

NECROKNIGHT



THE NECROKNIGHT COMPENDIUM

CLASSES FOR PATHFINDER 1ST EDITION,
PATHFINDER 2ND EDITION, AND STARFINDER



THE NECROKNIGHT COMPENDIUM

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INTRODUCTION

WHAT IS A NECROKNIGHT?

Necroknights are necromantic warriors who wield martial skill supplemented by the withering touch of deathly magic. Where the common man sees only wicked magic, the necroknights see only a tool which can be used for good or ill, and which lacks malice beyond the aims of the wielder. From the seasoned warrior seeking that crucial edge in battle to the cunning scholar seeking a martial application to their studies, the path of the necroknights attracts many adventurers.

The story of every necroknights is a bit different but all have some level of martial training (often as soldiers, guards, bandits, or even street toughs) but something sends them spiraling out of their comfort zone and into the cold embrace of dark magic. Rare necroknights begin their journey as wicked magic users who forsake the further study of their art (partially or fully) in order to pursue a martial endeavor.

In either case the most common motivations for a necroknights to begin their study of this hybrid art are things like a run-in with the undead, a response to a family curse taking hold, or even a fateful battle against a seasoned necromancer. Regardless of how they are introduced to the dark art, the necroknights see necromancy as a means to an end and employs necromantic magics in a practical (rather than an academic) fashion. Some view it as a clear way to gain an advantage against their enemies, by means fair or foul, while others seek to better combat necromancy by understanding the dark art. Still other studious souls embrace the dark art as a means to combat the spread of undead or other vile creatures.

NECROKNIGHTS IN FANTASY

While it would be easy to pigeonhole necroknights into the role of the fearsome death knights or as heavily armored undead warriors, that speaks more to the general fear and distrust of necromancy. Indeed, necroknights are just as likely to be trained in necromancy as a form of self-defense against amoral dark wizards. Equally common is the mercenary warrior-necromancer who uses dark magic to survive when their sword arm fails. Sadly, given the popular perception of necromancy, many necroknights choose to downplay their specific training, presenting themselves as magi or warrior-wizards.

NECROKNIGHTS IN SCIENCE FICTION

With a softening of views towards necromancy as time has marched on, necroknights are more open about their training. In the cold of space, they are the immortal soldiers - warriors able to survive mortal doom by using necromancy to stay alive. They still remain wary of superstitious or extremely traditionalist cultures which may cling to what necroknights see as outdated views. Necroknights have an interesting relationship with body augmentation; some say that since the body is but a vessel for the soul that it can be changed as one wishes, while others cite a need from harmony between vessel and soul that excessive augmentation disrupts.

NECROKNIGHT CULTURE/ ORGANIZATIONS

While they only flourish in regions with an open mind towards necromancy, necroknights academies do exist. Normally attached to necromancer guilds or governing bodies, these academies train students with a mix of arcane and martial studies. The academies can vary from ivory-tower-

style scholarly colleges to spartan military schools. Upon graduation, students are hired by military groups, brought on as guards, or integrated into the academy's attached organization. Necroknights who have received such formal training look down upon the self-taught or tutored, holding themselves up as "better".

Many necroknights are also proponents of "grey necromancy", a philosophical movement that seeks to view necromancy in a more neutral light. They understand the ethical concerns of necromancy but seek to employ it in an ethical way. This includes but is not limited to the consensual use of corpses, healing via necromancy, speaking to the dead to help others heal their trauma, the use of ethically sourced undead to do farm labor and dangerous manual labor, and more. This stems from their "practical" view of necromancy and their lack of enshrinement in core necromantic traditions or organizations.

Surprisingly, most necroknights take a lighthearted view of their art; since they know just how fragile life can be, they feel it is important to enjoy the time they have. As a result, necroknights prefer to live in the moment, claiming that tomorrow isn't a given. This generally manifests as a dark sense of gallows humor. A common "game" among necroknights and necromancers is to try and guess how many ways one of them could die within the next few minutes, with the winner being whoever can give the highest number.

ALIGNMENT

ANY

While many people assume necromancers are automatically evil, necroknights see the dark art as a means to an end. Good-aligned necroknights often serve as undead hunters and



military specialists, putting their knowledge of the dark art to good use in the fight against evil. Neutral necroknights steer more towards mercenary companies or wandering scholars, selling their swordarm to the highest bidder or seeking further knowledge to expand their own schooling. Evil necroknights, for all their disdain of the comparison, tend to act remarkably similar to antipaladins, spreading swaths of death and terror in their wake.

RELATIONSHIP TO OTHERS

The religious and fearful may equate necroknights to demonic soldiers and antipaladins. Necroknights scoff at the comparison. They see antipaladins as fools unwilling to put effort into learning, turning instead to demons and fell gods for power. Necroknights cite long hours of study and numerous drills as the source of their talents, not some deal with an evil entity.

Necroknights feel most at home with other scholarly classes, such as the magus and wizard. Wizards often see necroknights as a sort of magical dropout; they have some degree of knowledge, but nowhere near true mastery (still, it beats trying to talk to the barbarian). Necroknights are generally understanding of the perception, claiming to prefer martial application over stodgy theory. Both agree that knowledge is a great thing to bring to the battlefield. Necroknights and magi regard each other as kindred spirits, with the combat magic of the magus being mirrored in the necromantic specialization of the necroknight. Necroknights often have the biggest problem with heavily religious classes, such as clerics and paladins. These classes don't always make the distinction between a well-meaning necroknight and heretical scum. Necroknights return the disdain by pointing out how stupid it is to go off fighting something without properly understanding it first.

INSPIRATIONS

Necromancers (Diablo 2/Diablo 3), Necromancers/Reapers (Guild Wars/Guild Wars 2), Arthas Menethil/Death Knights (World of Warcraft), Millennial King, and Talion (Middle Earth: Shadow of Mordor).

DESIGN OF THE NECROKNIGHT

The principle inspiration behind necroknight was to design a class that played around with a second pool of health. I decided early on that this was different from a class that was simply very good at healing itself; I wanted to invoke the idea of suddenly gaining a second health bar, even for only a short time. Drawing inspiration from Guild Wars 2's necromancer class and their death shroud mechanic, I wrote up a class that could build energy up before converting it into temporary hit points. I decided to balance the ability to constantly hide behind temporary hit points by only giving them a d8 hit dice, reasoning it would even out in the end. Other abilities were designed by thinking about "how would a warrior-wizard use necromancy-like magic". I avoided giving them actual spells to help differentiate them from existing warrior-casters like antipaladins and magi.

HOW IS A NECROKNIGHT DIFFERENT FROM AN ANTIPALADIN?

In the simplest terms: a necroknight is a non-divine martial character who augments their abilities with necromantic magic and an antipaladin is a martial servant of a dark god. A necroknight is closer to a specialized magus/spellblade than an antipaladin.

NECROKNIGHT

PATHFINDER 1ST EDITION

Table 1-1: The Necroknight (1st Edition)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Necroblade +1d6, necromantic focus,
2nd	+2	+3	+0	+3	necrosis pool, necrosis shroud
3rd	+3	+3	+1	+3	Bonus feat
4th	+4	+4	+1	+4	Necroburst, resistance training
5th	+5	+4	+1	+4	Arcane squire, necroblade +2d6
6th	+6/+1	+5	+2	+5	Deathly pallor, focus power
7th	+7/+2	+5	+2	+5	Bonus feat, necromantic weapons
8th	+8/+3	+6	+2	+6	Soul of necromancy
9th	+9/+4	+6	+3	+6	Necroblade +3d6, unlifeline
10th	+10/+5	+7	+3	+7	Deathly pallor
11th	+11/+6/+1	+7	+3	+7	Bonus feat, focus power, necrotic reserve
12th	+12/+7/+2	+8	+4	+8	Necromantic aegis, reclaim necrosis (4:1)
13th	+13/+8/+3	+8	+4	+8	Necroblade +4d6
14th	+14/+9/+4	+9	+4	+9	Deathly pallor
15th	+15/+10/+5	+9	+5	+9	Bonus feat, lengthy necrosis
16th	+16/+11/+6/+1	+10	+5	+10	Focus power
17th	+17/+12/+7/+2	+10	+5	+10	Necroblade +5d6
18th	+18/+13/+8/+3	+11	+6	+11	Deathly pallor
19th	+19/+14/+9/+4	+11	+6	+11	Bonus feat
20th	+20/+15/+10/+5	+12	+6	+12	Reclaim necrosis (2:1) Focus power, necroblade +6d6

CLASS MECHANICS

HIT DICE: D8.

STARTING WEALTH: 5d6 × 10 gp (average 175 gp.)

In addition, each character begins play with an outfit worth 10 gp or less.

CLASS SKILLS

The necroknight's class skills are Climb (Str), Craft (Int), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Spellcraft (Int), Survival (Wis), Swim (Str) and Use Magic Device (Cha).

SKILL RANKS PER LEVEL: 4 + Int modifier.

CLASS SPECIFICS

ROLE

Necroknights are front-line fighters that can bolster their own vitality with stolen life force, allowing them to fight on through mortal injury. Intelligence is vitally important to necroknights, as it determines the size of their necrosis pool and powers all of their abilities. Strength and Constitution are always important to a front-line fighter, while Dexterity can allow for a ranged or dual-wielding necroknight. Necroknights rely on their necrotic abilities to hold their own in a fight, and all these abilities rely on necrosis - the eldritch result of living and unliving energies clashing.

D8 HIT DICE & FULL BAB

A necroknight belongs on the front line but why do they have the same hit points as a cleric or rogue? The answer lies in the necrosis pool class feature. This effectively gives them a second pool of hit points that they can draw from. In terms of how this affects the story: a necroknight themselves may look weaker or withered from their use of necromancy but they draw on powerful reserves of dark power to sustain their life force.

CLASS FEATURES

The following are the class features of the necroknight.

WEAPON AND ARMOR PROFICIENCY

The necroknight is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (excluding tower shields).

NECROSIS POOL (SU)

At 1st level, the necroknight gains a pool of energy that they may use to power their class abilities or to bolster their health that is referred to as a "necrosis pool". The necrosis pool can hold a number of necrosis points equal to the necroknight's class level times their Intelligence modifier (minimum of their class level). The necrosis pool resets after 8 hours of rest and the necroknight begins each day with a number of necrosis points equal to their necroknight level. (Example: A 5th-level necroknight with a +2 Intelligence modifier would have a maximum necrosis pool size of 10 points.)

The necroknight can add points to the necrosis pool in the following ways;

- **DEALING NEGATIVE ENERGY DAMAGE.** For every 2 points of negative energy damage the necroknight deals to an enemy creature, they gain 1 necrosis point.
- **KILLING A CREATURE.** Whenever a creature dies within 30 ft. of the necroknight, they gain a number of necrosis points equal to 1/2 the creature's HD. Only creatures with a Constitution score count for this ability. The necroknight must have been an active participant in the creature's death to receive necrosis points (the GM is the final arbiter of this).

In order to qualify for gaining necrosis, creatures must have at least 1/2 the necroknight's level in HD and pose a reasonable threat. Creatures with less HD than required do not provide the necroknight with necrosis.

NECROSIS SHROUD

As a move action, the necroknight may empty their necrosis pool, converting all necrosis points in the pool into temporary hit points. These temporary hit points last 1 minute and can bring them over their normal maximum hit points (though they do not stack with other sources of temporary hit

points). Be aware that certain class features rely on the necroknight having these particular temporary hit points. The necroknight may not gain additional temporary hit points via their necrosis pool while they still have temporary hit points gained in this fashion.

NECROBLADE (SU)

The first trick a necroknight learns to do is sheathe their weapons in necrotic energies, lending fell power to their blows. At 1st level, the necroknight may spend a necrosis point as a swift action to add +1d6 negative energy damage to their next attack with a weapon. At 4th level, and 4 levels thereafter, the necroknight deals an additional 1d6 damage, to a maximum of +6d6 at 20th level. This damage is not multiplied on a critical hit. Creatures with the undead type are healed by this extra damage, and other creatures without a Constitution score (such as constructs) are immune to this extra damage. If the attack misses the effect is wasted.

NECROMANTIC FOCUS (SU)

All necroknights draw power from the dark arts, but the exact nature of their martial necromancy has its basis in the aspect of their focus. At 1st level, the necroknight chooses which "domain" of necromancy they wish to focus their attention on. Once chosen, the choice cannot be changed.

A complete list of necromantic focuses can be found at the end of the class listing.

BONUS FEAT

At 2nd level, and every 4 levels thereafter, the necroknight gains a bonus feat, in addition to the feats gained from normal character progression. These feats must be taken from the list of combat feats, and the necroknight must meet all the prerequisites for the feat as normal.

NECROBURST (SU)

All the might in the world won't help if you can't hit your target, so necroknights learn to cripple their enemies with enervating energies. At 3rd level, the necroknight may spend a necrosis point as a swift action to curse all creatures within 10 feet of them to take a -1 penalty to AC for a number of rounds equal to the necroknight's Intelligence modifier. This does not affect the necroknight themselves or creatures without a Constitution score. Creatures affected by this ability can, once per turn as a swift action, make a Will save (DC 10 + 1/2 necroknight level + Intelligence modifier) to end this effect early. At 4th level and every 4 levels thereafter the penalty increases by -1 (to a maximum of -6 at 20th level) and the necroknight may increase the range they effect by up to 10 additional feet. This is a curse effect.

RESISTANCE TRAINING (EX)

Having been schooled in the dark arts, the necroknight is more prepared to defend themselves against those wielding necromancy against them. Starting at 3rd level, the necroknight adds 1/3rd their necroknight level (minimum +1) to all saves against spells and spell-like abilities from the necromancy school and against all death effects. The necroknight may make a Will save to negate the effect even if the spell or spell-like ability normally wouldn't allow for a save. If the effect has a partial or diminished effect on a successful save, the necroknight instead takes no effect.

ARCANE SQUIRE (SP)

Despite lacking conventional magical ability, through constant study the necroknight has attained a semblance of casting power. At 4th level, the necroknight can cast *bleed*, *detect magic*, *light*, *read magic*, and *stabilize* at will as spell-like abilities.

DEATHLY PALLOR (SU)

The power of necromancy infuses the necroknight with strange and volatile might when they flood their body with their deathly magics. At 5th level, the necroknight learns a deathly pallor; a special effect they gain while they have temporary hit points granted by necrosis shroud. When the necroknight uses necrosis shroud, they gain the benefit of a single deathly pallor they know so long as they have at least 1 temporary hit point granted by necrosis shroud. Once the bonus has been chosen it cannot be changed while the necroknight still has temporary hit points from necrosis shroud.

At 9th level, and every 4 levels after that, the necroknight learns another deathly pallor.

At 5th level, the necroknight may choose from the following deathly pallors.

- **Command Undead:** Cast *command undead* as a spell-like ability, targeting an undead creature within 30 feet.
- **Darkblade:** Convert the necroknight's weapon damage type to negative energy damage.
- **Deathly Chill:** Enemies that end their turn adjacent to the necroknight take 1d6 points of nonlethal cold damage.
- **Detect Undead:** The necroknight gains a constant *detect undead* spell effect.
- **Ghost Touch:** The necroknight's weapons gain the *ghost touch* magic weapon quality.
- **Lifesense:** The necroknight gains lifesense with a range of 30 feet.

At 9th level, the necroknight adds the following deathly pallors to the list of those they can select:

- **Curseguard:** The necroknight gains immunity to curse effects. Ongoing curses are suspended until the effect ends. This allows the necroknight to discard cursed items with a caster level equal to or lower than their necroknight level.
- **Frightful Presence:** The necroknight gains a frightful presence (DC 10 + 1/2 necroknight level + Intelligence modifier) with a range of 30 feet. Creatures that fail their save become shaken for 3d6 rounds. Creatures with HD greater than the necroknight's class level aren't affected by the frightful presence.
- **Grim Scream:** The necroknight gains the ability to create a 30-foot cone of necrotic energies as a standard action. Creatures within the cone take the necroknight's necroblade damage. A Will save (DC 10 + 1/2 necroknight level + Intelligence modifier) halves the damage.
- **Unliving Rage:** Cast *unliving rage*, targeting and affecting the necroknight regardless of their creature type, as a spell-like ability.

At 13th level, the necroknight adds the following deathly pallors to the list of those they can select:

- **Ghostly:** The necroknight becomes incorporeal, and gains a touch attack that deals their necroblade damage. They may modify this touch attack with any ability that works with necroblade.
- **Necro Ward:** The necroknight gains Spell Resistance equal to 15 + necroknight class level against necromancy spells and spell-like abilities. Whenever a spell fails to penetrate this spell resistance, gain a necrosis point.
- **Possession:** Cast *marionette possession* or *possess object* as a spell-like ability, targeting a creature or object within 30 feet.
- **Shadow Projection:** Cast *shadow projection* as a spell-like ability.

- **Unwilling Shield:** Cast *unwilling shield* as a spell-like ability, targeting a creature within 30 feet. If that creature dies, the necroknight may target a new creature at the start of their turn as a free action.

At 17th level, the necroknight adds the following deathly pallors to the list of those they can select:

- **Gone Forever:** Creatures the necroknight kills require a caster level check (DC 20 + 1/2 necroknight level + Intelligence modifier) to resurrect.
- **Pull of the Grave:** Creatures that end their turn adjacent to the necroknight or move through a square adjacent to them take the necroknight's necroblade damage. A creature can only be affected by this effect once per turn, no matter how many times they would trigger it.
- **Symbol of Death:** Create a *symbol of death* at the necroknight's current position.

If the bonus involves casting a spell-like ability, it is cast as a free action as part of gaining the temporary hit points. For such spells use the necroknight's Intelligence modifier as the casting modifier. The necroknight cannot delay the casting of a spell-like ability granted by this class feature.

NECROMANTIC WEAPONS (SU)

As they advance in power, the necroknight learns to maintain the deadly force from one swipe of necromantic energy into the next. At 6th level, the necroknight can spend 2 points of necrosis as a free action to have all their attacks this round deal their necroblade damage (rather than just the first attack) in addition to normal damage. Any ability that modifies necroblade must be paid for separately for each attack the necroknight wishes to modify. Additionally, they can use necroblade as an immediate action as part of an attack of opportunity (they must pay for the ability as normal).

SOUL OF NECROMANCY (SU)

At 7th level, the necroknight gains a necromantic boon, taking the form of one of two abilities. Once the choice is made, it cannot be changed.

The first form is the ability to create a burst of negative energy. The necroknight gains the ability to channel negative energy as an evil cleric, using their necroknight level as their cleric level. The necroknight does not require a divine symbol to use this ability. The Will DC to resist the necroknight's channel energy is 10 + 1/2 necroknight level + the necroknight's Intelligence modifier. The necroknight can channel energy a number of times per day equal to 3 + their Intelligence modifier.

The second form is the ability to call upon an undead companion to fight alongside the necroknight. This functions like a druid's animal companion, using the necroknight's level as their effective druid level. The companion's creature type is changed to undead, and gains either the skeleton or the zombie template (the necroknight's choice) instead of its normal 4th or 7th level advancement. If the undead companion is destroyed, the necroknight may obtain a new one by performing a special ritual that takes 24 hours to perform.

UNLIFELINE (SU)

The necroknight learns to escape danger through the use of necromantic energies, quickly supplementing their own life energies with accumulated necrosis. At 8th level, the necroknight may use necrosis shroud as an immediate action, rather than a move action.

NECROTIC RESERVE (SU)

Through mystic tutelage and calculated effort the necroknight learns to merely sip the power of their necrosis pool instead of flooding themselves. At 10th level, whenever they use necrosis shroud, they may pay any number of necrosis points (minimum of 1) instead of emptying the pool entirely.

NECROMANTIC AEGIS (SU)

For a sufficiently powerful necroknight, a lethal blow is nothing to fear; their powers shall sustain them even through death! At 11th level, if the necroknight would be reduced below 0 hit points while they have points in their necrosis pool, they may empty their necrosis pool as an immediate action to reduce the damage dealt by 2 points per necrosis point lost. If this would keep their hit point total above 0, they don't fall prone and begin dying; instead they continue to act normally.



Table 1-2: Necroknight Alternate Favored Class Bonuses

Race Name	Benefit	Source
Human	Gain +1/6 of a bonus combat feat.	CRB
Elf	Gain a +1/3 bonus on Use Magic Device checks.	CRB
Half-orc	+1 hit point to the necroknight's undead companion.	CRB
Dhampir	Whenever the dhampir gains a necrosis point, they gain an extra +1/4 of additional necrosis point. Please note that Pathfinder only recognizes full values; 3.75 necrosis points is still only 3 necrosis points.	ARG
Tiefling	Increase the maximum value of the tiefling's necrosis pool by 1/2 a point.	ARG
Ratfolk	Necroblade deals +1/2 damage to creatures denied their Dexterity bonus to AC (regardless if they normally have a Dexterity bonus to AC).	ARG
Dragoul	+1/3 to saves against spells from the enchantment school.	LRGG RG4
Cuil	Gain an extra +1/4 of a temporary hit point when the cuil use necrosis points to gain temporary hit points.*	LRGG RG4

*Please note that Pathfinder only recognizes full values; 3.75 temporary hit points is still only 3 temporary hit points.

RECLAIM NECROSIS (SU)

By studying the connections between life and death, the necroknight can better convert the vital energies in their necrotic energy reserve. At 11th level, the necroknight may convert temporary hit points gained from their necrosis shroud class feature back into necrosis points as a swift action. For every 4 temporary hit points the necroknight spends, they gain 1 necrosis point.

At 19th level, the necroknight can spend 2 temporary hit points to regain 1 necrosis point.

LENGTHY NECROSIS (SU)

Constant usage of necrotic energies has trained the necroknight on how to better sync their own life energies to that of their necrosis pool. Starting at 14th level, temporary hit points granted by their necrosis shroud class feature now last a number of minutes equal to the necroknight's Intelligence modifier (rather than a number of rounds).

NECROMANTIC FOCUSES

The following entries detail the possible necromantic focuses of the necroknight.

Certain abilities are marked with a *; these abilities modify necroblade, and only one such ability can be used with necroblade at a time.

DREAD

The focus of choice for necroknight looking to end fights through intimidation rather than overt violence, the dread focus aims to send foes running for the hills instead of putting more bodies in the ground.

FEARSOME BLADE*: At 1st level, whenever the necroknight uses their necroblade ability, they may spend an additional necrosis point. If they do, then any creature that is dealt damage by necroblade must make a Will save (DC 10 + 1/2 necroknight level + Intelligence modifier) or become shaken for a number of rounds equal to the necroknight's Intelligence modifier. This ability cannot cause a creature who is already shaken to become frightened. This is a fear effect.

PARANOID ATTENTION (EX): At 5th level, the necroknight adds 1/3rd their necroknight level (minimum +1) to initiative rolls and Perception checks.

AURA OF ENCROACHING DREAD: At 10th level, while the necroknight has temporary hit points granted by necrosis shroud they gain an aura of dread. Any enemy within this aura must make a Will save (DC 10 + 1/2 necroknight level + Intelligence modifier) at the end of their turn or have their level of fear increase by 1 state (shaken, frightened, panicked, then cowering). A creature that makes

their save only negates the effect for that round; they must make another save the following round. This is a fear effect.

DARK REPUTATION (EX): At 15th level, the necroknight adds 1/3rd their necroknight level (minimum +1) to Intimidate checks. Additionally, they may spend 2 necrosis points to make a single Intimidate attempt as a standard action against all creatures within 30 feet; roll once and compare the result against the DC for each creature.

DEEPEST FEARS (SU/SP): At 20th level, when the necroknight uses its necrobust class feature it also makes creatures vulnerable to fear effects. Any creature who fail their save against the necrobust take a penalty on saves equal to the penalty to AC and any creature immune to fear effects loses that immunity. This effect lasts until a creature gets 8 hours of rest. In addition, the necroknight may cast *wail of the banshee* 3 times per day as a spell-like ability.

GRAVE WARDEN

Favored by good-aligned necroknight, the grave warden focus aims to contain the undead threat through knowledge and careful application of appropriate necromancy.

ANATHEMA BLADE*: At 1st level, a necroknight can convert the negative energy dealt by their necroblade into disruptive positive energy. This positive energy cannot heal creatures. It can only be used to damage undead and creatures with negative energy affinity. In addition, damage dealt in this fashion counts as negative energy damage in regards to gaining necrosis points.

UNDEAD HUNTER (SP): At 5th level, the necroknights may cast *detect undead* at will as a spell-like ability. In addition, they add their resistance training bonus to all saves made against special attacks made by undead creatures.

FUNERAL VEILS: At 10th level, while the necroknights has temporary hit points granted by necrosis shroud, creatures within 30 feet gain the effect of a *hide from undead* spell. If a creature breaks the effect, they become visible, but other creatures remain concealed. If the necroknights attacks, they may reapply the effect as a move action.

RETURN TO DUST: At 15th level, the necroknights may spend 3 necrosis points as a swift action to infuse their weapon with the *disruption* magical weapon special ability, but with a DC of 10 + 1/2 necroknights level + Intelligence modifier. Only weapons that deal bludgeoning damage gain this benefit. This effect lasts a number of rounds equal to the necroknights's Intelligence modifier.

DUST TO DUST (SP): At 20th level, the necroknights may spend 5 necrosis points to cast *undead to death* as a spell-like ability, except it affects undead of any HD. In addition, allies within 30 feet of the necroknights gain their resistance training bonus against special attacks made by undead creatures.

LIFEBLOOD

A favorite of necroknights seeking to dodge the reaper, the lifeblood focus aims to bolster vital energies with necrotic transfusions while outlasting their bleeding foes.

SUSTAINING BLOOD: At 1st level, the necroknights gains Diehard as a bonus feat, even if they don't meet the prerequisites. In addition, when the necroknights performs a standard action or a strenuous action while below 0 hit points but

not dead, they may spend 1 necrosis point instead of taking 1 point of damage. (Normally taking such actions causes the character to take 1 damage and begin dying.)

BLOODY BLADE*: At 5th level, whenever the necroknights uses their necroblade ability they may spend an additional necrosis point. If they do then necroblade additionally deals 2 point of bleed damage for every d6 of damage it deals instead of dealing the normal negative energy damage.

VAMPIRE BLADE*: At 10th level, whenever the necroknights uses their necroblade ability, they may spend 1 additional necrosis point. If they do they regain 1 hit point for every d6 of damage dealt with necroblade. A necroknights cannot heal themselves more than once per turn with this class feature. This can only be used on enemy creatures who present a reasonable threat to the necroknights.

BLOOD DRINKER AURA: At 15th level, while the necroknights has temporary hit points granted by necrosis shroud they drain life energy from bleeding foes. At the start of their turn, the necroknights is healed for an amount equal to the highest bleed damage suffered by enemy creatures within 30 feet of them.

LIFE UNENDING (SP): At 20th level, if the necroknights is killed, they return to life as if by a *true resurrection* spell after 24 hours as long as they had at least 5 necrosis points when they died. Alternatively, if they had at least 10 necrosis points they return to life after 1 round. Upon their resurrection they always have 0 necrosis points.

PLAGUE

Favored by wicked necroknights, the plague focus aims to debilitate enemies under a barrage of bile and illness, slowly corrupting the body of their foes until only rotting husks remain.

DEADLY TOXINS (EX): At 1st level, the necroknights is trained in the use of poison and never risks accidentally poisoning themselves when applying poison to a weapon.

AURA OF ILLNESS: At 5th level, while the necroknights has temporary hit points granted by necrosis shroud, the necroknights gains a 30-foot aura of sickening malaise. Enemies within the aura must make a Fortitude save (DC 10 + 1/2 necroknights level + Intelligence modifier), or become sickened if they end their turn in the aura. Creatures that make their save are immune to the necroknights's aura of fatigue for 24 hours.

PLAGUE CARRIER: At 10th level, the necroknights does not suffer any penalties or ability damage for being diseased. They still count as being diseased, but are otherwise immune to their effects.

BILE BREATH: At 15th level, the necroknights may spend 6 necrosis points as a standard action to cough up a vomitous cloud of necrotic bile in a 45-foot cone. Creatures caught in the cloud must make a Fortitude save (DC 10 + 1/2 necroknights level + Intelligence modifier) or become nauseated for a number of

rounds equal to the necroknights's Intelligence modifier. Creatures that make their save are immune to the necroknights's bile breath for 24 hours.

THIRD HORSEMAN (SU/SP): At 20th level, whenever the necroknights strikes an enemy with their necroblade ability they may force the target to save against a single disease they currently suffer from. This also occurs if the necroknights is struck with a non-reach weapon or natural weapon. The disease takes hold immediately with no onset time. In addition, once per day the necroknights may spend 10 necrosis points to cast *cursed earth* as a spell-like ability.

RAVAGER

Ravagers focus on pure death magic. After all, why would you want to weaken your enemy when you could just kill them outright? This is a popular choice for the depraved necroknights seeking to emulate the raw destructive power of necromancy and death itself.

DEVOURING BLADE*: At 1st level, whenever the necroknights uses their necroblade ability they may spend an additional necrosis point to drain the Constitution of their opponent instead of dealing extra damage. If they do then necroblade deals 1 point of Constitution damage per 1d6 of negative energy damage they would normally cause instead of that negative energy damage. A Fortitude save (DC 10 + 1/2 necroknights level + Intelligence modifier) prevents this ability damage. This effect cannot cause the target's Constitution score to drop below 1.

EXECUTE (SP): At 5th level, the necroknights can cast *death knell* as a spell-like ability 3 times per day. The necroknights may use this ability as a move action.



SADISM (EX): At 10th level, the necroknight adds 1/3rd their necroknight level (minimum +1) to saves against pain effects. In addition, any time they deal at least 10 damage in a round, they add 1/3rd their necroknight level (minimum +1) to attack rolls the following round as a morale bonus.

AURA OF THE VOID: At 15th level, while the necroknight has temporary hit points granted by necrosis shroud, they gain an aura of life-draining necrotic energy. Enemies that end their turn within 30 feet of the necroknight must make a Fortitude save (DC 10 + 1/2 necroknight level + Intelligence modifier) or gain 1d4 temporary negative levels. Creatures that save against the effect only resist the effect for that round and must save against the effect again next turn.

REAPER BLADE*: At 20th level, whenever the necroknight uses their necroblade ability, they may spend an additional 3 necrosis points. Doing so means the creature must make a Fortitude save (DC 10 + 1/2 necroknight level + Intelligence modifier) or die. A successful Fortitude save resists this effect, but not the additional damage. Regardless of whether or not the creature makes the save, the creature is immune to the necroknight's reaper blade for 24 hours. This is a death effect.

VITAE

The path of vitae is for the necroknight looking to take on the role of a battlefield medic. This path focus deals less with harming others and more with saving them by manipulating their life forces with grey necromantic principles.

INFUSE VITAE: At 1st level, the necroknight may touch another creature and fill it with unliving vigor. As a standard action, the necroknight can spend 1 necrosis point and roll their necroblade damage and

the creature gains the total damage as temporary hit points. These hit points last 1 round per Intelligence modifier.

NECROMEDIC (SP): At 5th level, the necroknight can touch a creature as a swift action and heal them for 2d6 hit points by expending 3 necrosis points. This improves by +1d6 points of healing for every 2 necroknight class levels they have past 5th level. This can be done a number of times per day equal to 3 + the necroknight's Intelligence modifier. This can also be used to heal undead and such creatures are healed for +1d6 extra hit points by this class feature (as they are more receptive to the energies involved).

SHARED RESISTANCE: At 10th level, the necroknight grants their resistance training bonus to all allies within 30 feet.

AURA OF THE HEALER: At 15th level, while the necroknight has temporary hit points granted by necrosis shroud they may use their necromedic class feature on all allied creatures within 30 feet as a move action.

BEYOND DEATH: At 20th level, the necroknight can resurrect a creature via necromantic rituals. They may spend 2 necrosis points per HD of the target creature to return the creature to life, as per *true resurrection*. A given creature can only be targeted by this ability once per week. In addition, the necroknight and allies within 30 ft are immune to death effects.

WEAKNESS

A classical choice for many necroknight, the weakness focus aims to prevent the enemy from being able to lift their sword, much less fight back.

WEARYING BLADE*: At 1st level, whenever the necroknight uses their necroblade ability, they may spend an additional necrosis point. If they do any creature that is dealt damage by their necroblade must make a Fortitude save (DC 10 + 1/2 necroknight level + Intelligence modifier) or become fatigued for a number of rounds equal to the necroknight's Intelligence modifier. This ability cannot cause a creature who is already fatigued to become exhausted. Creatures that make their save are immune to the effects of the necroknight's wearying blade for 24 hours.

IRON VIGIL: At 5th level, the necroknight becomes immune to fatigue and may spend 3 necrosis points to remove exhaustion from themselves as an immediate action.

THE DARK ART (SP): At 10th level, the necroknight can cast *bestow curse* as a spell-like ability a number of times per day equal to their Intelligence modifier. At 20th level, they may instead cast *major curse* as a spell-like ability.

AURA OF LETHARGY: At 15th level, while the necroknight has temporary hit points granted by necrosis shroud, they gain a 30 foot aura of exhaustion. Creatures that fail a Fortitude save (DC 10 + 1/2 necroknight level + Intelligence modifier) become exhausted if they end their turn in the aura. Creatures that make their save are immune to the necroknight's aura of lethargy for 24 hours.

AURA OF AGING: At 20th level, the necroknight gains an aura that quickly advances the years for those who oppose them. Enemies within 30 feet that fail a Fortitude save (DC 10 + 1/2 necroknight level + Intelligence

modifier) receive the penalties for advancing one age category while they remain in the area, as though they had been targeted by a *sands of time* spell. After being affected by the aura a creature cannot be affected by it again for 1d6 rounds. The effects of failing the save against the aura multiple times stack; each time an enemy fails the save they advance to the next age category. This cannot cause an enemy to die of old age.



1st EDITION ARCHETYPE

DARK CHI WARRIOR

Some necroknights don't arise from chivalric traditions, but instead come from ascetic training. These warriors master the art of harnessing "*sha chi*" (or "killing chi") much in the same way a monk would harness their own personal *ki*.

WHAT IS SHA CHI?

In some disciplines of the art of *feng shui*, one of the core components of the arrangements they employ is to avoid the accumulation of "*sha chi*" (spelled variously) or "killing energy". This negative energy is draining, aggressive, depressing, and causes illness.

WEAPON PROFICIENCIES

The dark chi warrior is proficient with the club, crossbow (light or heavy), dagger, handaxe, javelin, kama, nunchaku, quarterstaff, sai, short sword, shortspear, shuriken, siangham, sling, spear, and any weapon with the monk special weapon quality. The dark chi warrior is not proficient with any armor or shields.

This replaces the necroknights' weapon and armor proficiencies.

UNARMORED DEFENSE (SU)

At 1st level, while unarmored and carrying no more than a light load, the dark chi warrior adds their Intelligence modifier to their AC and CMD. In addition, a dark chi warrior gains a +1 bonus to AC and CMD at 4th level. This bonus increases by 1 for every 4 dark chi warrior levels thereafter, up to a maximum of +5 at 20th level.

These bonuses to AC apply even against touch attacks or when the dark chi warrior is flat-footed. They lose these bonuses when they are immobilized or helpless, when they wear any armor, when they carry a shield, or when they carry a medium or heavy load.

SHA CHI STRIKE (SU)

This functions as necroblade, but only functions with unarmed strikes, natural attacks, and weapons with the monk special quality.

This ability modifies necroblade.

UNARMED STRIKE (EX)

At 1st level, the dark chi warrior gains Improved Unarmed Strike as a bonus feat. Additionally, they gain the unarmed damage profile of a monk of their dark chi warrior class level.

This ability replaces necrobust.

SHA CHI POWERS

Starting at 2nd level, the dark chi warrior is treated as having a *ki* pool, and may use their necrosis pool to power *ki* abilities, feats, and items that require spending *ki*. For each 1 *ki* point something requires, the dark chi warrior must spend 5 necrosis points. If the dark chi warrior has a *ki* pool from another source, such as another class, that *ki* pool is tracked separately. The dark chi warrior cannot convert *ki* points into necrosis points.

Additionally, at 2nd level the dark chi warrior gains a *ki* power from the unchained monk, using their dark chi warrior level as their monk level. At 6th level and every 4 levels thereafter, the dark chi warrior gains another *ki* power.

This ability replaces the necroknights' bonus combat feats.

1st EDITION ARCHETYPE

PHANTOM KNIGHT

A phantom knight is a necroknights who seeks to shed their physical form and become a ghostly warrior while still living. They eschew traditional schooling and rather work to infuse their being with raw necromantic might. This infusion produces a startling result; the necroknights can become a literal living ghost. Oftentimes, these phantom knights were first sorcerers with the undead or shadow bloodline who sought a more intimidating martial presence.

NECROMANCER'S PRESENCE (SU)

The phantom knight's necrosis pool is based on their Charisma modifier, not their Intelligence modifier. In addition, the DC of all class abilities are based on the phantom knight's Charisma modifier, and any abilities that refer to the phantom knight's Intelligence modifier (such as the daily uses of channel energy granted by soul of necromancy) instead use their Charisma modifier. This ability modifies necrosis pool.

PHANTOM WARRIOR (SU)

The principal ability of the phantom knight is the power to turn into a ghostly soldier, striking their foes behind the protective veil of the afterlife.

At 5th level, when the phantom knight has temporary hit points granted by necrosis shroud, they become incorporeal.

At 9th level, when the phantom knight has temporary hit points granted by their necrosis shroud, they gain an incorporeal touch attack that deals their necroblade damage. They may spend necrosis points to modify this attack with any class feature that could modify necroblade.

At 13th level, when the phantom knight has temporary hit points granted by their necrosis shroud, they gain a 60-foot fly speed with perfect maneuverability.

At 17th level, when the phantom knight has temporary hit points granted by their necrosis shroud, they may cast *mage hand* at will as a spell-like ability, and *telekinesis* every 1d4 rounds as a spell-like ability.

All abilities granted by the phantom warrior class feature stack; thus a 13th-level phantom knight using necrosis shroud becomes incorporeal, has a touch attack, and has a fly speed of 60 feet. This ability replaces all instances of deathly pallor.



1st Edition Feats

CLASS FEATS

EXTRA NECROSIS

Prerequisite: necrosis pool class feature.

Benefit: The maximum value of your necrosis pool increases by your Intelligence modifier.

Special: This feat can be taken more than once. Its effects stack.

PALE AS DEATH

Prerequisite: deathly pallor class feature.

Benefit: Select a deathly pallor you qualify for. Add deathly pallor to the list of effects you can choose from when you use necrosis shroud.

Special: You can take this feat multiple times. Each time you take it, select a new deathly pallor.

PALLOR SHIFT

Prerequisites: deathly pallor class feature, necroknight level 9th.

Benefit: While you have temporary hit points granted by necrosis shroud, as a move action you may change the benefit granted by your deathly pallor class feature.

Normal: After you use necrosis shroud, you cannot change your selected deathly pallor benefit while you have temporary hit points remaining.

SELECTIVE BURST

Prerequisites: necroburst class feature, Intelligence 13.

Benefit: When you use your necroburst class feature, you may select any number of creatures, up to your Intelligence modifier. These creatures are not affected by your necroburst.

Normal: Necroburst affects all creatures within the area.



NECROKNIGHT

PATHFINDER 2ND EDITION

KEY ABILITY

STRENGTH OR DEXTERITY

At 1st level, your class gives you an ability boost to Strength or Dexterity.

HIT POINTS

8 PLUS YOUR CONSTITUTION MODIFIER

You increase your maximum number of HP by this number at 1st level and every level thereafter.

DURING COMBAT ENCOUNTERS...

You confront your foes with a combination of steel and spellcraft, bolstering your own vitality with necromancy to stay in the fight while you barrage your foes with dark magic and sword blows.

DURING SOCIAL ENCOUNTERS...

You are a good source of arcane theory, an intimidating presence, and a voice of reason.

WHILE EXPLORING...

Your ability to bounce back from near-death means you have a safety net; you can run down that corridor without worrying as much about traps, and climb a dangerous cliff and expect to survive the fall. Additionally, your arcane knowledge lets you address mystic obstacles and puzzles.

IN DOWNTIME...

You continue your studies in necromancy, hone your martial skills, and (if necessary) smooth things over with locals worried about your craft.

YOU MIGHT...

- Take a balanced view on the use of dark magic to accomplish a goal.
- Have a dark sense of gallows humor, you understand just how fleeting life can be.
- Balance your time between training your swordplay and studying arcane texts.

OTHERS PROBABLY...

- Brandish holy symbols around you, worrying that you're some sort of evil mage.
- Think you are tainted by dark magic, or at the very least a heretic.
- Turn to you with any question about necromancy and other dark magic.

INITIAL PROFICIENCIES

At 1st level, you gain the listed proficiency ranks in the following statistics. You are untrained in anything not listed unless you gain a better proficiency rank in some other way.

PERCEPTION

- Trained in Perception

SAVING THROW

- Expert in Fortitude
- Trained in Reflex
- Expert in Will

SKILLS

- Trained in Arcana
- Trained in a number of skills equal to 3 plus your Intelligence modifier

ATTACKS

- Trained in simple weapons
- Trained in martial weapons
- Trained in unarmed attacks

DEFENSES

- Trained in light armor
- Trained in medium armor
- Trained in unarmored defense

CLASS

- Trained in necroknight class DC

SPELLS

- Trained in arcane spell attacks
- Trained in arcane spell DCs

Table 2-1: Necroknight Advancement (2nd Edition)

Your Level	Class Features
1st	Ancestry and background, initial proficiencies, necromantic focus, necrosis spells
2nd	Necroknight feat, skill feat
3rd	General feat, necromancer's weapon, skill increase
4th	Necroknight feat, skill feat
5th	Ability boosts, ancestry feat, skill increase, weapon specialization
6th	Necroknight feat, skill feat
7th	General feat, juggernaut, skill increase
8th	Necroknight feat, skill feat
9th	Ancestry feat, dark scholar, lightning reflexes, necromantic aegis, skill increase
10th	Ability boosts, necroknight feat, skill feat
11th	Armor expertise, general feat, skill increase
12th	Necroknight feat, skill feat
13th	Ancestry feat, resolve, skill increase, weapon mastery
14th	Necroknight feat, skill feat
15th	Ability boosts, general feat, skill increase, greater weapon specialization
16th	Necroknight feat, skill feat
17th	Ancestry feat, armor mastery, skill increase, thanatos
18th	Necroknight feat, skill feat
19th	General feat, skill increase, unlifeline
20th	Ability boosts, necroknight feat, skill feat Focus power, necroblade +6d6

CLASS FEATURES

You gain these abilities as a necroknight. Abilities gained at higher levels list the levels at which you gain them next to the features' names.

ANCESTRY AND BACKGROUND

In addition to the abilities provided by your class at 1st level, you have the benefits of your selected ancestry and background, as described in Chapter 2 of the Pathfinder 2 Core Rulebook.

INITIAL PROFICIENCIES

At 1st level, you gain a number of proficiencies that represent your basic training.

NECROMANTIC FOCUS

Necroknights are warriors who have learned to use dark magic as well as the blade. Choose one of the following specialties, known as necromantic focuses. Your necromantic focus grants you a necrosis spell and a necroknight feat.

BLOOD

You recognize the intrinsic arcane power that lies within all blood. Not unlike a sorcerer, you tap into it and unleash its power upon your foes. You gain the Sustaining Blood necroknight feat and the *necrosis shroud* necrosis spell.

DEATH KNIGHT

You infuse the power of undeath into your body to become a fearsome warrior, draining the life-energy of your foes. You gain the Reaper Man necroknight feat and the *necrosis shroud* necrosis spell.

GRAVE WARDEN

You have studied the theories of undeath to better combat the undead. You stand vigil over graveyards and necropoli to keep the dead from being raised by necromancers. You gain the Undead Hunter necroknight feat and the *necrosis shroud* necrosis spell.

NECRONAUT

You have worked to break down the barrier between life and death, to pass from this world into the next. You gain the Geist's Grip necroknight feat and the *necrosis shroud* necrosis spell.

PLAGUE

You seek victory through toxic prowess, using poisons and disease to ravage your foes. You gain the Deadly Toxins necroknight feat and the *necrosis shroud* necrosis spell.

WEAKNESS

Your enemy can't win if they can't muster the strength or the will to fight in the first place. You gain the Salt The Wound necroknight feat and the *necrosis shroud* necrosis spell.

NECROSIS SPELLS

Your training in the necromantic arts has afforded you a small reservoir of special arcane spells called necrosis spells, a type of focus spell. It costs 1 Focus Point to cast a focus spell, and you start with a focus pool of 1 Focus Point. You refill your focus pool during your daily preparations, and you regain 1 Focus Point by spending 10 minutes using the Refocus activity to review arcane texts or meditate on life and death.

Focus spells are automatically heightened to half your level rounded up. Certain feats can give you more focus spells and increase the size of your focus pool, though your focus pool can never hold more than 3 Focus Points. The full rules for focus spells can be found in Chapter 7 of the Pathfinder 2 Core Rulebook. Your spellcasting ability is Intelligence.

NECROSIS CANTRIPS

Necrosis cantrips are special necrosis spells that don't cost Focus Points, so you can use them as often as you like. Generally, you only gain necrosis cantrips through the necromancer's weapon class feature. Unlike other cantrips, you can't swap out necrosis cantrips gained from necroknight class features at a later level.

NECROKNIGHT FEATS

At 2nd level and every even-numbered level thereafter, you gain a necroknight feat.

SKILL FEATS (2ND)

At 2nd level and every 2 levels thereafter, you gain a skill feat. Skill feats can be found in Chapter 5 of the Pathfinder 2 Core Rulebook and have the skill trait. You must be trained or better in the corresponding skill to select a skill feat.

GENERAL FEATS (3RD)

At 3rd level and every 4 levels thereafter, you gain a general feat. General feats are listed in Chapter 5 of the Pathfinder 2 Core Rulebook.

SKILL INCREASES (3RD)

At 3rd level and every 2 levels thereafter, you gain a skill increase. You can use this increase either to increase your proficiency rank to trained in one skill you're untrained in, or to increase your proficiency rank in one skill in which you're already trained to expert.

At 7th level, you can use skill increases to increase your proficiency rank to master in a skill in which you're already an expert, and at 15th level, you can use them to increase your proficiency rank to legendary in a skill in which you're already a master.

NECROMANCER'S WEAPON (3RD)

Your studies into necromancy has revealed a new way to combine swordplay and sorcery. Once you choose a necromancer's weapon, it cannot be changed. The following necromancer's weapons are available:

ARROW OF DEATH

You can create blasts of deadly energy that strike at your enemies. You gain the *arrow of death* necrosis spell.

BONE SHIELD

You can conjure a shield of fortified bone to defend yourself. You gain the *bone shield* necrosis spell and the Shield Block general feat.

DEATH SHILLELAGH

You can infuse a common bone with dark magic, transforming it into a potent weapon. You gain the *death shillelagh* necrosis spell.

NECROBLADE

You can sheathe your weapon with fell magic as you attack your foe. You gain access to the *necroblade* necrosis cantrip.

ABILITY BOOSTS (5TH)

At 5th level and every 5 levels thereafter, you boost four different ability scores. You can use these ability boosts to increase your ability scores above 18. Boosting an ability score increases it by 1 if it's already 18 or above, or by 2 if it starts out below 18.

WEAPON EXPERTISE (5TH)

Your proficiency rank in simple and martial weapons increases to expert.

ANCESTRY FEATS (5TH)

In addition to the ancestry feat you started with, you gain an ancestry feat at 5th level and every 4 levels thereafter. The list of ancestry feats available to you can be found in your ancestry's entry in Chapter 2 of the Pathfinder 2 Core Rulebook.

JUGGERNAUT (7TH)

Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

WEAPON SPECIALIZATION (7TH)

You deal an additional 2 damage with weapons and unarmed attacks in which you have expert proficiency. This damage increases to 3 if you're a master, and 4 if you're legendary.

DARK SCHOLAR (9TH)

Your proficiency rank in your necroknight class DC, arcane attack rolls, and arcane spell DCs increases to expert.

LIGHTNING REFLEXES (9TH)

Your proficiency rank for Reflex saves increases to expert.

NECROMANTIC AEGIS (9TH)

You have learned to reflexively call upon necromantic energies to bolster your own flagging vital force. You gain access to the Necromantic Aegis reaction.

NECROMANTIC AEGIS

TRIGGER: You take Hit Point damage.

REQUIREMENTS: You have at least 1 Focus Point in your focus pool.

You cast *necrosis shroud*.

ARMOR EXPERTISE (11TH)

Your proficiency rank in light armor, medium armor, and unarmored defense increases to expert.

RESOLVE (13TH)

Your proficiency rank for Will saves increases to master. When you roll a success at a Will save, you get a critical success instead.

WEAPON MASTERY (13TH)

Your proficiency rank in simple and martial weapons increases to master.

GREATER WEAPON SPECIALIZATION (15TH)

Your damage from weapon specialization increases to 4 with weapons and unarmed attacks in which you're an expert, 6 if you're a master, and 8 if you're legendary.

ARMOR MASTERY (17TH)

Your proficiency rank in light armor, medium armor, and unarmored defense increases to master.

THANATOS (17TH)

Your proficiency rank in your necroknight class DC, arcane attack rolls, and arcane spell DCs increases to master.

UNLIFELINE (19TH)

You are able to cheat death by tapping into the power of unlife to live through mortal injury. You gain access to the Unlifeline reaction.

UNLIFELINE

TRIGGER: You are reduced to 0 hp.

REQUIREMENTS: You have at least 1 Focus Point in your focus pool.

You cast *necrosis shroud*. If the temporary hit points raise you above 0 hit points, you do not fall unconscious or gain the dying condition.



NECROKNIGHT FEATS

KEY TERMS

You'll see the following key terms in many necroknight abilities.

- **SHROUD:** Abilities with this trait build off the necromantic energies built up by the *necrosis shroud* focus spell. Shroud abilities only function while you are under the effects of *necrosis shroud*, and their effects end when the focus spell ends.
- **FLOURISH:** Actions with this trait are special techniques that require too much exertion for you to perform frequently. You can use only 1 action with the flourish trait per turn.
- **FOCUS:** Focus feats require a particular necromantic focus.

1ST LEVEL

DEADLY TOXINS (FEAT 1)

[FOCUS] [NECROKNIGHT]

PREREQUISITES plague focus.

You may treat contact poisons as injury poisons, and may safely apply a contact poison to a weapon with a 2-action Interact activity.

GEIST'S GRIP (FEAT 1)

[FOCUS] [NECROKNIGHT]

PREREQUISITES necronaut focus.

You can reach out with a spectral hand to grasp the world around you. You gain *mage hand* as an arcane innate spell.

REAPER MAN (FEAT 1)

[FOCUS] [NECROKNIGHT]

PREREQUISITES death knight focus.

You are adept at attacking with great sweeping arcs, like a scythe slicing through grain...or souls. When using a weapon with the sweep trait, increase the circumstance bonus to subsequent attacks to +2 instead of +1.

SALT THE WOUND ◆ (FEAT 1)

[FOCUS] [NECROKNIGHT]

PREREQUISITES weakness focus.

FREQUENCY Once per turn.

TRIGGER An adjacent foe took damage.

You infect the wounds of an enemy with a mental plague that causes self-doubt, fear, and unease. Make a Demoralize check against the triggering creature.

SUSTAINING BLOOD (FEAT 1)

[FOCUS] [NECROKNIGHT]

PREREQUISITES blood focus.

You remain conscious while you have the dying condition, although you are slowed 2 while you have the dying condition. Additionally, you gain the Diehard general feat.

UNDEAD HUNTER (FEAT 1)

[FOCUS] [NECROKNIGHT]

PREREQUISITES grave warden focus.

You may use Arcana instead of Religion to Recall Knowledge related to undead creatures. Additionally, you get a +2 bonus on such checks.

2ND LEVEL

ARCANE DABBLER (FEAT 2)

[NECROKNIGHT]

While you are focused on necromancy, you still pick up some of the utilitarian spells from your general arcane schooling. You gain *detect magic* and *read aura* as innate arcane cantrips, and learn Draconic as a bonus language if you didn't already know it.

DIVERSE FOCUS (FEAT 2)

[NECROKNIGHT]

Choose a necromantic focus other than your own.

You gain the 1st-level feat of that necromantic focus.

Additionally, you count as having that necromantic focus for the purpose of meeting prerequisites.

SPECIAL You can take this feat multiple times. Each time you do, you must choose a necromantic focus other than one you know.

GRAVE SPEECH (FEAT 2)

[NECROKNIGHT]

When speaking with an intelligent undead,

you always act as though you shared a common language. If you are trained in Society, you gain a

+1 circumstance bonus to Decipher Writing checks made to translate dead languages (languages rarely spoken/written anymore).

4TH LEVEL

ANATHEMATIC ENERGY ◆ (FEAT 4)

[FOCUS] [NECROKNIGHT]

PREREQUISITES grave warden focus.

TRIGGER You deal negative damage to an enemy undead creature.

The triggering effect deals positive damage instead of negative damage.

NECROBLADE ADEPT (FEAT 4)

[NECROKNIGHT]

PREREQUISITES necromancer's weapon (necroblade).

The bonus damage from *necroblade* lasts until the start of your next turn or until you successfully strike a foe, whichever comes first. Missing a foe does not end the effect, as it normally would.

NECROMANCER INITIATE (FEAT 4)

[NECROKNIGHT]

You gain the Basic Spellcasting Feat (as described in the archetype section of the Pathfinder 2nd Edition Core Rulebook) but you can only learn and cast necromancy spells from the arcane tradition, although certain feats may add other spells to the list of spells you know and can cast. When taken this grants a 1st-level spell slot. At 6th level, you gain a 2nd-level spell slot. At 8th level, you gain a 3rd-level spell slot. You cast spells as a wizard, and gain a spell book if you didn't already have one.

SCHOLAR'S RESISTANCE (FEAT 4)

[NECROKNIGHT]

You gain a +2 circumstance bonus on saves against effects with the necromancy or negative traits.

WEARYING STRIKE ◆ (FEAT 4)

[NECROKNIGHT]

PREREQUISITES weakness focus.

FREQUENCY Once per round.

TRIGGER You strike a creature.

With a choice cursed word of power, you pass exhaustive energies into a fresh wound. The triggering creature must make a Fortitude save.

CRITICAL SUCCESS Target is unaffected
SUCCESS Target is enfeebled 1 until the start of their next turn.

FAILURE Target is enfeebled 1 for 1 minute.

CRITICAL FAILURE Target is fatigued.

6TH LEVEL

ATTACK OF OPPORTUNITY 𐀀 (FEAT 6)

[NECROKNIGHT]

TRIGGER A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

BLEEDING BLADE 𐀀 (FEAT 6)

[FOCUS] [NECROKNIGHT]

PREREQUISITES blood focus.

TRIGGER You strike a foe with a weapon.

Your weapon gains the *wounding* property rune until the end of your next turn.

BLOODY BONE (FEAT 6)

[NECROKNIGHT]

PREREQUISITES necromancer's weapon (death shillelagh).

When you cast *death shillelagh*, the effect lasts for 24 hours or until you target a different bone with the spell. If cast *death shillelagh*, any *death shillelagh* effects you currently have end. In addition, you may choose to have bones affected by your *death shillelagh* necrosis spell deal bludgeoning, slashing, or negative damage. You may change the damage type dealt as a free action once per turn.

BONESHARD RETORT 𐀀 (FEAT 6)

[NECROKNIGHT]

PREREQUISITES necromancer's weapon (bone shield).

TRIGGER A creature destroys your bone shield.

The broken shards of your bone shield fly forth to rip through your attacker. The triggering creature must make a Reflex save.

CRITICAL SUCCESS Creature takes no damage.

SUCCESS Creature takes piercing damage equal to the spell level of *bone shield*.

FAILURE Creature takes 1d4 piercing damage per spell level of *bone shield*.

CRITICAL FAILURE As failure, plus 1 persistent bleed damage per spell level of *bone shield*.

COMMAND UNDEAD (FEAT 6)

[NECROKNIGHT]

You gain the *command undead* necrosis spell.

Increase the number of Focus Points in your focus pool by 1.

DEATH BLAST 𐀀 (FEAT 6)

[METAMAGIC] [NECROKNIGHT]

PREREQUISITES: necromancer's weapon (arrow of death).

If your next action is to cast a 2- or 3-action *arrow of death* necrosis spell, you target all creatures within either a 30-foot cone or a 60-foot line. If you cast the spell using 3 actions, the range increase affects the size of the area, becoming a 45-foot cone or a 90-foot line. Instead of making an arcane spell attack roll, all creatures within the affected area must make a basic Will save against your arcane spell DC.

PHANTASMIC WEAPONS (FEAT 6)

[FOCUS] [NECROKNIGHT] [SHROUD]

PREREQUISITES necronaut focus.

Your weapons and unarmed strikes gain the magical trait, lose the nonlethal trait (if they had it), and deal negative damage instead of their normal damage type.

WIGHT KNIGHT (FEAT 6)

[FOCUS] [NECROKNIGHT] [SHROUD]

PREREQUISITES death knight focus.

You gain the undead trait, causing you to be healed by negative damage and hurt by positive damage.

8TH LEVEL

DARK MAGICK (FEAT 8)

[NECROKNIGHT]

PREREQUISITES Necromancer Initiate.

Add the spells *death knell* and *harm* to your spellbook as arcane spells. You learn the *create undead* ritual if you didn't already know it.

EXPANDED ARMORY (FEAT 8)

[NECROKNIGHT]

PREREQUISITES necromancer's weapon.

Your training has allowed you to master a second fusion of necromancy and martial skill. Choose a second necromancer's weapon and gain its benefits.

EXPANDED GRIMOIRE (FEAT 8)

[NECROKNIGHT]

PREREQUISITES Necromancer Initiate.

You gain an additional spell slot for each spell level you can cast via necroknight class feats.

PLAGUE CARRIER (FEAT 8)

[FOCUS] [NECROKNIGHT]

PREREQUISITES plague focus.

You suffer no conditions, damage, or other ill effects from diseases, magical or otherwise. You still count as having the disease and can potentially pass it to others. You gain a +2 status bonus against poisons and diseases.

RESIST DARK MAGIC (FEAT 8)

[NECROKNIGHT]

PREREQUISITES Scholar's Resistance.

The bonus from Scholar's Resistance also applies to effects with the curse or death traits.

SENSE VITAE (FEAT 8)

[NECROKNIGHT] [SHROUD]

You gain lifesense (imprecise) with a range of 60 feet.

10TH LEVEL

BLOOD IS POWER 𐀀 (FEAT 10)

[FOCUS] [METAMAGIC] [NECROKNIGHT]

PREREQUISITES blood focus.

You are able to empower your magic with a small blood tribute. If your next action is to cast a necrosis spell or arcane necromancy spell, you may use your key ability modifier in place of your Intelligence modifier as your casting modifier.

ENCROACHING DREAD 𐀀𐀀 (FEAT 10)

[FOCUS] [NECROKNIGHT]

PREREQUISITES weakness focus.

Your release a blast of frightful energies, breaking the spirits of those already wavering. All frightened creatures within 30 feet must make a Will save against your necroknight class DC.

CRITICAL SUCCESS The creature is unaffected.

SUCCESS The frightened condition doesn't lower by 1 step at the end of the creature's next turn.

FAILURE The creature increases their frightened value by +1.

CRITICAL FAILURE The creature increases their frightened value by +2.

FUNERAL VEILS (FEAT 10)

[FOCUS] [NECROKNIGHT] [SHROUD]

PREREQUISITES grave warden focus.

You become undetected by mindless undead, and hidden from intelligent undead. If you take a hostile action against an undead, you become observed

by that creature until the start of your next turn. Intelligent undead may make a Perception check against the higher of your Stealth or class DC to detect you.

PHANTOM KNIGHT (FEAT 10)
[FOCUS] [NECROKNIGHT] [SHROUD]
PREREQUISITES necronaut focus.

You gain the incorporeal trait, and resistance to all physical damage equal to *necrosis shrouds* spell level. This resistance is doubled against non-magical sources. Weapons with the *ghost touch* property rune bypass this resistance.

SEANCE (FEAT 10)
[NECROKNIGHT]
PREREQUISITES Necromancer Cultist, Grave Speech.

Add the spell *talking corpse* to your spellbook as an arcane spell, and learn the *call spirit* ritual if you didn't already know it. You can use Arcana instead of Occultism or Religion when performing a *call spirit* ritual.

12TH LEVEL

DEATH RITES ◆ (FEAT 12)
[NECROKNIGHT]
FREQUENCY Once per day.

TRIGGER You reduce an enemy of your level or higher to 0 Hit Points.

If you have spent at least 1 Focus Point since the last time you Refocused, you recover 1 Focus Point. This does not count as spending 10 minutes to Refocus.

HAUNTED SHIELD (FEAT 12)
[NECROKNIGHT]

PREREQUISITES necromancer's weapon (bone shield).

When you cast the *bone shield* necrosis spell, instead of appearing in your hand the shield floats alongside you. You may still use the Shield Block reaction and attack with the shield, despite not physically wielding the shield. The shield floats next to you, and thus can only be used to attack adjacent foes. Casting *bone shield* no longer requires a free hand.

NECROMANCER CULTIST (FEAT 12)
[NECROKNIGHT]

PREREQUISITES Necromancer Initiate

You gain the Expert Spellcasting Feat (as described in the archetype section of the Pathfinder 2nd Edition Core Rulebook) but you can only learn and cast necromancy spells from the arcane tradition. This grants you a 4th-level spell slot.

At 14th level this grants you a 5th-level spell slot and at 16th level this grants you a 6th-level spell slot.

NECROTIC ASSAULT ☞ (FEAT 12)
[NECROKNIGHT]

PREREQUISITES necromancer's weapon (necroblade).

FREQUENCY once per turn.

REQUIREMENTS You make a Strike.

You cast *necroblade*. The spell occurs before the triggering Strike.

RECLAIM NECROSIS (FEAT 12)
[NECROKNIGHT]

If you have spent at least 2 Focus Points since the last time you Refocused, you recover 2 Focus Points when you Refocus instead of 1.

14TH LEVEL

AURA OF LETHARGY (FEAT 14)
[FOCUS] [NECROKNIGHT] [SHROUD]

PREREQUISITES weakness focus.

You sap the strength out of your foes, draining away their ability to fight. Enemies within 30 feet of you must make a Will save at the start of their turn, before they regain actions for the turn.

SUCCESS Target is unaffected this turn.

FAILURE Target is slowed 1 until the start of their next turn.

CRITICAL FAILURE Target is slowed 2 until the start of their next turn.

BLOOD DRINKER AURA (FEAT 14)
[FOCUS] [NECROKNIGHT] [SHROUD]

PREREQUISITES blood focus.

As enemies slowly bleed away, you pull at their blood to nourish your own vitality. At the end of your turn, you gain temporary Hit Points equal to the highest bleed damage of creatures within 30 feet. These temporary Hit Points stack with those granted by *necrosis shroud*, and are lost when *necrosis shroud* ends.

BREAKING BONES ☞ (FEAT 14)
[NECROKNIGHT]

PREREQUISITES necromancer's weapon (death shillelagh).

TRIGGER You critically succeed an attack with a bone under the effects of *death shillelagh*.

When you strike a telling blow with your magic bone-club, it can shatter bones. The creature struck must make a Fortitude save against your necroknight class DC.

CRITICAL SUCCESS The creature is unaffected.

SUCCESS The creature becomes clumsy 1 or enfeebled 1 (your choice) until the end of their next turn.

FAILURE The creature becomes clumsy 3 or enfeebled 3 (your choice) until the end of their next turn.

CRITICAL FAILURE The creature becomes clumsy 3 or enfeebled 3 (your choice) for 1 minute.

EXTENDED SHROUD (FEAT 14)
[NECROKNIGHT]

The duration of *necrosis shroud* becomes sustained, up to a number of minutes equal to your Intelligence modifier. Increase the number of Focus Points in your focus pool by 1.

SHOT TO THE HEART (FEAT 14)
[NECROKNIGHT]

PREREQUISITES necromancer's weapon (arrow of death).

Your mastery of dark magic makes your necromantic blast especially potent. When you cast the 2- or 3-action version of the *arrow of death* necrosis spell, add the spell's level to the damage dealt.

16TH LEVEL

AURA OF THE VOID (FEAT 16)
[FOCUS] [NECROKNIGHT] [SHROUD]

PREREQUISITES death knight focus.

You radiate an aura of dark magic that weakens the life force of your enemies. Creatures who end their turn adjacent to you must make a Fortitude save.

CRITICAL SUCCESS target takes no penalty.

SUCCESS target is enfeebled 1 until the start of their next turn.

FAILURE target is drained 1.

CRITICAL FAILURE target is drained 2.

THIRD HORSEMAN (FEAT 16)
[FOCUS] [NECROKNIGHT] [SHROUD]

PREREQUISITES plague focus.
A miasma of necrotic bile wafts about you, infecting those who dare to strike you. Adjacent creatures that hit you with a melee attack, along with creatures that hit you with unarmed attacks, must make a Fortitude save or gain a disease of your choice you currently have. The creature gains the disease at the same stage you currently have.

SUPPRESS REGENERATION ♦♦ (FEAT 16)
[FLOURISH] [NECROKNIGHT]

Make a Strike. If you hit, the creature must make a Fortitude save.
SUCCESS Target takes no additional effect
FAILURE Target loses the fast healing and regeneration traits, if it has them, until the start of your next turn.
CRITICAL FAILURE Target loses the fast healing and regeneration traits, if it has them, for 1 minute.

18TH LEVEL

ENDLESS NECROSIS (FEAT 18)
[NECROKNIGHT]

If you have spent at least 3 Focus Points since the last time you Refocused, you recover 3 Focus Points when you Refocus instead of 1.

GRAND LICH (FEAT 18)
[NECROKNIGHT]

PREREQUISITES Necromancer Cultist.
You gain the Master Spellcasting Feat (as described in the archetype section of the Pathfinder 2nd Edition Core Rulebook) but you can only learn and cast necromancy spells from the arcane tradition. This grants you a 7th-level spell slot. At 20th level, this grants you an 8th-level spell slot.

LORD OF THE DEAD ♦ (FEAT 18)
[METAMAGIC] [NECROKNIGHT]

PREREQUISITES Command Undead.
If your next action is to cast the *command undead* necrosis spell, you may target a number of creatures up to your casting modifier.

20TH LEVEL

REAPER'S STRIKE ♦♦ (FEAT 20)
[DEATH] [FLOURISH] [INCAPACITATION]
[NECROKNIGHT]

Make a Strike against a creature within your reach. If you hit, in addition to taking damage the creature must make a Fortitude save. It is then immune to your Reaper's Strike for 1 day.
CRITICAL SUCCESS Target takes no additional effect.
SUCCESS Target is doomed 1.
FAILURE Target is doomed 2.
CRITICAL FAILURE Target is killed.

UNENDING SHROUD (FEAT 20)
[NECROKNIGHT] [SHROUD]

PREREQUISITES Extended Shroud.
You become quickened. You may only use this extra action to Sustain *necrosis shroud*, cast a necrosis spell, or to provide one the actions needed to cast a necrosis spell.

NECROKNIGHT FEATS

If you need to look up a necroknight feat by name instead of by level, use this table.

Feat	Level	Necrotic Assault	12
Anathematic Energy	4	Phantasmic Weapons	6
Arcane Dabbler	2	Phantom Knight	10
Attack of Opportunity	6	Plague Carrier	8
Aura of Lethargy	14	Reaper Man	1
Aura of the Void	16	Reaper's Strike	20
Bleeding Blade	6	Reclaim Necrosis	12
Blood Drinker Aura	14	Resist Dark Magic	8
Blood Is Power	10	Salt The Wound	1
Bloody Bone	6	Scholar's Resistance	4
Breaking Bones	14	Seance	10
Boneshard Retort	6	Sense Vitae	8
Command Undead	6	Shot to the Heart	14
Dark Magick	8	Suppress Regeneration	16
Deadly Toxins	1	Sustaining Blood	1
Death Blast	6	Third Horseman	16
Death Rites	12	Undead Hunter	1
Diverse Focus	2	Unending Shroud	20
Encroaching Dread	10	Wearying Strike	4
Endless Necrosis	18	Wight Knight	6
Expanded Armory	8		
Expanded Grimoire	8		
Extended Shroud	14		
Funeral Veils	10		
Geist's Grip	1		
Grand Lich	18		
Grave Speech	2		
Haunted Shield	12		
Lord of the Dead	18		
Necroblade Adept	4		
Necromancer Cultist	12		
Necromancer Initiate	4		

NECROSIS SPELLS

ARROW OF DEATH (FOCUS 1)

[UNCOMMON] [NECROKNIGHT] [CANTRIP]
[NECROMANCY] [NEGATIVE]

CAST ♦ to ♦♦♦, verbal, somatic

RANGE 60 feet; TARGETS 1 creature

You create an arrow of raw negative energy, which flies from your hand to strike your foe. Make a spell attack roll against your target's AC. The number of actions used to cast the spell determines its damage and any additional effects.

♦ 1d4 negative damage, spell gains the cantrip trait.

♦♦ 2d4 negative damage.

♦♦♦ 2d4 negative damage, increase the spell's range by +50%.

HEIGHTENED (+1) The damage increases by +1d4, or by +2d4 for two- and three-action castings.

BONE SHIELD (FOCUS 1)

[UNCOMMON] [NECROKNIGHT]

CAST ♦ verbal, somatic

DURATION 1 minute

A shield made of bones, with an attached grim skull-faced boss, materializes in your hand. You must have a hand free to cast this spell. When you use the Raise a Shield action, the shield grants a +2 circumstance bonus to AC. When you use the Shield Block reaction, the bone shield has hardness 5, HP equal to three times the spell's level, and no BT. If the shield is destroyed, the spell ends.

HEIGHTENED (+2) The shield gains an additional 5 hardness.

HEIGHTENED (2ND) The shield's boss becomes a +1 weapon.

HEIGHTENED (4TH) The shield's boss becomes a +1 *striking* weapon.

HEIGHTENED (5TH) The shield's boss becomes a +2 *striking* weapon.

HEIGHTENED (6TH) The shield's boss becomes a +2 *greater striking* weapon.

HEIGHTENED (8TH) The shield's boss becomes a +3 *greater striking* weapon.

HEIGHTENED (9TH) The shield's boss becomes a +3 *major striking* weapon.

COMMAND UNDEAD (FOCUS 3)

[UNCOMMON] [NECROKNIGHT]
[NECROMANCY]

CAST ♦♦, verbal, somatic

RANGE 30 feet; TARGETS 1 mindless undead with a level no greater than the spell's level

SAVING THROW Will; DURATION sustained

With words of dark power, you command the undead to do your bidding. The target must make a Will save.

CRITICAL SUCCESS Target is unaffected.

SUCCESS Target is stunned 1 as it fights off your influence.

FAILURE Target gains the minion trait and follows your orders, but can attempt a new Will save each round to end the effect.

CRITICAL FAILURE As failure, but does not receive new Will saves.

When you sustain the spell, you may issue commands as part of the same action. If you or an ally take a hostile action against the target, or if you cast this spell on another target, the spell ends.

HEIGHTENED (6TH) You may target intelligent undead with this spell.

DEATH SHILLELAGH (FOCUS 1)

[UNCOMMON] [NECROKNIGHT]

CAST ♦, verbal, somatic

RANGE touch; TARGETS 1 held bone of 12 inches or longer

DURATION 1 minute

You reinforce and harden the target, turning it into a potent weapon. The target becomes a +1 *striking* club while you wield it. Additionally, when damaging a creature of the same type as the bone's source, the weapon's damage dice improves to a d10.

HEIGHTENED (6TH) The club becomes a +2 *greater striking* weapon.

HEIGHTENED (9TH) The club becomes a +3 *major striking* weapon.

NECROBLADE (FOCUS CANTRIP 1)

[UNCOMMON] [NECROKNIGHT] [CANTRIP]
[NECROMANCY] [NEGATIVE]

CAST ♦, somatic

DURATION until the end of your turn

You sheathe your weapon in deadly necromantic energies. The next time you attack with a weapon or unarmed strike before the end of your turn, you deal an additional +1d6 negative damage per weapon damage die. If the attack misses, the effect is wasted.

NECROSIS SHROUD (FOCUS 1)

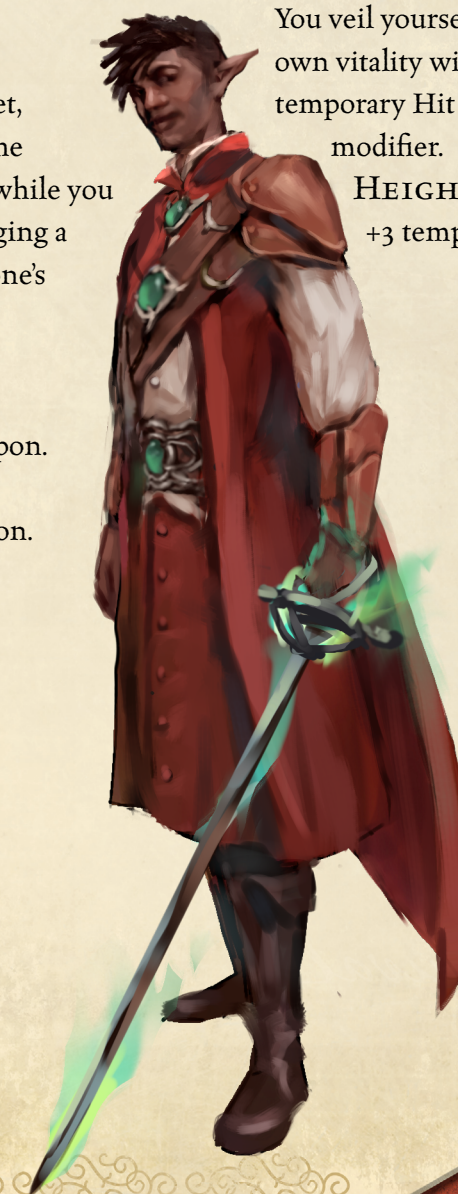
[UNCOMMON] [NECROKNIGHT]
[NECROMANCY]

CAST ♦ verbal, somatic

DURATION 1 minute

You veil yourself with necrotic vigor, bolstering your own vitality with the power of undeath. You gain temporary Hit Points equal to 3 + your Intelligence modifier.

HEIGHTENED (+1) You gain an additional +3 temporary Hit Points.



IS IT A CANTRIP OR NOT?

The *arrow of death* necrosis spell can be cast as either a focus cantrip or as a focus spell, depending on how many actions are used in the casting. If cast using a single action, it is cast as a cantrip and does not cost a Focus Point. If cast using 2 or 3 actions, it is cast as a focus spell, and costs 1 Focus Point to cast. You cannot cast *arrow of death* as a regular focus spell if you don't have at least 1 Focus Point, although you may still cast it as a focus cantrip.

MULTICLASS NECROKNIGHT



NECROKNIGHT DEDICATION (Feat 2)
[ARCHETYPE] [DEDICATION] [MULTICLASS]
PREREQUISITES Strength OR Dexterity 14,
Intelligence 14.

You become trained in Arcana. if you were already trained in Arcana, you instead become trained in a skill of your choice. You become trained in necroknight class DC. You become trained in simple weapons, martial weapons, and light armor.

Choose a necromantic focus as though you were a necroknight. You have that focus for the purpose of meeting prerequisites, but you don't gain any abilities granted by that focus.

SPECIAL You cannot select another dedication feat until you have gained two other feats from the necroknight archetype

NECROMANTIC NEOPHYTE (Feat 4)
[ARCHETYPE]
PREREQUISITES Necroknight Dedication.
You gain a 1st- or 2nd-level necroknight feat.

NECROSIS TRAINING (Feat 4)
[ARCHETYPE]
PREREQUISITES Necroknight Dedication.
You can use the *necrosis shroud* necrosis spell. Intelligence is your casting modifier. If you didn't already have one, you gain a focus pool with 1 Focus Point, which you refill by studying arcane necromancy texts. For more on necrosis spells, see the Necrosis Spells necroknight class feature.

VETERAN CULTIST (Feat 6)
[ARCHETYPE]
PREREQUISITES Necromantic Neophyte.
You gain one necroknight feat. For the purpose of meeting its prerequisites, your necroknight level is equal to half your character level.
SPECIAL You can select this feat more than once. Each time you select it, you gain another necroknight feat.

DARK ARMORY (Feat 6)
[ARCHETYPE]
PREREQUISITES Necroknight Dedication.
You gain a necromancer's weapon of your choice.

NECROTIC SHIELD (Feat 14)
[ARCHETYPE]
PREREQUISITES Necrosis Training
You gain the Necromantic Aegis reaction.

NECROKNIGHT

VITALS
STAMINA POINTS
6 + CON MODIFIER
HIT POINTS
6

PROFICIENCIES
ARMOR PROFICIENCY
LIGHT ARMOR AND HEAVY ARMOR
WEAPON PROFICIENCY
BASIC AND ADVANCED ME-
LEE WEAPONS, SMALL ARMS,
LONGARMS, AND GRENADES

KEY ABILITY SCORE
Intelligence is your key ability score, as it acts as a measure of your insight into the dark arts. While a necroknight may rely on their combat skills to survive, they are defined by their ability to wield necrotic power.

CLASS SKILLS
SKILL POINTS PER LEVEL: 4 + INT MOD

Athletics (Str)	Medicine (Int)
Culture (Int)	Mysticism (Wis)
Intimidate (Cha)	Perception (Wis)
Life Science (Int)	Profession (Cha, Int, or Wis)
	Stealth (Dex)

NECROMANTIC FOCUS [SU] [1ST LEVEL]
At 1st level, you select which aspect of necromancy you wish to pursue as your specialty. Each aspect, or “necromantic focus” as they are commonly called, has a distinct approach to combat using the dark arts, and provides a number of dark powers that you learn as you gain experience. Once you have chosen a necromantic focus, it cannot be changed.

A complete list of necromantic focuses can be found at the end of the class entry.

NECROMANTIC FOCUS POWER [SU] [1ST LEVEL]
At 1st level, and every 4 levels thereafter, you gain a focus power based on your necromantic focus.

NECROSIS [SU] [1ST LEVEL]
At 1st level, you learn the eldritch secrets of “necrosis” - the use of dark arts to renew your vital energies with the power of undeath.

As a move action, you may spend 1 RP to gain temporary hit points equal to your Intelligence modifier times your class level. These temporary hit points last 1 minute. Certain class features rely on you having these particular temporary hit points. You cannot gain additional temporary hit points via your necrosis class feature while you still have temporary hit points gained in this fashion.

DARK SECRET [SU] [2ND LEVEL]
As you delve deeper into eldritch necromancy, you learn special arts known as dark secrets. You learn your first dark secret at 2nd level, and you learn an additional dark secret every 2 levels thereafter. You cannot learn the same dark secret more than once unless it specifically says otherwise.

A complete list of dark secrets can be found at the end of the class entry.

Table 3-1: The Necroknight (Starfinder)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Necromantic focus, Necromantic focus power, necrosis
2nd	+2	+3	+0	+3	Dark secret
3rd	+3	+3	+1	+3	Necroburst 2d8, weapon specialization
4th	+4	+4	+1	+4	Dark secret
5th	+5	+4	+1	+4	Necromantic focus power
6th	+6	+5	+2	+5	Dark secret
7th	+7	+5	+2	+5	Necroburst 4d8
8th	+8	+6	+2	+6	Dark secret
9th	+9	+6	+3	+6	Necromantic focus power
10th	+10	+7	+3	+7	Dark secret
11th	+11	+7	+3	+7	Necroburst 6d8
12th	+12	+8	+4	+8	Dark secret
13th	+13	+8	+4	+8	Necroknight's onslaught, necromantic focus power
14th	+14	+9	+4	+9	Dark secret
15th	+15	+9	+5	+9	Necroburst 8d8
16th	+16	+10	+5	+10	Dark secret
17th	+17	+10	+5	+10	Necromantic focus power
18th	+18	+11	+6	+11	Dark secret
19th	+19	+11	+6	+11	Necroburst 10d8
20th	+20	+12	+6	+12	Beyond death, dark secret

**WEAPON SPECIALIZATION
(EX) [3RD LEVEL]**

You gain Weapon Specialization as a bonus feat for each weapon type this class grants you proficiency with.

**NECROBURST (SU)
[3RD LEVEL]**

You can channel deadly necromantic energies to strike down your enemies. You can spend 1 Resolve Point to channel this energy. You may target either a single

touched enemy or all enemies within 30 feet of you; if you target a single enemy this is a standard action that targets the creature's EAC, and if you target all enemies this is a full action that allows for a Will save to half the damage (DC 10 + 1/2 necroknight level + your Intelligence modifier).

At 3rd level this deals 2d8 negative energy damage. This damage improves by an additional +2d8 damage at 7th level, and every 4 levels after that.

**NECROKNIGHT'S ONSLAUGHT
(EX) [13TH LEVEL]**

When you make a full attack, you can make up to 3 attacks instead of 2. You take a -6 penalty on these attacks instead of -4.

BEYOND DEATH (SU) [20TH LEVEL]

If you are reduced to 0 or fewer hit points, as a reaction you may spend 1 RP to activate your necrosis ability. If these temporary hit points raise you above 0 hit points, you do not fall unconscious and begin dying. You cannot use this class feature more than once per round.

**NECROMANTIC
FOCUSES**

The following necromantic focuses represent the most commonly recognized "schools" of necromancy. Each necromantic focus lists the necromantic focus powers you gain as you gain levels. If a necromantic focus power allows for a save, the save is 10 + 1/2 your necroknight level + your Intelligence modifier.

DREAD

The school of dread sees a foe frightened away as a foe defeated. While they can't always reasonably back up their bravado, dread focus necroknight's aim to set themselves up as the most terrifying thing on the battlefield.

I Know Your Fear (Ex) [1st Level]: You gain Veiled Threat as a bonus feat, even if you don't meet the prerequisites. Additionally, you may use your Intelligence modifier in place of your Charisma when making Intimidate checks.

Dreadful Visage (Ex) [5th Level]: You gain a bonus on saves against fear effects equal to 1/4 your necroknight level. In addition, whenever you successfully save against a mind-affecting or fear effect, you may attempt to demoralize the source with an Intimidate check as a reaction.

Fear Itself (Ex) [9th Level]: When you make an Intimidate check to demoralize a creature as a standard action, you may instead target any number of creatures within 30 feet.

Roll a single Intimidate check and compare it to the DC of each creature.

Aura of Encroaching Dread (Su) [13th Level]: While you have temporary hit points granted by your necrosis class feature, you gain an aura of dread that all who



behold you feel deep in their soul. Creatures within 30 feet of you must make a Will save each turn or have their fear level increase by 1 step (none > shaken > frightened > panicked). A creature that makes their save negates the effect for the round, but must make a new save next round. This is a mind-affecting fear effect.

Irrational Fears (Su) [17th Level]: You may target and affect mindless creatures and creatures with no Intelligence score with fear effects.

GRAVE WARDEN

Following the theory that knowing is half the battle, grave warden necroknights use their understanding of the dark arts to confront those who would abuse necromancy for personal gain or to threaten the public.

Studied Defense (Ex) [1st Level]: You gain a bonus to save against necromancy spells and spell-like abilities as though you had the resistance training dark secret. If you gain the resistance training dark secret, the bonus also applies to saves against the spells and spell-like abilities of demons and devils.

Witchhammer (Su) [5th Level]: As a move action, you can grant a weapon one of the following weapon fusions; *disruptive*, *holy*, or *ghost killer*. The chosen weapon fusion lasts for 1 minute, or until you target another weapon with this ability, and doesn't count against the weapon's normal fusion limit.

Smite The Wicked (Su) [9th Level]: You gain a +2 bonus on attack rolls against demons, devils, and creatures that have cast a necromancy spell or spell-like ability within the last 3 rounds.

Aura of Sanctity (Su) [13th Level]: While you have temporary hit points granted by your necrosis class feature, you emit a protective ward aligned against the

dark arts. Allies within 30 feet of you gain Spell Resistance against necromancy spells, necromancy spell-like abilities, and spells cast by demons and devils. The Spell Resistance is equal to 11 + your necroknights level.

Deathless (Su) [17th Level]: You are immune to death effects and negative levels. If an ally within 30 feet fails a saving throw against a death effect or effect that inflicts negative levels, you may spend 1 RP as a reaction to grant them a new save.

LIFEBLOOD

Lifeblood necroknights seek victory in outlasting their foes, combining attrition with personal revitalization. They leech of the lifeforce out of their enemies and use it to bolster their own essence.

Sustaining Blood (Ex) [1st Level]: You gain Diehard as a bonus feat. Additionally, the first turn you are below 0 hp you don't lose additional hp for performing standard actions.

Bloodletter (Su) [5th Level]: Weapons you wield gain bleed (1d6 per 3 necroknights levels) as a critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the bleed effect.

Blood Drinker (Su) [9th Level]: If you start your turn adjacent to a creature with the bleeding condition, you regain Stamina equal to 1/2 their bleed damage (minimum 1, round up). You don't trigger this ability if you have the bleeding condition.

Aura Of The Vampire (Su) [13th Level]: While you have temporary hit points granted by your necrosis class feature, you have fast healing equal to the highest bleed damage within 30 feet of you.

Blood Is Power (Su) [17th Level]: You become immune to bleed damage. Additionally, once per day as a move action you may spend 1 RP to regain all lost Stamina as though you had taken 10 minutes to rest. Regaining Stamina in this fashion does not trigger other effects that renew after taking 10 minutes to rest and regain Stamina.

LORD OF THE DEAD

Seeking to emulate legendary lich-kings of old, these necroknights command undead soldiers to carry out their bidding. Considered one of the darkest possible paths, lords of the dead risk losing their humanity if they aren't careful.

Deathtouched (Ex) [1st Level]: You gain negative energy resistance 5. This improves to resistance 10 at 9th level, and resistance 20 at 17th level.

Command The Dead (Sp) [5th Level]: You may spend 1 RP to cast *command undead* as a spell-like ability.

ARISE! (Sp) [9th Level]: You may spend 1 RP to cast *animate dead* as a spell-like ability, targeting a single corpse. Use your necroknights level as your caster level. You may do this a number of times per day equal to your Intelligence modifier.

Master's Aura (Sux) [13th Level]: While you have temporary hit points granted by your necrosis class feature, undead creatures that start their turn within 30 feet of you are targeted by a *control undead* effect that lasts 1 round. The undead gets a Will save to negate the effect. An undead creature that makes their save negates the effect for the round, but must make a new save next round.

Zombie Lord (Ex) [17th Level]: You gain the undead immunities trait, and count as an undead creature rather than your normal creature type. You retain your Constitution score. This means that unless the ability specifies it works against undead, you become immune to bleed, death effects, disease, mind-affecting effects, paralysis, poison, sleep, stunning, ability damage, ability drain, energy drain, exhaustion, fatigue, negative levels, nonlethal damage, and any effect that requires a Fortitude save (unless the effect works on objects or is harmless).

PHANTOM

Following the maxim that you can't defeat what you can't touch, phantom focus necroknights tear the veil between life and death for personal gain. They incorporate their own physical bodies into ghastly ectoplasmic forms as a means to gain the upper hand in battle.

Phantom Blade (Su) [1st Level]: As part of making an attack, you can spend 1 RP to target a creature's EAC, regardless of the damage type of the weapon you are wielding.

Ghost Killer (Su) [5th Level]: Weapons you wield gain the *ghost killer* weapon fusion. This doesn't count against a weapon's normal fusion limit.

Spectral Soldier (Su) [9th Level]: While you have temporary hit points granted by your necrosis class feature you become incorporeal, as defined in Chapter 8 in the Starfinder Core Rulebook. However, you still create noise as though you were a physical being and take full damage from energy and magical kinetic attacks.

Ghost Step (Su) [13th Level]: As a move action that costs 1 RP, you may pass through up to 3 feet of dirt, 1 foot of stone, or an inch of common metal (but not starmetal). You may perform this as part of normal movement. If the substance would be too thick to pass through you become aware that you can't make the

journey and do not lose any RP, but are not made aware of the depth of the material.

Phantom Knight (Su) [17th Level]: While you have temporary hit points granted by your necrosis class feature you become fully incorporeal (without the restrictions from the spectral soldier focus power), as defined in Chapter 8 in the Starfinder Core Rulebook. This ability replaces your spectral soldier focus power.

PLAGUE

Seeking to rot their foes under a deluge of bile and sickness, plague focus necroknights use toxins, poisons, and natural illnesses to overpower their foes. By conditioning their bodies against illness, they are able to turn themselves into powerful incubators of disease.

Deadly Toxins (Ex) [1st Level]: You can reload injection weapons as a swift action, and coat a slashing or piercing melee weapon with poison as a move action instead of a standard action.

Typhoid Mary (Su) [5th Level]: Weapons you wield gain Sickened as a critical hit effect. Creatures that you critically hit must make a Fortitude save or be sickened for 1 round. If the weapon already has a critical hit effect, when you score a critical hit you can apply either the weapon's normal critical hit effect or the sickened effect.

Plague Carrier (Su) [9th Level]: You suffer no penalties, ability damage, conditions, or other negative effects from diseases. You never advance to the comatose or dead stage of a disease track. You still count as having the disease, and are considered contagious.

Pandemic (Su) [13th Level]: As a standard action, you may target a creature within 30 feet of you and cause all conditions on that creature to spread to enemies within 15 feet of the target, with identical durations (i.e. if the target is blind for 2 more rounds, all creatures within 10 feet are now blind for 2 rounds). Creatures

can make a Fortitude save to resist this effect. A given creature can only be targeted once per day with this ability (regardless of if they succeed or fail the save).

Third Horseman (Ex) [17th Level]: Whenever you are struck by a natural or non-reach melee weapon, you may force the target to save against a single disease you have. If the target fails the save, they immediately gain the disease at the same stage you have.

WEAKNESS

An opponent too weakened to fight back is one that is easily dispatched. Weakness focus necroknights look to whittle away at the defense of their foes, breaking them down until they can do nothing to defend themselves.

Wearying Grasp (Sp) [1st Level]: You may cast *fatigue* at will as a spell-like ability.

Cursed Iron (Su) [5th Level]: Weapons you wield gain the stun weapon property and stunned as a critical hit effect. If the weapon already has a critical hit effect, when you score a critical hit, you can apply either the weapon's normal critical hit effect or the stunned effect.

Dark Pupil (Sp) [9th Level]: You may cast *inflict pain* as a spell-like ability once per day for every 4 levels of necroknights you possess.

Aura Of Lethargy (Su) [13th Level]: While you have temporary hit points granted by your necrosis class feature, you exude a weakening mist. Enemies within 30 feet of you must make a Fortitude save or become exhausted while they remain in the area. Creatures that successfully save against your aura of lethargy are immune to its effects for 24 hours.

Second Horseman (Sp) [17th Level]: You can spend 1 RP to cast *bestow curse* as a spell-like ability.

DARK SECRETS

If a dark secret allows a saving throw to resist its effects, the DC is equal to 10 + half your necroknights level + your Intelligence modifier. If it requires an enemy to attempt a skill check, the DC is equal to 10 + 1-1/2 × your necroknights level + your Intelligence modifier.

Anathematic Energy: Whenever you would deal negative energy damage, you may spend 1 RP as part of the action to deal a special form of positive energy damage instead. This special positive energy cannot heal creatures, and only serves to damage creatures harmed by positive energy (such as undead creatures).

Arcane Student (Sp): You can cast the following spells at will as spell-like abilities: *detect affliction*, *detect magic*, *grave words*, and *stabilize*.

Cursemark: When using necrobust, instead of dealing damage you may instead choose to curse your target(s) with a -2 penalty to AC and all d20 rolls for 1 round per d8 normally rolled. A Will save negates the effect. This is a curse effect.

Curse Ward: Your insight bonus from resistance training also applies to saves against curse effects. You must have the resistance training dark secret to learn this dark secret.

Dark Doctor: Necromancy texts have a surprising number of detailed diagrams of living bodies and how they function; you have translated this into viable beneficial practices. You gain a +1/4 necroknights level bonus to Life Science and Medicine checks.

Dark Energy: You may convert any type of energy-based damage type (acid/cold/electricity/fire/sonic) of a weapon you wield into negative energy damage. You may choose to do this on a case-by-case basis.

Deathly Aegis: While you have temporary hit points granted by your necrosis class feature, you gain the benefits of a *death ward* spell. You must have the resistance training dark secret to learn this dark secret.

False Demise: As a move action, or a reaction that costs 1 RP, you may fall prone and enter a semi-comatose state that resembles death. While you maintain this state all non-magical attempts to ascertain if you are alive or dead fail. You may end this effect as a swift action.

Fear The Reaper: While you have temporary hit points granted by your necrosis class feature, you may make a single Intimidate check to demoralize a single creature within 30 feet each turn as a swift action.

Fourth Horseman: While you have temporary hit points granted by your necrosis class feature, enemies that end their turn adjacent or pass adjacent to you must make a Will save or take 1d6 negative energy damage per 4 necroknights levels. A creature can only be affected by this ability once per round, even if it moves adjacent to you more than once in the same turn. You must be at least 4th level to learn this dark secret.

Improved Lifesense: While you have temporary hit points granted by your necrosis class feature, you gain blindsight (life) with a range of 60 feet. You must have the lifesense dark secret to learn this dark secret.

Improved Necrobust: Your necrobust ability gains the following targeting options, with the associated action type given in parentheses: a single creature within 30 feet (standard action), all creatures within a 45-foot cone (full action), all creatures within a 60-foot line (full action). You must have the necrobust class feature to learn this dark secret.

Lifesense: You gain blindsense (life) with a range of 30 feet.

Mortician (Ex): You may use your Intelligence modifier in place of your Wisdom modifier when making Mysticism checks. Additionally, you automatically identify undead creatures if the DC to identify them is 15 or less.

Necroblade: While you have temporary hit points granted by your necrosis class feature, you may have any weapon you wield deal negative energy damage, regardless of the base weapon's damage type. You still target EAC or KAC based on the weapon's original damage type. You must have the dark energy dark secret to learn this dark secret.

Necrograft Expert (Ex): You gain an additional augment slot that can only be taken up by a necrograft (Starfinder Armory), regardless of what slot the augment usually takes up.

Necrosis Well: You gain 3 additional Resolve that can only be spent on your necrosis and necroburst class features.

Resistance Training: You gain an insight bonus on saves against necromancy spells and spell-like abilities equal to 1/4 your necroknight level (minimum +1).

Seance (Sp): You can cast *retrocognition* once per day as a spell-like ability, but only to determine the events leading up to the death of a touched corpse. You must be at least 12th level to learn this dark secret.

Sense The Dead: You can detect undead creatures within 30 feet of you; you are generally aware of the absence or presence of undead creatures, but you can't tell their exact location or numbers unless you concentrate. As a move action, you may focus your attention to a 15-foot cone. Doing so allows you to determine the relative distance and number of undead within that area.

**ALTERED OR REPLACED
NECROKNIGHT
CLASS FEATURES**

For any level at which an archetype provides an alternate class feature, a necroknight who takes the archetype alters or replaces the listed class features.

Multilevel [2nd, 4th, 6th, 12th, and 18th Levels]: You don't gain a dark secret.

9th Level: You gain your 9th level necromantic focus power at 10th level, instead of 9th level, and you don't gain your 10th level dark secret.

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