergal...” she purred. I am not here for war, nor to rouse your *ire*...” She placed her warm hands upon him, and he felt her heat pouring into his cold flesh. He suddenly felt his cold heart beating.

With but a shrug she disrobed, and pressed her body against his, clutching the Lord of the Dead in deep embrace.

She was a vision, her body glowed with the torchlight and she was adorned with gold and gems. Her long black hair flowed down her back and shoulders, a river of silky midnight. He could not resist taking her, a jewel upon his crown.

No words exist to describe the passion that she showed him, awakening things deep inside of him that he knew not existed, until his only thought was sleep.

But the doors of his realm were sundered, and the light of the moon shone forth. Those dead within that could see it were called forth by it, and by the hundreds and then thousands they walked free of the Great Below.

They wept at the light and poured forth onto the Earth, no longer prisoners of the Lord of Death. The prison that once held them in eternal suffering now vomited them forth.

And still Nergal slept.

Lilitu stood, slinking away from the now torporous Lord of the Great Below. She crept toward his private sanctum. In his arrogance, there were few precautionary magics barring her entrance, and they were easily dispatched.

Once within, she found what she was looking for. Despite all the wealth of the underworld at her fingertips, she reached for a single aged scroll.

Skeletal hands bound the yellowed parchment, and unknowable stains marred its tightly rolled pages. This was

the ritual she was after. She would give this gift of knowledge to her followers, and no longer would they have to fear death. They would take death unto themselves and become *its* master.

With a blink of an eye the demon-temptress was gone, leaving behind only the befuddled Nergal and a kingdom of dead that were fleeing as fast as they could walk, run, or crawl with their bleeding broken bodies.

As Nergal stirred, his senses recovered. He was instantly aware of the treachery that befouled him.

With a wave, he shook the earth and sealed the caverns of the Great Below once more. Steam began to issue forth from the nether regions of the underworld and its heat mirrored Nergal's anger. Nergal screamed in rage and the earth was torn asunder. Pools of magma surged from underground as Nergal's eyes burned like the heart of the earth itself.

"I curse you demon-bitch Lilitu! I curse your miserable existence! Those that call you mother shall know nothing but pain and woe, for everything you touch shall cause pain and misery to those you love. Eternally shall you lie with your own malfeasance!"

And Lilitu smiled.

The Mortiss



I came upon the ruined city by accident. Vegetation had grown over the cracked walls, and a broken statue pointed to the inner gates, hidden by a lush canopy of tropical trees. But when I neared the ruined city, the earthen smell was replaced by that of death. I saw corpses in various states of decomposition walking around like men, behaving as though they believed they were still among the living. What strange hell is this? Clearly I must return and document this phenomenon and find its source.

-Artus, Human Archeologist
(whereabouts unknown)

Introduction

The mortiss are the escaped dead from the Great Below, the dead of Nergal's underworld. The mortiss are sentient undead and mostly of good or neutral alignments, having repented their sins and been given a new outlook on "life." Nergal's hounds hunt them mercilessly, but they are determined to be free of his shackles, despite their condition. With no capacity for resurrection, they have only this one chance at "rebirth."

Physical Description

Mortiss are literally the corpses of the dead and damned. They are the broken bodies of those dead imprisoned by Nergal and tortured by his nephandim minions. Their bodies are in some stage of decay, mirroring zombie-like true undead. But that is where the similarity ends.

Sentience gleams in their eyes, for while dead, they are free of the yoke of Nergal and his minions. Their "lives" are their own now, and they attempt to have some semblance of normality again.

The mortiss look much like the race they were born into, though now they are dead and decomposing. Most are human, but there are some of nearly all races. Their physical features remain, albeit decayed, but they are fragments of their former selves.

Often they dress in clothes they would have worn in life. At other times they attempt to completely hide their true

nature, wearing full armor and helms to disguise themselves further. Sometimes, mortiss smell of funeral flowers or rich oils as they attempt to disguise the scent of their dead flesh from those around them.

Random Starting Ages

*Mortiss do not recall their true age in years. They may have any physical appearance of age, but are not subject to physical aging effects.

Random Height and Weight

*Height is determined as per original race; weight is -30% due to their atrophied nature.

Society

As a flock of escaped dead from the underworld, the mortiss are generally not welcomed by any other race, nor do they tend to find acceptance for their state of existence.

As such, they are forced to congregate together, in loose cities in highly remote places. They build structures or live in ruins, far from the prying eyes of others. This, unfortunately, only furthers the fears and stigma of their kind.

They often create surprisingly complex hierarchies or councils to rule them, rather than choosing any single individual to rule over them. Their days of being lorded over are gone.

A few mortiss choose to move incognito through the world, and leave the confines of their flock. These mortiss are most often adventurers, and tortured

souls seeking to find the remnants of their past lives.

Relations

On a whole, the mortiss are doomed in their relations with other races. They are almost always seen as stereotypical undead by any race, and slain on sight as such.

When they might have the opportunity to present themselves as something more – intelligent, compassionate, “living” creatures – it tends to frighten others away.

They call few friends and are most frequently forced to live in obscurity or without contact from other non-mortiss.

Aasimar – The aasimar surprisingly see the good in the hearts of the mortiss. While trapped in dead bodies, they are still capable of good, and can be saved from the clutches of evil.

The mortiss in return are awed by aasimar and wary of them. They have felt the sword of so many races that it is incomprehensible that these angelic creatures would show them mercy.

Deathless – The Deathless exist to return all escaped dead to the clutches of Nergal. They are his reapers, agents of his will and anyone who dies could rise again as one of his deathless. As such, they fear the deathless greatly, and will either flee from them or seek to entrap them forever, so they cannot fulfill their dark pacts.

To the deathless, the mortiss are the ultimate betrayers. They escaped the clutches of Nergal and are to be destroyed. In order for the deathless to finally rest, they must put an end to the mortiss.

Dhampir – As a being that is half-living and cursed by their necromantic blood, the dhampir are surprisingly understanding towards the mortiss. They too are prisoners of their own bodies, and through no fault of their own.

The mortiss, on the other hand, hold more trepidation towards them. They are always wary of others who may have come to hunt them. Many are the dhampir who have turned to hunting their own kind.

Dwarves – The Dwarves have little time for any undead. An axe to the forehead is their most likely response and, even if given chance to explain, it is unlikely that a dwarf would consider trusting a mortiss or calling him an ally. Sympathizing with their plight and allowing them to live might be the best that could be hoped for from the dwarves.

Elves – The elves are creatures of nature, while the mortiss are abominations. Instinctively, elves will flee or fight any possible undead creature. It would be rare for them to come to terms with a mortiss' existence. That being said, the elves also are the most likely to see the inner light in a mortiss, and grant them clemency.

Fetchling – Dwellers of the shadows and accustomed to being labeled as pariahs,

the fetchlings are actually more than willing to deal with the mortiss.

The mortiss question their motives however, and watch them warily.

Forsworn – Mortiss find the forsworn to be a mockery of life. While they are also undead, this life was forced upon them. The forsworn are those that used foul necromancy rites to willingly give up what the mortiss so desperately want back.

In return, the forsworn find the mortiss to be inferior weak-willed fools who do not realize the gifts they are given.

Gnomes – The free-spirited gnomes are also likely to flee from the mortiss, though their cousins in the earth know more of the truth. While difficult to convince initially, it is possible that a gnome would be able to call a mortiss an ally.

Half-Elves – A half-elf, of all other races, is most likely to empathize with the mortiss. While most carry strong feelings about the natural order, they also know what it is like to be trapped between two societies, and truly part of neither.

Halflings – A halfling is likely to never deal with a mortiss. As a fun-loving race with good sensibilities, they are unlikely to ever give a mortiss the chance to explain their situation, choosing to stealthily avoid confrontation instead. The rare halfling that does learn of the mortiss' plight is very likely to befriend the peculiar undead however, and strongly stand for them.

Half-Orcs – Most half-orcs care little about the other races at all, and an undead that whines about his state of existence is not likely to see any compassion from them. They may choose to put them out of their misery, or ignore them completely. The reactions will vary from half-orc to half-orc.

Humans – As most mortiss are former humans, they frequently find their way back to human lands. Human reactions range from mixed shock and terror to disbelief and compassion. Rare are the instances where mortiss live among the humans, but it is not unheard of.

Mahgra – The mahgra are seen by the mortiss as foul brutes that are a real danger to their existence. The mahgra hunt undead, not to slay them, but to consume them. The mortiss know that when they die, they are returned to the clutches of Nergal, so they have a healthy, and justified, fear of the mahgra.

The mahgra see the mortiss as just another sentient undead. To them, they are nothing more than a meal that screams and cries as it provides them strength and nourishment.

Nephandim – The mortiss despise the nephandim and condemn them with great loathing. They remember the nephandim as their captors, judges, and torturers in the Great Below.

The nephandim are completely loyal to Nergal, and find any mortiss to be guilty of sins worse than death. Some would kill them on sight for the glory it would bring them while others would choose

to capture them and bring them back to the lands of the dead.

Alignment and Religion

Many mortiss have lived in their own personal hell, suffered torture, and repented for any sins they may have committed. While others may simply have been the dead collected by Nergal, religion plays an integral role in their society and mindset.

Most mortiss are of neutral and good alignments, though there are some who have left the communal havens and have evil motivations. They are the exception, however.

Nearly all mortiss seek out the aid of other good or neutral deities to protect them from Nergal's deathless hounds. In that relationship, a number of the mortiss are fully functional clerics and paladins of their respective orders.

Adventurers

Mortiss are commonly tucked away in secluded ruined cities, content to make good on their newfound lives. However, it is not unheard of for some to reach out into the world and seek their fate head on.

A few do so in hopes of connecting with their former lives. Some cannot cope with living as an undead, and seek to live among the mortal world as a way to heal their mental wounds. Still others seek out Nergal's minions and hope to enact retribution on them before they

are able to find the remainder of their brethren.

MALE NAMES

Anki, Dagrim, Eshkar, Garash, Kirashi, Namtar, Nuesh, Saghaza, Shemush

FEMALE NAMES

Enkara, Garza, Hulla, Kizurra, Minussa, Narua, Sagmi, Sheriga, Shimsusa, Shuhaza

Mortiss Player Characters

Alchemist – Mortiss flock to this profession as a means to unlocking the secrets within their own flesh and blood. They fervently seek a cure to their undead state, and some think alchemy is that key. Mortiss who become alchemists are often of the Chirurgeon, Visionary Researcher, Preservationist or Reanimator archetypes.

- ❖ Add +1/6 to the number of alchemist discoveries known.

Antipaladin - While it is rare that a mortiss would be evil and leave the graces of their community, it is not unheard of. Some of the vilest antipaladins are those mortiss who leave their brethren behind.

- ❖ Add +1/2 hp to the antipaladin's touch of corruption ability.

Bard – While not overly drawn to music or the arts, bards are a versatile lot and so are the mortiss. Mortiss bards are frequently of the Archeologist, Archivist, or Dirge Bard archetypes.

- ❖ Add one spell known from the wizard's necromancy school spell list. This spell must be at least one level below the highest spell level the bard can cast. The spell is also treated as being one level higher, unless it is also on the bard spell list.

Cleric – The mortiss make exceptional clerics. They carry a conviction stronger than most other races, having served penance in their own hell already. Now they seek to make amends and keep others from following in their own misguided steps. Mortiss clerics are frequently of the Cloistered Cleric, Divine Strategist, Evangelist, Theologian, or Undead Lord archetypes.

- ❖ Add a +1/2 bonus on Knowledge (religion) checks to identify creatures with the undead type and their abilities.

Fighter – As creatures with hardened skin and flesh capable of repelling mortal wounds, mortiss fighters are commonplace. When donning heavy armor, they become a force to be reckoned with. Mortiss fighters are often of the Armor Master, Polearm Master, Two-Handed Fighter, Two-Weapon Warrior, or Unbreakable archetypes.

- ❖ Add +1/5 bonus to effective AC when defending against critical hit confirmation rolls.

Inquisitor – Some mortiss are so devoted to their religion that they seek out evils wherever they hide, using their faith as a shield. Risking an eternity of damnation takes great conviction. Mortiss

Inquisitors are frequently of the Preacher or Sin Eater archetypes.

- ❖ Select one judgment. Add +1/5 to the bonus provided by that judgment, to a maximum of a +1 bonus for any single judgment.

Magus – By blending the mortiss' natural talents at warfare, and coupling it with their knowledge of the arcane, they make strong magi. Mortiss magi are most often of the Hexcrafter, Soul Forger, or Spellblade archetypes.

- ❖ Add +1/2 point of negative energy damage to spells that deal negative energy damage cast by the Spellblade magus.

Monk – Mortiss make devout monks and surprisingly there are several monastic orders founded by their kind. They seek a religious enlightenment to overcome their current existence. Most mortiss monks are of the Hungry Ghost Monk, Ki Mystic, or Maneuver Master archetypes.

- ❖ Add +1/4 to the monk's ki pool.

Oracle – Introspective and enlightened, mortiss oracles are not uncommon. They may be found as elders in their community or contemplatives deep in remote areas away from humanity. They most often follow the mysteries of Bones, Heavens, Juju, Life, and Lore and belong to the Enlightened Philosopher archetype.

- ❖ Add +1/6 to the number of revelations known.

Paladin – Paladins are surprisingly common among the mortiss. Their religious devotion and physical traits makes them excellent Paladins. Mortiss Paladins are most often of the Divine Defender, Holy Tactician, Sacred Servant, Sword of Valor, or Undead Scourge archetypes.

- ❖ Add +1/2 hp to the Paladin's lay on hands ability.

Rogue – While mortiss are not typically thieves per se, many must learn the shadow way to keep themselves and their brethren safe. Mortiss rogues are most frequently of the Chameleon, Knife Master, Scout, or Smuggler archetypes.

- ❖ Add +1/4 to the rogue's effective level when determining if they can be flanked.

Wizard – When age and time is no longer a hindrance, the mortiss excel at wizardry, though they have difficulty finding masters outside of their sanctuaries. Mortiss wizards are most frequently of the Scroll Scholar or Shadowcaster archetypes.

- ❖ Add +1/4 to your effective caster level for any necromancy spell you cast (+1 effective level for every four times you select this option).

Classes not covered above gain the standard options for favored classes - a +1 bonus to hp or +1 skill point for each level.

Standard Racial Abilities

Ability Scores: Mortiss gain a +2 bonus to Str, a -2 penalty to Dex and a +2 Wis. As undead, Mortiss do not have constitution scores and may not choose to apply adjustments to their constitution.

Mortiss come from all walks of life and are comprised of many different races. As a whole, they are good at a wide array of things due to their varied nature, but their decayed bodies can be a hindrance.

Note: As undead, Mortiss use their Charisma in place of Constitution to determine bonuses to hit points and Fortitude saves.

Type: Undead – Mortiss are once-living creatures kept animate by spiritual or supernatural forces.

Subtype: Varies. Choose one other humanoid race to represent your former life. You gain that race type as a subtype, and also count as that race for all effects. You do not gain any bonuses or penalties, nor other abilities associated with that race.

An undead race has the following features:

- Undead have no Constitution score. Undead use their Charisma score in place of their Constitution score when calculating hit points, Fortitude saves,

and any special ability that relies on Constitution (such as when calculating a breath weapon's DC).

- Undead have the darkvision 60 feet racial trait.

- Undead are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

- Undead are immune to bleed damage, death effects, disease, paralysis, poison, sleep effects, and stunning.

- Undead are 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.

- Undead are harmed by positive energy and healed by negative energy. An undead creature with the fast healing special quality still benefits from that quality.

- Undead are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

- Undead do not risk death from massive damage, but are immediately destroyed when reduced to 0 hit points or fewer.

- Undead are not affected by raise dead and reincarnate spells or abilities.

- Unlike other undead, resurrection and true resurrection do not affect mortiss.

- Undead do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that an undead creature can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required to survive or stay in good health.

Size: Medium. Medium creatures have no bonuses or penalties due to their size.

A Medium creature has a space of 5 feet by 5 feet and a reach of 5 feet.

Base Speed: Due to their broken bodies, mortiss have a base speed of 20', however their speed is never modified by armor or encumbrance.

Languages: Standard. Mortiss begin play speaking Common and Necril. Mortiss with high Intelligence scores can choose from up to seven additional languages.

Racial Points: 17

Effective Level: +0

GM Note: Mortiss Player Characters
Invariably, someone will want to play an undead character at some point in one of your games. While undead do have their benefits due to their undead traits, they also have a number of weaknesses. We purposefully made the mortiss flavorful and exaggerated some of their weaknesses in order to keep their point cost down and balanced compared to established base races. These are no more powerful than a fetchling or tiefling.

Defenses

Undead Toughness

Mortiss gain DR 3/Slashing from their resilient undead flesh.

Feats and Skills

Skill Training

Knowledge: Stealth is always considered a class skill for members of this race. If

they already possess this skill as a class skill, they instead gain a +2 competence bonus in that skill.

Senses

Darkvision 60 Feet

Mortiss can see in the dark up to 60 feet.

Weaknesses

Resurrection Vulnerability

A raise dead or resurrection spell cast on a member of this race can destroy it (Will negates). Using the spell in this way does not require a material component.

In addition, Mortiss cannot be resurrected back to life in any fashion. Attempts to do so will simply fail, as Nergal returns his grip upon them.

Divine Energy Weakness

As undead, mortiss are harmed by positive energy and curative magic. In addition, all mortiss can be turned as undead.

Alternate Abilities

Horrid Stench

Some mortiss have softer rotting flesh, and exude a terrible scent as a 15-foot aura that nearly every other creature finds offensive. All living creatures (except those with the stench aura ability) within the aura must succeed at a Fortitude saving throw (DC 10 + 1/2 the user's character level + the user's Constitution modifier) or be sickened for 5 rounds.

Creatures that succeed at the saving throw cannot be sickened by the same creature's stench aura for 24 hours. A delay poison or neutralize poison spell or similar effect removes the effect from the sickened creature. This is a poison effect.

This ability replaces their undead toughness.

Quick

Not all mortiss are disfigured or slowed by death. You have a 30' movement rate instead of 20'.

This replaces the Undead Toughness ability.

Racial Archetypes

BONEBLADE MAGI (MAGUS ARCHETYPE)

The Boneblade Magi is a magus who wields a melee weapon of consecrated bone. That bone becomes hard as steel, and grants the Boneblade Magi powerful necromantic combat abilities.

Diminished Spellcasting

Boneblade magi cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Bonesteel Blade (Su)

At 1st level, the Boneblade Magi gains the use of a single bone weapon. This weapon is treated as though an equivalent weapon made of steel.

The Boneblade Magi can also craft and consecrate other boneblade weapons by sacrificing 300 gp worth of materials and enacting a 1 hour ritual.

Divine Weapon (Su)

At 5th level, the Boneblade Magi's weapon permanently gains the *holy* property if they are good-aligned, or *unholy* if evil-aligned. Neutral Boneblade Magi may choose one or the other.

The Boneblade Magus must permanently sacrifice two points from their arcane pool. If the weapon is ever destroyed, they regain the arcane pool point after their next rest. Multiple bone blades thus enhanced require multiple point sacrifices.

Heartstrike (Su)

At 9th level, a Boneblade Magi can steal a creature's life force to replenish his own. If the magus has at least 1 point in his arcane pool and scores a confirmed critical hit against an enemy or reduces an enemy to 0 or fewer hit points, he heals a number of hit points equal to his magus level.

This ability replaces the Magus Arcana gained at 9th level.

Nether Kiss (Su)

At 12th level, if a Boneblade Magi has at least 1 arcane pool point in his pool, he gains the benefit of the heartstrike ability whenever he confirms a critical hit against any creature or reduces any creature to 0 or fewer hit points.

This ability replaces the Magus Arcana gained at 12th level.

Thirsting Blade (Su)

A 13th level, a Boneblade Magi gains 1 temporary hit point each time he hits an enemy with a melee attack. The Magus gains a number of temporary hit points equal to his Charisma modifier when he scores a critical hit. The maximum number of temporary hit points the magus can have is equal to his Magus level. These temporary hit points disappear 1 hour later.

The Magus can only use this ability when he has at least 1 point in his arcane pool.

The ability replaces Fighter Training and Heavy Armor.

Racial Feats

Feign Death

Using your undead form, you can easily impersonate a corpse, fooling casual observers.

Prerequisite(s): Bluff 5 ranks, Undead Type

Benefit: You can act as though you were a corpse. Also, as an immediate action, you can fall into a heap, appearing destroyed.

Leathery Hide

Your undead flesh is akin to leather.

Prerequisite(s): Undead

Benefit: You gain a +1 natural armor bonus.

Metempsychosis

You shed some of the weaknesses of your undead form, becoming more akin to a mortal.

Prerequisite(s): Undead Type, Good or Neutral Alignment, Knowledge (religion) 5 ranks

Benefit: You are now healed by positive energy and harmed by negative energy.

Positive Energy Mastery [Achievement]

Your positive energy channeling is stronger than most.

Prerequisite(s): You must have channeled over 1000 points of positive energy.

Benefit: You gain a +1 bonus per die of positive energy whenever you channel positive energy.

Rebuking the Shadow's Call

You overcome the ability to be turned.

Prerequisite(s): Shadow's Reproach feat

Benefit: You become immune to undead turning.

Renascence

You shed your curse, becoming a semblance of a living creature.

Prerequisite(s): Undead Type, Good or Neutral Alignment, Metempsychosis feat

Benefit: You lose all undead traits and gain the half-undead type. You may also now be resurrected.

Shadow's Reproach

Your inner strength makes it more difficult to turn you.

Prerequisite(s): Cha 13+

Benefit: You gain your Charisma bonus as turn resistance.

Racial Traits

Grotesque Dead (Mortiss)

Your body is horribly disfigured by undeath.

Benefit: You gain a +2 trait bonus to Intimidate, and Intimidate becomes a class for you.

Shroud of Death (Mortiss)

Mindless undead view you as one of their own.

Benefit: Mindless undead will not attack you unless directly commanded to do so.

The Mortiss Paragon

Role: The Mortiss Paragon is an elder mortiss, one who has given in to their undead nature. They know the limitations of their forms, and are often mournful or brooding over their lost humanity.

They grow more formidable as undead, tapping into their inner power and use

their advanced age to grow their physical forms even more defensive and durable.

Alignment: Any

Hit Die: d8.

Requirements

To qualify to become a mortiss Paragon, a character must fulfill all the following criteria.

Race: Mortiss

Feats: Rebuking the Shadow's Call

Other: Cha 13+.

Class Skills

The mortiss paragon's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (Dungeoneering), Knowledge (Religion), Profession (Wis), Stealth (Dex) and Survival (Wis).

Skill Ranks at Each Level: 4 + Int modifier.

Table: Mortiss Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Ability Boost (+2 Cha)	—
2nd	+1	+1	+1	+1	Improved Undead Resilience (DR 5/slashing)	+1 level of existing class
3rd	+2	+1	+1	+2	Improved Natural Armor (+1)	+1 level of existing class

Class Features

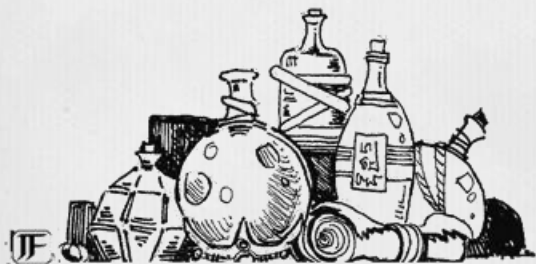
All of the following are class features of the mortiss paragon prestige class.

Weapon and Armor Proficiency: A mortiss paragon gains no additional weapon or armor proficiencies.

Ability Boost (Ex): At 1st level, the mortiss paragon gains the listed ability score increase.

Improved Undead Resilience (Ex): At 2nd level, the mortiss paragon's flesh becomes tougher and his undead resilience ability improves to DR 5/slashing. If they do not have this ability, they gain DR 3/slashing instead.

Improved Natural Armor (Ex): At 3rd level, the mortiss paragon's skin hardens further and they gain an additional +1 natural AC.



New Spells

SHADOW PACT

School necromancy; **Level** cleric 4, magus 4, sorcerer/wizard 4, witch 4, summoner 4

CASTING

Casting Time 1 standard action

Components V, S, M (ground bone of an undead creature)

EFFECT

Range personal

Target you

Duration 1 hour/level or until discharged; see text

DESCRIPTION

You make a pact with the darkness, and it grants you a measure of its strength. You gain 5 temporary hit points and a +1 profane bonus to all on all ability checks, attack rolls, combat maneuver checks, Combat Maneuver Defense, saving throws, and skill checks for the duration of this spell. Every 5 levels thereafter the shadow pact's profane bonuses increase by +1 and you gain an additional +5 temporary hit points. All temporary hit points gained through this spell last for one hour.

MARK OF DOOM

School necromancy; **Level** antipaladin 2, cleric/oracle 2, inquisitor 2, sorcerer/wizard 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S

EFFECT

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration one round per level

Saving Throw Will negates; Spell Resistance yes

DESCRIPTION

You cause a phantasmal sigil to appear above a target's head. The shadowy sigil moves with the target and all who gaze upon it sense the bearer's impending doom. The target takes a -2 penalty on all fear-based saving throws and suffers

an additional 1d6 points of damage from any injuries inflicted upon them for the duration of the spell.

Mortiss Settlements

Mortiss dwell in places far from the prying eyes of others. By necessity, they are forced to live in the shadows, deep in ancient ruins, sewers or underground.

They have escaped the underworld's clutches, and are perpetually hunted by Nergal's minions. In addition, most other races would condemn them on sight and seek their extermination.

Their settlements are private and well-defended. They tend to be dark and away from the sun, but this is not always the case. Most clutches of mortiss range from several hundred to several thousand.

SKRAENE

NG Small town
Corruption +0; **Crime** +0; **Economy** -2;
Law +0; **Lore** +1; **Society** -2
Qualities academic, pious
Danger +0; **Disadvantages** secluded

DEMOGRAPHICS

Government Theocracy
Population 900 (100% mortiss)
Noteable NPCs
High Penitent Soren – LN Male Mortiss Cleric (Preacher Archetype) 15
Factions
The Wretched (N) – Elders among the mortiss, these broken and twisted undead scheme and plot to ensure the survival of their kind.

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 6th
Minor Items 3d4; **Medium Items** 1d6;
Major Items None

Mortiss NPC

Mortiss Zealot

CR 2

XP 600

Male mortiss Cleric 3

LG Medium Undead

Init -1; **Senses** darkvision 60'; **Perception** +3

DEFENSE

AC 18, touch 9, flat-footed 17 (+5 armor, -1 Dex, +2 Shield)

hp 22 (3d8+8)

Fort +3, **Ref** +0, **Will** +6

OFFENSE

Speed 20 ft.

Melee Heavy Mace +5 (1d8+3/x2)

Domain Spell-Like Abilities (CL 3rd; concentration +6)

6/day—Touch of Good, Death's Kiss

Spells Prepared (CL 3rd; concentration +6)

2nd—*align weapon, ghoul touch*

1st—*inflict light wounds, protection from evil, shield of faith*

0 (at will)—*detect magic, guidance, resistance, virtue*

Domains Redemption, Undead

STATISTICS

Str 16, **Dex** 9, **Con** -, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +2; CMB +5; CMD 14

Feats Channel Smite, Toughness

Skills Acrobatics (Dex) -1, Appraise (Int) +0, Bluff (Cha) +1, Climb (Str) +3, Diplomacy (Cha) +1, Disguise (Cha) +1, Heal (Wis) +3, Intimidate (Cha) +1, Knowledge (Arcana) +4, Knowledge (History) +4, Knowledge (Nobility) +0, Knowledge (Planes) +0, Knowledge (Religion) +4, Perception (Wis) +7, Perform (Cha) +1, Ride (Dex) -1, Sense Motive (Wis) +7, Spellcraft (Int) +4, Stealth (Dex) +3, Survival (Wis) +3, Swim (Str) +3

Languages Common, Necril

SQ Undead Traits, DR 5/slashing

Combat Gear 3 potions of *inflict light wounds*

Gear breastplate, masterwork heavy mace, holy symbol



The Mortiss Zealot is an ultra-fanatic religious sect member of their church. They serve as guards and are also some of the church's enforcers. Those who are viewed as in need of reformation are sentenced to destruction. The mortiss tolerate no evil among them.

The Forsworn



Necromancy is not a study for the weak at heart, mind or soul. It is a study for those who desire true mastery over life and death...

It is true power – the power to overcome death itself, to grant one's self immortality and to raise armies of untiring, unflinching and unwavering soldiers who unquestioningly obey your every command...

It is the seductive whispers of shadows, the chilling breath of a wraith and the wet bloody kiss of a Mohrg...

I can teach you the secrets of necromancy. I can make you immortal. I can show you the paths to power. But it will cost you...

For there is always a price...

-Inu-Herit, Forsworn Necromancer

Introduction

Mankind has always looked at death as the ultimate enemy. The finality of one's demise, and limitation of time in mortal form has frustrated all who have ever lived. It is with no surprise that eventually those who could cheat death would.

It is said that an early demon cult gained access to a scroll containing the ritual of the forsworn. This ritual transformed the living into the dead and preserved their corpse indefinitely. They suffered none of the physical maladies of zombies or other lesser undead.

Eventually the cult was overthrown and the scrolls thought lost to the ages, when a young necromancer happened upon the scrolls in a tomb. When he realized what he had on his hands, he quickly returned it to his master, buying a position of great favor.

With the scrolls now in the hands of a true necromancer, rites were performed, and the black mage's entire cabal were thusly transformed into the very dead they commanded.

They were the first, having forsworn life in favor of eternal death, and even today there are rumors of those with the hunger for power and lust to overcome death, willing to swear off the light and embrace darkness, trading their mortal

coil for a never-ending existence of undeath.

Physical Description

The forsworn appear much like normal creatures of their kind, save for a few minor details. Their bodies are pale of pallor, cold to the touch and they do not need to breath, sometimes earning them the nickname of “the breathless.” Some societies tell of myths of these breathless abominations in fabled stories – a cautionary tale of power and corruption.

The forsworn do not age, their flesh does not decay and their minds do not diminish. They are simply those who cease to live.

Society

Forsworn have no society of their own. They live in the shadows, and sometimes in plain sight, of those races they once belonged to. Now they have become abominations of dead flesh, but their greed and ambitions do not cease simply because their heart has.

Often they live in the fringes of society, careful to come out only when they are least noticeable. Others however, have learned how to conceal their natures, bathing in hot water, using make-up and even forcing air in and out of their lungs.

Regardless of their imitation of life, the forsworn have given in to death, and are far from alive.

Relations

Each race has their own view on how to treat those that willingly sacrifice their lives to become one of the forsworn. To the uninitiated, they are simply seen as undead, often misbelieved to be other greater undead such as vampires.

Ironically, forsworn often compete for power and resources with lichs, eternal undead much like themselves. But where the lichs are forced to dwell in remote towers and dungeons, the forsworn do so in front of the world, with few knowing of their existence.

Dwarves – The dwarves have no time for any creature willing to give up the gift of life and turn against their faith. Dwarven forsworn are incredibly rare.

Elves – The elves are enamored with life, and live their own lives in harmony with nature. The thought of destroying the gift that they have been given and becoming an undead creature is a complete anathema to their lifestyle. Surely, any of their own who were to commit such an atrocity would find themselves hunted and returned to the natural order...

Gnomes – The gnome is a capricious fey spirit, but one that values their life and the gifts they’ve been given. It would be extremely rare for a gnome to become one of the forsworn, but not impossible. Gnomes are a curious lot though, and may seek to learn more about this oddity of nature.

Half-Elves – A half-elf that rejected his elven side who had much to prove would be rife for the chance to become forsaken.

Halflings – Halflings tend to be pleasant and somewhat naïve folk. Most have never heard of a forsworn, and would never consider becoming one. Should they learn of the existence of one they would likely leave that area at once!

Half-Orcs – The half-orc relies on brute strength to survive, and subtlety is not a strong suit. While the occasional half-orc may follow the arcane pursuits and some may eventually find the notion of becoming a forsworn possible, they do not have the talents for obfuscation necessary, and are often destroyed.

Humans – Humans are most often forsaken. Their patience, arrogance and ambition drives them to such a degree that they would give thoughts to such a possibility. Some humans find the forsaken fearsome and vile, while others bow down before them.

Mortiss – The mortiss have literally fled the bowels of the netherworld and repented for their deeds in the merest of hopes that they might be granted life once more. To them, the forsworn is truly a lost soul, and one to be put down, lest their infection spread.

Mahgra – The mahgra are bestial half-undead creatures already, and while they are unlikely to ever become forsworn, they have little compunction dealing with them. They would however also have no compunction eating them...

Deathless – The deathless serve Nergal as his enforcers and death angels. As the forsworn are those dead outside the natural order and a product of magicks stolen from him, all forsworn are to be put to death immediately.

Nephandim – The nephandim too are servants of Nergal, and are greatly opposed to the misuse of his ritual. They are the guardians of the dead below, and hold immense hatred for the forsworn when they are found.

Alignment and Religion

Most forsworn are self-serving with little regard for law or morality. They tend to be evil, with a penchant for neutrality or chaotic behavior. Of course these are generalizations.

As they did not derive their powers from Nergal directly, they do not venerate him. Many do know his name however. They do not have any sense of community, nor do they tend to ally with one another typically, so they do not venerate any one deity.

Adventurers

Rare is the forsworn adventurer, though not unheard of. Those that do are searching for more ways to acquire power, and tend to keep their true natures hidden.

Names

The forsworn keep the names they had in life, unless they choose to take a new

one. As they come from all races and walks of life, their names are as varied as they are.

Forsworn Player Characters

While most forsworn are necromancers, it is not uncommon for them to be members of other classes. Many martial classes benefit from the power of undeath, and evil priests or witches are not unheard of either.

Forsworn player characters may not choose their previous race's favored class bonuses. They must choose either the basic favored class bonuses (+1 skill point or +1 hp) or choose from those below.

Alchemist – Some forsworn take the route of alchemist, using their newfound eons of time to master their experimentations. They are most often of the Internal Alchemist, Mindchemist or Reanimator archetypes.

- ❖ Add one extract formulae from the alchemist's list to the character's formulae book. This formulae must be at least one level below the highest formulae level the alchemist can create.

Antipaladin – The forsworn are gifted with a dark inner flame. They make natural antipaladins and are frequently of the Knight of the Sepulcher archetype.

- ❖ Add +1/5 effective Antipaladin levels when determining your fiendish boon abilities.

Bard – Masters of magic and keepers of secret lore, it is of no surprise that a number of forsworn become bards. Those that do are often of the Arcane Duelist, Archivist or Dirge Bard archetypes.

- ❖ Add a +1 bonus on Perform checks to use the countersong bardic performance against creatures with the undead subtype.

Cleric – While those willing to throw away their mortality might seem godless, not all are. Many are adherents of evil deities and use their newfound power in the profane service of their gods or demon lords. Forsworn clerics are usually of the Cloistered Cleric, Scroll Scholar, Theologian or Undead Lord archetypes.

- ❖ Add +1/4 points when using channel negative energy.

Fighter – No longer subject to many of the life-threatening injuries and other maladies that threaten the living, a forsworn fighter is a dangerous opponent. Forsworn fighters may commonly be of any fighter archetype.

- ❖ Add +1/4 bonus to effective AC when determining the success of critical hits against the forsworn.

Magus – The forsworn's new bodies excel at combat and they are inherently good at magic. Forsworn maguses are quite common.

- ❖ Add +1/4 point to the magus's arcane pool.

Oracle – Blessed by undeath, forsworn oracles find revelations in the mysteries of necromancy. They are almost exclusively of the Bones, Juju and Occult mysteries, though they may be of any archetype.

- ❖ Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Sorcerer – Those forsworn that had undead bloodlines already, or who become sorcerers after becoming forsworn channel great necromantic powers. They are almost always of the shadow or undead bloodlines, but may be of any archetype.

- ❖ Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Summoner – The forsworn make excellent summoners, bargaining with demons, undead and other spirits. They are often of the Master Summoner or Synthesist archetypes.

- ❖ Add DR 1/good to the summoner's eidolon. Each additional time the summoner selects this benefit, the DR/good increases by +1/2 (maximum DR 10/good).

Witch – Forsworn witches are fairly common, having bargained their mortality away in demonic ritual, and then vowing service to a demonic patron for arcane power.

- ❖ Add 1/6th of a new Hex ability.

Wizard – The vast majority of forsworn are wizards. Most are Necromancers, but not all, and frequently of the Scroll Scholars or Shadowcaster archetypes.

- ❖ Add one necromancy spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

Classes not covered above gain the standard options for favored classes - a +1 bonus to hp or +1 skill point for each level.



Creating A Forsworn

“Forsworn” is an acquired template that can be added to any living creature (referred to hereafter as the base creature), provided it is subject to the ritual of forsworn flesh. A forsworn retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 1.

Alignment: Any evil.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

As undead, forsworn are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Undead are immune to bleed damage, death effects, disease, paralysis, poison, sleep effects, and stunning.

Undead are 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.

Undead are harmed by positive energy and healed by negative energy. An undead creature with the fast healing special quality still benefits from that quality.

Undead are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Undead do not risk death from massive damage, but are immediately destroyed when reduced to 0 hit points or fewer. Undead are not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living creatures they were before becoming undead.

As undead, forsworn do not heal naturally. They must be subjected to negative energy in order to repair their wounds.

Undead do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that an undead creature can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required to survive or stay in good health.

Senses: A forsworn gains darkvision 60 ft.

Armor Class: A forsworn has a +1 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, forsworn use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A forsworn gains channel resistance +2, cold and electricity resistance 5 (in addition to those granted by its undead traits).

Abilities: Int and Cha +2. Being undead, a forsworn has no Constitution score.

Skills: Forsworn have a +2 racial bonus on Bluff and Disguise. A forsworn always treats Bluff, Disguise and Stealth as class skills.

Racial Archetypes

Beguiling Warlock (Witch Archetype)

Sometimes the forsworn's lust for power is so great he foregoes even the studies of necromancy, seeking immediate power in the form of witchcraft. Pazuzu or Lilith eagerly heed their call and grant them great powers, much to the chagrin of the Lord of Death.

Diminished Spellcasting

A beguiling warlock may cast one fewer spell of each level than normal. If this reduces the number to 0, he may cast spells of that level only if his Intelligence allows bonus spells of that level.

Abyssal Blast (Su)

At 1st level, the beguiling warlock can create a blast of greenish eldritch energy that deals 1d6 points of damage. At 3rd level, and every odd level thereafter, the beguiling warlock's Abyssal Blast deals an additional 1d6 points of damage. Abyssal Blast is a ranged touch attack against a single target, with a range of 30 feet.

A Beguiling Warlock can use Abyssal Blast a number of times each day equal to his class level + his Intelligence modifier.

Arcane Armor Proficiency (Ex)

At 4th level, the Beguiling Warlock gains light armor proficiency, and when wearing light armor, is not subject to spell failure.

This replaces the witch's 4th level Hex.

Damage Reduction (Ex)

At 8th level, the Beguiling Warlock gains DR/3 Cold Iron. At 12th level, and every additional four levels, this improves by 1.

This replaces the witch's 8th level Hex.

Racial Feats

Bleak Spell [Metamagic]

Your spells deliver a jolt of negative energy in addition to their normal effect.

Prerequisite(s): Ability to cast *enervation*, knowledge (arcana) 5 ranks

Benefit: Deals 1 negative level in addition to other effects. This increases the level of the spell being cast by +3 Levels.

Corpseworker

You know how to prepare a corpse for animation.

Prerequisite(s): Int 15, Heal 5 ranks, Knowledge (arcane) 5 ranks

Benefit: Undead you prepare have maximum hit points per die.

Dessicated Flesh

Your undead flesh grows even more resilient to injury.

Prerequisite(s): Undead type

Benefit: You gain DR 2/slashing and magic.

Gloomwrought

Undead you create explode with negative energy *upon* their destruction.

Prerequisite(s): Int 15, Knowledge (arcana) 7 ranks, ability to cast *create undead*

Benefit: When an undead you create dies, it explodes in a 10' radius, dealing 1d6 +1 points of negative energy per HD.

Graft Bone Armor, Minor

You can enhance undead with bony armor.

Prerequisite(s): Int 13, Heal 5 ranks

Benefit: By expending 2000 gp worth of ritual components and having a sufficient amount of thick bones, you may fuse bone armor to an undead recipient, granting it +2 natural armor.

Graven Resilience

Your flesh becomes resilient to mortal wounds.

Prerequisite(s): Undead Type

Benefit: You gain 25% fortification versus sneak attacks and critical hits.

Graft Bone Armor, Major

You can enhance undead with bony armor.

Prerequisite(s): Int 15, Heal 7 ranks

Benefit: By expending 4000 gp worth of ritual components and having a sufficient amount of thick bones, you may fuse bone armor to an undead recipient, granting it +4 natural armor.

Greater Turn Resistance

Your resistance to positive energy is impressive.

Prerequisite(s): Cha 15, Improved Turn Resistance

Benefit: You gain DR 5/- versus channeled energy.

Hater of Life

You revel in the destruction of life.

Prerequisite(s): Cha 13+, Channel Negative Energy ability

Benefit: When you channel negative energy to inflict harm on living creatures, you add your Charisma bonus to the total amount of damage dealt.

Hater of the Dead

You revel in the destruction of the dead.

Prerequisite(s): Cha 13, Channel Positive Energy ability

Benefit: When you channel positive energy to inflict harm on undead creatures, you add your Charisma bonus to the total amount of damage dealt.

Improved Graven Resilience

Your flesh becomes resilient to mortal wounds.

Prerequisite(s): Undead Type, Graven Resilience

Benefit: Your fortification versus sneak attacks and critical hits improves to 50%.

Improved Turn Resistance

Your resistance to positive energy grows.

Prerequisite(s): Cha 13, Turn Resistance +2 or greater

Benefit: You gain an additional +2 profane bonus to your Turn Resistance ability.

Infused with Darkness

Undead you create are strongly resistant to positive energy.

Prerequisite(s): Ability to cast 3rd level Necromancy spells, Knowledge (arcane) 5 ranks

Benefit: Undead you create gain a +2 turn resistance.

Negative Energy Mastery

[Achievement]

Your negative energy channeling is stronger than most.

Prerequisite(s): You must have channeled over 1000 points of negative energy.

Benefit: You gain a +1 bonus per die of negative energy whenever you channel negative energy.

Overlord of Death

Your mere presence inspires your undead servants.

Prerequisite(s): Cha 15+, ability to cast *create undead*

Benefit: Undead you created within 60' of your presence gain a +1 morale bonus to hit and damage.

Revivification

Channeling negative energy over destroyed undead heals and reanimates them.

Prerequisite(s): Channel Negative Energy class feature, Cha 13+

Benefit: By expending two channel negative energy uses, destroyed undead in your area of effect are reanimated with half their normal hit points.

Spectral Grasp

You can interact with ghostly items.

Prerequisite(s): Undead type

Benefit: You can touch and interact with spectral or incorporeal items. This allows you to make physical attacks with natural weapons against incorporeal creatures. You do not gain any special benefits against incorporeal creature's attacks.

Sucking Kiss of Death

You can draw negative energy from the living to bolster your own strength.

Prerequisite(s): Undead type, Cha 15

Benefit: You may draw out a negative level from a creature as a standard action by making a successful touch attack. This removes the negative level from them and grants you 5 temporary hit points

and a +1 profane bonus to attacks, saves and skill checks for one hour.

The Forsworn Deathmage

Role: The forsworn paragon is completely comfortable with their loss of life, giving themselves wholly to their newfound undead natures.

Alignment: Any non-good

Hit Die: d8.

Requirements

To qualify to become a forsworn deathmage, a character must fulfill all the following criteria.

Feats: Graven Resilience

Spells: Ability to cast 1st-level arcane or divine necromancy spells.

Other: Forsworn Template, Cha 13+

Class Skills

The forsworn deathmage's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Craft (Int), Fly (Dex), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Stealth (Dex) and Spellcraft (Int).

Skill Ranks at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the forsworn deathmage prestige class.

Weapon and Armor Proficiency: A forsworn deathmage gains no additional armor or weapon proficiencies.

Ability Boost (Ex): At 1st and 2nd level, the forsworn deathmage gains the listed ability score increases.

Spell Focus (Necromancy)(Ex): The forsworn deathmage gains Spell Focus (Necromancy) as a bonus feat.

Dreadful Grasp (Su): At 3rd level, the forsworn deathmage gains the Dreadful Grasp ability. They may make a touch attack against a target to deal 1 your Charisma modifier points of negative energy damage. The grasp continues to deal 1d6 points of negative energy damage each round to the target until they make a successful Fortitude save with a DC equal to 10 + ½ the forsworn's HD plus Charisma modifier.

Table: Forsworn Deathmage

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+1	Ability Boost (+2 Cha), Spell Focus (Necromancy)	-
2nd	+1	+1	+1	+1	Ability Boost (+2 Int)	+1 level of existing class
3rd	+2	+1	+1	+2	Dreadful Grasp	+1 level of existing class

New Spellbook

THE BLACK SCROLLS OF INU-HERIT (LEVEL 17 NECROMANCER)

This collection of necromantic wisdom and might is contained in a large and ancient black urn. The urn reflects no light, and shadows seem to ooze from the cracks in the pottery. The lip of the urn is gilded in gold, the single feature of this otherwise bleak container.

When the lid is lifted, shadows pour forth and waft down like a slow fount. Once the shadows dissipate, thirteen tightly rolled scrolls are contained

within. The scrolls are held together by skeletal hands, each gripping the scrolls tightly.

The thirteen scrolls themselves are made of an ashen-white parchment, surprisingly not having yellowed from the years passed. They contain great numbers of intricate drawings and cuneiform spelling out elaborate codes.

Closer examination shows that the hieroglyphs and writing move and flicker of their own volition, the images seem to move in short pre-programmed movements. The texts are unnerving, yet utterly fascinating all at once.

The writings are in an ancient tongue, needing at least five successful Linguistics skill checks to decipher at a DC of 25. Failure (gaining three failed rolls before five successes) means that the reader is subjected to horrifying mental anguish and suffers 1d6 points of Wisdom drain. This can be circumvented by using remove curse, then comprehend languages and read magic.

Protection Arcane Glyphs
Oppositional Schools
Value 16,550 gp
Spells

0th – *Bleed, Disrupt Undead, Touch of Fatigue*

1st – *Cause Fear, Chill Touch, Decompose Corpse, Interrogation, Ray of Enfeeblement, Ray of Sickening, Restore Corpse, Sculpt Corpse*

2nd – *Blindness/Deafness, Command Undead, Defending Bone, Defoliate, False Life, Ghoul Touch, Scare, Shadow Servant, Skinsend, Spectral Hand, Unshakable Chill*

3rd – *Animate Dead, Lesser, Deathwine, Gentle Repose, Halt Undead, Healing Thief, Howling Agony, Malediction, Marionette Possession, Ray of Exhaustion, Sands of Time, Vampiric Touch*

4th – *Animate Dead, Bestow Curse, Bone Shatter, Contagion, Enervation, False Life, Greater, Fear, Shadow Projection*

5th – *Astral Projection, Lesser, Blight, Magic Jar, Plague Carrier, Possess Object, Suffocation, Summoner Conduit, Symbol of Pain, Waves of Fatigue*

6th – *Circle of Death, Contagion, Greater, Create Undead, Curses, Major, Eyebite, Symbol of Fear, Undeath to Death*

7th – *Control Undead, Epidemic, Finger of Death, Plague Storm, Symbol of Weakness, Temporary Resurrection, Waves of Exhaustion*

8th – *Clone, Create Greater Undead, Horrid Wilting, Orb of the Void, Symbol of Death*

9th – *Astral Projection, Canopic Conversion, Cursed Earth, Energy Drain, Soul Bind, Suffocation, Mass, Wail of the Banshee*

PREPARATION RITUAL

Bleak Dominion (Su): You may memorize a number of Necromancy spells enhanced to greater effect, but inviting in the dark energies contained within is costly to one's soul.

By accepting one point of strength damage, the necromancer may memorize a number of necromancy spells equal to his Int modifier (minimum of one) and treat those spells as though intensified by the feat Intensify Spell.

Any undead created through Bleak Dominion gain a number of temporary hit points equal to the necromancer's caster level. As long as the undead have any of these temporary hit points left, they gain a +2 profane bonus to hit and damage.

New Spells

SHADOW SERVANT

School conjuration (creation); **Level** sorcerer/wizard 2, summoner 2, witch 2

CASTING

Casting Time 1 standard action

Components V, S, M (pinch of black sand)

EFFECT

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

Target self

Effect one invisible, mindless, shapeless shadow servant

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

DESCRIPTION

This spell turns the caster's own shadow into an unseen servant, as per the spell, with the following changes:

The shadow servant is a visible (except in darkness), mindless, shadow that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has half the strength score of the caster. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, but it can climb, walk across water, etc. with a movement equal to the caster's base.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 10 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the shadow servant ceases to exist.

Forsworn Settlements

Forsworn do not settle in communities of their own, but they tend to have similar habitats. Forsworn tend to live in secluded, well defended areas. Often they can be found in ruined towers deep in the wild, or in underground lairs. It is not impossible however for a well-disguised forsworn to live in plain view though.

Forsworn NPC

Forsworn Necromancer Acolyte CR 4 XP 1200

Male forsworn wizard (necromancer) 3
NE medium undead

Init +2; **Senses** darkvision 60';
Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+1 deflection, +3 Dex, +1 natural)

hp 25 (3d8+11)

Fort +3, **Ref** +3, **Will** +5

Resistances Channel Resistance +2; Resist Cold and Electricity 5

OFFENSE

Speed 30 ft.

Melee Masterwork Dagger +1 (1d3-1/19-20x2)

Ranged light crossbow +3 (1d8/19–20)

Special Attacks Grave Touch (6/day),
Command Undead

Wizard Spells Prepared (CL 3rd;
concentration +6)

2nd—false life, ghoul touch (DC 15)

1st—*cause fear* (DC 14), *chill touch* (DC 14), *ray of enfeeblement* (DC 14)

0—*bleed* (DC 13), *detect magic*, *touch of fatigue* (DC 13), *read magic*

Opposition Schools Transmutation,
Evocation

STATISTICS

Str 8, **Dex** 14, **Con** -, **Int** 17, **Wis** 10, **Cha** 15

Base Atk +1; **CMB** +0; **CMD** 12

Feats Command Undead, Iron Will,
Toughness

Skills Acrobatics (Dex) +2, Appraise (Int) +7, Bluff (Cha) +4, Climb (Str) -1, Craft (Int) +7, Diplomacy (Cha) +3, Disguise (Cha) +4, Escape Artist (Dex) +2, Fly (Dex) +2, Heal (Wis) +0, Intimidate (Cha) +2, Knowledge (Arcana) +9, Knowledge (Dungeoneering) +7, Knowledge (History) +7, Knowledge (Local) +7, Knowledge (Planes) +7, Linguistics (Int) +3, Perception (Wis) +1, Perform (Cha) +2, Profession (Wis) +0, Ride (Dex) +2, Sense Motive (Wis) +4, Spellcraft (Int) +7, Stealth (Dex) +2, Survival (Wis) +0 and Swim (Str) -0.

Languages Common, Draconic, Elven, Necril

SQ Undead traits

Combat Gear ring of protection +1; **Gear** disguise kit

A forsworn acolyte is typically in the service of a greater master, usually also a forsworn. They are in the process of mastering their newfound powers of necromancy, but are still most dangerous.

The Maghra



I've seen many things in my adventuring career, things that would frighten the wits from any sane person. I've broken into wizard's towers, stolen gold coffers from rival thieves' guilds, and dodged traps in musty dungeons. I'd do them all again tenfold just to never see or hear the Maghra in my head ever again...

The chewing... that is what I remember most. They took us by surprise, as the caves were supposed to be a secret pathway into the fortress. But the stealthy bastards rushed us in the darkness and captured us, tied us up with net and rope and drug us back to their depths.

I remember waking up to their screams. Not the mahgra, oh no... the screams of my companions. I smelled the bitter coppery scent of fresh blood assaulting my nostrils. It was everywhere, as though they bathed in it. The filthy creatures looked like dull pale barbarians, but for the chewing...

Their teeth were long and sharp, and their tongues belonged to no man. They ripped the flesh from the bone while the poor bastards were still alive. My turn was coming - the one sat there watching me while he ate. Chewing.

I cut myself free and ran for all I was worth. If I had any morals at all I'd feel bad for leaving my comrades behind. But I'm a thief, and even more so, a survivor.

Now, if you please, close your mouth while you eat, if you value your life. I need no more reminders of that fateful day.

-Naedrin Duskwalker, Rogue

Introduction

The Maghra are a strange case in evolution. Scholars purport that the Maghra originated as a tribe of human barbarians living in the desolate Northlands.

Their tribe was of stone age technology, and lived isolated from other emerging civilizations. Their aggressive and warlike tendencies did not ingratiate them to other tribes, so their culture was lacking in trade and allies. However,

their bloodthirsty practices and capabilities as warriors were well known.

Whenever a worthy foe was felled, his heart was cut free and the blood drunk to give their warriors strength. The other tribes were horrified by this practice, and rightfully feared the Maghra.

Unable to adapt, the Maghra began to starve. The other more successful tribes pushed them farther and farther into desolate areas. Despite their ferocity, the Maghra knew facing these larger tribes in direct conflict would lead to their destruction.

Eventually, they found sanctuary in the Jaws of the Underworld, a cavernous system the local tribes claimed led all the way to the center of the world, where the dead lived.

Fearless, they needed shelter. Once within the Jaws of the Underworld however, they were forever unable to break free.

A horrific storm rolled across the Northlands, and the already scarce game became nearly impossible to find. Many of the weak or infirm Maghra perished. It was not long before they began to cannibalize their own dead, a practice abhorrent to the other tribes, and previously unthinkable to even them.

Scouting parties were sent deep within the caverns as even the corpses of the dying could not sustain them for an entire protracted winter. To their surprise, the Maghra scouts encountered a city of the dead. The local legends

held true, and the dead did live within this stone fortress.

They regrouped and attack en masse, bringing a ferocity unmatched, as their very survival was at stake. Living or dead, these foes were to be their life.

The city was no more than a cabal belonging to a necromancer wise enough to hide his activities and prey upon the superstitious nature of the surrounding tribes. His city was built on the backs of ghouls, and they were his soldiers as well.

The maghra, completely unfazed by the walking dead cut them down with a viciousness previously unseen by the necromancer or his acolytes. Some maghra fell, but on the whole, they laid waste upon the necromancer and his brood.

The triumphant maghra were part crazed from hunger and exuberant from their victory. In tribal fashion, they ripped the ghouls' hearts from their bodies and shared the blood. They passed the necromancer's now-severed head around and drank from it as their tribal priests made blessings to the ancient gods that watched over them.

Those maghra warriors that partook in the blood rite that night were forever changed. The blood of ghouls that now pumped within their veins made them something more than human, something stronger. More resilient. Hungrier...

Over time the warriors bloodlines bred true throughout the tribe. The Maghra emerged that summer and led a sweeping attack on all the Northlands

before being pushed back by the mighty Helian colonial armies, claiming that the indigenous tribes were bred of demon stock.

The Maghra returned to their caverns and became a myth in the history books - mere tales of superstitious barbarians and soldiers. But the truth is much more sinister.

Physical Description

Maghra are tall, muscular human-looking creatures. At first glance, they simply appear as pale chalcolithic barbarians. They wear their hair long and wild, and aside from their pale skin, the only giveaway of their inhuman nature is their blood-tinged eyes.

Upon closer examination, their teeth are elongated and sharp. Their tongue drifts restlessly in their mouth, giving them a somewhat serpentine quality. When roused, their eyes deepen with blood, giving them a truly frightful appearance.

They typically dress in the clothes they can make, usually simple leathers and furs. They also make trophies out of those they have slain, and wear such gruesome talismans as badges of honor.

Random Starting Ages

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
16 years	+1d4 years (17 - 20 years)	+1d6 years (17 - 22 years)	+2d6 years (18 - 28 years)

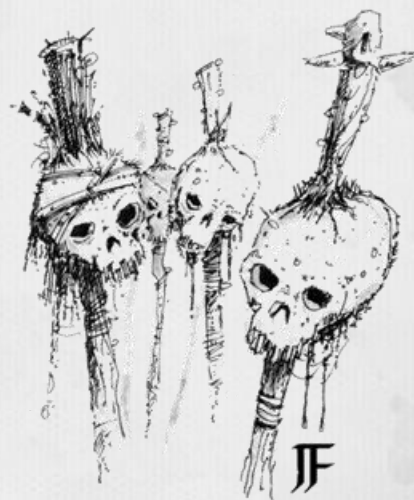
1 This category includes barbarians, oracles, rogues, and sorcerers.

2 This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

3 This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	4 ft. 10 in.	+2d12 in. (5 ft - 6 ft. 10 in.)	150 lbs.	+(2d12×7 lbs.) (164 - 318 lbs.)
Female	4 ft. 5 in.	+2d12 in. (4 ft. 7 in. - 6 ft. 5 in.)	110 lbs.	+(2d12×7 lbs.) (124 - 278 lbs.)



Society

Maghra society has evolved as well as their physiology. The night runs in their blood now, and its veil protects them. They know the fear the other races hold

for them, they can taste it. Consequently, they take great pains to keep themselves hidden from their enemies and engage in lightning fast raids that leave no survivors. Locals having witnessed such atrocities often blame the attacks on invisible demons, drow, or worse.

The maghra have also grown as a tribe, and splintered into several territories. Each tribe governs themselves, and over



time have forgotten about one another. Should they come into contact it would be an uneasy peace, unless there was contention for resources, in which case the rival maghra are seen as food also.

Over the course of several centuries, there are dozens of small tribes of maghra spread throughout the world. They are no longer limited to the Northlands, and can be found in other territories. They prefer fringe societies, because there is less chance for discovery.

Relations

To the maghra, there are only two types of creatures, the tribe and food. Sometimes it is necessary to work with food, but they will all fall eventually, and when they do, the maghra will consume them.

Deathless – The maghra do not know of the existence of the deathless, as few do. As chosen agents of death though, they are perfect servitors to rise again and fight as harbingers of the lord of the underworld.

Dwarves – The dwarves have encountered the maghra on several occasions, but have not realized their sinister nature. Those who fought them and lived retreated, telling tales of life-like ghouls in the under-realms. Those that did not fare well against the maghra no longer live, their strength fueling the tribe. At least the maghra recognize the dwarves as honored foes.

Elves – The maghra find elves to be pathetic weak creatures, easily crushed

and often not worthy of ritual devouring. Only the strongest of elven warriors is deserving of such an honor. They see the elves as creatures concerned with art and other frivolous activities that do not lead to strength.

The elves initially feared a rise of drow activity, but were able to track a few back to their homes. They do not wish to face the maghra in a full on conflict, but do what they can to hinder their efforts subtly and misdirect them.

Forsworn – Few forsworn have come in contact with the maghra. They hold lore that their gods have blessed some individuals with real power over death, and hold such beings as heroes, completely having overcome the weaknesses of flesh.

Those forsworn who know of the maghra steer clear, as they do not wish to become like the necromancer who unwittingly helped birth them.

Gnomes – Only the deep gnomes have had the opportunity to meet with the maghra and that has not gone well. The deep gnomes are overmatched in physical combat, and must rely on illusory magic to save themselves. Once their whereabouts are known to the maghra, it is only a matter of time before they come in packs or as a tribe.

Half-Elves – Stronger than an elf, but still sharing much of their weak blood, half-elves are paid little honor in the eyes of the maghra. The best of which might be a swift death.

Halflings – Those halfling villages struck by the maghra are woefully inept at

handling such a massively crushing attack. The halflings are simply food and resources, with no honor or respect shown to their dead.

Half-Orcs – A few half-orcs have faced the savage maghra and lived. Both breeds hold great strength and savagery in high regard. Sometimes the maghra have even allowed such fine fighters to escape with their lives as an honor to their fighting ability. Unfortunately, few half-orcs realize the gravity of what they faced.

Humans – The maghra were once human, but this does not mean they hold any compassion for their former brethren. They are most often the prey of the maghra, and their most frequent combatants.

Most humans hold the maghra as mere myth, a cautionary tale of ages past. Were that it was true.

Nephandim – The nephandim are the servants of Nergal, whom the maghra venerate as Orcus. They heed the nephandim as quasi-religious figures, divine conduits of their god. They often come bearing information or religious ceremony for the maghra. Yet some maghra wonder what power their flesh would hold.

Mortiss – The maghra see the mortiss as a weak version of undead, though one worthy of consumption nonetheless. They feel all undead flesh grants them strength, and so the mortiss are no exception.

The mortiss on the other hand know of the maghra and have fortified their

hidden sanctums against any and all intrusion.

Alignment and Religion

The maghra are almost exclusively Chaotic and Evil. Their society values strength and viciousness, with little morals and honor. The undead blood running through their veins does little to curb that propensity.

Individuals can vary, and some maghra leave their tribes in search of understanding, religious fulfillment, or any other bizarre reasoning. They hide their true natures as best as is possible, but their hunger still consumes their thoughts.

The maghra venerate a number of ancient deities, Orcus chief among them. A number of other dark entities, called demons by other civilizations, grant the maghra their dark blessings.

The maghra are led by their strongest chieftain, but are given religious fervor by their shaman and oracles.

Adventurers

Most maghra are horrific slaving beasts who are more beast than man. Every once in a while a maghra is born who has limited control over their hunger. These maghra sometimes question their existence within the tribe and leave, seeking the answers to their existence.

Often, those that question are slain and eaten. But for those strong enough to

make their own path, the tribe honors their strength and trusts Orcus' will.

MALE NAMES

Adorján, Ákos, Balázs, Baatar, Bertók, Dezső, Dömötör, Enre, Ferkan, Gazsi, Győző, Ignác, Izsák, János, Kolos, László, Miklós, Nándor, Oszkár, Sándor, Tivadar, Virág, Zoltán

FEMALE NAMES

Ági, Ágota, Aranka, Borbála, Bözsi, Csilla, Dorottya, Enéh, Erzsébet, Eszti, Évike, Firenze, Gizi, Hajnalka, Ilka, Irén, Jolán, Jolánka, Kata, Lujza, Marika, Piroska, Róza, Tímea, Zsófia

Maghra Player

Characters

Most maghra are barbarians or rangers, with the occasional shaman or oracle intermixed. Free maghra adventurers have a much wider choice of occupation, but their blood leans towards certain callings.

Alchemist – A few maghra become masters of alchemy. Those that do tend to specialize in blood alchemy. Maghra alchemists are most often of the Crypt Breaker or Preservationist archetypes.

❖ Add +1/4 alchemical bonus to Strength when using a mutagen.

Antipaladin – The maghra literally have negative energy flowing in their veins. They make superb Antipaladins, combining their sheer strength and dark gifts.

- ❖ Add +1/4 to the Antipaladin's effective level when choosing Cruelties.

Barbarian – The maghra were born and always have been a tribe of barbarians. Their savagery and bloodlust suits them well as barbarians. Maghra are most frequently of the Brutal Pugilist, Invulnerable Rager, Mad Dog, Savage Barbarian, or Scarred Rager archetypes.

- ❖ Add +1/6 to the barbarian's Strength score when raging.

Bard – The drums of the Maghra cause great panic to all who hear their approach. The maghra bard builds frenzy in their tribe and fear in their enemies. Maghra bards are frequently of the Daredevil, Dirge Bard, Savage Skald, or Umbral Weaver archetypes.

- ❖ Add +1/5 to the DC of any fear-based spell or performance effect the bard creates.

Cleric – Rarely will a maghra choose to serve a deity directly. Those rare ones that do are often priests of Orcus, and lead their tribe's religious affairs. These clerics are most likely of the Flagellant or Undead Lord archetypes.

- ❖ Add +1/2 to negative energy spell damage, including *inflict* spells.

Fighter – Some maghra favor skill at arms rather than bloodthirsty rage. They are uncommon, but just as lethal. Maghra fighters are frequently of the Savage Warrior, Two-Handed Fighter, or Unbreakable archetypes.

- ❖ Add +1/2 to critical confirmation rolls when opponents are below 50% health (max +4). Does not stack with Critical Focus.

Oracle – The maghra tribes are sometimes led by oracles who claim to speak for their gods and ancestors. These oracles are most frequently of the Ancestor, Battle, or Bones mysteries. They are frequently of the Possessed Oracle, Seer, or Stargazer archetypes.

- ❖ Add +1/2 for the purpose of determining the effects of the oracle's curse ability.

Ranger – Maghra Rangers are consummate hunters of the flesh. They can smell the blood of their quarry and are the hunters of their tribes. Maghra Rangers are often of the Skirmisher, Wild Stalker, or Witchguard archetypes.

- ❖ Add +1/3 circumstance bonus to attack rolls to confirm critical hits against humanoids (maximum +4). Does not stack with Critical Focus.

Rogue – Maghra rogues are talented, using a combination of stealth and brute force to accomplish their ends. Maghra Rogues are frequently of the Bandit, Scout, Survivalist, or Thug archetypes.

- ❖ Add +1/2 bonus damage whenever the rogue successfully deals Sneak Attack damage.

Sorcerer – Not surprisingly, the undead blood within the maghra manifests itself in a myriad of strange ways. Sometimes that blood awakens sorcerous powers of

the Aberrant, Undead, or Shadow bloodlines. Maghra sorcerers are often of the Tattooed Sorcerer or Wildblooded (Sanguine, Umbral) archetypes.

- ❖ Select one bloodline power at 1st level that is normally usable a number of times per day equal to 3 + the sorcerer's Charisma modifier. The sorcerer adds +1/2 to the number of uses per day of that bloodline power.

Witch – Maghra Witches are fairly commonplace and of great value to their tribe. They provide healing and magical assistance to the warriors. They are often of the Dimensional Occultist, Hedge Witch, or White-Haired Witch archetypes.

- ❖ Add +1/6 to the number of known Witch hexes.

Classes not covered above gain the standard options for favored classes - a +1 bonus to hp or +1 skill point for each level.

Standard Racial

Abilities

Ability Scores: Str +2, Con +2, Int -2, Cha -2

Maghra are strong and enduring thanks to their undead bloodline, but their seclusion and penchant for cannibalism hinders their social graces and worldliness.

Type: Half-undead. Half-undead races are strange or unholy fusions of the living and the undead. Maghra count as

both human and undead for purposes of type.

- Half-undead have the darkvision 60 ft. racial trait.
- Half-undead gain a +2 racial bonus on saving throws against disease and mind-affecting effects.
- Half-undead take no penalties from energy-draining effects, though they can still be killed if they accrue more negative levels than they have Hit Dice. After 24 hours, any negative levels they've gained are removed without any additional saving throws.
- Unlike other half-undead, maghra are less-affected by positive energy. Due to their strange amalgamation of living flesh and undead blood, they are healed by both positive and negative energy, though each is only half as effective as normal.

Size: Medium. Maghra have no bonuses or penalties due to their size. A Medium creature has a space of 5 feet by 5 feet and a reach of 5 feet.

Base Speed: Normal. Maghra have a base speed of 30 feet.

Languages: Maghra begin play speaking Maghra. Maghra with high Intelligence scores can choose from the following additional languages: Common, Dark Folk, Undercommon, Goblin, and Necril.

Racial Points: 12

Effective Level: +0

Defenses

Ghoul-bred Fortitude

Maghra gain a +1 racial bonus to all Fortitude saves, and are immune to paralysis, non-magical diseases and poisons. In addition, the Maghra can consume carrion without penalty.



Offensive Abilities

Dreadful Bite

The maghra have razor-like teeth with which to tear and rend flesh from their victims. They deal 1d6 damage with this bite as a natural attack.

Feats And Skills

Cave Dweller

Members of this race gain a +2 bonus on Knowledge (dungeoneering) and Survival checks made underground.

Stalker

Perception and Stealth are always class skills for members of this race.

Senses

Darkvision 60 Feet

Maghra can see in the dark up to 60 feet.

Weaknesses

Light Sensitivity

Due to living their lives within dark caverns, maghra are dazzled as long as they remain in an area of bright light.

Alternate Abilities

Dread Claws

The ghoulish blood within your body has twisted it and granted you wicked claws. You gain two natural claw attacks that deal 1d3 damage. This reduces your Dreadful Bite ability to 1d3 damage.

This ability replaces Dreadful Bite.

Racial Feats

A Taste for Dwarves [Racial]

You enjoy the flesh of dwarven victims.

Prerequisite(s): Secrets of the Flesh

Benefit: When consuming the flesh of dwarves, you can gain the benefits of *bear's endurance* spell.

A Taste for Elves [Racial]

You enjoy the flesh of elven victims.

Prerequisite(s): Secrets of the Flesh

Benefit: When consuming the flesh of elves, you can gain the benefits of a *cat's grace* spell.

Blood Frenzy [Racial]

Prerequisite(s): Maghra.

Benefit: The sight and scent of blood can send the maghra into a ravenous frenzy. If his current opponent is at 50% or less health, the maghra may enter a blood frenzy as an immediate action, temporarily increasing his strength and constitution by +2 (and thereby +1 hp per level) and his Will saves by +1 for one round per level. However, he suffers a -1 penalty to AC.

The flesh eater will attack until all enemies are down and defeated or the blood rage subsides, at which point he feasts upon the remains of the fallen.

The maghra can enter this rage a number of times per day equal to 4 + his Constitution modifier. This does not stack with a barbarian's rage.

Bone Cruncher [Racial]

By eating the bones of an enemy, the maghra gains a measure of their endurance.

Prerequisite(s): Secrets of the Flesh

Benefit: By eating the bones of an enemy (as a full round action), the maghra can gain the effects of *bear's endurance* for one round per character level. The flesh must be eaten from a foe within one hour of their death.

Brain Eater [Racial]

By eating the brain of a foe, the maghra gains a measure of their knowledge.

Prerequisite(s): Secrets of the Flesh

Benefit: By eating the brain of an enemy, the maghra can gain the effects of *fox's cunning* for one round per character level. The flesh must be eaten from a foe within one hour of their death.

Cornered Fury [Racial]

Prerequisite(s): Maghra.

Benefit: Whenever a member of this race has no conscious ally within 30 feet, it gains a +1 racial bonus on melee attack rolls and to Armor Class.

Dark Life [Racial]

Prerequisite(s): Maghra or other half-undead type

Benefit: While not a true undead, you may substitute your Charisma bonus for your Constitution bonus when determining hit points, Fortitude saves, and other special abilities.

Draw Forth the Life [Racial]

The flesh eater learns how to draw the life force from drinking his enemies' blood.

Prerequisite(s): Secrets of the Flesh

Benefit: When feasting on an opponent whose hit points are at 0 or below, each point of damage you deal with your bite grants you a like amount of temporary hit points. You may not gain more temporary hit points than the creature has negative hit points.

Eye Drinker [Racial]

By eating the eyes of a foe, the maghra can glimpse into the future.

Prerequisite(s): Secrets of the Flesh

Benefit: By eating the eyes of an enemy (as a standard action), the maghra can gain the effects of an *augury* spell. Use the victim's level as the caster level. The

flesh must be eaten from a foe within one hour of their death.

Fevered Strike [Racial]

Your bite attacks cause ghoul fever.

Prerequisite(s): Maghra, Paralytic Strike

Benefit: Any foe bitten by you has a chance of contracting ghoul fever (see below).

Ghoul Fever: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Paralytic Strike [Racial]

Your ghoulish bite or claws induce a paralysis.

Prerequisite(s): Maghra, Con 13+

Benefit: Your bite or claw attacks cause paralysis for 1d3 rounds (DC 10 + ½ your level + Con bonus).

Secrets of the Flesh [Racial]

The flesh eater has learned the secrets of taking power from eating the flesh of his enemies.

Prerequisite(s): Maghra or Ghoul

Benefit: By consuming the flesh of an enemy as a standard action (and dealing appropriate damage if living), the maghra can gain the effects of *bull's strength* for one round per character level. The flesh must be eaten from a foe within one hour of their death.

Skin-Ripper [Racial]

The flesh eater learns the secrets of consuming the skin of their foes.

Prerequisite(s): Secrets of the Flesh

Benefit: By spending an hour, the maghra can skin a defeated foe. If the skin of this foe is eaten (as a standard

action), for the next hour, the flesh eater receives a +1 natural armor bonus. This bonus improves to +2 at 10th level.

Taste of Death [Racial]

You deal additional damage when fighting undead.

Prerequisite(s): Maghra or Ghoul

Benefit: You gain a +2 racial bonus to damage when dealing bite damage against undead creatures.

The Maghra Paragon

Role: The maghra paragon is a dangerous combatant that specializes in dealing horrific wounds with their jaws, literally consuming their foes in combat.

Alignment: Any

Hit Die: d12.

Requirements

To qualify to become a maghra paragon, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Feats: Weapon Focus (bite)

Class Skills

The maghra paragon's class skills (and the key ability for each skill) are Acrobatics (Dex), Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (dungeoneering and nature) (Int), Perception (Wis), Ride (Dex), Survival (Wis), and Swim (Str).

Skill Ranks at Each Level: 2 + Int modifier.

Table: Maghra Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+0	Improved Dreadful Bite (1d8)	—
2nd	+2	+3	+1	+1	Razor Jaws	+1 level of existing class
3rd	+3	+3	+1	+1	Improved Dreadful Bite (1d10)	+1 level of existing class

Class Features

All of the following are class features of the maghra paragon prestige class.

Weapon and Armor Proficiency: A maghra paragon is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Improved Dreadful Bite (Ex): At 1st level, the maghra paragon's bite damage increases to 1d8 plus his Strength bonus. At 3rd level, his bite damage increases to 1d10 plus Strength bonus and his critical modifier increases to x3.

Razor Jaws (Ex): At 2nd level, the maghra paragon's bite threat range increases to 19-20.

Combat Traits

Fearless: There is little that you fear as a half-undead creature. You gain a +2 racial bonus on any save against fear effects.

Light Adapted: When your light sensitivity causes you to become dazzled, you do not take the –1 penalty on sight-based Perception checks.

Razor-Toothed Maw: You have an almost shark-like set of teeth. You gain a +1 trait bonus on all bite attack damage.

Scourge of the Living: You gain a +1 trait bonus to attack rolls on the first round of combat against humanoids.

Faith Traits

Beloved of Darkness: You gain a +2 trait bonus on all saving throws against necromancy effects.

A Taste for the Dead: You gain a +2 trait bonus on all Knowledge (religion) checks made to identify the abilities and weaknesses of undead creatures.

Maghra Settlements

Maghra settle in caverns and other dark recesses. Some have even been known to live within elder forests where the burning light of day does not reach the ground. They dwell in the darkness, and plot their next meals.

Their civilization is very savage, with little defenses other than stealth, traps, and natural features.

CAER DAERGOROTH

CE Small town

Corruption +2; **Crime** -3; **Economy** +0; **Law** +5; **Lore** +0; **Society** -6

Qualities insular, tribal

Danger +0; **Disadvantages** impoverished

DEMOGRAPHICS

Government Overlord

Population 1,000 (Maghra, Prisoners)

Notable NPCs

Chieftain Zarethos, Maghra Barbarian 12

Tribal Elder Maratuk, Maghra Oracle 14

MARKETPLACE

Base Value 500 gp; **Purchase Limit** 2,500 gp; **Spellcasting** 4th

Minor Items 3d4 ÷ 2; **Medium Items** 1d6 ÷ 2; **Major Items** None

Maghra NPC

Maghra Ravager

CR 3

XP 800

Male maghra barbarian 4

CE medium half-undead (humanoid)

Init +1; **Senses** darkvision 60', light-sensitivity; **Perception** +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

hp 38 (4d12+12)

Fort +4, **Ref** +1, **Will** +1

Defensive Abilities Trap Sense +1, Uncanny Dodge

OFFENSE

Speed 40 ft.

Melee Battleaxe +8 (1d8+6/20x3) or Mace +8 (1d8+4/20x2)

Ranged Composite Shortbow +5 (1d6+4/x2)

Special Attacks Rage (7 rounds/day), Rage Powers (Scent)

STATISTICS

Str 18, **Dex** 13, **Con** 16, **Int** 8, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +8; **CMD** 19

Feats Cleave, Power Attack

Skills Acrobatics +7, Intimidate +4, Knowledge (Dungeoneering) +1, Knowledge (Nature) +2, Perception +5, Stealth (Dex) +4

Languages Maghra

SQ Fast Movement

Combat Gear battle axe, heavy mace, hide armor

The Maghra Ravager is a part of a surging force of up to thirty members of a raiding party. They let loose with ranged attacks, unseen from the shadows before they close in and deal death with their axes and maces. Amid the confusion, they capture a number of victims and then flee into the shadows again. If they can overwhelm a force, they do not retreat, running their foes around in terror before killing or capturing them. The maghra enjoy the taste of fear in their prey.

The Deathless



Those unfortunates known as “The Deathless” are a sorry lot indeed. It is said that they were once living, but the Lord of Death had need of their physical forms. Their souls were truly in the wrong place at the wrong time, and now they have been reanimated and forced into servitude as revenant creatures bound by Nergal’s will.

Introduction

The first deathless was said to be a human mercenary captain in the great sands of Khemet. His men bled and died at his command—and for gold, of course. He was a skilled warrior, a gifted strategist and had a honeyed

tongue. At one particular intersection in his fate however, a stray arrow caught him in the eye, and the once mighty and merciless captain was felled in a single surprising blow.

His corpse was hauled off the battlefield, and raised upon some flat rocks. His men took turns saying their peace. By the end, he had no jewelry, nor coins upon on his eyes, but it was still a worthy celebration.

His men were said to be deep in their cups, but were sure of what they saw next. Hetmus the deceased mercenary lord sat up. He placed his fingers to the gaping hole in his head, where once there was an orb. His cold body barely responded, but despite the lack of life in his body, he felt the heat of the underworld flowing in his veins. His eyes began to burn like cinders and the men erupted into screams and fled for their lives.

Hetmus had been granted a second life by the Lord of the Underworld himself, and was now his servant, a hound of hell, shackled to his former body and forced into servitude.

Creating A Deathless

“Deathless” is an acquired template that can be added to any deceased creature (referred to hereafter as the base creature). A deathless is created from the will of a powerful god of death or necromancy.

A deathless retains all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature + 2.

Alignment: Any.

Type: The creature's type changes to undead. Do not recalculate BAB, saves, or skill ranks.

As undead, deathless are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms).

Undead are immune to bleed damage, death effects, disease, paralysis, poison, sleep effects, and stunning.

Undead are 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.

Undead are harmed by positive energy and healed by negative energy. An undead creature with the fast healing special quality still benefits from that quality.

Undead are immune to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).

Undead do not risk death from massive damage, but are immediately destroyed when reduced to 0 hit points or fewer.

Undead are not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect undead creatures. These spells turn undead creatures back into the living

creatures they were before becoming undead.

As undead, deathless do not heal naturally. They must be subjected to negative energy in order to repair their wounds.

Undead do not breathe, eat, or sleep, unless they want to gain some beneficial effect from one of these activities. This means that an undead creature can drink potions to benefit from their effects and can sleep in order to regain spells, but neither of these activities is required to survive or stay in good health.

Senses: A deathless gains darkvision 60 ft.

Armor Class: A deathless creature's natural armor increases by +2.

Hit Dice: Change all of the creature's racial Hit Dice to d8s. All Hit Dice derived from class levels remain unchanged. As undead, deathless use their Charisma modifiers to determine bonus hit points (instead of Constitution).

Defensive Abilities: A deathless gains the following defenses:

Channel Resistance: A deathless gains channel resistance +4.

Immunities: A deathless gains cold, fire and electricity resistance 10.

Healing: A deathless gains Fast Healing 1.

Unholy Resurrection: If the deathless is ever reduced to 0 hp, his physical form is destroyed in a grand spectacle of unholy power. It is thought that during this time the deathless is subjected to torments and admonishment by the Lord of the Underworld himself. The deathless is returned to 1 hp 24 hours later. Each time the deathless is resurrected as such, they suffer 1 permanent Charisma drain. This Charisma drain cannot be prevented, nor cured without the use of powerful magic, such as *wish*.

He always remains undead and cannot be returned to his living state without the power of a *wish* or other such powerful magic.

Melee Attacks: The deathless gain a slam attack that deals 1d6 points of damage.

Special Qualities: Deathless gain the following special qualities:

Detect Undead: The deathless can *detect undead* as a spell-like ability at will.

Abilities: Increase the base creature's Strength and Charisma by +2. Being undead, a deathless has no Constitution score.

Skills: Deathless have a +2 racial bonus on Perception and Sense Motive.

Feats: Deathless gain Alertness, Toughness and Iron Will as bonus feats.

Playing A Deathless

In life, one of the constant truths is that all things must end. So to do player characters on occasion. This template grants GMs the opportunity to bring a PC back to life and roleplay the full magnitude of a life beyond death - one where they first must learn why they are not dead, yet neither are they alive. Then they must deal with the fact that they are now little more than the pawns of a vengeful deity who commandeered their physical form to exact his retribution—and they can do nothing about it. Or can they..?



Racial Feats

Admonish True Death [Racial]

Your undead life force lingers past the destruction of your physical body.

Prerequisite(s): Undead Type, Toughness, Cha 13+

Benefit: You are staggered instead of destroyed when reaching 0 hit points. You are not destroyed until reaching a

negative hit point total equal to your Charisma score.

Reaping Blade

You can summon a floating scythe to fight with you.

Prerequisite(s): Deathless creature, Cha 13+

Benefit: Once per day, as a standard action, you can summon a *+1 undead bane dancing scythe* for a number of rounds equal to your Charisma modifier (minimum 1). The scythe makes a single attack at your full base attack bonus and uses your Charisma bonus as an adjustment to hit and damage.

Special: You may take this feat additional times. It grants an additional use per day, however, you may not have more than one reaping blade active at a time.

Spectral Scythe

Your reaping blade can now hit incorporeal undead.

Prerequisite(s): Deathless creature, Reaping Blade, Cha 13+

Benefit: Your reaping blade gains the brilliant weapon and ghost touch magic weapon enhancements.

Life Reaver

Bringing death perpetuates your false life.

Prerequisite(s): Deathless creature, Cha 13+

Benefit: When reducing an opponent to 0 or fewer hit points, you heal a number of hit points equal to your Cha modifier. These are not temporary hit points and you may not exceed your maximum hit point total.

The Harbinger of Death Prestige Class

Role: The most powerful of the deathless are granted great powers by the Lord of the Underworld. He infuses them with a fraction of his undying wrath and they serve as a scourge of his enemies.

Alignment: Any non-good

Hit Die: d10.

Requirements

To qualify to become a harbinger of death, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Feats: Admonish True Death

Other: Deathless creature type

Class Skills

The harbinger's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Sense Motive (Wis), and Stealth (Dex).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the harbinger of death prestige class.

Weapon and Armor Proficiency: A harbinger of death is proficient with all simple and martial weapons, light,

Table: Harbinger of Death

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Harbinger of Death, Summon Skeletal Mount
2nd	+2	+3	+0	+0	Bane of the Damned
3rd	+3	+3	+1	+1	Summon Bone Armor

medium, and heavy armor, plus shields (but not tower shields).

Harbinger of Death (Su)

At 1st level, your mere presence exalts your place as the right hand of the underworld. Any dying creature within 60' of you suffers a penalty to their stabilization checks equal to your Charisma modifier.

Summon Skeletal Mount (Su)

At 1st level and at will as a full-round action, a harbinger of death may magically call a skeletal mount to their side. The mount immediately appears adjacent to the harbinger of death. This ability functions as per the *mount* spell, but summons mounts with the skeletal template.

Bane of the Damned (Su)

At 2nd level, the harbinger may enhance any weapon he holds to deal additional damage against the undead. As a swift action, a number of times per day per point of Charisma modifier (minimum 1), the harbinger may enhance any weapon he holds as though it were enhanced with the *undead bane* ability.

Summon Bone Armor (Su)

At 3rd level, three times per day as a spell-like ability, the harbinger may cast *bone armor* as per the spell. The harbinger uses his HD as his effective level.

Additional Options

New Spell

BONE ARMOR

School conjuration (creation); Level antipaladin 2, cleric/oracle 2

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target self
Duration one minute per level

DESCRIPTION

You conjure armor made of supernaturally hard bones, granting you a +5 armor bonus. This armor bonus increases to +6 at 5th level, and increases by +1 every three levels, to a maximum of +9 at 15th level.

Instant armor acts in all ways as armor typical of its type (armor bonus, maximum Dexterity bonus, arcane spell failure chance, and so on). If you choose to create lesser armor than your level allows you gain a +1 magical enhancement bonus to the armor you do create for every type of armor you pass over. For instance, if you have the capacity to create full plate bone armor you could instead choose to create +1 half-plate, +2 banded mail, or +3 chainmail. You cannot replace these bonuses with armor special properties.

Deathless NPC

Deathless Reaper

CR 11

XP 12,800

Male deathless human fighter 7,
harbinger of death 3

NE medium undead (human)
Init +2; **Senses** darkvision 60';
Perception +7

DEFENSE

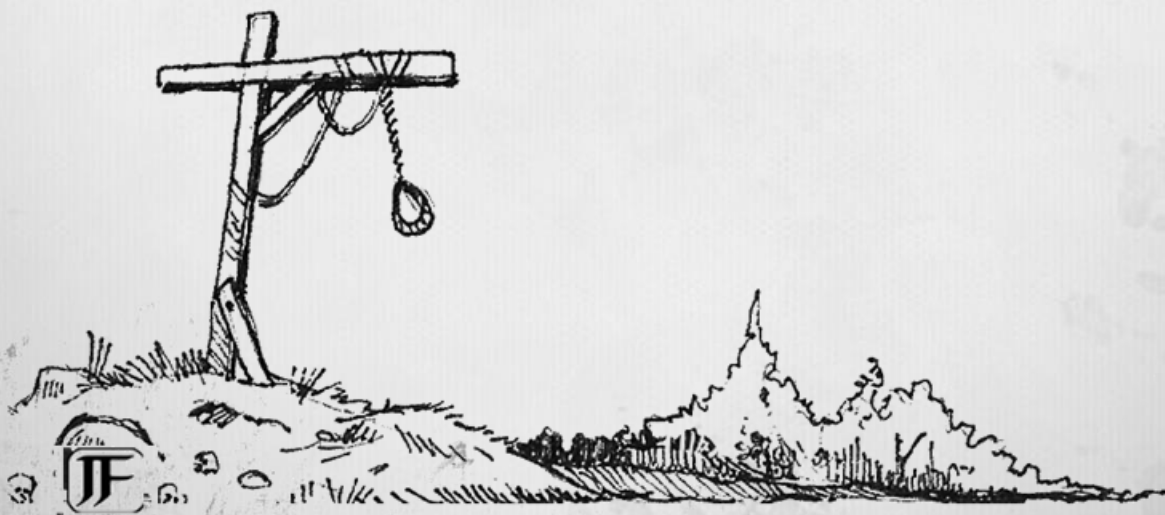
AC 26, touch 12, flat-footed 24 (+8 armor, +2 Dex, +2 natural, +4 shield)
hp 95 (10d10+40)
Fort +8, **Ref** +5, **Will** +6
Resistances cold, fire and electricity resistance 10; channel resistance +4; +2 saves vs. fear
Special Defenses undead traits

OFFENSE

Speed 30 ft.
Melee +2 Falcata +17/+12 (1d8+7/17-20x3)
Special Attacks Bane of the Damned

STATISTICS

Str 18, **Dex** 14, **Con** -, **Int** 10, **Wis** 12, **Cha** 16
Base Atk +10; **CMB** +14; **CMD** 16
Feats Alertness, Cleave, Power Attack, Iron Will, Toughness, Improved Critical, Exotic Weapon Proficiency (falcata), Admonish True Death, Reaping Blade, Life Reaver, Mounted Combat, Ride By



Attack

Skills Acrobatics +4, Appraise +1, Bluff +7, Climb +8, Diplomacy +4, Disguise +7, Handle Animal +3, Heal +1, Intimidate +8, Knowledge (Dungeoneering) +4, Knowledge (Religion) +5, Perception +7, Perform +3, Ride +8, Sense Motive +9, Stealth +7, Survival +1, and Swim +4

Languages Common

SQ Fast Healing 1, Unholy Resurrection, Detect Undead, Bone Armor, Harbinger of Death, Summon Skeletal Mount, Weapon Training +1

Combat Gear Bone Plate armor, heavy steel shield +2, falcata +2

The deathless reaper is a literal manifestation of the will of Nergal, Lord of the Underworld. He is a jealous god, and those dead who have escaped his grasp are mercilessly hunted by his reapers. The deathless reaper generally cares little about his methods, and more about the end results. When disguised, some mistakenly hail them as heroes who come to cleanse undead pandemics, but their brutality often leaves more harm done than good.

The Nephandim



“Aye. There’s a reason ye never heard of the Nephandim. Shifty little bastards keep a low profile, and mostly look like gnomes, ‘cept fer a few peculiarities.

I saw one once though. We wuz comin’ through Cutlass Cove, with a boatload of gold. The first mate knew of this great spot to hide our plunder...

An so we go trudgin’ through these wet sandy caves until we hears a voice commanding us to return where we came from. Blockin’ our way wuz some pale little bastard, no more ‘an three feet tall. We laughed and drew our blades. It didn’t even blink as we charged.

Once we closed, he merely raised a jeweled hand, and the cavern erupted in fire. Nay, not fire... hellfire lad... It had to ‘ave been. It burned flesh and steel alike. I could see me mates burning in the reflection of his huge bulging black eyes. Were it not for the waters nearby, we’d all be cinders.

That be why I’m not the prettiest of lovelies anymore. But at least I’ve got gold and me life. An’ me mead.

I love mead.”

-Blackjaw du Fontaine, former pirate of the South Seas

Introduction

The regal minions of Nergal, shepherds of the dead, and stewards of the Great Below, the Nephandim are a small pale race well-suited to life underground. They are intelligent and bound by code, with a great understanding of both the necromantic arts and a mastery of hellfire.

Physical Description

The nephandim are a diminutive race, appearing much like gnomes, but for a few select differences. Their skin is a pale ashen grey. They rarely see the light of day, and that is reflected in their pallor.

Their hair is generally black, braided and long. They enjoy obvious showings of wealth, and often tout gold rings or jeweled clasps in their hair or beards.

Their eyes are curious. They appear as very large solid black orbs. Many who see them find their eyes very disconcerting.

Random Starting Ages

Adulthood	Intuitive ¹	Self-Taught ²	Trained ³
40 years	+4d6 years (44 - 64 years)	+6d6 years (46 - 76 years)	+9d6 years (49 - 94 years)

¹ This category includes barbarians, oracles, rogues, and sorcerers.

² This category includes bards, cavaliers, fighters, gunslingers, paladins, rangers, summoners, and witches.

³ This category includes alchemists, clerics, druids, inquisitors, magi, monks, and wizards.

Random Height and Weight

Gender	Base Height	Height Modifier	Base Weight	Weight Modifier
Male	3 ft. 0 in.	+2d4 in. (3 ft. 2 in. - 3 ft. 8 in.)	35 lbs.	+(2d4 lbs.) (37 - 43 lbs.)
Female	2 ft. 10 in.	+2d4 in. (3 ft. 0 in. - 3 ft. 6 in.)	30 lbs.	+(2d4 lbs.) (32 - 38 lbs.)

Society

Nephandim live in the presence of the god Nergal, lord of the dead and keeper of the Great Below. They are his servants and instruments of his will. As such, they have an elevated place among the other inhabitants of the under realms.

Most dwell in the great city of the dead known as Mordax, a hellish cavern-city teeming with mindless undead who serve as the laborers for the nephandim.

Relations

The nephandim are rarely glimpsed in the world above, but occasionally they do venture forth for unfathomable reasons. When they do, they come into contact with many of the races for the first time. While the nephandim are familiar with the surface races, not all are familiar with them.

Dwarves – The dwarves know of the nephandim, but are mostly indifferent. They are not enemies, but neither are they allies. The nephandim sometimes come into conflict with the dwarves when they near too close to a nephandim settlement or coveted source of underground wealth. The nephandim find most dwarves to be simpletons that can be bought off with gold.

Elves – The elves find the nephandim an interesting curiosity. On one hand, they are potent magic-users, and worthy of study, but on the other hand, most are clearly evil. They hold no respect for nature or the lives of others. Consequently, the elves are cautious and sometimes confrontational when defending against their intrusions. The nephandim care little for the free-spirited elves, and hold no love for them.

Gnomes – The gnomes' lore tells a story of a clan that strayed from the path, one that worshipped a dark god and was

turned from the light. It is thought that the nephandim are these fallen gnomes, and any true gnome that encounters them will be confrontational if they know their true nature. The nephandim simply look upon gnomes as weak pathetic shells of themselves.

Half-Elves – Most half-elves are blissfully ignorant of the existence of the nephandim. The nephandim in turn find the half-elves a curiosity at best.

Halflings – Few halflings have ever seen a nephandim, and fewer yet have accurately noted them for what they are. Most halflings find them to be a curious lot, a people with far too much wealth than they need. The nephandim regard the halflings as fools, and those foolish enough to steal from them are often incinerated.

Half-Orcs – Half-orcs have little recorded history and few are studious enough to know of the nephandim. They in turn are only slightly bemused by the notion of a half-orc, only giving them indifference due to their physical statures.

Humans – Most human cultures hold some reference to the strange little men of the underworld. Often, they are misinterpreted as gnomes or dwarves, a notion that the nephandim do little to change. The nephandim hold no real regard for humans, thinking themselves better than all other races.

Mortiss – The mortiss know well what the nephandim are. They spend much time, effort, and wealth keeping their whereabouts secret from them. Should a nephandim come around them, the

mortiss frequently arrange for their accidental demise or misdirection. The nephandim hold a special hatred for the mortiss. They are the escaped dead of the underworld, the charges of the nephandim. The nephandim then do anything they can to destroy the mortiss.

Forsworn – As dead creatures themselves, having stolen the magic of their creation from Nergal, most elder forsworn know the tales of the nephandim and would regard them as dangerous. The younger forsworn might foolishly disregard them as gnomes. The nephandim however, can sense the forsworn for what they are, and eagerly return them to the under-realms.

Mahgra – As cannibalistic half-undead creatures, they care little for any other race. They have come into contact with the nephandim before and found them to be dangerous, but of great taste. They will be cautious around them, but when the opportunity presents itself, murder and feasting is always an option. The nephandim are wary of the maghra, and give them wide berth.

Deathless – The deathless are servants of Nergal as well as the nephandim. While the deathless are unliving, the nephandim are still very much alive. They sometimes ally with one another, but the deathless frequently resent their forced servitude to the lord of the underworld. The nephandim in turn regard the deathless as little more than puppet slaves.

Alignment & Religion

The nephandim are solidly Lawful and Evil, though there are those that bend toward neutrality.

Regardless of alignment, they all serve Nergal. It was he that gifted them with their great powers, and they venerate no others. Any nephandim that was to practice religion to another god would be tried for heresy and put to death.

Adventurers

Rarely, a nephandim escapes the confines of Mordax, or has an epiphany while conducting business on the surface world. Those rare few nephandim sometimes become adventurers, eager to seek out the secrets of the world above.

Adventuring nephandim may or may not be evil, having thrown off the yoke of their former master.

MALE NAMES

Abaddōn, Abraxas, Achaz, Æthon, Anaxagoras, Baltazar, Barak, Chariton, Deimos, Demokritos, Demosthenes, Drakon, Euandros, Habel, Haemon, Iāiros, Kharon, Kreon, Kyrillos, Lamech, Lazaros, Makedon, Nêreus, Ophion, Orpheus, Phestos, Phosphoros, Seleukos

FEMALE NAMES

Achimah, Arachne, Ariadnê, Bethzatha, Chariklo, Desdemona, Enyo, Eudoxia, Gia, Gorgophone, Hekate, Hemera, Iezabel, Kalligeneia, Kalypso, Kharis, Lakheisis, Megaira, Nephelê, Polyxene, Tethys, Zephyra

Nephandim Player Characters

Nephandim PCs fit well in games suitable for evil or neutral characters. They are strongly devout characters and lean towards divine pursuits.

Alchemist – Nephandim alchemists are not uncommon, and those that do take this route often specialize in the creation of powerful bombs, rumored to be mixed with the flames of the underworld itself. They are most commonly of the Crypt Breaker, Grenadier, or Preservationist archetypes.

- ❖ Add +1/2 to bomb damage.

Bard – While nephandim are typically grim and uncharismatic, a small faction known as the Bonedancers do exist. They are exclusively of the Dirge Bard archetype.

- ❖ Add a +1/4 bonus on Perform checks when affecting creatures with the undead subtype.

Cleric – The nephandim are a very pious lot. They fervently serve the whims of the Lord of the Underworld. They make exceptional clerics and are most often of the Scroll Scholar, Theologian, or Undead Lord archetypes.

- ❖ Add +1/2 to the cleric's effective level when calculating the channeling save DCs.

Magus – The nephandim are not overly taken to martial classes, but by blending their talents at the arcane with blade, they find some strength. They are most frequently of the Hexcrafter or Soulforger archetypes.

- ❖ Add +1/4 point to the magus's arcane pool.

Oracle – A select few nephandim are granted the gifts of oracular ability by their lord – others manifest this power on their own. They are most often of the Seer or Seeker archetypes, and very frequently choose the Bone or Ancestor mysteries.

- ❖ Add +1/2 to the oracle's level for the purpose of determining the effects of one revelation.

Rogue – Due to their small size and frailty, the nephandim have been forced to be stealthy when dealing with the surface world. As such, they make for cunning rogues. They are frequently of the Poisoner, Scroll Scoundrel, and Spy archetypes.

- ❖ Add a +1 bonus on Disable Device and Use Magic Device checks related to glyphs, symbols, scrolls, and other magical writings each time they gain a level of rogue.

Witch – Nephandim witches are not uncommon. They wield strange powers, not unlike wizards, but also deal terrible curses to their enemies. They are most often of the Gravewalker archetype.

- ❖ Add +1/3 to effective witch level when determining the effectiveness of hexes.

Wizard – Nephandim wizards are the second most prolific profession among their kind. Most are Necromancers, but not all, and they are frequently Scroll Scholars or Shadowcaster archetypes.

- ❖ Add one necromancy spell from the wizard spell list to the wizard's spellbook. This spell must be at least one level below the highest spell level he can cast.

Classes not covered above gain the standard options for favored classes - a +1 bonus to hp or +1 skill point for each level.

Standard Racial

Abilities

Ability Score Racial Traits: -2 Str, -2 Con, +2 Int, +2 Wis, -2 Cha

Nephandim are small and frail, with keen intellects and willpower, though they have little by way of personality.

Type: Humanoid

Size: Small – Nephandim are small creatures and, as such, gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty on combat maneuver checks and to their CMD, and a +4 size bonus on Stealth checks. Small races have a space of 5 feet by 5 feet and a reach of 5 feet.

Base Speed: Slow. Nephandim have a base speed of 20 feet.

Languages: Standard. Nephandim begin play speaking Necril and Undercommon. Nephandim with high Intelligence scores can choose from the following additional languages: Aklo, Common, Dark Folk, Draconic, Dwarven, Gnome, Infernal, Terran.

Racial Points: 10

Effective Level: +0

Defenses

Fire Resistance

Nephandim live in the unnatural hell of the underworld, torturing the dead with fire and pools of magma. They gain Fire Resistance 5.

Blessed of Nergal

Nephandim gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Willful

Nephandim gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools.

In addition, if a member of this race fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the member of the race has a similar ability from another source (such as a rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Feats and Skills

Emissary of the Underworld

Once per day, when openly proclaiming their service to the god Nergal,

nephandim can roll twice when making a Bluff or Diplomacy check and take the better roll.

Magical Abilities

Fell Magic

Members of this race gain +1 to the DC of any saving throws against necromancy spells that they cast. Members of this race with a Wisdom score of 11 or higher also gain the following spell-like abilities (the caster level is equal to the user's character level):

1/day—*bleed*, *chill touch*, *detect poison*, *touch of fatigue*.

The DC is equal to 10 + the spell's level + the user's Wisdom modifier.

Eyes of the Underworld

Nephandim can use *deathwatch* as an at-will spell-like ability. The caster level of the spell is equal to the user's character level.

Conduit of Nergal

When the nephandim channel negative energy, they add +2 to the DC to resist their channeling, including commanding undead.

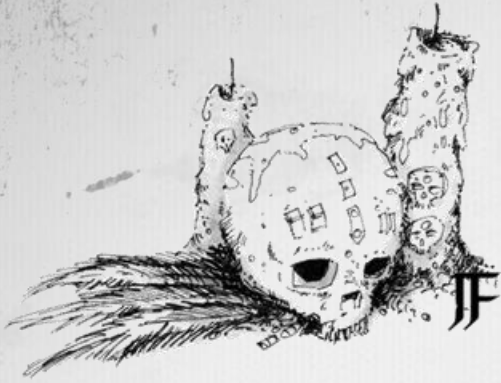
Senses

Darkvision 120 Feet

Nephandim can see in the dark up to 120 feet.

Light Sensitivity

Nephandim are dazzled as long as they remain in an area of bright light.



Weaknesses

Negative Energy Affinity

Nephandim are alive, but due to their connection to the underworld, they are healed by negative energy and harmed by positive energy, as if they were an undead creature.

Alternate Abilities

Skeletal Frame

Some nephandim have lived among the dead so long they appear like them. The nephandim's frail body appears vaguely skeletal in nature, and is bolstered by their exposure to the underworld. As a result, they gain DR 3/bludgeoning.

This replaces fire resistance.

Racial Archetypes

Sequestered Cleric (Cleric Archetype)

Sequestered clerics are those members of the faith that, like a monastic order, are kept away from contact with the outside world. Here they study books, lore, myths, magic, and all things related to their religion, unhindered and not

distracted by the troubles of day to day life.

Hit Dice: d6

Base Attack Bonus: Poor.

Class Skills

The sequestered cleric's class skills are Craft (Int), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks Per Level: 6 + Int modifier.

Class Features

The following are class features of the sequestered cleric.

Weapon and Armor Proficiency

Sequestered clerics are proficient with the following weapons: club, heavy mace, light mace, quarterstaff, and sling. They are not proficient with any armor or shields.

Knowledge Domain

In addition to the chosen domains of their religion, the sequestered cleric also gains the Knowledge Domain as a third bonus domain.

Classical Education

At 1st level, a cloistered cleric gains a bonus on Knowledge skill checks equal to half her class level (minimum +1) and can make Knowledge skill checks untrained.

Scribe Scroll (Su)

At 4th level, a cloistered cleric gains Scribe Scroll as a bonus feat.

Author's Note: For some reason, the cloistered cleric archetype by Paizo never

sat well with me. It seemed they were overly punished for the meager benefits they were granted. The “sequestered” cleric deals with those issues. It is not specific to the nephandim, but they certainly are adherents of this style of cleric, being much more potent spellcasters and mystics than armor wearing fists of Nergal.

Nephandim Feats

Death Mastery

Your expertise with the creation of undead creates much stronger subjects.

Prerequisites: Ability to animate dead.

Benefit: Undead you create gain +2 hp per hit dice, and a +1 profane bonus to hit and damage.

Practiced Animator [Achievement]

The creation of undead is rudimentary to you, requiring little to no effort.

Prerequisites: You have animated over 100 HD worth of undead

Benefit: You may *animate undead* as a move action, at will, as a spell-like ability. You must have the necessary components.

School Focus (Necromancy)

You have studied the great masters, and know their secrets.

Prerequisites: Spell Focus (Necromancy)

Benefit: You cast all necromancy spells at +1 caster level.

Undead Pact

Any undead you summon are stronger than you would ordinarily be able to control.

Prerequisites: Nephandim, Cha 13

Benefit: You are treated as effectively +1 caster level when summoning any creature with the undead subtype.

The Nephandim Paragon

Role: The nephandim paragon is the ultimate adherent to the will and religion of Nergal. They are devotees and fanatics, masterful servants in his causes and schemes. They are potent clerics, and their ability to channel his dark energies is unmatched.

Alignment: Lawful and non-good.

Hit Die: d8.

Requirements

To qualify to become a nephandim paragon, a character must fulfill all the following criteria.

Spells: Ability to cast 3rd-level divine spells.

Other: Death or Hellfire Domains

Class Skills

The nephandim paragon's class skills (and the key ability for each skill) are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (all) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

Skill Ranks at Each Level: 4 + Int modifier.

Table: Nephandim Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+2	+0	+2	Channel Energy +1d6	+1 level of existing class
2nd	+1	+3	+1	+3	Dread Channeling	+1 level of existing class
3rd	+2	+3	+1	+3	Channel Energy +2d6, Infernal Channeling	+1 level of existing class

Class Features

All of the following are class features of the nephandim paragon prestige class.

Weapon and Armor Proficiency: A nephandim paragon is proficient with all simple and martial weapons, light armor, medium armor, and shields.

Channel Energy (Su)

As per the cleric special ability. The nephandim paragon's channel energy stacks with and enhances the cleric's abilities. They are forbidden, however, to channel positive energy.

Dread Channeling (Su)

Your channeling attempts are no longer hindered by turn resistance. In addition, the nephandim paragon may reroll all 1s rolled when dealing damage with channel energy.

Infernal Channeling (Su)

When the nephandim paragon channels energy, he also deals an additional +1 point of damage per channel dice. This additional damage is typed as hellfire, and only creatures with resistance to

both fire and acid gain resistance against the extra damage.

Additional Options

New Spells

LIFE TRANSFER

School necromancy; **Level** antipaladin 1, cleric/oracle 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 full round action
Components V, S

EFFECT

Range close (25 ft. + 5 ft./level)
Target one creature
Duration instantaneous
Saving Throw Fortitude negates; Spell Resistance yes

DESCRIPTION

You draw the life essence of one creature and transfer it to another. The target of this spell is stricken with 1d4 points of damage (+1 additional hit point per level). This damage is then transferred to a secondary target within range as temporary hit points.

DEATH CONDUIT

School necromancy; **Level** cleric/oracle 1, sorcerer/wizard 1, witch 1

CASTING

Casting Time 1 standard action
Components V, S

EFFECT

Range personal
Target you
Duration 1 round/level
Saving Throw none; **Spell Resistance** yes

DESCRIPTION

You utilize death conduit to share hit points with an undead creature under your control. While this spell is active, you can spend a swift action to transfer 1d6 hit points between you and the target, either taking damage yourself and healing your target or healing yourself and damaging your target. If your target moves farther than 50 feet from you, this spell ends.

Nephandim Settlements

The Nephandim live in underground cities that appear very similar to that of the drow. An odd glow emanates from the very stones. But the differences are

noticeable when one grows nearer or has time to observe.

Gory images of death, dying and suffering are everywhere, along with Nergal's holy symbol. The dead shamble around the city like cattle, but in truth they are beasts of burden. Themselves servants to the nephandim, who in turn serve Nergal.

What others might find obscene might be "art" to the nephandim—an art that they take great pleasure in.

MORDAX

LE Small city
Corruption +3; **Crime** +2; **Economy** -1; **Law** +4; **Lore** -1; **Society** -4
Qualities insular, magically attuned, massive underground, pious (Nergal)
Danger +15; **Disadvantages** secluded

DEMOGRAPHICS

Government Theocracy
Population 10,000 (80% Nephandim, 20% Undead Slaves)

MARKETPLACE

Base Value 2,800 gp; **Purchase Limit** 17,500 gp; **Spellcasting** 9th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Nephandim NPC

Nephandim Warlock	CR 4
XP 1200	
Male nephandim witch 5	
LE Small humanoid	
Init +6; Senses darkvision 120 ft., light-sensitivity; Perception +5	

DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 18 (5d6+0)

Fort +1, **Ref** +3, **Will** +6

Resistances fire 5; +2 vs. all death effects; +2 on Will saves vs. enchantments

OFFENSE

Speed 20 ft.

Melee +1 Dagger +1 (1d3-1/19-20x2)

Ranged +1 hand crossbow +5 (1d3/19-20x2) plus poison

Special Attacks hexes (misfortune [1 round], slumber [5 rounds], flight [5 minutes])

Spell-Like Abilities (CL 5th; concentration +7)

1/day—*bleed* (DC 12), *chill touch* (DC 13), *detect poison*, *touch of fatigue* (DC 13)

Witch Spells Prepared (CL 5th; concentration +9)

3rd—*speak with dead* (DC 17), *vampiric touch* (DC 17)

2nd—*burning gaze* (DC 16), *Death Candle* (DC 16), *Detect Thoughts* (DC 16)

1st—*burning hands* (DC 15), *charm person* (DC 15), *inflict light wounds* (DC 15), *sleep* (DC 15)

0 (at will)—*bleed* (DC 14), *daze* (DC 14), *detect magic*, *read magic*

Patron Death

STATISTICS

Str 6, **Dex** 14, **Con** 10, **Int** 18, **Wis** 15, **Cha** 8

Base Atk +2; **CMB** +0; **CMD** 12

Feats Empower Spell, Improved Initiative, Tenebrous Spell

Skills Acrobatics +2, Appraise +5, Bluff +3, Climb -2, Craft +8, Diplomacy +3, Disguise -2, Escape Artist +2, Fly +2, Heal +4, Intimidate +8, Knowledge (Arcana) +8, Knowledge (History) +8, Knowledge (Nature) +8, Knowledge (Planes) +8, Knowledge (Religion) +5, Perception +5, Perform -2, Ride +2, Sense Motive +7, Spellcraft +8, Stealth +7, Survival +5, Swim -2, Use Magic Device +3

Languages Aklo, Common, Infernal, Necril, Undercommon

SQ Blessed of Nergal, Willful, Emmissary of the Underworld, Fell Magic, Eyes of the Underworld (constant *deathwatch*), Witch's Familiar

Combat Gear +1 dagger, studded leather, +1 hand crossbow, wand of *summon monster II* (23 chrgs.)

Other Gear disguise kit

The nephandim warlock is one of Nergal's agents on the surface world. They are granted great powers of malfeasance to bewitch and compel the weak-minded as they seek out the lost dead. Should they find them, they send word to other agents, or use their formidable magical abilities to destroy them, or anyone else who gets in their way.

Additional Content

Bonescriven Template

These undead have magic runes carved into their very flesh or bones, granting them the ability to cast a limited number of spells and have a dangerous effect upon their demise.

Creating a Bonescriven Undead

“Bonescriven” is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A Bonescriven undead retains all the base creature’s statistics and special abilities except as noted here.

CR: +1

Alignment: As per base creature.

Type: The base creature’s type does not change, though it does gain the augmented subtype.

Senses: As per base creature.

Armor Class: Natural armor improves by +1.

Defensive Abilities: A bonescriven undead gains +2 channel resistance.

Special Attacks: The bonescriven undead gains the special attack listed below.

Save DCs are equal to 10 + ½ the undead’s HD + its Charisma modifier.

Eldritch Reckoning (Su): The Bonescriven is carved with potent spells which release upon its destruction. The creator may imbue a single instantaneous spell in the creature’s bones or flesh,

and the level of which they may imbue is dependent upon the HD of the undead used in this fashion (see the chart below). The effective caster level of the spell is always the minimum caster level required to scribe the spell.

Bonescriven HD	Maximum Spell Level Imbued
1-3 HD	1 st
4-6 HD	2 nd
7+ HD	3 rd

Special Qualities:

Ability Scores: As per base creature.

Skills: As per base creature.

Feats: As per base creature.

Sample Bonescriven

Bonescriven Skeleton CR 1

XP 400

NE Medium undead (augmented)

Init +6; Senses darkvision 60 ft.;

Perception +0

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 armor, +2 Dex, +3 natural)

hp 4 (1d8)

Fort +0, Ref +2, Will +2

DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or 2 claws +2 (1d4+2)

Special Attacks Eldritch Reckoning (at 0 hit points, the bonescriven skeleton explodes, releasing *magic missile* as a 1st level caster at the nearest target.

STATISTICS

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10

Base Atk +0; CMB +2; CMD 14

Feats Improved Initiative

Gear broken chain shirt, broken scimitar

Mergal, Lord of the Dead



Titles Lord of the Under-realms, Thane of the Underworld, The Reaper, Judge of the End

Alignment Lawful Evil

Worshippers Clerics of Death, the Undead, Necromancers, Morticians, Assassins

Worshippers Alignments Any neutral or evil, non-good.

Areas of Concern Burial, The Dead, Funeral Rites, Afterlife

Domains Darkness, Death, Destruction, Earth, Evil, Hellfire, Law, Repose

Subdomains Caves, Fear, Inevitable, Loss, Undead, Rage, Souls

Favored Weapon Sickle

Favored Animal Vulture

Hellfire Domain*

The hellfire domain was once common among worships of gods of punishment, vengeance, and justice. Most gods and religions have long since stopped playing with the risky nature of hellfire, as good gods do not wish to tempt their followers, and evil gods do not wish to equip their minions with so effective a weapon against evil outsiders, but a few clerics of older gods with small, nearly extinct cults still gain the power to call on the original energy of divine wrath.

Hellfire Bolt (Sp): As a standard action, you can unleash a scorching bolt of hellfire from your outstretched hand. You can target any single foe within 30 feet as a ranged touch attack with this bolt of hellfire. If you hit the foe, the bolt deals 1d4 points of damage + 1 point for every two cleric levels you possess. Half this damage is fire, and half is acid. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Hellfire Weapon (Su): At 8th level, you can give a weapon touched the ability to strike as a cold iron weapon, and the flaming burst special weapon quality. The weapon retains these abilities for 1 round per level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th.

Domain Spells:

1st—*hellfire armaments*,
2nd—*fiend barbs*, 3rd—*lake of fire*,
4th—*forbidding chains*, 5th—*perdition's wrath*, 6th—*forge hellfire*, 7th—*wall of brimstone*, 8th—*pocket hell*, 9th—*gate*.

*Originally appears in the Genius Guide to Hellfire Magic, ©2012, Super Genius Games.

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