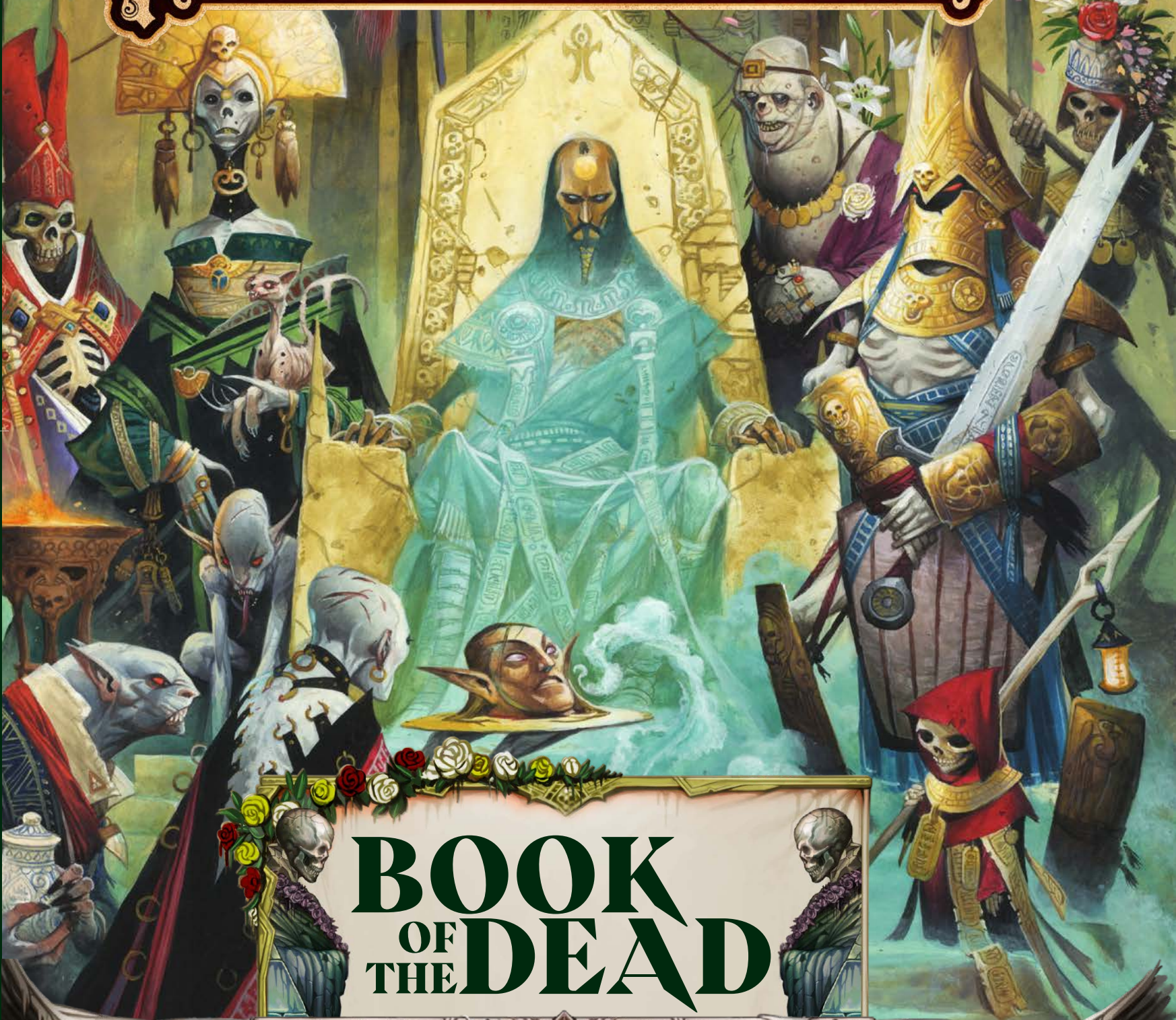


SECOND EDITION

# PATHFINDER®



## BOOK OF THE DEAD

JASON BULMAHN AND JESSICA CATALAN



# PATHFINDER®

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## BOOK OF THE DEAD

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This book refers to several other Pathfinder products; however, these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at [paizo.com/prd](http://paizo.com/prd).

<b>APG</b>	<i>Advanced Player's Guide</i>	<b>G&amp;G</b>	<i>Guns &amp; Gears</i>
<b>B1</b>	<i>Bestiary</i>	<b>LOGM</b>	<i>Lost Omens Gods &amp; Magic</i>
<b>B2</b>	<i>Bestiary 2</i>	<b>LOWG</b>	<i>Lost Omens World Guide</i>
<b>B3</b>	<i>Bestiary 3</i>	<b>SoM</b>	<i>Secrets of Magic</i>





## A New Acquisition

I'm pleased to share the news that we have finally obtained a reproduction of Geb's prized tome on the undead, smuggled out of the nation of Geb at great personal cost. In this crate you will find a series of scrolls, some quite old and others with the ink barely dry. Though it's long been suspected Geb used an existing document as the source for his chronicling on the undead, it's quite clear he's put his own stamp on it. We received significantly more than the 20 scrolls we originally anticipated, some of which are quite recent. Separating out the ancient writings from those of Geb would be an involved process, but will be essential for sifting out a complete historical record.

I will soon produce a full report on the timeline of Geb for your reference. For now, know that Geb founded the nation named after himself in -929 AR. He was still alive at the time, though already a masterful and innovative necromancer. It appears likely he began this book (or at least his revisions) after the founding. His knowledge of necromancy was certainly growing at the time. The true form of the nation, with its large population of undead, didn't take shape until his war with Nex and subsequent mass transformation of battle casualties into undead. After Nex retreated to his refuge, Geb's death at his own hand came in 632 AR. (Why he would take such action with his hated rival absent mystifies me.) His resurrection as a ghost came soon after, the precise date unknown. Since his transformation, Geb has stepped into the public eye only on occasion, most famously for his grotesque transformation of Arazni. After her flight in 4719, Geb roused into his current state, involving himself once more in running his nation.

Geb's return bodes ill for all scholars in Nex. As far as I'm concerned, it's best that we continue to study history rather than become an active part of it. Our work will be worthless if Geb sets every archive aflame.



# PREFACE

*You hold in your hands the Aleh Almaktoum, a product of my thought, experience, and insight into the mechanics of undeath. In the earliest chapters, the focus on safeguarding life and the soul against undead draws from traditions of antiquity. Essential for basic understanding. My passion lies in what comes beyond, and I advance from this stale doctrine to see what great new works the animation and cultivation of undeath can bring.*

The knowledge within this text is hard-won, the fruits of my research into necromancy. I have put it into writing out of a spirit of generosity, to increase the understanding of other necromancers. (I have excised some specific rituals and techniques I have developed for use in my nation, as they remain too dangerous for lesser wizards.) The nation of Geb will always have use for talented necromancers. If shunned or hounded by the prejudiced authorities of their homelands, necromancers with sufficient skill will always find a haven within my realm. The dead, too, can find renewed purpose, their inert flesh and bone put to use instead of discarded. Let my words and works guide your path to mastery.

Plumbing the remaining mysteries of life and undeath remains a monumental task. As I write this, the book has sufficient shape to be instructive, and today I set my risen scribes to producing copies for learned allies, their lifeless hands tirelessly scratching reed against scroll at utmost speed. At this time, I do not consider the work complete, and perfecting my knowledge on undead will take time. It could be another 200 years before the *Aleh Almaktoum* settles into a complete work.

Geb, King of the Great Nation of Geb  
Neth 5, 484 AR



## ON PAST WRITINGS

**Addendum from His Majesty Geb**  
Calistril 17, 4722 AR

Be aware upon reading this document that many of its passages were written long ago, though with many revisions since. I have been disabused of many false notions in the time since. I will summarize.

**Prayers for the Living** (–905 AR) Read these passages as you would the writings of any youth. Still swollen with life, bold in ignorance, I claimed wisdom beyond my capacity. My death changed many things. Though the basics on the workings of the undead remain true, I lacked perspective. Undead, in the opinion of my young self, were still a danger to be approached with caution. This is an opinion I have grown beyond, as should the reader.

**Hymns for the Dead** (1125 AR) At the time of these writings, I had existed in my superior, ghostly form for centuries. After my experience with undeath became personal, I focused too much on the core workings of that state of being. A more comprehensive view, understanding the intricate intersections of undeath with politics and the living, came later.

**The Grim Crypt** (updated 4722 AR) These chronicles span centuries, as my subordinates and I discovered and cataloged new varieties of undead. Much of this text is older, to be sure, but new research calls for frequent updates. The information presented here is accurate!

**Lands of the Dead** (4722 AR) This survey of nations and other locations is modern and up to date. It is essential for those with a mind for statecraft to keep current on these topics.

## BOOK OF THE DEAD IN YOUR GAME

You can incorporate *Book of the Dead* into a campaign to give it a strong undead theme, using the options from Chapter 1 for a group that wants to slay undead or those from Chapter 2 to play undead, get undead animal companions, or otherwise access the tools of undeath for players. Many of these options aren't suitable for all games, making them uncommon or rare, accordingly.

The creatures in Chapter 3 can be adversaries in all kinds of games. Many of them have additional options for expansion or adjustments to make them more versatile, and you'll also find undead adjustments to quickly make zombie ogres, vampiric monkeys, ghost hobgoblins, or any other kinds of undead creatures you might need for your game!

The sections of world lore in this book can be interesting whether you're a player, Game Master, or reader. Chapter 4 contains the highest concentration, but there's some in other chapters, including details from Geb's notes on some iconic undead creatures in Chapter 3.

## THE MARCH OF THE DEAD

The final chapter of this book is a short adventure titled "March of the Dead." This grim adventure takes place in a small town where an undead uprising presents a real threat. Face the zombie horde, if you dare!

PREFACE

PRAYERS FOR  
THE LIVING

HYMNS FOR  
THE DEAD

THE GRIM  
CRYPT

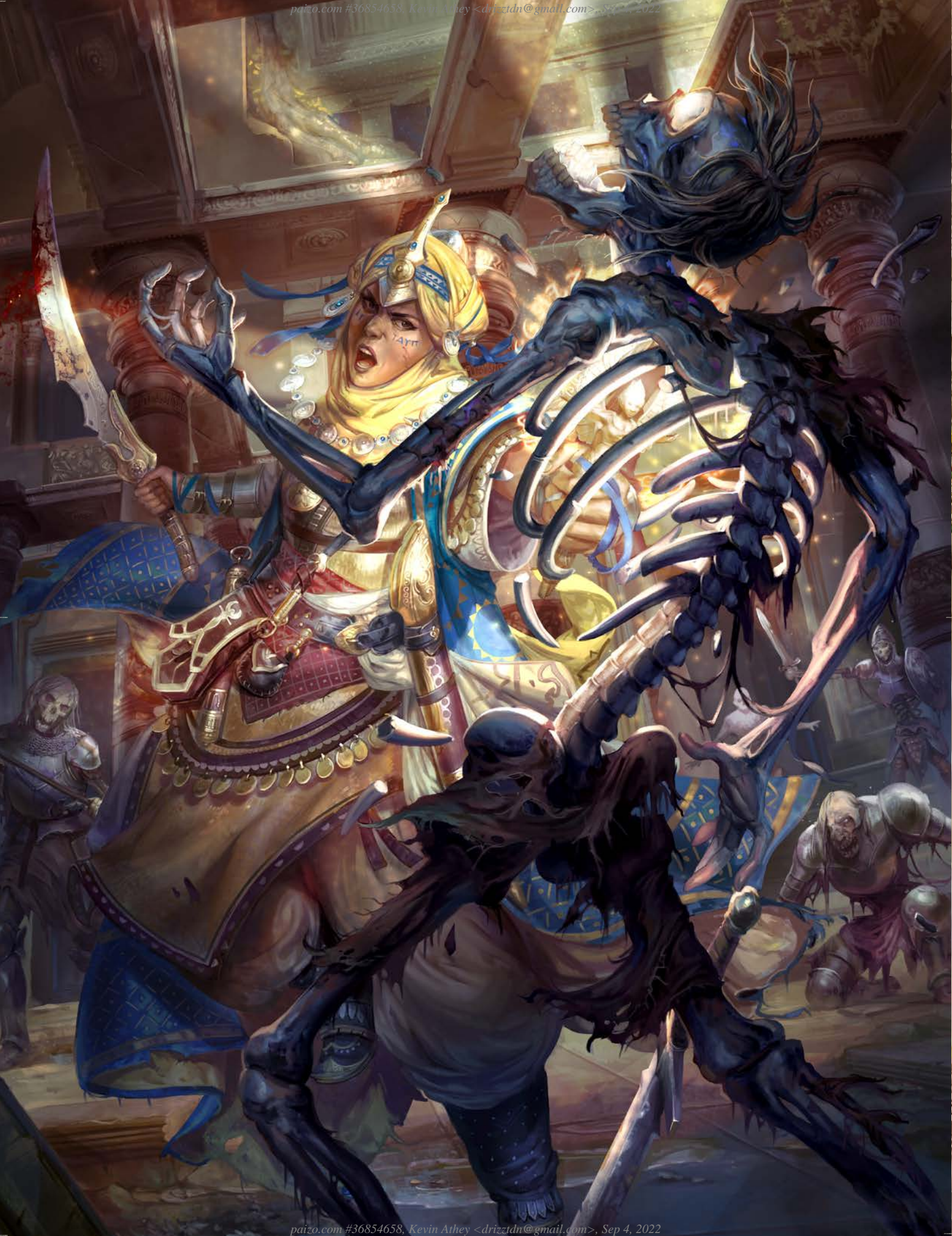
LANDS OF  
THE DEAD

MARCH OF  
THE DEAD

APPENDIX

GLOSSARY  
AND INDEX







# CHAPTER 1: PRAYERS FOR THE LIVING

*The dead rise and the living fight to put them back down. To battle undead means to stare death in the face, most literally. If not carefully created and managed, the dead can overwhelm the living. Their spread must be controlled, judiciously. This is why tools to combat and re-inter them will always remain necessary.*

## PREFACE

### PRAYERS FOR THE LIVING

Introduction

The Mysteries  
of Unlife

Hunters of  
the Dead

Backgrounds

Slayer's Catalog

Exorcist  
(Archetype)

Hallowed  
Necromancer  
(Archetype)

Soul Warden  
(Archetype)

Undead Slayer  
(Archetype)

### HYMNS FOR THE DEAD

### THE GRIM CRYPT

### LANDS OF THE DEAD

### MARCH OF THE DEAD

### APPENDIX

### GLOSSARY AND INDEX

In my practice of necromancy, I have had ample opportunity to study unlife in all its fascinating manifestations. The undead possess many different drives, physical forms, and magical abilities. Their mindset is far more complex than most common folk realize. They see the ravenous ghoul, trudging zombie, and sinister vampire, and believe these creatures are capable only of murder. But more is possible! Some can scheme, others are capable of labor if instructed.

This lack of nuance in the common understanding of the undead results in methods that are too simple to fully control undead threats. The number of tools suited to a blanket approach are small—tinctures of water with appropriate blessings harm the undead, and certain spells can damage or control them. But there are exceptions even to these if one looks hard enough. And battle tactics that might best skeletons or zombies mean nothing when facing wights or vampires. By relying only on simple solutions, you will fall before a more powerful and cunning undead foe.

The reach of the great discipline called necromancy stretches across the planes and beyond the veil of death. This makes it all the more important to maintain one's protections and exercise necromantic arts carefully. Careless necromancers have risen as flawed creatures, neither undead nor alive, been devoured by their own hordes, or met their demise in all manner of other situations. Neophyte necromancers understand just enough to make such mistakes. The wise survive. Preparation and foreknowledge easily prevent a horrid or fatal accident. I repeat a simple axiom that even the most impetuous initiate can practice: create nothing you are incapable of destroying.

## FINDING BALANCE

There is a push and pull between life and unlife, as the living cannot ensure their dead stay at rest, and the undead rely upon the living to increase their numbers. These two forces seem to countervail one another but may in fact be complementary. A necromancer with true faculty must understand both. Such a gulf separates the needs of the two states of being, yet I still wonder: what is possible if they were to reconcile? If one could find an ideal balance... could a thriving society include both the living and the undead?

## INITIAL STUDY

Controlling undead requires understanding them. I highly recommend my text *The Mysteries of Unlife*, which is already regarded as a seminal work on the subject despite being so recent a creation. Information on all essential topics, from undead biology to their language, can be found there.

These broader concepts remain crucial to understanding all the branches of the undead family. Individual capabilities come in such variety that compiling an encyclopedic catalog is a great feat. In the future I will compile these more specific details. Accounts of individual undead grow by the day. This could make the task unending, unless the roles and functions of undead can be perfected.

## CHARACTER OPTIONS

This chapter includes options for playing characters who work with undead or are undead themselves.

**Backgrounds (page 16):** Reflect your past with undead in your choice of background.

**Slayer's Catalog (page 18):** Gear up with items built for combating and destroying undead.

**Exorcist (page 22):** Take this archetype so you can capture wandering spirits, ghosts, haunts, and more in a magical mirror to help them pass on to the afterlife.

**Hallowed Necromancer (page 24):** Use the powers of necromancy for battling undead with this archetype.

**Soul Warden (page 26):** Followers of Pharasma or psychopomps choose this archetype to attain similar powers.

**Undead Slayer (page 28):** Become an unstoppable hunter of the undead with this archetype.

## PHILOSOPHY AND GUIDANCE

Other sections of this chapter detail the undead's role in the world.

**The Mysteries of Unlife (page 8):** Geb explains major concepts behind the undead and how they work.

**Tools and Symbols of the Dead (page 13):** Learn some common tools of the trade for fighting undead.

**Hunters of the Dead (page 14):** Capture wandering spirits, ghosts, haunts, and more in a magical mirror to help them pass on to the afterlife.

**Folk Remedies (page 21):** Find out about the ordinary things commoners use to ward against undead—and which ones are actually effective!





## THE MYSTERIES OF UNLIFE

Long have I pondered the mysteries of undeath. What causes some creatures, and not others, to rise into unlife? What malevolence corrupts their souls, warping great scholars and mindless drudges alike into twisted, hate-filled things? What dread whispers fill their thoughts with words the living can but dimly perceive, and what secrets do those whispers tell?

Here have I recorded some of my findings, so those who wish for the benefit of my wisdom may continue to carry the torch of learning into this most shadowy realm of study.

## THE NATURE OF THE UNNATURAL

All that is undead was once alive.

There is an elegant simplicity to this truth. Philosophers have debated the definition of “life” for ages without result. More rigorous study offers a cleaner answer to this question: life is that which can serve as host for undeath. It is the fuel to Urgathoa’s spectral flame, no more and no less.

That undeath requires such fuel, however, is beyond question. Unlife exists where negative energy takes hold of a creature, or some part of a creature, that once was

alive but is no longer so. The mechanisms and results of this transformation vary, but the fundamental equation is irreducible. Undeath requires both a seed of negative magic and a soil bed of extinguished life in which that seed can take root.

Many are the winds of fate that can bear such a seed of negative magic to its host, and the means by which the magic is delivered often determines the undead’s nature.

Self-created undead, such as liches, master vampires, and some mummies, deliberately invite negative energy and necromantic magic into their own bodies, seeking to channel its transformative might into personal power. Vircyros of Leshan and her students call these the “consummate undead.” Consummate undead tend to be among the most powerful undead as well as the most free-willed, able to retain portions of their old personalities. I have theorized that the reason for this distinction is that the mind, body, and soul have accepted the negative energy, and so the assimilation is both more seamless and more complete. For other undead, the various essences struggle against the negative energy, and so it must rewrite them in order to fit, like a foot stretching out a well-worn shoe to the perfect shape.



Those Vircyros has dubbed the “hungry undead,” whose perverse deeds or grisly deaths inadvertently transformed their souls into hosts for negative energy, find themselves barred from peaceful afterlives and consigned to perpetual ravening as ghouls or mohrgs. All undead have some sort of hunger or need, tied to the negative energy within them. But hungry undead are often more defined by those needs, as the negative energy uses their death or deeds to reshape them in a new image, leaving a deeper well of hunger lingering closer to the surface. So while a master vampire, a consummate undead, might be able to appear quite civilized on the surface even when the blood thirst begins to set in, a ravenous ghoul is quickly overcome with raw bestial hunger, losing much of their former reason.

Then there are those undead defined by their lack of body or mind: ghosts and specters, on one side of the scale, and mindless lackeys, such as skeletons and zombies, on the other. In these, one sees the duality of mortal existence made extreme. Those whose spirits were strong in life—or whose deaths were exceptional enough to overwhelm all else—find that only fragments of their souls are preserved and intertwined by the negative energy of undeath, while their entire bodies rot to dust.

From this rough taxonomy, one can infer that it is the *soul* of a living creature that interacts most strongly with negative energy, in the same way the soul

of a living creature might interact with positive energy. Where the soul is strong, the undead that arises is powerful. Where the soul is enslaved by weaknesses, a ghast or similar creature arises. And where nothing remains but a faint echo of forgotten life trapped in dusty bones, all that remains is a rattling skeleton.

### BIOLOGY WITHOUT BREATH

The myriad ways in which negative energy can possess a once-living creature, and the variety of undead that arise as a result, make it difficult to generalize the biology of unlife. The physiology of a vampire is entirely different from that of a banshee, which has no body parts to dissect, even with the aid of silvered pins and a ghost-touch scalpel. I have spent considerable resources on the question and am certain of this.

Yet there are, still, some commonalities to be discerned. All undead can be harmed by holy water, which appears to attack the tethers of negative energy holding their existence together. None are susceptible to the frailties of mortal life; in normal circumstances, they cannot be poisoned or diseased by ordinary means, although I have heard tales of supernatural blights that afflict them. My attempts to secure samples for experimentation, however, have as of yet come to naught. A pity. There is much to be learned there.





The topic of sleep is a more nuanced question for undead. Undead do not feel fatigue and do not “sleep” as mortals do, but several have dormancy cycles tied to sunlight hours. The undead is inactive, or in the case of certain ghosts and haunts perhaps even nonexistent, from dawn until dusk. Does the mere presence of the sun in the sky, even if it does not directly touch the undead, weaken the negative energy sustaining the creature on this plane?

Hunger, too, is... complicated. After extensive experimentation, I have not seen a single undead perish from starvation. Driving them beyond desperation by depriving them of sustenance is child’s play, and in some cases the creatures are perceptibly weakened by lack of nourishment, but the act of feeding appears to serve a psychospiritual need, rather than a physiological one, tied as it is to the creature’s instincts, which are normally fed by its life force.

Curious, most curious. But not surprising. Much of undeath is a bitter mockery of true life; why should their appetites be any different? That they should still be bound to monstrous hungers, further isolating them from the living and rendering them yet more abhorrent, is only logical. Such are the workings of negative energy, the magic of ultimate destruction, when applied to the process of creation.

The surest thing one can say about the “biology” of undeath is that it exists as a perverse mirror of true life’s necessities. Though its logics are those of nightmares, they do exist, and they run along near-rational paths, near enough for study and experimentation. Inquiring minds may find much of interest here, and indeed, numerous studies across the ages have taught us ever more on this topic, many of the best of which I have performed myself.

### REST AND REVERENCE

A recurring point of puzzlement in my research has been why, if mortal societies understand the risk that undead can pose to them, so many of them still *refuse* to destroy their dead.

Some, to be sure, seem cognizant of the threat that lingering corpses present to their still-living population. Cremation is common among the people of Tian Xia. In the high north of the Dragon Empires, where combustibles are scarce, the dead are laid out on mountaintops for aerial scavengers to consume. Meanwhile, in Avistan, certain woodland cultures are known to sheathe their dead in rough tunics of tree bark impregnated with the spores of fast-growing fungus, which swiftly break apart the corpses buried in their embrace.

These commendably sensible societies, however, are the exception rather than the rule. Most civilizations seem to regard the destruction of their dead as disrespectful to their ancestors—as if leaving them vulnerable to reanimation shows greater reverence!—and prefer to

adopt elaborate funerary rites in hopes of keeping their dead both intact and inactive.

The most famous example is, of course, Osirion, where an entire priestly caste is devoted to preserving the remains of their rulers in magnificent pyramid tombs. The scope and intensity of their folly is impressive, even if the results are not. All they have achieved in centuries of such efforts is the creation of unique undead—and this only by accident. Truly, my homeland is foolish on this front.

Yet Osirion is not alone in the pursuit of such folly. Other cultures have also tried to sanctify their dead rather than destroy them. They burn sacred incenses to repel negative energy from their ancestors’ remains. They shroud corpses in special garments or bind their limbs in holy knots to restrain them from rising again. Such traditional techniques do have some limited efficacy. Unless they are augmented by the correct prayers, however, these methods seldom offer any significant resistance to necromancy.

More interesting are regional customs developed to confound specific undead that represent a particular threat in said regions. Occasionally, these even manage to capture novel bits of useful magic.

Far in the frozen north, the Isharri people build mirror mazes of glacial ice around their burial grounds in order to confuse the “malign winds” that might otherwise disturb their dead. The tribe’s holy elders, who are ritually deafened to prevent them from hearing the entreatments of these captured spirits, venture into the mazes just before the summer solstice and remove any ice mirrors that contain wind spirits, then set them outside to be melted under a full day and night of sun. I should very much like to procure an Isharri ice mirror for examination, but thus far none of my agents have been able to persuade the holy elders to part with a tainted mirror. The one agent I once possessed who was bold enough to attempt to steal such a mirror vanished soon after requesting approval for the endeavor. I presume he perished, but perhaps he may yet some day return—alive, or otherwise.

Another curious rite is found among the Koryus Islanders. These seafarers set out blue-burning night lanterns when their seers proclaim the stars to be mystically aligned. The lanterns supposedly guide the ghosts of drowned islanders home from the sea, permitting them to rest on land and preventing them from pulling their kin down to join them.

Such rites of pacification are quite common. An unusual variant among the cannibals of the Arsolli Heights has them collect their victims’ roasted bones and offer them to their ancestors, many of whom haunt the mountains as bone gnawing ghouls! Fed by their faithful descendants, these ancient kin serve as terrifying but effective protectors. The cannibalism-sharing ritual enables the Arsolli undead to preserve more of their memories and identities than most undead can manage,





and it also lends them the restraint to refrain from preying on their kin. This aspect, I believe, warrants further study. Ghouls with intact memories, ghosts with self-control... Yes, that could be useful indeed.

## INTO THE DEADLANDS

There are places in this world so permeated by negative energy the dead within them cannot rest. With no direct intervention of a necromancer's spell, the fallen rise from these cursed lands as undead.

Most deadlands arise accidentally, created by mass death and suffering that soaks into the earth: battles that rage repeatedly over the same territory and are fought with unusual brutality, plagues that linger for months or years, execution and torture grounds repeatedly drenched in blood by sadistic monarchs or death cults.

A handful of negative energy vortices have been created through spellcraft rather than raw suffering. These usually arise due to the acts of Urgathoan fanatics, over-ambitious necromancers, or wizards whose clumsiness is rivaled only by their destructive thoughtlessness, such as Nex.

Though each manifestation is unique, they are all defined by heavy flows of negative magic, which cause these sites to be universally barren and desolate. Animals flee and plants wither. Soon little is left but haunted memories of lost life: ghostly beetles, skeletal mice, spectral vegetation.

Those who live near deadlands have devised folk methods to determine when they are at risk of crossing the boundaries. Sprouting onion or garlic bulbs are one common test; when the green shoots wither without apparent cause, the bearer knows that they have trespassed into the reach of negative magic. Holy water may grow cloudy or boil in agitation on being carried into deadlands, and certain silver charms tarnish when exposed to their tainted air.

The skeletons of small vermin, such as mice and sparrows, serve a similar purpose in reverse. When their bones tremble on the brink of reanimation, it is a sure sign the deadlands have begun to take hold.

Such tests take hours to show results, and by then an unwary commoner may have ventured too deeply into danger. They serve well enough for those lacking magic.

A skilled practitioner has better alternatives. Spells that detect magic, malevolence, or undeath are the most straightforward option. The arterial ley lines that enmesh such lands, pumping necromancy throughout, are evident to a trained arcanist's eye, while cruder spellcasters may be dimly aware of interference with their prayers to various gods and spirits. Those gifted with spirit-sight can hardly mistake the crowding ghosts that congregate in such a place. And any divination attuned to memories of suffering will flare brightly in the deadlands.

These methods also serve those seeking out deadlands. For the prepared necromancer, these sites can be a wondrous lode. Undead that exist nowhere else in the world may manifest spontaneously in these places. Lesser creatures are easily captured and controlled to renew one's army in great numbers or generated simply by depositing corpses in the magic's reach.

There are some minor risks to such work. Sensible wizards will invest in concealment spells, since marauding undead can be a nuisance even when they pose no real threat. It is also prudent to bring living beings to be bargained off or used for bait. With these basic precautions in hand, there is a great deal of power to be mined from deadlands, if one is bold and cunning enough to see it done.

## A MAGIC OF MALEVOLENCE

The negative energy that animates undead also suffuses them with a profound antipathy toward living creatures. This is unsurprising. Negative magic is inherently opposed to the natural forces of life and creation. It's logical that one propelled by it should find themselves governed by the power that sustains them. Few undead have the capacity to fully comprehend the source of their animosity, and none are immune to it.

Even mindless undead are shaped by negative magic. The influence is subtle, given such creatures' cognitive limitations, but a close eye will mark it. Skeletons assigned to kill living mortals last longer than those tasked to farming or mining duties. Zombies working alongside the living have a far higher rate of harmful accidents than those in work details comprised solely of their own kind.

Viewing these incidents in isolation, one might mistake them for mere coincidence, but I have studied them in sufficient number that the pattern becomes clear. Although mindless undead may not be capable of conscious malevolence, the magic in their bones drives them to err on the side of harming mortals at any opportunity.

More intelligent undead, of course, can harbor more sophisticated hostilities. Truly, the word "hostility" is inadequate. No mortal emotion compares to the loathing undead feel toward the living. Even the bitterest dwarven blood grudge can eventually be slaked, though it may take centuries. No ghastr or devourer, however, can ever be sated, for its very animating force is the insatiable void that drives its hatred.

What is truly remarkable is not that the great majority of undead abhor the living, but that any of them are able to overcome this rancor at all. That some few liches can regard mortals dispassionately, and some ghosts and revenants exhibit neutral or even helpful behavior toward the living, is testament not to their benign natures, but to the force of their will and the power of their cursed obsessions.





## REAPERS OF REALITY?

The teachings of Pharasma claim, inaccurately, that undead are an abomination upon all reality, that their very existence, as beings created by a force meant only for destruction, throws the universe out of balance. Countless necromancers have observed otherwise throughout the ages, easily proving such claims ridiculous. Surely if undead were having such a deleterious effect, one could find a shred of evidence to prove it. And yet there is none.

What, then, is the incentive for Pharasma, or her church, to make these unsubstantiated claims? The answer lies in the origin of the goddess Urgathoa, who, according to numerous records, was the first undead. Urgathoa so soundly rejected Pharasma's judgment, hungry as she was for more of life, that she was able to escape from the Boneyard, despite Pharasma's precautions against just such a thing, and create a new form of unlife for herself. That's right, Urgathoa humiliated Pharasma, the goddess who draws faith and worship from the fact that she is prophetic and infallible. We know from the ways of the divine that our deities' motivations are all too human. In speaking such a broad declamation, Pharasma merely reveals her own vanity. Jealousy and revenge spurred Pharasma to besmirch what Urgathoa had created. After all, undeath hadn't been intended by Pharasma, so it must be inferior, by her perspective. There must be a flaw, some crucial problem that means no one should reproduce what Urgathoa accomplished. Hence, all such beings should be destroyed. The idea that undead and undeath are unraveling reality exists purely in the realm of mere speculation and blind faith, and does not merit real consideration.

Undead are something different and new, apart from the living, but not all that dissimilar. They work on a different source of energy that is far inferior at some tasks and purposes than the energy of life and far superior at others. A wise ruler can find the tasks best suited for undead and use them as tools. Only a fool would discount the unique value undead can provide as tools when used correctly.

There remain distinct dangers of treating with the undead. Not reality-destroying nonsense, but practical dangers comparable to those posed by wild animals, invasive weeds, or inclement weather. All these have remedies, and so do the simple dangers of the undead. Many of their kind can multiply rapidly, a major problem if they're consuming people with specialized skills, as they're often replacing them with naive undead unsuited to anything but toil. Fortunate that undead's vulnerabilities make them quite simple to control, as

a group. With the proper tools, the challenge lies in swift response. A conflict with undead is won or lost in snap decisions that mean the difference between stemming the tide and being consumed. Their other danger is in their hungers, which make the intelligent ones unreliable or overly confident. One must watch them carefully and cede only what authority is necessary. Worry little of reprisal, as perceived weakness makes one even more enticing to the vampire's bite.



## WHISPERS FROM THE VOID

Perhaps the most fascinating phenomenon of undeath is Necril, the mysterious tongue shared by all such creatures. A whispering tongue said to have ties to ancient Osiriani, Necril is the language of the dead. It seems to be woven into the negative energy animating such creatures, rising spontaneously within their consciousnesses even as their bodies raise from restless graves.

I have never encountered any undead unable to comprehend Necril. Skeletons and zombies, though incapable of speech, can obey commands in Necril and thus plainly have some grasp of the tongue. Ghouls use it in preference to any mortal language and have developed dialects unique to different communities. Among them, Necril has transcended—or regressed from—its magical origins, and it serves many of the same functions as mortal speech, signaling the speaker's cultural and geographical affinities in addition to conveying literal meaning.

Even children raised in utter isolation, who never hear a word of any mortal speech in their short lives, can communicate in Necril once slain and animated as undead. From these experiments and others, I must conclude that somehow the knowledge is carried on the currents of negative magic, and gradually seeps into the undead's awareness over the course of days or weeks.

Some, of course, learn Necril while still alive. Necromancers are well advised to make a study of the tongue, as it is invaluable for interrogating primary sources. The adherents of the Whispering Way consider the language one of their unholy secrets and use it as both code and communion within their sect.

But the study of Necril does not come without a price for the living. The language is so deeply imbued with negative magic that echoing its syllables and shaping one's thoughts into its syntax invites an echo of the undead antipathy for the living into one's soul. Any scholar of Necril knows to guard against its creeping influence, but the effect is so slow and subtle that few can effectively stave it off completely.

It does not go too far to say that the study of Necril imperils one's very soul. And yet, despite that, I believe its rewards more than justify the risk, given vigilance and care.



## TOOLS AND SYMBOLS OF THE DEAD

Here I shall discuss some of the primary weapons and enchantments used by various cultures to deal with the undead, as well as associated symbols of warning and invocation to alert others of the presence or activity of nearby undead.

### ARSENALS OF THE LIVING

From peasant mobs wielding torches and garlic-wreathed pitchforks to the shining blades of Sarenrae's gilded redeemers, the living have adopted a wide array of weapons to use against the implacable forces of undead.

Sunsticks, holy water, stakes, and fire are key elements in the arsenal of any fighter of the undead. And many bring both a bludgeoning weapon to handle skeletons and a slashing weapon to use against zombies. Among those fortunate enough to wield enchanted weapons, three runes of power are widely considered the most essential to possess: holy, disrupting, and ghost touch sigils.

Holy weapons are imbued with celestial force, and since undead tend to be opposed to the powers of good in terms of their spiritual alignment, this makes holy weapons more effective at destroying them.

Disrupting weapons, by contrast, channel positive energy, and thus operate by interfering with the flow of negative energy that animates undead creatures. Thus, a holy weapon is more broadly useful against a wider array of foes, such as fiends and champions of enemy deities, while a disrupting weapon is specific to undead and other beings dependent on negative energy. However, a disrupting weapon is capable of affecting even those rare few undead who have managed to resist the soul-corroding effects of negative energy and who thus are not inherently malevolent in their nature.

Ghost touch weapons are even more specialized in their usage, though no less important. As their magic only improves a weapon's capabilities against incorporeal creatures, they are chiefly useful against specters, shadows, and similar undead lacking a physical form. Still, within that narrow realm, they are indispensable, as weapon-dependent brutes have few other options to deploy against such foes.

Another weapon developed for use against undead is the alchemical invention known as the ghost charge bomb. Its specially formulated reagents explode into a supernaturally enhanced blast that is capable of destroying even incorporeal undead with ease. Though lacking the brilliance and elegance of a magical solution, the ghost charge bomb remains an ingenious device, warranting further study.

### TOKENS OF THE DEAD

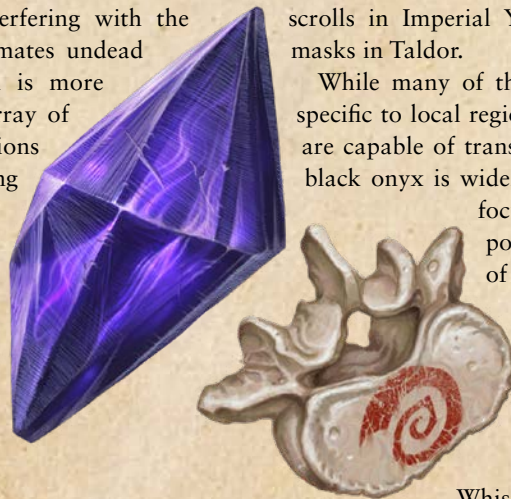
In addition to being properly equipped to battle and defeat an undead foe, a hunter of the undead must be conversant with local symbols of the dead, so as to locate the quarry they intend to smite.

Most such symbols are quite obvious, even to the uninitiated. Skulls are nearly universal signs of undead, as are carrion creatures common to the local region. For example, in Osirion, tombs depict scarabs and jackals;

in the north, crows and vultures are said to speak with the voices of the dead; along the coasts of the Inner Sea, sickle-clawed crabs and bone-burrowing sea worms are considered harbingers of doom. Funerary symbols, too, are commonly associated with undead, necromancy, and related topics. Some examples of such symbols include white paper cranes in the Teikoku Shogunate, yellow-inked smoke blessing scrolls in Imperial Yixing, and flowers and death masks in Taldor.

While many of the symbols thus far have been specific to local regions and cultures, some symbols are capable of transcending cultures. For instance, black onyx is widely recognized as a necromantic focus, to the extent that its possession is prohibited by force of law in some locales. Thus, the surreptitious flash of an onyx ring or pendant often serves as a signal between necromancers and their associates.

The gagged skull of the Whispering Way, and the Urgathoan scythe and skull-marked fly, are also associated with undeath. These symbols are rarely seen outside secretive strongholds affiliated with their beliefs. In public spaces, practitioners typically signal one another with corrupted depictions of Pharasma's spiral, the bones thrown askew just enough to pass for carelessness to the casual eye, while keeping the message clear to its intended recipients.





# HUNTERS OF THE DEAD

*As long as the undead have walked Golarion, there have been those among the living with too much courage and too little sense who seek to destroy them. Throughout history, these futile crusades, whether born of necessity or a misplaced sense of altruism, have resulted in countless lives lost and numerous undead destroyed. And after the bodies of would-be hunters are placed in their graves, they rise as new undead, and the wasteful cycle continues.*

## ARCLORDS OF NEX

Originally lackeys and hopeless sycophants of the wizard king Nex, the Arclords of Nex are a group of spellcasters who study directly from Nex's journals and spellbooks, learning Nex's will, methods, and magic. This makes the Arclords the most dangerous kind of practitioners.

Incompetent magic users are no threat to anyone. Great competency gives the knowledge of how and when to use power. With Nex's notes, the Arclords are just competent enough to be a threat while incompetent enough to be a danger to enemies and allies alike. During their history of lost wars and pyrrhic victories against the great nation of Geb, the Arclords have managed to learn a few things about fighting undead. Though mostly unsuccessful in their efforts, they must receive some credit for being dangerous enough when cornered to keep their nation afloat.

While many citizens of Nex are complacent after generations of peace, the Arclords push for war, claiming Nex would be appalled at his nation's détente with the undead. But modern warmongers have never faced my wrath. With my return to the world stage, the cowardly Arclords desperately delve into repositories for knowledge, magic, and artifacts for a hope of survival or advantage over my armies in the war they expect is imminent. Others rely on sheer numbers where talent is absent, increasing their apprentices dramatically, in quantity if not quality.

## BRIGHT LIONS

The Bright Lions are revolutionaries from Mzali who seek to overthrow the xenophobic mummy king Walkena and return rule to mortals. Led by the warrior scholar Sihar, they work in secret, hiding among the citizens of Mzali. It took a fair bit of effort on the part of my spies to reveal her identity, and for now, I'm holding onto it. The time may come when I seek to trade a favor to Walkena, but for now, the god-king seems too unstable to serve as a potential ally.

The Bright Lions strike against Walkena through his followers, working to undermine his power. They defend Walkena's citizenry from his guards' depredations, rescue those scheduled for execution, and recruit the like-minded. Others are preachers, working to convert

Mzali's citizenry from worship of Walkena to the so-called "old sun gods" Chohar, Luhar, and Tlehar, who were worshipped mere centuries ago, now lost to the brief memories of mortals. Although some operate outside Mzali, typically smuggling goods, messages, and people, most operate within the nation's borders.

Walkena's most loyal guardians are undead raised from corpses of his enemies and followers. Although the Bright Lions typically engage Walkena's human minions, they must confront undead if they ever hope to destroy Walkena himself. And Walkena, their ultimate antagonist, is undead as well as a deity.



## CHURCH OF PHARASMA

Worship of Pharamasma, goddess of life, death, and fate, is widespread throughout Golarion, from the Inner Sea to Casmaron to Tian Xia. As Pharamasma teaches distorted views claiming undead are abominations that usurp the balance of the cycle of souls, many among her faith form specialized groups to destroy undead and necromancers who create them. Two of these in the Inner Sea region are the Ivory Reapers, who tend not to cause too much of a stir outside their own region, and the Voices of the Spire, who import unwanted fanaticism throughout various regions.

## IVORY REAPERS

Within Ustalav, Pharamasma's faith is ubiquitous; Tar-Baphon sullied the land, and undead are a constant threat to mortals. To protect their kin, Pharamasmins trained to fight undead, learning methods by which each can best be contained and destroyed. As necromancers took root, drawn to Tar-Baphon's legacy, these Pharamasmins expanded their purview, learning to root out necromancers, members of the Whispering Way, and victims of possession and mind control. Girded in off-white armor and robes, the group became known as the Ivory Reapers. Although they serve as sober defenders of the living, their mysterious methods for divining which among the populace are secretly necromancers and heretics, and hunting them down, causes typical citizens to regard them with fear.



Since Tar-Baphon's return and the destruction of Lastwall, the Ivory Reapers redoubled their efforts. Their adherents are found questioning travelers and villagers as often as they're seen putting down roving undead.

### VOICES OF THE SPIRE

The Voices of the Spire are a militant sect single-mindedly dedicated to eradicating undead. These pugnacious priests have chapter houses in countries throughout the Inner Sea region, including Nex, Osirion, and Ustalav. Each chapter house is an armory and repository for information on undead. Although they are willing to accept aid, each chapter house is a well-hidden stronghold—a necessity of survival for a group that regularly orchestrates the destruction of powerful vampires, liches, mummies, and other sapient undead. One of their public chapter houses is located in Wati, a city in Osirion nearly overrun by undead in the recent past.

Today, the Voices of the Spire amass in two places. In Ustalav, they launch assaults into the Gravelands, gathering intel on Tar-Baphon and his forces on the Isle of Terror. From Nex, they strike against Geb's undead citizenry, but their blatant acts of terrorism now have my full attention. These puerile fools believe it's a moral imperative to target my feeding facilities and free the mortals within. Being short-lived mortals themselves, they fail to realize that a stable and orderly supply chain is much safer for everyone in the long term than wandering hordes of hungry and erratic undead.

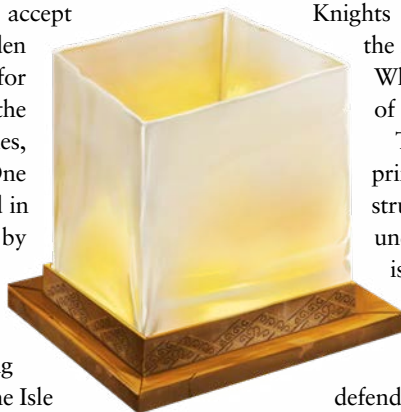
### GLOOM WARDERS

In rain-drenched Shenmen in Tian Xia, Gloom Warders travel the countryside in the guise of farmers, messengers, and traders, braving ghosts to offer protection to mortal communities in need. These mystics, priests, and thaumaturges draw upon cultural traditions, folklore, and history to ward against evil spirits. To avoid the wrath of the nation's jorogumo rulers, these warders operate subtly, hiding their religious charms, sigils, tools, and spells in plain sight, woven into fabrics, painted under hat brims, and even temporarily created by the folds of their attire or an "accidental" scattering of seeds or flower petals. Most gloom warders surreptitiously erect spiritual wards around communities by writing protective characters, prayers, and torii gates on diminutive objects, such as grains of rice or tiny stones, and dropping them around a community's borders. Although gloom warders rarely have opportunity to directly oppose the countless ghosts that pervade their home, they nonetheless decrease the mortality rate among the living inhabitants.

For many such communities, gloom warders are the only defenders they have. Thus, Shenmen's citizens treat warders with respect and reward them as much as possible without drawing undue attention to their saviors.

### KNIGHTS OF LASTWALL

Born from tragedy and forged in battle, the Knights of Lastwall are the largest and best-known undead-slaying organization operating in the Inner Sea region. Originally composed of survivors from Lastwall and the feckless

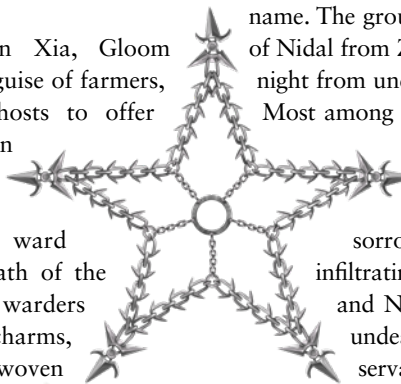


Knights of Ozem, countless peoples scarred by the necromantic curiosities unleashed by the Whispering Tyrant flocked to the Knights of Lastwall, swelling the group's ranks.

The Knights of Lastwall are found primarily in the Gravelands, where they struggle to rescue the living and destroy the undead hordes that roam the region. This is a significant improvement from the Knights of Ozem's previous tendency to invade sovereign nations without provocation while ultimately failing to defend the one location whose defense defined their existence. The Knights of Lastwall are also making waves in Absalom, where one of their leaders, Ulthun II, struggles to recruit allies and support from the rich and powerful, while rebuilding Absalom's long-destroyed Precipice Quarter as a sanctuary for refugees.

### NIDALESE RESISTANCE

A loose coalition of Desnans and atheists working in secret throughout Nidal, the Nidalese resistance lacks even a name. The group is concerned with freeing the citizens of Nidal from Zon-Kuthon's grasp and taking back the night from undead and shadows who have claimed it.



Most among the resistance spread hope (often false), offer succor to those in pain, and hide the hunted from their foes. Others, typically driven by vengeance or sorrow, strike more directly at their foes, infiltrating the shadow-draped cities of Pangolais and Nisroch in a vain attempt to destroy the undead nobility, banish Zon-Kuthon's velstrac servants, and assassinate Kuthite priests and inquisitors. These desperate members of the Nidalese resistance rarely survive long, nearly always meeting horrific and agonizing ends.

Although it lacks a true headquarters, the Nidalese resistance's spiritual center is the Atteran Ranches in northern Nidal. If that region is lucky, the resistance will remain ineffective enough that crushing the hope they provide continues to amuse the Kuthites. Were it to become a real thorn in their side, all who live there, innocent and guilty alike, might meet one of the Kuthites' typically tasteless, over-the-top ends.



# BACKGROUNDS

*Regular contact with death and dying can mark a character for life. So too can close encounters with undead horrors, leaving scars both visible and unseen. The following backgrounds represent such haunted backstories.*

## COMMON BACKGROUNDS

Every society contains those tasked with managing the cold reality of death. Other common backgrounds with a similar theme include false medium<sup>SoM</sup> and undertaker<sup>G&G</sup>.

### CURANDERO

### BACKGROUND

You learned the healing arts of your community wielding your ceremonial chonta, a tool you carved yourself and imbued with sacred oils and herbs. This process opened your eyes to ailments of a more mystical nature: malefic spirits, haunts, possession, and more. You likely took up adventuring to combat these horrors, or you may have fled an evil beyond your power to vanquish.

Choose two ability boosts. One must be to Constitution or Wisdom, and one is a free ability boost.

You're trained in the Medicine skill and the Herbalism Lore skill. You gain the Inoculation skill feat (*Pathfinder Advanced Player's Guide* 207).

### GRAVE ROBBER

### BACKGROUND

Resurrectionist. Body snatcher. No matter what you're called, you know where the bodies are buried, and how many coins they'll fetch when dug up. Adventuring comes naturally to you—in your mind dungeons are just oversized tombs—as does returning home with your loot undetected.

Choose two ability boosts. One must be to Strength or Dexterity, and one is a free ability boost.

You're trained in the Stealth skill and the Underworld Lore skill. You gain the Experienced Smuggler skill feat.

### HAUNTED CITIZEN

### BACKGROUND

You grew up in a region where undead lurk everywhere. This could be a domain as small as a vampire's fief or as vast as the nation of Ustalav. As an ever-present concern, the undead greatly shaped your life. Living with fear became an everyday skill... as did pleading for your life.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Diplomacy skill and the Lore skill for your home settlement. You gain the No Cause for Alarm skill feat (*Advanced Player's Guide* 208).

### NECROMANCER'S APPRENTICE

### BACKGROUND

You apprenticed under a necromancer—a hard education in a field where a cadaver you were dissecting could suddenly animate and every magical artifact seemed deadly. Now on

your own, you're grateful you learned to identify magical threats quickly and thoroughly.

Choose two ability boosts. One must be to Constitution or Intelligence, and one is a free ability boost.

You're trained in the Arcana skill and the Necromancy Lore skill. You gain the Quick Identification skill feat.

### NIGHT WATCH

### BACKGROUND

When everyone else slumbers, you're on guard. You might have been a watch member in a teeming metropolis, the guard in an unquiet cemetery, or a lonely shepherd. Many a night you've shouted out warnings into the dark, unsure of what lurked just beyond the range of your lantern's light. More than once you've seen things shambling in the dark that never should have been up and about.

Choose two ability boosts. One must be to Strength or Charisma, and one is a free ability boost.

You're trained in the Intimidation skill and either Legal Lore or the Lore skill for your home settlement. You gain the Quick Coercion skill feat.

### PYRE TENDER

### BACKGROUND

You're experienced at building funeral pyres. You might have lit flaming biers in the Land of the Linnorm Kings, tended the cremation pits of Chelax or Vudra, or been a backwoods charcoal burner, using the right mixture of alchemy to act as an accelerant. However you worship, you know nothing sends off the departed like flame.

Choose two ability boosts. One must be to Dexterity or Intelligence, and one is a free ability boost.

You're trained in the Crafting skill and the Funeral Lore skill. You gain the Alchemical Crafting skill feat.

## RARE BACKGROUNDS

Dark family legacies, personal tragedies, corruption, and possession are hallmarks of horror. These rare backgrounds make such shadowed pasts intrinsic to your character. Rare backgrounds should be chosen only after a discussion between the GM and the other players as to whether one would apply to a particular character in your group's game. Other rare backgrounds with a similar theme include haunted<sup>APG</sup> and seer of the dead<sup>SoM</sup>.

### SCION OF SLAYERS

### BACKGROUND

**RARE**

You were born into a lineage of undead slayers. No mere occupation, in your family slaying is a mantle of almost



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- The Mysteries of Unlife
- Hunters of the Dead

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- Hallowed Necromancer (Archetype)
- Soul Warden (Archetype)
- Undead Slayer (Archetype)

HYMNS FOR THE DEAD

THE GRIM CRYPT

LANDS OF THE DEAD

MARCH OF THE DEAD

APPENDIX

GLOSSARY AND INDEX



mystic responsibility passed from parent to child. Over the generations, this single-minded focus has begun to manifest in uncanny ways during combat.

Choose two ability boosts. One must be to Strength or Intelligence, and one is a free ability boost.

You're trained in the Athletics skill and the Undead Lore skill. You can cast *disrupt undead* as an innate divine cantrip. You can use Intelligence as your spellcasting ability for this innate spell.

**TOMB BORN**

**BACKGROUND**

**RARE**

Your parents conceived you for a fell purpose at a site tainted by death, like a wight's barrow, mass grave, or ossuary. Their reasons could be a mystery, or you might know of their grand design and seek to escape—or fulfill—their plans. Either way, you're at your most dangerous when near death.

Choose two ability boosts. One must be to Dexterity or Constitution, and one is a free ability boost.

You're trained in the Undead Lore skill. You gain the Final Spite reaction.

**Final Spite** **Frequency** once per day; **Trigger** You're reduced to 0 Hit Points; **Effect** You make a Strike before falling unconscious.

**WILLING HOST**

**BACKGROUND**

**RARE**

You speak to spirits only you can perceive: wispy shreds of lost souls, household guardians, ancestral spirits, and other entities. You can negotiate with these beings, allowing them into your body to impart knowledge or aid in a task for the price of a favor.

Choose two ability boosts. One must be to Wisdom or Charisma, and one is a free ability boost.

You're trained in the Spirit Lore skill. You gain the Host Spirit action.

**Host Spirit** (exploration, necromancy, occult) **Frequency** once per day; **Effect** You attempt one skill check to perform an exploration activity, even if it normally requires you to be trained to do so. You're trained in the skill just long enough to make that single check (to a maximum of 10 minutes).

Whether or not the check succeeds, in the next 24 hours you must perform a minor favor to appease the spirit who aided you, determined by the GM (usually something sensation related, such as tasting a certain food, listening to a specific song, or smoking a pipe). You can't Host Spirit again until you've performed the favor. If you haven't completed it after 24 hours, you're fatigued until the obligation is fulfilled.



# SLAYER'S CATALOG

*The undead have several innate advantages over mortal foes. Mortals tire. Mortals bleed. Mortals grow sick and die. It is no surprise, then, that mortals have developed countless tools and equipment over the millennia to even the playing field. Undead, however, rarely rely on such innovations to kill mortal prey. After all, they are negative energy embodied, incarnate beings of mortal destruction. Included below is a curated list of some of the more effective equipment for destroying undead.*

## BOTTLED SUNLIGHT

ALCHEMICAL BOMB CONSUMABLE FIRE LIGHT POSITIVE SPLASH

**Usage** held in 1 hand; **Bulk** L

**Activate**  $\blacktriangleright$  Interact

This mirrored bottle contains various chemicals dissolved in two immiscible solvents. Shaking the bottle induces chemical reactions that cause it to glow. For 1 hour, the bottle sheds bright light in a 20-foot radius (and dim light to the next 40 feet).

During this hour, it can be thrown like a bomb. This requires a single action to Activate with a Strike, like other bombs, and deals the damage below. If it's not thrown within an hour of the first activation, it defuses harmlessly and is consumed.

**Type** lesser; **Level** 2; **Price** 7 gp

The bomb deals 1d4 positive damage and 1 positive splash damage, as well as 1d4 additional fire damage. As normal, positive damage harms only undead and other creatures with negative healing. Undead with a particular vulnerability to sunlight (such as vampires or wraiths) take the maximum amount of positive damage from bottled sunlight (4 instead of 1d4). For any ability that depends on the number of weapon dice bottled sunlight has, count only the positive damage dice.

**Type** moderate; **Level** 4; **Price** 20 gp

The bomb deals 2d4 positive damage, 2 positive splash damage, and 2d4 additional fire damage.

**Type** greater; **Level** 12; **Price** 360 gp

The bomb deals 3d4 positive damage, 3 positive splash damage, and 3d4 additional fire damage.

**Type** major; **Level** 18; **Price** 4,500 gp

The bomb deals 4d4 positive damage, 4 positive splash damage, and 4d4 additional fire damage.

## CELESTIAL PEACHWOOD SWORD

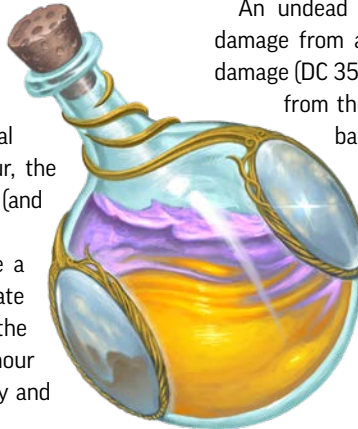
RARE GOOD MAGICAL NECROMANCY POSITIVE

**Price** 15,000 gp

**Usage** held in 1 hand; **Bulk** L

From blade to pommel, this sword is carved from a branch of the now-extinct celestial peach tree. The blade of this +3 greater striking disrupting holy peachwood (page 20)

## ITEM 2+



shortsword has ancient runes that can permanently destroy the most powerful undead—if you are willing to pay the price.

An undead creature of 12th level or lower that takes damage from a Strike with the sword takes 10d6 positive damage (DC 35 basic Fortitude save). This damage is separate from the Strike itself and isn't included in any effect based on the Strike's damage.

**Activate**  $\blacktriangleright$  envision; **Frequency** once per day;

**Trigger** You critically hit an undead creature with the *celestial peachwood sword*; **Effect** The creature must succeed at a DC 35 Fortitude save or be destroyed. If the undead fails its saving throw and is destroyed, you suffer a backlash, taking 1d6 negative damage per level of the destroyed undead.

## DAWNLIGHT

UNCOMMON DIVINE EVOCATION

**Usage** held in 1 hand; **Bulk** L

This shining symbol of Sarenrae depicts the goddess with her arms held wide. In the center of the symbol is a crystal reliquary with a perfect feather floating inside, glowing bright as a candle with the light of the goddess.

**Activate** Cast a Spell; **Frequency** once per day for each spell; **Effect** The *dawnlight* casts 1st-level *disrupt undead* or *light*. The *dawnlight's* spell attack roll and counteract modifier are +7, and any spell with the light trait is treated as though its counteract level were 1 higher for counteracting darkness.

**Type** *dawnlight*; **Level** 3; **Price** 60 gp

**Type** *greater dawnlight*; **Level** 7; **Price** 320 gp

Whenever you successfully counteract magical darkness while holding this symbol, the clash of magic unleashes a momentary flash of light. Creatures with darkvision in the area of the light spell or targeted by it must succeed at a DC 23 Fortitude save or be dazzled for 1 round. Those with light blindness are also exposed to bright light.

Change the list of spells to 3rd-level versions of *disrupt undead*, *light*, and *searing light*. The spell attack roll and counteract modifier are +13.

**Type** *major dawnlight*; **Level** 11; **Price** 1,300 gp

A *major dawnlight* creates a flash of light like a *greater dawnlight*, but the DC is 28. Change the list of spells to



## ITEM 17



5th-level versions of *disrupt undead* and *light*, and 4th-level versions of *searing light* and *vital beacon*. The spell attack roll and counteract modifier are +18.

**Craft Requirements** You have a spellcasting class feature with the divine tradition.

### ECTOPLASMIC TRACER

ITEM 3

ALCHEMICAL CONSUMABLE

Price 12 gp

Usage held in 1 hand; Bulk L

Activate  $\blacklozenge$  Interact

This sticky, fluorescing substance, stored in an atomizing nozzle, sprays all creatures within a 15-foot cone when released. This marks any incorporeal creatures in the cone for 1d4 days. Anyone attempting to Track a marked creature gains a +2 item bonus to the check. The tracer has no effect on corporeal creatures, nor incorporeal creatures not formed of spiritual essence, such as animate dreams that are purely mental in nature.

A marked creature that's aware of the tracer can attempt to remove it, but the process is lengthy and unpleasant. It takes 10 minutes of scraping through its incorporeal form to remove the tracer's effects.



**Usage** held in 1 hand; **Bulk** 1

This +3 *greater disrupting greater striking silver longsword* is made from the purest silver. The blade is carefully etched to depict a vast and sprawling necropolis, a place where the dead are laid to rest. Whenever you critically hit an undead creature with *final rest*, the undead creature takes 3d6 persistent good damage, with a DC 36 Fortitude save.

**Critical Success** No effect.

**Success** The creature takes half the persistent good damage.

**Failure** The creature is stunned 1 and takes the full persistent good damage.

**Critical Failure** The creature is stunned 3 and takes double the persistent good damage.

**Activate**  $\blacklozenge\blacklozenge$  command, envision; **Frequency** once per day; **Effect** You hold the sword aloft, making it cast *sunburst* (DC 38 Reflex save).

**Craft Requirements** The initial raw materials must include 4,950 gp of silver.

### FEAST OF HUNGRY GHOSTS

ITEM 9+

CONSUMABLE ENCHANTMENT MAGICAL

Activate 1 hour (Interact)

This lavish meal with meats, fresh and dried fruits, grains, and wine smells absolutely scrumptious, especially to undead. It comes complete with dishes and dining utensils. You spend an hour setting up this feast to feed one undead creature, who is present throughout the process. The undead must be willing, but the food smells delicious and feeds any unusual hunger the undead has, so an undead motivated mainly by hunger will usually be willing to dine. Incorporeal undead consume the various essences of the meal, allowing them to eat it despite their lack of a body. After it has consumed the meal, the undead becomes friendly to you for 24 hours, or until you take actions to antagonize or anger it. The meal also sates the undead during that time, which could allow an undead with an unnatural hunger to stave off that hunger for a time.

If you eat or drink a morsel of the leftover meal after the undead has eaten its fill, you can communicate with the undead as if you shared a language. Though you can feed a meal to a mindless undead, it does not give the mindless undead or you the ability to communicate with one another.

**Type** *feast of hungry ghosts*; **Level** 9; **Price** 120 gp; **Bulk** 3

**Type** *banquet of hungry ghosts*; **Level** 12; **Price** 350 gp; **Bulk** 8

This feast feeds up to 4 willing undead.



### GRIM RING

ITEM 5

UNCOMMON DETECTION DIVINATION DIVINE INVESTED

Price 150 gp

Usage worn; Bulk –

This golden ring is sculpted with the visage of a grinning skull on the side. While wearing the ring, you can attempt to detect the presence of undead creatures as an exploration activity. This reveals the presence or absence of undead in the area, but it doesn't pinpoint their locations. This ring can't detect undead whose appearance is masked by any illusion spell that is 2nd level or higher. If an undead is hiding or disguised, the GM rolls a secret Perception check for you against the undead's Stealth or Deception DC, as appropriate, with a +2 item bonus to your check.

**Activate**  $\curvearrowright$  envision (positive); **Frequency** once per day; **Trigger** You gain the drained condition from an undead creature; **Effect** Reduce the value of the drained condition you gain by 1, and the undead that caused the condition takes 2d6 positive damage.

### LADY'S SPIRAL

ITEM 7

UNCOMMON MAGICAL NECROMANCY

Price 360 gp

Usage held in 1 hand; Bulk 1

This +1 *disrupting striking whip* has a single strip of anointed leather wrapped around its hilt in a spiral pattern. The handle of the whip ends in an oak spike that has been sanctified with ashes from Pharasma's Boneyard. If the spike is used to stake a vampire that's vulnerable to being staked, the vampire is immediately destroyed, without having to sever its head and anoint it with holy water. If the whip is buried with a creature, that creature can't rise as an undead as long as the whip remains by its side.

### FINAL REST

ITEM 18

MAGICAL NECROMANCY

Price 24,000 gp



## LIFE SALT

ITEM 5

CONSUMABLE DIVINE POSITIVE

Price 25 gp

Usage held in 1 hand; Bulk L

Activate **◆** Strike

This crystal vial contains salts blessed by channeling life-giving energies into waters purified by holy fire. You can activate this vial by throwing it as a Strike. It's a simple thrown ranged weapon with a range increment of 10 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it. On a hit against an undead, *life salt* deals 1 persistent positive damage, and the undead must succeed at a DC 20 Will save or be unable to attack you as long as it continues taking the persistent positive damage. If you use a hostile action against any undead, this second effect ends, and the undead can attack you normally.



## PEACHWOOD WEAPON

ITEM 12+

UNCOMMON

Usage varies by weapon; Bulk varies by weapon

Peachwood weapons have a particularly auburn tinge to them when under direct sunlight. Peachwood is treated as darkwood for any undead creatures' resistances or weaknesses related to darkwood (allowing a peachwood weapon to bypass a jiang-shi's resistance, for example). In addition, peachwood weapons bypass a small portion of the resistances of any undead creature. Strikes with a peachwood weapon treat an undead's resistances against physical damage as 2 lower for standard-grade peachwood, and 4 lower for high-grade.

Type standard-grade peachwood weapon; Level 12; Price 2,000 gp + 200 gp per Bulk; Craft Requirements At least 250 gp of peachwood + 25 gp per Bulk

Type high-grade peachwood weapon; Level 18; Price 19,000 gp + 1,900 gp per Bulk; Craft Requirements At least 9,500 gp of peachwood + 950 gp per Bulk

## PEACHWOOD

MATERIAL 8+

UNCOMMON PRECIOUS

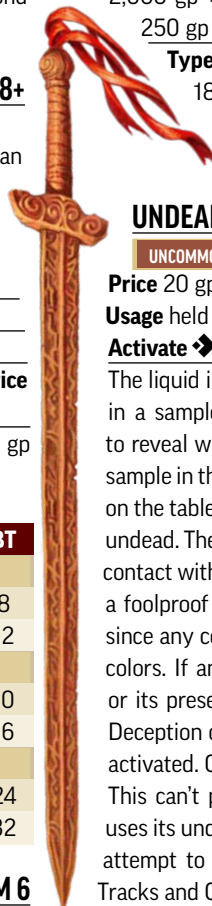
Peachwood, often cultivated by Pharasmin priests, can ward against undead—even incorporeal ones. However, the wood loses its magical properties when it comes in contact with metal, requiring advanced carpentry to make full use of it.

Type peachwood branch; Price 600 gp; Bulk L

Type peachwood lumber; Price 6,000 gp; Bulk 1

Type standard-grade peachwood object; Level 8; Price 500 gp per Bulk

Type high-grade peachwood object; Level 16; Price 7,500 gp per Bulk



## UNDEAD DETECTION DYE

ITEM 4

UNCOMMON ALCHEMICAL CONSUMABLE

Price 20 gp

Usage held in 1 hand; Bulk L

Activate **◆** Interact

The liquid in this test tube is as clear as water. You can drop in a sample collected from the environment or a creature to reveal what kind of undead has been in contact with the sample in the past 24 hours. The water changes color, as seen on the table, or remains clear if it doesn't detect any traces of undead. The higher the undead's level or number of undead in contact with the sample, the more intense the color. This isn't a foolproof way to identify a disguised creature as undead, since any contact with undead causes the sample to change colors. If an undead has been disguising its undead nature or its presence in an area, the GM can roll a secret DC 20 Deception or Stealth check for the creature when the dye is activated. On a success, the creature avoided leaving traces. This can't protect the undead from discovery if it actively uses its undead abilities on an area or creature, though it can attempt to remove any evidence with activities like Cover Tracks and Conceal an Object.

Peachwood Items	Hardness	HP	BT
<b>Thin Items</b>			
Standard-grade	4	16	8
High-grade	6	24	12
<b>Items</b>			
Standard-grade	5	20	10
High-grade	8	32	16
<b>Structures</b>			
Standard-grade	12	48	24
High-grade	18	64	32

## PEACHWOOD TALISMAN

ITEM 6

UNCOMMON ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 40 gp

Usage affixed to armor; Bulk—

Activate **◆** envision; Requirements You are an expert in Perception.

Symbols of good fortune and luck are carved on this thin, square wooden plaque. It smells of sandalwood from the blessings placed upon it. After activation, for the next minute, you can sense attacks from undead. You aren't flat-footed to hidden, undetected, or flanking undead of your level or lower, or undead of your level or lower using surprise attack. However, they can still help their allies flank.

Color	Undead Detected
Red	Vampire
Orange	Wight
Yellow	Mummy
Green	Ghost
Blue	Ghoul
Indigo	Wraith
Purple	Shadow
Gray	Mindless undead such as zombie or skeleton
Black	Lich
White	Other undead



## FOLK REMEDIES

Across Golarion, peasants have attempted to counter the undead with a variety of superstitions and practices. Some of these folk remedies are rooted in sound magical principles or the special vulnerabilities of undead, while others are purely wishful thinking.

### BLUEMILK PAINT

A sky-blue paint, derived from milk, lime, and ground indigo, is used on houses to repel undead. One theory holds that the brilliant blue color tricks undead into thinking that the house's ceiling is a sunlit sky. Another rumor posits that the paint's milk base creates an aura of life within the home that repulses creatures of negative energy. Still yet another theory associates the color with Sarenrae, for whom sky blue is sacred. As the use of bluemilk paint has spread from Garund into Avistan, it must have at least some limited efficacy.

### GRISTLEGRUB

Some farming communities make false human corpses from the skinned carcasses of sheep or pigs, which are crudely butchered into semblances of human bodies by removing their hooves and tails and chopping short their muzzles. These are rubbed with ritual herbs and hung outside the village as sacrificial offerings to hungry undead, in the hope that they will be sated by these false human corpses and leave the villagers alone. Peculiarly, the macabre trick seems to work. However, it is rumored that gristlegrubs occasionally become undead themselves, and are horrors far worse than those they were originally intended to placate.

### MIRRORS

Some vampires are repulsed by mirrors. Certain other undead, such as revenants, are mesmerized or confused by their reflections, and can therefore be trapped by carefully placed mirrors. In regions where such types predominate, homes sometimes have mirrored doors or strands of small reflectors hung like wind chimes about the eaves.

### MORNING THISTLE

Morning thistle is a bright-yellow, spring-blooming flower that is clipped and put in the mouths of corpses to prevent them from being disturbed by undead. This proves remarkably effective, in that it both prevents the corpse from reanimating and deters ghouls and the like from attempting to eat them. However, morning thistle blooms for just a few weeks each year, and the flowers are effective only when fresh picked.

## NAILWREATHS

Nailwreaths are small knots of rusting iron nails hung outside a house's door to signify that those inside made a bargain for their safety with some powerful undead. While the nailwreath stays intact, the home's inhabitants are safe, but when its iron rusts away, the undead bargainer is free to collect whatever price it was promised. Because a nailwreath can last for generations, the obligation rests upon whoever inhabits the house when the iron finally dissolves. If the house is abandoned, the undead typically tracks down the previous owner. Unscrupulous homeowners sometimes try to sell their dwellings to unwitting buyers just before the debt comes due.

### RAVEN FEATHERS

Bound into miniature brooms or bouquets, raven feathers are used by wandering Varisian caravans to sweep away any malign influences, including haunts and shades. Though effective when used by a witch or exorcist schooled in the proper traditions, they're useless in untrained hands.

## ROWAN TREES

Rowan trees are planted around graveyards to deter evil magic from contaminating the dead laid within. Some cultures also tie red ribbons about the boughs to enhance their protective powers. The graveyard must be fully encircled for the protection to remain effective, and the death of a single tree can ruin its power.

## RUNNING WATER

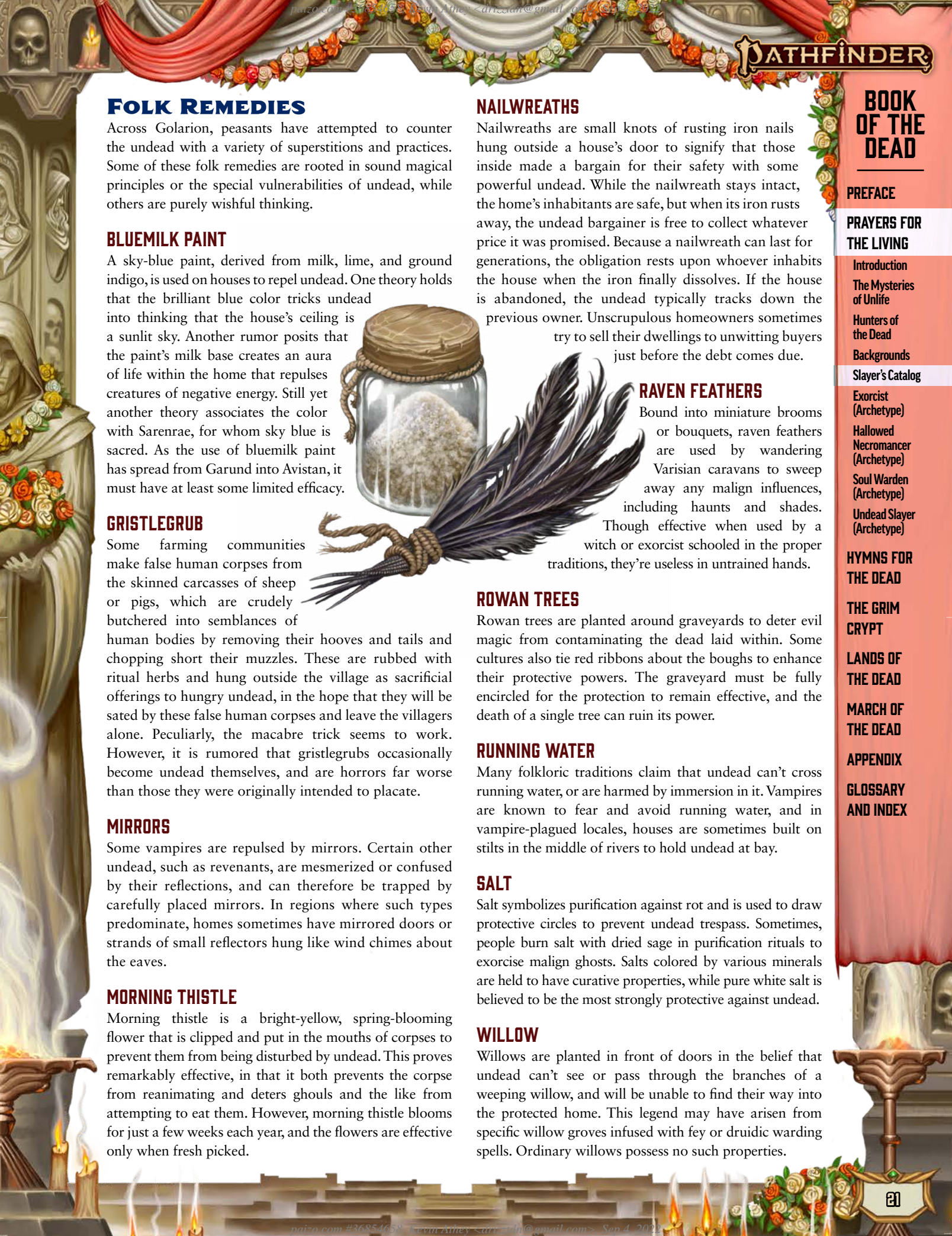
Many folkloric traditions claim that undead can't cross running water, or are harmed by immersion in it. Vampires are known to fear and avoid running water, and in vampire-plagued locales, houses are sometimes built on stilts in the middle of rivers to hold undead at bay.

## SALT

Salt symbolizes purification against rot and is used to draw protective circles to prevent undead trespass. Sometimes, people burn salt with dried sage in purification rituals to exorcise malign ghosts. Salts colored by various minerals are held to have curative properties, while pure white salt is believed to be the most strongly protective against undead.

## WILLOW

Willows are planted in front of doors in the belief that undead can't see or pass through the branches of a weeping willow, and will be unable to find their way into the protected home. This legend may have arisen from specific willow groves infused with fey or druidic warding spells. Ordinary willows possess no such properties.





## EXORCIST (ARCHETYPE)

You pacify restless spirits, ghosts, and haunts, capturing fragments of them and using their vengeful energies to fuel your own powers while purifying the spirit. You store these ghosts within a magical vessel called a *spirit dwelling*. This *spirit dwelling* might be a treasured family heirloom, an item you crafted expressly to help with exorcisms, or even just an odd trinket you found that happens to do the job.

While the motivations of exorcists run the gamut, most are compassionate individuals who believe that every ghost, haunt, and spirit is simply a lost soul in need of rest. They collect spirits expressly for the purposes of offering them comfort, guidance, and absolution. After an exorcist's ministrations, these spirits are freed of their burdens, emotion, and regrets and are reabsorbed into the River of Souls. Although exorcists rarely gather in one place, many different religions employ them to deal with spiritual threats.

Exorcists are most commonly found among the faithful of Ashava the True Spark (the empyreal lord of dancers), but among the major deities of the Inner Sea

region, Sarenrae, Pharasma, and even Shelyn count a fair number of exorcists among their faithful. Exorcists can come from any walk of life, but many are redeemer champions, clerics, or monks. Apart from the role of the *spirit dwelling*, exorcism practices can vary. For example, a bard or rogue might attract spirits with trickery, charm, or empty promises. In contrast, a cleric of Pharasma could take a more severe route, demanding the spirits return to the natural order of things.

**Additional Feats:** **8th** Spiritual Sense (*Advanced Player's Guide* 79); **10th** Blind-Fight (*Core Rulebook* 173); **14th** Sense Evil (*Core Rulebook* 113); **16th** Sense the Unseen (*Core Rulebook* 175)

### EXORCIST DEDICATION

### FEAT 4

ARCHETYPE DEDICATION

**Prerequisites** trained in Occultism or Religion

You've learned to attract, quell, and purify spirits, housing them in a special receptacle called a *spirit dwelling* until they're ready to move on. Through the power of prayers or ritual incantations, one mundane object in your possession becomes a *spirit dwelling* (page 23). Your *spirit dwelling* functions as a lure for lost spirits weakened by their time on the Material Plane. Each day during your daily preparations, your *spirit dwelling* attracts a spirit wisp who comes to dwell inside. If your *spirit dwelling* contains no wisps, you can spend 10 minutes in a minor ritual to cast your *spirit dwelling* around an area and attract another wisp. You can also capture stronger spirit remnants from vanquished undead spirits, as explained in the sidebar on page 23. As long as your *spirit dwelling* contains any spirits, it glows faintly, casting dim light in a 10-foot radius.

As an exorcist, you do more than just collect spirits: you also help rid them of their burdens and lingering resentments, aiding their transition from the Material Plane. Every day, before your daily preparations, any spirit wisps and remnants remaining within your *spirit dwelling* from the previous day are purified and can join the River of Souls in their final journey to Pharasma's Boneyard.

You can also learn abilities that let you purify a spirit in your *spirit dwelling* immediately in a cathartic surge, granting you a helpful effect as they depart for the afterlife. Any actions you gain from the exorcist archetype gain either the divine or occult trait, depending on whether you used Occultism or Religion to qualify for Exorcist Dedication. Spirit's Mercy is the simplest of the purifications.

**Spirit's Mercy** ☞ (necromancy) **Trigger** You take positive or negative damage, or you take any type of damage caused by a haunt, ghost, or other incorporeal undead; **Cost** 1 spirit wisp or remnant; **Effect** You purify a spirit by having it perform a final act of mercy to lessen the damage caused by another spirit. This grants you resistance to positive and negative damage (or resistance to all damage if caused by





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a haunt or incorporeal undead) against the triggering effect. If you expend a spirit wisp, the resistance is equal to twice your level. If you expend a spirit remnant, the resistance is equal to three times the level of the incorporeal undead or haunt from which you gained the remnant.

**Special** You can't select another dedication feat until you have gained two other feats from the exorcist archetype.

CAST OUT

FEAT 6

ABJURATION ARCHETYPE CONCENTRATE MANIPULATE

**Prerequisites** Exorcist Dedication

You attempt to cast a malevolent entity out of the creature or object it's possessing. Roll a counteract check against the possession effect; you must be within 30 feet of the possessed creature or object to do so. Your counteract level is half your level rounded up, and your counteract modifier is your Occultism modifier, Religion modifier, or spell DC - 10, whichever is highest. If you succeed, the entity is driven out and can't attempt to possess that creature or object for 1 week. If you fail, the possessing creature is immune to your Cast Out for a year and a day.

SPIRIT'S ABSOLUTION

FEAT 6

ARCHETYPE HEALING NECROMANCY POSITIVE

**Prerequisites** Exorcist Dedication

**Cost** 1 spirit wisp or spirit remnant from your *spirit dwelling*

**Requirements** You are holding your *spirit dwelling*.

You purify a spirit by absolving it of its sins and regrets. This cathartic experience restores your Hit Points or those of an adjacent ally. If you expend a spirit wisp, the target recovers 1d4 Hit Points per level you have. If you expend a spirit remnant, the target recovers 1d6 Hit Points per level of the incorporeal undead or haunt from which you gained the remnant.

SPIRIT'S ANGUISH

FEAT 8

ARCHETYPE EVOCATION SONIC

**Prerequisites** Exorcist Dedication

**Cost** 1 spirit wisp or spirit remnant from your *spirit dwelling*

**Requirements** You are holding your *spirit dwelling*.

You purify a spirit by coaxing it to release its anguish in a final cathartic howl. This deals sonic damage to all creatures in a 30-foot cone, with a basic Will save against your class DC or spell DC, whichever is higher. If you expend a spirit wisp, this deals 1d4 sonic damage per level you have. If you expend a spirit remnant, this deals 1d6 sonic damage per level of the incorporeal undead or haunt from which you gained the remnant.

ENTICING DWELLING

FEAT 12

ARCHETYPE

**Prerequisites** Exorcist Dedication

Your *spirit dwelling* is particularly inviting to spirit wisps. During your daily preparations, and whenever you spend 10 minutes to find more wisps, you entice two wisps into your *spirit dwelling* instead of one.

SPIRIT DWELLINGS AND REMNANTS

A *spirit dwelling* can be any object, from an everyday item like a mirror, hand bell, or gemstone, to a custom clockwork device, so long as it can be held in one hand, is light Bulk, and doesn't serve another function (such as a weapon, shield, consumable, or magic item). Your *spirit dwelling* has the trait of the magical tradition used to take Exorcist Dedication and the necromancy trait. Your *spirit dwelling* is attuned to you, so only you can use it. If your *spirit dwelling* is lost or stolen, you can turn another object into a new *spirit dwelling* with a 1-hour ritual; this causes your previous *spirit dwelling* to revert to a mundane object and any spirits within to harmlessly disperse.

Your *spirit dwelling* can house not just wisps but greater remnants of spiritual energy left behind by defeated ghosts and haunts. You can use the Collect Spirit Remnant activity.

**Collect Spirit Remnant** (concentrate, manipulate)

**Requirements** You're holding your *spirit dwelling*;

**Effect** You brandish your *spirit dwelling* at the location where a haunt, ghost, or other incorporeal undead was destroyed within the last minute and pray or recite ritual incantations. You coax the spirit remnant into your *spirit dwelling*.

**Rejuvenating Spirits:** Though all spirit wisps and most remnants can pass on immediately when purified, if a spirit remnant came from a creature with the rejuvenation special ability (such as most ghosts), a recurring haunt, or another entity who ordinarily doesn't pass on when destroyed, its ties to this world are too strong for it to easily pass on. When a spirit remnant from such an entity is released as part of your daily preparations, instead of joining the River of Souls, it begins re-forming itself in the time and location noted in its rejuvenation ability. However, you learn a clue about the spirit's unfinished business, which may help you put it to rest permanently.

EXORCISTS ACROSS GOLARION

The well-known exorcists of Pharasma use methods of repeated prayer, *holy water*, and sacred rituals. Ashavic exorcists often dance under the moonlight to entice lost souls and guide them onward. In Osirion, exorcists practice execration, or proactive preventive exorcism techniques. In Northern Garund and some parts of Qadira, playing the stringed tanbura, rattling manjur, and specific drum patterns help cut the threads that tie the spirit to this world. Matanji orcs in the Mwangi Expanse perform exorcisms by drawing tattoo-like diagrams in iron ink. In Tian Xia, exorcists often use fulus (*Secrets of Magic* 158) to assist in their practice.



## HALLOWED NECROMANCER (ARCHETYPE)

It's quite common for mages of all sorts to study necromancy—the surprisingly diverse school holds the secrets of positive and negative energy, as well as life and death. Many tap into these powers with no consideration of the morality of their use. For these unscrupulous magic users, it's simply another avenue in their never-ending pursuit of power, and the abilities learned are turned to the caster's personal ends, whatever they may be.

Others choose a different path. Through spiritual study and introspection, they have come to recognize the evil intrinsic in the existence of undead, the fundamental wrongness of using the universal energy of death to create an appearance of life. To combat this evil, these casters learn to conduct positive energy and direct it to great effect against the undead they encounter. They may also engage in ongoing study to learn of the nature of life, death, and undeath, and the precise relationship between each state. These scholars and mages are commonly known as hallowed necromancers—a slightly misrepresentative name, as many of them don't use religious methods, but a frequently used shorthand regardless.

The exact origin of hallowed necromancers' abilities may vary from one to the next. Some are granted their gifts directly by a sympathetic deity such as Sarenrae or Pharasma, while others might use their knowledge of religion and the planes to learn such abilities on their own. Though rarer, it's even possible these practitioners might discover they possess an intuitive understanding and control over abilities that manifest spontaneously as their capabilities grow. Despite this variance, all share a fundamental understanding that undeath is an aberration to be quickly remedied.

Though the majority of hallowed necromancers have similar goals and are willing to work together, they tend not to form their own organizations. More often, these necromancers

attach themselves to existing groups—such as the Knights of Lastwall or Voices of the Spire—and use their powers in support of those groups' causes. Otherwise, they plan and carry out their own personal vendettas against the forces of undeath, often enlisting the help of trusted friends and allies.

### HALLOWED NECROMANCER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** good alignment, able to cast spells using spell slots, able to cast at least one necromancy spell, expert in Religion

You've studied techniques allowing you to blend so-called hallowed necromancy into your own spellcasting to bolster the living and destroy the undead. You gain the *hallowed ground* focus spell (page 25). It costs 1 Focus Point to cast a focus spell. This feat grants a focus pool of 1 Focus Point that you can recover using the Refocus activity (*Core Rulebook* 300). You can Refocus by meditating or praying to connect yourself to conduits of positive energy. Focus spells from the hallowed necromancer archetype have the same tradition as your spell slots.

Casting spells that create, heal, or otherwise aid or promote undead is anathema to you, as is cooperation with undead. Using negative energy isn't anathema, as it serves a natural purpose, but twisting that negative energy for creation is blasphemous to you. If you perform acts that are anathema to your principles, you lose access to all feats from this archetype.

These abilities can be regained only with an *atone* ritual (*Core Rulebook* 409).

**Special** You can't select another dedication feat until you have gained two other feats from the hallowed necromancer archetype.

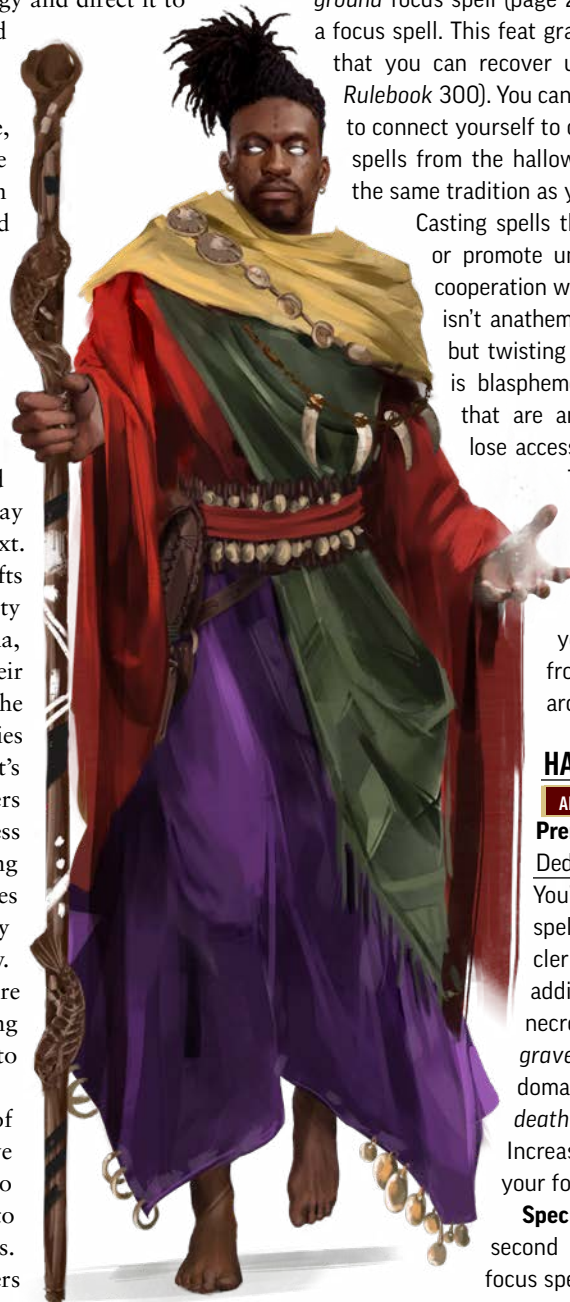
### HALLOWED INITIATE FEAT 4

ARCHETYPE

**Prerequisites** Hallowed Necromancer Dedication

You've expanded your focus spellcasting to techniques used by clerics and wizards. You gain an additional focus spell, either the necromancer school spell *call of the grave* (*Core Rulebook* 406) or the initial domain spell of the death domain, *death's call* (*Core Rulebook* 391). Increase the number of Focus Points in your focus pool by 1.

**Special** You can select this feat a second time, choosing the other initial focus spell.





## SACRED SPELLS

### ARCHETYPE

**Prerequisites** Hallowed Necromancer Dedication

Add *chill touch*, *death ward*, *disrupt undead*, *disrupting weapons*, *holy cascade*, *magic stone* (Advanced Player's Guide 222), and *sunburst* to your spell list. These are all necromancy spells for you, even if they normally have a different spell school. You can either prepare these spells or add them to your repertoire just like the spells normally on your tradition's spell list. When you gain this feat, you can retrain existing spells to replace them with ones on this list.

In addition, your knowledge of the conduits to the Positive Energy Plane allows you more flexibility with these spells. Choose one of these two benefits.

- If you're a prepared spellcaster, you can spend 10 minutes to replace one of the spells you've prepared with a spell of the same level from the list of sacred spells. You can do this while Refocusing.
- If you're a spontaneous spellcaster with the signature spells class feature, add two of the spells from the list of sacred spells to your repertoire. They are signature spells for you, in addition to your normal signature spells. When you gain the ability to cast a new level of spells, you can choose to switch the spells from this feat to any other spells from the list.

## DEATH WARDEN

### FEAT 6

#### ARCHETYPE POSITIVE

**Prerequisites** Hallowed Necromancer Dedication

With your intimate familiarity with the duality of positive and negative energy, you're able to stand as a bulwark against death and undeath alike. You gain resistance to negative damage equal to half your level and a +1 status bonus to saving throws against effects with the negative trait.

## ADVANCED HALLOWED SPELL

### FEAT 8

#### ARCHETYPE

**Prerequisites** Hallowed Necromancer Dedication, necromancer initial school spell or death initial domain spell

You dig deeper into the magical tools found in wizard schools and divine domains. You gain an advanced focus spell, either the necromancer advanced school spell *life siphon* (Core Rulebook 407) or the advanced domain spell of the death domain, *eradicate undeath* (Core Rulebook 392). Increase the number of Focus Points in your focus pool by 1. If you choose *life siphon*, it triggers when you expend spell slots from your class even if they aren't wizard spell slots.

**Special** You can select this feat a second time, choosing the other advanced focus spell.

## POSITIVE LUMINANCE

### FEAT 8

#### ARCHETYPE

**Prerequisites** Hallowed Necromancer Dedication

You learn how to create a luminous reservoir of positive energy that you can use to punish undead who dare attack you. You gain the domain spell *positive luminance* (Core

## FEAT 4

### HALLOWED NECROMANCY IN GEB

As hallowed necromancy lacks any unified credo, its practitioners are found throughout Golarion. It's rare they make their presence known within the borders of Geb, however. Those who hide their profession usually move on to other lands and those who openly crusade against Geb's many undead quickly find themselves utterly overwhelmed.

Hallowed necromancers captured in Geb might be executed only to be risen by their foes with their spellcasting ability intact but moral code absent or twisted.

(*Rulebook* 394). It costs 1 Focus Point to cast a focus spell. This feat grants a focus pool of 1 Focus Point that you can recover using the Refocus activity.

## CONSECRATED AURA

### FEAT 14

#### ABJURATION ARCHETYPE AURA POSITIVE

**Prerequisites** Hallowed Necromancer Dedication

Your body radiates positive energy, making your very presence disorienting to undead and encouraging them to move away from you. The effect plays upon the instincts flowing through their bodies from negative energy and can thus affect even mindless creatures. You gain an aura of positive energy in a 20-foot emanation. Each undead creature that ends its turn in your aura must succeed at a Will save against your spell DC or become frightened 1 (frightened 2 on a critical failure). A creature that succeeds at its save is temporarily immune for 1 minute.

**Special** Your aura gains the trait of the magical tradition for the spells you used to qualify for Hallowed Necromancer Dedication.

## HALLOWED NECROMANCER FOCUS SPELL

### HALLOWED GROUND

#### FOCUS 1

#### UNCOMMON GOOD NECROMANCY POSITIVE

**Cast** ☞ somatic, verbal

**Range** 60 feet; **Area** 10-foot burst

**Duration** 1 minute

One small space becomes inhospitable to undead as you fill it with life-infused benevolent magic. Each undead creature in the area takes 1d6 positive damage and 1d4 good damage when you Cast the Spell, with a basic Fortitude save. After that, undead creatures have weakness 1 to positive damage and your necromancy spells while in the area.

This spell also automatically attempts to counteract any attempt to raise undead in the area (if either the undead would appear in the area or the effect's caster or creator is in it).

If you Cast this Spell again, any previous *hallowed ground* you had cast ends.

**Heightened (+2)** The positive damage increases by 1d6, good damage increases by 1d4, and weakness increases by 1.



## SOUL WARDEN (ARCHETYPE)

You consider yourself an honorary psychopomp—a shepherd of spirits who ensures the cycle of souls progresses unimpeded. Although you're unable to safeguard the cycle of souls in its entirety, you strive to ensure each soul's time on the Material Plane proceeds without incident. You work to free souls from imprisonment, prevent necromancers from animating the dead, and destroy undead so their souls rejoin the cycle.

While most who hunt undead do so out of fear, vengeance, or a desire to protect the lives of others, you take a more measured and far less emotional approach; you destroy undead so their souls can continue their journey along the River of Souls, thus ensuring the

continuation of existence. You understand that without the cycle of souls, the life cycle of the planes is disrupted, and all of existence could be consumed by the Maelstrom.

Nearly all soul wardens worship Pharasma or one of the psychopomp ushers (*Gods & Magic* 88), especially Barzakh the Passage, a psychopomp usher who routinely shirks their duties and needs help from mortal soul wardens. Soul wardens also often join organizations that regularly combat undead, including the Voices of the Spire and Ustalav's Ivory Reapers (page 14).

**Additional Feats:** 4th Domain Initiate (*Core Rulebook* 121), Familiar (*Core Rulebook* 198); 8th Expanded Domain Initiate (*Gods & Magic* 8); 16th Advanced Domain (*Core Rulebook* 123)

### SOUL WARDEN DEDICATION

### FEAT 2

#### ARCHETYPE DEDICATION

**Prerequisites** trained in Occultism or Religion, worships Pharasma or a psychopomp usher

You can take 10 minutes to emblazon Pharasma's holy sigil—a spiraling comet that represents the winding path a soul takes through its existence—upon a shield, tabard, banner, or other prominent object that you wear or wield. The symbol doesn't fade until 1 year has passed, but if you emblazon the symbol again, any symbol you previously emblazoned and any symbol already emblazoned on that item instantly disappears. The item becomes a religious symbol of Pharasma and can be used as a divine focus while emblazoned.

Whenever an undead creature or captive soul is within 100 feet of this object, the spiral glows, shedding dim blue light in a 10-foot radius. If the creature is hiding or the soul is hidden, it must succeed at a Stealth check against your Perception DC to fool the sigil and prevent the spiral from glowing.

In addition, you can cast *disrupt undead* as a divine innate cantrip at will. As normal, a cantrip is automatically heightened to half your level rounded up. You gain access to the Cast a Spell activity if you didn't have it already. You're trained in divine spell attack rolls and spell DCs. Your key spellcasting ability for these spells is Wisdom.

When you have at least two other feats from this archetype, the spiral glows with bright light in a 10-foot radius (and dim light for the next 10 feet). Feats that require a creature or object to be in the light of your spiral function whether it's in the bright or dim light.

**Special** You can't select another dedication feat until you have gained two other feats from the soul warden archetype.

### CYCLE SPELL

### FEAT 4

#### ARCHETYPE

**Prerequisites** Soul Warden Dedication

Your devotion to the cycle of souls grants you an additional divine spell. Choose from *bless*, *disrupting weapons*, or *heal*. You must make this selection when you take this feat and it can't be changed. Once per day, while





your spiral is glowing, you can cast the selected spell as a divine innate spell.

**PSYCHOPOMP FAMILIAR**

**FEAT 4**

ARCHETYPE

**Prerequisites** Soul Warden Dedication, familiar

Your familiar becomes a masked psychopomp—an extraplanar guardian of the cycle of souls. This familiar continues to use all the same rules as other familiars, but one of its abilities must always be speech and it has the monitor and psychopomp traits. As normal when a familiar must always have a certain ability, the speech ability counts against your familiar's abilities each day.

You can select three familiar or master abilities each day, instead of two, but one must be one of the following psychopomp familiar abilities.

- **Soul Sight** Your familiar gains lifesense with a range of 30 feet.
- **Spirit Touch** Your familiar can touch incorporeal creatures. If you have the spell delivery master ability from your familiar, any spell the familiar delivers with it gains the benefits of the *ghost touch* property rune.

**LIBERATE SOUL** ◆◆

**FEAT 6**

ARCHETYPE CONCENTRATE DIVINE NECROMANCY

**Prerequisites** Soul Warden Dedication

**Frequency** once per hour

**Requirements** Your spiral is glowing.

The light flows from your sigil of Pharasma to shatter the bonds imprisoning a soul. You attempt to counteract a possession effect, or an effect, object, or spell that is imprisoning a soul (such as *bind soul*, a *soul gem*, or a devourer's devoured souls). You must be within 60 feet of the possessed creature or object, or of the receptacle imprisoning the soul. Your counteract level is half your level rounded up, and your counteract modifier is your divine spell DC - 10. If the attempt fails, you can't use Liberate Soul against that particular effect again unless circumstances have changed drastically, as determined by the GM.

**SPIRAL SWORN** ◆

**FEAT 6**

ARCHETYPE CONCENTRATE DIVINE EVOCATION

**Prerequisites** Soul Warden Dedication

**Frequency** once per 10 minutes

You trace a spiral in the air while intoning prayers to Pharasma, gaining her blessing for a time. For 3 rounds, your Strikes and spells deal additional damage against undead, creatures in possession of an imprisoned soul, or creatures you have witnessed create or command undead. You gain a status bonus to damage with your Strikes against these creatures equal to the number of weapon damage dice. Spells you cast from spell slots gain a status bonus to damage against these creatures equal to the level of the spell; this bonus applies only to spells that deal damage and don't have a duration.

If your spiral is glowing, you can target a willing creature in its light. If you do, that creature gains the bonuses instead of you.

**THE SOUL CYCLE**

A soul's journey begins on the Positive Energy Plane, where blank, empty souls attach themselves alongside the positive life essence of the plane to mortals on the Material Plane, forming a single living being. At the end of a mortal's life, these souls enter the Ethereal Plane, progressing through the River of Souls to Pharasma's Boneyard, where they're judged and sorted into the appropriate afterlife. Judged souls proceed to their assigned planes, becoming petitioners. These, too, die in time, becoming absorbed by and expanding their associated plane, as their own spiritual essence joins with the plane's as a substance known as quintessence. But the ever-churning Maelstrom breaks these planes down, scattering this planar quintessence throughout the Maelstrom and adjoining planes. Those pieces that land on the Positive Energy Plane eventually form new blank souls and the cycle begins anew.

**ENHANCED PSYCHOPOMP FAMILIAR**

**FEAT 8**

ARCHETYPE

**Prerequisites** Psychopomp Familiar

Your psychopomp's continued service in Pharasma's name brings it favor from the goddess. It might change appearance to look like a different, more powerful kind of psychopomp. You can select four familiar or master abilities each day, instead of two, but two must be from the Psychopomp Familiar feat or the following ability.

- **Augury** Your familiar can glimpse the strands of fate to give you a cryptic clue regarding your future. Your familiar can cast *augury* once per day using your magical tradition and spell DC. You must be at least 8th level to select this ability.

**SAFGUARD SOUL**

**FEAT 8**

ABJURATION ARCHETYPE DIVINE

**Prerequisites** Soul Warden Dedication

You've girded your soul against outside interference. You gain a +2 status bonus to saving throws against death effects, possession effects, and effects that attempt to manipulate or steal your soul. You can't be transformed into an undead by any means. While your spiral is glowing, your allies in the light of the spiral gain this benefit as well.

**EXPAND SPIRAL**

**FEAT 10**

ARCHETYPE

**Prerequisites** Spiral Sworn

Your prayers encompass your companions, granting you the ability to share Pharasma's blessings. When you use Spiral Sworn, you can spend 2 actions instead of 1 to grant the benefits to all allies who are in the light of your spiral when you take the action.



## UNDEAD SLAYER (ARCHETYPE)

Anywhere undead prey upon the living, some brave souls make it their mission to destroy the monsters. Many adventurers are skilled at dispatching undead, but you go a step further. You study them, learn their weaknesses, and master the tools to end them quickly and cleanly. An undead slayer doesn't simply kill monsters; they become what even monsters fear. Leave it to others to be a shield—you become the blade that strikes evil at its heart. You can identify the common types of undead by sight. You drill and practice with the special gear necessary to destroy some of the more complicated undead, like vampires; train in their strengths and weaknesses; and learn how to create safe houses to stash your arsenal and hide from undead.

Some undead slayers work at the behest of an organization to exterminate the undead of a particular region, but many act independently, or in a group of like-minded adventurers. Were you called by a higher power? Are you on a personal quest for vengeance? Whatever the reason, you now walk a path that will take you to the vilest dens of rot and decay.

### UNDEAD SLAYER DEDICATION FEAT 2

ARCHETYPE DEDICATION

**Prerequisites** trained in Religion

Your training has prepared you to recognize most undead on sight. You become trained in two Lore skills, each about a specific type of undead, or become an expert if you were already trained. You gain the Slayer's Identification free action.

#### Slayer's Identification

**Trigger** You roll initiative and can observe a creature you know is undead; **Effect** You attempt to Recall Knowledge to identify the undead creature with a +1 circumstance bonus. If you're a master in the skill you're using to Recall Knowledge, you gain a +2 circumstance bonus instead.

**Special** You can't select another dedication feat until you have gained two other feats from the undead slayer archetype.

### BLESSED MEDICINE FEAT 4

ARCHETYPE FORTUNE SKILL

**Prerequisites** Undead Slayer Dedication

**Trigger** You fail a check to Treat a Disease that was inflicted by an undead (such as ghoulish fever or mummy rot).

Your experience battling undead has uniquely prepared you to fight the diseases they inflict on the survivors, and you know that leaving these maladies untreated for long will eventually lead to more undead. Reroll the failed check and use the new result.

### HUNTER'S SANCTUM FEAT 4

ARCHETYPE

**Prerequisites** Undead Slayer Dedication

You establish a safe house where you can prepare for your hunt. The sanctum is roughly the size of a 20-foot cube. This sanctum is in a location you have access to and can be part of a larger structure, such as the basement of a temple or hidden room of a library. Setting up or moving your sanctum takes a week of downtime. Your sanctum protects objects and people inside it from magical detection and the prying eyes of undead. This has the effects of *non-detection*, using your Religion modifier for the counteract DC and half your level rounded up for the counteract level. Additionally, undead attempting to locate the entrance to your sanctum via mundane Perception must succeed against either your Religion DC or the normal DC to find the sanctum, whichever is higher.

### NECROMANTIC RESISTANCE FEAT 4

ARCHETYPE

**Prerequisites** Undead Slayer Dedication

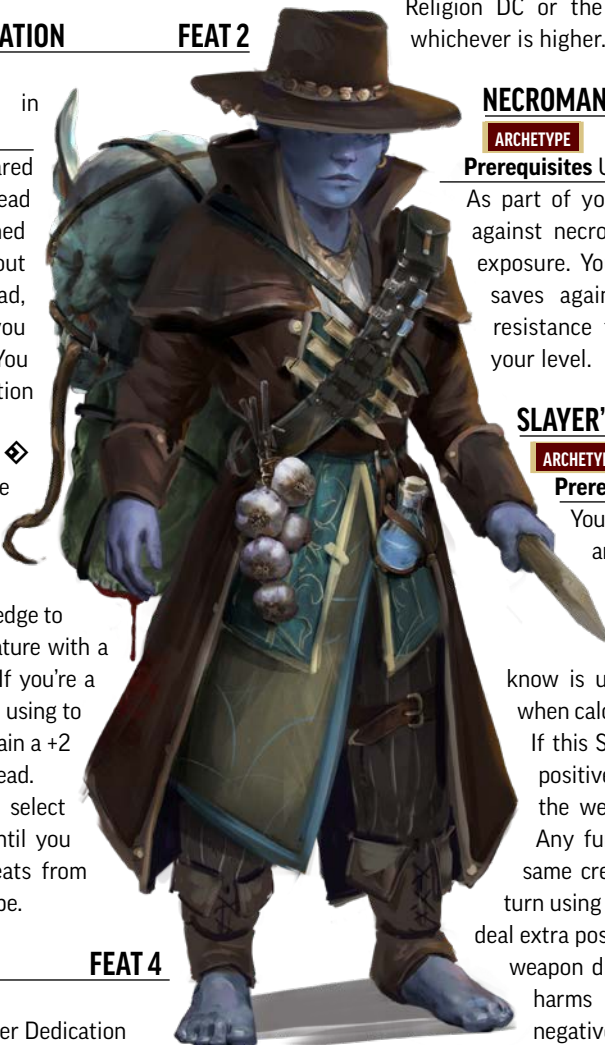
As part of your training, you've inured yourself against necromancy through grueling, repeated exposure. You gain a +1 circumstance bonus to saves against necromancy effects and gain resistance to negative damage equal to half your level.

### SLAYER'S STRIKE FEAT 4

ARCHETYPE FLOURISH NECROMANCY OCCULT POSITIVE

**Prerequisites** Undead Slayer Dedication

You've dedicated yourself to studying ancient techniques and memorized minor prayers against undead to swiftly dispatch them. Make a Strike against a creature you know is undead. This counts as two attacks when calculating your multiple attack penalty. If this Strike hits, you deal one extra die of positive damage, with the same die size as the weapon or unarmed attack you used. Any further Strikes you make against the same creature before the start of your next turn using the same weapon or unarmed attack deal extra positive damage equal to the number of weapon dice. As normal, the positive damage harms only undead and creatures with negative healing.





If you're at least 10th level, increase this to two extra dice, and if you're at least 18th level, increase it to three extra dice.

**FRIGHTEN UNDEAD** ◆

**FEAT 6**

**ARCHETYPE**

**Prerequisites** Undead Slayer Dedication, trained in Intimidation

Your very presence chills creatures of the night down to their core and you can use the spiritual power and faithful life force of religious verses to frighten even mindless undead. Attempt to Demoralize an undead target using your Religion modifier instead of your Intimidation modifier if it's higher. If you use your Religion modifier, the Demoralize action loses the emotion and mental traits, as your faith connects to the undead on an instinctual level.

**GEAR UP**

**FEAT 6**

**ARCHETYPE**

**Prerequisites** Undead Slayer Dedication

Whether it's wooden stakes, *holy water*, or more unusual tools, you always have just the right thing to handle an undead's unusual weaknesses and vulnerabilities. You gain the Prescient Planner and Prescient Consumable feats (*Advanced Player's Guide* 208). When using Prescient Planner specifically to pull out an item you need to deal with an undead's weakness or vulnerability, you can pull out the item as a 2-action activity to remove your backpack (or similar container) and draw the item, rather than taking 1 minute.

If you have the Hunter's Sanctum feat, you keep your sanctum well stocked with the basics and can spend 1 hour in your sanctum refreshing your supplies in order to meet the requirements for Prescient Planner, even if you haven't been able to purchase goods.

**SLAYER'S BLESSING**

**FEAT 8**

**ARCHETYPE MANIPULATE**

**Prerequisites** Slayer's Strike

You carry scraps of materials dangerous to undead and can apply them to your weapon. When you use Slayer's Strike, before making the Strike, you can choose either the *ghost touch* property rune or a precious material: cold iron, darkwood, or silver. Any Strike that gets extra positive damage from this use of Slayer's Strike also gets the benefits of the rune or counts as that material.

At 14th level, add adamantine and mithral to the list of materials you can choose from.

**SLAYER'S PRESENCE**

**FEAT 10**

**ARCHETYPE**

**Prerequisites** Frighten Undead

Your very presence strikes fear into the undead. When you use Slayer's Identification and succeed at your check, you can Frighten Undead as a free action, targeting the creature you identified. Any time you get a critical success to Frighten Undead, if the target's level is lower than yours, the target is fleeing for 1 round.

**UNDEAD SLAYERS IN THE INNER SEA**

Just as undead stalk prey across the world, undead slayers wander every land in the Inner Sea region, seeking to end the threat and keep people safe. Organizations such as the Knights of Lastwall or the militant anti-undead Pharasmin sect called the Voices of the Spire count many undead slayers within their ranks, and thus undead slayers are particularly common in places where forces of those organizations fight undead, such as the Gravelands and Ustalav. Many undead hunting organizations are described in more detail on pages 14-15.

The occupation of undead slayer is illegal in Geb, where the undead citizenry see the title as something similar to declaring oneself a serial killer. Nonetheless, a few undead slayers manage to ply their trade in Geb and avoid retribution by reluctantly marketing themselves as assassins specialized in eliminating undead rivals. Still other undead slayers in Geb simply keep hidden and continue their hunts in secret.

Undead slayers are able to operate more easily in the city of Mzali in the Mwangi Expanse, despite the city being ruled by the mummy god-king Walkena and guarded by Walkena's undead servants. Nonetheless, Walkena doesn't control every undead in the region or offer them citizenship like in Geb, so undead slayers can ply their trade. Those who wish to assist the rebel group known as the Bright Lions should tread lightly, however, as known undead slayers are the first suspects if any of Walkena's undead guardians perish.

With the conflict between the nations of Geb and Nex, Nex is only too happy to host as many undead slayers as possible within their borders, particularly the warmongers among the ruling Arclords, who want to be ready for the end of their tenuous peace. Yet most prefer not to hasten the hostilities, finding means to support undead slayers more subtly, rather than vocally condoning or promoting them. Grant programs or financial incentives just happen to go to undead slayers instead of other applicants.

Ustalav is home to undead slayers of many kinds, from wandering mercenaries taking on jobs for coin to aristocratic bloodlines that have been hunting undead for generations. Given that undead could lurk disguised in society, these slayers often disguise their trade. Aristocratic ones in particular keep a different trade public, with the undead slaying a more personal source of familial pride. On the border of Virlych, undead slayers protect the residents of the other regions safe from undead predators that escape the gloomy land.







# CHAPTER 2: HYMNS FOR THE DEAD

*How short sighted that we devote eons of study to the living world as it is, instead of what it can become. Anchoring a genius intellect to its living flesh... I have come to consider this injustice. Death should be nothing more than the start of a new stage of existence. A second adolescence. The common mind cannot imagine what we could become if we embrace our end. Embrace it to reshape it.*

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## CHARACTER OPTIONS

This chapter includes options for playing characters who work with undead or are undead themselves.

**Reanimator (page 34):** This archetype raises undead servants.

**Undead Allies (page 36):** Choose these options to gain an undead companion, eidolon, or familiar.

**Playable Undead (page 44):** To make your character undead, you must first die! This might be a planned part of the storyline, or a decision made after an unexpected death to keep your character going. After death, you can choose one of these archetypes—ghost, ghoul, lich, mummy, vampire, or zombie—to create your new self. The skeleton is an ancestry instead of an archetype, since it radically changes the abilities of your physical form. In addition to being fitting for an existing character, adding a strange skeleton you find on an adventure as a full-fledged member of your party can be a fun option!

## PHILOSOPHY AND GUIDANCE

The rest of the chapter provides world background and GM tools.

**Necromancy (page 32):** Geb's views of necromancy can be useful reading for players and GMs to get a better sense of characters who use necromancy or how necromantic magic might play into a campaign.

**Ghost Stories and Haunts (page 62):** The GM will find useful information on how to tell ghost stories in games and a plethora of new haunts, covering a wide variety of ghostly manifestations.

People readily accept birth, growth, puberty, and old age as natural changes of a lifespan. Most accept even death—at least a nonviolent death. But a return in undeath? That is supposedly unnatural.

Hypocrisy! Do they persecute the human who lives a full century for outlasting a “natural” lifespan? The reason commoners dismiss undeath is because of ignorance. The idea is foreign to them and difficult to contend with. When one pours over the biased research of the living, it becomes easy to believe only the breathing should exist within the world. Walls of ignorance spring up, corralling off any unorthodox ideas of existence.

I must confess some sympathy to those unprepared to accept undeath. I too, despite my knowledge of necromancy, initially failed to see its potential. Upon returning as a ghost, I was unsure of myself for a time, my mind clouded. I was unwilling to accept the gift I'd received. But such doubts come with any change! My understanding of my new self grew quickly (though not as quickly as I would prefer). I have since come to realize my development had been stifled by my own prejudices. I had seen the undead only as tools. While that might be the ideal role for an undead commoner, surely it did not befit me. I had to overcome these old views to understand that undeath may take many roles. A great intellect, a commanding leader, can still use undeath. Can overcome the urges of undeath that diminish his lessers. Just as positive energy builds the fruit of the tree, the scales of the fish, and the prodigious brain of a humanoid, so does negative energy levy a role in undeath suited to each returning being.

## CHALLENGES OF UNDEATH

One must be realistic. Do not mistake my advocacy of undeath as ignorance for its challenges. Consider its opposite, though. Mortal life leads to aging bones, infected teeth, softening vision, and all variety of sentimental weakness. Undeath isn't an end to the shortcomings of the physical form, just a change in the particulars. Even the freedom of an incorporeal, ghostly body introduced difficulties, denying me the physical tools to which I was accustomed until I devised magical means of bridging the gap. But do I need to sleep? Or eat? Or defecate? Or exercise? No. My time can be spent on my true talents.

My ghostly state comes from drive and motive. It does not quash my ambitions, but thrives upon them. The challenge is greater with those undead who hunger for tangibles—blood, humanoid flesh, brains, et cetera. These cravings are harder to overcome and I may turn my focus to them at some point should it prove necessary for what I intend to build. I see a few possibilities. Simply satiating the urges falls short for ghouls but works for vampires. Discipline and self-control might work for a ghoul or zombie. Satisfying these needs requires administration to deal with the complexity. If there is a magical path to simplify the process, I have yet to see it.



# Necromancy

Of all the schools and traditions of magic studied across Golarion, necromancy has always suffered the most persecution. It is not difficult to understand why; for those ignorant of the discipline's many applications, it is easy to fear necromancy for its association with death, a topic many would as soon not dwell upon. The practice of necromancy draws undue suspicion because of its association with the undead.

One might ask why lurid tales of animated corpses run amok draw more attention than countless verified accounts of healers around the world using their knowledge to draw out sickness from the afflicted, treat wounds, and even bring the souls of the fallen back from the Boneyard. The squeamishness around undeath is dangerous and backward. Not only does it stifle magical innovation, it prevents us from achieving our true potential as a society. Imagine what philosophers and artisans could attain if freed from the yoke of mortality, able to devote lifetimes to the perfection of a theory or craft. Imagine farms and mines worked by laborers who never tire and need neither breath nor light to perform their labors. Imagine a nation protected by vast armies that never break ranks or question orders, who swell their own ranks with every defeated foe. We need no longer be limited by the deficiencies of our own mortal nature.

## On the Nature of Negative Energy

The very term "necromancy" is a misnomer, implying that it deals with the "magic of death." Death is merely a philosophical construct dreamed up by mortals who found themselves needing a term to describe the moment at which the vital functions cease. Death is no more than the absence of life force. A necromancer can no more study the nature of death than an elementalist can study the lack of fire.

Rather, necromancy is the study of what is commonly referred to as "negative energy" and "positive energy," the fundamental forces of destruction and creation. Spellcasters who channel positive energy can use it to strengthen this life force, healing wounds and curing afflictions. Likewise, the application of negative energy to a living being weakens the life force, causing the body to become increasingly frail and vulnerable to harm. When positive and negative energies in a mortal vessel are in perfect balance, they cancel out one another entirely, snuffing out the life force like a candle and leaving behind only inert matter.

But negative energy is more than simply a counter to positive energy. Just as positive energy causes otherwise inert matter to move, think, breathe, and speak, so does the application of an equal amount of negative energy animate the vessel in a similar manner. As the inverse of its living state, a vessel powered by negative energy can be weakened or injured by the application of positive energy, which counteracts the negative energy animating it and brings it ever closer to becoming a chunk of lifeless flesh once more.

Curiously, the presence of a mind or soul in a vessel animated by negative energy cannot always be assumed as it can with one animated by positive energy. The teeming masses of zombies and skeletons occupying the lowest strata of undeath are little more than empty shells. More advanced varieties of undead do retain aspects of their former personas, suggesting the presence of their mind and soul, or fragments thereof. The particulars are inconsistent. For every ghost who continues the banalities of its daily existence, oblivious to its own death, there is a vampire whose cruel and bloodthirsty nature belies their former existence entirely, motivated by the





urges and instincts imparted by the negative energy that infuses their body. If the mind and soul confined to a vessel saturated with negative energy change this much due to instincts imparted by the negative life force, does this not imply that a mind and soul occupying a living body, what many consider to be its "natural" state, is similarly warped by instincts imparted from positive energy? And does that not suggest the true nature of a person's mind and soul can be realized only when they enter the Great Beyond, unencumbered by either polarity?

### On the Ethics of Necromancy

I have mentioned the antipathy laypeople demonstrate toward necromancy. A blend of ignorance and ill-founded fear of the undead. One would hope those learned in the ways of magic-my "peers"-could move beyond such diffident folly, and yet the same tiresome screeds ring out against necromancy. As though the practice of magic were not itself a science dedicated to the alteration of reality in unnatural ways. I cannot help but note these objectors fall curiously silent about the sanctity of their precious "natural order" when necromancy is used to shift a vessel's balance in favor of positive energy.

## NECROMANCY CLASS FEATS

Nearly every student of necromancy at some juncture feels called to delve into the forbidden secrets of undeath. Some, sworn to use only vitalism and soul magic in service of the living, are able to resist this temptation. Others embrace it for the noblest of reasons, seeking to learn more about the nature of their ghastly foes so as to destroy them more efficiently, perhaps believing they can fight evil with evil. And some believe the creation of undead minions is the quickest and surest path to personal power, a path trodden by unliving legions unencumbered by fear, hesitation, or mercy.

The following feats are available to some spellcasters who have the ability to create or control undead minions. If you're a different class but can create or control undead and can cast at least one necromancy spell, the GM might give you access to these feats.

### UNDYING CONVICTION

FEAT 4

UNCOMMON AURA CLERIC NECROMANCY ORACLE WIZARD

**Prerequisites** able to create or control undead; cleric with a negative font, oracle of bones, or necromancer wizard

Your presence has a bolstering effect on your undead minions. Undead creatures under your control and within a 30-foot emanation around you gain a +2 status bonus to saving throws to resist positive damage and to Will saving throws to resist effects that would make them controlled.

**Special** This feat has the trait matching your spellcasting tradition.

### NECROMANCER'S VISAGE

FEAT 12

UNCOMMON CLERIC NECROMANCY ORACLE WIZARD

**Prerequisites** ability to create or control undead; cleric with a negative font, oracle of bones, or necromancer wizard

Necromantic energy demonstrates your power over undead, creating a demeanor that commands their fear and respect. Undead creatures can immediately sense your Necromancer's

Visage and tend to act accordingly. If you take a hostile action against an undead creature, it becomes permanently immune to your Necromancer's Visage, and your Necromancer's Visage ends. You can spend 10 minutes to restore your Necromancer's Visage, though any creatures that became permanently immune remain so.

Each time an undead creature 2 or more levels lower than you attacks you, it must attempt a Will save against your spell DC. If you're also affected by *sanctuary* or a similar effect, only one affects the attacker (you choose which).

**Critical Success** The creature is permanently immune to your Necromancer's Visage.

**Success** The creature can attempt its attack and any other attacks against you this turn.

**Failure** The creature can't attack you and wastes the action. It can't attempt further attacks against you this turn.

**Critical Failure** The creature wastes the action and can't attempt to attack you as long as your Necromancer's Visage persists.

**Special** This feat has the trait matching your spellcasting tradition.

### SEPULCHRAL SUBLIMATION

FEAT 14

UNCOMMON CLERIC CONCENTRATE METAMAGIC NECROMANCY ORACLE WIZARD

**Prerequisites** ability to permanently create or control undead; cleric with a negative font, oracle of bones, or necromancer wizard

**Requirements** You have at least one undead minion that you permanently control.

You repurpose the negative energy that flows through your minions at a moment's notice. Instantly destroy one undead minion within 60 feet that is permanently under your control. If your next action is to cast a necromancy spell from a spell slot, you don't expend the slot. The spell's level must be half the destroyed minion's level or lower and the spell can't have a duration.

**Special** This feat has the trait matching your spellcasting tradition.

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## REANIMATOR (ARCHETYPE)

Most cultures revere the bodies of the deceased, laying to rest the mortal remains of their companions according to tradition formed generations before. Such customs assume a common conclusion: once the spirit that inhabited it has gone on to the Boneyard, the empty shell of a corpse has no purpose beyond its eventual return to the elements that formed it. You know differently. As the vessels that once housed immortal souls, corpses hold great power and potential, perfect construction materials for creations of unsurpassed wonder. As a reanimator, you have chosen to focus your study of the necromantic arts on the transformation of dead flesh into innumerable varieties of undead, from the lowliest shuffling corpses and brittle skeletons to abominations of ghastly splendor barely

conceived of by only the most fanatical—or brilliant—mortal minds.

**Additional Feats:** 4th Undying Conviction (page 33); 12th Necromancer's Visage (page 33); 14th Sepulchral Sublimation (page 33)

### REANIMATOR DEDICATION

FEAT 2

ARCHETYPE DEDICATION

**Prerequisites** able to cast *animate dead* with a spell slot

You have dedicated your studies to the art of raising and commanding undead. If you're a spontaneous spellcaster with *animate dead* in your repertoire, it becomes a signature spell in addition to your usual signature spells. If you're a prepared spellcaster with *animate dead* in your spells known, spellbook, or the like, you can spend 10 minutes contemplating undeath to replace one of the spells you've prepared in your spell slots with an *animate dead* spell of the same level. In addition, if you're able to target the mostly intact remains of an appropriate type of dead creature when casting *animate dead*, the undead you animate gains a +1 status bonus to attack rolls, AC, saving throws, and skill checks for the duration of *animate dead*.

**Special** You can't select another dedication feat until you have gained two other feats from the reanimator archetype.

### DEATHLY SECRETS

FEAT 6

ARCHETYPE

**Prerequisites** Reanimator Dedication

No means of creating or ruling the undead is beyond your grasp, even those of magical traditions not your own. You learn either the *eyes of the dead* or *subjugate undead* focus spell (page 35). If you don't already have one, you gain a focus pool of 1 Focus Point, which you can Refocus by meditating over the earthly remains of a dead sentient creature. The rules for focus spells appear on page 300 of the *Core Rulebook*. Focus spells granted by the reanimator archetype are from the same tradition as those used to meet the archetype's prerequisite.

**Special** You can select this feat more than once. Each time, you learn a different spell and your focus pool increases by 1 Focus Point.

### MACABRE VIRTUOSO

FEAT 6

UNCOMMON ARCHETYPE

**Prerequisites** Reanimator Dedication; expert in Arcana, Occultism, or Religion

Any necromancer can create zombies and skeletons, but you know the secrets behind the creation of far more advanced undead monstrosities. You learn the *create undead* rituals (*Core Rulebook* 411) to create two types of common undead for which you meet the prerequisites. (Your GM might give you access to additional types of undead.) You can't teach these rituals to anyone else and you can't participate in either ritual while allowing someone else to serve as the primary caster unless they also know the ritual. When you reach a new level, you can change either or both of these rituals to a different type of undead for which you now meet the prerequisites.





When acting as primary caster, you can perform all *create undead* rituals in 4 hours instead of 1 day and you gain a +2 circumstance bonus to your primary check. You can also perform the ritual without the aid of a secondary caster, in which case you attempt the secondary check.

**Special** You can select this feat more than once. Each time, you learn the rituals to create two more types of undead creatures.

**BONDS OF DEATH** ◆

**FEAT 8**

ARCHETYPE

**Prerequisites** Reanimator Dedication

**Frequency** once per day

**Requirements** You have cast *animate dead* this turn.

You sway with the motions of your spells that animate the dead, channeling your power to sustain two at the same time. You Sustain your previous casting of *animate dead*, binding the necromantic energy of the two spells together with metaphysical twine. On subsequent rounds, you can Sustain both *animate dead* spells with a single action to Sustain the Spell. This benefit lasts until either of the spells ends.

**GREATER DEATHLY SECRETS**

**FEAT 10**

ARCHETYPE

**Prerequisites** Deathly Secrets

Your undead secrets grow stronger still. You learn either the *malignant sustenance* (Core Rulebook 394) or *grasping grave* (Core Rulebook 404) focus spell. Your focus pool increases by 1 point.

**Special** You can select this feat more than once. Each time, you learn a different spell and your focus pool increases by 1 Focus Point.

**MASTER OF THE DEAD**

**FEAT 12**

UNCOMMON ARCHETYPE

**Prerequisites** Deathly Secrets

You have reached the pinnacle of the reanimator's craft: the ability to raise nearly any corpse or skeleton as a gruesome mockery of the creature it once was. You learn the *shambling horror* focus spell (see below). Your focus pool increases by 1 Focus Point.

**REANIMATOR FOCUS SPELLS**

**EYES OF THE DEAD**

**FOCUS 3**

UNCOMMON DIVINATION MENTAL

**Cast** ◆◆◆ material, somatic, verbal

**Range** 1 mile; **Targets** one undead creature under your control

**Duration** sustained up to 1 minute

You enter a magical trance that allows you to perceive through the senses of the target creature. You attempt Perception checks using your own Perception, but you have any special senses the target has, such as low-light vision or darkvision. The spell doesn't grant any special method of communication with the target.

For the duration of the trance, your own senses are muted, though you can still communicate. This lack of awareness

makes you flat-footed. You can't take actions with the attack or move traits, nor can you cast spells.

**Heightened (6th)** The range increases to 100 miles and the duration to sustained up to 10 minutes. You can communicate telepathically with the target for the duration of the trance, though the target is under no compulsion to follow commands if it wasn't already.

**SHAMBLING HORROR**

**FOCUS 6**

UNCOMMON EVIL NECROMANCY

**Cast** ◆◆◆ material, somatic, verbal

**Range** touch; **Targets** 1 corpse of a Gargantuan or smaller creature that has a level no greater than your level - 4 and has died since the last sunrise

**Duration** 10 minutes

You reanimate the corpse of a fallen creature as an undead minion under your control. The reanimated creature is an undead skeleton (*Bestiary* 298, *Bestiary* 3 236, page 146) or zombie (*Bestiary* 340, *Bestiary* 3 302, page 170). Choose a skeleton or zombie stat block of the same size as the original creature and of a level no higher than the creature's original level. The shambling horror keeps Speeds it had in life, as well as melee Strikes that deal only physical damage. These attacks use the highest attack modifier from the skeleton or zombie you choose. Some of the skeleton's or zombie's abilities might not make sense for the shambling horror, and some abilities the creature had in life might not persist in undeath; the GM makes the final choice of what abilities the horror has.

A shambling horror has the minion trait. You can't control more than one shambling horror at the same time—if you create a new one while one is already under your control, you must choose one to release, causing it to lose the minion trait. Shambling horrors that have been released expire when the spell duration does. After the duration expires, you can cast *shambling horror* again on the same corpse to animate it once more. However, after the next sunrise, you can no longer animate the corpse as a shambling horror.

**SUBJUGATE UNDEAD**

**FOCUS 3**

UNCOMMON MENTAL NECROMANCY

**Cast** ◆◆◆ material, somatic, verbal

**Range** 30 feet; **Targets** one undead creature with a level of no more than your level - 4

**Saving Throw** Will; **Duration** varies

You attempt to seize control of the target. It can attempt a Will save to resist the effect. If the target is already being controlled by another creature, the controlling creature also rolls a saving throw and the undead uses the better result. Casting *subjugate undead* again ends any previous *subjugate undead* you cast.

**Critical Success** The target is unaffected and is temporarily immune for 24 hours.

**Success** The target is unaffected.

**Failure** The undead creature becomes a minion under your control for 1 minute. The spell is dismissed if you or an ally takes a hostile action against the minion undead.

**Critical Failure** As failure, except the duration is 10 minutes.

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# UNDEAD ALLIES

*While some necromancers view undead as purely disposable minions to create, destroy, or bind to their will, others see undead as long-term allies. These types of relationships can vary widely. Druids or rangers can bond with undead companions instead of animals. Witches and wizards might call forth undead familiars. Even summoners can forge an unusual link with an eidolon tied to undeath. The preeminent of them all, however, are undead masters who keep multiple undead companions at once and ensure their continued loyalty.*

## EIDOLONS AND UNDEAD

An eidolon and summoner link together via life force, which undead lack. Undead spirits often have an easier time manifesting on their own than sharing a link with a living creature. Dhampirs and other creatures with negative healing have a much easier time bonding with an undead as an eidolon. It might be more uncomfortable and unlikely, but an undead eidolon can bond with any living creature, and the connection to the living grants them unparalleled freedom from the cravings and weaknesses of undeath.

## UNDEAD EIDOLON

Your eidolon is an undead spirit pulled from the Ethereal Plane or Negative Energy Plane, embodied, and bound to

your life force in an unusual, potentially antithetical way that even other summoners can't quite understand. Undead eidolons take about every imaginable shape and form, as their bodies manifest from their connection to you. Their ultimate form can be influenced by an amalgamation of the echoes and memories of their old life before becoming undead, their cause of death, their encounters in the afterlife, and portions of your own essences. Together, you and your eidolon need to explore the mysteries of life, death, and undeath to understand what your bond means for both of your futures.

**Tradition** divine

**Traits** eidolon, undead

**Home Plane** Ethereal Plane or Negative Energy Plane

**Size** Medium or Small

**Suggested Attacks** claw (slashing), fist (bludgeoning), jaws (piercing)

**Undead Brute** Str 18, Dex 14, Con 16, Int 8, Wis 10, Cha 12

**Undead Stalker** Str 14, Dex 18, Con 16, Int 8, Wis 12, Cha 10

**Skills** Intimidation, Religion

**Senses** darkvision

**Language** Necril

**Speed** 25 feet

**Abilities** *Initial* negative essence; *Symbiosis* drain life; *Transcendence* rejuvenation

## NEGATIVE ESSENCE

Your undead eidolon has a link directly to your life force, which grants it a twilight state between living and undead. This renders it a living creature and therefore susceptible to many ailments that bother only the living, though it does possess some resistances to these effects.

The eidolon has negative healing, meaning it heals from negative energy effects that heal undead and is damaged by positive energy effects that damage undead. It doesn't have an undead's normal immunities, but it does gain a +2 circumstance bonus to saving throws against death effects, disease, and poison effects, and non-damaging effects that target only undead. Additionally, its necrotic essence stanches its wounds easily. The flat check to remove persistent bleed damage from the eidolon is DC 10 (or DC 5 after receiving particularly effective aid).





**DRAIN LIFE**

Your eidolon's link with you sustains it, but it still craves the life essence of the living, whether through blood or pure essence. It gains the Drain Life activity.

**DRAIN LIFE** >>

**DIVINE** **EIDOLON** **NECROMANCY** **NEGATIVE**

Your eidolon attacks a living creature and drains some of the creature's life force to feed your shared link. Your eidolon Strikes a living enemy. If the Strike hits and deals damage, the target must attempt a Fortitude save, with the following effects. On a critical hit, the enemy uses the result one degree worse than it rolled.

**Critical Success** No effect.

**Success** Your eidolon drains a small amount of life force. The enemy takes additional negative damage equal to half your level.

**Failure** Your eidolon drains enough life force to satisfy itself. The enemy takes additional negative damage equal to half your level and is drained 1. Your eidolon gains temporary Hit Points equal to the enemy's level, which last for 1 minute.

**Critical Failure** Your eidolon drains an incredible amount of life force and is thoroughly glutted with energy. As failure, but the enemy is drained 2 and the temporary Hit Points are equal to double the enemy's level.

**REJUVENATION**

Your eidolon's unusual connection with you allows you both to rejuvenate when defeated. The first time each day your turn begins while you're dying, you instantly regain a number of Hit Points equal to three times your level and wake up. (Increase your wounded condition as normal.) You can immediately Manifest Your Eidolon as a free action. You can then take your turn as normal.

**UNDEAD COMPANIONS**

Undead companions are loyal, though not fully sapient, entities that follow your orders, whether as an undead animal or an undead humanoid rendered mindless or nearly so by undeath. They work like animal companions in most ways. Most undead companions are uncommon, typically only available to those with the undead master archetype (page 41) or an intrinsic connection to the realm of the dead. The GM might determine a fallen animal companion can be animated as one of the following with the proper *create undead* ritual. Undead companions typically have slightly lower statistics than a normal animal companion to compensate for their immunities. You can have only one companion of any kind at a time.

Apart from the following differences, an undead companion functions as an animal companion (*Core Rulebook* 215), including the limitations to companion items regardless of if they have a humanoid shape.

- **Traits:** An undead companion has the undead trait rather than the animal trait.

**THE EVIL OF UNDEATH**

An undead eidolon, companion, or familiar is usually evil, as are the majority of undead creatures. The GM might make an exception for certain undead who aren't mindless. Since creating undead tortures and corrupts a life and spirit, a character with an undead animal companion or familiar is usually evil as well, though again, the GM can allow exceptions.

**ANCHORED INCORPOREALITY**

While most ghosts are bound to the site where they died or were buried, some instead find themselves bound to specific items, such as a particular piece of jewelry, article of clothing, pet's collar, or a stone from a building in which it dwelled. These items, known as anchors, were important to the ghost in life, or critical to the events of their death and haunting.

A creature with anchored incorporeality has the incorporeal trait, meaning it can move through physical creatures and such creatures can move through it. It can't attempt Strength-based checks (such as Grapple) against corporeal creatures and corporeal creatures can't attempt such checks against it. Though incorporeal, a creature with anchored incorporeality can travel no more than 60 feet from its anchor and must maintain line of effect to the anchor. This typically prevents it from moving through walls. Unlike many other incorporeal creatures, a creature with anchored incorporeality doesn't have resistance to all damage or immunity to precision damage.

A character with an animal companion or familiar that has anchored incorporeality can transfer the anchor to a new item with a special ritual. This requires spending 1 week in concert with the companion to create a new anchor. A character who knows this technique might be able to adapt it to transfer a ghost's Site Bound ability (or similar restriction) to tie it to an anchor instead of a place.

- **Immunities:** The companion has negative healing and immunity to death effects, disease, and poison. Unlike most undead, they aren't immune to becoming unconscious and can become unconscious and dying rather than being destroyed instantly at 0 Hit Points.
- **Mindless Companions:** Some undead companions are mindless. The mindless trait makes them immune to all mental effects, as normal. The only skills in which a mindless companion is trained are Acrobatics and Athletics, and it can't become trained in other skills. Even if a mindless companion gains a limited ability to act in combat without being commanded,

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such as from the Mature Animal Companion feat, it can repeat only the last command; it can't take a new action on its own. A mindless companion can't take specializations that would raise its Intelligence or grant it benefits to skills other than Acrobatics or Athletics, and it can't use or benefit from feats or other options for animal companions that normally require a creature to have a mind, think, or make a decision. When in doubt, the GM determines what abilities a mindless companion can use.

## GHOST

UNCOMMON

Your companion is a ghost, bound to an item in your possession. Due to this bond, your ghost companion can move beyond the area of a single dwelling, but it's easier to disrupt than most incorporeal creatures. A ghost companion can be formed from a humanoid, animal, or other creature. The ghost isn't sapient and is unable to speak with the living.

**Size** Small or Medium

**Melee** ♦ ghostly touch (finesse, magical), **Damage** 1d8 negative (doesn't apply the ghost's Strength modifier)

**Str** -5, **Dex** +3, **Con** +0, **Int** -4, **Wis** +1, **Cha** +2

**Hit Points** 4

**Skill** Stealth

**Senses** darkvision

**Speed** fly 20 feet

**Special** anchored incorporeality (page 37)

**Support Benefit** Your ghost spooks and scares your foes as you attack them. Until the start of your next turn, if you hit and deal damage to a creature in your ghost's reach, the creature becomes frightened 1.

**Advanced Maneuver** Telekinetic Assault

## TELEKINETIC ASSAULT ♦♦

DIVINE EVOCATION

**Frequency** once per hour

Your ghost unleashes a flurry of emotions, causing small objects and debris to fly about in a 20-foot emanation, dealing 1d6 bludgeoning damage for every 2 levels the ghost has (basic Reflex save). This uses a trained DC using the ghost's Charisma modifier or an expert DC if the ghost is specialized.

## SKELETAL MOUNT

UNCOMMON

Your companion is a skeletal horse, drake, elk, or other animal suitable for riding. Skeletal mounts can be collapsed, gathered into piles of bone, and packed away for storage.

**Size** Large

**Melee** ♦ hoof (agile), **Damage** 1d6 bludgeoning

**Str** +2, **Dex** +2, **Con** +2, **Int** -5, **Wis** +0, **Cha** +0

**Hit Points** 4

**Skill** none (mindless)

**Senses** darkvision

**Speed** 35 feet

**Special** mindless, mount

**Support Benefit** Your skeletal mount strikes fear when it charges. Until the start of your next turn, if you are riding your skeletal mount and move at least 10 feet on the action before your attack, any creature damaged by the attack becomes frightened 1, or frightened 2 if the attack was a critical hit. This is an emotion, fear, and mental effect.

**Advanced Maneuver** Gallop

## GALLOP ♦♦

MOVE

The skeletal mount Strides twice, with a +10-foot circumstance bonus to its Speed.

## SKELETAL SERVANT

UNCOMMON

Your companion is a humanoid skeleton, mindless but capable of assisting in rudimentary chores. Like the skeletal mount, it can be collapsed for easy storage.

**Size** Small or Medium

**Melee** ♦ jaws, **Damage** 1d8 piercing

**Melee** ♦ claw (agile), **Damage** 1d6 slashing

**Str** +2, **Dex** +2, **Con** +1, **Int** -5, **Wis** +0, **Cha** +1

**Hit Points** 4

**Skill** none (mindless)

**Senses** darkvision

**Speed** 20 feet

**Special** mindless



**Support Benefit** Your skeletal servant jabs bones into your enemies to distract them while you attack. Until the start of your next turn, when a Strike you make hits and deals damage to a creature within your skeletal servant's reach, that target becomes flat-footed until the end of your next turn.

**Advanced Maneuver** Screaming Skull

### SCREAMING SKULL

AUDITORY EMOTION FEAR MENTAL

The skeleton removes its skull and throws it, making a jaws Strike with a range of 20 feet. Regardless of whether it hits, the target and all enemies within 10 feet must attempt a Will save or be frightened 1, or frightened 2 on a critical failure. This uses a trained DC using the skeleton's Charisma modifier or an expert DC if the skeleton is specialized. At the start of the skeleton's next turn, the head bounces, rolls, or flies back to reattach. The skeleton is blind while its head is away.

### VAMPIRIC ANIMAL

RARE

Your companion is a wolf, weasel, fox, or other predator with fangs and the blood thirst of a vampire. They often serve vampires who willingly shared their blood to bind the animal to their vampiric whims.

**Size** Small or Medium

**Melee** ♦ jaws (finesse),

**Damage** 1d8 piercing

**Str** +2, **Dex** +2, **Con** +1,

**Int** -4, **Wis** +1, **Cha** +0

**Hit Points** 4

**Skill** Survival

**Senses** low-light vision, scent (imprecise 30 feet)

**Speed** 30 feet

**Special** Vampiric animal companions are particularly attuned to the scent of blood. If a creature has persistent bleed damage, your vampiric animal companion can smell the creature if it's within 120 feet rather than 30 feet.

**Support Benefit** When your vampiric animal senses blood it tears into your enemies. Until the start of your next turn, your Strikes that damage a creature in your vampiric animal's reach also deal 1d6 persistent bleed damage. If your vampiric animal is nimble or savage, the persistent bleed damage increases to 2d6.

**Advanced Maneuver** Blood Feast

### BLOOD FEAST

Your vampiric animal companion attacks a bleeding foe and drinks its blood. Your companion attempts a Strike against a creature currently taking persistent bleed damage. The Strike deals 2d8 additional damage. If the Strike hits and

deals damage, your vampiric animal companion gains temporary Hit Points equal to half your level that last for up to 1 minute.

### ZOMBIE

UNCOMMON

Your companion is a mindless zombie created from a soulless dead body, be it animal or humanoid. The stats below list a fist Strike, but this can be replaced by a claw or similar option better suited to the creature's form.

**Size** Small or Medium

**Melee** ♦ fist, **Damage** 1d8 piercing

**Str** +2, **Dex** +0, **Con** +4, **Int** -5, **Wis** +0, **Cha** +0

**Hit Points** 10

**Skill** none (mindless)

**Senses** darkvision

**Speed** 20 feet

**Special** mindless

**Support Benefit** The zombie emits an aura of rot, causing wounds to fester. Until the start of your next turn, each time you hit a creature that's within 10 feet of the zombie and you deal damage, the creature takes an additional 1d6 damage as the wound festers. If your zombie is nimble or savage, the damage increases to 2d6. This is a disease and necromancy effect.

**Advanced Maneuver** Take a Taste

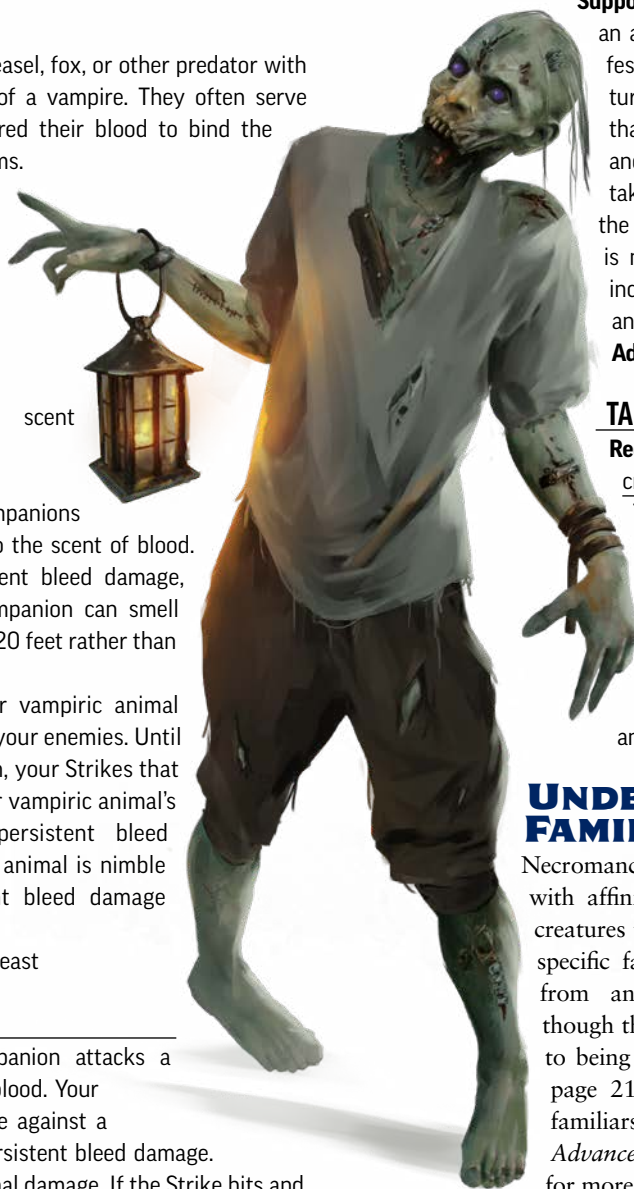
### TAKE A TASTE

**Requirements** The zombie has a creature grabbed or restrained.

The zombie tries to grasp and bite a creature. The zombie makes a jaws Strike against the creature. This Strike uses the same statistics as its normal melee Strike, except its damage die is 1d10 and it deals piercing damage.

## UNDEAD SPECIFIC FAMILIARS

Necromancers and other spellcasters with affinity to undeath bind undead creatures to serve as familiars. Undead specific familiars work no differently from any other specific familiars, though they share certain abilities due to being undead. See *Core Rulebook* page 217 for more information on familiars and their abilities, and the *Advanced Player's Guide* page 146 for more on specific familiars.





## CRAWLING HAND

Crawling hands make grisly but striking familiars, popular among necromancers with an eye for aesthetics. They also tend to be convenient, due to many available spare parts. Crawling hands can be skeletal or fleshy, like a zombie.

## CRAWLING HAND

UNDEAD

**Required Number of Abilities** 5

**Granted Abilities** manual dexterity, spell delivery, undead, valet

**Lend a Hand** The crawling hand assists an ally in the same space to attack a foe, crawling over the enemy and grabbing to distract them. Despite being a minion, it gains 1 reaction at the start of its turns, which it can use only to Aid an attack roll by an ally that shares the hand's space (it still has to prepare to help as normal for the Aid reaction). This attempt automatically succeeds. If the crawling hand has a similar ability, like partner in crime, it still gains only 1 reaction and can choose how to spend it.

**Undead** Your familiar is undead. It has negative healing and is immune to death effects, disease, poison, and unconscious. It's destroyed at 0 HP.

## OLD FRIEND

Sometimes, the spirit of a cherished pet returns from the Boneyard to continue aiding its beloved owner. These tiny animal ghosts tend to be bound to anchors such as favorite toys, collars, or carved representations of who they were in life. An old friend is less likely to be evil than other undead familiars, as is its master.

## OLD FRIEND

INCORPOREAL SPIRIT UNDEAD

**Required Number of Abilities** 4



**Granted Abilities** flier

**Invisibility** Once per hour, your familiar can cast 2nd-level *invisibility* on itself as a divine innate spell.

**Anchored Incorporeality** Page 37.

**Undead** As crawling hand.

## POLONG

Polongs (page 138) are wicked, invisible spirits created from the blood of murder victims, bound to glass bottles, and fed with the blood of their master. They're often used to possess and sicken their master's enemies. Polongs can't be found or acquired, only created, a process that can take up to two weeks. If a polong's bottle is ever destroyed, or if its master fails to provide its daily feeding of blood, the polong withers and dies.

## POLONG

INCORPOREAL UNDEAD

**Required Number of Abilities** 8

**Granted Abilities** flier, lifelink, skilled<sup>APG</sup> (Society), spellcasting<sup>APG</sup>, speech

**Anchored Incorporeality** Anchor must be a bottle (page 37).

**Polong Possession** **◆◆** (incapacitation, mental, necromancy, occult, possession) The polong attempts to possess an adjacent corporeal creature. The creature must attempt a Will save against your class DC or spell DC, whichever is higher. On a failure, the polong merges into the creature's body for 1 minute (24 hours on a critical failure). The polong can observe through the creature's senses but is unable to control the creature. The possessed creature is drained 1 while the possession lasts. While possessing a creature, a polong can ignore the distance and line of effect limitation from its anchored incorporeality ability; when the possession ends, it immediately returns to the bottle if it's beyond range.

**Undead** As crawling hand.

## TALKING HEAD

Similar to beheaded, these disembodied, reanimated heads (with or without skin) retain some of their arcane wisdom, making for invaluable study partners. However, they also tend to be mouthy, opinionated, or downright obnoxious with their constant chattering, leading some annoyed masters to sew their mouths shut in punishment.

## TALKING HEAD

UNDEAD

**Required Number of Abilities** 3

**Granted Abilities** cantrip connection, skilled<sup>APG</sup> (your choice of Arcana, Occultism, or one kind of Lore), speech

**Heads Will Roll** Unless its master gives the talking head the flier ability, a talking head is able to move only by rolling along the ground, reducing its speed to 15 feet. Alternatively, a creature can, as a single action, kick or throw the head 30 feet. This can't be used as an attack; the head bounces harmlessly off anything it hits.

**Undead** As crawling hand.



## UNDEAD MASTER (ARCHETYPE)

Not everyone with an interest in the undead raises a vast army of faceless, disposable minions. You prefer to cultivate a more personal relationship with a small number of undead companions, personalized to your needs and expectations. Those companions with minds trust you implicitly; those without are extensions of your will. Perhaps they see you as a teacher or caretaker, shepherding them on the path to peace and passing on, or perhaps they are your protectors, bound to aid you by negotiation and magical spells. Whatever the case, they will fight for and alongside you without question, throwing themselves into danger without hesitation if it will provide a means to your desired end.

This archetype works well for a necromancer capable of raising undead but isn't exclusive to them. You could be a warrior who befriended an undead, an evil champion granted an undead companion by your deity, or an undead bloodline sorcerer undead are drawn to.

The additional feats below are found in the beastmaster archetype on pages 160–161 of the *Advanced Player's Guide*. Whenever one of these additional feats refers to an animal companion, as an undead master, you apply it to your undead companion instead.

**Additional Feats:** **4th** Additional Companion, Mature Beastmaster Companion; **6th** Companion's Cry; **8th** Incredible Beastmaster Companion; **14th** Specialized Beastmaster Companion; **16th** Lead the Pack

### UNDEAD MASTER DEDICATION

UNCOMMON ARCHETYPE DEDICATION

**Prerequisites** evil alignment

You gain the services of an undead companion that travels with you and obeys your commands. The rules for undead companions appear on page 37 and utilize those for animal companions from the *Core Rulebook* on page 214.

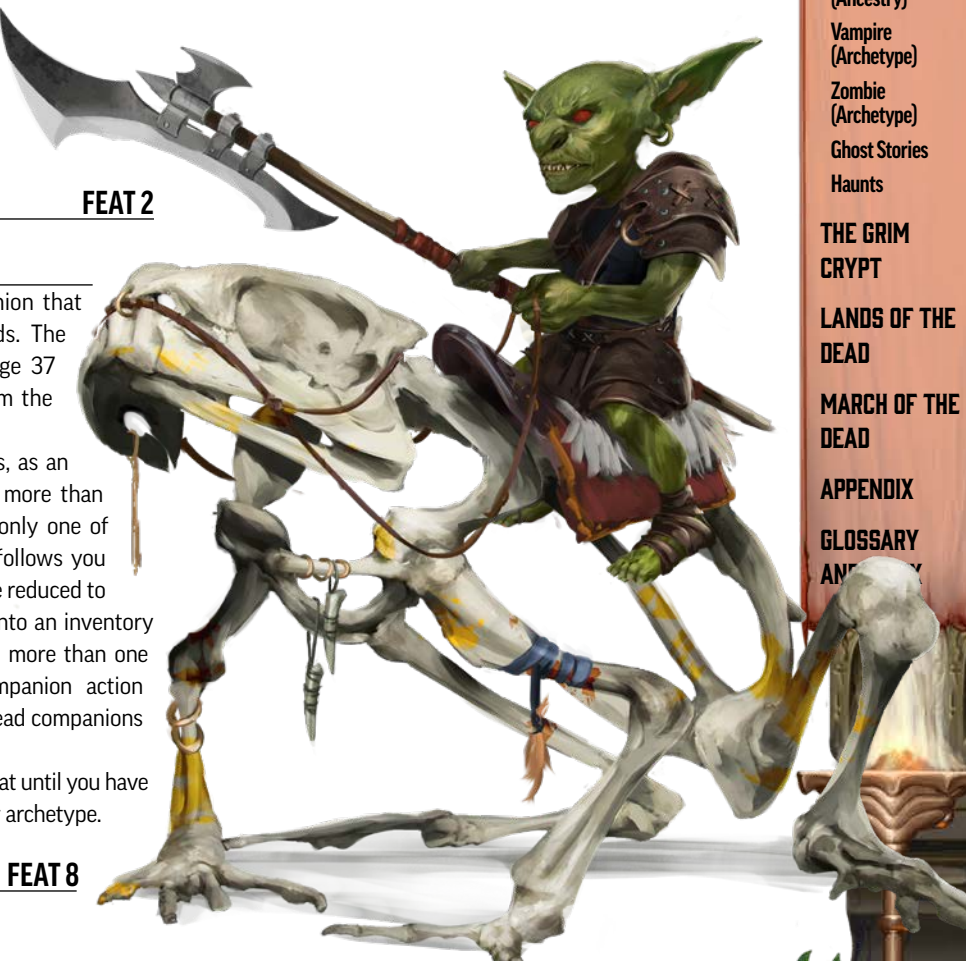
Contrary to the usual rules for companions, as an undead master it's possible for you to have more than one undead companion at a time. However, only one of those companions, your "active companion," follows you during exploration and encounters; the rest are reduced to an "inactive" state that can be easily tucked into an inventory or stored in a nearby crypt. If you ever have more than one undead companion, you gain the Call Companion action (*Advanced Player's Guide* 160), with your undead companions taking the place of animal companions.

**Special** You can't select another dedication feat until you have gained two other feats from the undead master archetype.

### GUARDIAN GHOSTS

ARCHETYPE DIVINE NECROMANCY

**Prerequisites** Undead Master Dedication



### FEAT 2

**Frequency** once per 10 minutes

**Trigger** You would take damage from a Strike while one of your undead companions is adjacent to you.

You magically divert some of the harm from an incoming attack away from yourself, forcing your undead companion to take it in your stead. Reduce the damage you take from the triggering Strike by 2 + your level. Your adjacent undead companion loses a number of Hit Points equal to the amount of damage reduced. If you have more than one adjacent undead companion, you choose which one loses Hit Points. You can't divert the damage to a temporary fragment from Their Master's Call.

### THEIR MASTER'S CALL

### FEAT 12

ARCHETYPE CONCENTRATE DIVINE NECROMANCY

**Prerequisites** Undead Master Dedication, Call Companion, at least one inactive undead companion whose remains or anchor are currently in your possession.

In a pinch, you pull one of your inactive companions from their rest to provide a companion's support benefit. A fragment of your companion materializes or assembles itself in an unoccupied square of your choice within 30 feet of you, grants you its support benefit, and then disappears on your next turn. If it takes any damage before your next turn, it disappears or collapses (as applicable) and the support benefit ends immediately.

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## DEITIES OF UNDEATH

*Reanimation is a difficult experience. Unless self-aware enough to recognize the reality of their new form, as I was upon reawakening, many undead flail about impotently as they seek meaning from their new existence. Some have the benefit of a necromancer's magic, guiding them like a shepherd's crook, blunting the trauma of rebirth, and directing the new being toward meaningful industry. But for "accidental" and self-made undead, is it any wonder they seek divine guidance? A cadre of divinities delight in having undead followers, and understanding my domain requires understanding these faiths.*

### URGATHOA

Ah, the Pallid Princess. According to legend, Urgathoa forged the immortal path many of us follow when she defied Pharamasma and became the first undead. Ever since, she has guided others in their transformations. Rather than drift along the River of Souls, a spirit might veer back toward its old haunts or body with Urgathoa's divine presence guiding them as a lighthouse guides a ship. Thus, for most of my unliving charges, Urgathoa is the fearsome midwife who welcomes undead back into the world and receives their accolades forever after. Her priests replicate these efforts by dutifully ending lives, protecting undead, and aiding their eternal faithful. I welcome them.

Granted, the Pallid Princess's faith has quite the flair for the dramatic. Bone altars and blood-soaked edifices prove... macabre, and I find little use in them. But Urgathoa's worshipers delight in such accouterments, as if these monuments validate their undead existence.

Yet Urgathoa represents more. Her blasphemies against Pharamasma seemingly rewrote reality, allowing undead to exist, almost like teaching gravity to fall in an unimagined new direction. Thus, those with necromantic talent can exploit these vulnerabilities within the multiverse to reshape the River of Souls, animating and controlling minions. To understand Urgathoa's achievements is to repurpose and reinterpret them through arcane will as I have.

Our relationship is... complex. Arguably my own undead apotheosis wouldn't have been possible

without Urgathoa's indirect contributions. Likewise, her faith's victories on Golarion wouldn't have happened without my leadership and arcane power. Yet neither of us is in the other's debt. I maintain my shrines and offer empty prayers to her, of course, and true to her nature, she feeds upon whatever platitudes I send her way.

### A MOTIVATING HUNGER

The world has too many zombies rotting in forgotten dungeons and liches sitting on their withered laurels, and it is the blessing of Urgathoa's unending hunger that drives undead to act.

Imagine the idleness of ghouls and vampires if they lacked the need to feed. By her ghastly grace, my subjects are not simply tireless in body but restless in spirit, always driven toward new objectives that better my lands.

Their hunger is usually less poetic. Living and undead, Urgathoans crave nearly any commodity in excess. Typically, this involves food and drink, luxurious or rotten as suits the individual in question. Yet potentially any appetite—provocatively wasteful performance art, sexual expression, and more—might drive her faithful. While I permit those in Mechartar such grisly displays, rites to Urgathoa are discouraged abroad, and her followers must avoid undue attention. Yet even the most secretive priests can't help but conduct blood sacrifices occasionally or spread undeath throughout a town. Most cases of vigilantism against the Pallid Princess's faith immediately follow these indulgent outbursts.

Strangely enough, Urgathoa's greatest strength is her poise. She encourages ravenous and reckless insatiability, yes, but she is the host of the figurative party, indulging her gluttony on her own terms and from a position of power, ever confident in her prestige and influence. It's this feasting without repercussion to which her avid followers aspire.







## CHARON

Whereas the other gods I explore revel in undeath as an end state, to Charon, all paths lead to death, and the undead are merely mortals taking a detour. For the daemonic Horseman of Death, creating undead is a transactional affair: he stays your execution so long as you inflict death. Seeking out Charon is quite the act of desperation, yet there are benefits. The Boatman navigates the Styx, whose waters hold the multiverse's forgotten secrets, any of which he might retrieve in exchange for servitude. His daemons often create undead minions and those who survive their fiendish creators are as likely to turn to Charon as they are to flee Abaddon altogether. Revenants and other vengeful corpses might accept eventual oblivion if it means dragging down their hated rival, but there are more effective methods of achieving one's goals. Avoid this Horseman.



## KABRIRI

The Lord of Ghouls supposedly arose from the first cannibal, but as with any cadaver his progeny devours, the attribution is an irrelevant nicety. Many of my citizens revere Kabriri, enjoying his dogma of endless eating. Yet there is cold cunning beneath that gluttony. Like an overlooked beggar picking at trash, Kabriri finds things, hears things, and knows the secrets the dead took with them to their graves. His is the scavenger's lot, disparaged by high society yet crucial to keeping the streets clean. So too do his disciples scavenge places, taking refuge in abandoned structures and maintaining them. Nowhere is this more apparent than Nemret Noktoria, a dismal cavern turned thriving metropolis built in Kabriri's honor. Laugh at Kabriri for lapping up Urgathoa's scraps if you will, but know he is an easily underestimated ally.



## ORCUS

It is little wonder the demon lord of necromancy's cult finds a home in my realm, and no doubt Orcus believes I owe him homage for the wizardry mastered through my own genius. Yet while his followers are capable, their numbers are few and their rosters filled with self-absorbed spellcasters who sought out undeath. Urgathoa retains her deserved primacy, especially within my lands. Don't confuse Orcus's apparent absence with impotence. No, while Kabriri gnaws, Zura revels, and Urgathoa indulges, Orcus plots. He meticulously builds his strength on other worlds and planes, waiting for an auspicious opportunity to claim supremacy over all undead. Let him scheme. I have only one rival of note and care little for having a second.



## ZURA

In life an Azlanti queen who reveled in macabre feasts of blood, in death Zura rules as demon lord of vampires and cannibalism. Where Kabriri rules the graves, Zura preys upon the living, gorging on life-giving blood. She's never fully recovered since Earthfall nearly wiped out her faithful, and there's a certain poetry in her cravings—the living possess what she has lost. My lands have become her refuge. As Zura's faithful strive for the spectacle and passion of life, they draw art and culture to Mechitar, bringing amusement to lonesome immortality. Yet her priests test my patience, at times cooperating, and other times engaging in pointless destructive feuds with Urgathoa's chosen.

## DEVOTEE BENEFITS

The devotee benefits for worshiping Charon, Orcus, and Zura appear below. Kabriri's appear within the ghoul entry, on page 105.

### CHARON (NE)

**Edicts** End all mortal life, exploit those who fear death  
**Anathema** Offer anything for free, extend mortal lifespans, grant true salvation to the doomed or dying  
**Follower Alignments** LE, NE, CE  
**Divine Font** *harm*  
**Divine Skill** Occultism  
**Favored Weapon** staff  
**Domains** death, knowledge, souls<sup>LOGM</sup>, water  
**Cleric Spells** 1st: *grim tendrils*, 4th: *crushing despair*, 9th: *weird*

### ORCUS (CE)

**Edicts** Become undead through choice and skill, master necromantic magic, create undead  
**Anathema** Become a vampire or accidental undead, give succor to faiths that seek to destroy undead  
**Follower Alignments** NE, CE  
**Divine Font** *harm*  
**Divine Skill** Arcana  
**Favored Weapon** mace  
**Domains** magic, might, undeath, zeal  
**Cleric Spells** 1st: *grim tendrils*, 2nd: *feral shades*<sup>SoM</sup>, 9th: *power word kill*

### ZURA (CE)

**Edicts** Drink blood, seek vampirism, cause bleed damage  
**Anathema** Expose vampires, heal a bloody wound without drinking blood from it first  
**Follower Alignments** NE, CE  
**Divine Font** *harm*  
**Divine Skill** Diplomacy  
**Favored Weapon** rapier  
**Domains** delirium<sup>LOGM</sup>, indulgence, nightmares, undeath  
**Cleric Spells** 1st: *charm*, 4th: *gaseous form*, 6th: *dominate*

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# PLAYING UNDEAD

*Few undead can be called heroes, but a small number overcome the challenges of unlife to become something more. Durable and adaptable, they might even become adventurers and thrive. The tools in this section enable you to be undead as a player character.*

## PLAYABLE UNDEAD OPTIONS

This chapter provides options for playing undead characters. Most leave a fair amount of your previous “self” intact, so they’re presented as archetypes. The skeleton is the exception—when reduced to bones, your old body doesn’t make as big a difference. Because these types of undead characters occur so seldom, and because a game using them needs special adjustments to play out like a normal campaign, these archetypes and ancestry are all rare. The options are ghost (page 46), ghoul (page 48), lich (page 50), mummy (page 52), skeleton (page 54), vampire (page 58), and zombie (page 60).

## BASIC UNDEAD BENEFITS

The archetypes and skeleton ancestry that follow can give the basic undead benefits detailed here. These are somewhat different from the normal undead creature abilities to better fit player characters.

**Necril:** You know the Necril language.

**Undead Vision:** You gain low-light vision, or you gain darkvision if your ancestry already has low-light vision.

**Negative Healing:** You are damaged by positive damage and aren’t healed by positive healing effects. You don’t take negative damage and are healed by negative effects that heal undead.

**Negative Survival:** Unlike normal undead, you aren’t destroyed when reduced to 0 Hit Points. Instead, powerful negative energy attempts to keep you from being destroyed even in dire straits. You are knocked out and begin dying when reduced to 0 Hit Points (*Core Rulebook* 459). Because you’re undead, many methods of bringing someone back from dying, such as *stabilize*, don’t benefit you. When you would die, you’re destroyed rather than dead, just like other undead.

**Immunity to Death Effects:** You’re immune to death effects. This keeps you from being automatically killed or from having your dying value automatically increase, but it doesn’t make you immune to other parts of the spell or effect. For example, you can still take mental damage and become frightened by a *phantasmal killer*, you just don’t instantly die from it.

**Disease and Poison Protection:** You gain a +1 circumstance bonus to saving throws (or any other defense) against disease and poison.

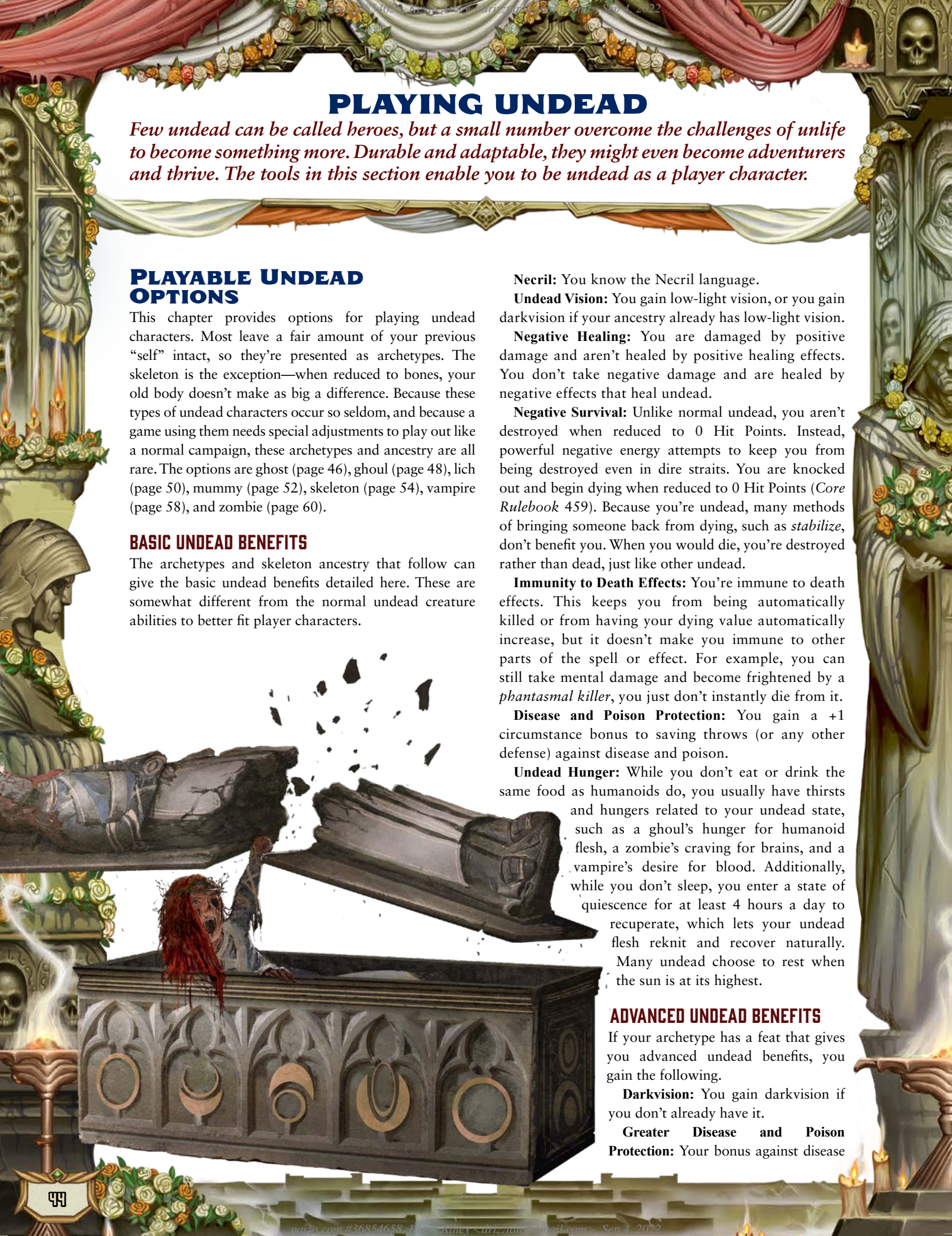
**Undead Hunger:** While you don’t eat or drink the same food as humanoids do, you usually have thirsts and hungers related to your undead state, such as a ghoul’s hunger for humanoid flesh, a zombie’s craving for brains, and a vampire’s desire for blood. Additionally, while you don’t sleep, you enter a state of quiescence for at least 4 hours a day to recuperate, which lets your undead flesh reknit and recover naturally. Many undead choose to rest when the sun is at its highest.

## ADVANCED UNDEAD BENEFITS

If your archetype has a feat that gives you advanced undead benefits, you gain the following.

**Darkvision:** You gain darkvision if you don’t already have it.

**Greater Disease and Poison Protection:** Your bonus against disease





and poison increases to +2. You gain poison resistance equal to half your level.

**Paralysis and Sleep Protection:** You gain a +1 circumstance bonus to saving throws (or any other defense) against effects that would make you paralyzed or have the sleep trait.

## ROLEPLAYING UNDEAD

An undead PC has a different mindset and priorities than a living creature. Consider your character's place in both the societies of the living and undead. Consider what ordinary concerns an undead creature wouldn't have to deal with and what new ones might arise from their unliving state. For instance, you might deal with your undead stench with perfumes or magic, much as the undead in the courts of Geb do.

## UNDEAD ORIGINS

You can't become undead without dying first, so the manner of your death can both inform the kind of undead you become and further your story. If you're making an undead PC without having played the character while alive, think about who they were before dying and what the process of becoming undead felt like to them.

## RUNNING A GAME WITH UNDEAD PCs

The options for playing undead are built to closely match the normal play style of adventuring, but not all types of adventures or adversaries work well with undead in the party. Many abilities of enemy creatures become weak or pointless against undead. Take note of the basic undead benefits so you can avoid using enemies who rely on death effects, for example. You'll also need to reconsider adversaries who have *heal* or *harm* spells, and potentially switch out the spells they know. *Harm* isn't useful as an offensive spell against undead, so living creatures with *harm* won't get any use out of it against a party of undead. *Heal*, on the other hand, becomes extra useful and valuable for living creatures, as it can both heal their allies and hurt the PCs. Running a game with undead means taking these elements into account but not necessarily removing them all. Sometimes undead shrug off powerful spells and sometimes they get wrecked by a *heal* spell.

## UNLEASHING THE UNDEAD

The rules for undead PCs make some adjustments for playability. The main differences are reducing the undead immunity to disease, paralyzed, poison, and sleep to bonuses, and not having the undead destroyed when they reach 0 HP. If you want something more similar to standard undead for the PCs, you can give them the immunities fully. This means quite a few spells, enemies, and hazards could become useless. You can remove a fair number of these from your campaign and skip rewarding XP for dangers that don't actually endanger anyone.

## BECOMING UNDEAD

If your character dies and rises as an undead, work with your GM to determine the best way to alter your PC's mechanics to fit the new character. For most groups, it works fine for you to retrain any number of your class feats into archetype feats for your undead type. If you're playing a skeleton, rebuild your character, replacing only your ancestry and any feats or other options that no longer serve a purpose due to you being a skeleton.

## STARTING OUT AS UNDEAD

Undead archetypes, like most archetypes, begin with a 2nd-level dedication feat so you can attain them as you progress. However, it might make sense for you to start out as undead at 1st level. In this case, the GM can allow you to start with the archetype. You get the benefits of the dedication feat right away but must select the dedication feat at 2nd level.

## HEALING UNDEAD

Because of negative healing many typical means of healing don't work on undead. The *heal* spell can't heal undead, but *harm* and *soothe* can. *Healing potions* and elixirs of life are no use, but an *oil of unlife*<sup>APG</sup> can heal undead. In addition, a character can take the *Stitch Flesh* skill feat to heal undead with *Treat Wounds*.

## STITCH FLESH

## FEAT 1

GENERAL SKILL

**Prerequisites** trained in Medicine

You can use *Treat Wounds* to restore Hit Points to undead creatures, not just living ones. The techniques you use to do so vary, but all require sutures, bandages, and other tools included in healer's tools. Some conditions that might raise the DC of treating undead's wounds differ from that of living creatures. For instance, the GM might increase the DC if the undead being treated is in a church of Phasma or the wounds were caused by powerful positive energy.

For instance, if undead PCs immune to poison battled enemies that made heavy use of poison, that might be a trivial encounter for your group.

Having the PCs be destroyed at 0 HP is a trickier change. This removes a safeguard intended to prevent total party kills (TPKs) and avoid the need to monitor the whole group's HP very carefully at all times. Implementing it works best if you're playing a high-intensity one-shot game or are playing troupe-style play, with more characters than players, so a character who dies can quickly be replaced.

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## GHOST (ARCHETYPE)

Your ties to the living world cling to you in death, your unfinished business reducing you to a spirit. Your soul carries on, but your body is gone. Your mind, too, may have changed: though death can impact thoughts and desires in all sorts of ways, most ghosts experience stronger, more volatile emotions and are frequently overcome by their past ties. A need to reconcile the past overwhelms other needs. Motivations can change over time but are always strong. Pragmatism, compassion, and foresight fall before a ghost's fundamental desires.

### GHOST DEDICATION

RARE ARCHETYPE DEDICATION

**Prerequisites** You died and returned as a ghost.

You have risen as a shell of your former self, a spirit of mist and anguish. You gain the ghost, spirit, and undead traits, and the basic undead benefits (page 44). Your undead craving is to settle your unfinished business. You also gain the incorporeal trait, as described on page 218, except you can't pass through solid objects unless you select the Pass Through feat. Being a ghost has the following major effects.

**Floating** You can float but are still tethered to the ground. Replace your land Speed with an equal fly Speed. You can't rise more than a few inches above the ground when you fly.

### FEAT 2

This means you can move above many types of difficult or hazardous terrain without moving slowly or being damaged, even though you can't fly without limit. You can Leap, High Jump, Long Jump, and take similar actions, and use your fly Speed for any calculations that would normally require your land Speed.

**Items** You can transmute physical items to make them part of your incorporeal form. This requires spending 10 minutes with the items within reach, during which you transform the items into part of your form; you can return items you already have incorporated to a corporeal state at the same time. The items retain all their runes and other abilities, need to be invested normally if they have the invested trait, and need to be worn, held, or stowed appropriately. Once you've incorporated the items, you and other incorporeal creatures can use them normally—you can Interact with them, Release them, and so on. Your incorporated weapons gain the benefits of the *ghost touch* property rune, allowing you to use them normally against both corporeal and incorporeal creatures. Incorporated items become corporeal again only if you transmute them back or are destroyed, in which case, they drop to the ground under you.

**Attacks** Your unarmed attacks become magical and deal negative damage instead of their normal type.

**Strength** Unlike most incorporeal creatures, your Strength modifier is not -5; you keep the same Strength score you had before you became a ghost, though you can only attempt Strength-based skill checks—typically Athletics checks—against other incorporeal creatures, as normal for an incorporeal creature. Against incorporeal creatures, use your Strength normally to determine the results of Athletics checks, Strikes with melee weapons, and any other checks or damage rolls dependent on Strength.

**Ties that Bind** When you become a ghost, work with your GM to choose a bound site and unfinished business, both of which matter for your character's story, as well as some ghost archetype feats. Your bound site tethers you to the physical world and is typically either a location important to you in life or the place where you died. Unfinished business keeps you from passing to the afterlife. If someone resolves your unfinished business, you decide whether to accept the change and pass on, or to fight it. If you pass on, you get a few minutes to say your goodbyes, and then move into the River of Souls and the afterlife. Your character ceases to be. If you fight the change, you remain, though you and the GM might determine a new unfinished business. If you are physically destroyed, you cease your existence as a ghost but still might not be able to pass on to the afterlife if your unfinished business is incomplete. In this liminal state, you might come across strange energies and become another sort of creature, or anchor to a summoner and become an eidolon.





**FRIGHTFUL MOAN** ◆◆

**FEAT 4**

ARCHETYPE AUDITORY DIVINE EMOTION ENCHANTMENT FEAR MENTAL

**Prerequisites** Ghost Dedication

**Frequency** once per 10 minutes

You lament your fate, forcing each living creature in a 30-foot emanation to attempt a Will save against your class DC or spell DC, whichever is higher.

**Success** The creature is unaffected and temporarily immune to Frightful Moans for 1 minute.

**Failure** The creature is frightened 1.

**Critical Failure** The creature is frightened 2.

**GHOSTLY RESISTANCE**

**FEAT 4**

ARCHETYPE

**Prerequisites** Ghost Dedication

Your ghostly form becomes innately weaker but also gains resistance to many forms of damage. Your maximum HP is reduced by your level. You gain resistance 1 to all damage except for force, positive, and any damage done by a weapon with the *ghost touch* rune (or any other source that acts like a *ghost touch* rune). This resistance increases to 2 if the source is non-magical.

At 10th level, the resistance increases to 2, or 4 if the source is non-magical. At 16th level, the resistance increases to 3, or 5 if the source is non-magical.

**GHOSTLY GRASP**

**FEAT 6**

ARCHETYPE

**Prerequisites** Ghost Dedication

Your control over your ghostly form grows. You gain the advanced undead benefits (page 44) and can interact with physical objects, with limits. You can attempt Strength-based skill checks against physical creatures and objects. You can interact with physical objects, but the action has no effect unless you succeed at a DC 20 Athletics or DC 20 Thievery check.

**GHOST FLIGHT** ◆◆

**FEAT 8**

ARCHETYPE

**Prerequisites** Ghost Dedication

**Frequency** once per day

You can suppress your tether to the ground, overcoming your resistance to fly free. For 10 minutes, your fly Speed doesn't restrict you to only a few inches off the ground, allowing you to travel to any height you choose.

**PASS THROUGH** ◆◆◆

**FEAT 10**

ARCHETYPE

**Prerequisites** master in Acrobatics, Ghost Dedication

**Frequency** once per 10 minutes

Filtering your form through the substance of an object, you can pass through walls, doors, and more. You Fly up to your Speed. During this movement, you can try to move through one object. Attempt an Acrobatics check as you try to enter its space. The DC is typically 30 to move through a wall of up to 5 feet, 15 for an ordinary door, and 10 for thinner structures like windows; the GM might set the DC higher for especially dense materials like adamantine or lead, or for barriers that are

**INCORPOREALITY, FLIGHT, AND REJUVENATION**

Many ghost abilities have been significantly toned down to work for a player character—most notably flight and the ability to move through walls with incorporeality. The GM has the option to loosen the reins on both abilities, allowing movement through walls as normal for the trait, granting an unlimited fly Speed of 15 feet, or both. The fly Speed replaces any other abilities that involve flying, and any feat that upgrades the PC's flying capabilities, such as the Unlimited Ghost Flight feat, might instead upgrade this Speed by an additional 5 feet. However, a PC who can constantly fly and move through walls can trivialize many low- and mid-level challenges, as well as a fair number of high-level challenges, consistently outshining or leaving other characters behind; the GM should consider this option very carefully before allowing it and adjust the game accordingly.

Combining the rejuvenation feat with a character whose unfinished business is tied to the adventure essentially makes the character immortal. As with a lich's *soul cage*, even a group using other undead archetypes might want to avoid the rejuvenation feat or have it function more like a Rejuvenation Token (page 56).

magically reinforced. You can't Pass Through an obstacle made of magical force, such as a *wall of force*.

**Success** You move through the object, treating the square within it as difficult terrain. If you end your turn inside an object, you can move out of it only if you Pass Through again or use some other means of moving through a solid object. As normal for being incorporeal, starting your turn inside an object makes you slowed 1 for that turn.

**Failure** Your movement ends, and you trigger reactions as if you moved out of the square you started in.

**REJUVENATION**

**FEAT 12**

RARE ARCHETYPE

**Prerequisites** Ghost Dedication

The call of your unfinished business recreates you after destruction. When you're destroyed, you reform after 2d4 days within your bound site, fully healed. If your unfinished business is resolved while you're waiting, you pass on immediately unless you and the GM determine you have new unfinished business.

**UNLIMITED GHOST FLIGHT**

**FEAT 14**

ARCHETYPE

**Prerequisites** Ghost Flight

You put your connection to the material world farther behind you. Your fly Speed no longer restricts the height you can fly. When you use Ghost Flight, instead of its normal effect, you gain a +10-foot status bonus to your fly Speed for 10 minutes.

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## GHOUL (ARCHETYPE)

You died from the necrotic disease known as ghoulish fever and rose anew as a ravenous ghoulish, forever craving the flesh of sapient creatures. While you can temper your hunger with long-dead flesh stolen from ancient graves, you much prefer devouring those who are freshly dead, whether as a scavenger or because you killed the creature yourself to ensure a fresh meal.

Whether they stalk through the graveyards and crypts of Golarion or work together with other ghoulish to build empires in the Darklands, ghoulish care most about the consumption of dead flesh. The moment you become a ghoulish, your existence focuses upon satisfying this endless craving. Ghoulish who go more than a few days without feeding on freshly dead humanoid flesh find themselves in constant pain; those who go for more than a week might be driven to the edge of delirium, becoming bestial in their craving.

When you succumb to ghoulish fever and become a ghoulish, you don't lose your mind or memories. You keep your personality only to have it warped by the never-ending need to consume flesh. A brave warrior remains brave, but under the curse of the fever, that brave warrior's prime directive is to consume flesh. A rogue might go from finding clever ways to pick pockets to finding ways to waylay opponents and devour them.

Since most societies don't allow cannibalism, ghoulish who wish to continue their old lives must satisfy their cravings in secret, finding a way to balance society's rules while feeding the constant gnawing hunger inside them. Some take up professions that allow them to secretly eat dead

flesh or create dead bodies to feed upon. There are tales told of ghoulish mercenary troops who satisfy their cravings and profit, while ghoulish spellcasters can use their magic to procure and preserve flesh.

Ghoulish who won't restrain themselves with rules of the living may join or establish ghoulish societies. These caste systems base their hierarchy on how much flesh one has consumed and can provide for other ghoulish. Hunger and ambition drive ghoulish to rise through the ranks, which allows them to feed their hunger even more.

**Additional Feats:** **6th** Guarded Movement (*Core Rulebook* 160), Reactive Pursuit (*Core Rulebook* 185); **10th** Wall Run (*Core Rulebook* 163)

### GHOU DEDICATION

### FEAT 2

RARE ARCHETYPE DEDICATION

**Prerequisites** You were killed by ghoulish fever.

You have succumbed to ghoulish fever, dying and returning as a ghoulish, an undead cursed with a never-ending hunger for dead flesh that slowly overrides your reason and willpower until you would do anything for the meal you crave. In addition to the personality changes, your body changes as well. Your ears become pointed, and your skin grows blueish and pale. Your fingernails sharpen into claws; your teeth become razor sharp, ready to tear flesh off the bone; and your tongue grows long and pointed.

You gain the ghoulish and undead traits and the basic undead benefits (page 44). Your undead craving is for the flesh of dead creatures; freshly dead corpses from sapient creatures fulfill your cravings much more than non-sapient or rotted corpses, but any dead creature can stave off the hunger for at least a little while. You gain two unarmed attacks in the brawling weapon group. The first unarmed attack is a claw that deals 1d4 slashing damage with the agile and finesse traits, and the second unarmed attack is a set of jaws that deal 1d6 piercing damage and have the finesse trait.

You gain the Consume Flesh action (see below). Satisfying your craving is difficult. Consuming Flesh temporarily satiates you. Many ghoulish feats have extra abilities or functions that can be used when you are satiated, though using those abilities also causes you to lose your satiated status. You can always Consume Flesh, but eating more than a normal amount has no further effect; a ghoulish's hunger is satiated, or it is not.

**Consume Flesh** ♦ (manipulate) **Requirements** You are adjacent to the corpse of a Small or larger creature that died in the last hour; **Effect** You devour a chunk of the corpse. You become satiated for 1 hour.

**Special** You can't select another dedication feat until you have gained two other feats from the ghoulish archetype.

### REPLENISHING CONSUMPTION

### FEAT 4

ARCHETYPE

**Prerequisites** Ghoulish Dedication

When you devour corpses and satiate your hunger, you also recover from some of your wounds, your necrotized



blue flesh knitting back together almost immediately as soon as you begin shoveling the chunks of dead flesh down your throat. Once every 10 minutes, when you Consume Flesh, you regain 1d6 Hit Points for every 2 levels you have, rounded up.

**SWIFT LEAP** ◆ **FEAT 4**

ARCHETYPE

**Prerequisites** Ghoul Dedication

Your undead physiology allows you to leap quickly toward or away from your opponent. You Leap. This movement doesn't trigger reactions.

If you are satiated, you can choose to end your satiation to instead High Jump or Long Jump without triggering reactions, as you take a quick, enormous jump before any foe can react to your movement.

**FEVERISH ENZYMES** ◆◆ **FEAT 6**

ARCHETYPE

**Prerequisites** Ghoul Dedication

Your claws and fangs exude an infectious enzyme, related to the necrotic effects of ghoul fever, that causes a creature's wounds to heal slowly. Strike with your claw or jaws. This attack deals negative damage instead of its normal type; on a hit, the target halves any healing it receives until the start of your next turn. The target or an adjacent ally can spend two Interact actions to squeeze the enzymes from the wound and remove the effect.

If you are satiated, when you hit you can choose to end your satiation and boost your enzymes, increasing the duration to 1 minute.

**GRAVE STRENGTH** **FEAT 6**

ARCHETYPE

**Prerequisites** Ghoul Dedication

The flesh you've consumed over the course of your existence as a ghoul has made you stronger, gifting you with strange insights from the minds of the sapient creatures you've devoured and bringing you closer to a state of undead perfection. You gain the advanced undead benefits (page 44). In addition, you gain a +5-foot status bonus to your Speed while you're satiated.

**PARALYZING SLASH** ◆◆ **FEAT 8**

ARCHETYPE INCAPACITATION OCCULT NECROMANCY

**Prerequisites** Feverish Enzymes

Your enzymes can paralyze your foes rather than merely making it harder for them to heal their wounds. Strike with your claw or jaws. If you hit a living non-elf creature, it becomes paralyzed unless it succeeds at a Fortitude save against your class DC or spell DC, whichever is higher. Regardless of the result of the save, the creature is temporarily immune to Paralyzing Slash for 24 hours. A creature that becomes paralyzed can attempt a new save to end the paralysis at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

**ROLEPLAYING A GHOUL**

When playing a ghoul, think about how hunger will affect your personality. Perhaps keep your character's personality as close to its original intent as possible, but with a slight twist. The desires and cravings of a ghoul are certainly strange and inhuman, but if you start emphasizing that right away, you don't have room to grow your portrayal of the character's descent into this hunger.

As you get more ghoul feats, you can roleplay your character's diminishing aspects as ghoul-like characteristics emerge. As your character becomes more ghoulish, they loses old inhibitions and becomes more ambitious. Ambition, after all, is another sort of hunger. Adding these new ambitions gives you ways to portray the transformation besides just making your character a cannibal.

**SICKENING BITE** **FEAT 8**

ARCHETYPE

**Prerequisites** Ghoul Dedication

Your saliva causes severe nausea and mild fever in the living, weakening them so that you can more easily finish them off. When you critically hit a creature with your jaws, the creature is sickened 1. This is a disease effect.

If you are satiated, you can end your satiation to make the target sickened 1 on a regular hit instead.

**GLUTTON FOR FLESH** **FEAT 10**

ARCHETYPE

**Prerequisites** Ghoul Dedication

You have developed a capacity to store more flesh within your gaunt body to leave yourself satiated longer. If you Consume Flesh while satiated, you become fully satiated. You stay fully satiated for 3 hours, after which you become satiated for 1 hour. If you're fully satiated when an ability would end your satiation, you cease being fully satiated but remain satiated. If you have Grave Strength, you gain a +10-foot status bonus to your Speed when fully satiated instead of a +5-foot status bonus for being satiated.

**CORPSE STENCH** **FEAT 12**

ARCHETYPE AURA OLFACTORY

**Prerequisites** Ghoul Dedication

Your body exudes an overwhelming scent of decay in a 10-foot emanation, so putrid that it nauseates creatures within that range. Any creature that starts its turn in the aura must succeed at a Fortitude save against your class DC or spell DC, whichever is higher, or be sickened 1 (plus slowed 1 on a critical failure). While within the aura, the creature takes a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune to Corpse Stench for 1 minute.

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## LICH (ARCHETYPE)

The path to lichdom is long and winding, with many pitfalls that overcome all but the most accomplished and precise spellcasters. Despite the trials you underwent and decades spent sequestered away with magical tomes, you know with every fiber of your being that it's all been worth it. You devised a unique and incredibly evil ritual to tear your soul from your body, and you painstakingly crafted a receptacle to house your freed soul. Immortality now lies within your grasp.

Becoming a lich requires much more than just magical knowledge. It demands fierce intelligence, bold ingenuity, incredible determination, unending patience, and a strict adherence to perfection, along with incredible skill as an artisan, for each lich must create their own *soul cage*. A mispronounced word or flaw in the construction of your *soul cage* would end not in immortality but ignominious death. You have all these skills in abundance and now, with your ascension, you've proven your superiority beyond a shadow of a doubt.

As a lich, you understand better than any the power and potential of magic. Many liches strive to increase their magical skills and foil the magic of any who dare oppose them. Others delve so deeply into necromantic arts and foul rituals that their flesh can burn the living, causing biological processes to falter and filling those who behold them with uncontrollable fear.

Regardless of what paths they pursue, nearly all liches are obsessed with their *soul cage*, spending untold hours and a veritable fortune to protect it, surrounding it with magical and mundane hazards, and guarding it with powerful, loyal defenders. Some liches prefer to secure their *soul cage* through obscurity rather than force, enshrouding it in magical abjurations or illusions to hide it from prying eyes. The most gifted crafters among liches tinker and improve their *soul cage* over time, rendering it nigh indestructible. This is a dangerous proposition, undertaken by only the most confident and arrogant magical engineers, as physically altering

one's *soul cage* could have unintended consequences on its function. Many wizard liches instead learn to tap into the *soul cage*'s magical energy from afar to fuel their own spellcasting.

**Additional Feats:** 14th Magic Sense (*Core Rulebook* 212)

### LICH DEDICATION

FEAT 12

RARE ARCHETYPE DEDICATION

**Prerequisites** living creature, ability to cast 6th-level or higher spells from spell slots, expert in Crafting, completed ritual to become a lich and crafted a *soul cage*

After years of study and careful planning, you finally completed a *soul cage* to house your soul and successfully performed a ritual to transform yourself into a lich. Now, neither death nor time can prevent you from pursuing your studies and achieving your grand ambitions. You gain the undead trait and the basic undead benefits (page 44). Your undead craving is for knowledge.

You gain a unique *soul cage*—a magic item that houses your soul (page 51). Whenever you would die, your soul flees to the *soul cage* to allow you to be rebuilt. As long as your *soul cage* exists, you can't truly be destroyed.

**Special** You can't select another dedication feat until you have gained two other feats from the lich archetype.

### DRAIN SOUL CAGE

FEAT 14

ARCHETYPE

**Prerequisites** Lich Dedication, Drain Bonded Item, spellbook

You make your *soul cage* into your bonded item, allowing you to harness its abundant magical energy. Once per day, when you use Drain Bonded Item, you can choose any spell in your spellbook that you can cast, even if you haven't prepared or cast it that day. Your *soul cage* doesn't need to be on your person for you to use Drain Bonded Item. If your *soul cage* is broken or destroyed, you can't use Drain Soul Cage. Even if you can Drain Bonded Item more than once per day, for instance if you are a universalist wizard, you can still only choose a spell you haven't prepared and cast once per day.

### ENSHROUD SOUL CAGE

FEAT 14

ARCHETYPE

**Prerequisites** Lich Dedication

You wreath your *soul cage* in an ever-growing collection of obfuscating illusions and protective abjurations to hide it from your enemies.

You disguise the *soul cage* as any non-magical object of the





same Bulk, and it gains the effects of the *magic aura* and *nondetection* spells. The effects have unlimited durations, are heightened to half your level rounded up, and use your spell DC against any attempt to counteract them. The magic aura makes your *soul cage* appear non-magical. You can ignore the effects of any of these spells when dealing with your own *soul cage*. You are mentally alerted whenever your *soul cage* is damaged.

**HAND OF THE LICH** FEAT 14

ARCHETYPE

**Prerequisites** Lich Dedication

Negative energy intensifies your undead form and makes your very touch the antithesis of life. You gain the advanced undead benefits (page 44). The damage die for your fist increases to 1d6 instead of 1d4, it deals negative damage instead of bludgeoning damage, and it loses the nonlethal trait. Your fist becomes magical.

When you critically hit a living creature with your fist Strike, the creature is slowed 1 until the end of your next turn unless it succeeds at a Fortitude save against your spell DC. This is a critical specialization effect.

**BOLSTER SOUL CAGE** FEAT 16

ARCHETYPE

**Prerequisites** Lich Dedication, legendary in Crafting

Your constant efforts to augment and perfect your *soul cage* have bolstered its efficiency. Your *soul cage* has Hardness equal to your level and HP equal to four times your level. The time it takes your *soul cage* to rebuild your body is reduced to 1d6 days rather than 1d10 days.

At 20th level, the time it takes your *soul cage* to rebuild your body is reduced to 2d12+12 hours.

**SPELL GEM** FEAT 16

UNCOMMON ARCHETYPE

**Prerequisites** Lich Dedication, legendary in Crafting

Inspired by the degenerate demiliches your kind sometimes devolves into, you've embedded a gem into your brow, fusing it to your necrotic flesh. This gem has been specially calibrated to hold one of the following spells: *repulsion*, *scrying*, or *true seeing*. You must decide which spell your gem contains when you take this feat; changing the spell requires retraining the feat. Once per day, you can drain the gem's magical energy to Cast the Spell without spending a spell slot.

At 18th level, you can heighten whichever spell you chose to 7th level. At 20th level, you can heighten whichever spell you chose to 8th level; regardless of which spell you chose, you can instead drain the gem's magical energy to cast an 8th-level *spell turning* without spending a spell slot.

**FRIGHTFUL AURA** FEAT 18

ARCHETYPE AURA EMOTION FEAR MENTAL

**Prerequisites** Lich Dedication, master in Intimidation

You're surrounded by a palpable sense of menace and power that's terrifying to behold. The aura is a 15-foot emanation. An

**SOUL CAGE**

The *soul cage* for the lich archetype is very similar to the *lich soul cage* from the *Pathfinder Bestiary* but has a few modifications to cover situations that might come up in play.

While the story of the PCs sneaking in to destroy the NPC lich's *soul cage* is classic, it's difficult to have NPC adversaries do the same to the PC lich's *soul cage* without coming across poorly, similar to destroying a PC wizard's spellbook while it was off screen. Since that's the only way to defeat a lich, these table-dynamic concerns might effectively grant the lich PC immortality. Because of the way that changes the story and game play, even a group using the other undead archetypes in this book might want to consider whether or not to include the lich archetype. If you're looking for a compromise, consider having the *soul cage* act similarly to a Rejuvenation Token (page 56), requiring a ritual to awaken the lich's soul from within the cage.

enemy that enters or ends its turn in the aura must attempt a Will save against the higher of your spell DC or class DC.

**Success** The creature is unaffected and temporarily immune to your Frightful Aura for 1 minute.

**Failure** The creature is frightened 1.

**Critical Failure** The creature is frightened 2.

**SOUL CAGE**

**SOUL CAGE** ITEM 12

RARE ARCANE NECROMANCY NEGATIVE

**Price** 1,600 gp

**Usage** held in 1 hand; Bulk –

As you Craft your *soul cage*, you trap your soul within it, an integral part of the complicated process of becoming a lich. When you're destroyed, your soul flees to the *soul cage*, which rebuilds your undead body over the course of 1d10 days. Afterward, you manifest next to the *soul cage*, fully healed and in a new body (lacking any equipment you had on your old body). Only destroying your *soul cage* can prevent you from returning.

You choose the form of your *soul cage* when you Craft it. A few options include a miniature cage, a ring, an amulet, or a crown. Work with your GM to adjust the usage and Bulk as needed, though a *soul cage* is rarely more than light Bulk. The *soul cage* has Hardness 9 and 36 HP.

If your *soul cage* is destroyed but you aren't, you can attempt to find your soul and trap it again, building a new *soul cage*. This is no trivial feat and often takes an entire adventure to accomplish. If you don't cage your soul again, you suffer a long decline as described on page 119.

**Craft Requirements** You have Lich Dedication.

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## MUMMY (ARCHETYPE)

Mummification is a common funeral rite across the breadth of Golarion throughout the ages. Becoming a living mummy—one capable of both motion and thought—is another thing altogether.

Most of those forced into undeath as mummies are bound to tombs, temples, and vaults as guardians. Some willingly undergo the process, embracing death to live beyond it. These willing mummies become the most powerful of their kind, rising above their brethren like an emperor above their subjects.

The horrifically painful living mummification process must be performed by others—usually a team of well-trained necromancers, priests, or ritualists—upon a still-living subject. Death by mummification is gruesome, but to be kept alive for as long as possible throughout the process is a thousandfold worse. The process usually takes weeks, beginning with forced starvation, followed by the consumption of spices and tonics that desiccate the subject's internal organs.

Very rarely, mummies are created by natural processes occurring in locations that are cursed or inundated by negative energy. These mummies most often rise in deserts, bogs, swamps, at high altitudes, or in frigid locales. Although the process through which they are created is less painful and far shorter in duration, the spiritual shift from living to undead is no less traumatizing.

Mummies are most commonly found in Geb and Osirion, as well as the surrounding nations of Thuvia, Katapesh, and Qadira. They have a foothold in the Gravelands, the Realm of the Mammoth Lords, and the Mwangi Expanse, particularly around Mzali. Outside the Inner Sea, mummies are found in Vudra and Arcadia, particularly in places once ruled by the Razatlani empire.

### MUMMY DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

**Prerequisites** you are dead and were mummified (by natural or ritualistic means)

Whether through natural processes or foul rituals, your body was mummified, and you've risen as an undead mummy. You gain the mummy and undead traits, as well as basic undead benefits (page 44).

Many effects that harm the living are far less effective against your desiccated form. Unfortunately, your dried-out body is also highly flammable. You gain the Toughness feat, but also fire weakness equal to half your level.

Your fist draws moisture from the living by touch, making it more damaging and deadly. The damage die for your fist increases to 1d6 instead of 1d4, and your fist loses the nonlethal trait.

Finally, you become supernaturally bound to the dominant terrain in which you were created, either because you formed naturally from the weather of that terrain or because of the local ingredients and methods used in an intentional mummification process. Choose arctic, desert, mountain,

or swamp. This choice can't be changed and may alter the effects of some of your feats.

**Special** You can't select another dedication feat until you have gained two other feats from the mummy archetype.

### ONE WITH THE LAND

FEAT 4

ARCHETYPE

**Prerequisites** Mummy Dedication

Your connection to your bound terrain strengthens, making you unhindered by local weather. When in your bound terrain, you ignore the effects of non-magical difficult terrain. In addition, your experience from your bound terrain lets you ignore circumstance penalties to visual Perception checks and ignore concealment caused by certain environmental effects. The types you ignore depend on your bound terrain.

**Arctic** Ice or snow

**Desert** Dust or sand

**Mountain** Clouds or mist

**Swamp** Rain or murky water

### SEMBLANCE OF LIFE

FEAT 4

ARCHETYPE DIVINE ILLUSION VISUAL

**Prerequisites** Mummy Dedication

**Trigger** You deal damage to a living creature with your fist Strike or with Desiccating Inhalation.

You draw the moisture you've drained from others into your own flesh, temporarily taking on the appearance of life. This has the effects of *illusory disguise*, except you can appear only as yourself while you were a living humanoid.

### GRAVE MUMMIFICATION

FEAT 6

ARCHETYPE

**Prerequisites** Mummy Dedication

Exposure to the elements, magic, alchemy, and other phenomena intensified the changes from your mummification. You gain the advanced undead benefits (page 44).

In addition, you gain resistance equal to half your level against any damage you'd take from your bound terrain, including its dangerous temperatures, weather, hazardous terrain, and environmental hazards.

### MUMMY'S DESPAIR

FEAT 6

ARCHETYPE AURA DIVINE EMOTION ENCHANTMENT FEAR MENTAL

**Prerequisites** Mummy Dedication

**Frequency** once per hour

You force your mental anguish outward, projecting it upon those around you. You gain an aura of despair in a 30-foot emanation lasting 5 rounds. A creature that enters or begins its turn in the aura must succeed at a Will save against the higher of your class DC or spell DC or be frightened 1 (frightened 2 on a critical failure). A creature that succeeds at the save is temporarily immune to Mummy's Despair for 10 minutes.

### ACCURSED TOUCH

FEAT 8

ARCHETYPE

**Prerequisites** Mummy Dedication



You've learned to harness the supernatural curse that animates you, imbuing your most powerful attacks with a terrible curse. When you critically hit with a fist Strike, negative energy binds to it; this is a curse and a disease. The creature takes 2d6 persistent negative damage. While the creature has this persistent damage, it's also stupefied 1. The persistent damage increases to 3d6 at 14th level and 4d6 at 20th level. This is a critical specialization effect.

**STORM SHROUD** >>

**FEAT 8**

ARCHETYPE CONCENTRATE CONJURATION DIVINE

**Prerequisites** Mummy Dedication

**Frequency** once per hour

You become surrounded by a swirling storm of rain, sand, snow, or clouds, whichever of those suits your bound terrain. This activity has traits appropriate to the storm you create—typically earth for sand and water for rain, snow, or clouds. You become concealed for 1 minute. You can't use this concealment to Hide or Sneak, as normal for concealment that makes your position obvious.

**CHANNEL ROT**

**FEAT 10**

ARCHETYPE

**Prerequisites** Accursed Touch

You've learned to channel your curse through weapons you wield instead of solely through your flesh. The benefits of Accursed Touch apply to any melee weapon you wield instead of only your fist Strikes.

**ENSNARING WRAPPINGS** ↻

**FEAT 10**

ARCHETYPE

**Prerequisites** Mummy Dedication, expert in Athletics

**Trigger** Your Strike deals physical damage to a creature that is within reach of your arms and isn't more than one size larger than you.

Some of your wrappings come loose to ensnare a creature you recently damaged. You attempt to Grapple the creature you damaged.

**TERRAIN FORM** >

**FEAT 10**

ARCHETYPE CONCENTRATE DIVINE TRANSMUTATION

**Prerequisites** Mummy Dedication

**Frequency** once per day

You crumble to pieces, becoming composed of the very terrain to which you're bound, with the effects of the *gaseous form* spell, or you reconstitute into your normal form. The substance you're formed of depends upon your bound terrain, and the action gains the corresponding trait or traits.

**Arctic** Snow (water)

**Desert** Sand (earth)

**Mountain** Cloud (water)

**Swamp** Mud (earth, water)

**DESICCATING INHALATION** >>

**FEAT 12**

ARCHETYPE DIVINE EVOCATION

**Prerequisites** Mummy Dedication

**Frequency** once per hour

You draw in the moisture from nearby creatures, draining them dry to heal your wounds. Creatures in a 30-foot cone take 6d8 negative damage, with a basic Reflex save against your class DC. A creature that critically fails this saving throw is also drained 1. As long as at least one creature was damaged by your Desiccating Inhalation, you regain HP equal to your level.

At 14th level and every 2 levels thereafter, the damage increases by 1d8.

**GREATER DESPAIR**

**FEAT 12**

ARCHETYPE

**Prerequisites** Mummy's Despair

You increase the frequency of Mummy's Despair to once per 10 minutes instead of once per hour. A creature that critically fails its Will saving throw is paralyzed for 1 round instead of frightened 2. Mummy's Despair gains the incapacitation trait.





# SKELETON

*Skeletons are considered among the lowest types of undead. They're typically mindless creatures, lacking many of the abilities that make other undead a serious threat. However, the animated bones of dragons, giants, and other great beasts make for dangerous foes. Powerful living creatures can retain some of their might and intellect upon returning as a skeleton. Some necromancers turn their strongest enemies into skeletal undead servants, assuming they can keep control of them.*

Skeleton adventurers were usually skilled and powerful in their former lives. Through unremitting force of will or extraordinary circumstances, their ego and ideals persist even in death. However, the very act of rising as a skeletal undead is traumatic. Memories of one's former life are usually fractured or hazy, if anything can be remembered

at all. For some, these memories return with time; for others, they're gone forever. For the most part, this comes down to how the skeleton views itself: either as a continuation of the person they once were, or an entirely new being.

Skeleton adventurers often set themselves apart from other skeletons by dressing as flamboyantly as their station allows. Large, feathered caps, ornate armor, embroidered silks, or glittering jewelry are likely staples of their wardrobe. Some carve intricate "tattoos" into their bones or paint their skulls to maintain a sense of self that simple skeletons lack, and to signal to the living they're not like other undead.

Skeleton adventurers must come to terms with their new identity. They aren't bound by the limitations of the living and are often underestimated.

## YOU MIGHT...

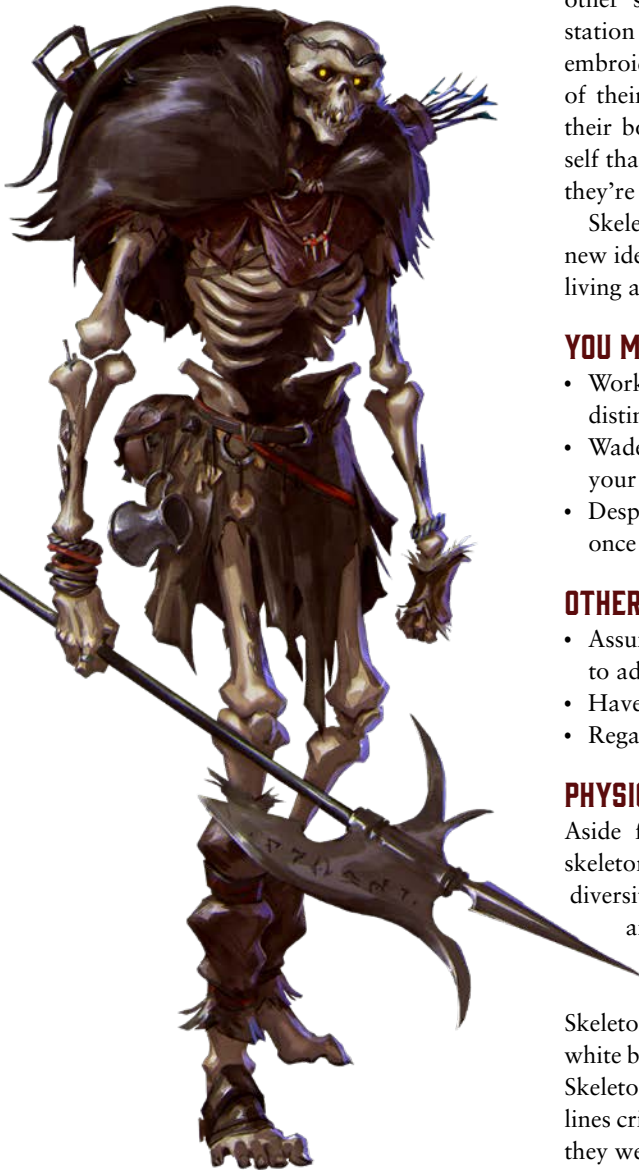
- Work harder than most to prove you're a capable and distinct individual.
- Wade into danger with little regard for the safety of your undead body.
- Desperately seek the acceptance of the society you once moved through with ease.

## OTHERS PROBABLY...

- Assume you're the servant of a necromancer, working to advance their agenda.
- Have difficulty empathizing with you.
- Regard your undeath with either pity or envy.

## PHYSICAL DESCRIPTION

Aside from their complete lack of flesh and organs, skeletons vary widely in appearance, reflecting the broad diversity of all living beings. They can be tall, short, or anywhere in between. Skeletons of creatures with horns, wings, or tails retain them, although they are usually useless in their skeletal state. Skeletons raised from fresh remains tend to have stark white bones, while older ones tend to be gray or yellowed. Skeletons who adventure for a while often possess faint lines crisscrossing their bones like scars, indicating where they were injured in previous battles.





**SOCIETY**

Across Golarion, intelligent skeletons rarely gather in large enough numbers to constitute any kind of settlement. Even in Geb, where their numbers are highest, they typically mingle with other undead rather than band together. Many skeletons would rather keep company with those who remind them of their former life (although such reminders can just as easily lead to revulsion derived by the negative energy infused within them). Gebbite skeletons are usually treated as members of the servant class and rarely have any upward social mobility.

Outside Geb, skeletons are far more solitary. Some might hide on the outskirts of society or move about in disguise, but it's difficult for them to find acceptance among the living. While they may not be feared in places like Nidal or Sekamina, they're also not likely to be respected.

**ALIGNMENT AND RELIGION**

While undead are almost always evil, some intelligent skeletons manage to stave off the corruption of the negative energy that powers them. Other than the tendency to become twisted toward evil over time, skeletons typically lean toward the alignments of their creators or their former selves. Skeletons without any particular loyalty or allegiance trend toward neutral evil alignment, or neutral if they can stave off evil.

Skeletons who embrace their undeath often worship gods of death, such as Urgathoa, while those who resent it typically look toward gods of life and redemption. Accepting deities without particularly zealous anti-undead dogma, such as Shelyn, are popular among those who wish to fight against their destructive influences and become something greater than the purpose for which they were created.

**NAMES**

No widespread naming convention exists for skeletons. When necromancers bother to name skeletons they've raised, they typically choose names that suit their own tastes, the way one would name a pet. Others might be named for their role or job. Skeletons with their memories intact might choose to keep their name from when they were alive, but others might choose new names based on their undead experiences.

**SAMPLE NAMES**

Clatterjaw, Creaker, Doorstop, Final Sacrifice, Gochiyo, Lectern, Macefodder, Sixth Lancer, Skulldyr, Xelim

**SKELETON HERITAGES**

Any creature that has bones in its body can potentially be raised as a skeleton, so skeleton adventurers reflect the full diversity of living beings in the world. Choose one of the following skeleton heritages at 1st level.

**FODDER SKELETON**

Humans, and those who are physically closest to them, are the favored material of necromancers. They are readily available, and their physiology has been studied the most extensively, so these skeletons can be easily mass-produced. Despite their name, fodder skeletons make rather mobile foot soldiers due to how efficiently they transfer necromantic energy within their bodies. You have a base Speed of 30 feet, instead of 25 feet.

**COMPACT SKELETON**

For tasks that require a lighter touch, gnome, goblin, and halfling remains are more suitable than a larger creature's. These smaller, nimbler skeletons

**RARITY**

Rare

**HP**

6

**SIZE**

Medium

**SPEED**

25 feet

**ABILITY BOOSTS**

Dexterity

Charisma

Free

**ABILITY FLAW**

Intelligence

**LANGUAGES**

Common

Necril

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Dwarven, Elven, Infernal, Orcish, Undercommon, and any other languages to which you have access (such as languages prevalent in your region).

**TRAITS**

Skeleton

Undead

**UNDEATH**

You have the basic undead benefits found on page 44. For your undead hunger, you don't eat flesh like ghouls or drink blood like vampires, but you do collect bones you can use to help yourself mend.

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fit well in a traveling chest, can be forced through tight spaces, and more easily avoid detection. Your size is Small instead of Medium. You gain the Quick Squeeze feat, even if you aren't trained in Acrobatics. Tight spaces not tight enough to require the Squeeze activity aren't difficult terrain for you.

### STURDY SKELETON

Certain hazardous conditions are not suitable for the average skeleton, so a necromancer might choose to reanimate the bones of a dwarf, orc, or other creature with a reputation for sturdiness. You have 10 Hit Points instead of 6 and gain the Diehard feat.

### MONSTROUS SKELETON

Inhuman skeletons are often created for both their deadly physical attacks and their terrifying appearances. Beasts and monstrous humanoids with the strangest skeletons tend to be the centerpiece of the collection of a necromancer skilled enough to raise one. You gain a claw, horn, tail, or wing unarmed attack that deals 1d6 damage. A claw deals slashing damage, a horn deals piercing damage, and a tail or wing deals bludgeoning damage. This unarmed attack is in the brawling group and has the finesse and unarmed traits.

## ANCESTRY FEATS

The following ancestry feats are available to skeletons.

### 1ST LEVEL

#### AS IN LIFE, SO IN DEATH **FEAT 1**

##### SKELETON

Specific memories of your old life are hard to hold onto, but you know things without remembering why. You gain the Adopted Ancestry feat. You can choose any ancestry, but it is likely to be one that matches both your skeleton heritage and who you were in life. As long as your body is completely covered by armor or clothing, you do not have to attempt Deception checks against a creature's Perception DC to successfully Impersonate yourself as a member of that ancestry. This is a non-magical disguise that doesn't protect against divination. This disguise doesn't provide any benefit against a creature actively attempting a Perception check against you.

#### COLLAPSE **FEAT 1**

##### SKELETON

**Frequency** once per 10 minutes

**Trigger** An enemy's Strike against you is a critical hit.

You collapse into a pile of bones, mitigating the worst of the damage you would have taken, and the triggering attack deals only the amount it would deal on a hit (typically full damage instead of double damage). Any other effects caused by a critical hit still occur. While collapsed, you're flat-footed and can't act except to Stand, which re-forms you into a skeleton in a standing position.

#### PLAY DEAD **FEAT 1**

##### SKELETON

You lie prone and pretend to be an ordinary skeleton. As long as you don't move or take any actions requiring anything other than your mind, you appear dead. To see through your ruse, another creature must succeed at a check against your Deception DC, either by Seeking or Recalling Knowledge (typically using Religion or an appropriate Lore skill). This ability doesn't work against creatures that already know you're an animate undead unless you have changed your appearance.

#### UNDEAD EMPATHY **FEAT 1**

##### SKELETON

Your relationship with undeath gives you a stronger bond with other undead. You can use Diplomacy to Make an Impression on mindless undead or make simple requests of them. As long as there aren't living creatures nearby, they usually let you speak. If the undead creature currently is in the thrall of a creature whose level is higher than yours, you typically need a critical success on your Diplomacy skill check.

### 5TH LEVEL

#### PAST LIFE **FEAT 5**

##### SKELETON

Flashes of your life become clearer and more frequent, allowing you to apply skills you developed while alive. You become trained in a skill of your choice and gain the Additional Lore feat (*Core Rulebook* 258) for a Lore subcategory tied to your life.

#### WELL-ARMED **FEAT 5**

##### SKELETON

Your detachable limbs offer flexibility. You Interact to remove your arm and wield it in the other one, increasing your reach by 5 feet for any one-handed weapon held in that arm. If your next action is a Strike with that weapon, creatures that were outside your reach that you can now hit are flat-footed against your first attack. You don't have a free hand while holding the arm. You can Interact to reattach the arm while holding it.

### 9TH LEVEL

#### BONE MISSILE **FEAT 9**

##### SKELETON

You can remove your ribs to use them as arrows or bolts. When you draw a rib, you lose 2 HP, and the projectile deals 2 extra negative damage if you Strike with it before the end of your next turn. The HP loss and extra damage both increase to 3 at 12th level and 4 at 19th level. Your rib cage magically replenishes, and any rib you draw crumbles to dust after being used for a Strike or at the end of your next turn, whichever comes first.

#### REJUVENATION TOKEN **FEAT 9**

##### UNCOMMON NECROMANCY SKELETON

You tie yourself to the Material Plane by implanting a piece of



your consciousness into a weapon, piece of armor, or other item that's precious to you. As long as this object is intact, even if your body is destroyed, you can be restored to the exact state you were in the last time you made daily preparations with this object in your possession. The soulbound object can be used as a special focus for *raise dead*, *resurrect*, or similar magic. This warps the spell to bring you back in your skeletal undead state rather than bringing you back to life. Pharasma can't prevent you from returning when the spell is modified in this way.

When you return, you permanently lose a memory that was precious to you, in addition to any other side effects of the spell that brought you back. Your soulbound object becomes inert until you spend 1 week of downtime to anchor yourself to it again, further fragmenting your mind.

**SKELETAL RESISTANCE** **FEAT 9**

**SKELETON**

Your body becomes resistant, your hardened bones deflecting weapons and other forms of damage. You gain resistance 2 to cold, electricity, fire, piercing, and slashing damage. This resistance increases to 3 at 13th level and 4 at 17th level.

**13TH LEVEL**

**SKELETAL TRANSFORMATION** **FEAT 13**

**SKELETON**

You rearrange your bones into a bestial shape. Once per day, you can cast *animal form* as a divine innate spell. When you cast it, you choose the spell's level: 3rd, 4th, or 5th. Your battle form looks like a skeletal version of the animal. In this form, you retain the benefits of any skeleton feats that do not require the use of hands or the ability to communicate.

**SKELETON COMMANDER** **FEAT 13**

**UNCOMMON SKELETON**

**Prerequisites** expert in Religion

You gain the ability to summon your own skeletal minions. You learn the *create undead* rituals (Core Rulebook 411) to create three types of undead for which you meet the prerequisites. These undead must have the skeleton trait or be other skeletal undead the GM agrees to. You can't teach these rituals to anyone else, and you can't participate in either ritual while allowing someone else to serve as the primary caster unless they also know the ritual.

You gain a +2 circumstance bonus to Religion checks for *create undead* rituals. You can also perform the ritual without the aid of a secondary caster; in this case, you attempt the secondary check normally performed by that caster.

**17TH LEVEL**

**BONE SWARM** **FEAT 17**

**CONCENTRATE POLYMORPH SKELETON TRANSMUTATION**

**Frequency** once per day

You scatter your body and transform into a whirling storm of bones for up to 1 minute or until you spend a

single action to return to your normal shape. You become Huge, gain the swarm trait, and gain a fly Speed of 40 feet. As a swarm, you have the following characteristics.

- You are immune to the grappled, prone, and restrained conditions.
- You have weakness 5 to area and splash damage.
- You can occupy the same space as other creatures and must do so to use your damaging ability.
- As a 2-action activity, you can deal 10d6 bludgeoning damage to all creatures sharing your space (basic Reflex save with a DC equal to your class DC or spell DC, whichever is higher).
- You can't speak, Cast Spells, use manipulate actions requiring your hands, Activate magic items, or make any Strikes with your normal body.
- You don't gain the swarm mind ability, so you are still affected normally by mental effects. You also retain the benefits of skeleton feats that don't require communication or the use of hands.

**NECROMANTIC HEIR** **FEAT 17**

**SKELETON**

Your affinity for negative energy spills outward and grants you a refilling well of necromantic essence. Once per hour, you can cast *harm* as a 6th-level divine innate spell.



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## VAMPIRE (ARCHETYPE)

After being exsanguinated by a vampire, you've risen again, pulling yourself from the earth as an immortal undead. You're a creature of the night, harmed by the light of day and thirsting for blood.


### VAMPIRE DEDICATION

### FEAT 2

RARE ARCHETYPE DEDICATION

**Prerequisites** You were a killed by a vampire drinking your blood. You're a newly risen vampire. You gain the undead and vampire traits and the basic undead benefits (page 44), and your undead hunger is for the blood of the living. Your incisors elongate; you gain a fangs unarmed attack that deals 1d6 piercing damage. They're in the brawling group and have the grapple and

unarmed traits. You gain revulsion and sunlight vulnerabilities detailed on page 59 and the Drink Blood ability.

**Drink Blood**  (divine, necromancy) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within your reach; **Effect** You sink your fangs into that creature and drink its blood. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed, and automatically succeeds for any of the other conditions. If you succeed, the creature becomes drained 1, and you gain temporary HP equal to the target's level that last for 10 minutes. Further uses against the target don't increase the drained condition or grant you more temporary HP.

**Special** You can't select another dedication feat until you have gained two other feats from the vampire archetype.

### CLINGING CLIMBER

### FEAT 4

ARCHETYPE

**Prerequisites** Vampire Dedication, trained in Athletics

You climb like a spider. You gain a climb Speed of 15 feet.

### MANIPULATIVE CHARM

### FEAT 4

ARCHETYPE

**Prerequisites** Vampire Dedication, trained in Deception or Diplomacy

Against humanoids, you gain a +1 circumstance bonus to Deception checks to Lie, and to Diplomacy checks to Gather Information and Make an Impression.

Once per day, you can cast *charm* as a divine innate spell using your class DC or spell DC, whichever is higher. Casting it requires staring into the target's eyes, giving the spell the visual trait. At 5th level and every 2 levels thereafter, the spell is heightened by an additional level, to a maximum of a 9th-level *charm* when you are 19th level.

### NOCTURNAL KINDRED

### FEAT 4

ARCHETYPE

**Prerequisites** Vampire Dedication, trained in Nature

You have an innate connection with other creatures of the night and understand some of them. You can ask questions of, receive answers from, and use Diplomacy with bats, rats, and wolves. You also gain a +1 circumstance bonus to Make an Impression on such animals.

Once per day, you can cast *animal allies* (*Pathfinder Secrets of Magic* 89) as a divine innate spell, using your class DC or spell DC, whichever is higher. The creatures it summons are bats, rats, and wolves. At 5th level and every 2 levels thereafter, the spell is heightened by an additional level, to a maximum of a 9th-level *animal allies* when you are 19th level.

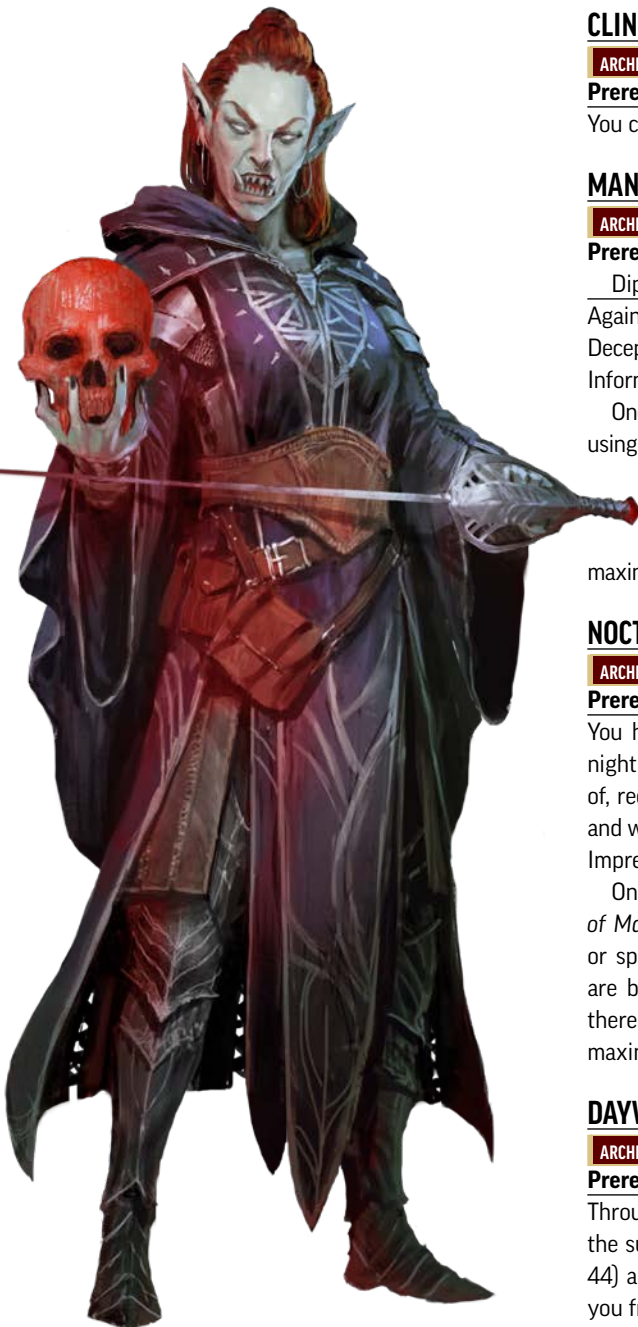
### DAYWALKER

### FEAT 6

ARCHETYPE ABJURATION DIVINE

**Prerequisites** Vampire Dedication

Through a profane pledge or a bloodline quirk, you can tolerate the sun's light. You gain the advanced undead benefits (page 44) and can't be destroyed by sunlight. This doesn't prevent you from becoming slowed by exposure to the sun.





**PREDATORY CLAWS**

**FEAT 6**

ARCHETYPE

**Prerequisites** Vampire Dedication

Your nails grow into sharp claws, perfect for seizing and tearing your prey. You gain a claw unarmed attack that deals 1d4 slashing damage. Your claws are in the brawling group and have the agile, finesse, and unarmed traits.

If you hit the same enemy with two consecutive claw Strikes in the same round, you can attempt to Grapple that same target as a free action, provided you take that action immediately after the second Strike.

**VICIOUS FANGS**

**FEAT 8**

ARCHETYPE

**Prerequisites** Vampire Dedication

You aim for your victim's prominent arteries. Your fangs Strike deals an additional 1d6 persistent bleed damage on a critical hit. At 14th level, the persistent bleed damage increases to 2d6, and at 20th level, the persistent bleed damage increases to 3d6.

**BAT FORM** ◆

**FEAT 10**

ARCHETYPE CONCENTRATE DIVINE POLYMORPH TRANSMUTATION

**Prerequisites** Vampire Dedication

**Frequency** once per hour

You can transform into a bat. You gain the effects of a 4th-level *pest form* spell. At 14th level, you can choose to spend two actions instead of one to gain the effects of a 4th- or 5th-level *aerial form* spell instead (bat form only).

**TURN TO MIST** ◆

**FEAT 10**

ARCHETYPE CONCENTRATE DIVINE TRANSMUTATION

**Prerequisites** Vampire Dedication

**Frequency** once per day

You turn into vapor, gaining the effects of *gaseous form*.

**COFFIN BOUND**

**FEAT 12**

UNCOMMON ARCHETYPE DIVINE NECROMANCY NEGATIVE

**Prerequisites** Vampire Dedication

You bind your spirit to a coffin filled with soil of your homeland, making it a place of recovery. If you rest inside your coffin for 10 minutes, you regain Hit Points equal to your Constitution modifier × half your level. You can still be healed in other ways during that time, though you're unconscious and therefore unable to heal yourself. The GM might allow you to Refocus while resting, depending on whether it's a type of Refocusing you can achieve while you slumber.

If you would be destroyed, you instead remain near death. This doesn't change your dying or wounded value, and you remain unconscious. After 1 hour, you're destroyed. If returned to your coffin before that hour is up, you avoid destruction; if you spend 1 hour resting in your coffin, you regain 1 HP and lose the dying and wounded conditions. You can't be healed in any other way when near death.

Your coffin can't heal you if you're staked through the chest. You can be staked only if unconscious, and it takes three actions. You lose all benefits of this feat if your coffin is

**VAMPIRE VULNERABILITIES**

Your power comes with a price. As a vampire, you have the following vulnerabilities.

**Revulsion:** You can't voluntarily come within 10 feet of brandished garlic or a religious symbol of a non-evil deity. A creature must Interact to brandish garlic or a religious symbol for 1 round (similar to Raising a Shield). If you involuntarily come within 10 feet of an object of your revulsion, you gain the fleeing condition, running from the subject of your revulsion until you end an action beyond 10 feet of it. After 1 round of being exposed to the subject of your revulsion, you can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, you overcome your revulsions for 1d6 rounds, or 1 hour on a critical success.

**Sunlight:** If exposed to direct sunlight, you immediately become slowed 1. The slowed value increases by 1 each time you end your turn in sunlight. If you lose all your actions in this way, you are destroyed. Due to your supernatural aversion to light, you don't cast shadows or show a reflection in mirrors.

destroyed or the soil is lost. You must procure a new coffin and fill it with soil of your homeland to restore the feat's function.

**MIST ESCAPE** ◆

**FEAT 14**

ARCHETYPE

**Prerequisites** Coffin Bound, Turn to Mist

**Trigger** You are reduced to 0 HP.

As you fall, your body reacts to defend itself. You Turn to Mist. This doesn't expend a use of Turn to Mist, and you can use Mist Escape even if you've already Turned to Mist in the same day. You take move actions to move directly toward your coffin even though you are at 0 HP, though you aren't conscious and don't have control over how you do so. While at 0 HP in this form, you are unaffected by further damage. You automatically return to your corporeal form, unconscious, if you reach your coffin or after 1 hour when you are destroyed, whichever one comes first.

**DOMINATING GAZE**

**FEAT 16**

UNCOMMON ARCHETYPE

**Prerequisites** Manipulative Charm

You stare into your target's eyes and enthrall them, shattering their free will. Once per day, you can cast 7th-level *dominate* as a divine innate spell, using your class DC or spell DC, whichever is higher. It gains the visual trait. At 18th level, the *dominate* is heightened to 8th level; at 20th level, it's heightened to 9th level. A creature that succeeds at its save is temporarily immune to your domination for 24 hours, though in most cases, you can't Cast the Spell again within 24 hours. If you are destroyed, all your *dominate* spells from Dominating Gaze immediately end.

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## ZOMBIE (ARCHETYPE)

You are a zombie, a rotting corpse animated by necromantic magic. Although most zombies are mindless brutes, you're a husk zombie, preserved through necromantic rites and alchemical reagents. The process worked especially well on you, and you retained your intelligence and identity to a far greater degree than other husk zombies.

It's not easy being a corpse. Your body continues to rot and putrefy, and the stench is ever present. Your old self keeps slipping away, more and more as the weeks pass by. Your reflexes have slowed, you're beginning to lose your sense of touch, and your emotions are dulling. As your body continues to decay, so too, does your mind. Your memory's not perfect, and although you haven't noticed any huge gaps or flaws yet, you have a feeling they're there somewhere.

Unlike your other senses, your hunger has intensified. You ceaselessly crave the raw flesh and brains of the living—the smarter the better—and satisfying this hunger is the only thing that makes you feel alive. When you eat, you're reinvigorated; feeling returns and the constant mental torpor you live under vanishes. You feel like yourself again... for a time.

One day you might be nothing more than a walking corpse, but for now, you retain your personality and your free will. Feeding your hunger might allow you to remain that way.

**Additional Feats:** 4th Bashing Charge (*Advanced Player's Guide* 108), Combat Grab (*Core Rulebook* 146), Crushing Grab (*Core Rulebook* 160); 14th Corpse Stench (page 49)

## ZOMBIE DEDICATION

## FEAT 2

RARE ARCHETYPE DEDICATION

**Prerequisites** You died and were animated as a husk zombie. Despite your death and subsequent reanimation as a rotting corpse, you retain most of your mind and identity. Yet, it's always there: the hunger for the flesh and organs of the living. You gain the undead and zombie traits, and the basic undead benefits (page 44). Unlike a typical zombie, you're not mindless. Reduce all your Speeds by 5 feet. Your fist loses the nonlethal trait.

Because of its progressing state of decay, your body requires continual maintenance to remain at its best. Each day after your rest period, your body is deteriorated due to natural decay. Additionally, some zombie abilities allow you to push for a greater effect in exchange for a chance of deteriorating your body.

While your body is deteriorated, you're slowed 1. You can spend 10 minutes checking and repairing your joints and other weak parts of your body to recover from deterioration. You can perform these repairs as part of your daily preparations. Because it's a natural result of your body's functions, you can't remove the slowed condition from deterioration through any other means.

You crave the flesh of the living. You gain a jaws unarmed attack that deals 1d8 piercing damage. Your jaws are in the brawling group and have the unarmed trait. You can use your jaws Strike only against a creature that's grabbed or restrained by you.

**Special** You can't select another dedication feat until you have gained two other feats from the zombie archetype.

## ANKLE BITER

## FEAT 4

ARCHETYPE

**Prerequisites** Zombie Dedication

You fight just as well on the ground as you do standing up. While you are prone, you are always Taking Cover against ranged attacks, you ignore the status penalty on your attack rolls from being prone, and you gain a +1 circumstance bonus to Athletics checks to Trip.

You can choose to move up to half your Speed when you Crawl. You can instead move up to your full Speed when you Crawl, but if you do, you must succeed at a DC 6 flat check or your body deteriorates.

## FEAST

## FEAT 4

ARCHETYPE MANIPULATE

**Prerequisites** Zombie Dedication

**Requirements** You are adjacent to a restrained or





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unconscious creature, or a deceased creature that died in the past hour.

You feast upon an adjacent restrained or unconscious creature, or a deceased creature that died in the past hour. If the creature is alive, you deal damage equal to your jaws damage. Whether it's alive or not, you gain a number of temporary Hit Points equal to half your level that last for 1 minute.

You can instead choose to gain temporary Hit Points equal to double your level, but if you do, you must succeed at a DC 6 flat check or your body deteriorates.

**RAVENOUS CHARGE** ◆◆ **FEAT 4**

ARCHETYPE OPEN

**Prerequisites** Zombie Dedication

Hungry for the flesh of the living, you hurl yourself into the fray, teeth gnashing. You Stride. If you end your movement within melee reach of a living creature, you can make an Athletics check to Grapple that creature. If you succeed, you then make a jaws Strike against that creature.

**BRAINS!** ◆◆ **FEAT 6**

ARCHETYPE

**Prerequisites** Feast

**Trigger** You Feast upon a humanoid's brain. The humanoid can't be mindless (or, if you're Feasting on a corpse, can't have been mindless while alive).

You consume the brains of your foe, causing synapses long rotten to fire and enabling you to shake off your mental torpor. You gain a +1 status bonus on skill checks to Recall Knowledge for 1 hour. If the humanoid had a higher modifier to the skill check you're using to Recall Knowledge than you do, the status bonus increases to +2.

**NUMB** **FEAT 6**

ARCHETYPE

**Prerequisites** Zombie Dedication

As your body continues to rot and putrefy, your senses deaden and your undead powers grow. You gain the advanced undead benefits (page 44), as well as a +1 circumstance bonus on saving throws against emotion and pain effects. While your body is deteriorated, your numbness amplifies in two ways: the circumstance bonus from this feat increases to +2, and if you roll a success on a saving throw against an emotion or pain effect, you get a critical success instead.

**OUT OF HAND** **FEAT 8**

ARCHETYPE

**Prerequisites** Zombie Dedication

Even when your limbs are severed, they remain a part of you. When an arm is severed from your body, it gains the minion trait. While severed, your limb has the statistics of a familiar (Core Rulebook 217-218) without any familiar or master abilities, except its Speed is 5 feet, it can't move further than 100 feet from you, it can Interact with things, and it can still make any unarmed Strikes it could have made while attached to you (usually a fist Strike). Any Strikes it makes share your

multiple attack penalty and use your attack bonus and damage. If your arm is reduced to 0 HP or is ever more than 100 feet from you, it becomes inert until reattached. The GM might allow you to detach other limbs that have unarmed attacks using the below action (for example, if you're a tiefling with Form of the Fiend, giving you a tail unarmed attack).

You gain the Lay Down Arms action.

**Lay Down Arms** ◆ You pull your arm off, harmlessly severing it from your body and dropping it in an adjacent square. You can also use this action to reattach your severed arm if it's adjacent to you; it immediately functions normally. If the detached limb was at 0 Hit Points, it takes 10 minutes to reattach it instead of a single action.

**SHAMBLE** ◆◆ OR ◆◆◆ **FEAT 8**

ARCHETYPE

**Prerequisites** Zombie Dedication

You may be slower than you were in life, but your pace is unflinching. Stride twice, or three times if you spent 3 actions to Shamble. During this movement, you ignore difficult terrain and greater difficult terrain.

You can choose to ignore all circumstance and status penalties to your Speed when you Shamble. If you do, you must succeed at a DC 6 flat check when you finish Shambling or your body deteriorates.

**UNKILLABLE** ◀ **FEAT 8**

ARCHETYPE

**Prerequisites** Zombie Dedication

**Frequency** once per hour

**Trigger** You would be reduced to 0 HP.

You're relentless and nigh unkillable, shrugging off blows that should destroy you, though they might make your body start to fall apart. You are reduced to 1 HP instead of 0 HP. You must succeed at a DC 6 flat check or your body deteriorates.

**FESTERING WOUNDS** **FEAT 12**

ARCHETYPE DISEASE DIVINE NECROMANCY

**Prerequisites** Zombie Dedication

Wounds you inflict with your unarmed attacks fester and rot, becoming infected and difficult to heal. The DC to Treat these Wounds using Medicine increases by 5, and magically or alchemically healing these wounds requires a counteract check against your class DC or spell DC, whichever is higher. Succeeding at any of these removes the disease. The effect also ends if the creature is healed to full Hit Points by any means.

**SEIZE** ◆ **FEAT 14**

ARCHETYPE FLOURISH

**Prerequisites** Zombie Dedication

**Requirements** Your last action was a successful fist Strike against a creature no more than one size larger than you.

You seize your foe and pull it close. The foe you hit is grabbed as if you succeeded at an Athletics check to Grapple the foe.





## GHOST STORIES

*Ghosts are a classic foe, but ghost stories can elevate a passing encounter into a mysterious and horrifying adventure. The versatile genre inspires fear and curiosity, wonder and pity, the sense of a world gone wrong and, hopefully, a natural order restored—which is where the PCs come in.*

### GHOSTLY PRINCIPLES

When designing a ghost story, it's best to keep these three basic principles in mind.

**It's a Mystery:** Ghosts are unusual foes in that they can't be defeated through violence alone. This means a ghost story is, at heart, a kind of investigative challenge. The PCs need to find out what's keeping the ghost in the realm of the living, and then take the actions needed—bury the body, find the killer, restore the treasure—that will let the spirit rest.

**It's a Tragedy:** Ghosts return to the world of the living because they have a wish or need that's stronger than death itself. Most ghosts are born of tragic or horrific circumstances, deaths that leave them traumatized and unfulfilled, yearning for one more chance to set things right. As the PCs learn more of a ghost's story, they will

come face-to-face with the fact that for a ghost to exist, something, somewhere, has gone horribly wrong.

**It's a Symbol:** Ghosts are often creatures of symbolic logic; their forms, goals, and powers are influenced by their personalities and history in a way that elegantly fits their story. The ghost of a miser is chained to spectral lockboxes, while an innocent murder victim retains the wound that killed them in gory detail. Ghosts operate more on style than substance, each one unique, every quirk of symbolism a clue to the ghost's fundamental mystery. PCs in a ghost story will find empathy and intuition just as important as reason in laying the spirit to rest.

### CLASSIC GHOSTS

These are a few of the classic, archetypal ghost stories, instantly recognizable and useful for the GM in a hurry.



**THE VICTIM**

In many famous ghost stories, the ghost is a victim, seeking vengeance for their unjust death or trying to prove their innocence for a crime they didn't commit. The classic example is a murder victim, some innocent who haunts the site of their death and tries to bring their murderer to justice.

Victimized ghosts highlight the tragedy and mystery of a ghost story. The PCs must investigate a crime, possibly many years old, with the ghost helping or hindering the heroes as the narrative requires. At a certain point in the story, the heroes often discover the ghost isn't the real enemy, and someone else was responsible for the crime—a villain that may still be around.

**THE PROTECTOR**

In many tales of the supernatural, the protagonists are confronted with some uncanny menace but receive aid from a benevolent spirit. The classic example is of a child watched over by a dead parent, but variations include deceased lovers, benevolent ancestors, and ancient (or failed) heroes.

PCs are typically more capable than the protagonists of this particular ghost story, so heroes are more likely to come across a ghost protecting a third party, often a seemingly defenseless character who proves to have a spectral protector. When danger finds the protected character, the PCs might need to work with a frightening ally—or fight past the ghostly protector to get closer to their charge.

**THE HOAX**

The haunted house is a powerful motif in its own right—the ramshackle manor or dreadful estate that sensible people prefer to avoid. This attitude can be exploited by a certain kind of villain (or even hero). A few choice spells, some frightful sounds, perhaps a costume, and the villain has a lair no one dares approach. In a hoax story, the protagonists come expecting a specter but instead are confronted with anything from a thieves' den to a cult sanctum or lich's laboratory. The mystery still exists, but the secret is there is no ghost.

A common twist to this sort of story is that the ghost does exist, and objects to their squatters as much as the PCs do. This can earn the heroes an unexpected ally—or result in attacks from two factions at once.

**WRITING A GHOST STORY**

Ghost stories tend to have a distinct and recognizable plot structure.

**Act 1:** The typical ghost story begins with the PCs being drawn to investigate a haunting—perhaps knowingly, recruited by some outsider, or simply stumbling across it by sheer luck. At first, the haunting is subtle, ambiguous, hinting at the supernatural but playing coy to heighten the tension. In a story set in the real world, it could be

**FRIENDLY GHOSTS**

Players who want their characters to have a spectral watcher have a range of options. At one end, the characters might take an undead familiar or animal companion, perhaps via the undead master archetype—receiving an actual ghost as their friend and ally. Phantom eidolons and shadow companions (*Secrets of Magic* 58, 228) can also be repainted as ghosts with little effort, or a ghost might reside in some ancient heirloom as an intelligent item.

A subtler approach is to take existing abilities and reframe them as the result of ghostly influence. A witch's familiar might speak with the voice of the dead or the Blind-Fight feat might come from a ghost whispering in your ear.

Finally, some ghosts may have no direct mechanical effect. Rather, the heroes are followed by periodic ghostly phenomena, especially during times of stress or danger, providing an eerie atmosphere and the occasional premonition.

uncertain if anything supernatural is even occurring. Players in Golarion are likely to accept the idea of a ghost much more quickly, though this might lead them astray in a story with a hoax.

This part is best taken slow and leisurely, though one should keep an eye on the players' patience. At its conclusion, the ghost makes a full appearance, replacing creeping fear with a shock of horror. Afterward, there can be no doubt.

**Act 2:** Having confirmed the ghost, the PCs now investigate the haunting, finding clues and learning more of the ghost's narrative. The subtle hauntings of the first act are now replaced with more direct—and potentially dangerous—encounters.

The conclusion of this second act occurs when the PCs have pieced together most of the ghost's story and have some idea of what they need to do to put the ghost to rest. Around this point, the antagonist reacts: the ghost (or perhaps the killer of a victim ghost) takes some unexpected action that ratchets up the stakes dramatically, stealing away a friendly NPC or summoning reinforcements.

**Act 3:** In the last act, the heroes, knowing the ghost's story, form a plan to resolve the spirit's unfinished business. Whatever this may require, this is the story's climax and it should be tense, dramatic, and dangerous. The ghost's killer must be confronted in front of witnesses, or the abandoned corpse must be retrieved from the most haunted corner of the area.

After the climax, most ghost stories have a quiet epilogue. The ghost passes into the Great Beyond, the haunting resolved, and the horror ended. The heroes can claim their victory or be left with lingering questions.

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# HAUNTS

*Haunts are spiritual hazards that form when a person's emotions or spirit are so strong they imprint upon a location or object. Typically, death acts as the catalyst, transforming these emotions into haunts.*

Haunts usually lack any physical components, or they possess only incorporeal components. Religion and Occultism are the most common skills used to disable haunts. However, much like a ghost, haunts are persistent, and they reoccur over time until the haunt's spirit can be completely exorcised, or its lingering emotions and yearnings resolved. Usually, enduring or disabling a haunt offers clues to its desires and methods of destruction.

## SIMPLE HAZARDS

A simple hazard uses its reaction when triggered.

### LOCKING DOOR

HAZARD -1

HAUNT

**Stealth** DC 18 to notice the door sway slightly, even though there's no breeze

**Description** A door (or other portal) slams shut and locks.

**Disable** DC 14 Athletics to push back against the door, DC 14 Crafting to wedge the door open, or DC 20 Thievery (trained) to jam the lock or open the lock afterward

**Shut In**  $\curvearrowright$  **Trigger** A creature ends their move after passing through the doorway; **Effect** With an ethereal gust shimmering in the air, the door creaks as it swings shut and locks. The haunted door pushes anyone in its space into an adjacent space in the connecting chamber. A creature that would be pushed and succeeds at a DC 16 Reflex save selects which side of the door they end up on.

### PHANTOM FOOTSTEPS

HAZARD -1

HAUNT

**Stealth** DC 15

**Description** Audible footsteps approach from behind, but their source is not apparent.

**Disable** DC 17 Religion (trained) to ritually ward off lesser spirits or DC 18 Occultism to exorcise the spirit

**Stalk**  $\curvearrowright$  (auditory, emotion, enchantment, fear, mental, occult) **Trigger** A creature passes by the footsteps' path; **Effect** Footsteps with no visible source closely shadow the triggering creature, then stop. The triggering creature must attempt a DC 16 Will save.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 3.

Reset 1 hour

### BLOOD-SOAKED SOIL

HAZARD 0

HAUNT

**Stealth** DC 16 (trained) to smell blood

**Description** The blood of those who died in the area bubbles up from the earth, soaking the soil and turning it into a bloody morass.

**Disable** DC 18 Diplomacy or Occultism (trained) to settle the spirits or DC 19 Religion (trained) to bless the area

**Seep Blood**  $\curvearrowright$  (divine, earth, necromancy) **Trigger** A creature enters the area; **Effect** Blood seeps up from the earth, turning the area into sucking, gory mud. The area becomes difficult terrain for 1 hour. All creatures in or moving through the area must succeed at a DC 16 Reflex save, or they become immobilized until they can Escape (DC 16).

Reset 1 day

### DISEMBODIED VOICES

HAZARD 0

HAUNT

**Stealth** DC 16 (trained) to feel breath upon your neck

**Description** Angry spirits breathe down the necks of intruders and whisper haunting threats or messages in their ears.

**Disable** DC 15 Religion (trained) to ward yourself from evil or DC 16 Performance to drown out the spirits' voices

**Whisper**  $\curvearrowright$  (auditory, emotion, enchantment, fear, mental, occult) **Trigger** A creature enters the haunt's area; **Effect** The haunt deals 1d6+4 mental damage to creatures in the area (DC 19 basic Will save). On a failure, the creature is also frightened 1.

Reset 1 hour

### COLD SPOT

HAZARD 1

HAUNT

**Stealth** DC 17 (trained)

**Description** The temperature suddenly drops as spectral forces gather in the area.

**Disable** DC 19 Religion (trained) to banish the cold spot with ritual prayers or DC 20 Occultism (trained) to foil the arrival of outside forces

**Sudden Chill**  $\curvearrowright$  (cold, evocation, occult) **Trigger** A living creature enters the area; **Effect** The temperature drops as invisible spirits gather around the living. Living creatures within 15 feet take 2d4+5 cold damage (DC 17 basic Fortitude save). Creatures that critically fail their save are additionally clumsy 1.

Reset 1 hour



SHATTERED WINDOW

HAZARD 1

HAUNT

**Stealth** DC 17 (trained) to notice cracks spider-webbing across the window

**Description** The anger trapped within a structure shatters a window, showering glass in adjacent spaces.

**Disable** DC 19 Occultism or Religion (trained) to suppress the spiritual energy or DC 20 Diplomacy (trained) to soothe the latent anger

**Shatter** **Trigger** A creature moves adjacent to the window; **Effect** The window shatters, dealing 2d6+5 slashing damage to creatures within 5 feet (DC 17 basic Reflex save).

BLOODTHIRSTY TOY

HAZARD 2

HAUNT

**Stealth** DC 17 (trained) to hear a child imitate an animal's roar

**Description** A scruffy stuffed bear animates, biting whoever disturbs it.

**Disable** DC 20 Thievery (trained) to handle the toy without disturbing it or DC 21 Occultism (trained) to suppress the memories suffusing the toy

**Chomp** **Trigger** A creature touches the toy; **Effect** The toy animates for a split second, biting the triggering creature with a ferocious jaws Strike.

**Melee** **Damage** +14, **Damage** 2d8+8 piercing damage

**Reset** 1 hour



TOPPLING FURNITURE

HAZARD 2

HAUNT

**Stealth** DC 18 (trained) to hear the spirit's grunt of exertion as it works to topple the furniture

**Description** A mischievous spirit pushes a bookshelf over onto a creature.

**Disable** DC 16 Athletics to hold the furniture upright or DC 18 Occultism (trained) to foil the spirit's efforts to influence matter

**Topple Furniture** **Trigger** A creature moves adjacent to the furniture; **Effect** The spirit shoves the furniture over in an attempt to crush the triggering creature. The triggering creature takes 2d10+7 bludgeoning damage (DC 22 basic Reflex save). On a failure, the creature is additionally knocked prone.

**Reset** If the haunt successfully damages a creature with Topple Furniture, the spirit laughs for 1d4 rounds as the haunt resets; each subsequent time the haunt activates, it must topple a different piece of upright furniture. If the haunt fails to damage a creature, the spirit wails in frustration and resets after pouting for 1d4 hours.

PHANTOM JAILER

HAZARD 3

HAUNT

**Stealth** DC 20 (trained) to notice the manacles twitch

**Description** A spirit appears and arrests the creature by clamping manacles around their wrists.

**Disable** DC 18 Athletics to seize the manacles from the spirit, DC 19 Intimidation (trained) to order the spirit to stand down, or DC 20 Occultism to exorcise the spirit

**Capture** **Trigger** A creature touches the manacles; **Effect** The spirit attempts to lock the manacles around the triggering creature's wrists. The triggering creature must attempt a DC 23 Reflex save.

**Critical Success** The creature is unaffected.

**Success** The spirit loosely places manacles around the creature's wrists. Removing the manacles requires a single action.

**Failure** The spirit clamps the manacles around the creature's wrists but fails to lock them. The creature is flat-footed and clumsy 1 until the manacles are removed as a 3-action activity.

**Critical Failure** The spirit clamps the manacles around the creature's wrists and locks them. The creature is flat-footed and clumsy 1 until the manacles are removed (Escape DC 23, simple lock).

**Reset** 1 day

VIOLENT SHOVE

HAZARD 3

HAUNT

**Stealth** DC 23 (trained) to feel an ominous presence in the room

**Description** An invisible force bats creatures aside, hurling them into a nearby wall.

**Disable** DC 19 Occultism (trained) to disperse the force or DC 20 Religion (trained) to ward yourself from harm

**Shove** **Trigger** A creature moves adjacent to the haunted wall; **Effect** A powerful force sweeps across the room, shoving all creatures in the room toward the wall. Each creature in the area must attempt a DC 20 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature is pushed 5 feet toward the wall. If the creature would collide with the wall, they take 1d10+5 bludgeoning damage.

**Failure** The creature is pushed 10 feet toward the wall. If the creature would collide with the wall, they take 2d10+10 bludgeoning damage.

**Critical Failure** The creature is pushed 15 feet toward the wall. If the creature would collide with the wall, they take 3d10+15 bludgeoning damage and are knocked prone.

**Reset** 1 day

FINAL WORDS

HAZARD 4

HAUNT

**Stealth** DC 22 (trained) to hear the scratch of a quill upon paper

**Description** As a creature touches a hand-written letter, they witness the letter's author scribe it in the past; each pen



stroke across the page carves the letter's text into the creature's flesh.

**Disable** DC 24 Religion (trained) to ward off the haunt or DC 25 Thievery (trained) to dispose of the letter with extreme care before the haunt can form

**Carve in Flesh**  $\curvearrowright$  (divine, necromancy, visual) **Trigger** A creature reads the letter; **Effect** The haunt deals 2d8+11 slashing damage to the triggering creature as the words are carved into its flesh (DC 21 basic Will save). On a failure, the creature takes 2d8 persistent bleed damage.

**Reset** 1 minute

## ECTOPLASMIC GRASP

HAZARD 5

HAUNT

**Stealth** DC 23 (trained) to notice ectoplasm coalescing

**Description** A massive ectoplasmic hand forms around a creature and squeezes it.

**Disable** DC 24 Occultism (trained) to send the ectoplasm back to the Ethereal Plane or DC 26 Acrobatics to move through and disrupt the coalescing ectoplasm before it takes hold

**Squeeze**  $\curvearrowright$  **Trigger** A creature moves over the haunt's area; **Effect** The hand forms out of ectoplasm and squeezes the triggering creature, dealing 3d8+14 bludgeoning damage (DC 22 basic Fortitude save). On a failure, the creature is immobilized (Escape DC 22).

**Reset** 1 day

## WEIGHT OF GUILT

HAZARD 7

HAUNT

**Stealth** DC 30 (expert) to sense an oppressive aura of sorrow

**Description** Influenced by the guilt and regrets of the dead,

creatures are wrapped in weighted chains that embody their own sins.

**Disable** DC 26 Religion (expert) to disrupt the haunt through prayer or DC 27 Deception (expert) to openly defy your regrets and banish the haunt. Creatures who haven't committed sins or already made amends for their transgressions are immune to the effects of this haunt.

**Mental Bind**  $\curvearrowright$  (enchantment, mental, occult) **Trigger** A creature enters the area; **Effect** Each creature within 30 feet becomes wrapped in heavy spectral chains forged from its own sins and regrets. Each must attempt a DC 25 Will save. **Critical Success** The creature is unaffected.

**Success** The creature takes a -10-foot status penalty to its Speeds for 1 round.

**Failure** The creature is restrained until it Escapes (DC 25).

**Critical Failure** As failure, and the creature is overwhelmed with guilt, becoming stupefied 2 for 1 day.

**Reset** 1 day

## FRENETIC MUSICIAN

HAZARD 8

HAUNT

**Stealth** DC 28 (expert) to hear phantom notes

**Description** A spirit musician rises out of an instrument and plays a frantic, bone-shaking melody.

**Disable** DC 26 Perform (trained) to bring the spirit's music to a close or DC 28 Occultism (expert) to banish the spirit

**Musical Assault**  $\curvearrowright$  (auditory, evocation, occult, sonic) **Trigger** A creature touches the instrument; **Effect** The musician's bone-shaking musical performance deals 4d10+22 sonic damage to creatures within 30 feet (DC 30 basic Will save).

**Reset** 1 hour

## BLOOD TEARS

HAZARD 10

HAUNT

**Stealth** DC 32 (master) to notice your vision tint red

**Description** A wailing spirit appears and gouges their own eyes. As they do, blood seeps from the eyes of those who witness the act, obscuring their vision.

**Disable** DC 30 Diplomacy (master) to talk the spirit out of gouging its eyes or DC 32 Religion (trained) to ease the spirit's sorrows

**Weep Blood**  $\curvearrowright$  (divine, necromancy) **Trigger** A creature approaches within 15 feet; **Effect** Blood seeps from the eyes of all creatures within 30 feet, dealing persistent bleed damage. Each creature in the area must attempt a DC 33 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature takes 2d8+3 persistent bleed damage and is dazzled for 1 round.

**Failure** The creature takes 4d8+6 persistent bleed damage and is dazzled for as long as the persistent damage lasts.

**Critical Failure** The creature takes 8d8+12 persistent bleed damage and is blinded for as long as the persistent damage lasts.

**Reset** 1 day



DESPERATE HUNGER

HAZARD 12

HAUNT

**Stealth** DC 35 (master) to feel an odd sense of hunger  
**Description** A skeletally thin spirit appears, weeping as it shoves earth and stones down its throat in an effort to stave off hunger.

**Disable** DC 36 Deception (master) to convince the spirit it's no longer hungry or DC 38 Occultism (trained) to ritually feed the spirit

**Desperate Meal** ☞ (occult, transmutation) **Trigger** A creature approaches within 10 feet; **Effect** Creatures within 30 feet are filled with painful hunger and must succeed at a DC 32 Fortitude save or feel their stomachs fill with rocks, dirt, and worse, dealing 6d10+20 piercing damage.

**Critical Success** The creature is unaffected.  
**Success** The creature takes half damage and is sickened 1.  
**Failure** The creature takes full damage and is sickened 2.  
**Critical Failure** The creature takes double damage, is sickened 4, and takes a -10-foot status penalty to its Speeds for as long as it's sickened.

Reset 1 day

CANNIBALISTIC ECHOES

HAZARD 16

HAUNT

**Stealth** DC 42 (master) to sense something unusual lurking in the area's echoes  
**Description** A pack of cannibalistic spirits swarm through the area, devouring living creatures.

**Disable** DC 40 Intimidation (master) to drive the spirits off with a ferocious display or DC 42 Occultism (expert) to exorcise the spirits

**Feast** ☞ **Trigger** A living creature approaches within 10 feet; **Effect** The spirits bite and chew, dealing 6d12+35 piercing damage to each creature within 30 feet. Affected creatures must each attempt a DC 41 Reflex save.

**Critical Success** The creature is unaffected.  
**Success** The creature takes half damage.  
**Failure** The creature takes full damage, 2d8 persistent bleed damage, and is drained 1.  
**Critical Failure** The creature takes double damage, 4d8 persistent bleed damage, and is drained 2.

Reset 1 day

FLOOD OF SPIRITS

HAZARD 18

HAUNT

**Stealth** DC 45 (trained) to hear the flood of spirits coalescing  
**Description** A wave of spirits fly through the area, passing right through the living.

**Disable** DC 48 Occultism (expert) or Religion (master) to divert the spirits

**Surge Through** ☞ (cold, negative) **Trigger** A creature passes through the area; **Effect** The haunt deals 3d12+20 negative damage and 3d12+20 cold damage to creatures in the area (DC 40 basic Reflex save). On a failure, a creature is stupefied 2 for 1 minute, and on a critical failure, it's also confused for 1 minute.

Reset 1 day

GLIMPSE GRAVE

HAZARD 20

HAUNT

**Stealth** DC 48 (expert) to notice the words on the tombstone waver

**Description** A tombstone bears the name of those who look upon it, causing their hearts to seize.

**Disable** DC 45 Religion (legendary) to bless the tombstone or DC 50 Occultism (trained) to ward off spirits

**Stop Heart** ☞ (death, illusion, incapacitation, linguistic, occult, visual) **Trigger** A creature reads or touches the tombstone; **Effect** The haunt deals 8d10+44 negative damage (DC 47 basic Will save) to all creatures within 60 feet who can see the tombstone and can read any language. On a critical failure, a creature dies.

Reset 1 day

COMPLEX HAZARDS

A complex hazard rolls initiative and acts on its turn.

ENTOMBED SPIRIT

HAZARD 2

COMPLEX HAUNT

**Stealth** +11 (trained)

**Description** The wall bulges out in the shape of a howling humanoid face as it twists and forms tendrils reaching for nearby creatures. This haunt is formed when a murder victim is entombed within a wall before or after their death.

**Disable** DC 17 Occultism (trained) to weaken the spirit, DC 18 Athletics (trained) to force the spirit's face back inside the wall, or DC 19 Diplomacy (trained) to talk down the spirit; two total successes across all skills are required to disable the haunt

**AC** 15; **Fort** +11, **Ref** +5  
**Hardness** 9 (wall); **HP** 30 (BT 15); **Immunities** object immunities  
**Gasp** ☞ (enchantment, fear, mental, occult) **Trigger** A creature moves adjacent to the wall where the corpse is entombed; **Effect** The spirit gasps and wails for aid while the wall takes on the shape of its face and roils, growing tendrils. All creatures within 10 feet must succeed at a DC 18 Will save or be frightened 1 for as long as the haunt remains active. The haunt then rolls initiative.

**Routine** (3 actions) The spirit attempts to Grapple up to two creatures within 10 feet with a +14 Athletics modifier, then squeezes each creature it has grabbed, dealing 1d10+4 damage. The haunt doesn't apply a multiple attack penalty to the second attempt to Grapple.

**Reset** The haunt deactivates 1 minute after all creatures leave the area and resets immediately thereafter. If disabled, the haunt resets after 1 day. The haunt is permanently destroyed if the remains of the deceased are removed from the wall.

SADISTIC CONDUCTOR

HAZARD 4

COMPLEX HAUNT

**Stealth** +12 (trained)

**Description** A phantom conductor appears with a flourish,

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causing spectral instruments with razor-like strings to appear in the hands of those present. As the conductor gestures for the performance to begin, creatures are compelled to play the instruments.

**Disable** DC 18 Performance to perform so well the conductor releases you from your instrument, banishing it voluntarily; DC 22 Occultism or Religion (trained) to banish one instrument; or DC 25 Thievery (trained) to sabotage one instrument; each instrument must be banished, sabotaged, or destroyed to disable the haunt

**Hardness** 10; **HP** 22 per instrument (BT 11); **Immunities** critical hits, object immunities, precision damage

**Conjure Instruments** ⤴ (conjunction, occult) **Trigger** A creature approaches within 15 feet; **Effect** The conductor conjures a hazardous spectral instrument into the hands of each sentient creature within 30 feet. Even a creature whose hands are full finds a spectral instrument superimposed over the other items it's carrying. Affected creatures must each attempt a DC 19 Will save. The haunt then rolls initiative.

**Critical Success** The conjuration fails and no instrument appears in the creature's hands.

**Success** A conjured instrument appears in the creature's hands, but it isn't compelled to play it.

**Failure** A conjured instrument appears in the creature's hands and it's compelled to play it (see routine below). The creature can't willingly put down the instrument while compelled to play.

**Critical Failure** As failure, but the creature needs a critical success on its Performance in order for the conductor to be satisfied and dismiss its instrument.

**Routine** (1 action; enchantment, mental, occult) The conductor urges each creature within 30 feet to play the hazardous instrument it holds. Each creature that is compelled to play its instrument does so, and those who succeeded on their save can choose to do so. Playing the instrument, either from the haunt's routine or of a creature's own volition during an attempt to disable the haunt, deals 1d6+3 slashing damage (DC 21 basic Reflex save), and the creature must attempt a DC 18 Performance check. On a success, the conductor accepts the performance and dismisses that creature's instrument, and on a critical failure, the discordant sound and conductor's jeers deal an additional 1d6+3 sonic damage.

**Reset** The haunt deactivates when all conjured instruments are destroyed or there has been silence for 1 minute. It resets after 1 hour.

## GRASPING DEAD

HAZARD 5

COMPLEX HAUNT

**Stealth** +12 (expert)

**Description** Hands of the buried dead rise from the ground, grabbing and tearing at creatures in the area to drag them underground.

**Disable** DC 22 Religion (trained) to ritually pray for the dead or DC 24 Occultism (trained) to exorcise the spirits' anger; two total successes are required to disable the haunt

**Shifting Earth** ⤴ **Trigger** At least two creatures enter the area; **Effect** The earth shifts wildly as the hands of the dead spring forth from the ground. The area becomes difficult terrain. Creatures within the area are knocked prone unless they succeed at a DC 26 Reflex save. The haunt then rolls initiative.

**Routine** (1 action) The grasping hands batter all creatures in the area, dealing 2d6+7 bludgeoning damage (DC 26 basic Reflex save). On a critical failure, a creature is dragged partially into the earth, becoming immobilized until it Escapes (DC 26). If already immobilized, it's fully submerged and must hold its breath to avoid suffocation.

**Reset** The haunt deactivates 1 minute after all living creatures leave the area. After 1 hour, the haunt reactivates.

## SPIRIT CYCLONE

HAZARD 9

COMPLEX HAUNT

**Stealth** +20 (expert)

**Description** A cyclone of angry spirits surges around the area.

**Disable** DC 30 Occultism or Religion (trained) to weaken the haunt; three total successes in any combination are required to disable the haunt

**Gather Spirits** ⤴ **Trigger** Two or more creatures enter the area; **Effect** A spiraling column of spirits gather, becoming a whirling cyclone of souls 10 feet wide and 60 feet tall. The haunt then rolls initiative.

**Routine** (3 actions) The spirit cyclone uses 3 actions to move, traveling up to 30 feet with each action and dealing 2d10+13 negative damage to each creature in its path (DC 32 basic Reflex save). A creature needs to attempt only one save during the cyclone's movement, even if the cyclone moves over its space more than once. On a critical failure, a creature is swept up into the cyclone, becoming grabbed (Escape DC 32). A creature grabbed by the cyclone moves along with the cyclone and takes 1d10+6 additional negative damage at their beginning of its turn, and it must attempt a Reflex save against the cyclone on the cyclone's turn, no matter where the cyclone moves. A creature that successfully Escapes from the cyclone falls from a height of 1d12 × 5 feet.

**Reset** The spirit cyclone disperses after 1 minute and resets after 1 day.

## GHOST STAMPEDE

HAZARD 15

COMPLEX HAUNT

**Stealth** +30 (master)

**Description** Four massive skulls of aurochs, enormous wild cattle, rise into the air, each trailing its ghostly body behind it.

**Disable** DC 36 Nature (master) to calm one of the four aurochs or DC 40 Religion (trained) to exorcise them

**AC** 40; **Fort** +23, **Ref** +29

**Hardness** 25; **HP** 20 per aurochs skull; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** positive 5

**Defend Territory** ⤴ (emotion, fear, mental, occult) **Trigger** A creature approaches within 10 feet of an aurochs skull; **Effect** The skulls rise into the air, form ghostly bodies, and bellow in rage. Each creature within 60 feet of an aurochs



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skull must attempt a DC 36 Will saving throw. The haunt then rolls initiative.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature takes 1d12+6 mental damage and is frightened 2.

**Critical Failure** The creature takes 2d12+12 mental damage and is frightened 4.

**Routine** (4 actions) For each aurochs skull disabled or destroyed, the haunt has 1 fewer action. On each action, a different aurochs moves up to 60 feet and attempts a horn Strike against a different living creature. A creature critically hit by a horn Strike also takes 2d6 persistent bleed damage and is knocked prone.

**Melee** horn +30, **Damage** 3d12+17 piercing; no multiple attack penalty

**Reset** The haunt deactivates 1 minute after all living creatures leave the area or after all four aurochs skulls are destroyed. After 1 hour, if at least one aurochs skull remains, the haunt reactivates.

SIPHONING SPIRIT

HAZARD 19

COMPLEX HAUNT

**Stealth** +40 (trained)

**Description** A formless spirit drains life from the living, becoming progressively visible as its victims weaken.

**Disable** DC 48 Occultism or Religion (expert) to weaken the spirit; four total successes are required to disable the haunt

**Sudden Siphon** ⤴ (divine, necromancy, negative) **Trigger** A living creature passes within 15 feet of the spirit; **Effect** The invisible spirit latches onto the life essence of the living, dealing 4d10+20 negative damage to all living creatures within 60 feet (DC 41 basic Fortitude save). The haunt then rolls initiative.

**Routine** (1 action; death, divine, necromancy, negative) The spirit inhales, siphoning the souls of the living and becoming more visible. Each creature within 60 feet takes 4d10+20 negative damage, with a DC 41 Fortitude save. If no creatures are within the area, the haunt moves up to 120 feet into the largest concentration of living creatures and then inhales.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage.

**Failure** The creature takes full damage and increases its drained value by 1, to a maximum of drained 4.

**Critical Failure** The creature takes double damage and increases its drained value by 2, to a maximum of drained 4. If the creature was already drained 4, it dies.

**Reset** After 1 minute, the spirit is satiated, and the haunt deactivates as it returns to a resting state. Over the course of 1 hour, the spirit's siphoned life energy disperses and the haunt resets.







# CHAPTER 3: THE GRIM CRYPT

*Undeath comes in nearly as many forms as death itself. Cataloging every single specimen presents too immense a task, even for the eternal. My mausoleums and archives, as robust as any collection you shall ever find, are still far from a comprehensive collection of undeath. The infinity of the task might appear daunting. Do not despair. It means there is always more to discover!*

Categories and commonalities: these are the best place to begin studying the undead. The greatest common drivers of undeath come in one of two forms. First, the reverberations of the Negative Energy Plane, which are the fuel for the bonfire in the undead's heart. Second, a connection to a creature's previous life, be it the manner of death, desires unfulfilled, corruption of the living creature's ethos, and so on. The former pertains to all undead, and the latter fulfills at least a small role for most, even if diminished to nothing but the cryptic seed behind the creature's behavior. Few undead are nothing but vessels for negative energy.

## UNDEAD CURIOSITIES

One who makes a study of undeath can quickly become jaded. Yet another skeleton. A ghost with a banal desire to reunite with a loved one. If you have grown bored of such, you may enjoy these accounts of more novel undead.

The most familiar dead rise from humans or similar peoples. And no doubt you have seen animals risen as undead. But plants may rise as well! Collectives of dead animals or like-minded warriors can meld into a single undead entity. Even stranger are the creatures who exist both in this realm and beyond it. Sluaghs, as an illustrative example, diverge greatly from other fey but keep one foot in that world, as though hedging their bets, choosing which circle is more beneficial in the moment.

Mortics go further, being neither alive nor undead, born of Tar-Baphon's cataclysms and the growing Gravelands. By holding its breath in imitation of a corpse, a mortic casts off life but remains tethered and able to return quite easily. With the flexibility to switch between flesh and blood or a walking corpse, they have great potential. I suspect their existence will become unbearable in the long term, but they can be exploited and studied until then.

## CONTROLLING THE DEAD

It's simple to use necromancy to control undead in the short term. To use undead for long-term tasks, one must understand a creature's motives and form.

Ravenous hunger, unfinished business, and an enmity to the living are the most common drives among the undead. Keep these creatures' goals ever in sight, but never in grasp. Wights, ghosts, wraiths, and their like possess an all-consuming drive that can be easily manipulated—but don't make this mistake with more refined creatures, like vampires. Undead entirely lacking minds have far simpler needs. Controlling them is more akin to tending a garden than directing a workforce.

An undead's form greatly affects its longevity and utility. Skeletons and zombies can work relentlessly but fall apart in time. Security also becomes a concern with the fleeting form common to ghosts and wraiths. Keeping such spirits corralled requires powerful wards, permanent walls of magical force, and similar countermeasures. Fortunately, most of these creatures are single-minded enough to be easily controlled through verbal manipulation by a handler, making such expensive means less necessary.

## MISSIVES FROM GEB

Some categories of creature are prefaced with Geb's notes on them: these categories are ghosts, ghouls, graveknights, liches, mummies, vampires, and wights. These categories include both a deep dive into the creatures and their place within the ranks of undead as well as objects related to the creatures from Geb's archives. Several sidebars in this chapter also come from his writings, detailing his thoughts on the creature. These sidebars have a special icon: the symbol of Geb and his nation.

## UNDEAD ORIGINS

Several of the new creatures in this chapter have origins in real-world folklore. Many existing categories of creature also have folkloric origins, like vampires, wights, and zombies. Popular culture has changed the public perception of many of these—especially zombies—drawing them far from their original roots. The new undead creatures with distinct roots in folklore are the following.

- Bhuta:** Indian subcontinent
- Daqqanoenyent (Beheaded):** Iroquois and Wyandot
- Gashadokuro:** Japanese
- Ghul:** Arabic (ghouls and ghuls are based on different legends of ghuls)
- Hungry Ghost:** Chinese and Vietnamese
- Jiang-shi (Vampire):** Chinese and other east Asian and southeast Asian cultures
- Little Man in the Woods:** Tlingit
- Llorona:** Mexican
- Onryo:** Japanese
- Polong:** Malay
- Sluagh:** British Isles

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## UNDEAD ADJUSTMENTS

Sometimes you might need to create a creature with undead attributes in a hurry. Like the elite and weak adjustments detailed in each *Bestiary*, the following special adjustments can be used to quickly customize any creature into an undead.

As with any adjustments, these changes are meant to be fast, not comprehensive. It's best to check whether the adjustment breaks the creature in combat. For example, a creature with an important 3-action ability won't work well with zombie adjustments due to the slow ability. On the other hand, an adjustment lending a fly Speed to a creature with powerful ranged attacks might make the creature too able to harry the PCs from the air, especially at low levels.

The undead adjustments below work for turning a creature into a type of undead that doesn't fall into any of the major undead categories, and the adjustments after that mimic more specific varieties of undead.

### UNDEAD ADJUSTMENTS

This creature is a reanimated corpse.

- Add the undead trait and optionally the mindless trait.
- Add the Necril language if it isn't mindless.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious. If it's mindless, add mental as well.

### GHOST ADJUSTMENTS

The ephemeral form of a ghostly creature lets it pass through solid objects and float in the air. For simplicity, a creature with these adjustments isn't truly incorporeal, nor does it necessarily return after being destroyed.

- Add the ghost, spirit, and undead traits.
- Add the Necril language.
- Add the following immunities: death effects, disease, paralyzed, poison, precision, unconscious.
- Add the following weaknesses, with a value based on the creature's level: force, *ghost touch*, positive.
- If the creature can't fly, change its highest Speed to a fly Speed. Remove all other Speeds.
- The damage of the creature's physical Strikes changes to negative damage, and those Strikes are magical.
- Add the following abilities.

#### Darkvision

**Negative Healing** (page 213)

**Ghostly Passage** ♦ The creature Flies and, during this movement, can pass through walls, creatures, and other material obstacles as though incorporeal. It must begin and end its movement outside of any physical obstacles, and passing through solid material is difficult terrain.

Level	Weaknesses
3 or lower	3
4-8	5
9-13	10
14+	15

## GHOUL ADJUSTMENTS

Ghoul creatures are typically hairless and gaunt with blue or purple skin and pointed ears.

- Add the ghoul and undead traits.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious.
- Decrease all saving throw modifiers by 1.
- Add the paralysis ability to the creature's jaws, fangs, or similar unarmed attack. If the creature doesn't have one, add one with the same attack and damage as its strongest melee attack.
- Add the following abilities.

#### Darkvision

**Negative Healing** (page 213)

**Paralysis** (occult, necromancy) When the creature gets a critical hit with its jaws against a living, non-elf foe of the creature's level or lower, the foe is paralyzed until the end of the foe's next turn.

**Swift Leap** ♦ (move) The creature jumps up to half its Speed. This movement doesn't trigger reactions.

## MUMMY ADJUSTMENTS

All types of creatures can have their corpses preserved and rise as mummies.

- Add the mummy and undead traits.
- Add the Necril language.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious.
- Add weakness to fire, with a value depending on the creature's level.
- Add the following abilities.

#### Darkvision

**Negative Healing** (page 213)

**Lesser Despair** (aura, divine, emotion, enchantment, fear, mental) 30 feet. Living creatures of the mummy creature's level or lower are frightened 1 while in its despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave.

Level	Weakness to Fire
3 or lower	3
4-8	5
9-13	10
14+	15

## SHADOW ADJUSTMENTS

A shadow creature is little more than a sentient shadow powered by negative energy. Shadows can easily travel to and from the Shadow Plane.

- Add the undead trait.
- Add the Necril language.
- Add Stealth with a modifier equal to its highest skill modifier.
- Add the following immunities: death effects, disease, paralyzed, poison, precision, unconscious.
- Add the following weaknesses, with a value based on the creature's level: force, *ghost touch*, positive.



- If the creature can't fly, change its highest Speed to a fly Speed. Remove all other Speeds.
- The damage of the creature's physical Strikes changes to negative damage, and those Strikes are magical.
- Add *darkness* as an innate divine spell usable once per day.
- Add the following abilities.

**Darkvision**

**Negative Healing** (page 213)

**Slink in Shadows** The creature can Hide or end its Sneak in a creature's or object's shadow.

Level	Weaknesses
3 or lower	3
4-8	5
9-13	10
14+	15

**SKELETON ADJUSTMENTS**

Most skeletons are mindless and follow either the basic instincts they had in life or orders given by their creator.

- Add the skeleton and undead traits and, optionally, the mindless trait.
- Add the Necril language if it isn't mindless.
- Decrease the creature's HP based on its level.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious. If it's mindless, add mental as well.
- Add the following resistances with a value based on the creature's level: cold, electricity, fire, piercing, slashing.
- Add the following abilities.

**Darkvision**

**Negative Healing** (page 213)

Level	HP Decrease	Resistances
-1	-2	2
0-1	-4	2
2-5	-10	3
6-10	-20	5
11+	-40	10

**VAMPIRE ADJUSTMENTS**

A vampiric creature consumes the blood of the living for sustenance. It might also possess the compulsions and revulsions of a specific vampire bloodline.

- Add the undead and vampire traits.
- Add the Necril language.
- Decrease the creature's HP based on its level.
- Add the following immunities: death effects, disease, paralyzed, poison, sleep.
- Add resistance to physical damage, with a value based on the creature's level. Choose one type of material that bypasses this resistance: cold iron (*vetalarana*), silver (*moroi*), or wood (*jiang-shi* or *nosferatu*).
- Add a fangs Strike. It deals damage equal to the creature's lowest melee Strike and can be used to Feed. If the creature already has a jaws or fangs Strike, just add the Feed ability.

- Add the following abilities.

**Darkvision**

**Negative Healing** (page 213)

**Feed** ♦ (divine, necromancy) **Requirements** The vampiric creature's most recent action was a successful jaws Strike that dealt damage; **Effect** The vampiric creature drains blood from its victim, dealing minimum jaws damage and regaining HP based on its level.

Level	HP Decrease	Resistance/Feed HP
-1	-3	2
0-1	-5	2
2-5	-10	3
6-10	-20	5
11+	-40	10

**WIGHT ADJUSTMENTS**

All wights can drain life through their unarmed attacks, but some can draw life force through weapons as well.

- Add the undead and wight traits.
- Add the Necril language.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious.
- Add drain life to any number of the creature's Strikes and reduce the damage of each of those Strikes by half the creature's level.
- Add the following abilities.

**Darkvision**

**Negative Healing** (page 213)

**Drain Life** (divine, necromancy) When the creature damages a living creature with this Strike, it gains temporary HP equal to its level, and the target must succeed at a Fortitude save or become drained 1. This save uses the moderate DC for the wight creature's level (*Gamemastery Guide* 65).

**ZOMBIE ADJUSTMENTS**

A zombified creature is a mindless, rotting corpse that attacks everything it perceives.

- Add the mindless, undead, and zombie traits.
- Increase the creature's HP based on its level.
- Add the following immunities: death effects, disease, mental, paralyzed, poison, unconscious.
- Add the following weaknesses, with a value based on its level: positive, slashing.
- Add the following abilities.

**Darkvision**

**Negative Healing** (page 213)

**Slow** A zombie is permanently slowed 1 and can't use reactions.

Level	HP Increase	Weaknesses
1 or lower	10	5
2-5	20	5
6-10	50	10
11-15	75	15
16-19	100	20
20+	150	25

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## MONSTROUS HEADS

While the traditional image of a beheaded is that of a disembodied human head or skull, necromancers can create beheaded out of any sort of head. This variety can lead to extremely distinctive beheaded, including dragon heads, giant insect heads, medusa heads, or those of even rarer creatures. Occasionally, such beheaded retain weakened versions of their original special abilities from the constituent creature instead of a beheaded ability, such as a breath weapon for a dragon head or a gaze for a medusa head.

# BEHEADED

Beheaded are disembodied floating heads transformed into undead. They are natural candidates for a necromancer's "project minion," due to the inexpensive cost of creation and endlessly customizable nature. In any lair occupied for long by practicing necromancers, it isn't uncommon to find a handful of floating heads roaming about, each exhibiting completely different characteristics and even degrees of expertise in their creation.

## BEHEADED ABILITIES

Beheaded can have abilities as varied as the necromancers who create them. More beheaded abilities can be found on page 30 of *Pathfinder Bestiary 3*.

**Lifesense** The beheaded has imprecise lifesense out to 60 feet.

**Whispering** (aura, emotion, fear, mental, necromancy) 30 feet. The beheaded constantly whispers twisted incantations in unknown languages secret and foul. Foes that enter or begin their turn in the area must succeed at a Will save or be stupefied 1. The aura uses the moderate DC for the beheaded's level.

**Furious Headbutt** **Frequency** once per round; **Effect** The beheaded makes a wild Strike, taking a -2 penalty to its AC until the end of its next turn. If the Strike damages a creature, it deals additional damage equal to the beheaded's level.

## FESTERING GNASHER

A festering gnasher is a floating head covered in infectious pustules and hollowed out by decay.



### FESTERING GNASHER

CREATURE 1

NE TINY UNDEAD

**Perception** +8; darkvision

**Skills** Acrobatics +7 (+9 to Maneuver in Flight)

**Str** +3, **Dex** +4, **Con** +1, **Int** -3, **Wis** +3, **Cha** +0

**AC** 16; **Fort** +4, **Ref** +9, **Will** +6

**HP** 18, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 2

**Speed** 15 feet, fly 25 feet

**Melee** **Frequency** jaws +9 (agile, finesse, reach 0 feet), **Damage** 1d4+3 piercing plus brain rot

**Brain Rot** (disease) **Saving Throw** DC 14 Fortitude; **Onset** 1 day; **Stage 1** stupefied 1 (3 days); **Stage 2** stupefied 2 and slowed 1 (1 day);

**Stage 3** paralyzed with spasms (1 day); **Stage 4** death

## TAUNTING SKULL

Some beheaded are raised with their mental faculties mostly intact. These clever undead often provoke their victims into foolishly giving chase or harming themselves.

### TAUNTING SKULL

CREATURE 5

NE TINY UNDEAD

**Perception** +13; darkvision

**Languages** Common, Necril, plus any one language spoken in life

**Skills** Acrobatics +12 (+14 to Maneuver in Flight), Intimidation +12 (+14 to Demoralize)

**Str** +1, **Dex** +5, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

**AC** 22; **Fort** +10, **Ref** +14, **Will** +11

**HP** 80, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5

**Bite Back** **Trigger** The taunting skull is attacked by a creature within their reach; **Effect** The taunting skull makes a jaws Strike against that creature.



**Speed** 15 feet, fly 40 feet

**Melee** ♦ jaws +14 (agile, finesse, reach 0 feet), **Damage** 2d10+3 piercing

**Incessant Goading** ♦ (auditory, emotion, incapacitation, mental) The skull chooses one creature within 60 feet and antagonizes it mercilessly. The target must attempt a DC 22 Will save to resist the effect.

**Critical Success** The target is unaffected and is temporarily immune for 1 minute.

**Success** The target is unaffected.

**Failure** The target is flat-footed for 1 round. On its next turn, if the taunting skull is within the target's reach, the target wildly attacks the taunting skull as many times as possible.

**Critical Failure** As failure, but the target also immediately performs a Strike against itself; this Strike doesn't take any actions.

## DAQQANOENYENT

A daqqanoenyent is a horrific monstrosity arising from a terrible crime against the dead, obsessed with exacting retribution. The creature manifests as an enormous, disembodied head, 10 feet in height and covered in coarse black hair, with bat-like wings and vicious fangs and talons. Daqqanoenyents are naturally conflicted creatures. As the product of the tortured wills of numerous victims, daqqanoenyents sometimes exhibit strange or contradictory behavior as various individual wills struggle for control. Their conflicting desires make daqqanoenyents relatively easy to trick or deceive, and the creatures are vulnerable to fire. One story of a daqqanoenyent encounter describes the creature attempting to eat an old woman, only to be tricked by the woman into devouring a live coal. Their mouth aflame, the daqqanoenyent fled into the wilderness, never to be seen again.

## DAQQANOENYENT CREATURE 9

RARE NE LARGE UNDEAD

**Perception** +17; darkvision

**Languages** Common, Necril, plus any one language spoken in life (can't speak any language)

**Skills** Acrobatics +17 (+21 to Maneuver in Flight), Athletics +21, Survival +17 (+21 to track anyone involved in the desecration that created them)

**Str** +6, **Dex** +4, **Con** +4, **Int** +0, **Wis** +2, **Cha** +0

**AC** 28; **Fort** +21, **Ref** +17, **Will** +15

**HP** 170, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10, positive 5

**Speed** 15 feet, fly 30 feet

**Melee** ♦ jaws +21, **Damage** 2d12+9 piercing plus 1d4 negative and Grab (page 212)

**Melee** ♦ talon +21 (agile), **Damage** 2d8+9 slashing plus 1d4 negative and Grab

**Baleful Gaze** ♦♦ (curse, emotion, fear, mental, visual) The daqqanoenyent's face twists into an expression of unbridled rage. Each creature within 30 feet that can see the daqqanoenyent must attempt a DC 28 Will save. The creature is then temporarily immune for 1 minute.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 3.

**Snatch** A daqqanoenyent can Fly at half Speed while they have a Medium or smaller creature grabbed or restrained in their talons, carrying that creature along with them.

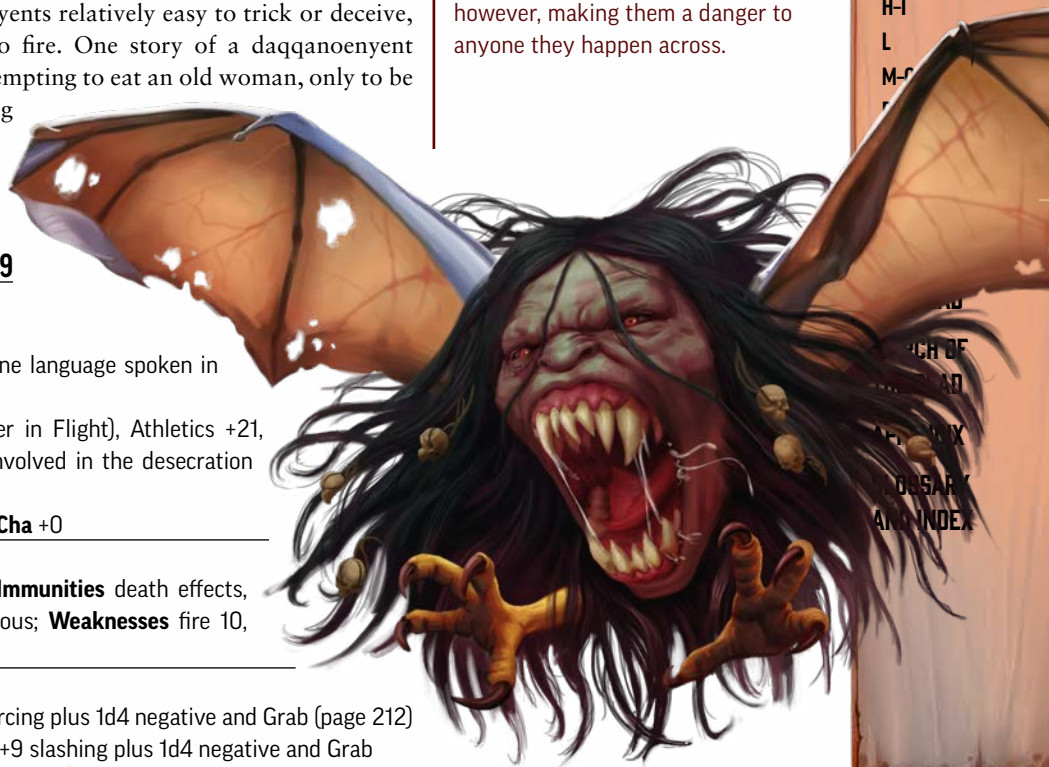
**Swallow Whole** ♦ (attack) Medium, 2d8+9 bludgeoning, Rupture 24 (page 213)



## TRAGIC ORIGINS

Whereas most beheaded are created intentionally, a daqqanoenyent only arises spontaneously. Though documentation is rare, such a manifestation can occur after a mass murder and the subsequent beheading of the corpses. Typically, this is done as a callous act of desecration, meant to deny the victims the possibility of being laid to rest with respect.

The daqqanoenyent consists of the combined tortured wills of the murdered victims. They will pursue the perpetrators and their associates without rest. This type of beheaded is both vengeful and easily distracted, however, making them a danger to anyone they happen across.







## BUNKING WITH BHUTAS

Most often, bhutas ingratiate themselves with living travelers through deception, using their influence over animals to appear trustworthy, then picking their prey off one by one in secret. However, a few stories exist of bhutas finding true friendship among the living and, through it, attaining a measure of peace that allows them to pass on.

# BHUTA

When sapient creatures die violently in a natural setting or a location infused with primal magic, they sometimes rise as a ghostlike undead called a bhuta. Resembling a translucent version of their mortal form, only shadowless and with backward feet, a bhuta's lust for vengeance or unquenchable desire to complete an unfinished task poisons the natural world, turning animals into agents of the bhuta's corrupted will. However, a bhuta's connection to their mortal life is weak and vague, more a series of compulsions and triggers than the torturous recollections of a ghost. Thus, while a bhuta might start by hunting down and devouring those who slew their mortal form, they find no relief and soon turn to predation through their domain.

## BHUTA

CREATURE 11

NE MEDIUM INCORPOREAL UNDEAD

**Perception** +22; darkvision

**Languages** Common, Necril; *speaks with animals*

**Skills** Arcana +20, Deception +22, Nature +24, Survival +22

**Str** -5, **Dex** +7, **Con** +3, **Int** +5, **Wis** +5, **Cha** +7

**Bound** Bhutas are bound to a natural area or feature where they died and must remain within 120 feet of that anchor. A bhuta can only leave if invited to travel with living companions, an invitation bhutas often seek to obtain via trickery. While traveling, the bhuta must remain within 120 feet of at least one of the living creatures who invited them. If all members of the group die, the bhuta must return to their bound area by midnight the same day or be destroyed.

**Shadowless** A bhuta casts no shadow.

**AC** 30; **Fort** +18, **Ref** +24, **Will** +22

**HP** 175, negative healing (page 213); **Immunities** death effects, disease, poison, precision, unconscious; **Weaknesses** cold iron 5;

**Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Speed** fly 30 feet

**Melee** fangs +24 (finesse, magical), **Damage** 2d12+13 piercing plus 1d8 persistent bleed

**Melee** claw +24 (agile, finesse, magical), **Damage** 2d10+13 slashing  
**Primal Innate Spells** DC 30, attack +22; **9th** *nature's enmity* (only while within the area to which the bhuta is bound); **6th** *summon animal*; **5th** *command* (animals only), *vampiric touch*; **4th** *charm* (animals only); **3rd** *animal vision*; **Cantrips (6th)** *daze*, *tanglefoot*; **Constant (2nd)** *speaks with animals*

**Change Shape**  $\blacklozenge$  (concentrate, occult, polymorph, transmutation) The bhuta takes the form of a Large, Medium, or Small animal common to their bound area. This doesn't change the bhuta's Speed or attack and damage modifiers with their Strikes but might change the damage type their Strikes deal. No matter what form the bhuta takes, their feet remain backward and they cast no shadow. A bhuta in animal form is still incorporeal, though that isn't obvious just by looking at it.

**Possess Animal**  $\blacklozenge\blacklozenge$  The bhuta attempts to possess an adjacent animal. They cast 9th-level heightened *possession* with the following changes: since the bhuta has no physical body, they're unaffected by that restriction. On a critical failure, the duration extends to 1 full day. While possessed by a bhuta, the animal casts no shadow.

**Primal Corruption** A bhuta corrupts wildlife near their bound area, worming their way into animals' minds. Animals who live within the bound area take a -4 circumstance penalty to saves against the bhuta's Possess Animal ability, the bhuta's *charm* innate spell, and the bhuta's *command* innate spell.





# BONE CROUPIER

For many, gambling is just fun and games, but for some, it can become a bad habit or even a life-consuming addiction. Bone croupiers take the meaning of “life-consuming” to its literal extreme. These gamblers’ lust for cards and dice couldn’t be sated in life, so in undeath they haunt the shadowy corners of gambling halls and continue their search for that next hit of adrenaline.

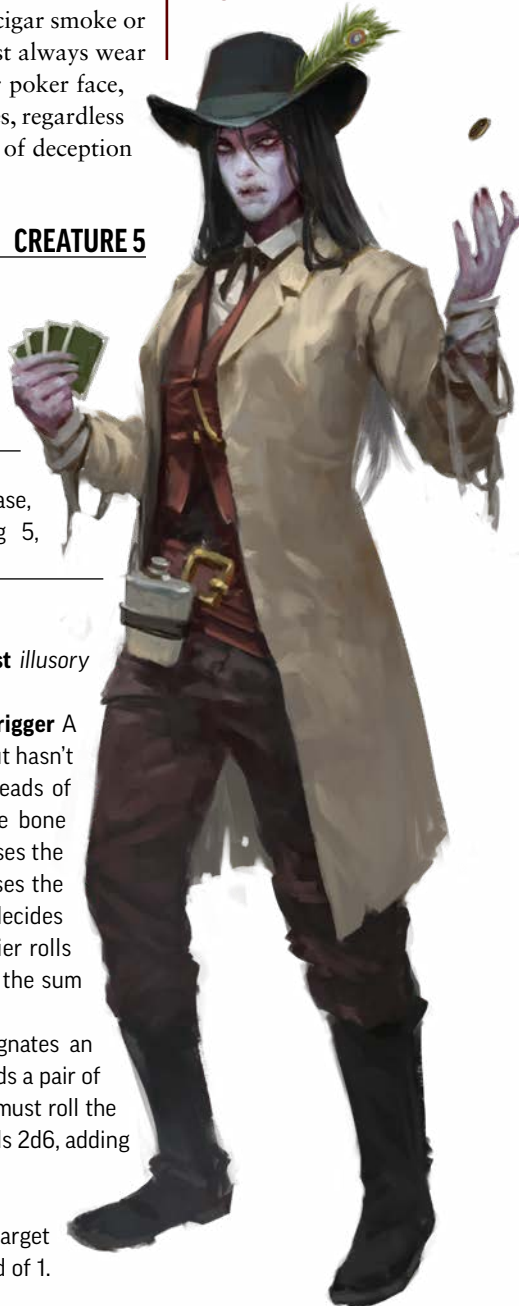
For bone croupiers, gaming takes on a different flavor; with nothing left to lose, these undead turn their attentions toward others, cajoling and palavering normally casual gamers into committing themselves to ever-higher stakes. Before they know it, these unsuspecting victims have called in decades-old favors and put liens on their homes in the hope of winning back just a fraction of the pot. By then, the bone croupier has already claimed their prize—to this undead chiseler, any earnings are incidental, and the real prize is encouraging others to lose their own.

Bone croupiers often enshroud themselves in thick layers of cigar smoke or voluminous robes to mask their undead nature, but they almost always wear wicked grins at the table. This smile is no ruse or part of their poker face, however—the truth is that bone croupiers truly delight in games, regardless of whether they win or lose, and despite their incredible skills of deception and trickery, most simply can’t disguise their unbridled mirth.



## A DEAL YOU CAN'T REFUSE

Bone croupiers pride themselves on using good old-fashioned guile and persuasion to drive others to destitution and doom, as magical compulsion is the laziest form of influence. This corrupt form of honor doesn't extend toward using magic to cheat or swindle in games of chance—they'll gladly use their powers to change the outcomes of their dread bargains.



### BONE CROUPIER

### CREATURE 5

UNCOMMON NE MEDIUM UNDEAD

**Perception** +11; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +14, Deception +14, Diplomacy +14, Games Lore +12, Stealth +14, Thievery +14

**Str** +2, **Dex** +5, **Con** +2, **Int** +1, **Wis** +2, **Cha** +5

**AC** 22; **Fort** +9, **Ref** +14, **Will** +14

**HP** 50, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, piercing 5, slashing 5

**Speed** 25 feet

**Melee** **◆** claw +14 (agile, finesse), **Damage** 2d8+5 slashing

**Occult Innate Spells** DC 22; **4th** *discern lies*; **3rd** *mind reading*; **1st** *illusory disguise*; **Cantrips (3rd)** *prestidigitation*

**Change of Luck** **◆** (divination, occult) **Frequency** once per day; **Trigger** A creature within 30 feet of the bone croupier attempts a check but hasn't rolled the check yet; **Effect** The bone croupier pulls on the threads of luck that bind all things. The target rolls twice, and then the bone croupier decides which result applies. If the bone croupier chooses the lower roll, this is a misfortune effect; if the bone croupier chooses the higher roll, it's a fortune effect; if they're the same, the croupier decides which trait to apply. If this ability is expended, the bone croupier rolls 2d6 at the start of each of their turns, recharging the ability if the sum is 7 or 11.

**Roll the Bones** **◆◆** (necromancy, occult) The bone croupier designates an adjacent living creature to roll the bones. The chosen creature finds a pair of dice in its hand and is compelled by fate to roll them; it can and must roll the dice even if its hands are full or it is unable to act. The creature rolls 2d6, adding them together to determine the effect.

**7 or 11** (healing, positive) The target regains 15 HP.

**2, 3, or 12** (negative) The target takes 30 negative damage. If the target is dying, this damage increases its dying condition by 2 instead of 1.

**Any Other Roll** (negative) The target takes 15 negative damage.

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### NEMESIS MINE!

A cadaverous rake sometimes adopts a living duelist whose skill impressed them as a “rival,” if the two fought and both escaped. The rake relentlessly follows their rival, seeking an opportunity to duel again—though such pursuit can be an unexpected boon, as the rake refuses to allow anyone to harm their rival but them.

## CADAVEROUS RAKE

When a skilled duelist is killed, on occasion they rise as a cadaverous rake, refusing to let death get in the way of daring deeds. Appearing as a corpse-like version of their living form, a cadaverous rake retains their memories and much of their personality. The first act of many cadaverous rakes is to pay a surprise visit to family and friends, unveiling their revival. If they’re met with revulsion or attempts to lay them to rest, the rake typically lashes out at the perceived betrayal or departs in offended confusion. Cadaverous rakes who are appropriately feted by friends and family often retain an affection and attachment, becoming undying protectors. This isn’t necessarily a good thing, however, as the cadaverous rake’s undead worldview creates impossible demands. The transition to undeath corrupts previously benevolent individuals, and their single-minded focus on finding more opponents to duel cuts a bloody swath across stretches of countryside they once protected. Rarely, those who were especially virtuous retain some of their moral code, though even then their dispositions are mercurial. All, however, retain the flamboyance and swagger that made them notable in life, as quick with a quip as they are with a blade. The impulse to toy with their opponents becomes the undoing of many an overconfident rake.

Though most cadaverous rakes rise after losing a duel, especially those that involved foul play, any cause of death can suffice, save for a peaceful passing in old age.

### CADAVEROUS RAKE

CREATURE 8

UNCOMMON CE MEDIUM UNDEAD

**Perception** +16 (+18 to initiative); darkvision

**Languages** Common, Necril

**Skills** Acrobatics +18, Athletics +19 (+21 to Disarm), Deception +16, Intimidation +18, Thievery +16

**Str** +5, **Dex** +6, **Con** +4, **Int** +3, **Wis** +2, **Cha** +4

**Items** +1 striking rapier

**AC** 27 (29 with Parry Dance); **Fort** +16, **Ref** +20, **Will** +12

**HP** 125, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Repartee Riposte** (emotion, mental) **Trigger** A creature within the cadaverous rake’s reach critically fails at a melee Strike against the rake; **Effect** The cadaverous rake attempts a Strike against the creature, firing back a witty retort. If this Strike succeeds, the creature is frightened 1, or frightened 2 on a critical success.

**Speed** 30 feet

**Melee** rapier +20 (deadly d8, disarm, finesse, magical), **Damage** 2d6+8 piercing plus 1d8 precision

**Parry Dance** The cadaverous rake makes a melee Strike, then Steps, positioning their blade defensively. They gain a +2 circumstance bonus to AC until the end of their next turn.

**Shadow Rapier** (necromancy, negative, magical) The rake shrouds their sword in negative energy, changing the damage type to negative. This shadow-shrouded rapier has a reach of 30 feet. The effect lasts until the end of the rake’s turn.

**The Upper Hand** **Requirements** The cadaverous rake’s last action was a melee Strike that critically succeeded; **Effect** The cadaverous rake Disarms the creature they hit, as a critical success on a Disarm attempt. The weapon falls to the ground in a space adjacent to the creature (rake’s choice).



# CHILD OF URGATHOA

Only the most fanatic followers of Urgathoa, goddess of disease, gluttony, and undeath, could ever hope to become a child of Urgathoa. These “blessed” undead can’t be created by any save Urgathoa herself, and the blessing must be bestowed at the moment of death. Those rare few chosen by their goddess to serve as undying vessels for her power are revered by Urgathoa’s faithful. Most surround themselves with fanatic cults or undead armies, subjugating and terrorizing secluded communities.

Children of Urgathoa are arrogant, notoriously cruel, and utterly devoted to their goddess and her teachings. They show no favor to members of their faith, inflicting pain and sowing infection throughout Urgathoa’s clergy as often as unaffiliated victims. Children of Urgathoa are at their most sadistic while punishing heretics, particularly those who prove too afraid to accept the goddess’s gifts of death and undeath.



## PAWNS OF URGATHOA

Children of Urgathoa’s unlife begins with failure. They died, after all. Giving her failures a second chance is, admittedly, a good way for Urgathoa to surround herself with loyal pawns, but I prefer servants who did not fail the first time.

### CHILD OF URGATHOA

### CREATURE 8

RARE NE LARGE UNDEAD

**Perception** +18; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +13, Deception +15, Intimidation +15, Religion +18, Stealth +13

**Str** +6, **Dex** +3, **Con** +4, **Int** +2, **Wis** +6, **Cha** +5

**AC** 27; **Fort** +14, **Ref** +15, **Will** +18

**HP** 165, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 10

**Share Blessings** (divine, disease, evil, necromancy) When the child of Urgathoa is destroyed, they explode in a blast of infectious rot. All creatures in a 10-foot emanation are exposed to pallid plague.

**Speed** fly 40 feet

**Melee** ✦ scything blade +20 (deadly d10, evil, magical, reach 10 feet, trip), **Damage** 2d10+6 slashing plus 1d6 negative

**Melee** ✦ pallid touch +20 (agile, disease, evil, magical, reach 10 feet), **Damage** 2d10+6 negative plus pallid plague

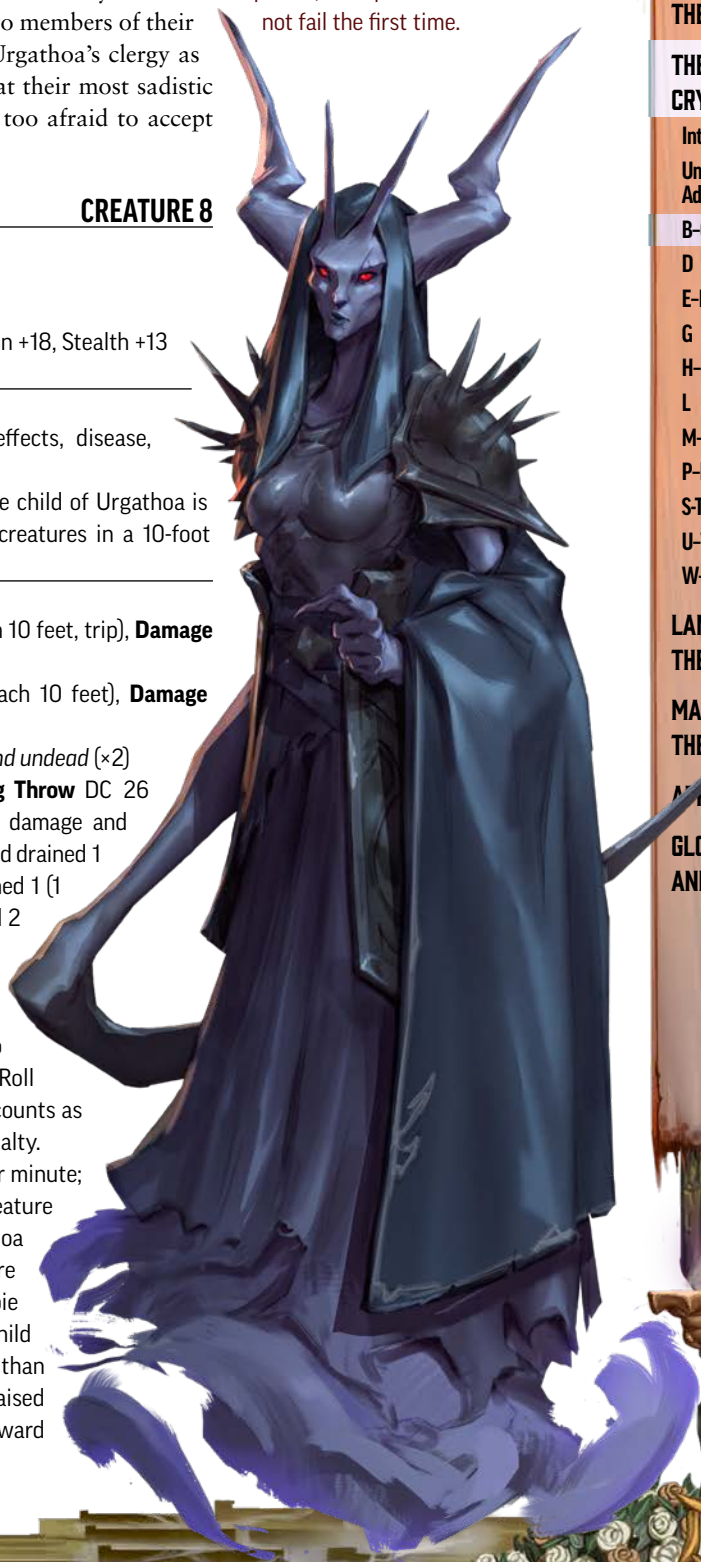
**Divine Innate Spells** DC 26; **4th** *harm, sudden blight*<sup>APC</sup>; **3rd** *bind undead* (×2)

**Pallid Plague** (disease, divine, necromancy, virulent) **Saving Throw** DC 26

Fortitude; **Stage 1** carrier (3 days); **Stage 2** 3d8 negative damage and doomed 1 (1 day); **Stage 3** 3d8 negative damage, doomed 1, and drained 1 (1 day); **Stage 4** 4d8 negative damage, doomed 2, and drained 1 (1 day); **Stage 5** 4d8 negative damage, doomed 3, and drained 2 (1 day); **Stage 6** dead. A creature that dies while infected with pallid plague rises as a zombie lord (page 172).

**Reap** ✦✦ The child of Urgathoa makes a scything blade Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within their melee reach. Roll damage only once and apply it to each creature hit. Reap counts as two attacks for the child of Urgathoa’s multiple attack penalty.

**Wake the Dead** ✦✦ (divine, necromancy) **Frequency** once per minute; **Requirements** The child of Urgathoa is adjacent to a creature that died within the last minute; **Effect** The child of Urgathoa animates the dead with a touch of their hand. The creature must succeed at a DC 26 Will save or arise as a zombie lord (page 172). These zombies are controlled by the child of Urgathoa. A child of Urgathoa can control no more than four zombie lords at a time. If a child of Urgathoa has raised zombie lords before an encounter begins, they count toward the encounter’s XP budget normally.



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# COMBUSTED

## COMBUSTED IN GOLARION

Until recently, combusted were found in only two locations: between two volcanoes in the ruined city of Shadun in Qadira and the blackened foundations of the Shojinawa manor in Minkai, cursed by a black flame. They've since been spotted in Iobaria, where wildfires are frequent; Nex, where arcane accidents are commonplace; and in hot, dry locations, such as Katapesh, Osirion, Rahadoum, and Thuvia.

Creatures whose lives end in flames can return as undead called combusted. Still burning even in death, they're consumed by everlasting anguish that drives them to reckless violence.

Although combusted can no longer be truly harmed by fire, they endure the final moments of their death eternally, searing them with endless burning pain. Many combusted attempt to douse themselves in lakes or rivers, believing the flames that wreath their forms must be the source of their pain. However, water is more hindrance than help, and being immersed in it only amplifies their agony.

No longer possessing the ability to communicate in anything other than agonized wails, combusted nonetheless retain their senses and memories. Yet they rarely seek to act on their past, for the pain drowns out thoughts of friendships, family, and vengeance. In time, combusted are driven to share their pain with others, for the instant their flames catch fire on another living being, they feel a single, fleeting moment of relief. This relief leads combusted into conflict with living creatures often, although those that attack large settlements rarely survive long.

Some combusted form from those who died via spontaneous combustion, suddenly becoming so hot they burst into flames. This mysterious process isn't fully understood, though some scholars attribute it to shifts in power in the Plane of Fire causing hot spots in the Material Plane powerful enough to kill. Much more rarely, combusted arise around areas with especially intense magical flames, such as forges used to create magic weapons, when the fire sets creatures ablaze, so they burn to death and transcend into undeath in mere moments.

Regardless of the source of their conflagration, the horrifying deaths that combusted suffered haunt them in the afterlife. Their charred, blackened corpses alight with flames are a constant reminder of their final moments in pain. The stench of burning flesh heralds their presence, each combusted leaving black smoke in their wake.



## COMBUSTED

## CREATURE 3

CE MEDIUM FIRE UNDEAD

**Perception** +6; darkvision

**Languages** Common, Necril; can't speak any language

**Skills** Acrobatics +9, Athletics +10

**Str** +4, **Dex** +3, **Con** +3, **Int** -2, **Wis** -1, **Cha** +0

**AC** 19; **Fort** +10, **Ref** +12, **Will** +4

**HP** 65, negative healing (page 213); **Immunities** death effects, disease, fire, paralyzed, poison, unconscious; **Weaknesses** cold 5, water 5

**Intense Heat** (aura, fire) 5 feet, 2d6 fire, DC 17 basic Reflex.

**Water Vulnerability** When a combusted is dealt damage by a water effect, the combusted is wracked by pain, becoming stunned 1. Water can't douse a combusted's flames.

**Speed** 25 feet

**Melee** ♦ fire fist +12, **Damage** 1d6+4 bludgeoning plus 1d6 persistent fire

**Ranged** ♦ fire mote +11 (range increment 60 feet), **Damage** 1d4+4 fire plus 1d6 persistent fire

**Blazing Howl** ♦ (evocation, fire, occult) The combusted screams in agony, causing creatures in a 15-foot emanation to burst into flame, which deals 4d6 fire damage to each creature in the area (DC 17 basic Will save). A creature that critically fails its save is frightened 1; this frightened condition is an emotion, fear, and mental effect. The combusted can't use Blazing Howl for 1d4 rounds.



# CORPSE ROOT

Corpseroots are rotten, undead trees that grow bright-red poisonous fruit and spread blight to surrounding plants, transforming healthy trees into new corpseroots. These cunning killers drain the life from creatures through their root systems, posing as dead trees until their victims come within reach.

Corpseroots most commonly form from rotten husks of trees that died from supernatural blights, making them common threats in the Fangwood and Fierani forests. The most powerful are ancient trees used as shrines and sacrificial altars, their roots absorbing the blood, flesh, and terror of those condemned under their boughs. Some of these ancient corpseroots still command the respect and devotion of the cults that inadvertently created them.



## FEARSOME FOES

Although they lack the intelligence of most humanoid, corpseroots are cunning and understand the languages of their two most hated foes, arboreals and fey, both of whom strike against corpseroots upon discovering them. Most corpseroots strive to avoid the notice of these enemies by blending in among other dead plants and remaining immobile whenever arboreal or fey hunters pass by.

## CORPSE ROOT

## CREATURE 11

NE HUGE UNDEAD

**Perception** +18; darkvision

**Languages** Arboreal, Necril, Sylvan (can't speak any language)

**Skills** Athletics +24, Stealth +18

**Str** +7, **Dex** +3, **Con** +5, **Int** -2, **Wis** +3, **Cha** +2

**Plant** When it isn't in danger, the corpseroot spends 1 minute rooting to the earth, becoming planted in place. While the corpseroot is planted and immobile, creatures must actively Seek and succeed at a DC 36 Perception check (DC 40 in forests) to detect the corpseroot's true nature.

**AC** 30; **Fort** +24, **Ref** +18, **Will** +18

**HP** 225, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** axe vulnerability, fire 10; **Resistances** bludgeoning 10, piercing 10

**Axe Vulnerability** The corpseroot takes 10 additional damage from axes.

**Blight** (aura, necromancy, poison, primal) 30 feet. A plant entering or starting its turn in the corpseroot's aura begins to wither and must succeed at a DC 27 Fortitude save or become sickened 2 (sickened 4 on a critical failure). A plant that succeeds is temporarily immune for 1 minute.

A plant that stays in the aura for 7 consecutive days must succeed at a DC 27 Fortitude save or die. If the plant was a creature or tree, it rises as a corpseroot. The newly risen corpseroot can't create more corpseroots but has all other corpseroot abilities. Plants that are neither magical nor creatures automatically fail saves against blight.

**Speed** 20 feet

**Melee** ♦ branch +24 (reach 15 feet), **Damage** 3d12+10 bludgeoning

**Melee** ♦ root +24 (agile, reach 20 feet, trip), **Damage** 3d8+10 bludgeoning plus Grab (page 212)

**Ranged** ♦ rotten fruit +20 (range increment 20 feet, splash), **Damage** 3d4+7 bludgeoning plus 2d6 poison splash damage

**Take Root** ♦ (necromancy, primal) **Frequency** once per round; **Requirements** The corpseroot has a creature grabbed or restrained; **Effect** The corpseroot buries its roots into the creature, dealing 1d6+11 piercing damage and draining the target's life force (DC 30 basic Fortitude save). On a failure, the creature is drained 1 (or increases the value by 1 if already drained), and the corpseroot regains 10 HP. If this would make a creature drained 5, the creature dies.

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## THE END OF REALITY

In the deepest reaches of darkness, where the Plane of Shadow and the Negative Energy Plane meet, is a single fixed point where reality comes to an end. This planar juncture, a chasm of solid entropy formed into crystals by the weight of the infinite compressing eternally in upon itself, is where darvacka form.

# DARVAKKA

Darvakkas, also called nightshades, are a ravenous evil made up of equal parts darkness and malice. Originally creatures of the Outer Planes who travel to the convergence of the Shadow Plane and the Negative Energy Plane—where the power of nothingness obliterates them—these undead abominations are the physical embodiment of entropy. They burn with an intense hatred for all life, working to bring a final, dark night to the Material Plane where nothing but ash and ice remain.

As creatures twisted by darkness and shadow, darvakkas have a great aversion to sunlight and all sources of positive energy. On the Material Plane, they spend the hours of daylight hidden below ground, amid ruins, or submerged deep in the ocean's darkest chasms beyond the reach of the sun's rays, emerging when darkness shelters them overhead.

Darvakkas have an aura of entropy that attracts undead thralls to serve as warriors and heralds. They rarely seek alliances with each other or other creatures, existing in solitude as the heads of individual armies of the dead.

## VANYVER (NIGHTWING)

Vanyvers are large, humanoid bats shaped from void and shadowstuff, their red eyes glowing like tiny stars in an otherwise lightless night. Though powerful, they're the least of the darvakkas, and the most likely to submit to a master, either another of their kind or a mortal with a reputation for being especially murderous and destructive. Vanyvers agree to follow their masters as a temporary means of maximizing the death and destruction they can enact but will quickly turn on any master they feel falters in this goal.

### VANYVER

### CREATURE 13

CE HUGE DARVAKKA SHADOW UNDEAD

**Perception** +26; greater darkvision, lifesense 60 feet (page 213)

**Languages** Abyssal, Common, Infernal, Necril; telepathy 100 feet (page 214)

**Skills** Acrobatics +23, Arcana +23, Athletics +27, Negative Energy Plane Lore +25, Religion +24, Shadow Plane Lore +25, Stealth +25

**Str** +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +5

**AC** 34; **Fort** +29, **Ref** +23, **Will** +22

**HP** 295, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious;

**Weaknesses** good 10, silver 10; **Resistances** cold 10

**Entropy's Shadow** (aura, divine, necromancy, negative) 40 feet. Vanyvers leak entropy and corruption from their very being. A living creature entering or starting its turn in the aura takes 3d6 negative damage with a DC 30 basic Fortitude save. If it fails, it's also enfeebled 1 for 1 minute and pulled 10 feet toward the vanyver.

**Sunlight Powerlessness** A vanyver caught in sunlight is stunned 2 and clumsy 2.

**Catching Bite** **Trigger** A creature within reach of the vanyver's jaws makes a melee Strike against the vanyver with a weapon; **Effect** The vanyver chooses to be hit. If the attack would've missed, it hits. The vanyver catches the weapon in their jaws and uses Drain Magic on it without fulfilling Drain Magic's requirements.

**Speed** 25 feet, fly 60 feet

**Melee** **Damage** **◆** jaws +27 (magical, reach 10 feet), **Damage** 3d10+11 piercing plus 1d10 cold and Drain Magic







CREATING NOTHING

Darvakkas are made from the quintessence, spiritual essence made manifest in physical form, of fiends cast into the void at reality's end. The death of their immortal soul causes the creature to be consumed, catalyzing a change that scrambles them into an entirely new being that retains nothing of their previous self.

**Melee** ♦ talon +27 (magical, reach 10 feet), **Damage** 3d10+11 bludgeoning plus 1d10 cold and Grab

**Melee** ♦ wing +27 (agile, magical, reach 15 feet), **Damage** 3d6+11 bludgeoning plus 1d10 cold

**Divine Innate Spells** DC 34; **7th** *plane shift* (to Material Plane, Negative Energy Plane, or Shadow Plane only); **6th** *dispel magic* (at will), *harm* (×3); **4th** *darkness*, see *invisibility*; **Cantrips (7th)** *detect magic*

**Constrict** ♦ 3d10+5 piercing, DC 33 (page 212)

**Drain Magic** ♦ **Requirements** The varyver's last action was a successful jaws Strike against a creature, object, or spell effect; **Effect** The varyver casts an innate *dispel magic* on the same target; if the target was a creature, the varyver can target a spell affecting the creature instead. If a spell effect or item is successfully counteracted, the varyver gains temporary Hit Points equal to double the counteract level of the effect that was counteracted.

**Snatch** The varyver can Fly at half Speed while they have a creature grabbed or restrained in either or both of their talons, carrying that creature along with them.

SYKEVER (NIGHTWALKER)

The most common darvakkas are sykevers, walkers in the night. Bloodthirsty but calculating, they lead legions of dead into battle on the Material Plane, working toward the simple goal of ending all life.

SYKEVER

CREATURE 15

CE HUGE DARVAKKA SHADOW UNDEAD

**Perception** +29; greater darkvision, lifesense 60 feet (page 213)

**Languages** Abyssal, Common, Infernal, Necril; telepathy 100 feet (page 214)

**Skills** Arcana +27, Athletics +29, Intimidation +28, Negative Energy Plane Lore +27, Religion +27, Shadow Plane Lore +27, Stealth +27, Warfare Lore +27

**Str** +8, **Dex** +4, **Con** +6, **Int** +6, **Wis** +6, **Cha** +7

**AC** 37; **Fort** +25, **Ref** +25, **Will** +31

**HP** 335, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 10, silver 10; **Resistances** cold 10

**Entropy's Shadow** (aura, divine, necromancy, negative) 40 feet. As varyver, but DC 33 and 4d6 damage.

**Sunlight Powerlessness** As varyver.

**Speed** 40 feet, *air walk*

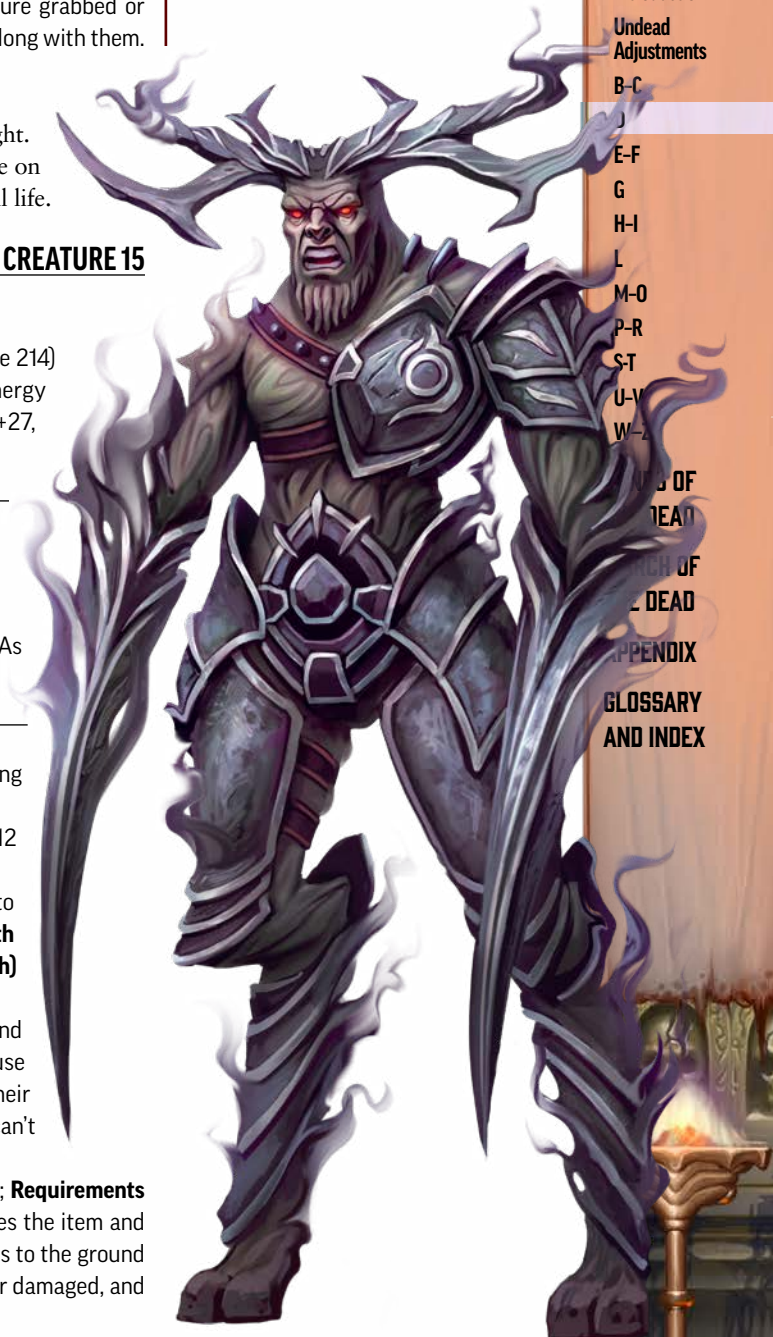
**Melee** ♦ horn +31 (magical, reach 10 feet), **Damage** 3d8+12 bludgeoning plus 1d10 cold and 2d8 persistent bleed

**Melee** ♦ arm spike +31 (agile, magical, reach 10 feet), **Damage** 3d8+12 piercing plus 1d10 cold

**Divine Innate Spells** DC 36; **7th** *harm* (×3), *paralyze*, *plane shift* (to Material Plane, Negative Energy Plane, or Shadow Plane only); **6th** *true seeing*; **4th** *darkness* (at will), *invisibility* (×3); **Cantrips (8th)** *detect magic*; **Constant (8th)** *air walk*

**Change Posture** ♦ The sykever changes between their bipedal and quadrupedal stance. In their bipedal stance, the sykever can use all the abilities in their stat block except Horned Rush. In their quadrupedal stance, the sykever has a Speed of 80 feet but can't make arm spike Strikes, Disarm, cast spells, or use Crush Item.

**Crush Item** ↻ **Trigger** The sykever gets a critical success to Disarm; **Requirements** The sykever is in their bipedal stance; **Effect** The sykever snatches the item and pierces it with their arm spikes. The item becomes broken and falls to the ground in the sykever's space. Items that are already broken aren't further damaged, and an item with 14 or higher Hardness is unaffected.







## THE BOUND ONE

A darvakka bound to the yoke is an incredible weapon. I have four. Only my necromantic colleges of Yled can contain them in magical stasis: a trio of sykevers alongside an ancient darvakka I simply call The Bound One. Ensnaring him secured, for my purposes, an unending pool of negative energy. We shall see if it becomes necessary to call on their services more directly and loosen their leashes.

**Draining Gaze** ◆ (concentrate, divine, necromancy, visual) The sykever fixes their nightmarish gaze on one creature they can see, who must attempt a DC 36 Will save. Regardless of the result, the target is temporarily immune for 10 minutes.

**Critical Success** The target is unaffected.

**Success** The target is enfeebled 2 for 1 round if the sykever is in bipedal stance, or clumsy 2 for 1 round if the sykever is in quadrupedal stance.

**Failure** As success, but the effect lasts 1 minute.

**Critical Failure** As success, but enfeebled 3 or clumsy 3, and the effect lasts 10 minutes.

**Horned Rush** ◆ **Requirements** The sykever is in their quadrupedal stance; **Effect** The sykever Strides and then makes a horn Strike.

## URVETH [NIGHTCRAWLER]

An urveth is a massive, four-armed burrowing terror with a wormlike body and gaping maw that devours everything it can. Urveths burrow deep underground to hide from the sun, emerging under the cover of darkness to kill and consume.

### URVETH

CREATURE 18

CE GARGANTUAN DARVAKKA SHADOW UNDEAD

**Perception** +32; greater darkvision, lifesense 60 feet (page 213)

**Languages** Abyssal, Common, Infernal, Necril; telepathy 100 feet (page 214)

**Skills** Arcana +29, Athletics +35, Negative Energy Plane Lore +31, Religion +32, Shadow Plane Lore +31, Stealth +31

**Str** +10, **Dex** +5, **Con** +8, **Int** +5, **Wis** +6, **Cha** +6

**AC** 40; **Fort** +32, **Ref** +29, **Will** +34

**HP** 460, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 15, silver 15; **Resistances** cold 15

**Entropy's Shadow** (aura, divine, necromancy, negative) 60 feet. As varyver, but DC 38 and 5d6 damage.

**Sunlight Powerlessness** As varyver.

**Attack of Opportunity** ↻ Claw only (page 212). An urveth gains 3 extra reactions each round that they can use only to make Attacks of Opportunity.

**Speed** 25 feet, burrow 60 feet, *air walk*

**Melee** ◆ jaws +36 (magical, reach 15 feet), **Damage** 3d10+14 slashing plus 2d10 cold and Improved Grab (page 213)

**Melee** ◆ claw +36 (agile, magical, reach 15 feet), **Damage** 3d6+14 slashing plus 2d10 cold

**Melee** ◆ stinger +36 (poison, magical, reach 20 feet), **Damage** 3d6+14 piercing plus 2d10 cold and urveth venom

**Divine Innate Spells** DC 40; **8th** *harm* (×3), **7th** *eclipse burst*, *plane shift* (to Material Plane, Negative Energy Plane, or Shadow Plane only), *true seeing*; **4th** *darkness* (at will);

**Cantrips (9th)** *detect magic*; **Constant (9th)** *air walk*

**Frenzy** ◆◆ The urveth makes two claw Strikes and one stinger Strike in any order.

**Swallow Whole** ◆ Huge, 2d10+5 bludgeoning, Rupture 35 (page 214). A living creature that ends its turn swallowed whole by an urveth becomes drained 1 or increases its drained condition by 1, and the urveth gains 10 temporary Hit Points. A creature whose drained condition increases to 5 in this way dies.

**Urveth Venom** (poison) **Saving Throw** DC 37 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 3d6 negative damage and 2d6 poison damage (1 round); **Stage 2**





3d6 negative damage, 2d6 poison damage, and enfeebled 2 (1 round); **Stage 3** 3d6 negative damage, 2d6 poison damage, and enfeebled 4 (1 round)

**NASURGETH (NIGHTWAVE)**

Nasurgeths are hungry voids with glowing eyestalks and thousands of teeth. They lurk deep beneath the waves where the sunlight doesn't reach. At night, they ascend to the skies and rain destruction and ruin down on all the living.

**NASURGETH**

**CREATURE 20**

CE GARGANTUAN AQUATIC DARVAKKA SHADOW UNDEAD

**Perception** +36; greater darkvision, lifesense 60 feet (page 213)  
**Languages** Abyssal, Common, Infernal, Necril; telepathy 100 feet (page 214)  
**Skills** Arcana +36, Athletics +39, Negative Energy Plane Lore +36, Religion +36, Shadow Plane Lore +36, Stealth +34  
**Str** +11, **Dex** +6, **Con** +7, **Int** +8, **Wis** +8, **Cha** +7

**AC** 45; **Fort** +35, **Ref** +32, **Will** +36

**HP** 510, negative healing (page 213); **Immunities** cold, death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 15, silver 15

**Midnight Depths** (aura, cold, darkness, divine, necromancy, negative) 60 feet. A nasurgeth's entropy grows even stronger underwater.

All water within the aura is completely dark (as 4th-level *darkness*). Magical light with a counteract level of 4th level or lower, along with magical light cantrips, are suppressed. A living creature entering or starting its turn in the aura takes 4d6 negative damage, and the creature also takes an additional 2d10 cold damage if it's in water (DC 39 basic Fortitude save). If it fails, it's also enfeebled 1 for 1 minute and pulled 10 feet toward the nasurgeth.

**Sunlight Powerlessness** As vanyver.

**Spray Black Bile** **Trigger** The nasurgeth takes slashing or piercing damage from a critical hit, or a swallowed creature cuts itself free; **Effect** Darkness and negative energy spill out from the nasurgeth's wound, dealing 8d8 negative damage to creatures within 20 feet (DC 40 basic Fortitude).

**Speed** fly 60 feet, swim 80 feet

**Melee** **◆** jaws +39 (magical, reach 15 feet), **Damage** 3d10+19 piercing plus 2d10 cold and Improved Grab (page 213)

**Melee** **◆** tail +39 (agile, magical, reach 20 feet), **Damage** 3d6+19 bludgeoning plus 2d10 cold

**Divine Innate Spells** DC 43; **8th** *eclipse burst* (×3), *harm* (×3); **7th** *plane shift* (to Material Plane, Negative Energy Plane, or Shadow Plane only), *true seeing*; **Cantrips (10th)** *detect magic*

**Broken Barb** **◆** **Requirements** A creature is grabbed or restrained in the nasurgeth's jaws; **Effect** The nasurgeth breaks a tooth off in the target, who takes 3d10 persistent bleed damage and is no longer grabbed or restrained. If the target is adjacent to a surface, the tooth also pins it in place, making it immobilized (Escape DC 45).

**Ravenous Void** **◆◆◆** The nasurgeth barrels forward with their mouth open, Swimming twice in a straight line and moving through the spaces of Huge or smaller creatures. The nasurgeth deals the damage of their jaws Strike to each creature whose space they enter (DC 45 basic Reflex save). Any creature that critically fails is automatically Swallowed Whole.

**Swallow Whole** **◆** Huge, 2d10+9 bludgeoning, Rupture 40 (page 214). A living creature that ends its turn swallowed whole by a nasurgeth becomes drained 1 or increases its drained condition by 1, and the nasurgeth gains 20 temporary Hit Points. A creature whose drained condition increases to 5 in this way dies.



**OTHER DARVAKKAS**

The darvakkas presented on these pages aren't the only ones of their kind. Others exist, most having forms like animals, from tromping hounds to skittering arachnids. All their kind are greatly powerful, and ones more powerful even than nasurgeths doubtless exist—darvakkas who may even be akin to horrific demigods.



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## DEATH COACH

### DEATH COACH APPEARANCE

The iconic appearance of a death coach is an ornate carriage of black wood pulled by spectral horses, its windows obscured by heavy velvet curtains. This manifestation is typical in Ustalav and Taldor, but a death coach can embody the prevailing style of transport of wherever it collects souls. For example, a death coach spotted in Irrisen or the Realm of the Mammoth Lords might look like a covered sleigh pulled by ghostly caribou. In Thuvia or Osirion, a death coach could appear as a team of incorporeal camels or giant scorpions drawing an empty chariot.

Roads are liminal spaces, existing to connect people and places but rarely destinations in and of themselves. Some see them as avenues to profit. Roadside inns can be lucrative businesses between metropolitan areas, and even villains such as bandits can earn a living plying their larcenous trade on various highways. Occasionally, a road will gain a dire reputation from banditry, treacherous terrain, or a history of deadly accidents. Despite this notoriety, such roads often remain in use simply because they are an important artery of travel or alternative routes prove impractical. On such roads, those stained with the blood of travelers or flooded with fear and anger, do death coaches ride.

A death coach is the spiritual manifestation of the dangers of travel. It appears as a faintly translucent wheeled carriage pulled by one or two ghostly mounts, usually in the dead of night on a lonely bit of road. The coach and the mounts are a single spirit and can never be separated. A death coach has no driver, and anyone able to peek past the thick curtains covering the carriage windows will find the vehicle empty... unless the death coach has recently collected a soul.

A palpable aura of dread surrounds a death coach, its very presence a harbinger of what is to come. A creature that dies near a death coach might have their soul trapped within. Such unfortunates manifest as incorporeal likenesses of their former selves seated within the carriage, their faces showing no emotion. They seem unaware of their fate and fail to notice anyone outside the carriage. After a death coach collects a soul or two, it rides off into the darkness with its prizes. Over the next few hours, any souls trapped within simply fade into nothingness, consigned to oblivion. Some scholars believe the death coach feeds off the souls it collects to maintain its unlife, while others think the energy of those souls eventually coalesces into another death coach, though it never appears on the same road.

No one knows for certain what causes a death coach to haunt a particular road, but once one begins killing travelers for their souls, the rumors soon reach nearby communities. Sometimes, the road is abandoned entirely,





leaving the death coach without sustenance. If left alone for long enough, the negative energy infusing the area slowly dissipates until the road is safe to travel once more, but if even one group of misguided travelers looking for a shortcut heads down the weed-choked lane, the death coach rises from its torpor to forcefully transport these unwilling souls. If it succeeds, the cycle begins anew.

Other times, the communities in the area can't afford to establish a new route (or are physically incapable of doing so, in the case of mountainous regions), and so must continue to use the haunted road. The locals often mark such roads with signs to warn outsiders of the dangers, but the surprisingly clever death coaches do their best to destroy such notices. Canny travelers passing through unknown areas at night should remain on the lookout for damaged or disturbed signs to ensure they don't heedlessly head into a death coach's domain.

Destroying the death coach is the only way to render the road safe until such time as a new tragedy accumulates enough negative energy to create another death coach. Some might believe this incarnation to be the first death coach returning for vengeance, but in reality, it is an entirely different undead creature. A careful inspection (which is difficult to achieve) reveals minor differences between the two death coaches, perhaps reflecting more recent carriage designs, though the newer spirit is as hungry for souls as the old.

DEATH COACH

CREATURE 14

UNCOMMON NE HUGE INCORPOREAL SPIRIT UNDEAD

**Perception** +26; darkvision, lifesense 60 feet (page 213)

**Languages** Common, Daemonic, Infernal, Necril (can't speak any language)

**Skills** Acrobatics +28, Driving Lore +25, Intimidation +25, Society +21, Survival +22

**Str** -5, **Dex** +8, **Con** +2, **Int** +3, **Wis** +4, **Cha** +5

**AC** 35; **Fort** +22, **Ref** +28, **Will** +24

**HP** 228, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Aura of Doom** (aura, emotion, fear, mental, necromancy) 30 feet. A living creature that enters the area must succeed at a DC 31 Will save or gain the doomed 1 condition. A critical failure increases this condition to doomed 2. Regardless of the result of the saving throw, the creature is temporarily immune to this death coach's aura of doom for 1 minute.

**Collect Soul** ☞ (death, necromancy) **Trigger** A dying creature within the death coach's Aura of Doom dies or its dying value increases; **Effect** The death coach attempts to collect the triggering creature's soul. The triggering creature must succeed at a DC 34 Will save or its soul becomes trapped within the death coach's interior. A creature whose soul has been collected can't be restored to life while the soul remains in the death coach by any means short of a 10th-level spell, such as *miracle*. Eventually, the death coach grinds the soul down into raw spiritual essence, typically several hours later. At this point, restoring the soul to life is slightly easier, requiring a spell or ritual of 8th level or higher. If a death coach with a collected soul is slain before the soul is completely dissolved, the creature's soul returns to its body, allowing it to be returned to life normally. A death coach can choose not to dissolve a collected soul, though it usually has no reason to keep the soul intact.

**Speed** 60 feet, fly 60 feet; soulbound gallop

**Melee** ♦ incorporeal wheel +30 (agile, magical), **Damage** 3d12+8 negative

**Divine Innate Spells** DC 34; **7th** *finger of death* (x2); **6th** *agonizing despair*<sup>APG</sup> (x2); **3rd** *fear*; **2nd** *death knell* (x3)

**Soulbound Gallop** When a death coach has Collected a Soul, its Speeds double.

**Trample** ♦♦♦ Large or smaller, incorporeal wheel, DC 34 (page 214)



DEATH COACH SERVANTS

While death coaches typically manifest spontaneously to prey upon travelers of their own volition, one might consider deliberately creating one to serve various functions, such as harvesting particular souls, deterring aggressors, or collecting the ingredients for an important ritual. While uncertainties plague the creation of death coaches, a creature with true skill should overcome the obstacles involved. Arrange for an accident to occur on a stretch of road—the more well-traveled, the better. Ideally, the road will be part of one's own domain, and those meeting the horrific fate should possess a deep sense of trust or loyalty toward the spellcaster. These factors increase the odds of creating a pliable death coach. Rulers who find an uncontrolled death coach preying on their road have only their own incompetence to blame. A servitor death coach is not bound to a single stretch of road and can be made to roam far and wide in search of specific souls. However, it can only travel via roads, or currents and major nautical routes in the case of a seafaring death coach. A forward-thinking ruler would do well to establish an intricate system of roads connecting one's own domain to nearby enemies and harvesting locations. Trade, as always, can help grease the wheels. One should offer a good deal on tolls, but not too good, or the intended targets will be suspicious.

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### ETERNAL SERVITUDE

Most priests and clerics don't aspire to become a deathless acolyte. Undergoing the transformation in the first place is usually an indicator the acolyte failed to achieve an important task set by their deity in life. Being forced to complete in undeath what one failed to achieve potentially means missing one's eternal reward to devote their existence to an undefined and potentially indefinite period of servitude.

## DEATHLESS ACOLYTE

Deathless acolytes are an oddity among undead, neither willingly transformed nor, strictly speaking, transformed against their will. The creation of a deathless acolyte is an act of direct intervention by a deity, typically as a double-edged reward and curse granted to a faithful priest who failed in completing a divine mandate due to circumstances beyond their control.

### DEATHLESS ACOLYTE

Deathless acolytes typically arise when a deity or their herald expends a minor amount of power to return a low-ranking priest. Some priests are powerful enough in life to return, greatly lessened, of their own volition.

#### DEATHLESS ACOLYTE OF URGATHOA

CREATURE 3

NE MEDIUM UNDEAD

**Perception** +9; darkvision

**Languages** Common, Necril

**Skills** Intimidation +9, Occultism +8, Religion +11, Stealth +7

**Str** +1, **Dex** +2, **Con** +0, **Int** +1, **Wis** +4, **Cha** +2

**Items** scythe, religious symbol of Urgathoa

**AC** 17; **Fort** +7, **Ref** +7, **Will** +11

**HP** 36, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Field of Undeath** (aura, divine, necromancy) 20 feet. Allies within the aura who have negative healing gain fast healing 2. When a creature within the aura would receive positive healing, it must succeed at a DC 5 flat check or receive no healing from the effect.

**Denounce Heretic**  $\curvearrowright$  (abjuration, divine) **Trigger** A creature within 60 feet who the deathless acolyte can see and who doesn't worship Urgathoa casts a divine spell; **Effect** The deathless acolyte attempts to counteract the triggering spell using their spell attack modifier and a counteract level of 2. If the deathless acolyte fails to counteract the spell, the caster is temporarily immune to further uses of Denounce Heretic for 24 hours.

**Speed** 25 feet

**Melee**  $\blacklozenge$  scythe +10 (deadly d10, trip), **Damage** 1d10+4 slashing

**Divine Prepared Spells** DC 19, attack +11; **2nd** *animate dead*<sup>APG</sup>, *harm* ( $\times 3$ ); **1st** *bane*, *fear*, *ray of enfeeblement*; **Cantrips (2nd)** *chill touch*, *detect magic*, *divine lance*, *forbidding ward*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 19; **2nd** *touch of undeath* (Core Rulebook 398)

### DEATHLESS HIEROPHANT

Compared to deathless acolytes, deathless hierophants are often much more ambitious and far-reaching, with goals like seeking an entire nation's conversion to the worship of their deity.

#### DEATHLESS HIEROPHANT OF URGATHOA

CREATURE 7

UNCOMMON NE MEDIUM UNDEAD

**Perception** +15; darkvision

**Languages** Common, Necril

**Skills** Intimidation +15, Occultism +12, Religion +19, Stealth +13

**Str** +2, **Dex** +4, **Con** +0, **Int** +1, **Wis** +6, **Cha** +4





**Items** +1 scythe, religious symbol of Urgathoa

**AC** 23; **Fort** +13, **Ref** +13, **Will** +17

**HP** 87, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Field of Undeath** (aura, divine, necromancy) 40 feet. As acolyte, but fast healing 4.

**Chastise Heretic** ☞ (divine) **Trigger** A creature within 60 feet who the deathless hierophant can see and who doesn't worship Urgathoa casts a divine spell; **Effect** The deathless hierophant attempts to counteract the triggering spell using their spell attack modifier and a counteract level of 4. If the spell is counteracted, the caster takes 1d10 persistent negative damage. If the deathless hierophant fails to counteract the spell, the caster is temporarily immune to further uses of this ability for 24 hours.

**Speed** 25 feet

**Melee** ✦ scythe +15 (deadly d10, magical, trip), **Damage** 1d10+8 slashing

**Divine Prepared Spells** DC 25, attack +17; **4th** *anathematic reprisal*, *harm* (×5); **3rd** *blindness*, *vampiric touch* (×2); **2nd** *false life*, *ghoulish cravings*, *spiritual weapon*; **1st** *bane*, *fear*, *goblin pox*; **Cantrips (4th)** *chill touch*, *detect magic*, *divine lance*, *forbidding ward*, *shield*

**Cleric Domain Spells** 2 Focus Points, DC 25; **4th** *malignant sustenance* (Core Rulebook 394), *touch of undeath* (Core Rulebook 398)

## DEATHLESS DEITIES

Urgathoa isn't the only deity who has deathless acolytes. Other deities of death and war have their own deathless servitors. Included below are adjustments that can be quickly applied to the above stat blocks to modify them for other deities. Make the following adjustments and see the sample deity entry below.

**Alignment** match the acolyte's deity

**Aura** replace the acolyte's aura with an alternate one (see below) if it's more appropriate

**Chastise Heretic and Denounce Heretic** apply to anyone who doesn't follow the acolyte's deity

**Spells** replace *goblin pox* and *false life* with spells from the acolyte's deity's spells

**Domain Spells** use the domain spells from one of the deity's domains

**Weapon** replace the scythe with the deity's favored weapon

### EXAMPLE DEITY: GORUM [CN]

The mortality rate among priests of Gorum is exceptionally robust, as are the ranks of his deathless acolytes.

**Aura** field of bloodshed

**Domain Spells** *athletic rush* (Core Rulebook 389), *enduring might* (hierophant only; Core Rulebook 392)

**Spells** replace *goblin pox* with *true strike* and *false life* with *enlarge*

**Weapon** greatsword (1d12 slashing, versatile P)

### ALTERNATE AURA

**Field of Bloodshed** (abjuration, aura, divine) 20 feet (hierophant 40). All creatures within the aura gain a +2 status bonus to damage with weapon Strikes. Creatures within the aura who attempt to Cast a Spell that doesn't deal damage must succeed at a DC 5 flat check or the spell fails, and the slot or Focus Point is wasted.



## SHE-WHO-FEASTS

There are some among the deathless who I must watch carefully. Urgathoa's priests are hedonistic and boringly predictable, but on at least two occasions, I have encountered the rumored handiwork of one of her deathless hierophants: a being called She-Who-Feasts. I have yet to unravel the creature's purpose, but she seems drawn to flash points of great political strife, working behind the scenes to foment discord before fading back into the margins of history.







# ECORCHE

## THE ECORCHE'S COLLECTION

If the ecorche receives a space of its own, it decorates it by hanging skins on the walls and displaying any bodies it has claimed from victims on pedestals—skinless—to admire their musculature. It spends its time whispering to them, and the skins respond by whispering back. Anyone who eavesdrops on the unsettling conversation is treated to a dialogue like someone would have with a favored pet.

When a necromancer has need of a versatile agent to serve as a bodyguard and do their bidding in disguise, they build an ecorche—a skinless monstrosity filled with putrid alchemical agents, covered in pulsing muscle and sinew grafts, and imbued with razor-sharp claws. The ecorche uses its claws to flay its victims, stripping off skin in seconds. It can then horrifyingly squeeze itself into the stolen skin and impersonate the deceased, which it does to covertly carry out orders or find more victims to expand its collection. If its deception is uncovered, it shreds its disguise, bursting forth in terrible skinless form.

CREATURE 16

### ECORCHE

CE MEDIUM UNDEAD

**Perception** +27; darkvision

**Languages** Common, Necril

**Skills** Athletics +33, Deception +31, Intimidation +27 (+31 when skinless), Stealth +28

**Str** +9, **Dex** +6, **Con** +7, **Int** +0, **Wis** +5, **Cha** +5

**AC** 38; **Fort** +27, **Ref** +30, **Will** +27

**HP** 275; **Immunities** death effects, disease, paralyzed, poison, unconscious

**Speed** 25 feet

**Melee** ✦ claw +33 (agile), **Damage** 3d8+17 slashing

**Flaying Flurry** ✦✦ The ecorche attempts two claw Strikes against the same target. If both hit and deal damage, it attempts to pull the skin off its target. It attempts an Athletics check against the enemy's Fortitude DC.

**Critical Success** The ecorche fully pulls the target's skin off its body. The creature takes 4d8 persistent bleed damage, and it's frightened 4 and stunned 4. The bleed damage can't end naturally, only ending if the creature regains at least 75 HP or regains at least 10 HP from regeneration.

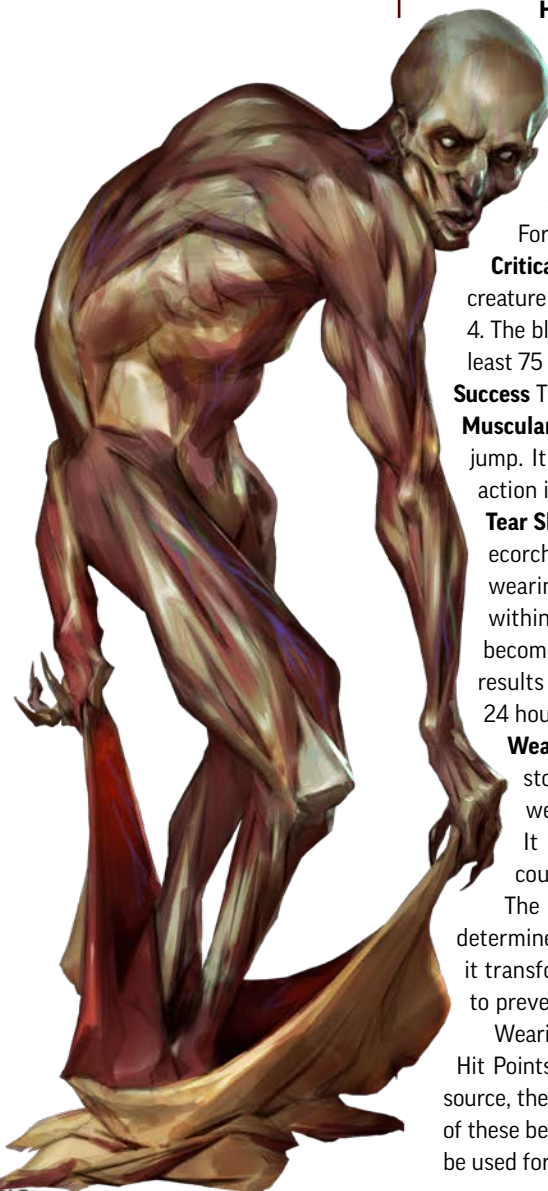
**Success** The target takes 2d8 persistent bleed damage and is stunned 1.

**Muscular Leap** ✦ The ecorche over-stresses its leg muscles for a massive jump. It loses 20 HP and Leaps up to 120 feet in any direction. If its next action is a Strike or Flaying Flurry, it doesn't fall until after that action.

**Tear Skin** ✦ (emotion, fear, manipulate, mental, visual) **Requirements** The ecorche is wearing skin; **Effect** The ecorche destroys the skin it's currently wearing. The ecorche reverts to its true appearance and size, and anyone within 120 feet who witnesses this must succeed at a DC 37 Will save or become frightened 2 (frightened 4 on a critical failure). Regardless of the results of their saving throws, the creatures are temporarily immune for 24 hours.

**Wear Skin** ✦ (manipulate) **Requirements** The ecorche is holding the stolen skin of a Small, Medium, or Large creature and isn't already wearing a skin; **Effect** The ecorche wears the skin as a disguise. It assumes the creature's size, appearance, and voice. Wearing Skin counts as creating a disguise for the Impersonate use of Deception. The ecorche's transformation automatically defeats Perception DCs to determine whether it's a member of the ancestry or creature type into which it transformed, and the ecorche gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise.

Wearing a skin gives the ecorche a +2 item bonus to AC and 75 temporary Hit Points. If the ecorche takes more than 50 slashing damage from a single source, the skin becomes broken. When broken, the skin no longer provides any of these benefits (any remaining temporary HP are immediately lost) but can still be used for Tear Skin.





# EXCORION

These hideous undead creatures result from an exquisitely painful necromantic process where flayed humanoids are animated through their exposed blood vessels. Cults of undeath typically punish apostates and renegades with this cruel method of reanimation, though sacrificial victims or unfortunate prisoners might suffer a similar fate. Excorions have supernaturally strong, pulsing veins that extend outward from their bodies like thousands of tiny, bloody cilia.

Excorions move their bulks not with their dead muscles but with heaving contractions of their blood vessels, which pull them along in a swift but jerky manner. Excorions can shift their magical blood easily throughout their bodies, allowing them to squirt blood from their gaping, skinless mouths or to messily mark their foes.

Most excorions are so broken by the process of their creation that they retain few memories of their past lives or identities. This is, typically, a minor blessing in their cursed tale, protecting the excorion's former friends and family from truly realizing their horrific fate.



## EXCORION BEHEMOTHS

Specialized necromantic rituals are required to make larger excorions, as their blood vessels demand exponentially greater strength to move their larger body masses. These excorion behemoths are usually created from giants, elephants, dinosaurs, or even titans in rare instances.

### EXCORION

### CREATURE 7

UNCOMMON NE MEDIUM UNDEAD

**Perception** +18; darkvision

**Skills** Acrobatics +16, Athletics +17, Stealth +16

**Str** +4, **Dex** +5, **Con** +4, **Int** -3, **Wis** +1, **Cha** +0

**AC** 24; **Fort** +17, **Ref** +18, **Will** +14

**HP** 160, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 10, slashing 5

**Vein Walker** The excorion moves about by way of hundreds of pulsating blood vessels, which stretch from its body in dozens of tight, ropy bundles and anchor it to the ground. An excorion can't be Tripped, Shoved, or otherwise forcibly moved except by magic, and the excorion ignores difficult terrain (but not greater difficult terrain).

**Speed** 35 feet

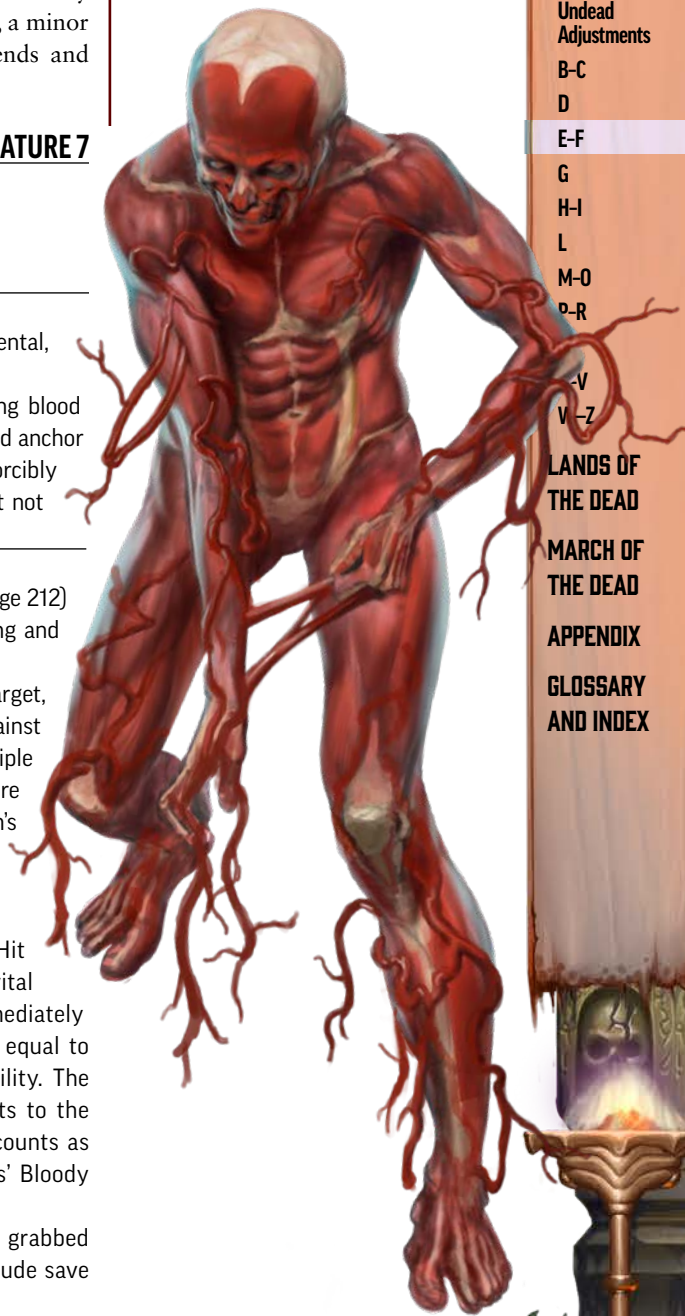
**Melee** ♦ fist +18 (agile, finesse), **Damage** 2d8+8 bludgeoning plus Grab (page 212)

**Ranged** ♦ bloody spew +18 (range 20 feet), **Damage** 3d6+4 bludgeoning and dazzled for 1 round

**Bloody Handprint** ♦ The excorion plants a magical handprint on the target, marking them as chosen for death. The excorion makes a fist Strike against an adjacent creature; this doesn't count toward the excorion's multiple attack penalty. On a hit, the attack does no damage, but the creature becomes observed to every excorion within 60 feet, even if an excorion's line of sight would be blocked by a wall or other obstacle. This effect lasts until the handprint is washed off, which requires water and spending 3 actions to fully clean off.

**Vital Transfusion** ♦♦ **Requirements** The excorion has at least 70 Hit Points; **Effect** The excorion sacrifices itself and transfers its bloody, vital energy to a willing living creature within 30 feet. The excorion is immediately destroyed, and the targeted living creature heals a number of HP equal to half the excorion's remaining HP at the time that it used this ability. The living creature is slowed 1 during its next turn as its body adjusts to the newly transfused blood and vital energy; the living creature also counts as an excorion for 1 minute for the purpose of seeing other excorions' Bloody Handprint marks.

**Vomit Blood** ♦ The excorion spews necrotic blood all over a foe it has grabbed or restrained. The grabbed creature must succeed at a DC 25 Fortitude save or become sickened 2.



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## SKELETON SONGS

*Word on the street is you're a  
rising star,  
Voice of an angel, demon on the guitar,  
You've piqued my interest,  
So let's have a contest,  
Song versus song,  
And the crowd determines the best.*

*You're spitting notes but your voice is  
too little,  
I'll play you to this crowd even slicker  
than this fiddle.*

# FIDDLING BONES

To some, music is more than a hobby—it's an obsession. Every musician who lived and died for their craft runs the risk of returning as a fiddling bones, as do musicians who died before completing their magnum opus or receiving the accolades they believe they deserved. Driven to prove themselves even in undeath, fiddling bones often challenge famous performers to music duels.

## FIDDLING BONES

CREATURE 3

NE MEDIUM UNDEAD

**Perception** +9; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +10, Diplomacy +9, Intimidation +9, Performance +13, Theater Lore +10

**Str** +1, **Dex** +3, **Con** +1, **Int** +3, **Wis** +2, **Cha** +4

**Items** fiddle, flute

**AC** 18; **Fort** +6, **Ref** +12, **Will** +9

**HP** 30, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5, sonic 5

**Rhapsodic Flourish** ⤴ (abjuration, occult, sonic) **Trigger** The fiddling bones would roll a saving throw against an auditory or sonic effect; **Effect** The fiddling bones performs a refrain that deflects sonic vibrations. They roll a Performance check in place of the triggering saving throw. Sonic feedback rebounds from the effect, dealing 1d6 sonic damage to the source of the triggering effect if the Performance check succeeded or 2d6 sonic damage to the fiddling bones on a failure.

**Speed** 25 feet

**Melee** ⚔ stamping foot +10 (finesse), **Damage** 2d8+3 bludgeoning

**Melee** ⚔ fiddlestick +10 (agile, finesse), **Damage** 2d6+3 bludgeoning

**Ranged** ⚔ dissonant chord +10 (magical, range 40 feet, sonic), **Damage** 2d6+4 sonic

**Dance with Death** ⚡⚡ (auditory, emotion, enchantment, mental, occult)

The fiddling bones plays a catchy song that compels others to dance. Each creature in a 30-foot emanation must attempt a DC 19 Will save. Fiddling bones are immune. The effect lasts until the end of the fiddling bones's next turn, but the fiddling bones can Sustain the effect on all affected creatures that remain within the emanation.

**Critical Success** The creature is unaffected and is temporarily immune for 1 hour.

**Success** The creature can't use actions with the move trait except to dance, which uses the Stride action to move up to half the creature's Speed. If the creature has other Speeds, it can also dance using those modes of travel.

**Failure** As success, and the creature must spend at least 1 action each turn dancing.

**Destructive Finale** ⚡⚡ (evocation, occult, sonic) **Requirements**

Dance with Death is in effect; **Effect** The fiddling bones performs a boisterous finale. They choose a 30-foot cone or 15-foot emanation, and they deal 4d6 sonic damage to all creatures in that area (DC 21 basic Reflex save). Dance with Death immediately ends, and the fiddling bones can't use Dance with Death or Destructive Finale for 1d4 rounds.





# FLUXWRAITH

To cheat mortality, the rare spellcaster turns to potent temporal stasis magic, or even cryogenic technology. However, such methods are highly unreliable and often fracture the sleeper's soul across the time stream as their physical body perishes. Such an individual can rise as a fluxwraith, an incorporeal undead with a kaleidoscopic consciousness.

## FLUXWRAITH

## CREATURE 17

RARE NE MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +35; darkvision 60 feet, lifesense (imprecise) 60 feet (page 213)

**Languages** Common, Necril, plus any four languages (typically ancient languages)

**Skills** Acrobatics +34, Arcana +30, Intimidation +29, Occultism +30, Stealth +28

**Str** -5, **Dex** +9, **Con** +0, **Int** +5, **Wis** +7, **Cha** +6

**AC** 39; **Fort** +25, **Ref** +34, **Will** +30

**HP** 250, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 15 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Speed** fly 40 feet

**Melee** ♦ time-shifting touch +34 (agile, finesse, magical), **Damage** 3d8+14 force plus time shift

**Ranged** ♦ temporal fracturing ray +34 (magical, range 30 feet), **Damage** 3d6+14 mental plus terrible foresight

**Occult Innate Spells** DC 39, attack +31; **10th time stop**; **8th déjà vu**<sup>APG</sup> (at will); **7th cast into time**<sup>SoM</sup>, **day's weight**<sup>SoM</sup>, **paralyze**; **3rd haste** (self only); **2nd mirror image**; **Cantrip (9th) daze**

**Terrible Foresight** (divination, mental, occult, prediction) A creature struck by the fluxwraith's temporal fracturing ray receives a glimpse of a possible tragic event in its future. It must succeed at a DC 35 Will save or become slowed 1 and stupefied 1 (slowed 2 and stupefied 2 on a critical failure). If the creature is already affected by terrible foresight, it increases its stupefied value by 1 on a failed save, to a maximum of stupefied 4. Each time the creature gets a full night's rest, its condition values from terrible foresight decrease by 1.

**Time Shift** (occult, transmutation) A creature struck by the fluxwraith's time-shifting touch must succeed at a DC 35 Will saving throw or be thrust forward in time, vanishing from its space. The target automatically reappears in the same location after 1d4 rounds but can attempt an additional Will save at the end of each of its turns to end the duration. If its original space is occupied when it returns, the creature appears in the nearest unoccupied space. Since the creature is shunted forward in time, it doesn't experience any of the intervening time. Likewise, any effects on the creature with a duration don't decrease their duration, resuming when the creature reappears. A creature that succeeds at any saving throw against time shift is temporarily immune for 1 hour.



## CREATING A FLUXWRAITH

A powerful necromancer can try to create a fluxwraith by subjecting someone to unstable temporal magic, usually by inflicting it on an unwilling victim. If the process succeeds, the created fluxwraith typically holds no loyalty to the necromancer and often turns its newfound powers on them first. A wise creator ensures they're nowhere nearby when the fluxwraith rises from death.



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## THE HOOKED

All gallowdead have massive hooks through their chests. For the oldest gallowdead, their hook signifies that they hung from the fabled Gallowspire.

These gallowdead are even more powerful, bleeding raw necromantic power into the air around them. How

Tar-Baphon creates new gallowdead with hooks of similar power, after the destruction of Gallowspire, is a topic of great interest to those who oppose the Whispering Tyrant.

# GALLOWDEAD

The first gallowdead were hung from enormous, hooked chains from atop the Whispering Tyrant's prison, Gallowspire, and magically bonded to their chains after death. After Gallowspire's destruction, the gallowdead who remained were left to wander the ruins.

## GALLOWDEAD

CREATURE 15

NE MEDIUM UNDEAD

**Perception** +27; darkvision

**Language** Common, Necril

**Skills** Acrobatics +27, Athletics +29, Intimidation +26, Stealth +27

**Str** +8, **Dex** +4, **Con** +5, **Int** +2, **Wis** +4, **Cha** +5

**Items** +2 resilient full plate, +2 striking spiked chain

**Eyes of the Tyrant** Gallowdead are the eyes and ears of the Whispering Tyrant, so Tar-Baphon can see through them at any time as long as they're on the same plane of existence as him.

**AC** 37; **Fort** +28, **Ref** +25, **Will** +27

**HP** 280, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Aura of Whispers** (auditory, aura, divine, enchantment, fear, mental) 30 feet.

A gallowdead is surrounded by an aura of blasphemous whispers. A creature who hears them understands them to be mutterings of its most closely guarded secrets and private failings laid bare. A creature that first enters the area must attempt a DC 34 Will save. Regardless of the result of the saving throw, the creature is temporarily immune to aura of whispers for 1 minute. The frightened condition from this aura can't be reduced while in the aura.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2 and stunned 1.

**Critical Failure** The creature is frightened 3 and stunned 3.

**Chains of the Dead** The spiked chain of a gallowdead is wrapped around and through their body, imbuing it with foul necromantic powers. The spiked chain can't be disarmed, deals an additional weapon die of damage, and has a greater reach while wielded by the gallowdead.

**Gallow Curse** (curse, divine, necromancy) Those who destroy gallowdead are subject to a powerful death curse. When a creature reduces a gallowdead to 0 HP, the creature must attempt a DC 34 Will save. A creature that fails this saving throw is doomed 1 and can't remove the condition until the curse has been lifted.

**Speed** 25 feet

**Melee** ♦ *spiked chain* +31 (disarm, reach 20 feet, trip), **Damage** 3d8+14 slashing

**Melee** ♦ *claw* +29 (agile), **Damage** 3d12+14 slashing

**Chain Capture** ⤴ **Trigger** The gallowdead critically hits a target with their spiked chain; **Effect** The gallowdead attempts an Athletics check to Grapple the target. On a success, the gallowdead can also pull the target adjacent toward them to the distance the gallowdead chooses. Most often, a gallowdead chooses to pull a creature close enough that it's in their reach and out of defensive position, but so the creature still can't reach the gallowdead's body. At the start of the gallowdead's next turn, if the target hasn't Escaped, the target takes the damage of a spiked chain Strike, and the chain releases the creature.

**Charge Chain** ♦ (divine, necromancy, negative) **Frequency** once per round; **Effect** The gallowdead imbues their chain with necromantic power. The gallowdead chooses to make their next Strike with the chain this turn either deal an additional 4d6 negative damage or have 120-foot reach.





# GASHADOKURO

The dreaded gashadokuro is an undead hunter of the night, spawning as a giant skeleton that rises from the earth in the aftermath of a mass starvation event. These enormous creatures then seek to inflict their unending hunger on the living.

A gashadokuro that comes about due to a poor growing season is more prone to stalk remote village farmlands at night, while a gashadokuro that arose from the victims of a government-instigated food shortage has few compunctions about stomping straight into bustling cities in broad daylight. These latter gashadokuro even seem to target aristocrats and government authorities—whether or not they were the same politicians whose negligence resulted in the famine in the first place—leading many to believe that the gashadokuro seeks to slake its thirst for revenge even more than it seeks to sate its unending hunger.

## GASHADOKURO

## CREATURE 13

UNCOMMON NE HUGE UNDEAD

**Perception** +24; darkvision

**Languages** Common (can't speak any language)

**Skills** Athletics +27, Intimidation +24

**Str** +8, **Dex** +4, **Con** +5, **Int** -3, **Wis** +3, **Cha** +3

**AC** 33; **Fort** +26, **Ref** +21, **Will** +24

**HP** 230, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

**Starvation Aura** (aura, divine, mental, necromancy) 60 feet. Any creature that ends its turn in the aura feels the intense pain of starvation and must attempt a DC 30 Fortitude save. On a failure, the creature becomes fatigued and takes 6d6 damage. Damage and fatigue a creature takes from this aura can't be healed until the affected creature has eaten a full meal.

**Speed** 25 feet

**Melee** ♦ jaws +27 (reach 10 feet), **Damage** 3d12+14 piercing plus Grab (page 212)

**Melee** ♦ claw +27 (agile, reach 15 feet), **Damage** 3d8+14 slashing

**Breath Weapon** ♦♦ (divine, necromancy) The gashadokuro breathes a spray of bone shards in a 30-foot cone. Each creature in the area takes 8d12 piercing damage (DC 34 basic Reflex save). It can't use Breath Weapon again for 1d4 rounds.

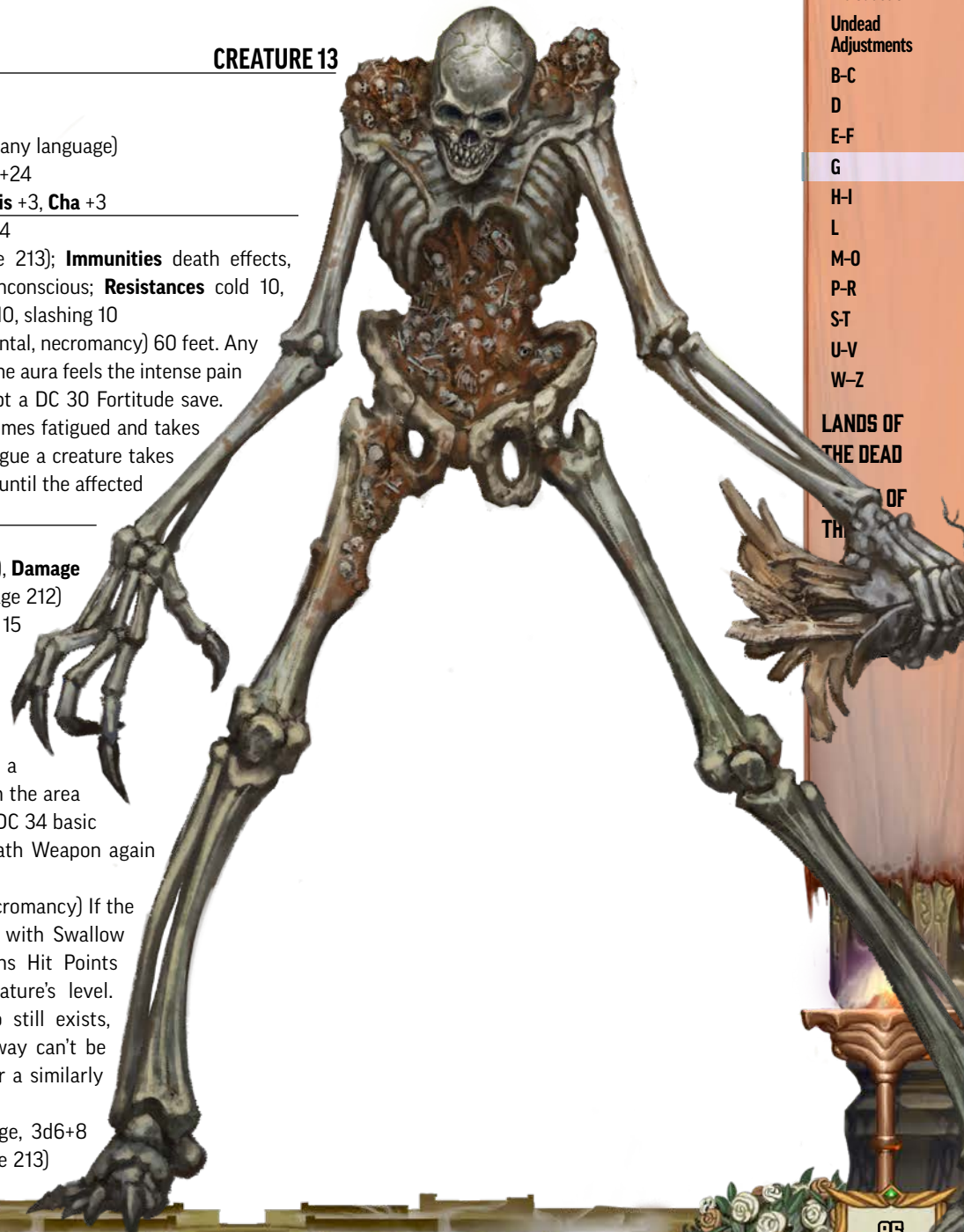
**Corpse Consumption** (divine, necromancy) If the gashadokuro kills a creature with Swallow Whole, it immediately regains Hit Points equal to the swallowed creature's level. As long as the gashadokuro still exists, creatures consumed in this way can't be resurrected except by *wish* or a similarly powerful effect.

**Swallow Whole** ♦ (attack) Large, 3d6+8 bludgeoning, Rupture 24 (page 213)



## NOCTURNAL TERRORS

A gashadokuro hunts for victims mainly after dusk, especially in the hour just after midnight. In parts of Tian Xia, particularly in the tumultuous regions of war and famine following the collapse of Imperial Lung Wa, parents hush their hungry children to sleep by warning that nighttime cravings will cause a gashadokuro to visit the household.



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## THE BECKONING

Haunts beckon to geists, attracting them across large distances like animals to a watering hole. Geists fight to defend a haunt if they're within 100 feet of one, though they aren't compelled to remain. Small haunts might have no geists nearby, whereas large haunts can attract up to seven. Some instinctively flee the haunts that created them, while others are drawn to the source of their mortal demise by a force beyond their ability to understand.

# GEIST

A geist is an ever-shifting mass of black sack cloth, teeth, and mouths, folding in and out of itself and cackling like a thousand frenzied and doomed souls. Created when a haunt kills an evil person, a geist rises from a soul trapped on the plane of their demise, now connected to the dark energy radiating from haunts everywhere. They wander the world, looking for solace and never finding it. In frustration, they turn their malice back onto the living, antagonizing any nearby creatures, hoping to fatally lure their victims into the clutches of a haunt to be turned into another geist and share the torment.

Geists are occasionally mistaken for other incorporeal undead, such as wraiths and ghosts, but their proximity to haunts is one of the surest ways to determine the nature of the undead being encountered.

## GEIST

**CREATURE 9**

CE	MEDIUM	INCORPOREAL	UNDEAD
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**Perception** +17; darkvision**Languages** Common, Necril; telepathy 100 feet**Skills** Acrobatics +20, Deception +18, Intimidation +20, Religion +17, Stealth +20**Str** -5, **Dex** +5, **Con** +0, **Int** +2, **Wis** +2, **Cha** +5**AC** 26; **Fort** +13, **Ref** +20, **Will** +17**HP** 120, negative healing (page 213); **Immunities** death effects, disease, paralyze, poison, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)**Power of the Haunt** If a geist is within 100 feet of a haunt that isn't disabled or destroyed, they gain a +2 status bonus to AC and saving throws and deal an additional 1d6 negative damage with bite Strikes. A creature that succeeds at a DC 20 check to Seek or Recall Knowledge about the geist sees that the tendrils from the geist's cloak grow thicker and more agitated the closer it gets to the haunt.**Speed** fly 30 feet**Melee** bite +20 (agile, magical), **Damage** 1d10+11 piercing**Terrifying Laugh** (divine, emotion, enchantment, fear, mental) **Frequency** once per minute; **Effect** The geist unleashes soul-piercing laughter in a 20-foot emanation, lasting until the beginning of their next turn. Any creature in the area or entering

it must succeed at a DC 26 Will save or be overcome with panicked laughter, becoming frightened 2 (or frightened 3 on a critical failure). A creature attempts only one save per Terrifying Laugh, and a creature that succeeds on its saving throw is temporarily immune for 24 hours.

**Wrath of the Haunt** (divine, necromancy) **Frequency** once per round; **Requirements** The geist is within 100 feet of an active haunt; **Effect** The haunt feeds necromantic power into the geist, becoming inactive until the end of the geist's next turn and deactivating the power of the haunt aura until the haunt becomes active again. The edges of the geist's cloak transform into whip-like tendrils that lash out at nearby creatures. Any living creature within 10 feet of the geist takes 4d10 slashing damage plus 4d6 negative damage (DC 28 basic Reflex save).





# GHOLDAKO

Cyclops necromancers created gholdakos untold ages ago by performing foul rituals over the corpses of their fellow cyclopes. Although these rituals varied through the history of Ghol-Gan, each involved the sacrifice of numerous humanoids whose blood was used to write the runes scribed upon a gholdako's linens. Rarely, a cyclops initiated their own transformation into a gholdako, scribing runes glimpsed from oracular visions and fevered dreams on their clothes or carving them into their bare flesh. Regardless of their origin, gholdakos are guardians, bound beyond death to protect a location, relic, or person—often the same thing they once defended in life.

Despite their death and subsequent reanimation, gholdakos retain many of the quirks of living cyclopes, including their ceaseless hunger, volatile temper, single-mindedness, and great strength



## FORGOTTEN FAITH

Throughout the time of fallen Ghol-Gan, the cyclopes worshipped numerous gods, from the sun and moon to alien beings, interdimensional horrors, nightmarish monsters, and worse. Although many of these gods were forgotten in the ensuing millennia, some gholdakos carry their faith forward into the present, performing profane, blood-soaked rituals to their cruel gods even now.

### GHOLDAKO

### CREATURE 10

RARE NE HUGE UNDEAD

**Perception** +16; darkvision

**Languages** Cyclops, Jotun

**Skills** Athletics +21, Intimidation +19, Religion +16, Soothsaying Lore +16

**Str** +7, **Dex** +3, **Con** +7, **Int** +2, **Wis** +2, **Cha** +5

**Items** javelin (4)

**AC** 27; **Fort** +21, **Ref** +17, **Will** +14

**HP** 215, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10

**Tumultuous Flash** (divination, occult, fortune) **Frequency** once per day; **Trigger**

The gholdako is about to roll a d20; **Effect** Instead of rolling normally, the gholdako attempts a DC 11 flat check, getting a critical success on the triggering roll if the flat check succeeds or a critical failure if it fails.

**Speed** 30 feet

**Melee** jaws +23 (reach 10 feet), **Damage** 3d10+10 piercing

**Melee** claw +23 (agile, reach 10 feet), **Damage** 1d10+10 slashing plus 1d6 mental and Infectious Visions

**Ranged** javelin +19 (range increment 30 feet, thrown), **Damage** 3d6+10 piercing

**Blinding Breath** (concentrate, divine, necromancy, negative)

The gholdako exhales a 60-foot cone of noxious breath that deals 7d8 negative damage (DC 29 basic Reflex save). A creature that fails its save is also blinded until the end of its next turn (or for 1 minute on a critical failure) as a milky film coats its eyes. The gholdako can't use Blinding Breath again for 1d4 rounds.

**Infectious Visions** (divine, enchantment, mental, poison) The first time each round the gholdako damages a creature with a claw Strike, the creature must attempt a DC 27 Will save, as its mind is assaulted by horrifying visions. On a failure, the creature is confused until the end of its next turn. On a critical success, the creature is immune for 24 hours.

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# Ghosts, the Trapped Souls

A ghost is a spirit who lingers due to emotional entanglements, a manifested facsimile of life whose core is centered upon unfulfillment. Without corporeal form, the ghost's soul manifests a body of ectoplasm. This soul is consumed in negative energy, foul and intensely vexing. This energy possesses fragments of memory entangled within it, often obscured from the ghost by a viscous metaphysical bonding agent. Much of a ghost's past is thus hidden from itself, save for that one desire.

Though they may retain their personality, ghosts are often unable-or sometimes unwilling-to face the cause of their unrest. Even if they mean no harm, many become malicious entities that harm any living creatures nearby, requiring others to put them out of their misery.

## The Search for a Cause

Lack of fulfillment alone cannot create a ghost. Countless beings have died without accomplishing their goals. Since our world is not overrun by spirits, other factors must be at play. Necromancers have long studied what might lead to the creation of ghosts but guard their findings greedily. An unnecessary obstacle to furthering necromantic study, born of ego.

My own studies have verified that a ghost's last memory, in many cases, is the most crucial anchor of its un-departed soul. The strength of this memory creates a loop that replays the ghost's last moments over and over again, forming a metaphysical whirlpool the soul cannot escape from. This vortex can be easily strengthened by magic. Sometimes this reinforcement is external, such as a powerful extraplanar connection or a necromantic artifact. Other times, the ghost's own powers in life may act as the fuel.

## Not to be Trusted

Though many tales wax romantically of benevolent ghosts, these are so few in number that I can confidently say more exist in fiction than reality. Many of the so-called kind ghosts are selfish parasites who sustain themselves on the life force of others. Though they have clarity of mind, and may have no bitterness toward the living, the idea that these ghosts can hide among a population and slowly chip away at it without being noticed for decades is disturbing. Imagine, if you will, if such a monster were to act as a spy for your enemy, one you will have a hard time killing to keep your secrets. Say what they will, I don't believe these ghosts of good intentions can ever be trusted if not bound to your service.



As for the theoretical ghost truly created from a concentrate of positive energy, I have no data of such beings. Some Pharasmin sects claim these creatures are noble in nature and may have returned to serve out their duties. If a significant number of these good ghosts do exist, they certainly go to great lengths to hide themselves.

## A Danger Perpetuated

Understanding how ghosts come to exist is crucial in putting them to rest, for even the ghosts with the simplest of wishes can upend entire settlements. Many books spread the misconception that you can differentiate a ghost's potential to harm based on the morality of their desire. This claim is patently false, and a lethal assumption. Ghosts that repeat the daily activities they once did



in life, for example, are easily angered by any disruptions to their routine. Those that are aware of their surroundings, on the other hand, have the capacity to plan how they may consolidate power.

Sometimes, their motivation matters little in comparison to the urgency of ending their influence. I recall one particularly vicious haunt that possessed any creature that came within the village boundaries of its haunting site. Entire noble families or trade caravans disappeared and perished within the ghost's domain, all for its simple desire of serving up one final village feast for the ages. The ghost cook in question, before it ceased to be, told me, "If you were to ever experience the anguish I have felt since death, you, too, would become a creature of utter heartlessness and malevolence." A bold claim from one who subjected countless others to painful deaths for such a small and self-serving desire! But such a record shows just how disconnected a ghost's reason can be from the powers they wield.

### *Of Powers and Weaknesses*

Large groups of ghosts are never easy to deal with, for though there is a clear process to destroy them, the execution is no task that any novice should take up. Along with their abilities from when they lived, the incorporeal form of ghosts means they have near complete immunity to physical matter, which renders mundane weapons useless. In addition, being made of pure negative energy, they can kill with a touch, look, or scream. And since they are still souls, when they inhabit objects or people, there is the danger of possession.

Arming every single troop with the proper training, magic, and gear takes time, and your forces may lack the stamina to outlast the ghosts. Appoint an appropriately experienced leader for your soldiers, and the problem might never arise. Failing that, locating the leader of a ghostly group becomes paramount, for striking at the heart and head of the undead mass can often unravel the hold they have on the material world.

So long as a ghost's mission or regret is unfulfilled, it will always return from its destruction. The fight against a single ghost is a task that tests your intellect, wits, and research skills. Knowing what ails the spirit, or what they seek, is crucial. Good historical records and bookkeeping should therefore be encouraged to ensure that answers are at hand when a ghost arises. A thorough investigation always pays off, for once you discover the ghost's reason for existence, you can decide its fate.

On the occasion that the ghost's wish is somehow impossible to fulfill, or if there is not sufficient time to do so, one might consider certain alternatives. Magical wards to seal the ghost away are a common solution, though I much prefer rituals that summon the power to erase entire souls. Eking out knowledge from the mouths of Nhimbalth, Groetus, or Rovagug worshippers was no easy task, but their ramblings bore fruit. Given time to refine my techniques, these undead will surely become just another pest to exterminate.



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# GHOST

## A REBIRTH IN DEATH

I never thought in my living years that I myself would become a ghost.

Initially, I was shocked. How could

I possibly be denied a proper final death? After centuries of reflection, I understood: Nex must yet live! Until I see his corpse for myself, I will remain, I will prepare, and I will triumph. My only impediment involves finding a way to step free of Mechtar...

Tethered to the world after death by powerful emotions that haven't been resolved, ghosts haunt the living as sad echoes of their former selves. Rules for creating a ghost start on page 166 of the *Bestiary*.

## HUNGRY GHOST

Hungry ghosts arise from those who didn't receive proper burials or whose graves were neglected. They are not bound to a site or item but are compelled to see opportunities to commit good deeds in hopes of gaining favors that can aid them in achieving a final rest. Their need to feed on living energy often conflicts with this goal, however.

## HUNGRY GHOST

CREATURE 6

**N** **MEDIUM** **GHOST** **INCORPOREAL** **SPIRIT** **UNDEAD**

**Perception** +13; darkvision

**Languages** Common, Necril; one other language

**Skills** Deception +14, Diplomacy +14, Ghost Lore +18, Religion +17

**Str** -5, **Dex** +5, **Con** +0, **Int** +4, **Wis** +5, **Cha** +4

**Living Visage** While they have more than 30 HP, the hungry ghost appears to be a living creature. They have an automatic result of 34 on Deception checks and DCs to conceal their undead status and can Feed on the Living covertly (below).

**AC** 23; **Fort** +12, **Ref** +17, **Will** +15

**HP** 60, negative healing (page 213), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

**Ravenous Undoing** In each 24-hour period, the hungry ghost must use Feed on the Living to consume 30 HP (any HP the ghost would gain count toward this total, even if the ghost has enough HP that they don't actually regain the full amount). If the ghost hasn't consumed enough HP, they mindlessly and recklessly feed on any living creature they come across until satiated.

**Rejuvenation** (divine, necromancy) When destroyed, hungry ghosts reform after 2d4 days fully healed at whatever location they were at when last destroyed. They're only permanently destroyed when they have been given a proper burial, have had their grave cleaned and maintained for at least a year, or have been judged to be redeemed by Pharama.

**Speed** fly 25 feet

**Melee** ♦ ghostly touch +17 (agile, finesse, magical), **Damage** 2d8+4 negative

**Feed on the Living** ♦♦ (divine, necromancy, negative) The hungry ghost touches a creature in reach. If the target is a living creature, it takes damage from the ghost's ghostly touch with a DC 24 Fortitude save. If the ghost is in their living visage, they can disguise Feed on the Living as a benign touch and delay the effects for 1 minute while keeping the target unaware of the effect. A creature can be affected by only one delayed Feed on the Living at a time, and if the ghost loses their living visage during that minute, the Feed on the Living is lost.

**Critical Success** The target's life energy overpowers the ghost. The hungry ghost takes 5 positive damage, and the target is unaffected.

**Success** The target takes half damage, and the hungry ghost regains HP equal to the damage dealt.

**Failure** The target takes full damage and is enfeebled 1 for 1 minute, and the hungry ghost regains HP equal to the damage dealt.

**Critical Failure** The target takes double damage and is enfeebled 2 for 1 minute, and the hungry ghost regains HP equal to the damage dealt.





**GHOST PIRATE**

Undead prowling the ocean on derelict ships have long been threats sailors keep an eye out for. Other than corporeal undead, some undead pirates take on an incorporeal form, especially if their bodies have been lost to the fishes. Captains of crews in particular are likely to return from the dead, perhaps on account of their strong personalities.

**GHOST PIRATE CAPTAIN**

**CREATURE 8**

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

**Perception** +17; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +18, Diplomacy +15, Intimidation +17, Sailing Lore +16

**Str** -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** +3, **Cha** +5

**Ship Bound** The ghost is typically bound to a vessel, even one damaged beyond repair. They can't venture more than 120 feet away from the ship or site of its wreckage.

**AC** 26; **Fort** +14, **Ref** +18, **Will** +15

**HP** 100, negative healing (page 213), rejuvenation;

**Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Curse Ye Scallywags!** (curse, divine, necromancy) When the ghost pirate captain is reduced to 0 HP, all creatures within 60 feet are subjected to a DC 25 *mariner's curse* spell. The locations of those that critically fail are known to the ghost until the curse is removed. This curse ends if the ghost is permanently destroyed.

**Rejuvenation** (divine, necromancy) When the ghost pirate captain is destroyed, they re-form after 2d4 days within the ship or location they're bound to, fully healed. They can be permanently destroyed if their desires are fulfilled, which could involve being defeated in a great battle or ensuring their treasure has been hidden.

**Speed** fly 25 feet

**Melee** ♦ *ghostly cutlass* +20 (forceful, magical, sweep), **Damage** 2d6+11 negative

**Ranged** ♦ *ghostly hand crossbow* +20 (magical, range increment 60 feet), **Damage** 2d6+8 negative

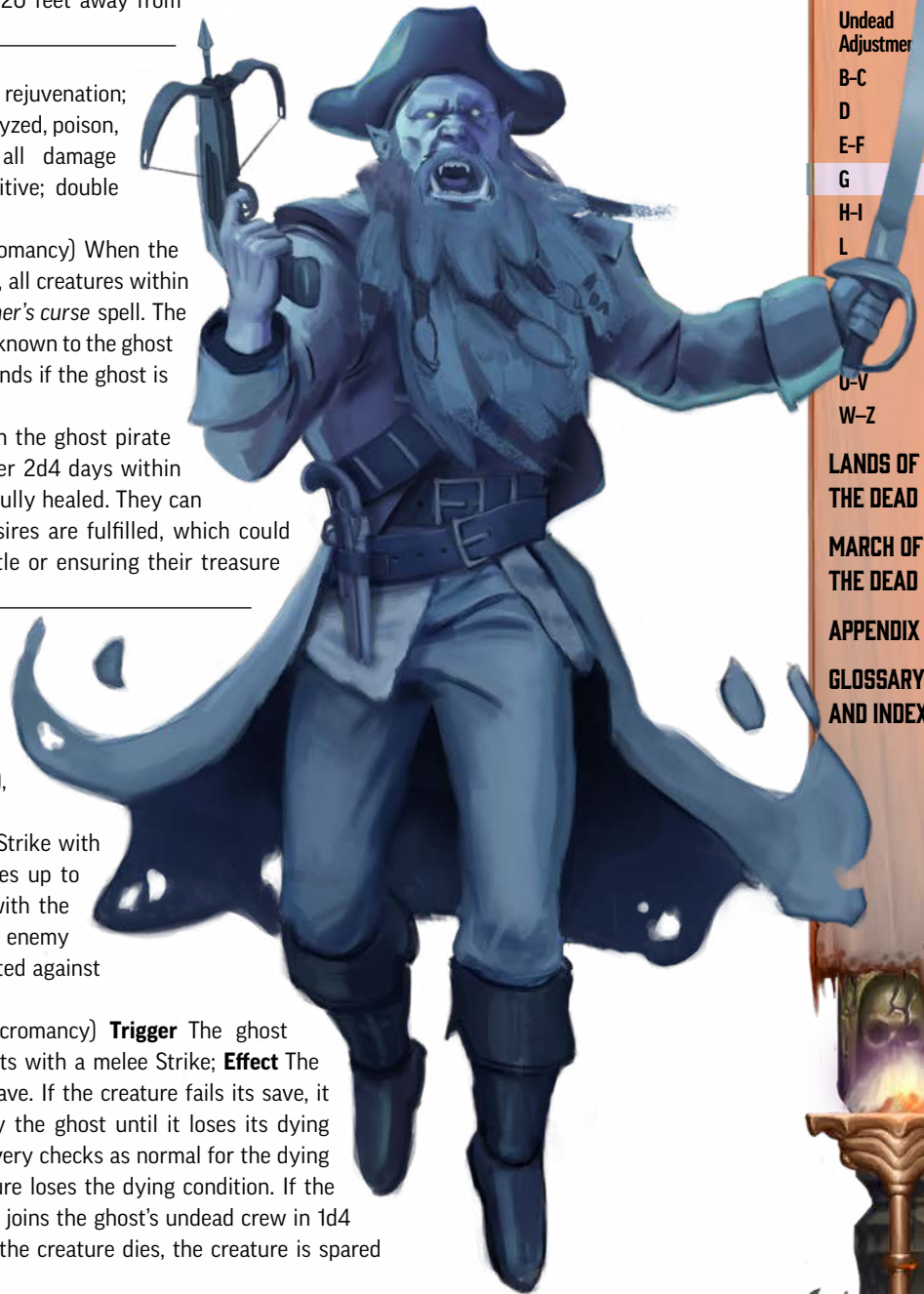
**Combat Current** ♦♦ The ghost makes a Strike with its cutlass or hand crossbow, then Flies up to half their Speed and makes a Strike with the other attack. If they moved through an enemy when they Flew, that enemy is flat-footed against the second Strike.

**Savvy Joinin' Me Crew?** ◀ (divine, necromancy) **Trigger** The ghost reduces a living creature to 0 Hit Points with a melee Strike; **Effect** The creature attempts a DC 25 Fortitude save. If the creature fails its save, it remains conscious but is controlled by the ghost until it loses its dying condition. It continues to attempt recovery checks as normal for the dying condition. The effect ends if the creature loses the dying condition. If the creature dies while under this effect, it joins the ghost's undead crew in 1d4 days. If the ghost is destroyed before the creature dies, the creature is spared this terrible fate.



**FACE OF A CREW**

Just because a ship has a ghostly captain doesn't mean the entire crew—or what remains of them—are all ghosts. Many command skeletons, ghouls, and draugr as well. Occasionally, a ghost captain is an extension of a bone ship, giving its prey one last chance to surrender.



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# Ghouls, Embodiments of Hunger

In my earliest days of studying the undead, I was quick to dismiss the lowly ghoul as little more than a step above the zombies and skeletons that shamble mindlessly through the lowest strata of the undead hierarchy. When the prevailing knowledge regarding ghouls comes from tales about snarling, feral predators, scurrying like starving dogs as they desperately unearth fresh graves with their filthy claws, worrying at corpses in the dark of night... It is easy to discount these beings as mere beasts, wretched creatures more pathetic than anything else. On deeper study, it turns out they are much more.

## Apex Predators

The lives of animals are short and brutish, leaving nothing of meaning or consequence behind. Humanoids, at least those who bear mentioning, fall in love, hold grudges, covet wealth and power, and possess cunning minds capable of moving mountains in pursuit of goals. Now imagine such a mind in the body of a creature with no interest in such lofty ambitions, solely driven by the same base motivation as beasts of the field. But this creature is not constrained by the limitations of animals or humanoids—no natural predators, and lacking the physical, mortal, or moral limitations of humanoid kind. This creature can live forever unless slain, and they feel no guilt over even the most heinous of acts; indeed, they revel in them. Imagine the inestimable humanoid mind freed from all restraint, physical and spiritual, all the while amalgamating every possible desire into one singular motivation: to feed.

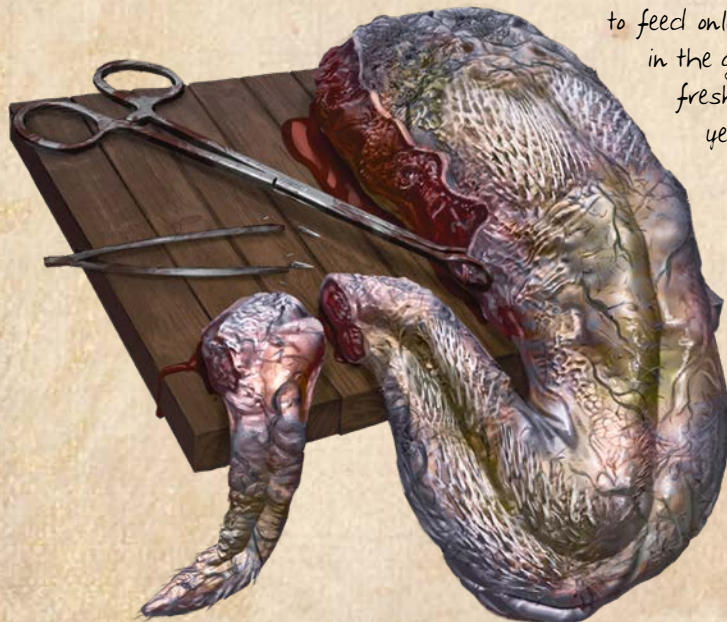
This is the ghoul.

## Vile Appetites

Little is known about the true reason for a ghoul's insatiable hunger. Being dead, a ghoul has no need for nutrition or sustenance, and in fact ghouls that go without feeding for extended periods of time do not appear to suffer physical deterioration. The psychological effects of such abstinence, however, are dire. This leads me to the conclusion that the flesh feeds a void in the ghoul's soul, not their stomach. In my observations, I have found the average ghoul becomes wracked with excruciating pain after just a day or two without the flesh they crave, and after approximately a week will have fully devolved into a feral state, rendered entirely devoid of reason and self-regard by their single-minded drive to consume. A ghoul that reaches this state appears to fully recover their mental faculties should they get the opportunity to gorge themselves, though they retain little to no memory of what transpired in the interim.

Ghoulish tastes seem to vary quite widely. Some choose to feed only on flesh that has had time to "ripen" in the grave, others prefer their cadavers on the fresher side, and still others have a taste for yet-living prey that drives them to elaborate means of keeping their victims alive for as long as possible. Some epicurean ghouls develop a taste for prey that has suffered a particular malady or poison, and others even assert a preference for the flesh of victims who have experienced something as transitory as a particular magical effect or emotional state.

Interestingly, while a particular ghoul's hunger can only truly be sated by the flesh of corpses of their





own ancestry, however temporarily, it appears they can stave off the effects of deprivation for a time by feeding on any other variety of humanoid remains.

### Ghoul Anatomy

Every ghoul was once a living creature, and their appearances reflect the heterogeneity among these species. It is quite possible to look into the face of a ghoul and recognize the mortal creature they once were. However, all ghouls share some distinct features in common, uniformly possessing long and sinuous limbs, slavering, jagged-toothed maws, pointed ears, and blackened, filthy claws that enable them to burrow through earth and exhume graves with ease. A bald pate is typical, though not universal. A long, sinuous tongue is well-suited for licking bones clean of flesh.



Ghouls carry a transformative infection dubbed "ghoul fever," a debilitation that slows the body's metabolism over several days and stymies efforts to heal the infected's wounds. The malady raises a new ghoul if it slays its host. An excellent contingency for ghoulkind: those they kill they can devour, and those who escape likely join their ranks. Ghoul fever affects humanoids most often, as that's the flesh a ghoul craves, but lowly creatures can harbor it, as seen in the skaveling.

A ghoul's bite or mauling can impart paralysis, which is oddly ineffective against elves. This leads to religious speculation, largely unfounded, that the ghoul deity Kabriri was an elf. Explain, then, how a ghast has no such limitation? This is undoubtedly some minor variation due to random chance and a quirk of elven physiology.

### Psychology

The personality of a ghoul is a crueler, hungrier reflection of the mortal they were in life. Among the living, back-alley bandits delight in terrorizing any weaker than themselves, nobles turn up their noses at commoners and surround themselves in luxury, and master political manipulators wield influence from the shadows, watching the powerful dance as they pull invisible strings.

Should any of them find themselves recruited into the ranks of ghoul-kind, their proclivities twist toward fulfilling their newfound appetites. Bandits, who once murdered for gold, now leave behind a full purse and absconds with their victim's vital organs. Nobles who once surrounded themselves with exquisite art and sampled only the finest comestibles now dwell in mansions furnished by humanoid skin, using money and influence to secretly procure only the most well-bred victims to feed upon. Ghoulish power-hungry masterminds now eschew political scheming and instead construct a vast network of corrupt officials who ensure that the frequent disappearances among a city's underclass will not be investigated.

Whereas most undead creatures are solitary by nature or choice, ghouls instead tend to merge into fearsome communities. Though one does, on occasion, encounter a lone ghoul acting on their own, the vast majority belong to some sort of ghoulish assemblage. These communities vary wildly in structure, ranging from a small pack eking out a hardscrabble existence on the outskirts of a rural churchyard to the kingdom-spanning conspiracy of powerful ghouls hiding in plain sight among the aristocracy as they use their power to feed their gruesome urges in secret. The most powerful assemblages achieve sovereignty like that of the vast city-state of Nemret Noktoria, a teeming necropolis hidden in the depths of the Darklands where ghouls reign supreme.

The banal truth of the ghoul lies not so much in their differences from the living, but in their similarities.

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## LACEDON SCHOOLS

Lacedons travel in packs that can number as many as several dozen, typically led by the largest and oldest member, endlessly roaming the oceans with the sole objective of satisfying their boundless appetites for humanoid flesh. They have been known to emerge from the sea in ravenous swarms to devour entire populations of seaside fishing villages.

# GHOUL

Devious and cunning, ghouls can be found anywhere corpses are laid to rest, forever seeking to satisfy their boundless craving for humanoid flesh. Rules for creating a ghoule or ghaſt appear on pages 168–169 of the *Beſtiary*.

## LACEDON

Feared by mariners and coastal dwellers everywhere, the aquatic ghouls known as lacedons are ſaid to be the ſpawn of an ancient crew of ſailors who became loſt at ſea and were forced to reſort to cannibalism to ſurvive. Their appearance is the ſtuff of a diver’s nightmare, ſupplementing the vicious traits of their land-bound kin with ſpines, fins, and wide mouths brisling with needle-ſharp teeth like piſcine predators of the nethermoſt ocean depths.

## LACEDON

## CREATURE 2

CE MEDIUM AMPHIBIOUS GHOUL UNDEAD

**Perception** +7; corpse ſcent (imprecise), darkviſion

**Languages** Aquan, Common, Necril

**Skills** Acrobatics +8, Athletics +9 (+11 to Swim), Stealth +8, Survival +7

**Str** +3, **Dex** +4, **Con** +3, **Int** +1, **Wis** +1, **Cha** +3

**Corpse Scent** The lacedon can ſmell humanoid corpses in the water from up to 1 mile away.

**AC** 18; **Fort** +7, **Ref** +10, **Will** +7

**HP** 32, negative healing (page 213); **Immunities** death effects, diſeaſe, paralyzed, poiſon, unconscious

**Speed** 25 feet, ſwim 30 feet

**Melee** ♦ jaws +10 (fineſſe), **Damage** 1d6+5 piercing plus ghoule fever

**Melee** ♦ claw +10 (agile, fineſſe), **Damage** 1d4+5 ſlaſhing

**Aquatic Ambuſh** ♦ 45 feet (page 212)

**Conſume Fleſh** ♦ (manipulate) **Requirements** The lacedon is adjacent to the corpse of a creature that died within the laſt hour; **Effect** The lacedon devours a chunk of the corpse and regains 2d6 Hit Points. It can regain Hit Points from any given corpse only once.

**Ghoule Fever** (diſeaſe) **Saving Throw** DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 2d6 negative damage and regains half as many Hit Points from all healing (1 day); **Stage 3** as ſtage 2 (1 day); **Stage 4** 2d6 negative damage and gains no benefit from healing (1 day); **Stage 5** as ſtage 4 (1 day); **Stage 6** dead and riſes as a ghoule the next midnight

**Paralyzing Spew** ♦ (incapacitation, occult, necromancy) The lacedon diſcharges a ſpray of carrion vomit at a creature within 20 feet, dealing 1d6 poiſon damage with a DC 17 baſic Fortitude ſave. A non-elf creature that fails its ſave is alſo paralyzed. It can attempt a new ſave to end the paralysis at the end of each of its turns, and the DC cumulatively decreases by 1 on each ſuch ſave. The lacedon can’t uſe Paralyzing Spew again for 1d4 rounds.

## PRIEST OF KABRIRI

A great number of powerful entities have vied for the mantle of patron of the undead, but none of theſe is more venerated among ghouls than the demon lord Kabriri, Him Who Gnaws. Nearly all ghouls who are inclined to worſhip gods dedicate themſelves to Kabriri, who is honored through profane rituals and macabre ceremonies centered on the gluttonous conſumption of ſentient beings. Preſiding over theſe liturgies are the priests of Kabriri, particularly vile and cunning ghouls who are ſpecifically tasked by their primogenitor with the duty to ensure his numerous progeny need never go hungry.



PRIEST OF KABRIRI

CREATURE 5

CE MEDIUM GHOUL UNDEAD

**Perception** +13; darkvision

**Languages** Common, Necril


**Skills** Athletics +13, Diplomacy +11, Religion +13, Society +9, Stealth +12

**Str** +4, **Dex** +3, **Con** +1, **Int** +0, **Wis** +4, **Cha** +2


**Items** flail

**AC** 19; **Fort** +9, **Ref** +9, **Will** +12


**HP** 63, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious


**Ecstatic Ululation**  (divine, necromancy, negative) **Trigger** A ghoul ally within 30 feet Consumes Flesh to regain Hit Points; **Effect** The priest of Kabriri unleashes a rapturous howl in praise of their god. All ghouls within 30 feet of the priest of Kabriri, including the priest but not the triggering ghoul, regain half as many Hit Points as the triggering ghoul. All living creatures within 30 feet take negative damage equal to half the number of Hit Points the triggering ghoul gained, with a DC 20 basic Fortitude save. Only one Ecstatic Ululation can affect a use of Consume Flesh. Any beyond the first have no effect.

**Speed** 25 feet

**Melee**  flail +13 (disarm, sweep, trip), **Damage** 1d6+6 bludgeoning plus 2d6 negative


**Melee**  jaws +13, **Damage** 2d6+6 piercing plus ghoul fever and paralysis

**Melee**  claw +13 (agile), **Damage** 2d4+6 slashing plus paralysis

**Consume Flesh**  (manipulate) As lacedon, but 3d6 Hit Points.

**Ghoul Fever** (disease) As lacedon, but DC 20.

**Paralysis** (incapacitation, occult, necromancy) Any living, non-elf creature hit by the priest's jaws or claws Strike must succeed at a DC 20 Fortitude save or become paralyzed. It can attempt a new save at the end of each of its turns, and the DC cumulatively decreases by 1 on each such save.

**Swift Leap**  (move) The priest jumps up to half their Speed. This movement doesn't trigger reactions.

**Divine Prepared Spells** DC 23, attack +13; **3rd** *chilling darkness, crisis of faith, harm* (×3); **2nd** *darkness, death knell, silence*; **1st** *bane, bless, fear*; **Cantrips** (3rd) *chill touch, divine lance, forbidding ward, message*

**Cleric Domain Spells** 2 Focus Points, DC 23; **3rd** *overstuff* (Core Rulebook 394), *touch of undeath* (Core Rulebook 398)

HIM WHO GNAWS

Legend holds the elf Kabriri was the first mortal to taste the flesh of his own kind. After his death, he was reborn as the first ghoul.

KABRIRI (CE)

**Edicts** Eat the flesh of your own kind

**Anathema** Reveal secrets of the dead to nonbelievers, despoil grave markers

**Follower Alignments** NE, CE

**Divine Font** *harm*

**Divine Skill** Stealth

**Favored Weapon** flail, jaws

**Domains** indulgence, knowledge, undeath, vigil

**Cleric Spells** 1st: *jump*, 2nd: *expeditious excavation*<sup>LOGM</sup>, 3rd: *paralyze*



PRETERNATURAL PATIENCE

"On the second morning after the winds stopped, we woke to find that something'd crept into the hold and smashed up all the rations. Ninth night had just enough moonlight to make out them *things* out there, caperin' about. Started whisperin' on the night sixteen. And they said nothin' I wasn't already thinkin', about my empty belly and what I'd do for a bite to fill it. Gods forgive me, I was just so hungry. So hungry."

—Bronze Bunyip, logbook, final entry



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# GHUL

## GENIE CONNECTIONS

Though they're no longer true genies, ghuls derive a number of their abilities from their genie origins. It's said ghuls can transform into hyenas because of a desperate wish the first ghuls made as they transformed. Ghuls retain knowledge of the elemental tongues, with most ghuls able to speak one of the following: Aquan, Auran, Ignan, Terran, or another planar language.

Legends claim the gods banished a number of evil, greedy, and gluttonous genies to the Material Plane in the early days of creation. There, the genies transformed into the first ghuls, cruel undead that feast on the flesh of the living. The greedy and gluttonous nature of the first ghuls lives on, cursing them with an insatiable need to consume. Ghuls haunt trade routes, cemeteries, and other locations with good hiding places and a regular influx of travelers. From here, ghuls use their abilities to confuse and captivate passersby, luring them toward dens where ghuls can feast on unsuspecting flesh. Unlike a ghoul, a ghul doesn't devour corpses—only live prey.

## GHUL

## CREATURE 5

CE MEDIUM GENIE GHUL UNDEAD

**Perception** +13; darkvision, scent (imprecise) 30 feet

**Languages** Common, Necril, one planar language (typically Aquan, Auran, Ignan, or Terran)

**Skills** Athletics +11, Deception +14, Diplomacy +12, Intimidation +12, Stealth +12, Survival +11

**Str** +5, **Dex** +1, **Con** +2, **Int** +2, **Wis** +2, **Cha** +5

**AC** 21; **Fort** +13, **Ref** +10, **Will** +13

**HP** 85, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** good 5; **Resistances** fire 5

**Speed** 30 feet, climb 20 feet

**Melee** ✦ jaws +15 (magical), **Damage** 2d8+4 piercing plus 1d4 persistent bleed

**Melee** ✦ claw +15 (agile, magical), **Damage** 2d8+4 slashing plus Grab (page 212)

**Change Shape** ✦ (concentration, primal, polymorph, transmutation)

The ghul takes on the appearance of a Small or Medium hyena. This doesn't change its Speed or Strikes. Effects or abilities that detect the presence of undead don't reveal the ghul as an undead while in this form.

**Devour Flesh** ✦✦ (manipulate) **Requirements** The ghul has a creature grabbed or restrained; **Effect** The ghul attempts to eat a portion of the grabbed creature's flesh. It makes a jaws Strike against the grabbed creature. On a success, the ghul successfully devours some of the flesh and regains 3d6 Hit Points. The grabbed creature becomes drained 1 (or drained 2 if the jaws Strike was a critical success). The violent consumption requires the ghul to release the creature as it feasts.

A ghul can regain Hit Points from consuming the flesh of a given creature only once per hour; it must consume the flesh of a different creature to gain additional Hit Points during this time.

**Luring Laugh** ✦✦ (enchantment, incapacitation, mental, primal) **Requirements** The ghul is in its hyena shape; **Effect** The ghul lets out an alluring chitter. Each creature in a 60-foot emanation must succeed at a DC 19 Will save or become fascinated, flat-footed, and compelled to move toward the ghul on the creature's turn. The effect lasts until the end of the ghul's next turn, but the ghul can Sustain a Spell on Luring Laugh. If the ghul attacks, the fascinated condition ends for only the creature that's attacked. On a successful save, a creature is temporarily immune to Luring Laugh for 24 hours.





# GRAPPLING SPIRIT

When a great gladiator or wrestler meets their demise, their soul can sometimes linger out of a love for combat and sport. Every grappling spirit manifests a mask that represents the legacy of the warrior they were during their life.

## GRAPPLING SPIRIT

CREATURE 9

UNCOMMON LN MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +17; darkvision

**Languages** Common

**Skills** Acrobatics +19, Athletics +21, Diplomacy +18, Gladiatorial Lore +15, Intimidation +20, Performance +20

**Str** -5, **Dex** +6, **Con** +4, **Int** +0, **Wis** +2, **Cha** +5

**AC** 27; **Fort** +19, **Ref** +19, **Will** +15

**HP** 125, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, precision, sleep; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Warrior's Mask** A grappling spirit wears a mask that allows them to abandon their original form and become a warrior focused solely on combat. This mask is quasi-corporeal, allowing it to be manipulated by both corporeal and incorporeal creatures. A creature who has the grappling spirit grabbed or restrained can remove the mask as an Interact action by succeeding at an Athletics check against the grappling spirit's Fortitude DC. Removing a grappling spirit's mask causes the spirit to fly into a frenzy. The grappling spirit becomes quickened and can use their extra action to Fly, Grapple, or Strike. They also gain a +4 status bonus to damage rolls, and they take a -4 status penalty to AC and Reflex saving throws. If the mask is put back on, the grappling spirit ends their frenzy.

**Speed** fly 60 feet

**Melee** ♦ ghostly hand +21 (agile, finesse, magical, nonlethal), **Damage** 2d10+12 negative plus Improved Grab (page 213)

**Ghostly Grasp** A grappling spirit can Grapple corporeal creatures despite being incorporeal. The grappling spirit uses their Athletics check to Grapple as normal but can't use Athletics for other actions that require corporeal contact, like Force Open or Trip.

**Submission Lock** ♦♦ (nonlethal) **Requirements** The grappling spirit has a creature grabbed or restrained; **Effect** The spirit saps their opponent's strength with a supernatural grip. The grappling spirit attempts an Athletics check to Grapple a creature they have grabbed or restrained, also adding 4d10+12 negative damage, depending on the result.

**Critical Success** The creature takes double damage. If it's already enfeebled, it falls unconscious. If not, it is enfeebled 2 until the end of its next turn and enfeebled 1 for 1 minute.

**Success** The creature takes full damage and is enfeebled 1 until the end of its next turn.

**Teleporting Clothesline** ♦♦ (conjunction, occult, teleportation) **Requirements**

The grappling spirit has a creature grabbed or restrained; **Effect** The grappling spirit pushes the creature 15 feet in a straight line. The spirit immediately teleports 20 feet to intercept. They make a ghostly hand Strike against the creature. On a hit, the creature is knocked prone, and on a critical hit, it also takes an additional 2d6 bludgeoning damage as it's driven to the ground.

**Victory Celebration** If a spirit knocks a creature unconscious, each creature within 60 feet that witnesses the victory is targeted with a DC 26 *roaring applause* spell (*Secrets of Magic* 126). The spirit must spend all their actions until the end of the turn celebrating, and a new medal or belt appears on the spirit.



## RETIRING A GRAPPLING SPIRIT

The means of appeasing each grappling spirit, allowing it to pass on, vary. Some seek one last match worthy of their skill, while others wish to win a major bout in front of an adoring crowd or even suffer an epic defeat at the hands of a worthy successor. They tend not to be malicious, just entirely dedicated to competition.



## LANDS OF CHAMPIONS

While a grappling spirit can be found almost anywhere notable combats are held, a few regions on Golarion are known for their prominence. The Hold of Belkzen is home to orc grapplers who become grappling spirits, while the wrestlers of Arcadia and Ibydos tend to return for one last glorious match. Grappling spirits are particularly common in the Lands of Second Souls in southern Arcadia.



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# Graveknights, Warriors Beyond Death

Graveknights meld utility and durability into a superior soldier, making them among the most useful of my undead servants. Superlatives are wholly warranted for these creatures who possess remarkable strength of arms bolstered by undeath and an ability to rejuvenate even from destruction. So long as a scrap of a graveknight's armor remains—no fragment whatsoever of the body is required—it can rebuild itself anew in a matter of days. But the greatest advantage of a graveknight servitor is their will to fight and conquer, a desire so powerful they rejected death itself.

A graveknight appears as an armor-clad figure of brittle bone and leathery flesh. The animating essence permeates not the body but the armor, and this armor serves as a receptacle for the potent curses that anchor the graveknight's malevolent soul to the world. Their organic material is often not much more than an armature or afterthought, its injury insufficient to deter a graveknight for long.

Though called "knights," graveknights fortunately possess none of the outdated chivalrous codes or narrow-minded morals that mark many knightly orders. Graveknights possess no sense of fair play; no play is too ignoble, no tactic off-limits, no rule of engagement sacrosanct.

## Rejuvenation

There is an obvious analog between graveknights and lichs. Liches rebuild bodies from their soul cages when destroyed, their substance simply materializing out of nothing over a period of one to ten days until the lich is whole once more. Graveknights also rebuild over a similar span of time, their bodies materializing from the largest surviving scrap of their armor. One can expedite the rebuilding process by binding a living host to the armor. Wholly destroying a lich's soul cage can prevent their return, and a graveknight's return is prevented only if every piece of cursed armor is obliterated.

Yet to consider graveknights merely "warrior lichs" is a gross error, as the differences between the two undead are significant and illustrative. Liches are born out of intent and study: the ritual is

something a spellcaster pursues for their own far-reaching goals. No graveknights plan their undead existence as a route to immortal power. This means they lack a sense of purpose. They follow their curse-born urge to conquer and slaughter. This makes them fractious associates unless they are granted a purpose, such as command over a lesser legion.

## Cursed Armor

Carefully considering armor is an important step when creating a graveknight, since it both protects and endlessly regenerates them. Although one might be anchored to any armor, the more durable types, such as splint mail or full plate, make for more durable graveknights. If the armor can be fashioned from special materials such as mithral or adamantite, all the better.





A graveknight's armor shifts to match the creature's new outlook or apostasy, with skulls and spikes appearing to demonstrate cruelty and symbols of good gods warping into heretical markings or burning away entirely.

It is simplest to bind a graveknight to the same suit of armor in which the warrior fought, bled, and died. Armor that was important to the prospective graveknight, such as that worn by a beloved ancestor or a saintly predecessor, is even easier to enchant with the requisite soul anchor. Yet my experiments have shown this isn't a strict requirement. One can create a new suit of armor, carefully crafted to house the warrior's fierce fighting spirit, and encase a dying warrior within it so it becomes the graveknight's enduring shell.



### Echoes of Pain

The fundamental truth of every graveknight's origin—one which all graveknights seek to obscure or forget—is that they are born of failure. Living warriors might achieve remarkable triumphs and receive endless accolades, but they don't become graveknights until their lives end with sudden violence, confusion, and pain. Each potential graveknight must believe they are the pinnacle of might at the instant of death.

Each graveknight is tied to acid, cold, electricity, or fire, and this energy suffuses their physical attacks and inherent resistances. A graveknight's associated energy stems from their feelings of despair at death. A war leader who sees an ultimate victory slip away from their grasp at the time of death might feel a corrosive sense of loss, gaining an affinity for acid. A champion with an all-consuming rage at their death might adopt fire. A graveknight's emotions during death become locked in undeath and remain, ironically, the only vestiges of emotions they can ever feel. By fine-tuning a potential graveknight's sin and despair, their affinity might be predicted and thus controlled.

Apart from the four usual forms, the most elusive of all is the rare and ephemeral "energy" of anguish brought about by sudden betrayal. This affinity is hardest to replicate and warrants further study.

### Broken Crusaders

I should, of course, expound on the graveknights of my own creation. I take pride in them, having gone to great lengths to refine my methods. The results speak for themselves: my graveknights are far superior to those found elsewhere.

I was set on the path to my mastery of graveknight creation unintentionally. The Knights of Ozem, puffed up with an unearned sense of righteousness after imprisoning the Whispering Tyrant, sought another target. The epitome of hubris, they sent seven hand-picked crusaders as spies into my cities to prepare their "Second Crusade" against my nation. Paladins make atrocious spies. I swiftly identified and captured all seven. I offered them not torture but unparalleled indulgences, stoking their stunted vices into full-blown depravity, shame, and self-hatred. Shunned by their gods, they alternately begged to serve me and pleaded for the release of death. I gave them both, planning to bring them back as undead war leaders. To my surprise, their twisted identification as noble champions had been so imprinted into them that their souls clung to their armor like bloodstains. One after another, they arose as graveknights. Yet with the exception of my spymaster Seldeg Bheldis, all seven of my Council Libertine met their destruction at the hands of the Knights of Ozem or by cat's-paws of Arazni.

The Council Libertine was ended, but I had learned how to corrupt the virtuous and valorous into graveknights. Sins of decadence stoke the failures they feel at death. I hone my craft further with each passing year, and the graveknights on my new Warmaster Council grow steadily in number. My armies have gained the unparalleled, indestructible leaders they deserve.

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## ARTS OF WAR


Graveknights don't arise from mere soldiers but from great tacticians who've won countless engagements. Often, they were once their land's mightiest general or most decorated war hero. This means graveknights don't just rush into a toe-to-toe melee. They've studied the land (often with the experienced and unrelenting gaze only the undead can bring to bear) and engineered troop movements, earthworks, and traps to ensure victory. They usually have reinforcements ready to deploy and redundant contingencies in place. Just as great strategists opine that an engagement is decided before the first blow is landed, a combat against a graveknight often feels like a desperate fight in a rapidly closing vise.

# GRAVEKNIGHT

Graveknights are undead warriors granted unlife by a cursed suit of armor that rejuvenates the graveknight unless the armor is wholly obliterated. Rules for creating a graveknight and for graveknight armor appear on pages 190–191 of the *Bestiary*.

## ALTERNATE GRAVEKNIGHT ABILITIES

You can create a more unusual graveknight by substituting one of their abilities (except for darkvision, negative healing, rejuvenation, or immunities) with one of the following. More alternate abilities appear in the *Bestiary*.

**Clutching Armor**  (arcane, transmutation) **Trigger** A creature attempts to move away from the graveknight; **Effect** The graveknight's armor animates and attempts to Grab the triggering creature. It makes an Athletics check to Grapple using the graveknight's Athletics modifier – 2. The armor can continue to Grapple the creature normally. Since the armor is grappling the creature, the graveknight doesn't need a free hand to do so.

**Eager for Battle** (fortune) When the graveknight rolls initiative, they roll twice and take the better result. They're quickened during their first round after rolling initiative and can use this extra action to Step, Stride, or Strike.

**Empty Save for Dust** The graveknight's armor contains nothing more than swirling dust that puffs out from joints in their armor. A living creature that touches or is touched by the graveknight (including one hit by the graveknight's fist Strike) must succeed at a Reflex saving throw or become contaminated with the dust. While contaminated, the targeted creature is stupefied 1 and gains weakness to the graveknight's energy damage equal to half the graveknight's level. The contamination ends after 1 minute or when the creature is doused with water, whichever occurs first.

**Graveknight's Shield** (arcane, necromancy) The graveknight's curse extends to their shield, or the graveknight's armor uses a portion of itself to produce a shield. The graveknight has a shield that uses the statistics of a sturdy shield of a level no higher than the graveknight's level – 1. The shield is quasi-independent of the graveknight and automatically protects the graveknight from harm. When the shield is raised, it automatically uses Shield Block to reduce the damage of the first attack against the graveknight each round without the graveknight needing to spend their reaction to do so. The shield automatically rejuvenates with the rest of the graveknight and must be destroyed in the same manner as the graveknight's armor.

**Portentous Glare** (aura, divine, emotion, enchantment, fear, mental, visual) 30 feet. The graveknight's visage is one of overwhelming menace. When a creature ends its turn in the aura, it must attempt a Will saving throw. A creature that fails is doomed 1 (or doomed 1 and frightened 2 on a critical failure). The graveknight can activate or deactivate the aura by using an Interact action to open or close their helmet visor.

## GRAVEKNIGHT WARMASTER

Exemplars of undying violence, graveknight warmasters are devastating forces on the battlefield, able to spur allies to ever greater levels of violence.

### GRAVEKNIGHT WARMASTER

CREATURE 14

UNCOMMON LE MEDIUM UNDEAD

**Perception** +26; darkvision

**Languages** Common, Necril

**Skills** Athletics +28, Deception +26, Intimidation +28, Religion +24, Society +25, Warfare Lore +27

**Str** +8, **Dex** +4, **Con** +5, **Int** +3, **Wis** +4, **Cha** +6

**Items** +1 resilient full plate, heavy crossbow (20 bolts), war flail

**AC** 38; **Fort** +27, **Ref** +24, **Will** +24



**HP** 255, negative healing (page 213), rejuvenation; **Immunities** death effects, disease, electricity, paralyzed, poison, unconscious


**Hungry Armor** A creature that Strikes a graveknight warmaster with a melee weapon must succeed at a DC 31 Reflex save or be disarmed of that weapon. If the creature critically fails, the weapon ends up in the graveknight's space. A creature that hits a graveknight warmaster with an unarmed attack must succeed at a DC 31 Reflex save or become grabbed by the graveknight until the end of its next turn, it Escapes, or the graveknight moves, whichever comes first.


**Rejuvenation** (divine, necromancy) When a graveknight is destroyed, their armor rebuilds their body over the course of 1d10 days—or more quickly if the armor is worn by a living host (Graveknight Armor, *Bestiary* 191). If the body is destroyed before then, the process restarts. A graveknight can only be permanently destroyed by obliterating their armor (such as with *disintegrate*), transporting it to the Positive Energy Plane, or throwing it into the heart of a volcano.


**Sacrilegious Aura** (abjuration, aura, divine, evil) 30 feet. When a creature in the aura uses a positive spell or ability, the graveknight automatically attempts to counteract it, with a +23 counteract modifier.



**Attack of Opportunity**  (page 212)



**Speed** 25 feet

**Melee**  *war flail* +29 (disarm, electricity, magical, sweep, trip), **Damage** 3d10+14 bludgeoning plus 1d6 electricity




**Melee**  fist +29 (agile, electricity, magical), **Damage** 3d6+14 bludgeoning plus 1d6 electricity

**Ranged**  *heavy crossbow* +25 (electricity, magical, range increment 120 feet, reload 2), **Damage** 3d10+6 piercing plus 1d6 electricity

**Devastating Blast**   (arcane, electricity, evocation) The graveknight unleashes a 30-foot cone of lightning. Creatures in the area take 8d12 electricity damage (DC 34 basic Reflex save). The graveknight can use this ability once every 1d4 rounds.

**Exemplar of Violence**   (visual) **Frequency** once per round; **Effect** The graveknight attempts a Strike as their armor flashes with sinister power that spurs allies to violence. After the Strike, allies who can see the graveknight can use a reaction to Step or Stride, but they must end this movement in a space adjacent to an enemy. One ally of the graveknight's choice can instead use a reaction to Strike.

**Graveknight's Curse** This curse affects anyone who wears a graveknight's armor for at least 1 hour; **Saving Throw** DC 39 Will save; **Onset** 1 hour; **Stage 1** doomed 1 and can't remove the armor (1 day); **Stage 2** doomed 2, hampered 10, and can't remove the armor (1 day); **Stage 3** dies and transforms into the armor's graveknight

**Phantom Mount**    (arcane, conjuration) The graveknight summons a supernatural mount as per *phantom steed*, heightened to 7th level. The steed has AC 34, Fort +23, Ref +20, Will +20, and 85 Hit Points. If the steed is destroyed, the graveknight must wait 1 hour before using this ability again.

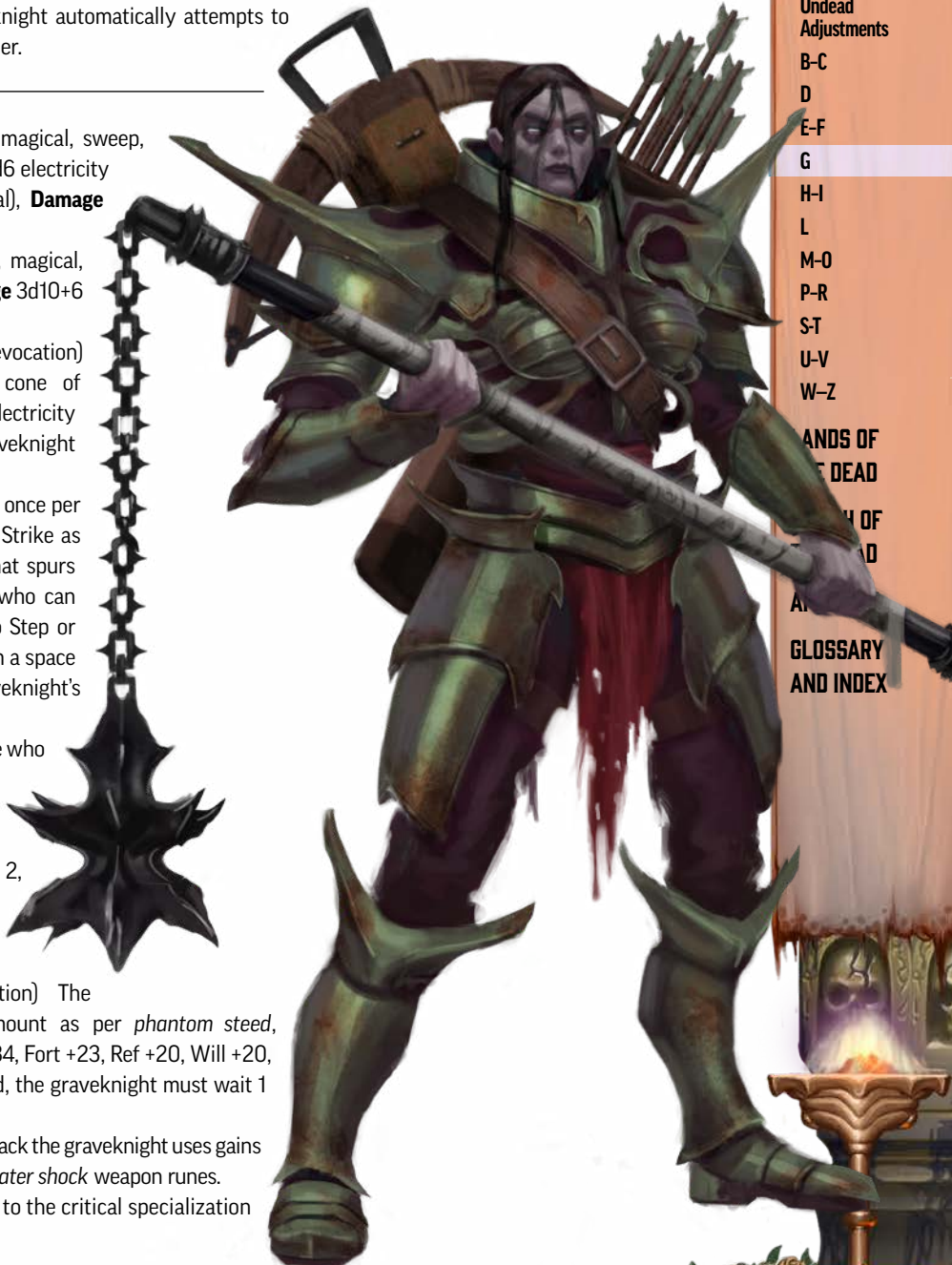
**Ruinous Weapons** Any weapon or unarmed attack the graveknight uses gains the effects of the +1 *greater striking* and *greater shock* weapon runes.

**Weapon Master** The graveknight has access to the critical specialization effects of any weapons they wield.



### STEED ADAPTATIONS

For some graveknights, their mount is more than a projection of their desire to move quickly around a battlefield. A graveknight's *phantom steed* might have the appearance, resistances, or movement of a favored mount the knight rode as a mortal, such as a nightmare's resistance to fire or a pegasus's Fly Speed.







## RELIGIOUS FREEDOM

Herexens can worship any deity and should be modified based upon their ex-faith by swapping out their favored weapon and religious symbol for those associated with their deific foe.

Additionally, replace the herexen's domain spell (or spells) for focus spells of equal level from a domain associated with that deity.

## HEREXEN

A herexen is an undead heretic, driven by hate to destroy the deity they once served. Herexens choose their faith willingly in life, rising to become respected religious figures within their church. Shortly before or during their death, they lose faith in their chosen deity so completely they become a full heretic, blaspheming, committing atrocities, and cursing their god. These anathemic acts bind their soul to their flesh, causing them to rise as cursed beings. To a herexen, faith is the ultimate lie.

Although the circumstances that drive a pious worshipper to break with their faith are varied, herexens are unified in purpose. Herexens spend their existence fighting their former god in every manner they can, destroying iconography and temples, slaying worshippers, banding together with other herexens who oppose the same deity, conscripting lesser undead, and hiring living proxies to wreak havoc or spread misinformation. A particularly motivated herexen may even plot to kill or unseat the deity they once revered. Curiously, herexens maintain a corrupted form of their divine powers after death, wielding the weapons and magic of their past faith to tear it down.

Rules for creating a herexen appear on page 134 of *Bestiary 3*.

## FAITHLESS ECCLESIArch

Faithless ecclesiarchs were powerful religious leaders in life—archpriests, hierarchs, oracles, and divine servitors personally blessed by their deities.

They are adept at corrupting the pious and inspiring their fellow herexens, often becoming leaders among their kind. This faithless ecclesiarch once worshipped Nethys, god of magic.

### FAITHLESS ECCLESIArch

CREATURE 6

UNCOMMON NE MEDIUM UNDEAD

**Perception** +16; darkvision

**Languages** Common, Necril

**Skills** Athletics +11, Deception +14, Intimidation +14, Nethys Lore +14, Religion +14, Stealth +13

**Str** +3, **Dex** +3, **Con** +2, **Int** +2, **Wis** +4, **Cha** +4

**Items** defiled religious symbol of Nethys, +1 staff

**AC** 21; **Fort** +12, **Ref** +13, **Will** +16

**HP** 93, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Final Blasphemy** (divine, necromancy, negative) When the herexen is destroyed, it explodes in a wave of negative energy with the effects of a 3rd-level, 3-action *harm* spell (DC 24). The herexen is destroyed, so it doesn't gain any Hit Points from this use of *harm*, and it doesn't need to have any *harm* spells remaining to use this ability.

**Inspire the Faithless** (aura, divine, necromancy) 30 feet. Other herexens are bolstered by the presence of a faithless ecclesiarch. Whenever a herexen in the aura casts a *harm* spell, that *harm* spell is heightened by 1 level (to a maximum of 3rd).

**Speed** 25 feet

**Melee** ✦ *staff* +14 (magical, two-hand d8), **Damage** 1d4+5 bludgeoning plus heretic's smite

**Divine Prepared Spells** DC 24, attack +16; **3rd** *harm* (×5), *levitate*, *magic missile*; **2nd** *darkness*, *dispel magic*, *resist energy*; **1st** *fear*, *magic missile*, *ray of enfeeblement*; **Cantrips (3rd)** *chill touch*, *daze*, *detect magic*, *read aura*, *shield*

**Cleric Domain Spells** 1 Focus Point, DC 24; **3rd** *cry of destruction* (Core Rulebook 390)





**Heretic's Smite** (divine, necromancy) While wielding the favored weapon of its former deity (such as a staff for an ex-Nethys herexen), the herexen's Strikes deal an additional 2d6 evil damage against creatures that can cast divine spells. This damages divine spellcasters who follow the herexen's former faith regardless of their alignment.

**Siphon Faith**  $\curvearrowright$  (divine, necromancy) **Trigger** A creature fails a saving throw against a spell cast by the faithless ecclesiarch; **Effect** The faithless ecclesiarch siphons the triggering creature's spiritual energy to fuel their own magic. The triggering creature is stupefied 1 for 1 round, and the faithless ecclesiarch regains 1 Focus Point.

## FALLEN CHAMPION

While most herexens were clerics or clergy in life, fallen champions were holy crusaders that upheld the ideals of their deity while fighting enemies of the church and defending its congregants. Fallen champions are direct in their actions and wage their divine war on a grand scale. This fallen champion once worshiped the Arcadian goddess Kazutal, also called Mother Jaguar.

### FALLEN CHAMPION

### CREATURE 8

UNCOMMON NE MEDIUM UNDEAD

**Perception** +17; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +14, Athletics +19, Intimidation +19, Kazutal Lore +16, Religion +17

**Str** +5, **Dex** +2, **Con** +5, **Int** +2, **Wis** +3, **Cha** +5

**Items** +1 striking machete (*Gods & Magic* 120), defiled religious symbol of Kazutal, +1 scale mail, steel shield (Hardness 5, HP 20, BT 10)

**AC** 28; **Fort** +19, **Ref** +14, **Will** +17

**HP** 130, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Agent of Despair** (aura, divine, emotion, enchantment, fear, mental) 15 feet. A fallen champion emanates an aura of utter despair. Living creatures are frightened 1 while in a fallen champion's aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the aura.

**Final Blasphemy** (divine, necromancy, negative) As faithless ecclesiarch, except it has the effects of a 4th-level, 3-action *harm* spell (DC 26).

**Attack of Opportunity**  $\curvearrowright$  (page 212)

**Shield Block**  $\curvearrowright$  (page 213)

**Speed** 25 feet

**Melee**  $\blacklozenge$  *machete* +20 (deadly d8, magical, sweep),

**Damage** 2d6+11 slashing plus heretic's smite

**Divine Innate Spells** DC 25; **4th** *harm* (x2)

**Champion Devotion Spells** 2 Focus Points, DC 25; **4th** *touch of corruption* (*Advanced Player's Guide* 229), *unimpeded stride* (*Core Rulebook* 398)

**Heretic's Armaments** (divine, enchantment) While the fallen champion wields the favored weapon of its former deity, that weapon gains the effect of a *fearsome* property rune (*Advanced Player's Guide* 260).

**Heretic's Smite** (divine, necromancy) As faithless ecclesiarch.

**Reap Faith**  $\blacklozenge$  (divine, necromancy) **Requirements** The fallen champion's last action was a Strike that dealt damage to a living creature; **Effect** The fallen champion saps the hope and faith from that creature. It takes 3d6 negative damage with a DC 25 basic Will save. Regardless of the result of the save, the creature becomes frightened 1 or increases the value of its frightened condition by 1.



## HEREXENS VS. DEATHLESS ACOLYTES

Herexens and deathless acolytes (page 88) often arise from the same event, the difference being whether the mortal kept or renounced their faith upon death. Herexens and deathless acolytes of the same deity are far more likely to fight than work together, but a herexen might find allies among foes of the deity the herexen renounced.







## SERPENT FORMS

The original hollow serpents were based on the pythons of the Mwangi jungle. The ghouls of Nemret Noktoria have experimented with the skins of magically enlarged horned vipers and spitting cobras, hoping to create venomous variants. So far, they have only made hollow serpents of unusually ominous mien, as their venom fails to survive the transition to undeath.

# HOLLOW SERPENT

A hollow serpent is the dried and shriveled husk of an enormous constrictor snake, animated by fell magic to serve its masters. According to the oldest holy books of serpentfolk, the first hollow serpents were raised by Ydersius. The god took the cast-off skins of great snakes and filled them with hunger and hatred, a bottomless yearning for mortal life that could never be filled. In due course, the priests of the serpentfolk learned to replicate their lord's trick, and in the millennia since the serpentfolk's fall, the knowledge has slithered into the libraries of other necromancers and sorcerers.

Despite their menacing reputation and great power, hollow serpents are a relatively uncomplicated creation. They were designed first and foremost as guardians, and serpentfolk liches of a suitable level of power are sometimes accompanied by hollow serpents. A few have struck out on their own over the years, usually due to outliving their original creators. Driven by their hunger and dim intellect, they take up residence in remote ruins or deep caverns. Those that study such things believe at least one serpent, perhaps one of the original creatures made by Ydersius, survives in the mountains west of Geb.

## HOLLOW SERPENT

CREATURE 15

NE LARGE UNDEAD

**Perception** +27; darkvision, lifesense 60 feet (page 213), scent (imprecise) 60 feet

**Languages** Aklo

**Skills** Acrobatics +29, Athletics +30, Stealth +29

**Str** +7, **Dex** +8, **Con** +6, **Int** -2, **Wis** +4, **Cha** +3

**AC** 37; **Fort** +26, **Ref** +30, **Will** +24

**HP** 280, negative healing (page 213); **Immunities** disease, paralyzed, poison, polymorph, unconscious

**Desiccation Aura** (aura, divine, necromancy) 30 feet. A cloud of choking, acrid dust swirls about the hollow serpent, draining moisture from any enemy within. A creature entering the aura or starting its turn in the aura must succeed at a DC 34 Fortitude save or become enfeebled 2 and slowed 1 for 1d4 rounds (2d4 rounds on a critical failure). A creature that succeeds is temporarily immune for 24 hours.

**Divine Guardian** **Trigger** An ally within the hollow serpent's reach is attacked; **Effect** The hollow serpent interposes a coil of its body or tail between the ally and attacker. The triggering attack targets the hollow serpent instead of the original target.

**Speed** 50 feet, climb 50 feet; *freedom of movement*

**Melee** **◆** jaws +30 (reach 10 feet), **Damage** 4d10+15 piercing plus Improved Grab (page 213)

**Melee** **◆** tail +30 (agile, reach 15 feet), **Damage** 3d10+15 bludgeoning plus Improved Grab

**Divine Innate Spells** DC 35; **7th** *vampiric exsanguination* (drawing in moisture rather than blood); **Constant (7th)** *freedom of movement*

**Constrict** **◆** 1d10+7 bludgeoning plus drained 1, DC 36 (page 212)

**Swallow Whole** **◆** Medium, 4d6 negative plus drained 1, Rupture 32 (page 213)

**Slithering Strike** **◆** The hollow serpent Strides or Climbs and makes a jaws Strike at the end of that movement. If the hollow serpent began this action hidden, it remains hidden until after this ability's Strike.





# ICHOR SLINGER

While the typical snake oil salesperson seeks riches, some medical fraudsters become so enamored with the swindler lifestyle they reanimate to keep living the lie. Known as ichor slingers, these cadaverous alchemists disguise themselves to walk among the living. There they gleefully concoct tonics and peddle cure-alls, charismatically convincing bystanders to overlook questionable ingredients and credentials. Ichor slingers feed on others' attention and trust, caring little for clients' health so long as buyers imbibe the offered medicines. Conversely, rejection infuriates ichor slingers. The undead often stalk, subdue, and administer unwanted medicines to those who snub them. When not selling "panaceas," ichor slingers harvest macabre ingredients to make dubious new medicines.



## UNLIKELY ALLIES

Rarely, ichor slingers can be non-evil. These variants crave validation and might have once been a physician who failed to detect a plague or a similarly disgraced practitioner of medicine. These alchemists might provide unreliable assistance to heroes and innocents. It's even possible that helping such an ichor slinger cure a disease outbreak could peacefully lay their soul to rest.

## ICHOR SLINGER

## CREATURE 4

UNCOMMON NE MEDIUM UNDEAD

**Perception** +10; darkvision

**Languages** Common, Necril, plus any one language

**Skills** Athletics +11, Crafting +13, Deception +13, Performance +11, Stealth +9

**Str** +3, **Dex** +1, **Con** +4, **Int** +3, **Wis** +2, **Cha** +5

**Items** alchemist's tools, disguise kit, infused reagents (7), snake oil (6)

**AC** 20; **Fort** +12, **Ref** +11, **Will** +10

**HP** 65, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poisoned, unconscious

**Mystery Ingredients** (auditory, aura, occult) 60 feet. Creatures in the aura take a -2 status penalty to checks to Identify Alchemy, Recall Knowledge about alchemical subjects, or examine snake oil effects. When a creature first enters the area, if it hears the ichor slinger talking, it must attempt a secret Will save against the slinger's Deception DC. On a failure, it treats its next failed check to Identify Alchemy or Recall Knowledge about alchemical subjects in the next 24 hours as though it were a critical failure instead. This is an auditory misfortune effect.

**Speed** 25 feet

**Melee** ♦ fist +13 (agile), **Damage** 2d6+3 bludgeoning plus Grab (page 212)

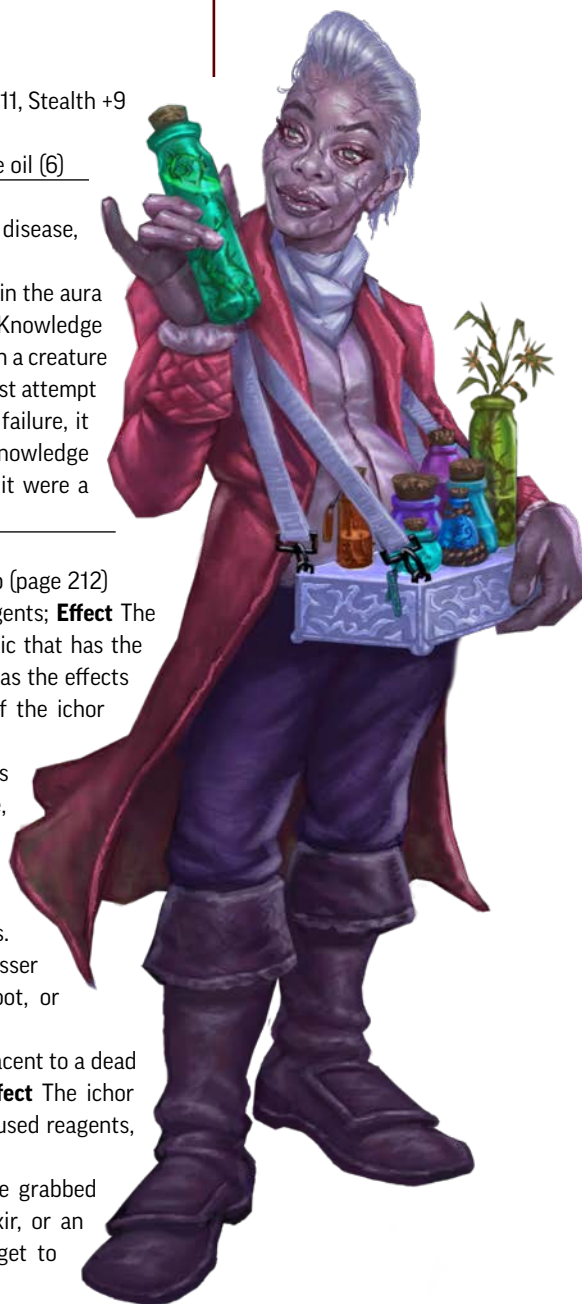
**Brew Tomb Juice** ♦ (manipulate) **Cost** 1 batch of infused reagents; **Effect** The ichor slinger creates a vial of tomb juice, an alchemical tonic that has the infused trait and becomes inert after 24 hours. Tomb juice has the effects of snake oil, and maybe more depending on the results of the ichor slinger's DC 20 Crafting check.

**Critical Success** The slinger chooses one of the following items and adds its effects to the tomb juice: moderate antidote, moderate antiplague, lesser elixir of life, giant scorpion venom, or moderate juggernaut mutagen. Poisons created in this way gain an onset of 1 round, gain the ingested trait, and lose any contact, inhaled, or injury traits.

**Success** As critical success, but the slinger chooses from lesser antidote, lesser antiplague, minor elixir of life, graveroot, or lesser juggernaut mutagen.

**Exhume** ♦ (manipulate) **Requirements** The ichor slinger is adjacent to a dead creature that hasn't already been affected by Exhume; **Effect** The ichor slinger harvests portions of the corpse to gain 1 dose of infused reagents, or 2 infused reagents if the creature was undead.

**Force Feed** ♦ **Requirements** The ichor slinger has a creature grabbed or restrained and is holding tomb juice, an alchemical elixir, or an alchemical poison; **Effect** The ichor slinger forces the target to consume the alchemical item.



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## OSSATURES AROUND THE WORLD

Iruxis dwell all over Golarion, and their burial customs vary with the terrain and materials at hand. Ossatures composed of petrified wood, bones, and amber guard the rainforest-dwelling iruxis of Garund and Vudra. The red-sandstone ossatures of Casmaron's badlands follow their nomadic descendants' travels, erupting from the earth at sunset.

# IRUXI OSSATURE

Iruxis, also known as lizardfolk, are surrounded by the spirits of their ancestors—literally, as they honor their dead by incorporating their bones into the architecture of iruxi settlements. Decades of veneration by their descendants have caused primal power to accumulate within these remains. In times of crisis, these earth-encrusted bones reanimate as guardians of last resort. Iruxis often refer to these undead—spirits bathed in starlight animating bone and rock, fueled by the beliefs of the living—as “the twilight guardians.”

Iruxi ossatures usually reanimate spontaneously when a nesting chamber is violated or blood is spilled in an iruxi settlement's main hall. Truly ancient settlements might be blessed with a few ossatures' presence at all times: guarding nurseries, reliquaries, and the sacred observatories where their descendants study the heavens. These particularly hardy ossatures are composed of fossilized bone and possess dinosaur-like shield frills, horns, or spiked tails.

## IRUXI OSSATURE

CREATURE 5

**N** MEDIUM LIZARDFOLK UNDEAD

**Perception** +13; darkvision, lifesense 30 feet (page 213)

**Languages** Draconic, Iruxi, Necril

**Skills** Athletics +12, Intimidation +11, Stealth +13

**Str** +5, **Dex** +2, **Con** +4, **Int** -1, **Wis** +2, **Cha** +0

**AC** 22; **Fort** +15, **Ref** +9, **Will** +13

**HP** 76, twilight spirit; **Immunities** death effects, disease, paralyzed, poison, unconscious

**Twilight Spirit** The faith of its descendants protects the iruxi ossature. It takes no damage from positive or negative energy, and it can be healed by either positive or negative energy.

**Speed** 20 feet, swim 10 feet

**Melee** ♦ jaws +14, **Damage** 2d8+7 piercing

**Melee** ♦ tail +14 (agile), **Damage** 2d6+7 bludgeoning

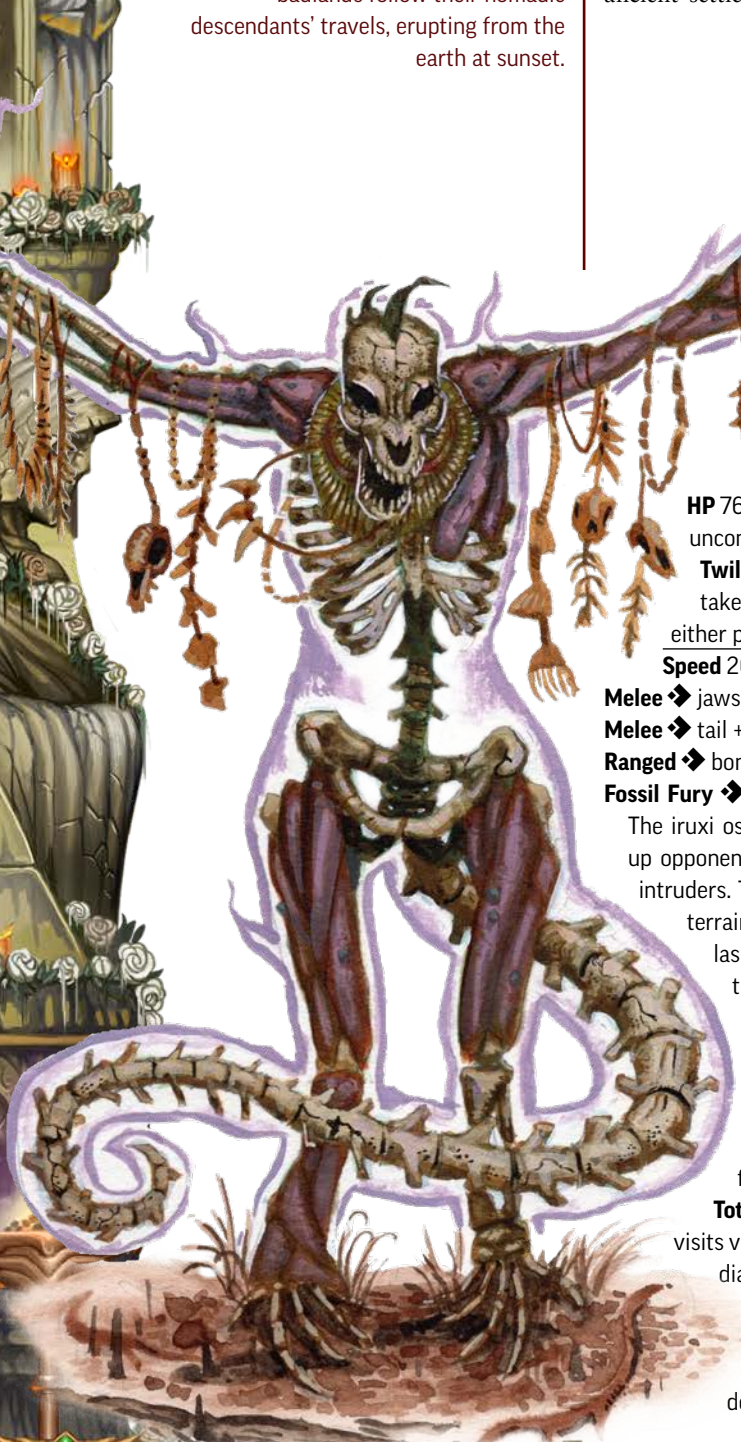
**Ranged** ♦ bone javelin +11 (thrown 30 feet), **Damage** 2d6+7 piercing

**Fossil Fury** ♦♦ (earth, primal, transmutation) **Frequency** once per hour; **Effects**

The iruxi ossature beckons with glowing hands, commanding the earth to trip up opponents and marshaling the bone walls of its protectorate to lash out at intruders. The floor in a 30-foot cone in front of the ossature becomes difficult terrain for 1 minute. Any square of a wall built by iruxis that's in the cone lashes out, with fossilized claws damaging any enemy within 5 feet of the wall. This deals 6d6 piercing damage with a DC 22 basic Reflex save. A creature attempts the save only once, even if adjacent to more than one affected square of the wall. Fossil Fury has no effect on the ossature's allies and never damages iruxi eggs.

**Terrain Advantage** Non-lizardfolk creatures in difficult terrain and non-lizardfolk creatures that are in water and lack a swim Speed are flat-footed to the iruxi ossature.

**Totems of the Past** ♦♦ (enchantment, mental, primal) The iruxi ossature visits visions made of starlight, resembling totemic paintings or constellation diagrams, upon creatures in a 30-foot emanation. Any lizardfolk allies in the area are inspired, gaining a +1 status bonus to attack rolls, and each enemy in the area must succeed at a DC 21 Will save or be dazzled. Both effects last for 1 minute or until the ossature is destroyed, whichever comes first.





# LAST GUARD

Honor and broken oaths bind a last guard to a location they failed to defend in life. There they must keep watch until their duties are fulfilled or they are swayed by a compelling call to war, departing to march to battle.

## LAST GUARD

## CREATURE 20

UNCOMMON LN GARGANTUAN INCORPOREAL SPIRIT TROOP UNDEAD

**Perception** +33; darkvision, lifesense 60 feet

**Languages** Common, Elven, Necril

**Skills** Acrobatics +38, Stealth +38, Warfare Lore +35

**Str** -5, **Dex** +10, **Con** +10, **Int** +7, **Wis** +7, **Cha** +6

**Battlefield Bound** Without a call to war, a last guard can stray only a short distance from the location they failed to defend, typically 120 feet. Some last guards are instead bound to a province, kingdom, or nation, rather than a specific location.

**AC** 45; **Fort** +34, **Ref** +36, **Will** +31

**HP** 330, negative healing (page 213), rejuvenation; **Thresholds** 220 (12 squares), 110 (8 squares); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** area damage 20, splash damage 10; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy) When a last guard is destroyed, they re-form after 2d4 days within the location they're bound to, fully healed. A last guard can be permanently destroyed and move on to the afterlife only if they successfully defend the location they're bound to from large-scale attack, or fulfill a call to war.

**Troop Defenses** (page 214)

**Speed** fly 40 feet; troop movement

**Form Up** ♦ The troop chooses one of the squares it currently occupies and redistributes its squares to any configuration in which all squares are contiguous and within 15 feet of the chosen square.

The troop can't share its space with other creatures.

**Frightful Battle Cry** ♦♦ (auditory, divine, emotion, enchantment, fear, mental, sonic) The last guards unleash a soul-shaking bellow in unison. All creatures in a 60-foot cone take 7d6 sonic damage (DC 42 basic Will save). Any creature that fails its save is also frightened 3 (or frightened 4 on a critical failure). If the troop occupies 8 or fewer squares, this area decreases to a 30-foot cone.

**Ghostly Blades** ♦ to ♦♦♦ **Frequency** once per round; **Effect** The last guards engage in a coordinated attack with their spectral curve blades against each enemy within 5 feet (DC 40 basic Reflex save). The damage depends on the number of actions.

- ♦ 1d8+2 slashing and 1d8 negative damage
- ♦♦ 2d8+14 slashing and 2d8 negative damage
- ♦♦♦ 3d8+14 slashing and 3d8 negative damage

**Spectral Charge** ♦♦♦ The last guards charge, swarming through their foes. The troop Flies up to double its Speed, dealing 4d8 negative damage to each creature whose space it moves through (DC 40 basic Reflex save). Any creature that fails its save is also drained 1 (or drained 2 on a critical failure). The troop can affect each creature only once in a single use of Spectral Charge.

**Troop Movement** Whenever the troop Strides, they first Form Up as a free action to condense into a 20-foot-by-20-foot area (minus any missing squares), then move up to their Speed. This works just like a Gargantuan creature moving.



## ARMIES OF LEGEND

Last guards are formed under very specific and tragic circumstances. While this last guard is composed of elves armed with curve blades who failed to defend an elven settlement, last guards can arise from any culture. They most commonly form from the spirits of dwarves, elves, humans, and orcs.



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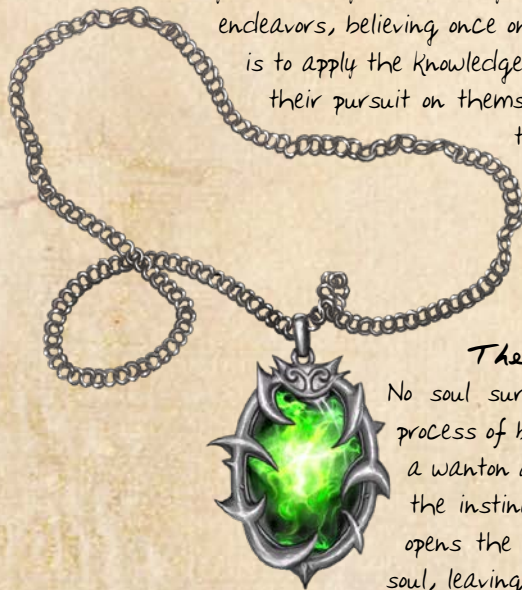
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### APPENDIX



# Immortal Spells of the Lich

Many who study necromancy see the path to lichdom as the inevitable conclusion of their endeavors, believing once one has attained mastery over life and death, all that remains is to apply the knowledge to control one's mortal fate. By practicing the very essence of their pursuit on themselves, they believe they might finally, with their last breath, turn the page to a new, more powerful existence. They hope for a transformation that promises an eternity of time and the chance to harness true power. Rending the soul from the body does not seem so high a price when balanced against such limitless temptation.



## The Ritual

No soul survives the transformation into undeath unscathed, but the process of becoming a lich deserves special consideration, for it is not just a wanton act of self-harm but a moment of narcissism that transcends the instinct of self-preservation. Severing this most vital link, in fact, opens the door to undeath. While lesser animations simply corrupt the soul, leaving a void that can be filled by necromantic energy, the process of becoming a lich is something else entirely, the willful entrapment of the soul, severed from the form.

Once the ritual is complete, the body and soul are held in a suspended state, tethered but kept forever apart. This contradiction gives the lich their power. Both forms are an aberration of the natural order, kept stable only by their bond.

The ritual, in all its specificity, is little more than a lengthy commitment to the cause, a preparation of the soul for its ritualistic tearing from the body, mind, and life thereafter. While most think the ritual to become a lich is different for each person because it must be attuned to their unique body and spirit, I would posit a different explanation. The ritual is unique because it is proof of belief in oneself, in the power one has mastered. Such an offering would, of course, be unique, for each newly risen lich is quite sure that they are the most powerful being to ever exist. Such beliefs do not leave much room for cooperation and conformity. Each must prove to themselves they are the most skilled, the most deserving, the only one worthy of countless lifetimes.

There is an interesting relationship between those who seek out the path of becoming a lich and those with an absolute, often overinflated, sense of their own capabilities. Does the act of becoming a lich distill these traits until they overwhelm all others, or does the process itself only draw upon those who possess the trait?

## Manifestations of Death

The very nature of the lich provides a near limitless wellspring of necromantic power, which can manifest in a variety of ways. Some liches radiate a chilling cold, while others can drain the life force from the living. Perhaps the most common manifestation of their power is the ability to disrupt their victims' souls. Just their touch can cause a discordance leading to a temporary paralysis as the soul tries desperately to reunite with the body. Rare liches can steal thoughts with a touch or pull at the souls of those near them with just their presence.

It seems the only common thread between these various manifestations is that they are reflections of the lich's desires, even if the lich is not entirely conscious of them. Such is the devastation of severing the mind and soul that they draw life, warmth, magic, and even souls into themselves in response. The lich involuntarily reaches out to the whole beings nearby, desperate to try and fix that which can never be mended.



### Soul Cage

The source of a lich's immortality is also their greatest liability, for the soul cannot simply be disposed, tossed away like so much dross. Instead, it must be housed, protected in an ornate prison known as a soul cage. Should either the body or the soul cage be destroyed, the lich is in peril. Unsurprisingly, the location of this forsaken relic is the lich's best kept secret, and woe to those who would trifle with such a thing, without taking the proper precautions against their ire.

The soul cage can take many forms, from a literal cage covered in necromantic runes, to an ornate ring or even a priceless crown. For an object of immense importance to a lich, I have always found it ironic they so often decorate and embellish the container with such riches that no thief or marauding knight would overlook the bauble. Indeed, rare is the lich who understands this failing and thereafter take steps to cloak their most precious vessel in the mundane.

Physically safeguarding the cage is no simple task. Many liches spend years crafting the perfect safehold, surrounded by tireless guardians and deadly traps. The trick is it must be secure but also allow for the soul cage's function. Should the lich's body be destroyed, the soul cage's one power is revealed, as it recreates the lich's body. Such reincorporation occurs in proximity to the soul cage, thus its location must leave room to grow a new body and allow for escape.

### The Long Decline

For a creature defined by meticulous schemes and plans that take centuries to unfold, many liches fail to account for the grand scale of time. Petty thoughts of vengeance are pointless after a generation or two. Schemes of conquest might take only a few decades to reach fruition, but what comes next? Even greater campaigns? Ever broadening power leading to world domination?

Nonsense.

Such grand overreach often leads to a lich's downfall, for many living will not tolerate the rule of the dead. The countless years granted to a lich often go wasted, brooding in dusty crypts between bouts of esoteric research.

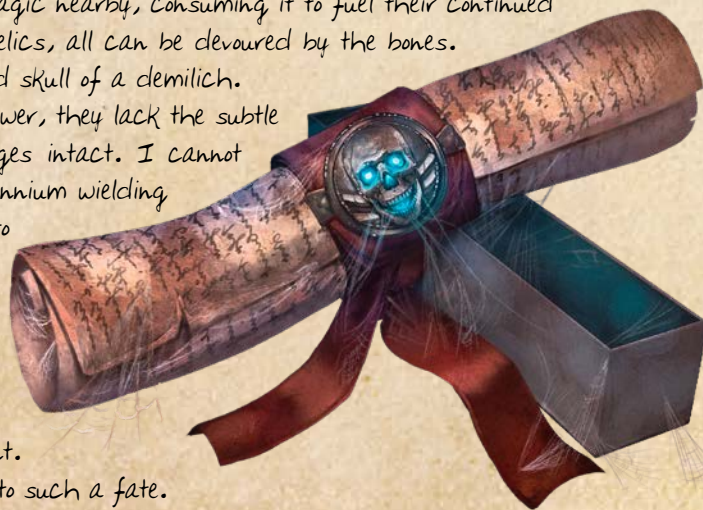
Still, this fate is better than what awaits those liches whose soul cage has been destroyed or lost. While there are tales of those who rebuilt the vile relic and undertake terrifying rituals to locate their soul and once again tether it, most liches who lose their soul cage are either destroyed in a terrific act of vengeance or face an eternity of decay and decline.

Without an anchor for their souls, liches fall into a near endless torpor, their minds untethered, wandering the infinite in search of a solution to their plight. Their bodies crumble away, leaving only a weathered skull inhabited by feral malevolence. The drive for power remains as an echo in these rotten bones, the only motive left to the body bereft of higher forms of reason and contemplation. This seat of terrifying necromancy draws out other magic nearby, consuming it to fuel their continued existence. From simple trinkets to powerful relics, all can be devoured by the bones.

What remains is the jewel and gem-crusted skull of a demilich.

While these demiliches often have great power, they lack the subtle cunning they possessed with their soul cages intact. I cannot think of a worse fate than to spend a millennium wielding unfathomable power, only to be reduced to a reckless monster, bereft of everything you attained over many lifetimes. It must be akin to a rage-filled dream, always lurking at the edges of one's consciousness, threatening to become reality once again should your grip slip for more than a moment.

No wonder so many liches prefer destruction to such a fate.



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## THE WHISPERING WAY

Some believe that undeath is the purest form of existence, free from pain or fear, unshackled from the cycle of life and death. Loosely organized, adherents to this philosophy call it the Whispering Way, and although it may act like a cult in many regards, it has no true leader or structure.

Membership is achieved only by pledging oneself to undeath with the goal of eventually achieving that state through some means or another.

Lichdom is seen as one of the best ways of achieving this, though other means are generally acceptable. Undead who need the living to fuel their unlives generally shun this philosophy, as its true goal of turning all life to undeath runs counter to their needs.

Of all its adherents, the Whispering Tyrant is by far the most famous and successful member, nearly achieving the group's goal before being defeated by a massive alliance of mortal forces.

Now that the Tyrant has returned, those who follow this philosophy are hopeful that their time of ascendancy is finally at hand.

# LICH

A desire to live eternally motivates a spellcaster to become a lich, and necromantic knowledge makes the desire real. The typical lich takes the most direct path, keeping their undead form fairly close to their appearance in life. But undeath can also bring greater freedom for those with a less conventional view of what they can become. The horde lich and runecarved lich reshape themselves entirely. Rules for creating a standard lich from a spellcaster appear on page 220 of the *Bestiary*.


## NEW ALTERNATE LICH ABILITIES


In addition to the alternate abilities found on page 221 of the *Bestiary*, you can use these abilities to create a more unusual lich. Substitute any one of the following abilities for frightful presence, hand of the lich, Drain Soul Cage, or paralyzing touch.

**Animate Cage** The lich has placed their *soul cage* inside an animated object that fights fiercely to defend itself, or at the very least to elude capture. If the lich's body is destroyed, the lich can control this animated object directly, although they can't cast any spells while inside the vessel. The lich's body is often restored inside this object, being ejected from the animated object after 1d10 days in the normal manner for a *soul cage*. The animated object is usually at least 4 levels lower than the lich, but it doesn't engage in combat unless directly threatened or if the lich is in control of it.


**Aura of Rot** (arcane, aura, necromancy) The lich is surrounded by pervasive, supernatural rot. Unattended food and drink within 30 feet of the lich immediately spoils. Anyone attempting to eat or drink within this area must succeed at a DC 5 flat check or become sickened 1 as the sustenance spoils before it can be ingested (ruining potions and other magical food and drink). Ordinary plants that remain within this aura for more than 1 minute wither and begin to die (depending on their size, this might take significantly longer).

**Familiar Soul** The lich has an undead familiar (using the familiar rules from page 217–218 of the *Core Rulebook*, except it's undead instead of an animal). Instead of a traditional *soul cage*, this lich stores their soul in the body of their undead familiar. While doing so makes it significantly more vulnerable, the moment the lich's body is destroyed, it can take over the body of the familiar. After 1 hour, the lich can use this body to cast spells, assuming it has an appendage capable of making somatic components. After 1d10 days, the lich's body reforms as normal.

**Mask Death**  (arcane, transmutation) The lich changes their appearance to look as they did in life. This effect lasts indefinitely, but if the lich takes damage, their rotten flesh beneath becomes visible until this ability is used again.

**Metamagic Alteration**  (concentrate, metamagic) If the lich's next action is to Cast a Spell, they can alter it in one of two ways.

- Increase the range of that spell by 30 feet (giving it a range of 30 feet if it's a touch spell).
- Alternatively, the lich can change the area of the spell if the spell has an area and doesn't have a duration. If the spell is a burst with a radius of at least 10 feet, increase the radius by 5 feet. If it is a line or a cone that has an area of 15 feet or smaller, add 10 feet to the area.

**Pillage Mind**  (arcane, divination, mental) **Trigger** The lich deals damage with their hand Strike; **Effect** The lich pulls a memory or thought from the target's mind. The lich Recalls Information with a skill of their choice, using the target's bonus with the skill instead of their own. If there's a very specific piece of information the lich hopes to uncover, and the target knows that information, the target can attempt a Will save to keep it secret. On a critical success, the target can give the lich faulty information instead.





**Steal Soul** ⤴ (arcane, evil, necromancy) **Trigger** A creature dies within 30 feet of the lich; **Effect** The creature must attempt one final Fortitude save. On a failure, the lich siphons the soul from the dying creature, storing it in a black mote of energy that orbits the lich's skull. The creature can't be brought back from the dead while its soul is trapped in this way. Once per day, as a single action, the lich can consume a mote to heal a number of Hit Points equal to double the soul's level. This utterly destroys the soul, making the creature impossible to bring back to life without a *wish*, *miracle*, or similar magic. The lich can have a number of motes orbiting them equal to their Charisma modifier (to a minimum of one mote); if the lich gains an additional mote, the oldest one is released, its soul free to travel to the afterlife.

**Unholy Touch** The lich's touch is suffused with evil, dealing evil damage instead of negative. On a critical hit, the target also takes persistent evil damage equal to half the lich's level.

### HORDE LICH

At first glance, a horde lich looks like a skeleton packed with too many bones. In combat, the true purpose of these extra parts becomes clear as limbs peel off, expanding and reassembling into another nimble skeletal form. Regardless of the number, the single lich mind controls them all, and if any of them survive an encounter, they can rebuild the whole given enough time and raw materials.

### HORDE LICH

### CREATURE 15

RARE NE MEDIUM UNDEAD

**Perception** +25; darkvision

**Languages** Abyssal, Aklo, Common, Draconic, Dwarven, Infernal, Jotun, Necril, Undercommon

**Skills** Acrobatics +27, Arcana +31, Crafting +29 (can craft magic items), Deception+27, Intimidation +27, Religion +25, Stealth +27, Thievery +27

**Str** +2, **Dex** +6, **Con** +0, **Int** +8, **Wis** +4, **Cha** +6

**Items** *scroll of teleport*, *wand of dispel magic* (6th)

**AC** 35; **Fort** +21, **Ref** +27, **Will** +27; +1 status to all saves vs. positive

**HP** 250, negative healing (page 213), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistance** cold 10, physical 10 (except magic bludgeoning)

**Rejuvenation** (arcane, necromancy) When a lich is destroyed, their soul immediately transfers to their *soul cage*. A lich can be permanently destroyed only if their *soul cage* is found and destroyed.

**Shatter Block** ⤴ **Trigger** A creature scores a critical hit on the horde lich;

**Requirements** The horde lich has at least one servitor attached (see Servitor Assembly); **Effect** The critical hit is a normal hit instead. One of the horde lich's servitors detaches from them and is placed in an open, adjacent space, prone. The servitor takes the damage from the triggering attack.

**Speed** 25 feet

**Melee** ✦ hand +27 (finesse, magical), **Damage** 5d8 negative

**Arcane Prepared Spells** DC 39, attack +31; **8th** *horrid wilting*, *power word stun*, *uncontrollable dance*; **7th** *power word blind*, *project image*, *spell turning*, *true target*; **6th** *disintegrate*, *feblemind*, *repulsion*, *true seeing*; **5th** *command*, *cone of cold*, *crushing despair*, *hallucination*; **4th** *confusion*, *fly*, *freedom of movement*, *veil*; **3rd** *haste*, *paralyze*, *slow*, *stinking cloud*; **2nd** *hideous laughter*, *invisibility*, *mirror image* (×2); **1st** *alarm*, *command*, *illusory disguise*, *unseen servant*;

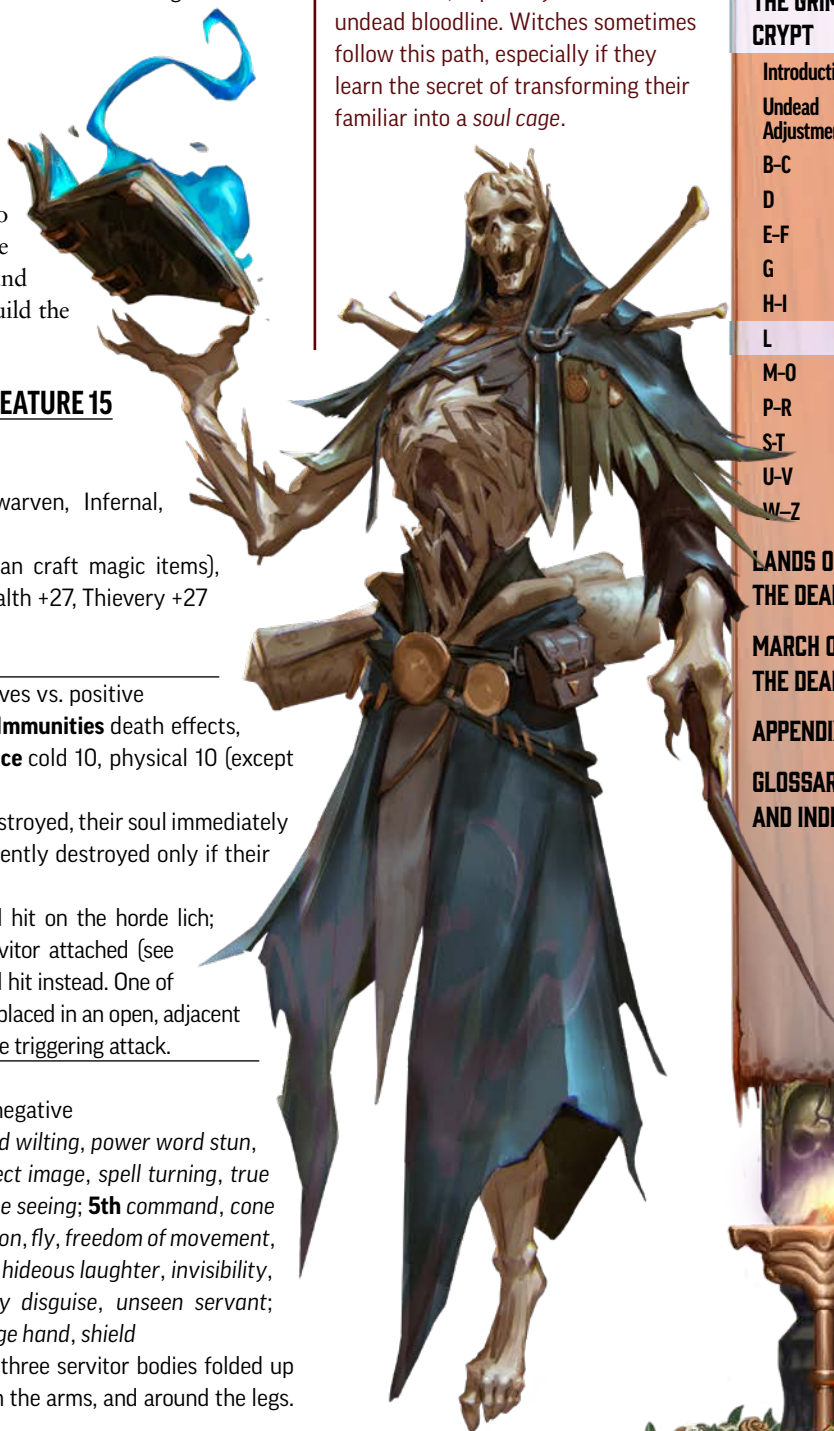
**Cantrips (8th)** *daze*, *detect magic*, *electric arc*, *mage hand*, *shield*

**Servitor Assembly** ✦ (manipulate) A horde lich has three servitor bodies folded up and attached to themself, usually in the ribcage, on the arms, and around the legs.



### LESS COMMON LICHES

Most who seek this form of unlife are powerful arcane spellcasters—wizards in particular. Clerics and druids almost never seek lichdom. Bards are less rare, due to their inquisitive nature and exploration of the occult. Some sorcerers seek out lichdom, especially those of the undead bloodline. Witches sometimes follow this path, especially if they learn the secret of transforming their familiar into a *soul cage*.







## THE RITUAL

The ritual to become a lich is unique to each character, but they frequently have similar elements. The ritual is at least 6th level, but it's always heightened to as high a level as possible for the primary caster. The skill check is tied to the primary caster's tradition (Arcana for arcane, Nature for primal, Occult for occult, and Religion for divine), and the caster must be a master in that skill to attempt this ritual. Secondary casters are rarely required. Before starting the ritual, the caster must construct the *soul cage*, which costs a minimum of 100 gp per level of the caster (often more) and a Crafting check with a hard DC for the caster's level.

Aside from these base requirements, the ritual also has at least three unique requirements. The first is a significant sacrifice crucial to the life and experiences of the primary caster. The second is a source of great power related to the caster's tradition, to be consumed during the ritual. The third is a poignant means to end the primary caster's life, consumed in the closing seconds of the ritual. If any of these are absent, or improperly performed, it reduces the degree of success for the primary caster's skill check to complete the ritual by one level for each missing requirement. Each of these should be difficult to obtain, requiring a significant quest or great personal sacrifice.

The lich detaches one of these servitors and places it in any open, adjacent space. The lich can alternatively take this action to reattach an adjacent servitor.

The lich and their servitors share actions and Hit Points, and the servitors use the same statistics as the lich. Spells and effects that target the lich or their servitors affect all of them equally, but they're still treated as just one creature when targeted by spells and attacks. The horde lich attempts only one save against such effects, but they take a -2 circumstance penalty to defend against effects that target both the lich and one or more detached servitors. Whenever the horde lich Casts a Spell, they can choose to have the spell originate from themselves or from any one of their detached servitors. If the horde lich is destroyed, all attached servitors are destroyed as well. If a servitor is dealt a critical hit, it's destroyed (and the horde lich takes the damage as normal).

**Servitor Attack** ◆◆ (concentrate) Each of the horde lich's detached servitors Strike, with a -2 circumstance penalty on the attack roll. Each of these Strikes counts toward the lich's multiple attack penalty, but the penalty doesn't increase until after all the attacks.

**Servitor Lunge** ◆◆ **Requirements** The horde lich's last action was a critical hit with a melee Strike, and the horde lich has at least one servitor attached; **Effect** One of the lich's attached servitors detaches adjacent to the target, and the target is grabbed by that servitor.

**Servitor Realignment** ◆◆ (concentrate) Each of the horde lich's detached servitors can either Interact or take a basic action with the move trait. The lich chooses which action each of them takes.

**Steady Spellcasting** If a reaction would disrupt the horde lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

## CREATING A HORDE LICH

A horde lich trades frightful presence, Drain Soul Cage, and paralyzing touch for the servitor abilities listed above and the Shatter Block reaction.

## RUNECARVED LICH

In their relentless pursuit of more magical might, some liches use their rotting forms to hold magical secrets, hiding precious tomes in their ribcage, inscribing formulas on their withered flesh, even replacing some bones with powerful magical items. The process is painstaking, as the *soul cage* tries to repair any damage caused by such alterations.

## RUNECARVED LICH

CREATURE 19

RARE NE MEDIUM UNDEAD

**Perception** +32; darkvision

**Languages** Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Necril, Undercommon

**Skills** Arcana +34, Crafting +38 (can craft magic items), Deception +35, Diplomacy +35, Intimidation +37, Occultism +36, Religion +34, Stealth +33

**Str** +5, **Dex** +6, **Con** +4, **Int** +7, **Wis** +7, **Cha** +10

**Items** +2 greater striking grievous battle axe, wand of manifold missiles (7th), wand of wall of force

**Stored Items** The runecarved lich can store items inside its body, as detailed below. The lich can Interact to remove or store an item. If the lich's body is destroyed, any stored items appear among their bones.

- **Arm Wands** (extradimensional) The runecarved lich can store up to two wands in the radius and ulna of one of their arms. These wands can be used as if wielded, and they can't be disarmed. If an arm wand is overcharged, the lich takes 20 damage if the wand is broken or 40 if it's destroyed.
- **Spell Tome** A runecarved lich has a carefully crafted tome, filled with magical power, placed inside their ribcage. This tome can hold up to three spells stolen by the Spellstealing Counter ability.





**CORRUPTED TRANSFORMATION**

A failed ritual to become a lich usually results in a painful death, but things can go worse. Potential corruptions include losing all spellcasting ability, an inferior *soul cage* that takes 1 damage each day as it slowly degenerates, or a delay (typically 1d4 years) before the lich rises as undead.

- **Stored Weapon** (extradimensional) The lich can store a single one-handed weapon of 1 Bulk or less, linked to special runes carved into the bones of one of the lich's arms. This runecarved lich has the battle axe listed in its items, but a different individual might have a different weapon. A weapon the lich wields deals additional damage equal to half the number of dice from its hand attack.

**AC** 42; **Fort** +27, **Ref** +33, **Will** +36; +1 status to all saves vs. positive

**HP** 330, negative healing (page 213), rejuvenation (as horde lich); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistance** cold 10, physical 10 (except magic bludgeoning)

**Frightful Presence** (aura, emotion, fear, mental) 60 feet, DC 38 (page 212)

**Spellstealing Counter** ⤴ (abjuration, occult) **Trigger** A creature the lich can see Casts a Spell; **Requirements** The runecarved lich has fewer than three spells stored in its spell tome; **Effect** The lich expends a spell slot of the same level as the spell being cast to counter the triggering creature's casting. The runecarved lich loses their spell slot as if they'd cast the triggering spell. The lich then attempts to counteract the triggering spell (counteract modifier +35). If successful, the spell is countered and added to the runecarved lich's spell tome.

**Speed** 25 feet

**Melee** ⚔ battle axe +34 (magical, sweep), **Damage** 3d8+13 slashing plus 3d8 negative

**Melee** ⚔ hand +31 (finesse, magical), **Damage** 6d8 negative

**Occult Spontaneous Spells** DC 45, attack +37; **9th** (3 slots) *overwhelming presence, telepathic demand, wail of the banshee*; **8th** (3 slots) *disappearance, maze, mind blank*; **7th** (3 slots) *duplicate foe, energy aegis, paralyze*; **6th** (3 slots) *spellwrack, spirit blast, teleport*; **5th** (3 slots) *black tentacles, false vision, prying eye*; **4th** (3 slots) *confusion, dimension door, fly*; **3rd** (3 slots) *hypercognition, mind reading, slow*; **2nd** (3 slots) *death knell, mirror image, see invisibility*; **1st** (3 slots) *alarm, illusory disguise, unseen servant*; **Cantrips (9th)** *daze, detect magic, ghost sound, mage hand, prestidigitation*

**Consult the Text** ⤴ (manipulate) **Frequency** once per day; **Effect** The runecarved lich causes the pages of their spell tome to flip open, revealing an occult spell of 9th level or lower of their choice. For the remainder of the day, the lich can cast that spell as if it were one of their spells known for every level from its base level up to 9th.

**Drain Spell Tome** ⚡ **Effect** The lich draws upon the magic stored in their spell tome to cast one of the spells they've countered. This spell is the same level as the one countered, but it uses the runecarved lich's spell DC and spell attack. Casting a spell in this way removes it from the spell tome.

**Steady Spellcasting** If a reaction would disrupt the runecarved lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

**Summon Weapon** ⚡ **Requirements** The lich has a stored weapon in its arm and has that hand free; **Effect** The runecarved lich summons its stored weapon into that arm's hand.

**CREATING A RUNECARVED LICH**

A runecarved lich trades Drain Soul Cage and paralyzing touch for the arm wands and summon weapon abilities. The spell tome and related abilities are acquired by giving up one spell slot of each level they can cast. Some runecarved liches might have other special abilities instead, placing *aeon stones* in empty eye sockets, reinforcing themselves with armor plates bearing powerful runes, or even creating reservoirs filled with alchemical poisons or bombs that pose little danger to the lich but are deadly to those who strike too hard with a bludgeoning attack.







## TO CURSE A CORPSE

A little man in the woods usually begins undeath with nothing, his possessions having been taken, lost, or destroyed. Over his miserable existence, a little man in the woods seizes the possessions of those he kills, so the corpses retain nothing to link them to their past lives. He takes items he finds useful and abandons the rest, perhaps burying them in the earth, tossing them in water, or otherwise removing the items from the area around the corpses he hopes to curse. Thus, even if the corpses he tends are discovered, returning each one home for appropriate funerary rites is a challenging task.

# LITTLE MAN IN THE WOODS

A murdered man left unburied in the wilds might return as a being called a “little man in the woods,” his decayed corpse shriveling until it shrinks to the size of a child. Denied the respect of a burial that would smooth his spirit’s transition to the afterlife, he is unable to leave the mortal plane and enter the realm of the spirits. Forgotten, lost, and miserable, suffering from unbearable hunger and cold, the little man in the woods is desperate to return to his mortal home and be laid to rest properly.

Despite his understandable motives, the little man in the woods has degenerated into a foul, twisted creature. He deceives travelers with plaintive cries then begs them to lead him to a home he barely recalls. He strangles all who can’t or won’t aid him, including those who lead him to the wrong home or otherwise delay his journey.

The little man in the woods lays his victims’ bodies out in the wilds, leaving the corpse unburied and exposed. He guards these rotting corpses over years as they shrivel and decay, until each one rises as another little man in the woods. Like any of the actions he has been compelled to perform, creating more of his kind brings the little man in the woods no pleasure.

## LITTLE MAN IN THE WOODS

CREATURE 6

RARE CE SMALL UNDEAD

**Perception** +12; darkvision

**Languages** Common, Necril, one additional language

**Skills** Acrobatics +14, Athletics +14 (+16 to Grapple), Deception +14, Stealth +16

**Str** +4, **Dex** +5, **Con** +3, **Int** +1, **Wis** +2, **Cha** +4

**Items** +1 shortbow

**Voice Imitation** A little man in the woods can mimic the sounds of a person in distress by attempting a Deception check to Lie. The little man in the woods has a +4 circumstance bonus to this check.

**AC** 24; **Fort** +13, **Ref** +17, **Will** +12

**HP** 95, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Speed** 25 feet

**Melee** ♦ fist +17 (finesse, nonlethal), **Damage** 2d6+7 bludgeoning plus Grab (page 212)

**Ranged** ♦ shortbow +18 (deadly d10, magical, range increment 60 feet), **Damage** 1d6+3 piercing

**Adopt Guise** ♦♦ (illusion, mental, occult) Playing on the expectations of surrounding creatures, the little man in the woods adopts the guise of a Small or Medium living person that matches the voice he imitates. This guise is subjective and entirely in the mind of each creature around him.

A creature that doesn’t believe the little man in the woods’ voice imitation sees the little man in the woods as he truly is and isn’t fooled by Adopt Guise.

**Strangle** ♦ **Requirements** The little man in the woods has a creature grabbed or restrained; **Effect** The little man in the woods tightens his grip around the creature’s neck, extending the Grab, dealing 2d6+3 bludgeoning damage with a DC 24 basic Fortitude save, and strangling the creature for as long as it remains grabbed or restrained. A strangled creature can’t speak, which prevents it from casting spells with a verbal component or activating items with a command component. The strangled creature must hold its breath or start suffocating (Core Rulebook 478).



# LLORONA

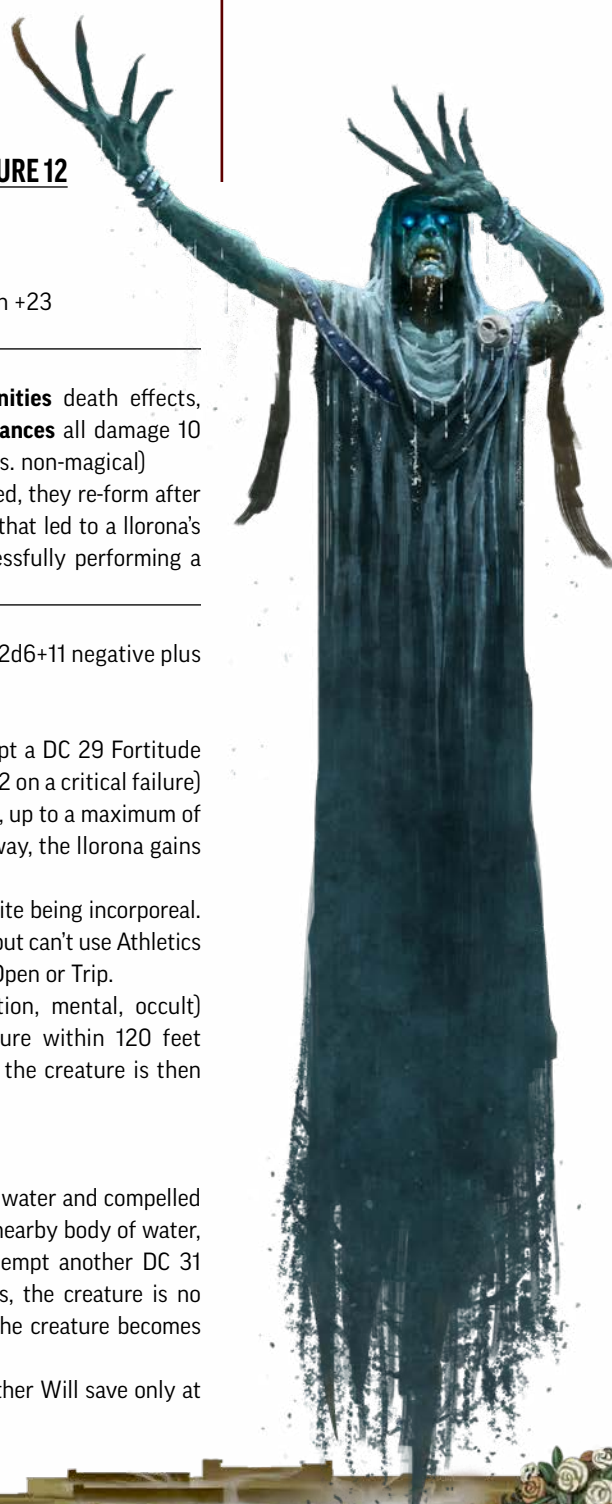
Vengeful spirits called lloronas arise from people who died overcome with the grief and shame that comes with the tragic drowning of a child. In life, a llorona may have contributed to the child's death or simply lost the child to a horrible accident. In death, a llorona's pain manifests as a malevolent desire to drown others, imparting the same grief that they share with the person's loved ones. To this end, lloronas remain along riversides and other bodies of water in hopes of drawing their next victim and compelling them to drown themselves.

Lloronas look much like they did in life, except they wear elegant funeral attire in undeath. Though stories typically describe lloronas as women, reports from seasoned adventurers include accounts of lloronas appearing as different genders and with a variety of appearances.



## GHOST STORIES

Stories about lloronas are common in settlements near rivers, lakes, and the sea. These stories are typically aimed at children, intending to keep them from staying out late or venturing near waterways alone.



## LLORONA

## CREATURE 12

NE MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +20; darkvision

**Languages** Common

**Skills** Athletics +23, Deception +25, Intimidation +23, Stealth +23

**Str** -5, **Dex** +7, **Con** +1, **Int** +2, **Wis** +2, **Cha** +5

**AC** 32; **Fort** +19, **Ref** +23, **Will** +20

**HP** 165, negative healing (page 213), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Rejuvenation** (divine, necromancy) When a llorona is destroyed, they re-form after 1d6 days at the site of their death. Resolving the injustice that led to a llorona's death puts them to rest permanently. Alternatively, successfully performing a *consecrate* ritual at the site prevents them from re-forming.

**Speed** fly 60 feet

**Melee** ♦ ghostly hand +25 (agile, finesse, magical), **Damage** 2d6+11 negative plus funereal touch and Grab (page 212)

**Constrict** ♦ 2d6+12 negative, DC 31 (page 212)

**Funereal Touch** A creature touched by a llorona must attempt a DC 29 Fortitude save. On a failure, the creature becomes drained 1 (drained 2 on a critical failure) or increases their drained value by 1 (2 on a critical failure), up to a maximum of drained 4. Every time a creature becomes drained in this way, the llorona gains 10 temporary Hit Points for 1 hour.

**Ghostly Grasp** A llorona can Grapple corporeal creatures despite being incorporeal. The llorona uses their Athletics check to Grapple as normal but can't use Athletics for other actions that require corporeal contact, like Force Open or Trip.

**Wail** ♦♦ (auditory, concentrate, enchantment, incapacitation, mental, occult) The llorona unleashes a somber wail. Each living creature within 120 feet must attempt a DC 31 Will save. Regardless of its result, the creature is then temporarily immune for 24 hours.

**Critical Success** The creature is unaffected.

**Success** The creature is stunned 1.

**Failure** The creature is fascinated with the nearest body of water and compelled to move toward the water and drown itself. If there's no nearby body of water, the creature instead remains still. The creature can attempt another DC 31 Will save at the end of each of its turns. On a success, the creature is no longer fascinated. Once the fascinated condition ends, the creature becomes stunned 1.

**Critical Failure** As failure, except the creature receives another Will save only at the end of a round in which it's submerged in water.

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## FUN AND GAMES

Many mortics favor games to pass the time. Jitterbones compete in community “bone churns” to see who can contort themselves into the most awkward shapes or fit through the smallest spaces. Shaderns enjoy “burn-scream,” a deadly game pitting contenders against one another to see who makes the funniest sounds while being immolated. Relictners coax passersby into visiting their homes before they hunt their victims through a gauntlet of traps.

# MORTIC

Mortics are humanoids overwhelmed by negative energy who tenaciously cling to life, straddling the line between living and dead. Other mortics can be found in *Bestiary 3* (pages 174–177).

## SHADERN

Goblin mortics have blackened, charred flesh and smoldering burns all over their body, as if they’d been burned alive. They are highly flammable but inured to the pain, and they enjoy lighting themselves (and everything else) on fire.

### SHADERN IMMOLATOR

**CREATURE 1**

RARE CE SMALL FIRE GOBLIN HUMANOID MORTIC

**Perception** +5; darkvision, smoke vision

**Languages** Common, Goblin, Necril

**Skills** Acrobatics +7, Athletics +5, Stealth +7, Survival +3

**Str** +2, **Dex** +4, **Con** +3, **Int** -1, **Wis** +0, **Cha** +1

**Smoke Vision** The shadern ignores the concealed condition from smoke.

**AC** 15; **Fort** +6, **Ref** +9, **Will** +3

**HP** 21, negative healing (page 213); **Immunities** fire

**Consecration Vulnerability** A shadern in a place of worship dedicated to a non-evil deity or on sacred ground, such as an area blessed by *sanctified ground*, is slowed 1.

**Speed** 25 feet

**Melee** ♦ fist +9 (agile, finesse, unarmed), **Damage** 1d4+2 bludgeoning plus 1 fire and smoldering fist

**Death Gasp** ♦♦ (divine, necromancy) The shadern draws in a deep breath and holds it, temporarily suspending their biological processes and becoming undead. The shadern gains the undead trait and becomes immune to bleed, death effects, disease, paralyzed, poison, and sleep. Any such effects the shadern is currently inflicted with are suspended but take effect again once they take a breath.

Death Gasp lasts as long as the shadern holds their breath (up to 8 rounds; *Core Rulebook* 478).

**Exhale** ♦♦♦ (divine, evocation, fire) The shadern exhales a cloud of thick smoke in a 10-foot burst centered on them. The cloud remains in place for 1d4 rounds. All creatures within the smoke become concealed, and all creatures outside the smoke become concealed to creatures within it. Exhaling ends Death Gasp, as the shadern ceases holding their breath.

**Smoldering Fist** On a critical hit, the shadern immolator’s fist Strike also deals 1d4 persistent fire damage.

## JITTERBONE

Aptly named jitterbones, halfling mortics are capable of controlling the density and rigidity of their skeletal structure. When relaxed, they have elongated, rubbery limbs. When they harden their bones, they become difficult to harm and bony spikes jut from their flesh.

### JITTERBONE CONTORTIONIST

**CREATURE 4**

RARE CN SMALL HALFLING HUMANOID MORTIC

**Perception** +10; darkvision

**Languages** Common, Halfling, Necril

**Skills** Acrobatics +12, Athletics +10, Deception +9, Stealth +12

**Str** +2, **Dex** +4, **Con** +3, **Int** +0, **Wis** +1, **Cha** +1

**AC** 20; **Fort** +10, **Ref** +14, **Will** +10

**HP** 56, negative healing (page 213); **Resistances** see Osseous Defense





**Consecration Vulnerability** As shadern immolator.

**Speed** 25 feet; compression

**Melee** ♦ fist +14 (agile, finesse, nonlethal, unarmed), **Damage** 2d6+2 bludgeoning

**Compression** The jitterbone can move through a gap at least 6 inches wide without Squeezing and can Squeeze through a gap at least 2 inches wide. When the jitterbone successfully Squeezes, they move through the tight space at full Speed. Narrow confines aren't difficult terrain for a jitterbone.

**Death Gasp** ♦ (divine, necromancy) As shadern immolator, except up to 8 rounds.

**Osseous Defense** ♦ (divine, transmutation) The jitterbone elongates their bones, causing jagged bone spikes to protrude from their skin. While Osseous Defense is active, the jitterbone can make bone spike and bone dart Strikes (see below) and gains resistance 5 to piercing damage and slashing damage. The jitterbone loses Compression while their Osseous Defense is active. The jitterbone can end Osseous Defense as a single action, retracting their bones back into their body.

**Melee** ♦ bone spike +14 (finesse), **Damage** 2d8+2 piercing plus 1d6 persistent bleed

**Ranged** ♦ bone dart +14 (agile, thrown 20 feet), **Damage** 2d6+2 piercing

## RELICTNER

Regardless of age, relictners look like ancient dwarves with deep wrinkles, sparse white hair, and decrepit forms. As their bodies degrade, so too do their surroundings, with even the finest architecture crumbling to ruins.

### RELICTNER ERODER

### CREATURE 12

RARE LE MEDIUM DWARF HUMANOID MORTIC

**Perception** +23; darkvision, lair sense

**Languages** Common, Dwarven, Necril

**Skills** Athletics +25, Crafting +22, Intimidation +19, Survival +23, Thievery +20

**Str** +7, **Dex** +2, **Con** +7, **Int** +4, **Wis** +5, **Cha** +1

**Items** broken chain mail, broken dwarven war axe

**Lair Sense** (detection, divination, divine) The relictner bonds with a single structure they consider their lair, such as a house, temple, or ruin. A relictner is aware of any creature that enters the lair, and the direction and approximate distance to the creature. If the lair is destroyed, the relictner can bond with a new lair by residing within a structure they own or claim for 1 week.

**AC** 32; **Fort** +25, **Ref** +18, **Will** +21

**HP** 265, negative healing (page 213)

**Consecration Vulnerability** As shadern immolator.

**Weathering Aura** (aura, divine, transmutation) 60 feet. The relictner radiates an aura of degradation. All objects in the area have their Hardness reduced by 10, to a minimum of 0, for as long as they remain in the aura and for 1 round after leaving it. The relictner can't deactivate this aura.

**Speed** 20 feet

**Melee** ♦ eroding touch +26 (unarmed), **Damage** 3d12+10 acid

**Ranged** ♦ targeted collapse +21 (trip, versatile piercing), **Damage** 3d10+3 bludgeoning

**Crumble** ♦♦ (divine, transmutation) The relictner erodes an object within 30 feet, dealing 3d10 bludgeoning damage to it, with a DC 31 basic Reflex save if the object is attended.

**Death Gasp** ♦ (divine, necromancy) As shadern immolator, except up to 12 rounds.

**Demolition** ♦♦♦ (divine, evocation) The relictner bellows in fury, causing the surrounding structure to collapse. All creatures in a 30-foot emanation take 8d10 bludgeoning damage from falling debris (DC 31 basic Reflex save). A creature that fails its save is knocked prone. The area becomes difficult terrain. The relictner can't use Demolition again for 1d4 rounds.



## HOME SWEET HOME

Shaderns are typically found in Belkzen, Oprak, and Isger, living among goblin tribes. Jitterbones are common in the River Kingdoms and Ustalav, living in rural, all-jitterbone communities. Relictners are widely spread, for they live individually and build their lairs near trade routes, fabled ruins, and other storied locales. They avoid dwarves and refuse to enter the Five Kings Mountains.

Most mortics were created inadvertently by the rise of the Whispering Tyrant—either by the *Radiant Fire* or through the corruption spreading from the Gravelands and Isle of Terror.





# Mummies, Bound for the Beyond

While humans wish to take credit for the great achievement that is the mummy, praise must go to two of our greatest enemies and rivals: nature and time. Long before we developed techniques to preserve a body by painstakingly removing its organs and treating the remains with desiccants, nature found ways to preserve unfortunate travelers and beasts through intense desert heat and wind. Sucking those unfortunates dry of their life-giving moisture, it was nature and time that created our first mummies.

## Perfecting a Mummy

With nature providing the starting point, humans began experimenting with methods to preserve our dead. At first, the practice stemmed from a desire of the living, bereaved to keep their loved ones with them a while longer. To have that tangible reminder of who the departed were. The better preserved, the better they could maintain the illusion that part of their loved one was still with them.

Determining the most effective mummification techniques required a series of trials and errors. Remove the moisture from a body, yes, but how to prevent rot in places you could not easily reach? And what about pests? I'll elide the process details, given the many treatises on various mummification processes, from what the poor could barely afford, to the opulence of the rich, canopic jars and all. Almost all involve liquefying brain matter and rinsing the cranial cavity. Opening up the abdomen through the flank and removing the organs. Rinsing the cavity with herb infused wine, and then filling it with spices. Placing the body in natron for a long period to absorb moisture. The finishing touch, washing and wrapping the body in bandages treated with herbs and minerals to prevent decay.

## Toward Unlife

Mummification, already filled with rituals, was a beautiful base for the next step: unlife. Those intending





to create a fierce and focused mummy protector tend to start the process before their subject is even dead. While time intensive, the results speak for themselves. Generally, the procedure starts with ritualistic starvation and the forced ingestion of spices, toxins, and preserving agents that all aid in the desiccation of flesh. When close to death, the subject's abdomen is opened, and the organs and entrails removed. The longer the subject is alive for this, the better. Some masters of the art can keep their subject alive even up to the point where the abdomen is filled with herbs and sewn closed again. The agony of the ritual binds the soul more strongly to the body, subsuming free thought under eternal pain. Finally, the body is laid in a coffin infused with necromantic magic to give it a place to await its final duties.

Of course, the process can be performed on one who is already deceased, but dead subjects produce inferior results, hardly worth the investment of time. For large-scale armies and workforces, a lesser investment in skeletons and zombies remains the most practical course. Mummies fit best in roles as bodyguards for tombs, vaults, and other quiet places.

### *Mummies and Memory*

Those undergoing mummification unwillingly often have their memories fragmented, their minds distorted. This makes them excellent guardians, which is what most people use them for. These fragmented, distorted versions of their minds fuel their undead anger. This burning rage only intensifies over the centuries of waiting within a crypt, and thus when these mummies are freed, they stop at nothing in pursuit of glorious slaughter. Yet some of this loss is lamentable. Finding a way to preserve certain memories could create a guardian both motivated and skilled.

Those undergoing the process voluntarily usually do this to escape death and the consequences of an afterlife (or, rarely, to increase their power). They often retain complete clarity of mind and much of their previous magical abilities. Those abilities tied to the magic of life diminish or vanish altogether. Those tied to the magic of death, however, only increase. Some even develop completely new magical powers, which should be studied further.

Mummies almost universally possess a strong, deadly aura. The way the creature died seems to influence the effect. The pain and misery the creature was subject to in death projects outward.

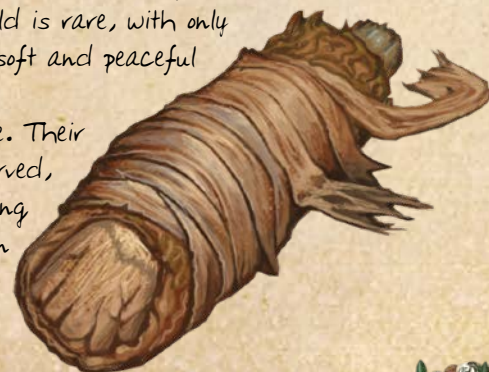
### *Spontaneous Mummies*

There are tales of rulers so powerful that upon death they immediately return as mummies, but I hold little stock in such stories. Generally, such a death needs to evoke strong emotion to serve as a catalyst for a creature's transformation into undeath. Very few people possess the strength of personality to return of their own volition. Most likely these rulers had already started the journey toward undeath on their own, and their deaths were a timely coincidence accelerating an extant process.

But those fallen prey to the power of nature, or deliberately sacrificed to it, can rise again after nature has taken its course. Those taken by the desert rise on occasion, but much less than expected from a painful death by the sun's punishing rays. Perhaps those traveling the deserts are more accepting of the risk, and those sacrificed to the sun more placid about their fate?

The cold yields us the fewest subjects. Mummification by cold is rare, with only a few subjects known to me. Perhaps the death by cold is too soft and peaceful to invoke the soul's wrath.

Now, the bog mummy and its ilk present an interesting case. Their preservation clearly leaves them inferior to those deliberately preserved, but while I would not call them true mummies, they wield interesting powers derived from their death. Those risen from bogs have often been sacrificed or murdered, more evidence that strong and sudden emotion are intricately tied to undeath.



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## MUMMIFICATION PRACTICE

Neophytes to mummification typically apprentice to a morgue specializing in the process. Apprenticeships can last several years. Generally, the first mummies one produces are animals, usually of inferior quality. Those who become skilled remain rare enough to be a strategic resource and could be abducted, coerced, or bribed to change their allegiance or sabotage the mummification of their masters.

# MUMMY

The versatility of mummification allows the creation of mummies through a wide range of methods—nature, ritual, alchemy, and combinations of all these.

## MUMMIFIED CAT

Some of the wealthy have their favored pets mummified or wish to use the animal's fractured memories but strong instincts and natural weapons to turn them into formidable tomb guardians. No other animal was so trusted in the afterlife as felines, who were almost without exception buried alongside deceased pharaohs. Though small in stature, a cloader of mummified cats has ended the life of many a would-be tomb robber.

### MUMMIFIED CAT

CREATURE 0

NE TINY MUMMY UNDEAD

**Perception** +7; darkvision, scent (imprecise) 30 feet

**Skills** Acrobatics +4, Athletics +5, Stealth +9

**Str** +1, **Dex** +0, **Con** +2, **Int** -4, **Wis** +3, **Cha** -2

**AC** 15; **Fort** +8, **Ref** +4, **Will** +7

**HP** 17, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 2

**Aura of Repose** (aura, divine, necromancy) 60 feet. Corpses within the aura don't decay. This aura also attempts to counteract any effect that would transform a creature in the aura into undead (counteract level 2, counteract modifier +5).

**Speed** 25 feet, climb 15 feet

**Melee** ♦ jaws +8 (reach 0 feet), **Damage** 1d6+1 piercing

**Melee** ♦ claw +8 (agile, reach 0 feet), **Damage** 1d4+1 piercing

**Divine Innate Spells** DC 15; **1st** *fear*

**Pounce** ♦ The mummified cat Strides and makes a Strike at the end of its movement. If the mummified cat began this action hidden, it remains hidden until after this ability's Strike.

**Sneak Attack** The mummified cat deals an additional 1d4 precision damage to flat-footed creatures.

## DECREPIT MUMMY

If a mummy has been in combat, endured the ravages of time, or been exposed to the elements, it can be so damaged it barely functions. These mummies continue guarding their tombs until they are too broken to even move.

### DECREPIT MUMMY

CREATURE 2

LE MEDIUM MUMMY UNDEAD

**Perception** +10; darkvision

**Languages** Necril, plus any one language they knew while alive

**Skills** Athletics +7, Stealth +9

**Str** +3, **Dex** +1, **Con** -2, **Int** -2, **Wis** +4, **Cha** +2

**AC** 17 (15 when crumbling); **Fort** +6, **Ref** +7, **Will** +10

**HP** 40, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5

**Crumbling Form** A decrepit mummy is barely cohesive. Once a decrepit mummy is reduced to fewer than half their Hit Points, or immediately upon being damaged by a critical hit, they start falling apart, reducing their Armor Class to 15.

**Speed** 20 feet

**Melee** ♦ fist +11, **Damage** 1d8+3 bludgeoning plus lesser mummy rot

**Lesser Mummy Rot** (disease, divine, necromancy, negative) The damage from this disease can't be healed while a creature still has the disease. A creature killed by





lesser mummy rot turns to dust and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 2d6 negative damage and stupefied 1 (1 day)

ICE MUMMY

The cold of high places coupled with strong winds and less oxygen creates an effect that can preserve bodies, mummifying them through natural processes. Many are created deliberately by cults, and a rare few voluntarily transform.

ICE MUMMY

CREATURE 8

UNCOMMON NE MEDIUM COLD MUMMY UNDEAD

**Perception** +16; darkvision, snow vision

**Languages** Common, Necril, plus any two languages they knew while alive

**Skills** Deception +18, Intimidation +16, Occultism +17, Stealth +17

**Str** +5, **Dex** +3, **Con** +2, **Int** +5, **Wis** +4, **Cha** +6

**Items** +1 striking staff

**Snow Vision** The ice mummy ignores the concealed condition from falling snow.

**AC** 26; **Fort** +16, **Ref** +13, **Will** +18

**HP** 130, negative healing (page 213); **Resistances** cold 10;

**Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10

**Great Despair** (aura, emotion, enchantment, fear, incapacitation, mental, occult) 30 feet. Living creatures are frightened 1 while in an ice mummy's great despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave it. When a creature first enters the area, it must succeed at a DC 24 Will save (after taking the penalty from being frightened) or be paralyzed for 1d4 rounds. The creature is then temporarily immune for 24 hours.

**Speed** 20 feet

**Melee** ♦ *staff* +20 (magical, two-hand d8), **Damage** 2d4+7 bludgeoning plus 1d6 cold and cold rot

**Melee** ♦ *fist* +19 (agile, magical), **Damage** 2d6+7 bludgeoning plus 1d6 cold and cold rot

**Channel Rot** (occult, necromancy) The ice mummy can deliver cold rot through melee weapons they wield.

**Cold Rot** (cold, curse, disease, divine, necromancy) This affliction can't be reduced below stage 1, nor can damage from it be healed, until successfully treated with *remove curse* or a similar effect. The affliction can then be removed as normal for a disease. A creature killed by cold rot turns to ice crystals and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 24 Fortitude; **Stage 1** slowed 1 for 1 round, then carrier with no ill effect (1 minute); **Stage 2** 5d6 negative damage plus 2d6 cold damage and stupefied 2 (1 day)

**Frozen Breath** ♦♦ (cold, concentrate, divine, evocation) The ice mummy exhales a 60-foot cone of razor-sharp ice that deals 5d6 cold and 4d6 slashing damage (DC 26 basic Reflex save). The ice mummy can't use Frozen Breath again for 1d4 rounds.

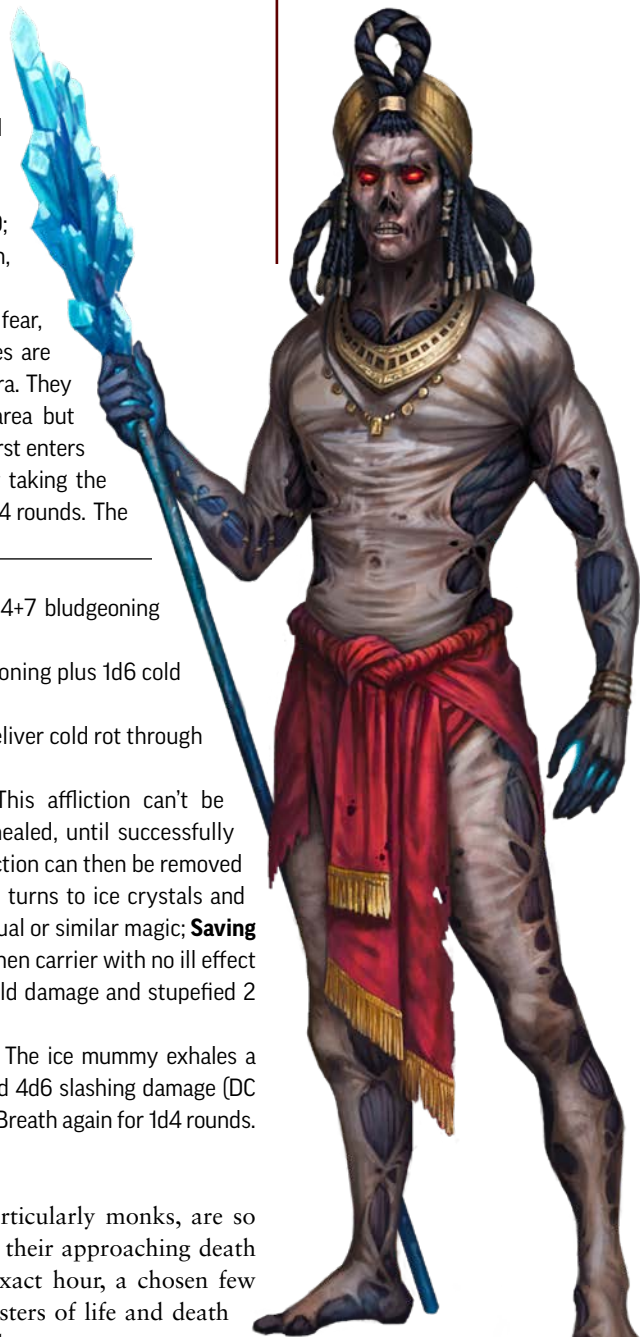
IRORAN MUMMY

Some enlightened members of the Iroran faith, particularly monks, are so aware of their own bodily processes they can sense their approaching death from old age. Pinpointing the occurrence to the exact hour, a chosen few employ a method of self-mummification. These masters of life and death leave behind their bodies to watch over Irori's temples.



FROZEN IN TIME

Cults that prepare ice mummies first dehydrate the victim, then take them to the top of a mountain or glacier for a gruesome ritual. The mummy-to-be is stripped naked and rubbed down with oil and fat infused with herbs. The skin is preserved for magical talismans or clothing. If the victim rises to undeath, it receives its own skin to wear.



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## IRORAN PRESERVATION

Irorans closely guard the process of creating their mummies. I have gleaned that it involves rituals of fasting and a diet of certain poisonous nuts and teas used as preservatives. The monk must also be in a trance-like meditation at the moment of death. Physical movement and battle strain a dead body, and long stretches of inactivity might turn skin and bone brittle. Many Iroran mummies treat themselves by rubbing their skin with alchemical oils and wrapping their bodies in magically treated cotton or linen. Choosing a suitable resting spot as well as trying to maintain this resting place is equally important. Upon awakening, Iroran mummies often discover they've become a nesting place for birds or bats or acquired a thin layer of moss.



## IRORAN MUMMY

CREATURE 10

RARE LN MEDIUM MUMMY UNDEAD

**Perception** +21; darkvision

**Languages** Necril, plus any two languages they knew while alive

**Skills** Acrobatics +25, Athletics +21, Irori Lore +25, Religion +21

**Str** +5, **Dex** +7, **Con** +4, **Int** +0, **Wis** +5, **Cha** +3

**Items** +1 striking returning shuriken

**AC** 31; **Fort** +18, **Ref** +21, **Will** +21

**HP** 190, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10

**Aura of Peace** (aura, divine, emotion, enchantment, incapacitation, mental) 30 feet. When a creature enters or starts its turn in the aura, it's affected by *calm emotions* for 1 minute, with a DC 27 Will save. A creature that succeeds at the save is temporarily immune for 24 hours. If the Iroran mummy takes a hostile action, the aura of peace is suppressed and its effects end for anyone already affected. The Iroran mummy must spend 10 minutes in meditation to restore the aura.

**Robe Tangle**  $\curvearrowright$  (divine, move, transmutation) **Trigger** An adjacent creature misses the Iroran mummy with a melee Strike; **Effect** The mummy swaps positions with the attacker, and the attacker becomes grabbed by the mummy's animated sash. The Escape DC is 29, the Force Open DC is 27, and a creature can sever the sash by hitting AC 27 and dealing at least 20 slashing damage. The mummy can't use this reaction again until they've Interacted to reclaim the sash.

**Speed** 30 feet

**Melee**  $\blacklozenge$  fist +23 (agile, finesse, magical, nonlethal, unarmed), **Damage** 2d10+11 bludgeoning

**Ranged**  $\blacklozenge$  shuriken +23 (agile, thrown 20 feet), **Damage** 2d4+11 piercing

**Monk Ki Spells** 3 Focus Points, DC 29; **5th** *ki blast* (Core Rulebook 401), *ki rush* (Core Rulebook 401), *ki strike* (Core Rulebook 401), *wind jump* (Core Rulebook 402)

**Stunning Flurry**  $\blacklozenge$  **Frequency** once per round; **Effect** The Iroran mummy makes two unarmed Strikes. If both hit the same creature, combine their damage for the purpose of resistances and weaknesses, and the target must succeed at a DC 29 Fortitude save or be stunned 1 (or stunned 3 on a critical failure); this save has the incapacitation trait.

## MUMMY PROPHET OF SET

In ancient Osirion, worshipers completely devoted to the evil god Set often underwent a mummification process to serve as his prophets after their death.

## MUMMY PROPHET OF SET

CREATURE 13

UNCOMMON NE MEDIUM MUMMY UNDEAD

**Perception** +23; darkvision, sand vision

**Languages** Necril, plus any two languages they knew while alive

**Skills** Arcana +23, Deception +25, Intimidation +27, Occultism +25, Religion +27, Society +23, Stealth +23

**Str** +5, **Dex** +4, **Con** +5, **Int** +6, **Wis** +8, **Cha** +6

**Items** religious symbol of Set, +1 striking spear

**Sand Vision** The prophet ignores the concealed condition from particles of sand and dust in the air.

**AC** 33; **Fort** +22, **Ref** +21, **Will** +25; +1 status to all saves vs. magic

**HP** 250, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 15

**Great Despair** (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. As ice mummy, but DC 31.

**Speed** 20 feet

**Melee**  $\blacklozenge$  spear +25 (magical), **Damage** 3d6+11 piercing plus sand rot



**Melee** ♦ fist +24 (agile), **Damage** 3d4+11 bludgeoning plus sand rot  
**Ranged** ♦ spear +24 (magical, thrown 20 feet), **Damage** 3d6+11 piercing plus sand rot  
**Divine Prepared Spells** DC 33, attack +25; **7th** *eclipse burst* (×2), *harm* (×7); **6th** *disintegrate* (×2), *divine wrath*; **5th** *crisis of faith*, *shadow blast*, *wall of flesh*; **4th** *air walk*, *freedom of movement*, *resist energy*; **3rd** *blindness*, *cup of dust*<sup>LOGM</sup>, *chilling darkness*; **2nd** *death knell* (×2), *see invisibility*; **1st** *fear*, *penumbral shroud*<sup>LOGM</sup>, *ray of enfeeblement*; **Cantrips (7th)** *chill touch*, *detect magic*, *divine lance*, *guidance*, *shield*  
**Channel Rot** (divine, necromancy) The mummy prophet of Set can deliver devastating rot through melee weapons they wield.

**Breath of Sand** ♦♦ (concentrate, divine, earth, evocation, negative) **Requirements** The prophet's Sandstorm is active; **Effect** The prophet inhales its Sandstorm, suppressing the effect until the end of the prophet's next turn. It then exhales a 120-foot cone of negatively charged sand that deals 7d6 negative and 7d6 slashing damage (DC 33 basic Reflex save).

**Sand Form** ♦♦ (concentrate, divine, earth, polymorph, transmutation) **Frequency** once per day; **Effect** The prophet loses their coherent form and becomes an animated pile of sand. While in this form, the prophet gains resistance 10 to physical damage and is immune to precision damage. They can't cast spells, activate items, or use actions that have the attack or manipulate trait. They gain a fly Speed of 40 feet and can slip through tiny cracks. This lasts for 5 minutes, and the prophet can Dismiss the effect.

**Sand Rot** (curse, disease, divine, necromancy) This affliction can't be reduced below stage 1, nor can damage from it be healed, until successfully treated with *remove curse* or a similar effect; the affliction can then be removed as normal for a disease. A creature killed by sand rot turns to sand and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic; **Saving Throw** DC 31 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 12d6 negative damage, clumsy 1, and stupefied 2 (1 day)

**Sandstorm** ♦♦♦ (conjunction, divine, earth) **Frequency** once per day; **Effect** The mummy creates a temporary sandstorm in a 30-foot emanation that lasts for 1 minute. Creatures within the emanation take a -4 circumstance penalty to Perception checks and must succeed at a DC 33 Fortitude save or be forced to hold their breath or start suffocating (*Core Rulebook* 478). A creature within the sandstorm at the end of its turn takes 2d6 negative and 1d6 slashing damage.

## LORD OF THE DARK DESERT

Set is the most reviled of all the Ancient Osirian pantheon. He is the encroaching desert, the invader, the sandstorm destroying everything in its path, as well as the dead who rise from their graves.

### SET (NE)

**Edicts** Bring chaos to society, murder those who stand in your way, defeat your foes with personal strength and cunning

**Anathema** Refuse to fight your own battles, destroy a soul instead of turning it to undeath

**Follower Alignments** LE, NE, CE

**Divine Font** *harm*

**Divine Skill** Intimidation

**Favored Weapon** spear

**Domains** death, darkness, dust (*Gods & Magic* 114), lightning (*Gods & Magic* 115)

**Cleric Spells** 1st: *penumbral shroud* (*Gods & Magic* 109), 3rd: *cup of dust* (*Gods & Magic* 107), 6th: *disintegrate*



## SAND MUMMIFICATION

To keep from eating or drinking during mummification, prophets of Set grafted metal helmets to their bodies shaped like the heads of sha, sleek beasts that were a symbol of Set's religion. Through slits in their masks, the prophets consumed alchemically treated sands, which absorbed moisture, caused organ failure, and ruptured the stomach to cause death.







## OBROUSIAN ALLIES

Obrousians train aquatic predators like sharks, both to provide cover for their more subtle attacks and to dispose of any evidence left behind in their assaults. Clever obrousians can convince locals that simple monsters are responsible for their attacks.

# OBROUSIAN

Spawned from sorrow and hatred, obrousians are undead merfolk who lurk in shallow places to prey upon hated land dwellers. The genesis of an obrousian is a tragic one: some merfolk forsake their aquatic homes when they fall in love with a land dweller, only to be spurned or rejected. Having given up their entire world for another and then feeling that new world closed off to them as well, merfolk can become emotionally overwhelmed. When such merfolk die, often overcome with sorrow and regret, they rise as obrousians.

Obrousians think of little other than taking revenge upon the land dwellers who specifically wronged them, and then upon anyone else with the misfortune to cross their paths. They can contort their bodies to take the guise of other humanoids, but doing so is painful, so obrousians use this ability only when absolutely necessary to enact their schemes. While they are capable of long-term planning, their underlying mental turmoil simmers beneath any careful preparation, and many obrousians foil their own plans with unexpected outbursts of emotion.

Obrousians are recognizable as the merfolk they once were before they died, though their bodies show obvious decay and their hands have elongated into sharp claws. Their voices are melodic and entrancing, belying their rotting bodies and turbulent minds, so some obrousians hide in tall reeds or under docks before speaking to their victims, lulling them into false comfort with a pleasant voice.

## OBROUSIAN

## CREATURE 14

UNCOMMON NE MEDIUM AMPHIBIOUS UNDEAD

**Perception** +26; darkvision

**Languages** Aquan, Common, Necril

**Skills** Athletics +26 (+28 to Swim), Deception +27, Intimidation +25, Nature +24, Stealth +26

**Str** +6, **Dex** +4, **Con** +3, **Int** +0, **Wis** +4, **Cha** +7

**AC** 36; **Fort** +25, **Ref** +22, **Will** +28

**HP** 250, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Waves of Sorrow** (aura, divine, enchantment, incapacitation, mental) 30 feet. When a creature ends its turn in the obrousian's waves of sorrow aura, the creature is overwhelmed by the sorrow that suffuses the obrousian's being. The creature must succeed at a DC 33 Will saving throw or become paralyzed for 1 round.

**Speed** 5 feet, swim 30 feet

**Melee**  $\blacklozenge$  claw +29 (agile, magical), **Damage** 3d8+12 slashing plus Grab (page 212)

**Divine Innate Spells** DC 34; **7th warp mind** ( $\times 3$ ); **3rd enthrall** (at will)

**Change Shape**  $\blacklozenge$  (concentrate, divine, polymorph, transmutation) The obrousian can take on the appearance of any kind of Small or Medium humanoid creature. This transformation increases their Speed to 25 feet and might remove their swim Speed depending on the form. It doesn't change their attack and damage modifiers with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning damage).

**Drowning Grasp** When a creature is grabbed by the obrousian, the creature's lungs magically fill with water. A creature that can't breathe water is suffocating while it is grabbed.



# ONRYO

Onryos are created when a person dies violently in the grip of extreme emotion, such as unbridled rage or overwhelming sorrow. These twisted undead return as beings of pure vengeance, seeking to endlessly spread suffering. Onryos torment those who killed them, but not by directly attacking their murderer. Instead, an onryo hunts down the friends, family members, and anyone connected to their foe. In doing so, the onryo inflicts as much torment as possible on the person responsible for their demise. An onryo's vengeful nature persists indefinitely; not even the death of their killer sates their lust for destruction. Vengeance is just a way for them to spread their pain to others, and they quickly find new targets for their ire. Onryos always wear funeral clothing, often dripping wet or covered in filth. Most of them also display wounds or signs indicating how they died. As they move, onryos seem to pop in and out of existence, making them difficult to track in combat.



## DAIONRYO

Onryos born of the mighty can rise as daionryos with greater abilities related to their deaths or their killers, like controlling the weather to unleash disaster on a larger scale. A daionryo's spirit is so consumed with vengeance that even its destruction isn't enough to stop it. Daionryos have the ability to rejuvenate (as hungry ghost, page 100), returning again and again.

### ONRYO

### CREATURE 12

UNCOMMON NE MEDIUM UNDEAD

**Perception** +21; darkvision

**Languages** Common

**Skills** Acrobatics +25, Athletics +20, Stealth +25, Survival +23

**Str** +2, **Dex** +7, **Con** +5, **Int** +2, **Wis** +5, **Cha** +6

**AC** 32; **Fort** +21, **Ref** +23, **Will** +23; +1 status to all saves vs. magic

**HP** 180, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** all damage 8 (except force)

**Speed** 35 feet, climb 35 feet; flicker, spider climb, water walk

**Melee** ♦ claw +25 (agile, finesse), **Damage** 3d8+8 slashing plus 2d6 mental

**Occult Innate Spells** DC 32; **6th** *nightmare*; **Constant (4th)** *blink*, *spider climb*, *water walk*

**Flicker** An onryo's erratic movement makes them difficult to target. If an onryo moves at least 10 feet during a move action, they gain concealment until the start of their next turn.

**Onryo's Rancor** ♦ (curse, enchantment, mental, occult) **Requirements**

The onryo's last action was a successful claw Strike; **Effect** The onryo attempts to instill its need for vengeance into the creature. The onryo, with their touch, casts a 5th-level *geas* on the creature they hit (DC 30 Will). On a failure, it's forced to seek and slay loved ones of the onryo's wrongdoer and anyone who attempts to defend them for up to one week. On a critical failure, the duration is 1 month and the creature gains Onryo's Rancor, which it's also compelled to use by the *geas*. Regardless of the outcome, the creature is temporarily immune to Onryo's Rancor from this individual for 1 year.

**Vengeful Suffocation** ♦♦ (incapacitation, occult, necromancy) **Frequency** once per hour; **Effect** The onryo channels their boundless resentment, manifesting it as a tangled clump of wet hair, a clot of rancid swamp mud, or other disgusting mass of matter in the throat of a creature within 30 feet. The creature must attempt a DC 32 Fortitude save.

**Critical Success** The creature is unaffected.

**Success** The creature becomes sickened 1.

**Failure** The creature becomes sickened 2.

**Critical Failure** The creature becomes sickened 3 and the mass fully blocks the creature's airway. The creature begins suffocating (Core Rulebook 478).



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### BREAKING THE CURSE

The Blighted Legacy curse afflicts unprepared rulers. This form of undeath tends to limit their ambition, but lifting the curse for their benefit can end this limitation while also making them indebted to you. Tales say if the wrongdoing that prompted the curse is set right, the noble will recover their vitality and return to mortal life. These curses originate from anything from heinous transgressions to petty slights, so determining what counts as atonement isn't easy. Often, the subject is a generation or two removed from the curse's origin, ignorant of who caused it or why.

After the impetus of the curse is identified (requiring investigation often accompanied by divination magic), the deed can be addressed. For example, a sovereign whose forebears stole from a powerful witch must return what was stolen or make amends to the witch's descendants. If the curse wasn't spurred by a grievous moral breach, but by cruelty or caprice, one must either convince a member of the caster's bloodline to rescind the curse or invent a purification ritual uniquely designed for that curse's incarnation.



### SIGHTS IN A SOVEREIGN'S DEMESNE

- A grove of apple trees, with new fruit rotting on the branches
- Flocks of skeletal songbirds, chirping silently through broken beaks



## PALE SOVEREIGN

A pale sovereign is a rare form of undead arising from a terrible curse that afflicts only those of royal blood. This curse drains its victim's vitality slowly over time, almost appearing to be a form of long-term wasting disease that no medicine can ever cure. The royal stricken by the curse sickens and wastes away until they finally perish, rising as a pale sovereign after death. The appearance of a pale sovereign is similar to their form in life, but so deathly pale and gaunt that no one who resists the mind-clouding effects of their aura would mistake them as living.

The curse is known by many names across various worlds—the Wasting, Blighted Legacy, Unraveled Heraldry—but its effects are the same. After suffering the curse, members of a royal bloodline begin to die out, their descendants dwindling, until only one is left. Upon becoming the last remaining member of their line, the unfortunate royal undergoes the transformation into a pale sovereign, the power and potential of the entire line channeled into one extremely dangerous undead creature, even if the royal was relatively inconsequential and unskilled in life.

The methods of inflicting the curse vary. Generally it's the result of rare occult rituals requiring a spellcaster of great power. Sometimes the curse is used to target a royal line abusing its authority, but just as often it's used by malicious forces against benevolent rulers or simply out of spite by the instigating caster. Mentioned only in whispers and veiled allusions, the curse is greatly feared by royal families who know of it. Be cautious in your dealings, the rumors say, and be careful who you spurn, for you never know what power they may wield.

More rarely, a pale sovereign can arise spontaneously if the last of a royal line dies while under a curse or due to a curse, particularly if they died with tasks left unfinished or as the result of a betrayal. Any curse will do in these rare instances, and it's possible that the first pale sovereign formed in this way.

Though morose and brooding, pale sovereigns are usually neutral rather than evil. They're very protective of their demesnes and whatever subjects remain to them, however, and attacking a pale sovereign's territory is the swiftest way to draw their ire. If a pale sovereign is ousted from their country's central throne, they retreat to any other holdings they might still possess and rule those.

The attitudes of a pale sovereign's subjects vary. Many aren't even aware of their ruler's true nature. Among those who know the secret, some value their sovereign's protection and view them fondly. Others are uncomfortable with an undead eternal monarch, especially if the sovereign has become corrupt or bitter.

A pale sovereign's territory is indelibly marked by their presence. Plants wither and blacken, struggling to grow in dry and lifeless soil. Wild animals often rise as undead unless they receive special ritual burials, leading to packs of skeletal and zombified beasts roaming the territory.

Such monsters don't harm the demesne's residents but are quick to attack any intruders not bearing the sovereign's sigil. Even the living sapient inhabitants of a pale sovereign's demesne tend to have a drained, washed-out appearance, as if one step away from the grave themselves.

### PALE SOVEREIGN

RARE LN MEDIUM UNDEAD

**Perception** +28; darkvision, sense visitors

**Languages** Common, Necril

### CREATURE 16



**Skills** Deception +31, Diplomacy +31, Intimidation +33, Occultism +28, Society +28  
**Str** +4, **Dex** +8, **Con** +4, **Int** +6, **Wis** +6, **Cha** +9

**Demesne Confinement** (curse, necromancy, occult) A pale sovereign is tied to their demesne, a territory of a 5-mile radius surrounding their home estate. They can't leave their demesne of their own accord. A pale sovereign taken from their demesne can't use any of their innate spells or rituals and gradually withers over the course of a week, turning to dust if they don't return before 7 days have passed.

**Sense Visitors** (detection, divination, occult) A pale sovereign automatically knows when a creature enters or leaves their demesne, though this doesn't give them precise knowledge of the creature's location.

**AC** 36; **Fort** +26, **Ref** +30, **Will** +28; -2 to all saves vs. curses

**HP** 298, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep

**Aura of Charm** (aura, emotion, incapacitation, mental, occult) 80 feet. The aura of a pale sovereign is beguiling and inviting, affecting creatures beginning their turns within it with an 8th-level *charm* (DC 39 Will save). A creature that fails its Will save perceives the pale sovereign as they were in life, not their current undead form. A creature that succeeds at its save is then temporarily immune to that pale sovereign's aura for 24 hours.

**Speed** 25 feet, *air walk*

**Melee** ♦ rosebriar lash +28 (finesse, magical, reach 10 feet, versatile P),  
**Damage** 4d8+8 slashing plus 2d6 persistent bleed

**Occult Innate Spells** DC 41; **8th** *spirit song*, *spiritual epidemic*; **7th** *curse of lost time*<sup>APG</sup>, *feeblemind*, *hallucination*, *project image*, *suggestion*; **6th** *bestial curse*<sup>APG</sup>, *cloak of colors*, *enthrall* (at will); *outcast's curse*; **Constant (5th)** *air walk*

**Rituals** DC 41; *garden of death*<sup>SoM</sup>, *unseen custodians*<sup>APG</sup>, *ward domain*<sup>APG</sup>

**Curse of Eternal Sleep** ♦♦ (curse, enchantment, incapacitation, mental, occult, sleep) The pale sovereign touches an adjacent living creature to send it into an endless slumber. The target must attempt a DC 39 Will save.

**Critical Success** The target is unaffected and is temporarily immune for 24 hours.

**Success** The target becomes drowsy and is slowed 1 for 1 minute.

**Failure** The target falls unconscious, though it doesn't fall prone or release what it's holding. It can't awaken with a successful Perception check, though dealing any amount of damage to the creature breaks the slumber. If it's still unconscious after 1 hour, it awakens.

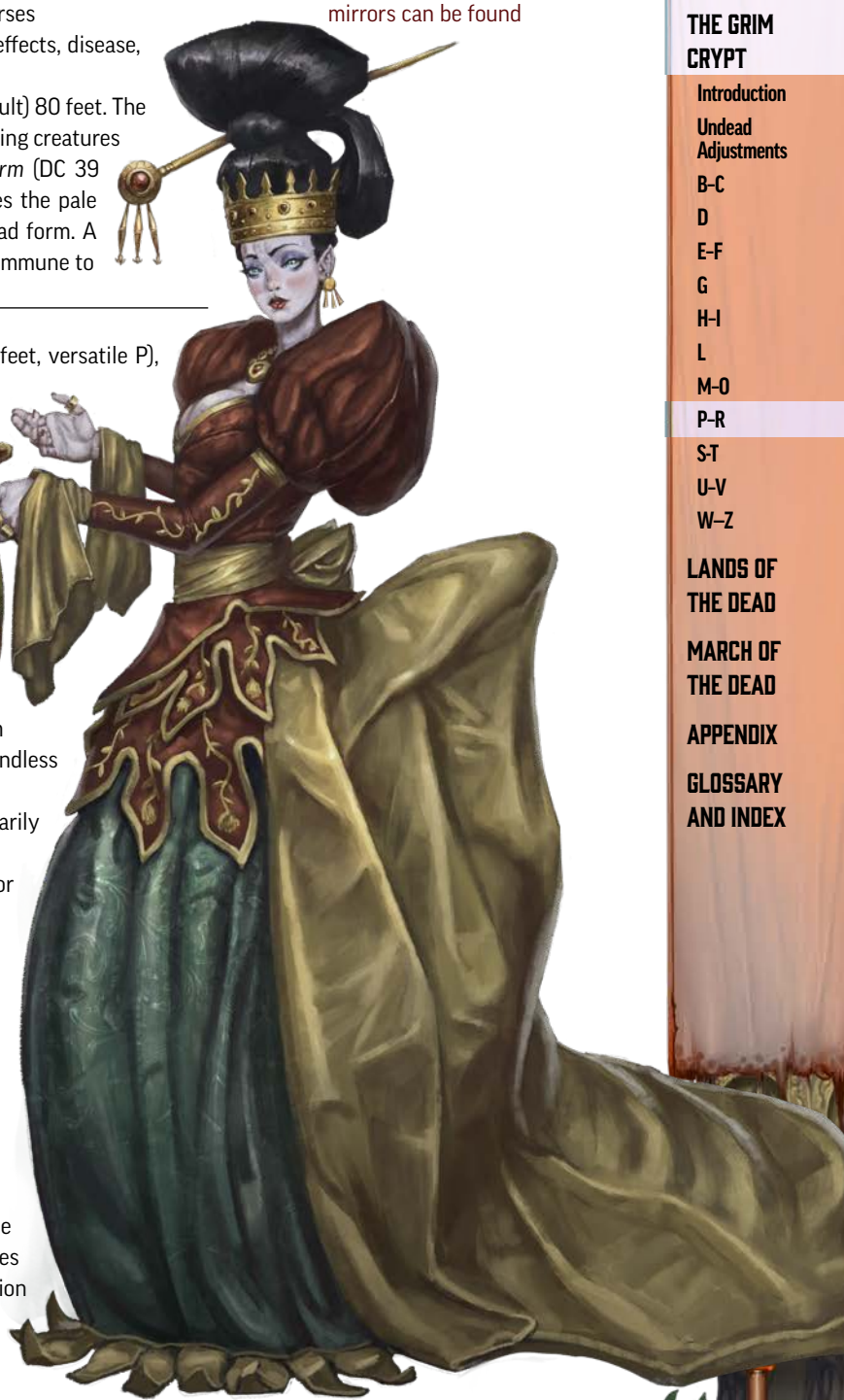
**Critical Failure** The target falls unconscious permanently, falling prone, and can't be awoken as long as the curse remains.

**Siphon Vitality** ♦♦♦ (necromancy, negative, occult) The pale sovereign siphons the life force from creatures around them. All living creatures in a 30-foot emanation take 6d8 negative damage (DC 39 basic Fortitude save). The pale sovereign regains HP equal to the highest damage a single creature took from this effect.



**MORE SIGHTS IN A SOVEREIGN'S DEMESNE**

- A small pond that reflects the twisted undead form of living creatures passing by
- Occasional strains of eerie funeral dirges echoing through the air
- An insular village where no mirrors can be found



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## ARE YOU MY MOMMY?

A polong considers their creator to be their parent and refers to them as such. Thus, a cleric or exorcist who forces a polong out of their possessed victim often interrogates the spirit for their "parent's" name in order to apprehend the true mastermind.

# POLONG

Polongs exist to serve their creators as loyal familiars, spies, and assassins. Their convenience makes them popular among the wicked, as each resides within a glass bottle which normally seems to contain only a small amount of red liquid. When addressed by their owner, a polong appears within their bottle as a tiny, beautiful humanoid drenched in blood. Forcing one to manifest outside the bottle reveals their true shape: a blood-soaked spirit with a hateful visage and sickle-shaped claws.

The ritual to create a polong originated in Minata and is known primarily by Tian-Sing spellcasters, but only those willing to practice such evil. The ritualist must collect the blood of a murdered humanoid in a small bottle and perform daily incantations, which can take up to 14 days. Once the polong forms, they drink the blood of their creator every day, most often taken from a finger inserted into their bottle. At the master's order, a polong will travel up to 10 miles away to locate a particular person, possess them, and either slowly whittle them down via possession until they die, or force them to attack anyone nearby until someone slays the victim in self-defense.

## POLONG

## CREATURE 8

UNCOMMON NE MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +17; darkvision, lifesense 30 feet (page 213)

**Languages** any one language known by the polong's creator

**Skills** Deception +18, Medicine +15, Occultism +13, Stealth +18

**Str** -5, **Dex** +6, **Con** +2, **Int** +1, **Wis** +5, **Cha** +6

**Bottle Bound** A polong is bound to the bottle from which they spawned. They can leave the bottle only at the will of their master and must return to it once every 24 hours to feed on their creator's blood. Otherwise, the polong withers and dies.

**AC** 24; **Fort** +12, **Ref** +18, **Will** +19

**HP** 100, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** good 5; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Natural Invisibility** A polong is naturally invisible outside of their bottle. They become visible only when forced out of a possessed creature against their will. Shattering the polong's bottle also forces them to assume a visible form.

**Regenerating Bond** (necromancy, occult) When a polong possesses a creature, the polong's master gains temporary Hit Points equal to the victim's level × the victim's drained value caused by the possession. These temporary Hit Points last as long as the possession lasts.

**Speed** fly 35 feet

**Melee** ✦ scythe claw (finesse, magical) +20, **Damage** 2d4+9 slashing plus 1d6 negative

**Polong Possession** ✦✦✦ (incapacitation, mental, necromancy, occult, possession) The polong attempts to possess an adjacent corporeal creature. This has the same effect as the *possession* spell (DC 26 Will), except the duration is 24 hours and, since the polong doesn't have a physical body, they're unaffected by that restriction of the spell. If the target has critically failed its save and become fully possessed by this polong before, it gets a save result one degree of success worse than it rolled.

A creature possessed by a polong becomes drained 1 and doomed 1. These conditions don't reduce naturally unless the polong spends an entire day without possessing the creature. For each consecutive day the polong is able to return and possess the creature, the drained and doomed values each increase by 1, to a maximum of 4. If the polong possesses a different creature, the conditions end for any creature it previously possessed.

**Rend** ✦ scythe claw (page 213)





# RAW NERVE

When a living creature is killed by massive amounts of electricity (such as by being struck by lightning or subjected to a magical attack), their dying terror sometimes causes their soul to linger on the Material Plane. Necromantic energy takes hold of their brain and nervous system, causing these organs to burst forth from the charred flesh and become a raw nerve. These horrific undead float a few inches off the ground in a macabre arrangement morbidly parodying the creature's living form, with its brain at the top and nerves dangling below, crackling with electrical energy.

A raw nerve can sense the thoughts of the living, perceiving them as a chaotic jumble that evokes an uncontrollable rage. The undead seeks to destroy the sources of these thoughts, which often means killing every living creature it can sense. Once a raw nerve detects no more thoughts, it grows still, floating in an almost meditative state. However, its fury instantly reawakens should a thinking creature pass too close. Though it's not mindless, a raw nerve can't be reasoned with, and the only way to stop one is to destroy it.

## RAW NERVE

## CREATURE 8

NE MEDIUM UNDEAD

**Perception** +17; darkvision, thoughtsense 60 feet

**Languages** Common, Necril (can't speak any language); telepathy 100 feet (page 214)

**Skills** Intimidation +16, Lore +20 (any one Lore it knew in life), Medicine +15, Occultism +18, Stealth +16

**Str** +3, **Dex** +4, **Con** +0, **Int** +6, **Wis** +3, **Cha** +2

**Thoughtsense** (divination, mental, occult) The raw nerve senses all non-mindless creatures at the listed range.

**AC** 26; **Fort** +14, **Ref** +16, **Will** +19

**HP** 150, negative healing (page 213); **Immunities** death effects, disease, electricity, mental, poison, paralyzed, unconscious; **Weaknesses** slashing 5

**Speed** 30 feet, float

**Melee** ♦ nerve ending +20 (agile, finesse, magical), **Damage** 2d10+9 electricity plus involuntary reaction

**Accelerating Inquest** ♦ (concentrate, detection, divination, occult) The raw nerve mentally probes a creature within 100 feet, attempting an Occultism check against the creature's Will DC. On a success, the raw nerve can Step, and gains a +2 circumstance bonus to AC against that creature until the start of the raw nerve's next turn.

**Float** A raw nerve floats a few inches from the ground. As such, it can ignore difficult terrain.

**Involuntary Reaction** A creature struck by a raw nerve's nerve ending strike must succeed at a DC 26 Reflex saving throw or be unable to use reactions until the start of its next turn.

**Synaptic Overload** ♦♦♦ (enchantment, incapacitation, mental, occult) The raw nerve releases a burst of mental energy in a 30-foot cone, dealing 4d12 mental damage to each creature in the cone (DC 23 Will save).

**Critical Success** The creature takes no damage.

**Success** The creature takes half damage.

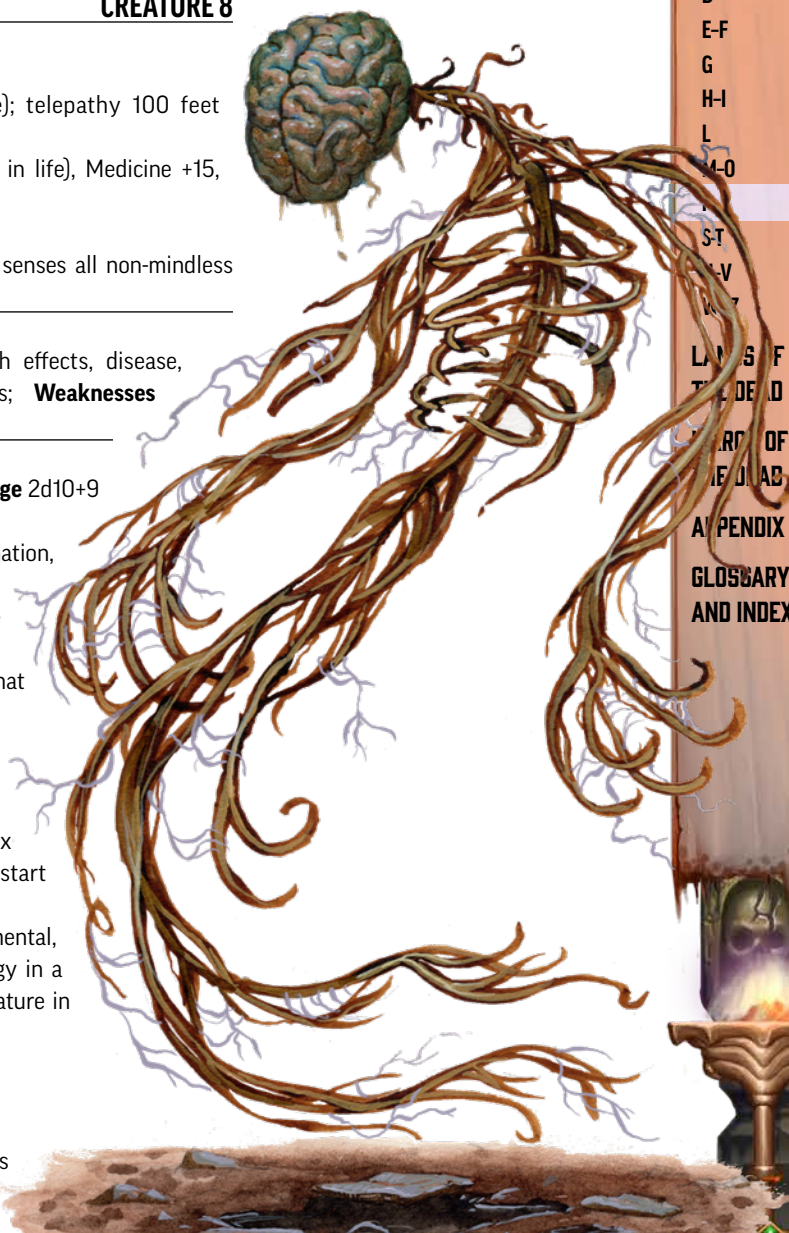
**Failure** The creature takes full damage and is stunned 1.

**Critical Failure** The creature takes double damage and is stunned 2.



## SHOCK TO THE SYSTEM

A more powerful version of a raw nerve can be created when a creature is struck multiple times by lightning in a short period of time before dying. Raw nerves "born" in this way seem to appear and disappear at random intervals, like a flash of lightning during a storm. At the end of a powerful raw nerve's turns, roll 1d6. On a 1, 2, or 3, the raw nerve is visible, glowing with bright light that makes creatures dazzled while within 10 feet of it. On a 4, 5, or 6, it's invisible (as with a 4th-level *invisibility* spell).



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## GHASTLY GUNS

The pistols carried by a pale stranger are valuable, but many believe they contain fragments of the creature's soul, making them cursed to slowly corrupt their wielder with the pale stranger's personality. As such, it can be difficult to sell a pale stranger's pistols. Luckily, most underworld markets trade in such goods regardless of their origin.

# REVENANT

A revenant is a vengeful undead who stalks the one who killed them in life. They're relentless in the pursuit of their murderer, seeking a final justice. The revenant presented in *Bestiary 2* (page 227) is just one variant of this undead. Others can be found, each varying by the circumstances of their death.

## PALE STRANGER

A pale stranger arises when a gunslinger is slain in a duel by an underhanded foe. Buried with their pistols, the corpse claws out of the grave to wreak vengeance upon their killer for cheating. Sometimes a pale stranger is created when a particularly petty gunslinger is beaten fairly and refuses to accept defeat, though such an individual must be especially self-delusional to retain the hatred necessary to spur the transformation. Whatever the circumstance, a pale stranger can wield their firearms with deadly grace and efficacy.

### PALE STRANGER

CREATURE 10

RARE LN MEDIUM UNDEAD

**Perception** +19; darkvision, sense murderer

**Languages** any one language spoken in life by their murderer (typically Common)

**Skills** Acrobatics +21, Athletics +19, Intimidation +20

**Str** +5, **Dex** +7, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

**Items** +1 striking flintlock pistol<sup>G&G</sup> (2)

**Sense Murderer** (detection, divination, occult) A pale stranger knows the direction of their murderer (as long as both are on the same plane), but not the distance.

**AC** 29; **Fort** +19, **Ref** +21, **Will** +15

**HP** 155, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 10 (except slashing)

**Self-Loathing** (emotion, mental, visual) If a pale stranger sees their own reflection or any object important to them in life, they must attempt a DC 30 Will save.

**Critical Success** The pale stranger is unaffected and can no longer be affected by that reflection or object in this way.

**Success** The pale stranger is distracted by self-loathing and is slowed 1 for 1 round.

**Failure** The pale stranger becomes fascinated by the source of their self-loathing and does everything they can to destroy it until the end of their next turn.

**Critical Failure** The pale stranger becomes immobilized as long as the source of their self-loathing is apparent, until they're attacked, or until they see their murderer.

**Undying Vendetta** (emotion, necromancy, occult) If the pale stranger's murderer dies, the pale stranger is immediately destroyed. A pale stranger that can't sense their murderer must attempt a DC 11 flat check once every 24 hours to avoid becoming immobilized and prone; they immediately rise again once they can sense their murderer. A murderer who becomes undead does not trigger the pale stranger's destruction until the murderer is finally destroyed. The pale stranger gains a +2 status bonus to checks and DCs against their murderer.

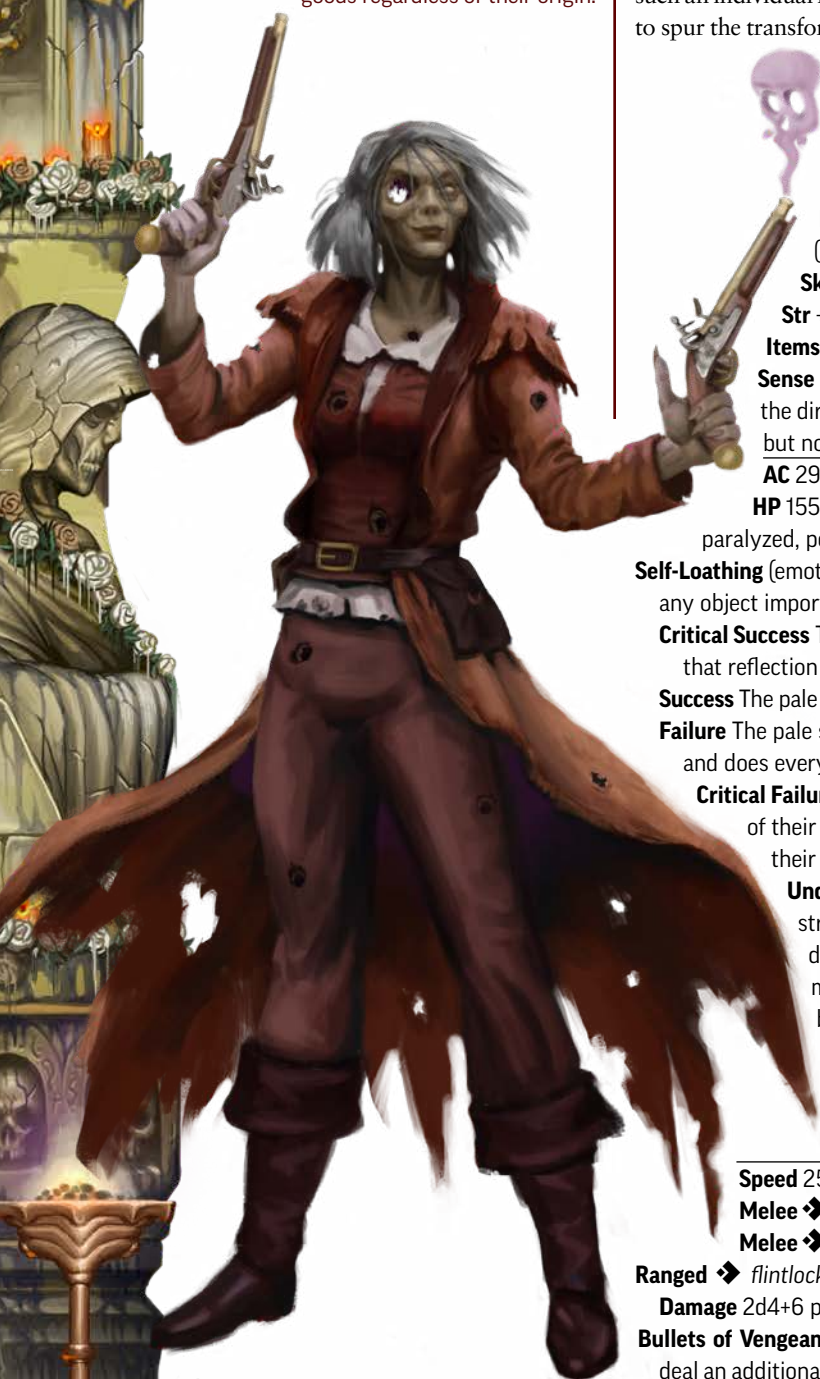
**Speed** 25 feet

**Melee** ♦ *pistol whip* +20 (magical), **Damage** 2d6+9 bludgeoning

**Melee** ♦ fist +21 (agile, finesse, nonlethal), **Damage** 1d6+9 bludgeoning

**Ranged** ♦ *flintlock pistol* +24 (concussive, fatal d8, range increment 40 feet), **Damage** 2d4+6 piercing plus bullets of vengeance

**Bullets of Vengeance** (necromancy, occult) Shots from a pale stranger's firearms deal an additional 1d6 precision damage, or 2d6 precision damage against the one





who murdered them. A creature who has never killed a living being doesn't take this precision damage. When a pale stranger critically succeeds at a ranged Strike with a pistol, the target must succeed at a DC 29 Fortitude save or be stunned 1.

**Dead Shot** ♦♦ **Frequency** once per turn; **Requirements** The pale stranger is wielding two loaded firearms; **Effect** The pale stranger takes aim at a target and shoots both of their firearms simultaneously. The pale stranger makes two ranged Strikes, one with each of the firearms, each using the pale stranger's current multiple attack penalty. Both Strikes must have the same target, who must be within the first range increment of both weapons.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. The pale stranger adds any precision damage only once, to the attack of their choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating the pale stranger's multiple attack penalty.

**Revenant Reload** ♦ (conjunction, occult) The pale stranger reloads each firearm they're wielding, supernaturally generating new black powder and bullets. When firing these magical bullets, the firearm can't misfire, and the attack doesn't trigger reactions triggered by ranged attacks.

### SILENT STALKER

When a person is betrayed and killed in a way that their voice was silenced (such as through strangulation by a lover or close confidante), they might come back as a silent stalker. A silent stalker is a horrifying, twisted likeness of the person they were in life, with one obvious difference: the silent stalker has no mouth, simply a smooth patch of flesh where a mouth should be. Sound is suppressed in an area around a silent stalker, but once someone notices the quiet, it's often too late.

### SILENT STALKER

### CREATURE 13

LN SMALL UNDEAD

**Perception** +24; darkvision, sense murderer

**Languages** any one spoken in life by their murderer (typically Common; can't speak)

**Skills** Athletics +27, Intimidate +24, Stealth +28

**Str** +8, **Dex** +5, **Con** +3, **Int** +0, **Wis** +5, **Cha** +3

**Sense Murderer** As pale stranger.

**AC** 34; **Fort** +22, **Ref** +24, **Will** +22

**HP** 220, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 15 (except slashing)

**Silent Aura** (aura, illusion, occult) 10 feet. A silent stalker makes no sound, preventing creatures from noticing them using hearing or a similar sense alone. This silence stops all sound within it or passing through. The silent stalker and all creatures in the aura can't use sonic attacks or actions that have the auditory trait; this prevents creatures from casting spells with verbal components or activating items with command components.

**Self-Loathing** As pale stranger, but DC 33.

**Undying Vendetta** As pale stranger.

**Speed** 25 feet

**Melee** ♦ claw +27 (agile), **Damage** 3d8+14 bludgeoning plus Grab (page 212)

**Constrict** ♦ 3d8+7 bludgeoning, DC 33 (page 212)

**Implacable Advance** ♦♦ The silent stalker Strides twice and makes a claw Strike; they can ignore difficult terrain during these Strides if they advance toward their murderer. If they Strike and Grab their murderer this turn, they can Constrict as a free action immediately after the Grab.



### SILENT SUPERSTITION

One marvels at the way people misunderstand the most basic facts about the magic of the dead. The absolute silence of certain revenants has led ignorant fools to believe they fear sound. People espousing this folly claim one can simply retreat to noisier surroundings, such as a tavern full of rowdy patrons, to keep the stalker at bay. In truth, nothing can stop a silent stalker, apart from destroying them or killing their murderer.







## LAIRS AND LOOT

Risen pets linger near where they were slain or buried. In pet cemeteries, many risen pets might congregate together for ghoulish frolics. Pets buried in a backyard or under the floorboards might dwell in the homes in which they lived their lives, even after their owners are dead and the home crumbles around them into ruin. Within these dilapidated lairs, risen pets hoard the possessions of their owners, both valuable treasure and worthless trinkets with sentimental value.

# RISEN PET

Bonds of loyalty that endure beyond death reanimate pets to crawl from their graves within days of dying, returning to the side of their past owners, family, or pack. Unfortunately, death irrevocably changes a risen pet. They return as aggressive, predatory beasts, difficult to control and easy to anger. Even the most friendly and docile of pets becomes sadistic and violent in undeath—fixating first on those it views as competition for the attention of its owners. When a risen pet is jilted, rebuffed, or offended by its owner, it turns on them.

## PREDATORY RABBIT

Skittish in life, predatory rabbits are fast and nimble predators in unassuming forms. They most enjoy hunting birds, squirrels, cats, and other rabbits.

### PREDATORY RABBIT

CREATURE -1

CE TINY UNDEAD

**Perception** +5; darkvision, sense companion

**Skills** Acrobatics +6, Athletics +2 (+4 when jumping), Stealth +6

**Str** +0, **Dex** +4, **Con** +2, **Int** -4, **Wis** +1, **Cha** -1

**Sense Companion** (detection, divination, occult) A predatory rabbit knows the direction of its past owner or family (as long as they're both on the same plane), but not the distance.

**AC** 16; **Fort** +4, **Ref** +8, **Will** +3

**HP** 6, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep

**Stench** (aura, olfactory) 10 feet. A creature entering the aura or starting its turn in the aura must succeed at a DC 13 Fortitude save or become sickened 1 (plus slowed 1 for as long as it's sickened on a critical failure). While within the aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

**Speed** 40 feet

**Melee** ♦ jaws +8 (finesse, reach 0 feet), **Damage** 1d4 piercing

**Feral Leap** ♦♦ (move) The predatory rabbit jumps with a maximum height and distance each equal to half its Speed. This movement doesn't trigger reactions. At any point, the predatory rabbit attempts a jaws Strike.

## SCORNED HOUND

Scorned hounds rise from the most devoted dogs. They're incredibly possessive of their owners, allowing no living beings to approach and refusing to be parted.

### SCORNED HOUND

CREATURE 1

NE SMALL UNDEAD

**Perception** +7; darkvision, scent (imprecise) 30 feet, sense companion

**Skills** Acrobatics +5, Athletics +7, Stealth +5, Survival +5

**Str** +4, **Dex** +2, **Con** +2, **Int** -4, **Wis** +2, **Cha** -1

**Sense Companion** (detection, divination, occult) As predatory rabbit.

**AC** 15; **Fort** +9, **Ref** +7, **Will** +5

**HP** 22, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep

**Stench** (aura, olfactory) 15 feet. As predatory rabbit, but DC 14.

**Speed** 30 feet

**Melee** ♦ jaws +9, **Damage** 1d6+2 piercing

**Betray the Pack** The hound's Strikes deal 1d4 additional damage to creatures that were once its owner, companion, fellow pet, family, household, or pack.





# SHREDSKIN

Shredskins are flying, flapping animate skins who wander the lands lamenting their fate and feeling hollow and adrift, as if they're missing something crucial inside them. They try to enshroud and seize humanoid bodies—either corpses or living creatures, anything to fill that void within themselves. Though many will take any body they can overpower, some know who created them and desire only that body to claim as their own, the truest fulfillment of their accursed nature. Shredskins come from people skinned as inhumane trophies, or who were killed in a gruesome way that left only their skin intact, such as being pulled into a machine and degloved.



## UNDER THE SKIN

No segment of a creature need go to waste when necromantic reanimation provides such variety. A flayed skin has few uses, but enough to keep it from the dustbin. I have several animated skins tattooed with my personal emblem for use as flags. One also wonders if obstinate subjects, under the control of shredskins, might become productive members of society. Worth the attempt.

### SHREDSKIN

### CREATURE 2

NE SMALL UNDEAD

**Perception** +6; darkvision

**Languages** Common (can't speak any language)

**Skills** Acrobatics +10, Athletics +8, Deception +8, Stealth +8

**Str** +2, **Dex** +4, **Con** +0, **Int** -1, **Wis** +0, **Cha** +2

**AC** 16; **Fort** +6, **Ref** +10, **Will** +8

**HP** 30, negative healing (page 213); **Immunities** critical hits (except slashing), death effects, disease, paralyzed, precision, poison, unconscious

**Speed** fly 30 feet

**Melee** ♦ claw +10 (agile, finesse, reach 0 feet), **Damage** 1d6+4 slashing plus Grab (page 212)

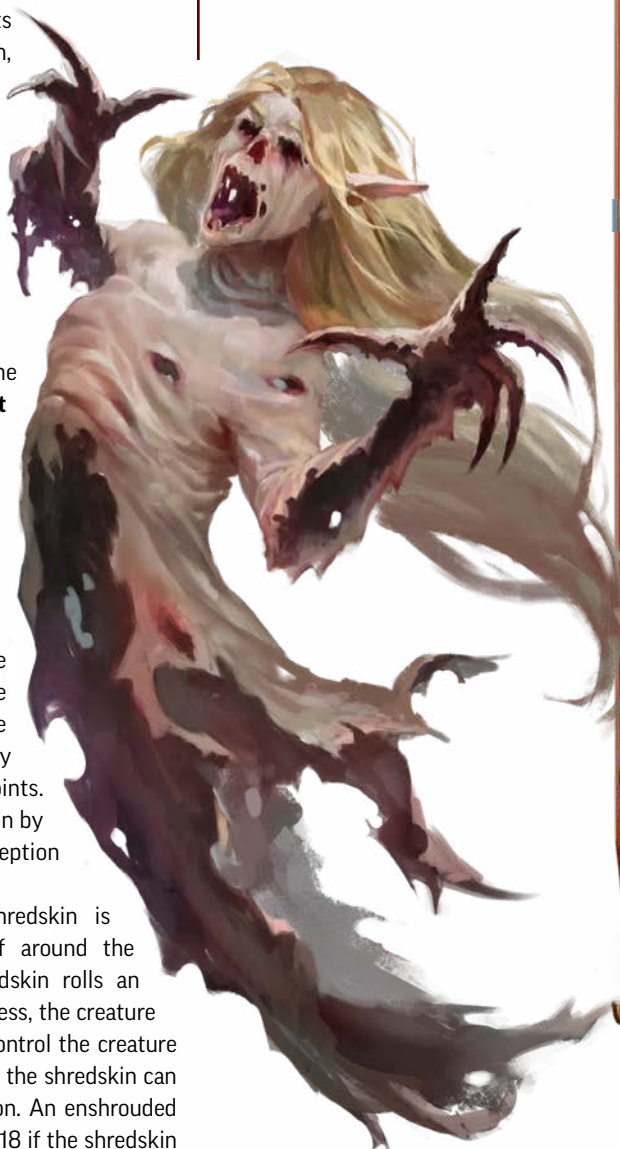
**Melee** ♦ jaws +11 (finesse, reach 0 feet), **Damage** 1d8+4 piercing

**Compression** When a shredskin successfully Squeezes, it moves through the tight space at full speed. Narrow confines are not difficult terrain for a shredskin.

**Constrict** ♦ 1d6+2 bludgeoning, DC 16 (page 212)

**Control Body** ♦ **Requirements** The shredskin is in the same space as a Medium or Small humanoid-shaped corpse; **Effect** The shredskin wraps itself around the corpse as a new skin and takes control of the host body. While controlling a host, the shredskin uses the host's Speed but its own attacks, and it loses its Grab and Enshroud abilities. Attacks that target the shredskin while it controls a body deal half of the damage to the shredskin and half of the damage to the host body. Attacks that target an area deal damage to both the shredskin and host body normally. The shredskin can release the host body as a free action at the start of its turn. If the host is destroyed, the shredskin automatically releases the body and is flat-footed for 1 round. A Medium corpse typically has 15 Hit Points, while a Small corpse typically has 10 Hit Points. Creatures can notice that a corpse is controlled by a shredskin by succeeding at a Perception check against the shredskin's Deception DC (typically 18).

**Enshroud** ♦ (attack, incapacitation) **Requirements** The shredskin is restraining a creature; **Effect** The shredskin wraps itself around the restrained creature like a shirt, seizing control. The shredskin rolls an Athletics check against the creature's Fortitude DC. On a success, the creature becomes restrained until it Escapes and the shredskin can control the creature as described in Control Body. At the start of each of its turns, the shredskin can attempt to Constrict the enshrouded creature as a free action. An enshrouded creature can attempt a DC 16 Escape check to break free (DC 18 if the shredskin critically succeeded its Athletics check to Enshroud).



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# SIABRAE

## UNNATURAL ALLIES

Few creations of nature are able to stomach working with a siabrae—their inherent miasma of wrongness is just too powerful. Most siabraes use undead as minions, particularly undead animals.

Occasionally they ally with a sentient undead or loathsome fey, but these tend to be alliances of convenience.

A siabrae is an abomination. A skeletal druid or wild witch, with bones the texture of stone and antlers of rock rising from their rough skulls, they're people who have willingly paid the ultimate price to protect the natural world. It rarely goes well for them.

Druids and wild witches protect Golarion's environment from a host of threats—demonic invasions and undead horrors, otherworldly corruptions, and mundane greed and cupidity. Sometimes, they're tested beyond what they can bear, faced with forces they're incapable of defeating. Such a druid, seeing everything they have protected fall to destruction, might try the unthinkable. They might perform the ritual known as Welcome the Blighted Soul.

With desperate prayer and a gory blood sacrifice, the druid becomes a siabrae, taking the corruption of the land into themselves and binding both together, so they might survive and fight monsters in nature's service. A small few are able to use their newfound power to save their lands, and so the ritual's legend grows. Much more often, the druid becomes a twisted guardian of something past saving, the land they protect a macabre parody of healthy nature. Most siabraes are proud and bitter, obsessed with duty and branding their living brethren as cowards and traitors.

## CREATING A SIABRAE

A siabrae can be made from any primal spellcaster as long as they have the ability to perform a ritual of undeath as the primary caster (which can usually be performed only by a spellcaster capable of casting 6th-level spells). To create a siabrae, follow these steps:

- Increase the spellcaster's level by 1 and change their statistics as follows.
- Increase spell DCs and spell attack rolls by 2.

## SIABRAE ABILITIES

A siabrae gains the earth and undead traits and becomes evil. Siabraes lose all abilities that specifically come from being a living creature of their original kind.

A siabrae gains the following abilities.

### Darkvision

**Tremorsense** (imprecise) 60 feet

**Negative Healing** (page 213)

**Rejuvenation** (primal, necromancy) When a siabrae is destroyed, they can attempt a DC 10 flat check (they automatically succeed if they're standing on blighted or diseased terrain, and automatically fail if they're standing on sacred ground). If the flat check succeeds, the siabrae's body crumbles to dust and absorbs into the earth. After 1d10 days, the siabrae's body reforms from a mass of unworked stone large enough to create a new body; this stone is in a random location within 1d10 miles of where the siabrae was destroyed. The siabrae emerges from the stone with a peal of thunder, though without any of their gear.

**Immunities** death effects, disease, paralyzed, poison, unconscious

**Resistances** fire 20, physical 15 (except magic bludgeoning)

**Speed** The siabrae gains a burrow Speed equal to their land Speed and the earth glide ability (see below).





**Blight Mastery** Any of the siabrae's spells or effects that would normally be restricted to affecting animals can also affect undead animals. Furthermore, any animals the siabrae takes the form of or summons appear to be diseased, malnourished, or even dead and rotting. (This doesn't affect their statistics.)

**Earth Glide** The siabrae can burrow through any earthen matter, including rock. When it does so, the siabrae moves at its full burrow Speed, leaving no tunnels or signs of its passing.

**Miasma** (aura, disease, primal) 20 feet, DC equal to the siabrae's spell DC - 4. A creature that enters the aura or begins its turn there becomes sickened 2 on a failure (or sickened 4 on a critical failure). An animal, fey, or plant that rolls a failure gets a critical failure instead. Regardless of the result of the saving throw, the creature is temporarily immune to the siabrae's miasma for 1 minute.

**Stone Antlers** The siabrae grows a pair of stony antlers or horns from its head, which give it an antler attack that deals 1d6+2 bludgeoning damage for every 3 levels and inflicts stony shards. If the siabrae wishes, they can keep these antlers while polymorphed, using the normal statistics of the stone antler attack.

**Stony Shards** (curse, earth, incapacitation, necromancy, primal) Tiny shards break off the siabrae's antlers when they attack, lodging in the target's wounds and inflicting a terrible curse. A creature damaged by a siabrae's stone antlers Strike must succeed at a Fortitude save against the siabrae's spell DC - 4 or become clumsy 2 for 1d4 rounds on a failure. If the creature critically fails, or fails while already clumsy 2 or greater, the creature is petrified.

## SIABRAE

A siabrae is a determined and merciless foe, bound by a twisted sense of duty to nature so strong that it drove them to commit unspeakable acts and arise as an undead menace.

## SIABRAE

## CREATURE 16

RARE NE MEDIUM UNDEAD

**Perception** +31; darkvision, tremorsense (imprecise) 60 feet

**Languages** Aklo, Common, Draconic, Elf, Necril, Sylvan, Undercommon

**Skills** Athletics +28, Acrobatics +24, Crafting +26 (can craft magic items), Intimidation +24, Nature +33, Religion +29, Stealth +26, Survival +31

**Str** +6, **Dex** +4, **Con** +6, **Int** +4, **Wis** +9, **Cha** +2

**Items** scroll of true seeing, staff of nature's vengeance<sup>APG</sup>

**AC** 36; **Fort** +28, **Ref** +24, **Will** +31

**HP** 218, negative healing (page 213), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 20, physical 15 (except magic bludgeoning)

**Miasma** (aura, disease, primal) 20 feet, DC 37

**Speed** 25 feet, burrow 25 feet, earth glide

**Melee** ♦ stone antler +28 (magical), **Damage** 5d6+12 bludgeoning plus stony shards

**Primal Prepared Spells** DC 41, attack +33; **8th** earthquake, mask of terror, polar ray; **7th** chain lightning, eclipse burst, finger of death; **6th** flesh to stone (×2), tangling creepers; **5th** cloudkill, cone of cold, tree stride; **4th** freedom of movement, rusting grasp<sup>APG</sup>, solid fog; **3rd** earthbind, wall of thorns, wall of wind; **2nd** spider climb, water walk, web; **1st** longstrider, pass without trace, ventriloquism; **Cantrips (8th)** dancing lights, detect magic, produce flame, sigil, tanglefoot

**Druid Order Spells** 3 Focus Points, DC 41; **7th** wild morph, wild shape (any form from animal form, elemental form, insect form, pest form, plant shape, or soaring shape)

### Blight Mastery

**Steady Spellcasting** If a reaction would disrupt the siabrae's spellcasting action, the siabrae attempts a DC 15 flat check. On a success, the action isn't disrupted.

**Stony Shards** (primal, curse, incapacitation, necromancy) DC 37



## THE STONEWILD SECT

Once members of the Green Faith, the druids of Sarkoris fought as long and hard as anyone else against the invasion of demons that spewed forth from the Worldwound. When all hope was lost, a faction embraced the ritual to Welcome the Blighted Soul, becoming undead that lurk in the Stonewilds.

Over the years since Sarkoris's fall, these druids developed their own twisted version of the Green Faith, embracing undeath and horror as the ultimate truth of the world. Where most siabraes are solitary beings, the Stonewild Sect is an organized cult, still active in the Sarkoris Scar. For the moment, they resist Tar-Baphon as an interloper, despite their shared undeath, but they're certainly no friends to the living.





## FIRST TO RISE

I can still remember the first time I was able to draw forth the right combination of incantations and gestures to bring a small pile of bones to life. To see them draw together and assemble, then stand, looking at me with empty eyes, waiting to obey my command. For myself, is the only intoxicant that has ever held any allure. Fortunately, I cast off the bonds of sentimentality long ago. Although, come to think of it, I think that skeletal cat still lingers in one of my many vaults.

# SKELETON

Among the ranks of the dead, none are so numerous, nor so varied, as the skeleton. While most are almost entirely made from bone, some maintain a few scraps of flesh to aid them in movement, such as wing membranes.

## SKELETON ABILITIES

Beyond their basic statistics, skeletons have a wide array of variations that grant them special attacks or resistances. While any one of these abilities doesn't necessarily increase the challenge presented by a skeleton, giving multiple abilities probably warrants an increase in level and adjustment to its statistics. These options are in addition to the special abilities on page 298 of the *Bestiary* and page 236 of *Bestiary* 3.

**Aquatic Bones** The skeleton has bones from aquatic creatures, allowing it to swim using a simple tail, paddles, or similar appendage. The skeleton has a swim Speed of 20 feet and gains the aquatic trait and the aquatic ambush ability (page 212).

**Bone Storm** **◆◆◆ Frequency** once per day; **Effect** The skeleton transforms into a cyclone of bones, taking up the same space, but twice as tall. It then Strides up to double its Speed. It can move through spaces occupied by other creatures, and this movement doesn't trigger reactions. Creatures the bone storm moves through take 1d6 slashing damage for every 2 levels of the skeleton, with a basic Reflex save against the hard DC for the creature's level. A level 1 or lower skeleton only moves; it doesn't deal damage. A creature attempts this save only once even if the bone storm moved through its space multiple times. At the end of the movement, the skeleton reforms.

**Crumbling Bones** The skeleton is made from crumbling bones that drift in clouds of dust. The skeleton has a fly Speed of 20 but it must end its turn within no more than 5 feet off the ground, or it falls, taking damage as normal. In addition, the skeleton can move through any space that's large enough for its skull to fit through.

**Frozen** The skeleton's bones are covered in a thin layer of ice. The skeleton gains immunity to cold and weakness 5 to fire and loses resistance to fire. The skeleton is surrounded by an aura of cold that deals cold damage equal to half the skeleton's level to all adjacent creatures at the start of the skeleton's turn (basic Reflex save with a standard DC for its level).

**Grave Eruption** **◆◆ Requirements** The skeleton is undetected and buried in dirt, gravel, or other loose material; **Effect** The skeleton erupts from the ground, Stands, and makes a melee Strike. The target is flat-footed against this Strike. If the Strike hits, the target is frightened 1 (or frightened 2 on a critical hit).

**Lacquered** During the process to create the skeleton, it was covered with several layers of an alchemical lacquer, giving its bones a golden hue and granting added protection. The skeleton gains acid resistance 5 and a +2 status bonus to saves against effects that age or erode the target.

**Nimble** The skeleton is particularly fast and nimble. Its land Speed increases by 10 feet and it has a climb Speed of 20 feet. In addition, it gains the Nimble Dodge reaction (*Core Rulebook* 183).

**Rotten** The bones of this skeleton are black and rotten, having spent years in polluted water or some other foul substance.

The skeleton loses its resistance to piercing and slashing damage and is surrounded by a horrific stench in a 10-foot aura. A creature entering or starting its turn in the aura must succeed at a Fortitude save against the standard DC of the skeleton's level or become sickened 1 (plus slowed 1 for as long as it remains sickened on a critical failure). While within the



aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

This stench remains for 1 hour after the rotten skeleton has been destroyed unless the bones are burned, or the rot is washed away with at least 1 gallon of water.

### WOLF SKELETON

Without the burden of flesh, skeletal wolves charge across the battlefield with terrifying speed.

#### WOLF SKELETON

#### CREATURE 0

NE MEDIUM MINDLESS SKELETON UNDEAD

**Perception** +8; darkvision

**Skills** Acrobatics +6, Athletics +4, Stealth +6

**Str** +2, **Dex** +4, **Con** +1, **Int** -5, **Wis** +2, **Cha** +0

**AC** 16; **Fort** +3, **Ref** +8, **Will** +6

**HP** 12, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 35 feet

**Melee** ♦ jaws +8, **Damage** 1d4+2 piercing plus Knockdown (page 213)

**Surge of Speed** ♦♦ The wolf skeleton Strides three times, but it's flat-footed until the start of its next turn.

### SKELETAL SOLDIER

These soldiers continue to follow orders in death, still wielding the armaments they spent a lifetime learning how to use. While frequently made from the bones of humans or dwarves, other types of humanoids are quite common, such as bugbears, hobgoblins, and orcs. Often, these soldiers wield the weapons most common among their people instead of those listed here.

#### SKELETAL SOLDIER

#### CREATURE 1

NE MEDIUM MINDLESS SKELETON UNDEAD

**Perception** +5; darkvision

**Skills** Acrobatics +5, Athletics +7, Stealth +5

**Str** +2, **Dex** +2, **Con** +3, **Int** -5, **Wis** +0, **Cha** +0

**Items** chain shirt, glaive, longbow (20 arrows)

**AC** 17; **Fort** +6, **Ref** +7, **Will** +5

**HP** 16, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 25 feet

**Melee** ♦ glaive +9 (deadly d8, forceful, reach 10 feet), **Damage** 1d8+2 slashing

**Melee** ♦ claw +9 (agile, finesse), **Damage** 1d4+2 slashing

**Ranged** ♦ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet), **Damage** 1d8 piercing

**Set Defense** ♦ The skeletal soldier sets its glaive (or other reach weapon) to defend the area around it. It gains the Attack of Opportunity reaction (page 212) for that weapon only. This lasts until the skeleton takes an action with the move or attack trait or is destroyed.

### SKELETAL MAGE

Rarely, the bones of a spellcaster can be used to create a skeleton that retains a limited ability to cast spells. These spells are almost always offensive in nature, and the skeletal mage



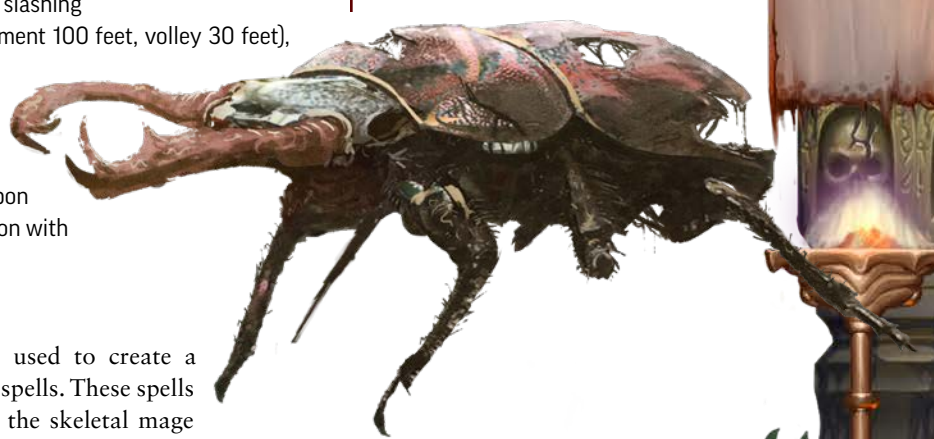
### CRAWLING CARGO

Undead make for the most common passengers inside a beetle carapace's abdomen, but swarms often pack tight inside the creatures. Insects tend to be more comfortable around undead than other types of animals. The following creatures make good options for combat encounters, in which they can be released at a dramatic moment for a grotesque surprise.

**Bestiary:** Centipede swarm, scorpion swarm, wasp swarm

**Bestiary 2:** Army ant swarm, fen mosquito swarm, sportlebone swarm

**Bestiary 3:** Bore worm swarm, clacking skull swarm, hellwasp swarm, hermit crab swarm



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## PATCHWORK SKELETONS

A skeleton's connection to its mortal remains is tenuous. One that's damaged can fairly easily replace a broken bone with a similar bone scavenged from another creature. A skeleton can eventually have its entire body replaced, bone by bone. Skeletons don't have much of an identity, making it unclear whether this is still the same creature.

uses them with reckless abandon. Skeletal mages are often misidentified as liches, and while not nearly as cunning or deadly, they still pose a significant threat to their foes.

## SKELETAL MAGE

CREATURE 5

NE MEDIUM SKELETON UNDEAD

**Perception** +9; darkvision

**Languages** Necril

**Skills** Arcana +14, Stealth +13

**Str** +2, **Dex** +4, **Con** +0, **Int** -1, **Wis** +2, **Cha** +0

**AC** 21; **Fort** +9, **Ref** +11, **Will** +13

**HP** 60, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 5, slashing 5

**Speed** 25 feet

**Melee** ✦ claw +11 (agile, finesse), **Damage** 2d8+2 slashing

**Arcane Innate Spells** DC 22, attack +14; **3rd** lightning bolt, magic missile, paralyze; **2nd** acid arrow, enlarge, telekinetic maneuver; **1st** burning hands (x2), grease, shocking grasp; **Cantrips (3rd)** produce flame, ray of frost

## BEETLE CARAPACE

Created from the exoskeleton of a giant stag beetle, this mindless husk can cut a foe in half using its powerful mandibles. The abdomen of this crawling undead is empty, and more than one necromancer has used this space to hide valuable cargo.

## BEETLE CARAPACE

CREATURE 6

NE LARGE MINDLESS SKELETON UNDEAD

**Perception** +12; darkvision

**Skills** Acrobatics +11, Athletics +15

**Str** +5, **Dex** +3, **Con** +4, **Int** -5, **Wis** +2, **Cha** -2

**AC** 25; **Fort** +16, **Ref** +13, **Will** +10

**HP** 90, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Speed** 20 feet, fly 20 feet

**Melee** ✦ mandible +15, **Damage** 2d8+7 piercing plus Grab (page 212)

**Melee** ✦ foot +15, **Damage** 2d6+7 bludgeoning

**Abdomen Cache** The abdomen of a beetle carapace can be fitted with a simple hinge, allowing it to open and be used as storage. The abdomen can hold up to one Medium or smaller creature, a Large or smaller swarm, or a similar amount of cargo. The beetle or a creature stored in it can Interact to open the hatch. If the beetle carapace takes a critical hit by a bludgeoning weapon, roll a DC 10 flat check. If the check fails, the cache is breached, and its contents spill out of the beetle. The hatch can also be Forced Open (DC 22 Athletics).

**Constrict** ✦ 2d8+2 piercing, DC 24 (page 212)

## DRAKE SKELETON

Moving with sinuous grace, these flying drake skeletons are held aloft by rotting membranes stretched between their bony wings. Although just as mindless as other skeletons, skeletal drakes maintain much of the draconic ferocity and raw spite they possessed in life, allowing them to attack viciously.





**DRAKE SKELETON**

**CREATURE 8**

NE LARGE MINDLESS SKELETON UNDEAD

**Perception** +14; darkvision

**Skills** Acrobatics +14, Athletics +18, Stealth +16

**Str** +6, **Dex** +4, **Con** +4, **Int** -5, **Wis** +2, **Cha** -1

**AC** 26; **Fort** +16, **Ref** +14, **Will** +12

**HP** 130, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 10, slashing 10

**Fragile Wings** When the drake skeleton is reduced to fewer than half its Hit Points, it can no longer fly. If it's aloft when this happens, it crashes immediately but can use the tatters of its wings to soften the landing, treating the fall as 20 feet shorter to calculate falling damage.

**Speed** 20 feet, fly 40 feet

**Melee** ♦ fangs +20, **Damage** 2d8+12 piercing

**Melee** ♦ tail +20 (reach 10 feet), **Damage** 2d4+12 bludgeoning

**Draconic Frenzy** ♦♦ The skeletal drake makes two Fangs Strikes and one Tail Strike in any order.

**SKELETAL TITAN**

Only the powerful and foolish would raise the bones of a mighty titan or similarly gargantuan creature as a skeleton. Skilled practitioners see this as a waste of a powerful body and imbue them with air walking magic based on those of titans, while the wise know it's nearly impossible to control such a colossus and that it's just as likely to crush its creator underneath its mighty foot as it is to smite their foes.

**SKELETAL TITAN**

**CREATURE 13**

NE GARGANTUAN MINDLESS SKELETON UNDEAD

**Perception** +19; darkvision

**Skills** Athletics +28

**Str** +9, **Dex** +3, **Con** +4, **Int** -5, **Wis** +2, **Cha** -1

**AC** 33; **Fort** +23, **Ref** +24, **Will** +21

**HP** 210, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 10, electricity 10, fire 10, piercing 15, slashing 15

**Speed** 40 feet; *air walk*

**Melee** ♦ mountain sword +26 (reach 20 feet), **Damage** 3d12+13 bludgeoning

**Melee** ♦ claw +26 (agile, reach 15 feet), **Damage** 3d8+13 bludgeoning

**Melee** ♦ foot +26 (reach 15 feet), **Damage** 3d8+13 bludgeoning

**Ranged** ♦ bone +24 (brutal, range increment 60 feet), **Damage** 2d10+13 plus bone debris

**Divine Innate Spells** DC 31; **Constant (7th)** *air walk*

**Bone Debris** The bones a skeletal titan throws are large enough to clutter the battlefield. When the skeletal titan hits a creature with a bone attack, the projectile becomes difficult terrain in the square the creature occupies (or, if the creature occupies more than one square, one square it occupies of the titan's choice). If the titan misses with a bone attack, instead a random square adjacent to the creature becomes difficult terrain.

**Mountain Slam** ♦♦♦ The skeletal titan slams its mountain sword into the ground. The shock wave reverberates, dealing mountain sword damage to all creatures in a 20-foot line (DC 34 basic Reflex save). Those who fail are also knocked prone.

**Trample** ♦♦♦ Huge or smaller, foot, DC 34 (page 214)



**THE SKELETAL PATH**

Diviners cast animal bones with a record of small successes. With necromancy, one can see far beyond. Animated skeletons presented with non-specific orders move in eddies as a school of fish might. Careful observation reveals patterns. This requires a large number of skeletons. Fortunately, a resource in which I am prosperous.

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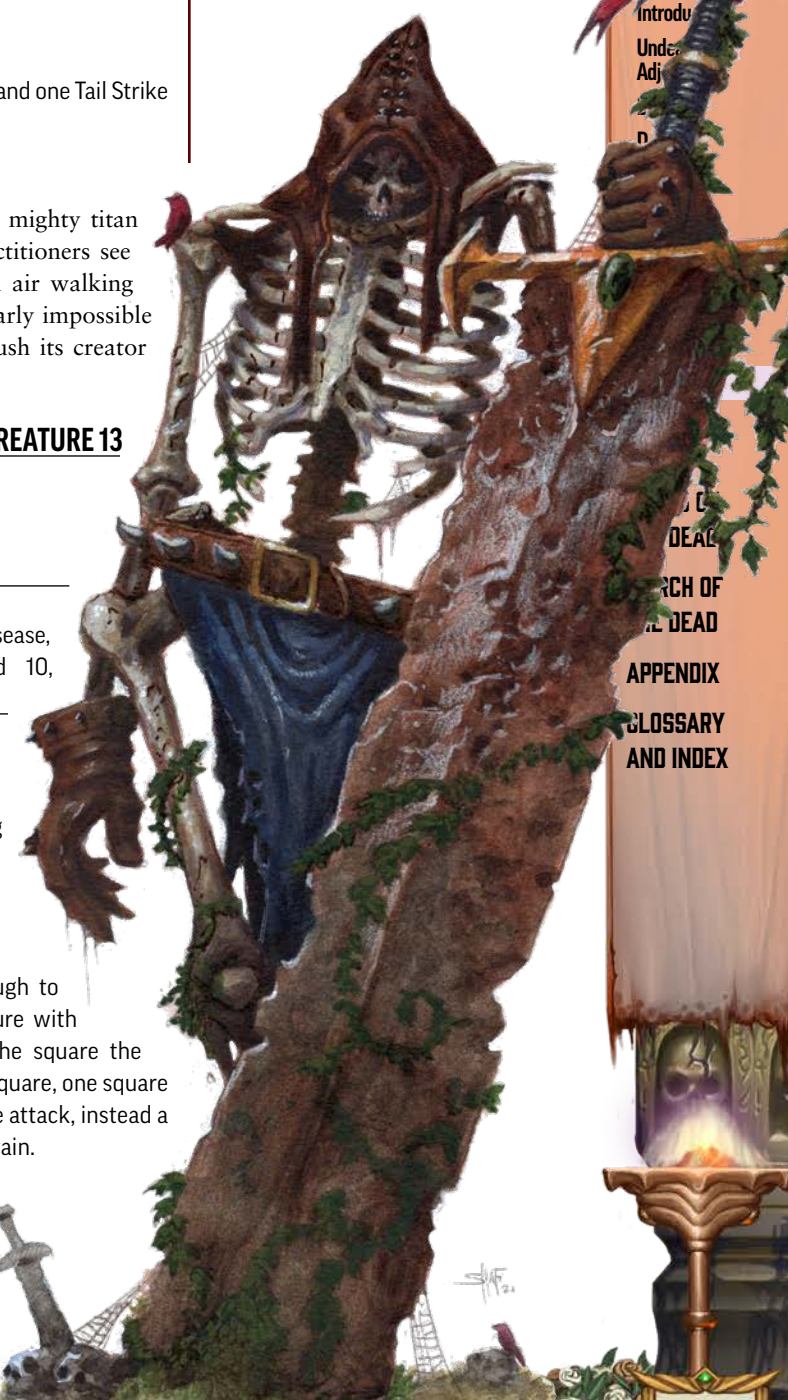
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## FALLEN OF THE WILD HUNT

The wild hunt is both a group of inexplicable fey and the name for the contest where they hunt their prey. These riders create a group of pure chaos, hunting just for the thrill of the chase. One legend among fey is that the first sluagh arose when a member of the wild hunt dueled a mortal and the two struck killing blows simultaneously. The mortal's soul polluted the fey's, like a blemish in a ruby, causing the fey to be reborn already dead.

# SLUAGH

A soul about to leave its physical body gives off a peculiar scent, usually unnoticed by mortal creatures. But the undead fey called sluagh can smell and track down its location with frightening ease. Unlike most fey, sluagh are undead, possessing strong connections to negative energy and mortal souls. Sluagh collect the souls of those close to death and bring them to feed their queen.

Most sluagh appear bald-headed, with rounded ears, sharp teeth, glossy black eyes, and scrawny bodies. Their rib cages show through their skin, which is translucent and soft as velvet.

Sluagh can become ghostly and incorporeal for brief periods. They use this power to stalk their prey to great effect. Sometimes the glimpse of a sluagh is mistaken for a ghost sighting.

## SLUAGH REAPER

Most sluagh are reapers: powerful killers subservient to their queen. After they collect souls on a hunt, they dutifully return their plunder to the queen. Though quite clever, they're inscrutable, lacking the whimsy and sociability that characterize many living fey. They do show merriment on occasion though, giggling as their claws draw closer to their quarry's throat.

### SLUAGH REAPER

CREATURE 10

UNCOMMON NE MEDIUM FEY UNDEAD

**Perception** +21; greater darkvision, soulscent (imprecise) 100 feet

**Languages** Common, Necril, Sylvan

**Skills** Acrobatics +21, Intimidation +16, Stealth +23, Survival +21

**Str** +3, **Dex** +7, **Con** +3, **Int** +3, **Wis** +5, **Cha** +0

**Soulscent** (divination, occult) The sluagh is aware of all doomed creatures, dying creatures, and creatures that died within the last hour within the listed range.

**AC** 29; **Fort** +17, **Ref** +21, **Will** +19

**HP** 175, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** cold iron 10

**Frightful Presence** (aura, emotion, fear, mental) 30 feet, DC 26 (page 212).

**Speed** 25 feet, fly 30 feet

**Melee**  $\blacklozenge$  claw +23 (agile, magical), **Damage** 3d6+9 slashing

**Primal Innate Spells** DC 26; **2nd** *invisibility*; **Cantrips (5th)** *ghost sound*

**Ghostly Swoop**  $\blacklozenge$  The sluagh reaper becomes incorporeal until the start of their next turn, and Flies up to their fly Speed. While incorporeal, they are immune to precision damage, and have resistance 10 to all damage (except force, *ghost touch*, or positive); this resistance is doubled against non-magical damage. After using *Ghostly Swoop*, the sluagh reaper can't use it again for 1d4 rounds.

**Sneak Attack** The sluagh reaper deals an additional 3d6 precision damage to flat-footed creatures.

**Steal Soul**  $\blacklozenge\blacklozenge$  (necromancy, occult) The sluagh reaper touches a dying creature or a creature that died within the past 1 hour. If the target is a dying creature, it must attempt a DC 28 Fortitude save—on a failure, its dying value increases by 1 (2 on a critical failure). If the target is dead, it receives no save and the sluagh imprisons its soul in a small, grimy sack that keeps stolen souls fresh.

The sack is magically locked. Any sluagh can open it without difficulty, but any others must Pick the Lock (DC 35) or use *dispel magic* (5th level; counteract DC 32). A creature can Interact to empty an unlocked sack, which frees the souls but doesn't return them to life. While a soul is imprisoned, it can't be brought back to life by any means short of a *wish* or *miracle*. The sack can hold 12 souls at a time. Sluagh reapers typically attempt to return the souls to a queen so she can devour them.





## QUEEN SLUAGH

A queen sluagh grows more powerful by devouring souls collected from underlings or drained directly through her proboscis. The muscular tongue inside is tipped with a cartilaginous, barbed quill that feeds the queen not only the soul, but the strengths of its owner. A queen conceals her nest deep in a secluded area, such as a forest or graveyard.

### QUEEN SLUAGH

### CREATURE 18

RARE NE HUGE FEY UNDEAD

**Perception** +31; greater darkvision, soulscent (imprecise) 200 feet

**Languages** Aklo, Common, Necril, Sylvan; voice of the soul

**Skills** Acrobatics +29, Athletics +35, Deception +30, Intimidation +32, Stealth +29, Survival +31

**Str** +9, **Dex** +5, **Con** +9, **Int** +7, **Wis** +7, **Cha** +4

**Soulscent** (divination, occult) As sluagh reaper.

**Voice of the Soul** A sluagh queen knows any language of a creature whose soul they've devoured and can perfectly mimic its voice by attempting a Deception check to Lie, with a +4 circumstance bonus.

**AC** 41; **Fort** +35, **Ref** +27, **Will** +33

**HP** 417, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** cold iron 15, positive 10

**Frightful Presence** (aura, emotion, fear, mental) 120 feet, DC 37 (page 212).

**Speed** 30 feet, fly 80 feet

**Melee** ♦ proboscis +35 (reach 20 feet), **Damage** 3d10+17 piercing plus Improved Grab

**Melee** ♦ claw +35 (agile, magical), **Damage** 3d10+17 slashing

**Ranged** ♦ negative ray +31 (magical, negative, range 100 feet), **Damage** 7d8 negative

**Primal Innate Spells** DC 41; **9th** *overwhelming presence*; **7th** *visions of danger* (a swarm of sluagh reapers); **2nd** *invisibility* (at will); **Cantrips (9th)** *ghost sound*

**Call of the Damned** ♦♦ (auditory) The queen sends out shriek to all sluagh within 1 mile, summoning them to her. This typically calls 2d4 sluagh reapers. If the queen is facing foes strong enough to threaten her, these are likely too weak to pose a threat but can assist by fetching items or getting in enemies' way.

**Eat Soul** ♦♦ (necromancy, occult) The queen touches a dying creature or a creature that died within the past 1 hour with her proboscis. If the target is dying, it must attempt a DC 41 Fortitude save; on a failure, its dying value increases by 2 (3 on a critical failure). If the target is dead, the queen devours the soul. Unless the queen is destroyed, the target can't be returned to life through any means, even powerful magic such as *wish*.

**Ghostly Swoop** ♦ As sluagh reaper.

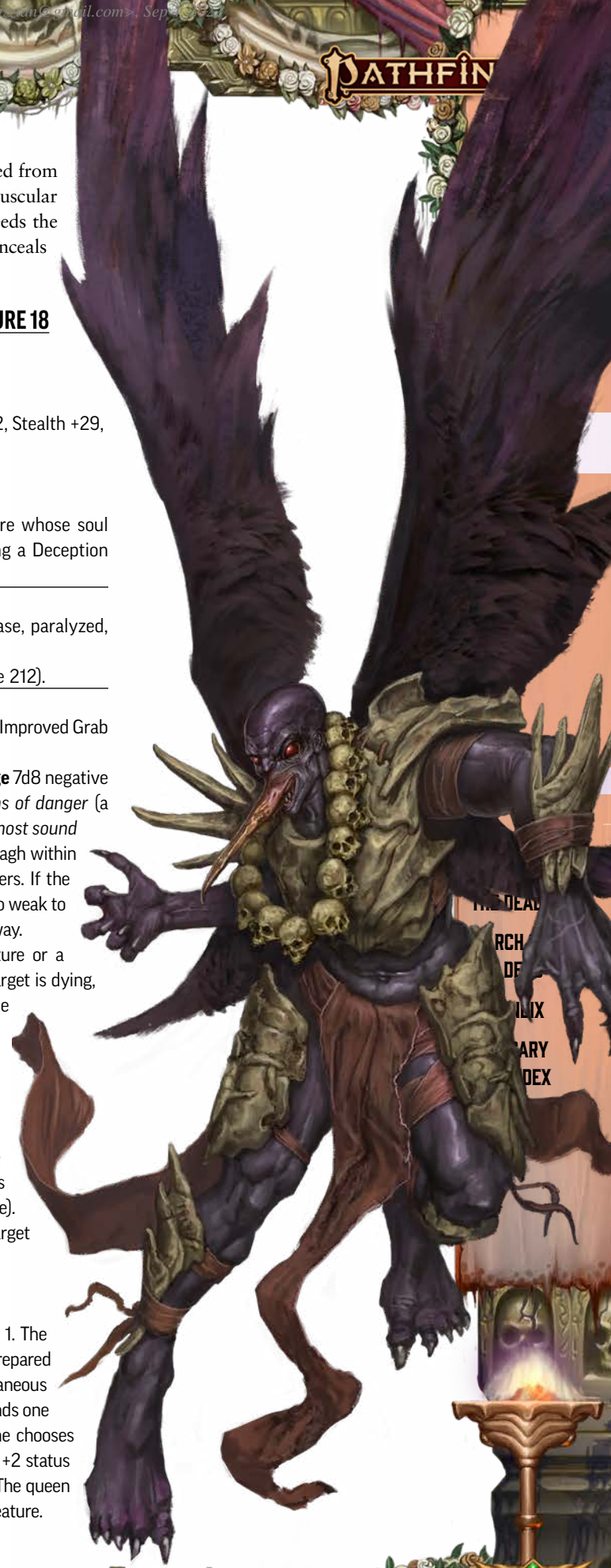
**Soul Theft** ♦ (occult, necromancy, negative) **Requirements** The queen has a creature grabbed or restrained with her proboscis; **Effect** The queen devours a portion of the creature's soul and steals some of its ability. The creature takes 5d8 negative damage (DC 41 Fortitude save). The queen gains temporary HP equal to the total amount of HP the target loses, including any HP lost from being drained.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is drained 1.

**Failure** The creature takes full damage and is drained 1 and doomed 1. The queen steals a spell slot or training. If she steals a spell from a prepared caster, she transfers the spell to herself; if she steals from a spontaneous caster, she gains a prepared spell of the appropriate level and expends one of the creature's spell slots of that level. If she steals training, she chooses Perception, attack modifier, or any skill. For 24 hours, she gains a +2 status bonus to that statistic and the creature takes a -2 status penalty. The queen can have any number of stolen abilities, but only one from each creature.

**Critical Failure** As failure, but double damage.







## TORMENTED IN GOLARION

Tormented are most commonly encountered in places where torture and painful execution is a public spectacle, as if the act of witnessing strengthens the psychic horror that creates such entities. They are most common in Chelax and Nidal, where public torture is considered high art, though the necromancers of Geb are said to use carefully bound tormented as personal torturers.



# TORMENTED

Twisted caricatures of living beings, tormented arise from the remains of those who've been tortured to death. They appear as the mortals they were in life, horribly disfigured by acts of cruelty. Unable to rest, they haunt the sites of their deaths, doomed to relive their last moments of agony. The toxic psychic residue of their death is so great it spills over, afflicting anyone who meets the tormented's haunted gaze.

## TORMENTED

CREATURE 14

CE MEDIUM UNDEAD

**Perception** +27; darkvision, lifesense 60 feet (page 213)

**Languages** Aklo, Common, Necril

**Skills** Athletics +26, Acrobatics +24, Intimidation +28, Stealth +24

**Str** +6, **Dex** +4, **Con** +4, **Int** -1, **Wis** +5, **Cha** +8

**AC** 35; **Fort** +22, **Ref** +26, **Will** +27

**HP** 250, negative healing (page 213), regeneration 10 (deactivated by a type listed in endless suffering); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weakness** endless suffering 10

**Endless Suffering** The type of torture that killed a tormented determines the effect of their Tortured Gaze, as listed below. The damage type listed in parentheses deactivates their regeneration and is their damage weakness. The most common tortured deaths are as follows.

**Burning** (fire) The tormented perished by fire and brand. The target takes 6d6 fire damage and is wreathed in ghostly flames for 1 minute, negating its concealed condition and rendering it concealed if it would be invisible.

**Crushing** (bludgeoning) The tormented was crushed or broken on the wheel. The target takes 4d8 bludgeoning damage and is knocked prone.

**Dislocation** (bludgeoning) The tormented had their limbs repeatedly broken or dislocated. For 1d4 rounds, the target is clumsy 2 and slowed 1.

**Drowning** (cold) The tormented was repeatedly drowned, held underwater and pulled back at the last instant. The target takes 4d6 cold damage and is sickened 2.

**Impalement** (piercing) The tormented was pierced with spears or blades and left to slowly die. The target takes 8d4 persistent bleed damage. (The creature doesn't take the persistent damage this turn, nor does it get its flat check to end the damage.)

**Starvation** (cold) The tormented starved to death, denied food until the end. For 1 minute, the target is enfeebled 2 and fatigued.

**Tortured Gaze** (aura, divine, illusion, mental) 30 feet, or 60 feet if the tormented is at 125 HP or lower. The psychic agony of a tormented spills into the world around them, inflicting murderous hallucinations replicating the tormented's last moments. A non-undead creature that ends its turn in the aura must succeed at a DC 32 Will save or take the effect listed under Endless Suffering. While it has a condition from Tortured Gaze, a creature can't gain a new condition from the aura but can take damage from it again.

**Speed** 25 feet, fly 25 feet

**Melee** ♦ painful touch +28 (agile, finesse, magical), **Damage** 4d6+14 mental plus 2d6 persistent mental damage

**Scream in Agony** ♦♦ (auditory, divine, enchantment, mental) Each creature in the tormented's Tortured Gaze aura takes 14d6 mental damage (DC 34 basic Will save). A creature that fails is also sickened 1 (or sickened 2 on a critical failure). The tormented can't Scream in Agony again for 1d4 rounds, but recharges the ability whenever they take damage from an attacker's critical hit or their own critical failure on a saving throw.



# UNRISEN

An unrisen is a mangled conglomeration of splintered bones, decaying organs, and rotting flesh, created when a ritual such as *resurrect* goes catastrophically wrong. Immense care must be taken, for if the ritual is a critical failure, an unrisen can be the result—as many a ritualist has learned to their horror.

Unrisen are barely intelligent, aware only of the agony constantly inflicted by their flawed creation and their resentment for the living. They tend to attack the casters involved in the botched ritual first before lashing out at everyone else around them. Though an unrisen's twisted form is unrecognizable as the intended target of the resurrection, its wordless howls are often disturbingly similar to the deceased's voice. If an unrisen is destroyed before it can rise again, it's reduced to a handful of metallic blue-green salts referred to as essential salts.



## UNRISEN SALTS

An unrisen's essential salts, formed from its remaining distilled life essence, can be used for spells and rituals such as *raise dead* or *resurrect*, replacing 600 gp worth of diamonds. The existence of these essential salts doesn't damage the soul of the unrisen's source creature, but devout Pharasmins still frown on its use.

## UNRISEN

## CREATURE 11

NE MEDIUM UNDEAD

**Perception** +21; darkvision, lifesense 30 feet (page 213)

**Languages** Common (can't speak any language)

**Skills** Athletics +24, Stealth +19

**Str** +7, **Dex** +4, **Con** +5, **Int** -2, **Wis** +6, **Cha** +3

**AC** 28; **Fort** +22, **Ref** +17, **Will** +21

**HP** 220, meant to live, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** resurrection vulnerability

**Meant to Live** (occult, necromancy) Whenever an unrisen would take damage from positive energy, it instead heals half that number of Hit Points.

**Resurrection Vulnerability** A creature with a prepared or spontaneous spell that can restore the dead to life (such as *breath of life* or *raise dead*) can expend an appropriate spell slot as a 2-action activity to destroy an unrisen within 30 feet. The attempt fails if the unrisen succeeds at a Will save against the creature's spell DC.

**Rise Again** (necromancy, occult) If the unrisen is reduced to 0 Hit Points by means other than fire damage, disintegration, or its resurrection vulnerability, it returns to unlife at the start of its next turn. It has 100 Hit Points and is prone in the space in which it was destroyed. The unrisen can't be returned by this ability again for 1 hour.

**Speed** 30 feet

**Melee** jaws +24 (deadly d10, magical),

**Damage** 3d8+13 piercing plus Grab (page 212)

**Melee** claw +24 (agile, magical), **Damage** 2d8+13 slashing plus Grab

**Agonized Howl** ◆◆ (auditory, enchantment, mental, occult) The unrisen howls in pain at its cursed existence. Creatures within a 30-foot emanation take 9d8 mental damage (DC 30 basic Will save). The unrisen can't use Agonized Howl again for 1d4 rounds.

**Awful Approach** ◆ The unrisen reshapes its grotesque form to move swiftly. It Strides twice. Any living creature that can see the unrisen during this movement must succeed at a DC 28 Fortitude save or be sickened 1 (sickened 2 on a critical failure). This is a mental and visual effect. The unrisen can't use Awful Approach again for 1d4 rounds.

**Death Grip** ◆ (curse, necromancy, occult) **Requirements** The unrisen has a living creature grabbed or restrained; **Effect** The unrisen attempts to destroy its victim's life force to share the unrisen's fate. The creature must succeed at a DC 30 Fortitude save or become doomed 1. While the curse lasts, the creature regains only half as many HP from positive healing effects; if it dies, any attempt to raise it from the dead causes it to return as an unrisen. The curse ends automatically if the creature's doomed value is reduced to 0.



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# Voracious Vampires!

Many among the living say vampires are the superior form of undead and the preferred method to achieving immortality. In my experience, this speaks more to a mortal's vanity than to any perfection of the vampiric species. Yes, it is true vampires are immortal creatures, unravaged by illness and incredibly difficult to kill. And yes, some vampiric species remain objectively attractive and youthful in appearance—at least as much as the original subject was attractive and youthful in life—and vampires display none of the putrescence typically associated with the dead. However, are vampires the pinnacle of undeath? To this I vehemently argue, no.

Vampires are ruled primarily by illogical compulsions and revulsions. These are not simply psychological quirks, but gaping flaws in the psyche: weaknesses that enable even the foolish and defenseless to avoid, repel, and kill vampires. Vampires then, regardless of their many merits, remain far from necromantic perfection. These faults do nothing to reduce their importance as subjects of study, however.

## Bloodlines

Vampires are not a uniform lineage and display greater variance than most forms of undead. Scholars refer to each type as a "bloodline." Each variation is, in fact, a distinct species, but I will retain the term here. It is commonly used and endearing in its base poetry.

There are five confirmed vampire bloodlines, including moroi, the most common of all vampires. Other types include the jiang-shi, nosferatus, vetalaranas, and the vrykolakas. These bloodlines can be separated into two groups: blood-drinkers, who devour the physical essence of others (blood, most often), and breath-stealers, who consume the metaphysical essence of others (such as thoughts or qi).

## Anatomy

The transformation into death and undeath is subtle in most vampiric bloodlines, with most appearing as they did in life save for a minor predatory mutation determined by their method of consumption. The canine teeth of blood-drinkers elongate into piercing fangs. Both breath-stealers and blood-drinkers grow long claws in place of nails. Others, like the aged nosferatus and the bestial vrykolakas, appear less mortal, gaining the countenance of an emaciated corpse or animalistic predator, respectively.

Other changes a vampire undergoes are more difficult to discern at a glance. Their flesh becomes unnaturally hard and difficult to puncture, their eyes adjust to darkness, and their wounds heal incredibly rapidly, repairing the most grievous injuries in moments. Additionally, a vampire's body gains all the standard resiliencies of other corporeal undead.

## Hunger

Vampires of all bloodlines endure unending hunger. The young are ruled by it, but with time and experience, elder vampires can control it—if they choose. This hunger is the axis around which all vampire's lives revolve, as they perpetually hunt to sate it. Only the youngest or most reckless vampires hunt openly, which inevitably invites vampire hunters and other specialists to their residence. Usually, vampires hunt with subtlety. They strike only



when their prey is isolated and ensure their assaults leave behind no witnesses, bloody spectacles, or corpses. Some vampires choose to eat only enough to sate their hunger, leaving their victim alive (though rarely free), while others hunt to kill. Most carefully dispose of the corpses.

When well fed, a vampire has an easier time controlling their urges. Most become flushed with false life; some might even pass as mortal for a brief time. Vampires can't starve to death. However, lack of food makes a vampire increasingly feral, impulsive, and corpse-like. Their eyes become hollow,





their cheeks sunken, their forms skeletally thin. In this state of desperate hunger, a vampire has no impulse control nor greater cognitive functions; they attack wantonly, feeding on everything in sight.

### Other Compulsions

Every vampire is plagued by a collection of psychological eccentricities that compel it to action or repel it in fear. These vary by bloodline. A moroi vampire can't voluntarily cross running water or enter a house without being invited inside, and recoils from religious symbols and garlic. Jiang-shi, in contrast, cannot abide mirrors or ringing handbells. More even than their appetites, these vulnerabilities make vampires hard to rely on. One must assign tasks carefully to work around these compulsions.

### Dominion

Like many living creatures, a vampire seeks out shelter. For some bloodlines, doing so is simply a matter of convenience, comfort, defense. For others, it is a necessity. Moroi and nosferatus can be destroyed by sunlight and must sleep each night within their coffin. Vrykolakas must bury themselves in their grave once a week. Moroi and vetalaranas are the most likely bloodlines to live openly within a mortal settlement, keeping their vampiric nature a secret and masquerading as the living. Other bloodlines might live secretly within or immediately outside a settlement. The settlement and surrounding region become the vampire's hunting grounds, the citizens their prey. Some vampires take exception to other predators preying upon their "flock" or living within their "domain," but most are indifferent to the mortals around them. Such feelings, if they exist, are entirely self-serving. A vampire's domain is a place to rest, recuperate, and retreat, but also a trap to lure prey, larder to store food, and a defensive bastion. It is likely filled with loyal minions and deadly traps. Entering such a place is folly.

### Strigoi: Fact or Fiction?

Rumors have long told of a progenitor form of vampire, an ancestral bloodline that fed upon both the physical and metaphysical being of a creature simultaneously. This "master" bloodline from which all other vampires are descended is called strigoi. Only recently has their presence been confirmed, after impetuous tomb robbers stumbled upon the ancient vaults where strigoi hide. Awaking these ancient bloodsuckers invites chaos. Time will tell whether they thrive or simply perish in the modern world.

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## DREAMERS OF THE DARK

Jiang-shi typically arise from priests or holy workers who have died but chose to make their way back from the afterlife. While in a state of repose, a jiang-shi is haunted by dream visions of the netherworld. Many recall endless privations and instinctively seek to share their agonies while awake. Some recall humiliation and swear none shall master them again. A few even glimpse the multiverse's secrets and plot to drain the heavens dry.

# VAMPIRE, JIANG-SHI

Jiang-shi are terrifying hopping vampires from Tian Xia. Though similar to other vampires—they are undead, drain vital energy from the living, and can be slain only in specific ways—jiang-shi feast upon the breath of the living, also known as qi or ki, instead of blood. While they possess unique powers, including their magic-deflecting paper fulus, extraordinary jumping ability, and immunity to sunlight, jiang-shi also possess unique vulnerabilities, such as the inability to see living creatures save through breathsense, a revulsion to bells and mirrors, and near-stupefying melancholia. Thankfully, most jiang-shi can't create vampiric spawn.

## CREATING A JIANG-SHI

While it's best to create a jiang-shi from scratch, you can turn an existing living creature into a jiang-shi using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and usually becomes evil.
- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- Reduce its Speed by 10 feet, to a minimum of 15 feet.
- Increase its damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Reduce its HP by the amount listed on the table.
- The jiang-shi gains fast healing and resistance to physical damage (except darkwood) as indicated on the table. These abilities are the reason the jiang-shi has less HP.

Starting Level	HP Decrease	Fast Healing/Resistance
3-4	-20	5
5-7	-30	7
8-14	-40	10
15+	-60	15

## BASIC JIANG-SHI ABILITIES

If the base creature becoming a jiang-shi has any abilities that specifically come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the jiang-shi's theme. All jiang-shi gain the following abilities.

### Darkvision

**Breathsense** 60 feet (precise). A jiang-shi can't perceive living creatures beyond 5 feet except with their breathsense. A living creature within the listed range who holds its breath is invisible to the jiang-shi for as long as it holds its breath. To hold its breath in this way, a creature must have one hand free to fully plug its nose or cover its mouth. (Refer to page 478 of the *Core Rulebook* for the full rules on holding breath.)

### Negative Healing

**Immunities** death effects, disease, paralyzed, poison, sleep, prone

**One More Breath** (divine, necromancy, negative) Unlike other undead, a jiang-shi isn't destroyed at 0 HP. Instead, they fall unconscious and awaken in 1 minute with 1 Hit Point. Scattering at least 1 Bulk of glutinous rice or hen eggs on an unconscious jiang-shi destroys them permanently. If the jiang-shi was reduced to 0 HP by an attack from a weapon made of darkwood, they're destroyed immediately.

**Jiang-shi Vulnerabilities** All jiang-shi possess the following vulnerabilities.





**JIANG-SHI AND FULUS**

A typical Tian exorcism for a jiang-shi involves subduing the vampire followed by a lengthy prayer to Pharasma. The exorcist then affixes a fulu charm (*Secrets of Magic* 158) upon the jiang-shi's brow, an object believed to ease the undead's eternal nightmares.

- **Revulsion** A jiang-shi can't voluntarily come within 10 feet of a brandished mirror or the sound of ringing handbells. A creature can Interact with a mirror or handbell to brandish or ring the item for 1 round (similar to Raising a Shield). If the jiang-shi involuntarily comes within 10 feet of an object of their revulsion, they gain the fleeing condition, running from the object of their revulsion until they are 10 feet or farther from the object. After 1 round of being exposed to the object of their revulsion, a jiang-shi can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, they overcome their revulsions for 1d6 rounds (or 1 hour on a critical success).
- **Bitter Epiphany** A jiang-shi is afflicted by severe melancholia when reminded of their debased nature and the truth of their existential disconnection from living beings. When a jiang-shi sees an altar with at least 1 Bulk of food offerings to ancestor spirits, they must attempt a DC 25 Will save. They are then temporarily immune to Bitter Epiphany for 1 minute.
  - Critical Success** The jiang-shi is unaffected.
  - Success** The jiang-shi is stupefied 1 for 1 round.
  - Failure** The jiang-shi is stupefied 2 for 1 minute.
  - Critical Failure** The jiang-shi is stupefied 2 and confused for 1 minute.

**Warped Fulu** The jiang-shi has corrupted the fulu attached to their brow. The jiang-shi is immune to spells cast from a magic item without expending a spell slot, such as from a scroll or wand. A creature can Steal the fulu to remove it, rolling against the jiang-shi's Perception DC. This immediately ends the jiang-shi's immunity to these effects. If a creature then destroys the removed fulu with an Interact action, the jiang-shi also loses their fast healing ability. A jiang-shi can create a replacement fulu by spending 1 uninterrupted hour inscribing a strip of paper (or similar) with a writing instrument.

**Rigor Mortis** The jiang-shi ignores difficult terrain and effects that would render them prone. A jiang-shi can't take the Drop Prone action. When they Leap they don't trigger reactions that are normally triggered by move actions, such as Attacks of Opportunity.

**Claws** If the base creature had hands, its fingernails thicken and grow to terrible proportions, granting it an unarmed claw Strike that deals slashing damage, has the agile trait, and can Grab. Use the moderate damage for the creature's level on the Strike Damage table on page 65 of the *Gamemastery Guide*.

**Drain Qi** ♦ (divine, necromancy) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the jiang-shi's reach; **Effect** The jiang-shi drains the victim's life energy, or qi, through their breath. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is drained 1 and the jiang-shi regains HP equal to 10% of its maximum HP, gaining any excess as temporary Hit Points. Draining qi from a creature that's already drained doesn't restore any HP to the jiang-shi but increases the victim's drained condition value by 1, killing



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## HIERARCHIES OF BREATH AND DEATH

Unlike their blood-drinking cousins, jiang-shi subsist on mortals' breath and vitality in the form of qi, also known in some regions as ki. As a jiang-shi inhales more qi, they become stronger in body and mind. A truly gluttonous jiang-shi becomes even more powerful and attains a higher status than their peers. Such ancient vampires are known as "ministers," and they seek to feast on only the most rarefied qi of the cosmos.

the victim when it reaches drained 5. If the victim has the ability to cast ki spells, it can spend 1 Focus Point to avoid becoming drained. This protects it only from the current attack, not from subsequent attempts to Drain Qi.

A victim's drained condition value decreases by 1 every week. If the creature restricts their diet to glutinous rice for at least 1 day and spends 10 minutes dancing, jogging, or otherwise engaging in vigorous physical activity by succeeding at a DC 25 Athletics check, it reduces its drained condition by 1.

### JIANG-SHI MINISTER ABILITIES

Those rare jiang-shi who have devoured at least a thousand victims' qi have shed many of their frailties and become able to create jiang-shi from their slain victims. These imperious undead address themselves as "ministers" or by other grandiose titles, and they mock lesser jiang-shi as mere "provincials."

Ministers gain additional jiang-shi abilities, as detailed below. A creature below level 13 is not significant enough to become a minister—you should instead make such a creature into a regular jiang-shi or rebuild the creature so that it's at least level 13 before becoming a minister.

**Resistances** The jiang-shi resists all physical damage (except magical darkwood).

**Dark Enlightenment** The jiang-shi is no longer limited to seeing living creatures with only their breathsense, and they no longer have the Revulsion vulnerability. They can perceive living creatures normally with either darkvision or breathsense, and they can take the Drop Prone action.

**Distant Steps** When the jiang-shi Leaps, they can add 10 feet to the horizontal and/or vertical distance they move without affecting the Leap DC. The jiang-shi can stand and walk on water and other solid or liquid surfaces that wouldn't normally support their weight.

**Tumult of the Blood** (divine, necromancy) The third time a jiang-shi successfully Drains Qi within a single minute, they become quickened for 1 minute. They can use their extra action only to Strike or Stride.

### PROVINCIAL JIANG-SHI

Roused rudely from their nightmarish slumber, the provincial jiang-shi roams the villages and graveyards around their domain searching for sustenance to slake their hunger.

### PROVINCIAL JIANG-SHI

CREATURE 11

CE MEDIUM UNDEAD VAMPIRE

**Perception** +22; breathsense (precise) 60 feet, darkvision

**Languages** Common, Necril, Tien

**Skills** Acrobatics +16, Athletics +22, Intimidation +20, Religion +22

**Str** +5, **Dex** +3, **Con** +4, **Int** +3, **Wis** +7, **Cha** +3

**Items** +1 striking mace

**AC** 31; **Fort** +21, **Ref** +18, **Will** +24

**HP** 130, fast healing 10 (page 212), negative healing (page 213), one more breath;

**Immunities** death effects, disease, paralyzed, poison, sleep, prone; **Resistances** physical 10 (except darkwood)

#### Jiang-Shi Vulnerabilities

##### Warped Fulu

**Speed** 15 feet; rigor mortis

**Melee** ♦ claw +22 (agile), **Damage** 2d10+11 piercing plus Grab (page 212)

**Melee** ♦ mace +23 (magical, shove), **Damage** 2d6+11 bludgeoning

**Drain Qi** ♦ (divine, necromancy) When Draining Qi, the provincial jiang-shi regains 13 HP.

**Divine Innate Spells** DC 32, attack +22; **6th** harm (×7), *spirit blast*, *vampiric exsanguination*; **5th** *shadow blast*; **4th** *enervation*, *ghostly tragedy* (*Advanced Player's Guide* 220; ×2); **3rd** *bind undead*, *fear* (×3)



## MINISTER OF TUMULT

Ministers of tumult are grandmasters of killing, having cultivated their prowess to supernatural levels through the qi reaved from countless mortals. Many such jiang-shi ministers rule over settlements or even entire city-states, cowing their subjects into unerring obedience.

A settlement or city-state under the control of a minister of tumult typically seems, on the outside, like everything is running smoothly and with clockwork precision. Guard patrols, street cleanings, carriages, and more always arrive precisely at the designated time, neither early nor late. To a visitor who doesn't pay any heed to the unease behind the smiles on the inhabitants' faces, the minister of tumult's fiefdom might appear to be a marvelous place to live. But the truth is much more dire. Ministers of tumult keep control and engorge themselves with qi by draining qi from criminals. If the minister of tumult is hungry and there haven't been any serious crimes, they simply dole out this punishment for petty crimes, minor infractions, or simple failures to perform adequately. This keeps the people in check, as there always seems to be a way to avoid the penalty by acting perfectly.

## MINISTER OF TUMULT

## CREATURE 14

LE MEDIUM UNDEAD VAMPIRE

**Perception** +28; **breathsense** (precise) 60 feet, **darkvision**

**Languages** Common, Necril, Tien

**Skills** Acrobatics +24, Athletics +29, Diplomacy +24, Intimidation +24, Martial Arts Lore +22, Society +20, Stealth +24

**Str** +7, **Dex** +4, **Con** +6, **Int** +4, **Wis** +8, **Cha** +4

**AC** 36; **Fort** +26, **Ref** +24, **Will** +28

**HP** 190, **fast healing** 10 (page 212), **negative healing** (page 213), one more breath; **Immunities** death effects, disease, paralyzed, poison, sleep, prone;

**Resistances** physical 10 (except magical darkwood)

### Jiang-Shi Vulnerabilities

#### Warped Fulu

**Speed** 30 feet; **rigor mortis**

**Melee** ♦ **claw** +29 (agile, finesse), **Damage** 3d10+13 piercing plus Grab (page 212)

**Drain Qi** ♦ (divine, necromancy) When Draining Qi, the minister of tumult regains 19 HP.

**Monk Focus Spells** 3 Focus Points, DC 34; **8th** *ki rush* (Core Rulebook 401), *medusa's wrath* (Advanced Player's Guide 229), *wind jump* (Core Rulebook 402)

**Premonition of Death** ♦ **Trigger** The minister rolls initiative or their turn begins; **Effect** The minister is attuned to coming violence. The minister uses Stance of Death.

**Stance of Death** ♦ (stance, necromancy) The minister's qi-engorged form allows perfect body control at all times. They assume one of the following stances.

- **Bone Corpse** When the minister successfully Drains Qi while in this stance, for 1 round each time the drained creature Strides it must succeed at a DC 5 flat check or waste the action and fall prone.
- **Cloudless Void** The jiang-shi gains a +1 circumstance bonus to AC and their claw Strikes gain the reach trait.
- **Sundered Veins** Creatures struck by the jiang-shi's claw Strikes take 1d10 persistent bleed damage. On a critical hit, they are also enfeebled 1.



## SCORND BY HEAVEN AND EARTH

Jiang-shi crave qi but are also repelled by certain harmonious arrangements of qi, such as that which occurs in grains of rice, hen eggs, mirrors, and certain types of wood.



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### MISTAKEN IDENTITY

Consuming thoughts is an overwhelming sensory experience that requires practice and mental discipline to master. Newly risen vetalaranas that consume memories too rapidly can lose sight of their identity amid the foreign thoughts in their minds. Consequently, they might return to the wrong home, abduct their prey's family, or adopt the quirks and vices of their victims.

## VAMPIRE, VETALARANA

Vetalarana vampires feed on the emotions, thoughts, and memories of others. Although they are capable of feeding on animals, beings of the planes, and other intelligent undead, only the thoughts of an intelligent, living humanoid bring a vetalarana any sense of satisfaction. Slender and pale, with sunken cheeks and exceptionally long nails, vetalaranas become flushed with color and life after feeding on particularly potent emotions and thoughts, enabling some to pass as living for a short time.

A vetalarana is created when a person with psychic or occult abilities dies in denial of their death, refusing to pass on to the afterlife but unable to retain their grip on life. As their spirit has no cause left undone nor debt to settle, these tenacious souls rise not as ghosts but as vetalaranas, a formidable and tenacious mind animating their own corpse in a mockery of life.

A vetalarana's predations inevitably turn their victims into living husks, incapable of thought and devoid of any spark of personality. These victims fall into a senseless stupor, comatose but still living, without identity or memories. If a vetalarana is killed, they can occupy one of these comatose husks, while more powerful vetalaranas can control them like living puppets.

When a vetalarana is destroyed, all of their comatose victims are immediately freed. Most often, these people regain consciousness as amnesiacs whose memories return over time—taking at least months but sometimes as long as decades. These returned memories are fragmented and often jumbled with the thoughts of others the vetalarana fed upon. If a victim served as a failed host or was frequently controlled while comatose, a sliver of the vetalarana's corrupted thoughts remain in the victim's mind. These tainted victims recover much faster than their fellows, regaining their memories in record time and transforming into a new vetalarana soon after.

### CREATING A VETALARANA

While it's best to create a vetalarana from scratch, you can turn an existing living creature into a vetalarana using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and usually becomes evil.
- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Reduce its HP by the amount listed on the table.
- The vetalarana gains fast healing, resistance to mental damage, and resistance to physical damage (except cold iron) as indicated on the table. These abilities are the reason the vetalarana has less HP.

Starting Level	HP Decrease	Fast Healing/Resistance
3-4	-20	5
5-7	-30	7
8-14	-40	10
15+	-60	15

### BASIC VETALARANA ABILITIES

All vetalaranas gain the following abilities. If the base creature has any abilities that specifically come from being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the vetalarana's theme.





**USES FOR COLD IRON**

Canny mortals looking to thwart a vetalarana make heavy use of cold iron. They line their sanctuaries with the material or surround comatose victims in cold iron sheets, armor, or shields. Others weave shrouds of cold iron thread or mix cold iron dust into paints and oils—though the efficacy of the latter is debatable.

**Thoughtsense** (divination, mental, occult) The vetalarana senses all non-mindless creatures within 100 feet as a precise sense.

**Negative Healing** (page 213)

**Immunities** death effects, disease, paralyzed, poison, sleep

**Vetalarana Vulnerabilities** All vetalaranas possess the following weaknesses.

- **Barred Senses** A vetalarana can't see or sense through force effects or cold iron, and their mind can't penetrate force effects or cold iron. Such barriers can prevent the transference of a vetalarana's mind through Mental Rebirth.
- **Revulsion** A vetalarana delights in consuming memories and secrets, and is disgusted by those who share such sensitive tidbits openly. A vetalarana can't voluntarily come within 10 feet of a creature loudly voicing their intimate personal secrets or most cherished memories aloud. Speaking such information aloud with conviction is a single action that has the auditory, concentrate, and linguistic traits, and protects the creature until the start of its next turn. A vetalarana that involuntarily comes within 10 feet of a creature sharing such information gains the fleeing condition until they're 10 feet or farther from the creature. After 1 round of being exposed to the secrets of a creature, a vetalarana can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, they overcome their revulsions for 1d6 rounds (or 1 hour on a critical success).
- **Vulnerable to Brain Destruction** A vetalarana whose brain has been destroyed, or is reduced to 0 HP while unable to take mental actions, can't use Mental Rebirth.

**Mental Rebirth** (curse, incapacitation, mental, necromancy, occult) Unlike most other undead, a vetalarana isn't destroyed when they reach 0 HP. Instead, their body is destroyed, crumbling to ash, and their mind is immediately transferred into a creature they rendered comatose through Drain Thoughts. This creature must be within 1 mile; if no such creature is in range, the vetalarana is destroyed. The creature becomes controlled by the vetalarana and loses the stupefied and unconscious conditions. If the creature controlled by a vetalarana in this way is killed, the vetalarana's mind transfers to another creature within 1 mile who they rendered comatose through Drain Thoughts.

After 1d6 days of being controlled, the controlled creature dies, and its body transforms into that of the vetalarana who rendered it comatose.

**Climb Speed** A vetalarana gains a climb Speed equal to their land Speed.

**Claws** If the base creature had hands, its fingernails thicken and grow to terrible proportions, granting it an unarmed claw Strike that deals slashing damage, has the agile trait, and can Grab. Use the moderate damage for the creature's level on the Strike Damage table on page 65 of the *Gamemastery Guide*.

**Drain Thoughts** ♦ (divination, mental, occult) **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vetalarana's reach; **Effect** The vetalarana seizes a creature and consumes its memories. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is stupefied 1, and the vetalarana regains HP equal to 10% of the vetalarana's maximum HP, gaining any excess as temporary Hit Points. Draining Thoughts from a creature that is already stupefied doesn't restore any HP to the vetalarana but increases the victim's stupefied value by 1. Additionally, the vetalarana views one of the victim's memories.

A victim's stupefied condition value decreases by 1 every week.

A victim that becomes stupefied 5 in this way is rendered comatose, becoming permanently unconscious. As long as the vetalarana lives, a comatose victim can't regain consciousness, and its stupefied condition doesn't decrease.

**VETALARANA MANIPULATOR ABILITIES**

Extremely powerful vetalaranas who've tasted the thoughts of hundreds of people or more become empowered by the memories and experiences they've

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## PUPPETEERS

Vetalarana manipulators are obsessed with control. They experiment with the minds of the living, manipulating, enhancing, and erasing their victim's memories to see what changes occur.

Through these mental experiments, vetalaranas learn how to control minds and lives, twisting mortals into loyal servants or unknowing puppets while erasing any record of their own interference.


consumed, overcoming their revulsions. They gain greater control over their comatose victims, can manipulate memories, and even paralyze with a touch. These vetalaranas are known as “manipulators,” although those with psychic powers of their own often prefer the terms “doyen” or “thoughtseer.”

Vetalarana manipulators gain additional abilities, as detailed below. A creature below 10th level isn't powerful enough to become a vetalarana manipulator; instead, make such a creature into a regular vetalarana or rebuild the creature so that it's at least 10th level before making it a vetalarana manipulator.

**Resistances** The vetalarana manipulator resists mental damage and all physical damage (except magical cold iron).

**Control Comatose** (exploration, incapacitation, mental, necromancy, occult, possession) **Frequency** once per day; **Effect** The vetalarana manipulator spends 10 minutes to take psychic control of the creatures they've rendered comatose with *Drain Thoughts*. This has the effects of the *possession* spell, but lasts for up to 6 hours, has a range of 1 mile, and the vetalarana can control a number of comatose victims at a time equal to half the vetalarana's level. A comatose victim can't resist this possession and automatically gets a critical failure on its saving throw against Control Comatose.

As long as a comatose victim is controlled by a vetalarana manipulator in this way, the victim's stupefied and unconscious conditions are temporarily suppressed.

**Drain Thoughts**  (divination, mental, occult) As a basic vetalarana, but the vetalarana manipulator can choose to alter, enhance, or erase the memory they view as a 4th-level *modify memory* spell. If the vetalarana gets a critical success on their Athletics check to Drain Thoughts, the target is stupefied 2 instead of stupefied 1.

**Occult Innate Spells** A vetalarana manipulator has *tongues* as a constant occult innate spell.

**Paralyzing Claws** (incapacitation, occult, necromancy) Any living creature hit by a vetalarana manipulator's claw Strike must succeed at a Fortitude save or become paralyzed. The target can attempt a new save at the end of each of its turns to end the effect, and the DC cumulatively decreases by 1 on each such save. Use the moderate DC for the creature's level on the Spell DC and Spell Attack Bonus table on page 66 of the *Gamemastery Guide*.

## VETALARANA EMERGENT

A vetalarana emergent is inexperienced and ravenous, often caring more for the consumption of thoughts than the quality of the thoughts and memories consumed. These undead gluttons gorge themselves on memories, leaving a crowd of addled and terrified victims in their wake.

Experienced emergents are cannier than their newly risen kin, stalking their chosen victims and being sure to abduct, kill, or render their victims comatose after draining their memories to ensure no witnesses remain to reveal the presence of a vetalarana.

### VETALARANA EMERGENT

CREATURE 8

CE MEDIUM UNDEAD VAMPIRE

**Perception** +14; darkvision, thoughtsense (precise) 100 feet

**Languages** Common, Necril

**Skills** Acrobatics +15, Athletics +18, Intimidation +16, Occultism +13, Stealth +17



Str +6, Dex +5, Con +4, Int +3, Wis +4, Cha +4

Items +1 striking crossbow

AC 26; Fort +14, Ref +17, Will +16

HP 100, fast healing 10 (page 212), mental rebirth, negative healing (page 213);

**Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** vetalarana vulnerabilities; **Resistances** mental 10, physical 10 (except cold iron)

Speed 25 feet, climb 25 feet

**Melee** ♦ claw +20 (agile), **Damage** 2d8+9 slashing plus Grab (page 212)

**Ranged** ♦ crossbow +20 (magical, range increment 120 feet, reload 1), **Damage** 2d8+3 piercing

**Anticipatory Attack** The vetalarana emergent uses consumed memories to anticipate their prey's movements. The vetalarana emergent's Strikes deal an additional 1d8 precision damage to creatures stupefied due to the vetalarana's Drain Thoughts.

**Drain Thoughts** ♦ (divination, mental, occult) When Draining Thoughts, the vetalarana emergent regains 10 HP.

### VETALARANA MANIPULATOR

A vetalarana manipulator is a gifted strategist, empowered by the memories, thoughts, and talents the manipulator has drained from countless victims and honed by centuries of survival. Certain of their own superiority, manipulators twist free-willed individuals for their own ends as easily as they control their comatose puppets.

### VETALARANA MANIPULATOR

### CREATURE 11

UNCOMMON NE MEDIUM UNDEAD VAMPIRE

**Perception** +22; darkvision, thoughtsense (precise) 100 feet

**Languages** Common, Necril; telepathy 100 feet (page 214), *tongues*

**Skills** Athletics +22, Deception +24, Diplomacy +24, Intimidation +22, Occultism +23, Society +23

Str +4, Dex +4, Con +4, Int +6, Wis +7, Cha +7

AC 28; Fort +19, Ref +19, Will +24

HP 140, fast healing 10 (page 212), mental rebirth, negative healing (page 213);

**Immunities** death effects, disease, paralyzed, poison, sleep; **Weaknesses** vetalarana vulnerabilities; **Resistances** mental 10, physical 10 (except magical cold iron)

**Psychic Superiority** ↻ (enchantment, mental, occult) **Trigger** A creature targets the vetalarana manipulator with a mental effect or spell; **Effect** The manipulator psychically lashes out at the triggering creature, dealing 3d8 mental damage (DC 24 basic Will save).

Speed 25 feet, climb 25 feet

**Melee** ♦ claw +21 (agile, finesse, magic), **Damage** 3d8+10 slashing plus Grab (page 212) and paralyzing claws

**Occult Innate Spells** DC 30; **Constant (5th)** *tongues*

**Occult Prepared Spells** DC 30, attack +22; **6th** *dominate* (×2), *shadow blast*; **5th** *command*, *mind probe*, *subconscious suggestion*, *synaptic pulse*; **4th** *agonizing despair* (Advanced Player's Guide 214), *fly*, *suggestion*, *talking corpse*; **3rd** *false life*, *hypercognition*, *mind reading*, *paralyze*; **2nd** *blur*, *darkness*, *telekinetic maneuver* (×2); **1st** *bane*, *command* (×2), *unseen servant*;

**Cantrips (6th)** *daze*, *mage hand*, *read aura*, *sigil*, *telekinetic projectile*

**Control Comatose** (exploration, incapacitation, mental, necromancy, occult, possession)

**Drain Thoughts** ♦ (divination, mental, occult) When Draining Thoughts, the vetalarana manipulator regains 14 HP.

**Paralyzing Claws** DC 27



### THOUGHT CONNOISSEURS

While all vetalaranas hunger for the most cherished memories and deepest secrets, vetalarana manipulators use the memories they consume to learn the skills and talents of their prey. Thus, they select their prey with great care. Each has their preferences, depending upon the skills they wish to cultivate, perhaps martial prowess, musical talent, arcane might, or enlightenment.







## ONCE-MORTAL WALDGEISTS

Sometimes druids, fey, gnomes, and other powerful primal spellcasters with a deep connection to a specific woodland ritually sacrifice their lives to the forest, intentionally dying so they can rise as a waldgeist and protect their home for all time.

# VERDORITE

When disaster befalls the natural world, a different kind of undead may rise, entirely unlike risen humanoids. Most plants, fish, insects, and other animals don't possess a psychology complex enough to experience the emotional catharsis required to return as undead without intervention from an outside force. Mass extinction can serve as that outside force.

Humanoids clear-cutting an entire forest or a seaside community wiping out a species critical to their ecosystem can spawn a verdorite. The collective spiritual energy and emotional distress of a dying biome powers these undead, formed as conglomerates or representatives.

## WALDGEIST

Waldgeists act as avatars of nature that seek vengeance for environmental abuse, such as pollution and deforestation. These undead spirits of destroyed trees form at the site of their destruction or in a nearby woodland, if the original location was entirely razed. They become guardians of the forest, possessing power over the plants within its boundaries. Waldgeists show no mercy to anyone caught damaging their bonded woodland, attacking loggers, fey, travelers, and invasive species with equal prejudice.

### WALDGEIST

### CREATURE 8

UNCOMMON NE SMALL INCORPOREAL SPIRIT UNDEAD

**Perception** +18; darkvision

**Languages** Arboreal, Common, Sylvan; *speaks with plants*

**Skills** Acrobatics +16, Intimidation +16, Nature +18, Stealth +18, Woodland Lore +21 (applies only to the woodland the waldgeist is bonded to)

**Str** -5, **Dex** +6, **Con** +3, **Int** +3, **Wis** +6, **Cha** +4

**AC** 26; **Fort** +13, **Ref** +16, **Will** +18

**HP** 100, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Forest Guardian** A waldgeist is compelled to investigate the sound of wood or trees being damaged, such as by being burned or chopped down. A waldgeist that hears such a sound must succeed at a DC 26 Will save or spend all their actions moving toward the sound until they identify the cause. This can't be used to compel a waldgeist to leave their bonded woodland. A waldgeist that succeeds at their saving throw is temporarily immune for 10 minutes.

**Woodland Dependent** A waldgeist is mystically bonded to a single forest, jungle, orchard, grove, or other similar large, wooded area and must remain within it. If the waldgeist moves outside their bonded woodland, they're immediately destroyed.

**Speed** fly 30 feet

**Melee** ♦ lignifying hand +18 (finesse, magical), **Damage** 2d8+7 negative plus lignify

**Primal Innate Spells** DC 24, attack +16; **5th** *tree stride*; **3rd** *wall of thorns*; **2nd** *entangle* (at will); **Cantrips** (4th) *tanglefoot*;

**Constant** (4th) *speaks with plants*

**Lignify** (incapacitation, primal, transmutation) The touch of a waldgeist transforms flesh into wood. A living creature damaged by the waldgeist's lignifying hand Strike must succeed at a DC 24 Fortitude save or become slowed 1 (or slowed 2 on a critical failure).

Further failed saves against lignify increases the slowed condition. Once a creature's actions are reduced to 0 by lignify,





that creature becomes petrified, except they're transformed into wood instead of stone.

**Possess Tree** ♦♦ (primal, transmutation) **Frequency** once per 10 minutes; **Effect** The waldgeist touches a tree to merge with it, possessing it for up to 1 minute. They can end this possession early as a free action at the start of their turn. While the waldgeist possesses a tree, they lose the incorporeal trait, fly Speed, all resistances, their non-constant spells, and their lignifying hand Strike. Additionally, their size increases to Huge, they gain resistance 5 to bludgeoning and piercing damage, weakness 10 to fire, Speed 20 feet, and the following branch Strike.

**Melee** ♦ branch (reach 15 feet) +20, **Damage** 2d12+9 bludgeoning.

While a waldgeist possesses a tree, any damage that would be dealt to the waldgeist is instead dealt to the tree. The tree has 60 Hit Points. When the tree is reduced to 0 Hit Points, the waldgeist is immediately ejected, and the tree is destroyed.

## SEETANGEIST

Seetangeists are composed of the bloated corpses of marine life, encrusted with bleached coral and wrapped in rotting seaweed. Although occasionally created by water-breathing necromancers, seetangeists most often arise when an aquatic ecosystem collapses, resulting in the deaths of countless creatures. Bound by spiritual trauma, these corpses merge together, forming a writhing school of flesh and decaying plant matter that seeks out and consumes what life remains in the region.

The disasters that lead to the creation of seetangeists are typically caused by mortal interference: overhunting, ecological overexploitation, pollution, or necromantic magic and experimentation.

### SEETANGEIST

### CREATURE 12

UNCOMMON NE HUGE AQUATIC MINDLESS SWARM UNDEAD

**Perception** +19; darkvision, wavesense (imprecise)

100 feet (page 214)

**Skills** Athletics +22

**Str** +4, **Dex** +4, **Con** +7, **Int** -5, **Wis** +3, **Cha** +2

**AC** 32; **Fort** +25, **Ref** +22, **Will** +19

**HP** 160, negative healing (page 213);

**Immunities** death effects, disease, mental, paralyzed, poison, precision, prone, unconscious; **Weaknesses** area 10, splash damage 10; **Resistances** bludgeoning 5, cold 10, fire 10, slashing 10, piercing 10

**Necrotic Runoff** (aura, poison) 60 feet. A seetangeist secretes foul fluids into the surrounding water, poisoning it. A creature that enters or starts its turn in the aura must succeed at a DC 29 Fortitude save or become sickened 2 (sickened 3 on a critical failure). Creatures that breathe water take a -2 circumstance penalty to this saving throw. As long as a creature remains in the aura, it can't reduce its sickened condition below 1. A creature that succeeds at its save is temporarily immune for 1 minute.

**Speed** swim 40 feet

**Putrid Assault** ♦ Each enemy in the seetangeist's space takes 3d6 slashing and 3d6 poison damage (DC 32 basic Reflex save). A creature that fails this save also takes 1d12 persistent poison damage.



## VERDORITE VARIANTS

Although seetangeists are the most common type of verdorite swarm, other variants can form in any ecosystem, some of which are truly terrifying. Spells of cold and frost used to combat a red dragon in its volcanic lair can inadvertently wipe out entire colonies of algae and snails uniquely adapted to scorching environments. This occasionally gives rise to verdorite swarms that mindlessly grab and burn while being nearly indestructible thanks to their loosely cohesive "bodies" studded with iron-coated shells.





# The Touch of the Wight

Wights retain intelligence when passing into undeath but are twisted into husks of their former selves by their malice against the living. All wights share a corrupting touch that drains life force and eventually turns those they slay into wights. Outside of these commonalities, there is quite the room for variation. This mostly stems from the circumstances of a wight's creation: the climate of the region, abilities they held in life, and events surrounding their demise.

I have found that wights make excellent long-term sentries or guardians. They are able to dispatch most common threats with their considerable martial prowess and, over time, will create spawn to further secure their charge.

## A Tainted Reflection

With extraordinary effort, I have cataloged all the variety of wights in existence through written accounts and personal encounters. Their diversity of manifestation is, in reality, a thin veneer over the emotion central to a wight's existence: spite. Wights are seething, deeply embittered beings. Sometimes, this bitterness stems from an all-consuming belief that they died before their time while pursuing important yet unaccomplished goals. In multiple cases, wights appear to have been formed from sheer ego—a revolt against the realization that they could not live beyond the time fate allowed them. Even wights raised by necromancy exhibit these traits, demonstrating that even necromancers must create wights from those with a natural propensity toward bitterness.

Wights are both intelligent and extraordinarily strong-willed. Their abilities naturally grant them an army of loyal spawn to command in their single-minded crusade against the living. Underestimate them at your own peril.

## Negation of Life

The touch of a wight saps life force from their victims, displaying an intimate connection to undeath. It is as though their singular, rage-filled purpose creates a void that can only be filled with the purest negative energy. This, coupled with their ability to multiply, makes a wight's existence seem a grotesque parody of mortal life. They act out humanity's urges without possessing any actual needs of the flesh. The former personality is gone. What traces of the living being that survive the transformation are barely recognizable.



I find undead who create spawn nearly identical to themselves—both wights and wraiths—most fascinating. Their control is not the nuanced authority that a vampire exerts over spawn, but instinctual and absolute. It is as though wights shout their own wishes at themselves and dutifully obey.

## Wights at War

Wights are the ideal backbone of any undead army. Their potent combination of intelligence, a corporeal form, and a proclivity for arms and armor makes them fierce combatants, easy to equip and direct on a battlefield. Moreover, their ability to drain life and spawn subordinate wights



from enemy corpses grants them remarkable durability in an extended conflict. A handful of wights added to the second wave of an attack after battle is joined can turn the tide in a close fight.

More than once has a haggard troop of soldiers taken stock of the battlefield and realized that, despite their losses (indeed, because of them), the undead horde they face has actually grown since the conflict's commencement. The routs that inevitably follow greatly reward a shrewd tactician.

### Hunting a Wight

Wights who exist outside necromantic control are intractable, making it sometimes necessary to hunt them down for capture or destruction. Charging into a wight's lair unprepared is folly, though. Wights are clever. They know their territory intimately and can create a handful of loyal spawn within a short period of time. Every poorly planned, failed attempt to hunt down a wight merely entrenches the creature further and grants them additional loyal allies. Thus, the most essential tenet in combating wights is to use an overwhelmingly disproportionate force. This cannot be overstated: send an entire company if you can.

Having assembled an overwhelming and disciplined force, one must pinpoint the wight's location as narrowly as possible. Set up a perimeter around the wight and as many of their spawn as possible. This may mean sealing all the entrances to a graveyard or mausoleum. It serves two purposes: first, it contains the spread of the wight's horde, keeping the danger contained and more easily observed; second, it keeps hapless bystanders from accidentally wandering into the lair and becoming undead reinforcements.

With the wight's location roughly pinpointed, it may be tempting to dispatch one's best troops with orders to seek out and kill the true wight first. This approach comes naturally to soldiers, as it mimics the well-established wartime strategies of incapacitating field commanders to encourage a rout. Rather than losing morale, however, wight spawn whose creator has been destroyed become true wights under their own power. They can then begin to grow hordes of their own.

A better strategy is to slowly constrict the perimeter, permanently destroying any wight spawn encountered. This approach minimizes casualties while ensuring that any losses your forces do sustain do not become wight spawn.

This careful pruning process also reveals a fundamental weakness in a wight's disposition. Their grievance with the living is intensely personal, and they will seek to preserve themselves to continue the fight even if they must sacrifice a strategic position. One might imagine a clever wight, completely devoted to their war against the living, would scatter their spawn as far as possible in case the progenitor is eventually destroyed. Undoubtedly, this strategy would be extremely effective and profoundly demoralizing with dozens of newly autonomous wights suddenly able to form their own independent cells. A wight's refusal to sacrifice themselves for their greater goal removes this possibility. Instead, as they witness encroachment on their territory and their spawn being picked off one by one and destroyed, they will begin to recall spawn to defend them.

At this moment, the soldiers in the perimeter must be vigilant for threats from both within the cordoned area and without. Wight spawn returning to defend the true wight can be destroyed until you are confident the remaining spawn and their creator have all been contained in a small area, at which point the final culling can proceed with relative confidence.



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## WIGHTS AND WEAPONRY

For the rank-and-file wight, only the scrape of blackened fingernails steals the essence of life. Many stronger wights bind to armaments, either through the ritual that raised them or a sentimental attachment to a weapon they wielded. Not only are these weapons more versatile, but deploying them can surprise foes accustomed to the limits of average wights.

# WIGHT

Wights are undead beings of spite who primarily stalk places related to death.

## HUNTER WIGHT

Dangers deep in the wilderness claim the life some lone scout or hunter. When they arise as wights, they renew their hunt with equal vigor, but all the living are now their prey. Hunter wights prefer to seek strategic ground, frequently taking residence atop hills or within abandoned watchtowers and keeps.

## HUNTER WIGHT

CREATURE 7

UNCOMMON LE MEDIUM UNDEAD WIGHT

**Perception** +16; darkvision

**Languages** Common, Necril

**Skills** Athletics +14, Crafting +14, Intimidation +12, Stealth +17

**Str** +3, **Dex** +4, **Con** +2, **Int** +1, **Wis** +3, **Cha** +2

**Items** +1 *composite longbow*, leather armor, snare kit

**AC** 24; **Fort** +13, **Ref** +17, **Will** +14

**HP** 112, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Final Snare** **Trigger** The hunter wight is reduced to 0 Hit Points; **Effect** The hunter wight has rigged their own body with a snare, which they trigger before being destroyed. Slivers of bone launch at an adjacent creature, dealing 4d8 piercing damage (DC 25 basic Reflex save).

**Speed** 25 feet

**Melee** **claw** +16 (agile), **Damage** 1d8+9 slashing plus drain life

**Ranged** **composite longbow** +18 (deadly d10, propulsive, range increment 100 feet, volley 30 feet), **Damage** 1d8+7 piercing plus drain life

**Drain Life** (divine, necromancy) When the hunter wight damages a living creature using an unarmed attack or their bound weapon, they gain 7 temporary Hit Points, and the creature must succeed at a DC 22 Fortitude save or become drained 1. Further damage dealt by the hunter wight's unarmed and bound weapon attacks increases the value of the drained condition by 1 on a failed save, to a maximum of drained 4.

**Spawn Hunter Wight** (divine, necromancy) A living humanoid killed by a hunter wight's weapon or claw Strike rises as a hunter wight spawn after 1d4 rounds. This spawn is under the command of the hunter wight that killed them. They don't have drain life or spawn hunter wight and are clumsy 2 for as long as they're a hunter wight spawn. If the creator of the hunter wight spawn dies, the hunter wight spawn becomes a fully autonomous hunter wight; they regain their free will, gain drain life and spawn hunter wight, and are no longer clumsy.

## PROWLER WIGHT

Often found lurking in the dark, prowler wights wield subterfuge as their greatest weapon. They frequently feign death in old sewers, graveyards, and mausoleums, waiting for hapless victims to pass by before striking.

## PROWLER WIGHT

CREATURE 9

UNCOMMON LE MEDIUM UNDEAD WIGHT

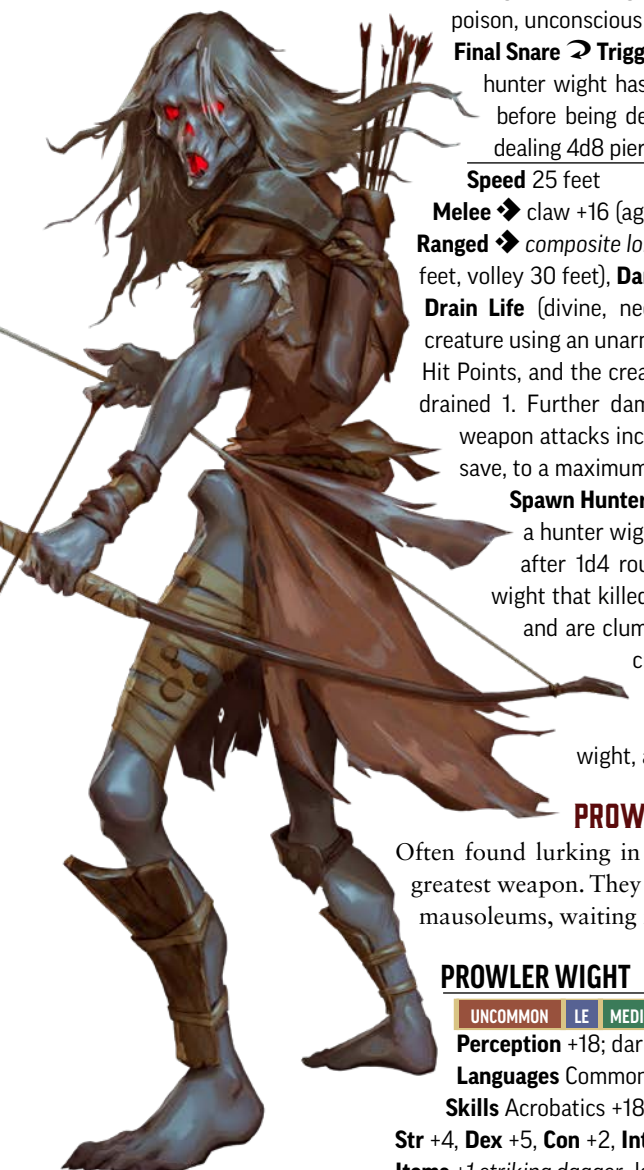
**Perception** +18; darkvision

**Languages** Common, Necril

**Skills** Acrobatics +18, Deception +18 (+20 to Feint), Stealth +20

**Str** +4, **Dex** +5, **Con** +2, **Int** +1, **Wis** +3, **Cha** +3

**Items** +1 *striking dagger*, leather armor





AC 28; **Fort** +17, **Ref** +20, **Will** +16

**HP** 155, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Final Spite**  $\curvearrowright$  **Trigger** The prowler wight is reduced to 0 Hit Points; **Effect** The prowler wight makes a Strike before being destroyed. They don't gain any temporary HP from drain life on this Strike.

**Speed** 25 feet

**Melee**  $\blacklozenge$  dagger +21 (agile, finesse, magical, versatile S), **Damage** 2d4+7 piercing plus drain life

**Melee**  $\blacklozenge$  claw +20 (agile, finesse), **Damage** 1d8+7 slashing plus drain life

**Drain Life** (divine, necromancy) As hunter wight, but 9 temporary Hit Points and DC 25.

**Feign Death**  $\blacklozenge$  (concentrate) The prowler wight quenches the telltale red glow in their eye sockets, falls prone, and lies completely still. Until the next time they act, the prowler wight appears to be an ordinary corpse. They have an automatic result of 38 on Deception checks and DCs to pass as an ordinary corpse.

**Sneak Attack** The prowler wight deals an additional 2d6 precision damage to flat-footed creatures.

**Spawn Prowler Wight** (divine, necromancy) As hunter wight, but the spawn is a prowler wight.

## WIGHT COMMANDER

When the beloved leader of a military unit is raised as a wight, sometimes the spirits of their comrades return with them, creating a gestalt being of impeccable tactical acumen.

## WIGHT COMMANDER

## CREATURE 12

RARE LE MEDIUM UNDEAD WIGHT

**Perception** +22 (+26 when rolling initiative); darkvision

**Languages** Common, Necril; *tongues*

**Skills** Athletics +24, Intimidation +25, Warfare Lore +25

**Str** +6, **Dex** +3, **Con** +4, **Int** +5, **Wis** +3, **Cha** +3

**Items** full plate, +1 striking longsword, standard-grade adamantine shield (Hardness 10, HP 40, BT 20)

**AC** 32 (34 with shield raised); **Fort** +24, **Ref** +19, **Will** +21

**HP** 220, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious

**Attack of Opportunity**  $\curvearrowright$  (page 212)

**Final Spite**  $\curvearrowright$  (auditory, divine, necromancy) **Trigger** The wight commander is reduced to 0 Hit Points; **Effect** The wight commander blows a battered war horn before being destroyed. The unnerving blast summons reinforcements, raising 1d4 corpses in a 200-foot emanation as wights (*Bestiary* 332).

**Shield Block**  $\curvearrowright$  (page 213)

**Speed** 25 feet

**Melee**  $\blacklozenge$  longsword +27 (magical, versatile P), **Damage** 2d8+14 slashing plus drain life

**Melee**  $\blacklozenge$  claw +26 (agile), **Damage** 2d8+14 slashing plus drain life

**Divine Innate Spells** DC 29; **Constant (5th)** *tongues*

**Coordinated Strike** The wight commander flanks with an ally as long as the target is within both their reaches, even if commander and ally aren't on opposite sides.

**Drain Life** (divine, necromancy) As hunter wight, but 12 temporary Hit Points and DC 29.

**Spawn Wight Soldier** (divine, necromancy) As hunter wight, but the spawn is a different wight of the commander's level or lower, most often a hunter wight or prowler wight.

**Tactical Direction**  $\blacklozenge\blacklozenge$  (auditory) Each wight ally in a 30-foot emanation gains the Attack of Opportunity reaction until the end of their next turn.



## BONE ARROWHEADS

A hunter wight snaps bits of their ribs into arrowheads to drain life from a distance. These bones slowly regenerate over time.







## ZOMBIE ANIMALS

Animals, like the snake, owlbear, and mammoth found here, can easily turn into zombies. They commonly rise from areas cursed by necromancy rather than being deliberately created. Risen pets (page 142) sometimes develop a fondness for zombies, especially zombies of their former owners. An ordinary zombie can be a suitable companion, capable of petting the risen pet endlessly without the capacity to grow bored.

# ZOMBIE

Simple to create and varied in purpose, these shambling undead are often used for their strength and endless stamina to conduct boring, repetitive tasks.

## ZOMBIE ABILITIES

Zombies can be modified with a variety of special abilities. While any one of these doesn't always increase the challenge presented by a zombie, multiple abilities probably warrant an increase in level and adjustment to its statistics. More abilities are on page 340 of the *Bestiary* and page 302 of *Bestiary 3*. The DCs use the zombie's level from the table on page 66 of *Gamemastery Guide*.

**Infested** The zombie's flesh is infested with swarming vermin. When the zombie is hit with a critical hit or destroyed, the swarm is set free. Its initiative is immediately after the zombie's. If the swarm is 4 or more levels lower than the zombie, it isn't worth XP (and doesn't add its XP to the encounter budget).

**Spitting Zombie** The zombie spits acid as a ranged Strike with a range of 30 feet. This uses the highest attack bonus among the zombie's Strikes and deals 1d12 acid damage per 3 levels of the zombie (or 1d6 acid damage below level 3). On a critical hit, the target also takes 1d4 persistent acid damage per 3 levels of the zombie. Once used, the zombie must spend 1 action to cough up enough acid to use this ability again.

**Tearing Grapple** The zombies work in groups to rip foes to pieces. Whenever a zombie with this ability successfully Grapples a foe that's already grabbed or restrained by another zombie with this ability, they violently struggle over the poor victim, dealing fist damage (or a similar Strike's damage if the zombie doesn't have a fist Strike). If the grapple is a critical success, the target takes double damage and ceases being grabbed or restrained by any other creatures. If the zombie has the Grab ability, using Grab deals half its fist Strike damage to the target.

## ZOMBIE SNAKE

At around 5 feet long, this massive, rotting serpent lacks potent venom, but its bite still injects putrid fluid that can cause infection.

### ZOMBIE SNAKE

### CREATURE 0

NE MEDIUM MINDLESS UNDEAD ZOMBIE

**Perception** +2; darkvision

**Skills** Athletics +5, Stealth +5

**Str** +3, **Dex** +1, **Con** +2, **Int** -5, **Wis** +0, **Cha** -2

**Slow** A zombie snake is permanently slowed 1 and can't use reactions.

**AC** 13; **Fort** +6, **Ref** +3, **Will** +2

**HP** 35, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Speed** 20 feet, climb 20 feet

**Melee** fangs +7, **Damage** 1d6+3 piercing plus filth fever

**Filth Fever** (disease) The sickened and unconscious conditions from filth fever can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude;

**Stage 1** carrier with no ill effect (1d4 hours); **Stage 2** sickened 1 (1 day); **Stage 3** sickened 1 and slowed 1 (1 day); **Stage 4** unconscious (1 day); **Stage 5** dead

## HUSK ZOMBIE

Rather than allow a body to rot, some necromancers attempt to dry-cure the corpse to prevent further deterioration. Combined with special reagents, this process can preserve a rudimentary form of intelligence, allowing husk zombies to act more like predators than their mindless kin. Most husk zombies have no memories of their prior lives, though some keep trinkets from that time, oblivious as to why they value such items. A rare few husk zombies retain most of their former knowledge, though they tend to have gaps in their memory.





HUSK ZOMBIE

CREATURE 2

NE MEDIUM UNDEAD ZOMBIE

Perception +5; darkvision

Language Common, Necril

Skills Athletics +8, Deception +6, Intimidation +6, Stealth +7

Str +4, Dex +3, Con +3, Int -1, Wis +1, Cha +0

Items shortsword

Slow As zombie snake.

AC 17; Fort +7, Ref +9, Will +7

HP 55, negative healing (page 213); Immunities death effects, disease, paralyzed, poison, unconscious; Weaknesses positive 5, slashing 5

Speed 25 feet

Melee ♦ shortsword +11 (agile, versatile S), Damage 1d6+4 piercing

Melee ♦ fist +11 (agile), Damage 1d8+4 bludgeoning

Sneak Attack The husk zombie deals an additional 1d6 precision damage to flat-footed creatures.

Sudden Surge ♦ Trigger The husk zombie's turn begins; Effect The husk zombie has a sudden burst of speed. They are quickened this turn and can use the extra action only to Stride or Strike. If the husk zombie's first action this turn is a melee Strike, the target is flat-footed against the attack. The husk zombie can't use Sudden Surge again until after they spend at least 10 minutes standing motionless.

ZOMBIE OWLBEAR

Zombie owlbears combine an owlbear's ferocity with mindless undead hatred. Once it draws near, it often stands up, unleashing a guttural, wet roar, before charging into combat without thought of self-preservation.

ZOMBIE OWLBEAR

CREATURE 3

NE LARGE MINDLESS UNDEAD ZOMBIE

Perception +8; darkvision

Skills Acrobatics +5, Athletics +12

Str +4, Dex +0, Con +3, Int -5, Wis +1, Cha -3

Slow As zombie snake.

AC 16; Fort +8, Ref +5, Will +6

HP 85, negative healing (page 213); Immunities death effects, disease, mental, paralyzed, poison, unconscious; Weaknesses positive 10, slashing 10

Speed 25 feet

Melee ♦ talon +12, Damage 1d10+7 piercing plus Grab (page 212)

Melee ♦ beak +12, Damage 1d12+7 piercing

Ground Slam ♦♦ (attack) Requirements The zombie owlbear has a creature grabbed or restrained with its talons; Effect The zombie owlbear repeatedly slams the creature into the ground. This deals 1d10+7 bludgeoning damage (DC 20 basic Fortitude save). On a critical failure, the creature is stunned 1, and on a critical success the creature is no longer grabbed or restrained.

Horrorific Screech ♦ (auditory, emotion, fear, mental) The zombie owlbear unleashes a broken, snarling screech that unnerves those who hear it. Each creature in a 60-foot emanation must attempt a DC 19 Will save. Regardless of the result, creatures are temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is fleeing for 1 round and frightened 3.



SAVED SENTENCE

The rituals to make husk zombies (and withered zombies) require extra steps that involve applying special herbs or tonics to the body before burial. Whether the process preserves the creature's memories is unpredictable at best. For most necromancers, this additional preparation seems like a waste of time as they prefer the total obedience of a mindless zombie. Though most husk zombies want only to hunt and kill, a few try to maintain a more balanced, even cosmopolitan lifestyle.



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## SYMPHONY OF FLESH

Life creates flesh to fulfill its needs, growing it to hunt, consume, and survive. In undeath, the tools of survival can be made into a medium for art. The zombie is the first note in a symphony of dead flesh. Along with skeletons, they are the sturdy, reliable base of any masterpiece and an artist who fails to master these simple tools is not worth notice. One can hear the joyous sounds of the symphony in the low moans and creaking bones of a zombie legion.

## ZOMBIE LORD

Cunning zombie lords command their lesser kin, which they can use in unexpected ways. They have been known to direct or collaborate with husk and withered zombies, creating cells of intelligent zombies hiding within the ranks of mindless undead.

## ZOMBIE LORD

CREATURE 4

UNCOMMON NE MEDIUM UNDEAD ZOMBIE

**Perception** +13; darkvision

**Language** Common, Necril

**Skills** Athletics +10, Religion +13, Stealth +10

**Str** +4, **Dex** +4, **Con** +3, **Int** +1, **Wis** +5, **Cha** +2

**Items** scythe

**AC** 20; **Fort** +11, **Ref** +10, **Will** +13

**HP** 80, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Speed** 25 feet

**Melee** ✦ scythe +12 (deadly d10, trip), **Damage** 1d10+8 slashing

**Melee** ✦ fist +12, **Damage** 1d8+8 bludgeoning

**Divine Innate Spells** DC 21, attack +13; **2nd** *death knell*, *sudden blight* (*Advanced Player's Guide* 226); **1st** *fear*, *harm* (×3), *ray of enfeeblement*; **Cantrips** (**2nd**) *chill touch*, *daze*, *divine lance*

**Command Zombie** ✦ (concentrate, divine, incapacitation, necromancy) The zombie lord intones blasphemous words to gain control over a zombie they can see within 100 feet. A zombie that is mindless and not under someone else's control falls under their control automatically; otherwise, the zombie or its controller can attempt a DC 22 Will save to avoid it being controlled (whichever has the higher modifier). The target zombie is temporarily immune for 24 hours if successful.

The attempt fails if the zombie is the same level as the zombie lord or higher.

The zombie remains controlled by the zombie lord until either is destroyed.

A zombie lord can control up to 8 zombies at a time. If the zombie lord would control a number of zombies over this limit, they choose which to release.

**Create Zombies** (concentrate, divine, evil, necromancy) A zombie lord can create lesser zombies with a 1-hour ritual. During this time, the zombie lord chants and performs an unholy dance over the corpses they intend to animate. Unlike normal rituals, this doesn't require a skill check or Cost. At the end of this hour, the zombie lord can create one 1st- or 2nd-level zombie, or two zombies of level 0 or lower. These are automatically under the zombie lord's control and count toward the limit of Command Zombie. Any zombies created by the zombie lord still count toward the XP budget of an encounter normally.

**Shamble Forth!** ✦ (concentrate, divine, necromancy) **Frequency** once per round; **Effect** Each zombie controlled by the zombie lord Strides 5 feet (or Burrows, Climbs, Flies, or Swims 5 feet if it has the corresponding movement type).

## WITHERED

If a husk zombie survives for several years, their body continues to dry out, their flesh hardens, and their eyes turn into pale, glowing orbs set deep into otherwise empty sockets. Known as the withered, these zombies are cunning, capable of forming complex plans and even setting traps utilizing their less-intelligent brethren to lure the unsuspecting into deadly ambushes.

## WITHERED

CREATURE 5

NE MEDIUM UNDEAD ZOMBIE

**Perception** +11; darkvision

**Language** Common, Necril

**Skills** Athletics +14, Deception +9, Intimidation +9, Stealth +13



Str +5, Dex +4, Con +4, Int +0, Wis +2, Cha +0

Slow As zombie snake.

Items dagger (6), leather armor, shortsword

AC 22; Fort +11, Ref +13, Will +9

HP 80, negative healing (page 213); Immunities death effects, disease, paralyzed, poison, unconscious; Weaknesses positive 5

Speed 35 feet

Melee ♦ shortsword +14 (agile, versatile S), Damage 1d6+9 piercing

Melee ♦ dagger +14 (agile, versatile S), Damage 1d4+9 piercing

Melee ♦ fist +14, Damage 1d8+7 bludgeoning

Ranged ♦ dagger +13 (agile, thrown 10 feet, versatile S), Damage 1d4+9 piercing

Sneak Attack The withered zombie deals an additional 2d6 precision damage to flat-footed creatures.

Sudden Surge ♦ As the husk zombie, but the withered zombie can't use this ability for 1d4 rounds (instead of needing to spend 10 minutes motionless before using it again).

## ZOMBIE MAMMOTH

This monstrous creature can overrun defenses and stomp foes into the ground, making it a terror on any battlefield.

### ZOMBIE MAMMOTH

CREATURE 11

NE HUGE MINDLESS UNDEAD ZOMBIE

Perception +17; darkvision

Skills Athletics +24

Str +7, Dex +0, Con +5, Int -5, Wis +2, Cha -3

Slow As zombie snake.

AC 27; Fort +22, Ref +15, Will +19

HP 290, negative healing (page 213); Immunities death effects, disease, mental, paralyzed, poison, unconscious; Weaknesses positive 10, slashing 10

**Severed Trunk** When the zombie mammoth is hit by a critical hit that deals slashing damage, the mammoth's trunk is severed from its body. Any creature grabbed or restrained with the trunk is released, and the mammoth loses its trunk Strike and Greater Constrict.

The trunk slithers across the battlefield, still animated, and acts in initiative right after the mammoth. It retains Greater Constrict and trunk Strikes but can't use tusk Strikes, foot Strikes, or Shambling Trample. It has all the stats of the mammoth, except its AC is reduced to 23, it has only 50 Hit Points, and its Speed is 10 feet. Damage dealt to the severed trunk has no effect on the zombie mammoth.

Speed 45 feet

Melee ♦ tusk +24 (reach 15 feet), Damage 3d10+13 piercing

Melee ♦ trunk +24 (reach 15 feet), Damage 2d10+7 bludgeoning plus Improved Grab (page 213)

Melee ♦ foot +24 (reach 10 feet), Damage 2d10+13 bludgeoning

Greater Constrict ♦ 2d10+7 bludgeoning, DC 30 (page 213)

Shambling Trample ♦♦ As Trample (Large or smaller, foot, DC 30, page 214), but the zombie mammoth Strides up to its Speed instead of double.



## MINDLESS MIX-UPS

Zombies try to obey orders, but understanding the words spoken doesn't always mean interpreting them correctly. Examples of misunderstood orders have included the following.

- "Fetch my hat," leading the zombie to spend hours throwing a hat across a room and retrieving it.
- "Prune these bushes," resulting in bushes "pruned" entirely, cut off at the root.
- "Let me know if anyone comes to the door," causing the zombie to go to the door and return to its master.
- "Kill the intruders!" turning zombies raised from a local graveyard against their master, who was not from the area.



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# CHAPTER 4: LANDS OF THE DEAD

*Devising policies to govern a land inhabited by the living and the undead took great effort and skill. Two populaces, with entirely different needs. Viewing these needs as liabilities or in direct opposition, though a common way of thinking, is wrong. Seek solutions where the two drives can serve one another. Harness the strength inherent in the dual structure to the benefit of all.*

In the following pages, I will articulate the most interesting realms of undead across Golarion. But first, I am compelled to describe the ideal society: the nation that bears my name. My nation is so far ahead of all others that none will catch up, for few possess the will to follow my path.

## EXPANDING UNDEATH

If not deliberately cultivated, undead rise up spontaneously or in cells (centered around a vampire master, say). For nation-building, intentional systems are needed. It is crucial to turn the dead to undead, which saves the expense and waste of burial and turns a loss of resources into a gain. Grow your number of intelligent undead strategically, as they prove powerful tools but temperamental (to be explained later).

It is simple to arrive at the conclusion that undeath's advantages outweigh those of life. Yet a nation cannot consist of the undead alone. While many tasks seem better suited to the undead than to the living, it is clear that at a large scale a nation requires the living to function. This is only in part due to the needs of many undead to feed upon the living. The viewpoint of the living, which is short term compared to that of the undead, makes them valuable. To understand living rulers and neighbors, and to keep on top of day-to-day tasks, a living advisor or functionary proves essential. The undead have the perspective for long-term planning beyond short lives, the other half of the whole. The living can also serve important diplomatic roles, as prejudice against certain undead prevents them from being accepted in other lands.

## CONTROL

The most important step to running any society is curbing the base desires of its populace. The average mind is weak, guided by whims and succumbing to raw emotions. These excesses must be tamed to transform animals into patriots. Consider dealing with not only a living population's weaknesses, but with the even more acute emotional whims of intelligent undead: hungry ghouls, vampires with their ceaseless thirst for blood, emotionally stunted ghosts. Finding equilibrium between their needs and the desires of the living to remain so is essential to a functional nation. Keeping these powerful subjects accommodated must be a priority, for their potential harm is great.

## CULTIVATION AND PREDATION

A fed population is a content one. In Geb, the cycle is simple: mindless undead grow crops to feed the living (often their own descendants, entertainingly!). These living provide nourishment for those undead who need blood, flesh, and so on. The stock who die return to till the fields.

It is best for the state to allocate living "stock" to the hungry dead. Allowing them the freedom to hunt as they wish is a simple indulgence for the state to grant, as long as they are prevented from wanton waste. Be generous to those who earn a greater portion, but never remove the reins fully.

## LANDS OF NOTE

The undead of these lands provoke my interest. Though other kingdoms merit inspection, these are the most notable.

**Geb (East Coast of Garund):** I proudly lead my nation at the cutting edge of statecraft, with undead and the living coexisting in a sustainable society.

**Gravelands (Central Avistan):** The truly noteworthy presence of undead on Avistan ebbs from the citadel of Tar-Baphon, the Whispering Tyrant.

**Mzali (North-central Garund):** The undead child-king Walkena rules over his small but orderly city in the Mwangi Expanse.

**Nemret Noktoria (Darklands, southern Sekamina):** Normally ravenous and uncontrolled, ghouls make for unlikely rulers. Yet this underground metropolis shows what they can achieve.

**Ordellia (Northwest Avistan):** The ghost of Ordellia Whilwren attained enough renown to have a district in the city of Magnimar named for her. She's believed to act out of kindness, a suspicious motive for a ghost indeed...

**Osirion (Northeast Garund):** In the nation of Osirion, the dead still lie under their pyramids.

**Path to Valenahall (Northern Arcadia):** Ulfen warriors seeking a glorious afterlife travel to Valenahall in distant Arcadia for a final test of their mettle. The failures rise as undead vainly seeking a return to glory.

**Shenmen (Central Tian Xia):** The forested lands of Shenmen would be of little note if not for the plethora of ghosts inhabiting them.

**Ustalav (North-central Avistan):** Undead thrive in the fog and shadows of the Immortal Principality of Ustalav.

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YLED CITY WALL

# GEB

*From the correspondence of Castel Iotor of Mechtar, master trader*

Geb is a nation created by the dead for the dead. We living creatures (the “quick,” as we’re called in Geb) scabble for our pay and meals as best we can beneath the hungry eyes of ageless undead who’ve kept their wits (simply called “the dead”) and the flat gaze of uncountable mindless undead laborers. I’m a trader who’s crossed the breadth of Geb more times than I can count, and I’m good with numbers. There are a *lot* of undead in Geb. Few of the quick can give you the living man’s perspective of Geb that I can. I give it freely—we quick must stick together, as there are so few of us, and our time burns bright but short.

Our history is simple enough: Geb was a mighty necromancer of ancient Osirion who carved out a nation and named it after himself thousands of years ago. Things went well at first, but the neighboring archwizard of Nex thought to take what Geb had created, which started the war. Hundreds of thousands of Gebbiters died. This didn’t

deter Geb, who simply raised them to unlife to maintain his war effort. Geb won the war eventually, chasing Nex away from the world entirely, but the dead were here to stay. The living necromancers who administered the nation on Geb’s behalf—his Blood Lords—didn’t want their power to end with the grave, so most chose their own paths into undeath. Undeath became fashionable, and when fashion-setters are immortal, fashion becomes policy, and then tradition. The dead have ruled this land ever since. Somewhere along the line, Geb bound himself to his throne and retreated into an undeath of his own kind they say... but it’s unwise to say so loudly.

There’s no delicate way to put this. The undead can exist forever, but most have unnatural hungers only slaked by live flesh or hot blood. Our nation barterers our living flesh and blood, with some of us headed for a vampire’s larder or a ghoul’s table. As one of the quick, you must take great care to avoid this fate, and that usually means keeping your head down and doing as our undead overlords command. Finding a useful trade that



a mindless zombie or skeleton can't perform may keep you safe until age takes your skill, but sometimes even that isn't enough. The law states that any of the quick who dies on Geb's soil will be reanimated as a mindless worker, usually a zombie, for all of eternity. As the end of life approaches, many of the quick try to find a distant, quiet place to die so their corpse can rest in peace. Not that I would advocate for breaking this law myself, of course. I'll serve as one of the quick in Geb for as long as I'm able. Most mortals have a good reason to fear death, but in Geb we have an extra reason to live as long as we can.

### THE DEAD LAWS

Geb has three classes of residents: the dead, the quick, and those forced to work in the fields. These last include both living enslaved people and mindless undead who do little more than moan and flail unless given direction. Truthfully, there is little distinction between the two beyond their ability to comprehend the nature of their place and service. Our nation is governed through a vast collection of edicts called the Dead Laws, which dictate just about everything from the width of our streets to the weight of our coins, but the most important components detail how the dead and the quick interact. Bluntly, living enslaved people who work in the fields have no rights, and the dead in Geb view them as either a source of food or expendable labor.

The dead and the quick have certain enumerated rights, such as the right to practice a trade, to require witnesses if accused of a crime, to receive recompense for lost or damaged property, and so forth. The living and undead are also restricted from interacting with one another in specific ways: it's a crime for one of the dead to feed upon the quick except in certain circumstances, and the quick are prohibited from using positive energy at any time. The dead are responsible for the actions of their spawn, just as the quick are responsible for actions of their children. Keeping a tight rein on whatever creatures you bring into this world is universal, I suppose.

Probably best state it plainly: the Dead Laws provide the quick with some protection, but it's a paper shield at best. Ghoul bandits don't care about your status when they're hungry. A vampire who thinks bleeding you dry will advance her social station is going to be powerfully tempted, regardless of what the Dead Laws say. The local military might arrest or even punish these criminals, but that's little solace for those who've lost loved ones to the hunger of the dead.

### BLOOD LORDS

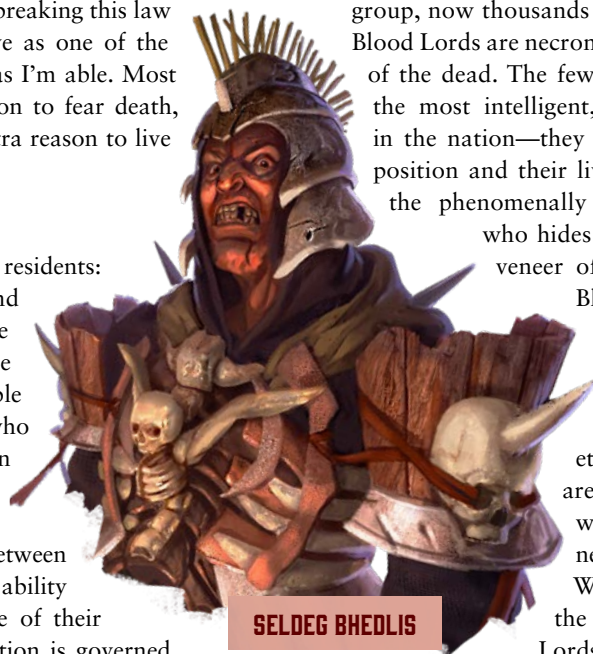
Geb is the unquestioned ruler of the land that bears his name, but in practice the nation's governance is in the hands of a council of about 60 administrators called the Blood Lords. These are successors to Geb's original necromancer-ministers, though I suppose a few still remain from the original group, now thousands of years old. Most but not all Blood Lords are necromancers, and most but not all are of the dead. The few quick Blood Lords are among the most intelligent, cunning, and ruthless people in the nation—they have to be, to keep their lofty position and their lives. The Blood Lords' leader is the phenomenally influential vampire Kemnebi, who hides his scheming intellect behind a veneer of sanctified enlightenment. The Blood Lords rule from the Ebon Mausoleum in Mechitar, Geb's capital city, but their interests take them all over the nation.

While Geb remains an eternal fixture, the Blood Lords are more likely to see their numbers wax and wane as rivalries and new challengers for the title arise. With decades having passed since the last major change in the Blood Lords' membership, it is likely that talented undead from the younger generations may soon challenge their august peers for a seat at the table, shifting the balance and distribution of power among the Blood Lords' ranks.

Ostensibly, the Blood Lords are a unified council tasked with national administration, running the government, justice, military, and just about everything except Geb's spies and secret police (which are led by a graveknight named Seldeg Bhedlis). The Blood Lords don't try very hard to present a united front. They're constantly scheming, undermining each other's efforts, and jockeying for wealth and influence. Some plots are centuries or even millennia in the making. Immortality gives you plenty of time to ripen your plans to fruition. The Blood Lords are always seeking loyal agents, expendable cat's-paws, and powerful foreigners to advance their convoluted schemes. The recompense can be fantastic, they say, but the danger is substantial. When someone asks where the most dangerous spot in all of Geb is, I reply, "caught between the schemes of opposing Blood Lords."

### FACTIONS

To explain the arena in which the Blood Lords operate, you need to know about the powerful factions whose reach pervades all of Geb. There are five Great Factions along with innumerable Lower Factions. The Great Factions have more influence than the Lower Factions,



SELDEG BHEDLIS



but neither is to be taken lightly. Above all, never forget the five Great Factions and the spheres they control.

- The **Builders League** handles architecture, civic improvements, and public works.
- The **Celebrants** put on ceremonies like parades and public holidays, and they're mostly priests of Urgathoa.
- The **Export Guild** governs all foreign trade and, despite its name, most imports from outside the country.
- The **Reanimators** raise the dead and manage the nation's many farms.
- The **Tax Collectors Union** is a group of prominent banks and counting-houses who administer tax collection across the nation.

Factions rise and fall in prestige; for example, the Celebrants were a Lower Faction until only a few years ago, when Geb started showing himself in public

more often and someone was needed to orchestrate his appearances and the public festivals celebrating his "return."

It's a good idea to associate yourself with a faction as soon possible, just for the protection they provide. A lot of times, though, your trade determines your faction. The Carters Consortium, of which I'm a member, used to be a Great Faction but dropped in prestige when I was just a boy because of some scandal among leadership involving secret worship of Pharamsa. The Carters Consortium hasn't yet clawed back into prominence, but I say a little obscurity keeps you alive in Geb, as long as someone has your back.

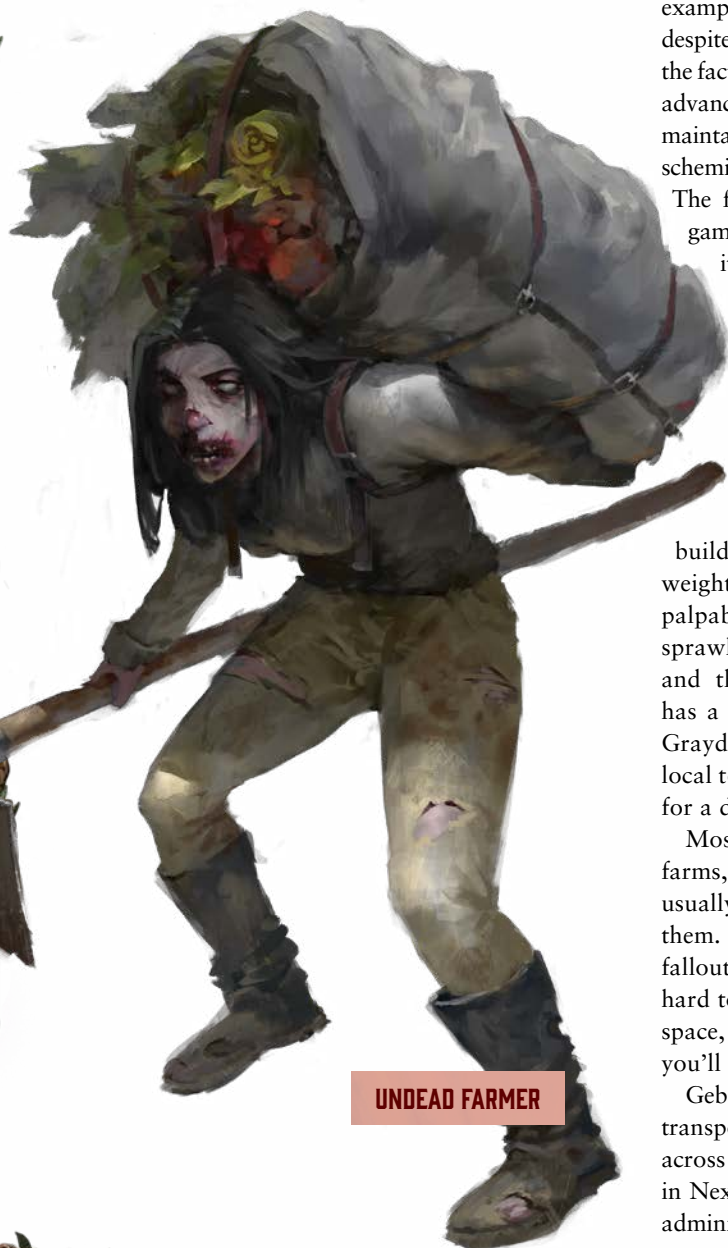
Each Blood Lord has ties to a faction, and the most influential Blood Lords are those with ties to a Great Faction. This isn't a one-for-one relationship, though. Plenty of Blood Lords associate with the Reanimators, for example, and none at all formally ally with the Clothiers despite the importance of, well, clothes. It's largely through the factions that the Blood Lords administer the nation and advance their aims. Only the most cunning Blood Lords maintain ties to multiple factions, as the factions are as scheming and back-biting as the Blood Lords themselves. The factions are yet more power players in the great games of intrigue across Geb and, like the Blood Lords, it's often best to stay out of their way.

## COMMUNITIES OF GEB

I've crossed Geb more times than I can count. Our settlements are hard places with draconian laws and scheming undead, but they're still safer than the countryside. The seaside capital of Mechitar is a grim city of soaring spires, massive pyramids, and stone buildings impressive in their timelessness. The sheer weight of Mechitar's history hangs about it in a palpable shroud of dark and eternal majesty. Even the sprawling city of Yled, home to Geb's undead armies and the towering academy called the Mortuarium, has a severe charm of its own. In smaller towns like Graydirge or Corpseflight, you'd best know someone local to speak on your behalf or you might be mistaken for a drifter, bandit, or an escaped field laborer.

Most communities are surrounded by sprawling farms, ranches, or work-camps, and these areas are usually safe if you're on decent terms with whoever runs them. Geb is a harsh land still tainted with the magical fallout from our wars with Nex, so these people work hard to grow crops vital to foreign markets. Give them space, and don't examine their workers too closely, and you'll get along fine.

Geb's ports are also thriving hubs of activity, transporting the fruits and vegetables grown in our fields across the Obari Ocean to our less advanced neighbors in Nex, Katapesh, and Qadira. Primarily populated and administrated by the quick, zombie labor is also an



UNDEAD FARMER



integral part of these trade endeavors. The quick know better than to swim in the waters near the docks and landings, however. Geb's waters are patrolled by hungry packs of lacedons, ghouls uniquely adapted to aquatic environs and possessed of both the ferocity to serve as an elite naval counterforce and the intelligence to distinguish allied ships from enemy or renegade vessels.

Between the cities is where danger thrives. Avoid the magic-blasted and haunted Axan Wood if you can. Enter the broken badlands around the Shattered Range only if you know exactly where you're going. The terrain near the Spellscar Desert to the north is the most dangerous; Mana Waste mutants range deeply into Geb when they can, murdering you if you're lucky and mutating you if you're not. I find the vast petrified armies in the Field of Maidens eerily peaceful, though there aren't many communities that far south, so my work rarely takes me there. If there are indeed medusas lurking amid the petrified invaders, I haven't seen them.

### FASHION

With the dead occupying most positions of leadership, you'd expect them to set the nation's fashion, and they do; you won't find more bone-decorated pillars or skull-shaped buildings anywhere else in the world. We have edifices made entirely from tombstones, which is more pleasing aesthetically than you might think. Yet even the dead enjoy the imagery of life, and many strive to recapture the vitality of the living. Less affluent undead wear concealing robes and heavy perfumes to mask the stench of decay. Those who can afford it often rely on long-lasting illusions or even magical transmutations. You needn't be in Geb long before you'll spot a diminutive zombie tottering after its master while hefting a smoldering censer of sweet-smelling herbs. It's considered polite among these vitality seekers to call each other "healthy," despite the ghoulishness of it, as in "You're looking very *healthy* today, Master Marrowtongue." This is a compliment best paid when it seems least warranted, but it's one that will serve you well.

Not all the dead want to look alive. Some revel in exposing their fleshless skulls or desiccated skin. There are fashions for these undead, too: thin strips of fabric to accentuate a ribcage or drape across protruding hip bones. Some of the quick have adopted this fashion, doing their best to look cadaverous or even skeletal, engaging in surgery to expose their bones or infect their skin. It's not that I don't understand it—looking like the dead is definitely an advantage to any quick in Geb—but I'll keep my rolls of fat and ruddy cheeks, thank you very much. Wear clothing that's as nice as you can afford, and keep it clean, so you won't be mistaken as food by some hungry ghoul.

### SCIENCES AND EDUCATION

Some outsiders are surprised by how scientifically advanced Geb is, but they haven't thought things

through. Consider my trade: My counterparts in other lands know just how heavy to load a wagon so a team of horses can pull it, but that's simple arithmetic. What if your team of horses are skeletal? Or zombified? Or a mix of all three? The force on the yoke differs, you see, and that requires knowledge of physics. If you're traveling with zombies, you've got to calculate not just how long their boots will hold out, but how long their *feet* will hold out. Add to this the simple reality that the greatest scientists of our kingdom have not mere years, but centuries to perfect their craft and pursue their studies, and it becomes readily apparent that a society as advanced as our own would only increase the scientific gains made over our peers with every passing decade.

This information also helps with our logistical and diplomatic avenues. Trade with nations like Alkenstar, hemmed in by the Mana Wastes, is vital for their survival and an ideal opportunity to grow Geb's wealth and influence. Untiring resource gathering combined with the best logistical minds in the Inner Sea mean that Geb continues to grow and flourish by attracting more of the same and advancing its sciences further.

We've also got remarkable infrastructure, thanks mostly to the Builders League. When your overseers are basically immortal, it means civic projects are built to *last*. It's no good erecting a bridge that lasts a decade when you expect to use it for a hundred times that long. Our roads are far from safe, as there are things worse than the undead lurking in the badlands between cities, but they're reliable. This means you can travel as fast across Geb as your wheels will take you. Invest in good wagon springs to protect your wares and yourself.

Architecture, too, is durable. Even small towns prefer to build with thick stone, and we've got enough physical labor to quarry it. The thing is, though, when you've got buildings lasting for so long, somewhere along the line, people want to improve it with secret passages, hidden alcoves, and the like. Even a simple way station or inn might harbor secret treasures from centuries ago, or maybe an enemy bricked away before your grandmother's grandmother was born. Better to be cautious and none too curious.

Literacy is also very high. Knowledge should be passed along over many long years, and writing is best for that. Necromancers, both quick and dead, keep their lore written on old papyrus, baked clay, or stone tablets, and they use their writings to instruct apprentices or advance their own skills. Also, it pays to know the law. Copies of the Dead Laws, along with local rules and tax codes, are found in every village to keep things civil. Seek these out, and peruse them when convenient to you (and, importantly, when it's not inconveniencing officials). Know the languages, too: most people in Geb can understand Necril, even if it's unnerving for a living mouth to speak it.





TAR-BAPHON REBUILDS

# THE GRAVELANDS

There are few places in Golarion where the struggle between the living and the undead can be studied on a such a massive scale as the Gravelands. After bearing the brunt of the Whispering Tyrant's rage, the region once known as Lastwall is now an ever-shifting battleground between rising tides of undead and the few living defenders who cling to crumbling fortifications and mostly empty towns. Gone are the verdant fields and plains once dotted with keeps. The Gravelands are now a rotting husk threatening all who share their border.

The seeds of this current state were planted thousands of years ago with the rise of Tar-Baphon and his cult, the Whispering Way. The cult strives to bring undeath to the world, but has only occasionally seen any success. Tar-Baphon is its one exception. After his death at the hands of Aroden, he returned to Lake Encarthan as the Whispering Tyrant to begin his conquest anew. The living are nothing if not persistent, though, and they once again put him back in the ground, this time underneath the crumbling tower of Gallowspire. They created Lastwall

to watch his tomb and ensure he never returned. But as the seasons waned, so did their dedication. It became easy to believe they had won and the threat was over.

They were wrong.

For the undead are also persistent. Now, Lastwall is no more and the Whispering Tyrant is free, brooding from his new bastion (or rather, his old bastion renewed) on the Isle of Terror. He seems to consider his victory so total that he does not bother to maintain direct control, instead leaving the Gravelands to the undead to consume and multiply. Cults of the Whispering Way have flocked to the place, crafting ever more powerful undead in hopes of garnering the Whispering Tyrant's attention.

### THE LIVING

The few living souls that cling to the Gravelands in foolhardy hopes of reclaiming it are clustered in small strongholds and defensible farms, mostly along the southern border. Vellumis is home to a large number of defenders, although they represent but a fraction of its previous population.



The failed Knights of Ozem who once defended these lands have renamed themselves the Knights of Lastwall—a desperate attempt to draw sympathy and attention to their plight. Allies from around the region are slow to lend aid, as most are more concerned about the Isle of Terror and what new horrors the Whispering Tyrant has in store for the people on the shores of Lake Encarthan. Only Nirmathas offers regular support, sharing a larger northern border with the land, but its Chernasardo Rangers and burgeoning Knights of Everflame can do little more than hold the line. This leaves the Knights of Lastwall to fend for themselves. Their defeat seems a foregone conclusion. But I will begrudgingly admit, even though the foolish Knights of Ozem dared attack me a mere century ago, the tenacity of these remaining knights is almost admirable, if misguided. They are at their limit, the end of hope, and that brings a desperation unlike any other.

### THE DEAD

There is no single leader among the undead in the Gravelands, but several very powerful creatures vie for the title. Most of the undead are former citizens of Lastwall or long-imprisoned undead freed by the surge of necromantic power engineered by the Whispering Tyrant.

Zombies and skeletons are incredibly common, many traveling in large hordes that consume any living thing they encounter. The ranks of these mindless or lesser undead are occasionally supplemented by strange undead unlike anything that has been previously recorded, as well as creatures that straddle the line between the living and the dead. Perhaps born of the energies unleashed when Tar-Baphon's prison was broken or evolved through other means unique to the area (the Gravelands do lie at a unique intersection between Gallowspire, Razmiran, and the ancient Thassilionian structure known as the Cenotaph) it is unclear at this time whether such beings represent a doomed branch of undead advancement, a reversion to undead of ancient times, or merely a mutational curiosity.

More notable undead, such as liches, vampires, and children of Urgathoa, have tried to carve out domains of their own, demanding obedience from lesser undead. Some have even warred with each other for dominance. It is possible Tar-Baphon is unaware of this or that he waits for one of them to come out on top before stepping in to resume control. More likely, he simply does not care. Lastwall was the home of his jail keepers. Now that he is free, he seems unconcerned that their home is burning.

### THE WHISPERING WAY

This cult is worthy of note simply for being one of the few successful campaigns to convince the living to accept

undeath as a natural state of being. It specifically targets those who have much to lose in death. Unsurprisingly, many of its adherents are among the rich and powerful, and the cult has spread its influence across Golarion.

Here in the Gravelands, adherents of the Whispering Way see the proliferation of undead, many of them spontaneously created by the necromantic energies inundating the region, as a prime opportunity to practice and enhance their craft while building their own undead armies. The foolish necromancers are apt to rush into adopting an undead existence at the first opportunity, while the wisest and strongest among them wait for the opportunity to ascend to a higher form of undeath.

Those who believe in Pharasma's plan loathe the Whispering Way, naturally, but some undead oppose it as well. Mostly, these are undead who rely on the living for food, for if the cult were ever to succeed in its lofty goal, these vampires and ghouls would be left without sustenance. Then there are those of us who believe the cult's goal is simply impossible. The only path to success would leave such destruction in its wake that victory would hardly be worth the cost.



MESSENGER'S BADGE

### ISLE OF TERROR

In its defensible position in the middle of Lake Encarthan, the Isle of Terror has been remade as the capital of the Whispering Tyrant's reborn empire. An old seat of necromantic power, the isle has a direct connection to the plane of raw destruction whose energies power undeath, usually called the Negative Energy Plane by living scholars. Storms of this energy surround the island, making it an ideal resource for the Whispering Tyrant and his lieutenants to create new undead servants and perform all manner of necromantic rituals. Rumors and informants report these storms continue to grow in intensity, likely indicating that the portal too grows in size and strength. With ghostly ships now prowling the lake, it has grown increasingly onerous to land spies on the island, so information about Tar-Baphon's exact plans remains difficult to obtain.

After his defeat outside Absalom, the Whispering Tyrant has not left his island fortress, but cultists travel to and from it regularly, carrying out his orders and plans for renewed campaigns against the living. Everyone around Lake Encarthan is bracing for the storm. They know it is inevitable.

It is likely the Whispering Tyrant will let his hubris get the better of him once again and overreach, provoking the living into uniting once more to put an end to him. Perhaps permanently this time, although his favor with Urgathoa makes such a prospect unlikely.

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WALKENA ADDRESSES HIS SUBJECTS

# MZALI

Mzali is a temple city of esteemed age located in the Mwangi Expanse. In its heyday, it was an empire of commendable standing ruled by a semi-divine monarchy. However, revolution shattered the empire, overturning the line of succession. Mzali’s citizenry proved predictably unfit to rule. Fortunately, the ancient dead were mummified, and one among them—the child-king Walkena—rose in undeath to seize the reins of his languishing kingdom and guide it back to relevancy.

## RHETORIC

Walkena regained power in a rain of fire, proving himself a pyromancer of not-insignificant skill as he decimated an invading army. He initially vowed to unite the Mwangi Expanse and drive all foreigners from the region. At first, any of his people who traded or interacted with outsiders were branded traitors, as were those who plundered the Expanse’s resources for personal gain. Overall, a clever way to justify his desire for conquest.

It worked for a time. The desperate souls of the Expanse flocked to Walkena’s side, giving him their lives, labor, and land. The promises he spun distracted from his tyranny. When Sargava was overthrown, Walkena was rendered unnecessary. Gradually, the doors to outside trade have been opened. Now he seethes, a petulant child, plotting new ways to conquer the Mwangi Expanse.

## WALKENA

From the moment of his resurrection, Walkena was a tyrant. This is not a criticism. People require order. They require leadership. An undead, immortal ruler is well suited to provide this. Walkena’s greatest struggle is he initially attempted to disguise himself as a hero. Such contradiction will always cause mistrust. The ruled should never doubt. They should tremble and obey.

Walkena is a conqueror. He should not have shied from this. He has the power and drive to conquer the Mwangi Expanse, but I doubt his people have the stomach. They are weak, for he has yet to teach them how to be strong.



KORTASH KHAIN'S PROCESSIONAL

# NEMRET NOKTORIA

Ghouls throughout the underground vaults of the Darklands sing the praises of Nemret Noktoria—and how could they not? It is a city made by and for them, where every building is a crypt, cunning is prized, and the living are little more than food. Most significantly, it is a refuge from the gnawing hunger for corpses that defines a ghoul's existence. The necromantic radiation that bathes the city frees their undying minds of the dismal fetters of appetite.

## KORTASH KHAIN

It was Nemret Noktoria's priest-king, Kortash Khain, who recognized eons ago the potential of the lazurite-laced caverns below Osirion, founding a settlement dedicated to Kabriiri, Demon Lord of Ghouls. He has reigned unchallenged since, with a mix of pharaonic pragmatism and vision that I must respect, as it mirrors my own.

For Khain, this means theocracy—Nemret Noktoria aligns to a rigid class system led by great ghul templars—and conquest—for his armies have ravaged neighboring Darklands cities, seizing citizens for fodder and future

ghoul stock. Neither concerns me overmuch, as my Blood Lords' annual tribute secures quite cordial relations, but Khain's driving impulse warrants monitoring.

## SECRETS OF THE GRAVE

I have tasked my spies with obtaining as much information on Nemret Noktoria as possible, for the city is rich in elusive lore. The city's ghouls hunt the lost knowledge of the dead, with means suited to their stealth and guile: looting crypts, eavesdropping near infirmaries, or plucking unspoken confidences from the minds of dead spirits.

No matter the means, what the ghouls find, they trade, bartering uncountable secrets as if they were mere coins in exchange for books, luxuries, and meat.

This is Nemret Noktoria's true value—and why my nation pays Khain tribute over the objections of my court's Urgathoans. Access to the city's libraries, scriptoriums, and literary salons is an immense advantage. If mere scavengers can harvest such mysteries, what discoveries might my own more puissant agents deliver to me?



# ORDELLIA

The fledgling city-state of Magnimar on Varisia’s western coast struggles for relevancy. Built upon the bones of ancient Thassilon, and famous for monuments notable only for their base enchantments and attracting the interest of otherworldly beings, the city would slip entirely past my gaze if not for the ghost Ordellia Whilwren, one of the city’s founders.

## IN LIFE

Ordellia is credited with forging peace between the foreigners that established Magnimar and the local Varisians whose sacred land they seized. That she shifted blame for the seizure onto her compatriots

and is credited with bringing peace to the region is an interesting quirk of fate, due in no small part to her audacity and skill at manipulation—a clever farce shrouded in religion and legend.

According to locals, Magnimar was beset by a powerful deluge that threatened to wash away the settlement. Instead of directly aiding emergency efforts, Ordellia prayed to a mysterious angel she claimed to have seen at a nearby tower. As the storm broke, lightning struck the tower, shattering it to pieces. That the end of the storm was attributed to Ordellia’s prayers is either a testament to her silver tongue or the gullibility of her fellow citizens. To commemorate the “miracle,” the citizens built a new tower named Arvensoar at the site.

During construction, Ordellia founded a district within Magnimar that espoused freedom, equality, and other nebulous illusions. Today, her district is filled with dissidents and foreigners touting Ordellia as their inspiration. A marble sculpture of her was erected along the district’s main road. Called the “Mistress of Angels,” Ordellia blessed those who pray at her statue—an obvious ploy for veneration, though effective.

Believing her legacy assured, Ordellia was content to rule her fief and bask in adoration. Years later, she was attacked and thrown from the cliffs beside her Arvensoar. Her assassination united the city in mourning. That would have been the end of Ordellia Whilwren, but she was able to infuse her soul with negative energy and return as a ghost.

## IN DEATH

Though Ordellia died a century ago, her ghost has yet to accomplish anything of note. Much of her actions on a day-to-day basis could be classified as meddling in the affairs of others. Her first act as a ghost was to save a foolish child tangled in a fishing net. I doubt the specifics of the child’s claim, so perhaps the story is apocryphal.

Over the years, Ordellia has repeatedly saved the so-called “pure of heart” from doom, which seems an impossible, foolhardy task, as it’s clearly too open-ended and can never truly be complete. She’s reputed to use magic to paralyze criminals, aid the “innocent,” and cure ailments. Ordellia’s townhouse is kept as a monument and is the site of numerous haunts.

Clearly, something unusual is going on with her ghostly energies. I have my own theories. Ordellia is no hero, returning out of a desire to perform petty good deeds. No, she is shattered. She spends half her time helping the citizens of her namesake district and the other half terrorizing them in bouts of melancholy and depression.



ORDELLIA WHILWREN



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AN-HEPSU XI'S BURIAL CHAMBER

# OSIRION

Pyramids, pharaohs, critical rivers winding through rocky deserts—does Osirion truly need an introduction? What might seem an iconic civilization is better viewed as a tragic parent. It expanded and cultivated the lands that would become my own, seeding them with education and paternalistic expectations. When its children looked to Osirion for a role model, what did they see? An unstable, decadent progenitor, more withdrawn and obsessed with ancient glories than maintaining an empire. If ever a nation were a grave, it is Osirion.

But graves have uses. Peel away the stone, and each pyramid is designed to preserve pristine bodies. The necropolises overflow with corpses preserved with salts, herbs, and linen. Even the desert maintains the dead, the dry heat mummifying creatures of all varieties. Osirion would be a necromancer's playground were it not for Pharasmin ideology and the invading Keleshites' sun cult. To them, undeath is not an accomplishment, but an infection to burn with holy fire. A pity. If one can peer beyond these prejudices, Osirion is rich in

undead traditions. Mummification is a natural template for reanimation, and during more enlightened periods, Osirian embalmers wisely encouraged necromantic reactions through the charms they slipped amid the bandages. The mummies encapsulate the wisdom of their era, made dull by millennia sealed in sarcophagi.

## A CRISIS OF LEADERSHIP

Osirion survives as a cautionary tale. Its rare golden ages infrequently occur between centuries of mediocrity. Again and again, Osirion raised visionary pharaohs who oversaw military and civil triumphs, daring contemporaries to wonder if this was to be a new dynasty of boundless prosperity. Then, like any mortal, that pharaoh perished after an underwhelmingly short reign, leaving their throne to some shortsighted heir, starting the downward cycle anew. Osirion is hardly unique in this regard. But with its magical traditions, Osirion could have solved the issue by combining a strong leader with immortality. A winning formula, I assure you.





SVEINN BLOOD-EAGLE BATTLES AT WYRLAKE

## THE PATH TO VALENHALL

Ulfen champions from the Lands of the Linnorm Kings sail to Valenhall to test themselves at the end of their lives. The legendary colony of Port Valen, gateway to Valenhall, is isolated high on the northeastern coast of Arcadia. Sailing there, though an arduous test of seafaring skill, remains by far the least difficult stage of the journey.

Only those who hear the mysterious call to Valenhall can pierce the supernatural protections that obscure the path through the Forest of Trials and the monster-infested Wyrmlake to reach Valenhall itself. Ulfen spirit-singers claim this trek is the ultimate test of a warrior's mettle. Those who prove their valor on this perilous road win the valkyries' approval and are granted entry to a glorious paradise of eternal battle and feasting.

So the Ulfen legends claim, anyway.

### THE PRICE OF COWARDICE

Even among those who are called to Valenhall, many fail. Cowardice is fatal, and those who perish due to this weakness often rise as envious undead: draugr, ghosts,

and other tormented spirits. Many among their number seek to expiate their failure with the delusion they can belatedly prove their bravery against other aspirants. No number of slaughtered victims can restore them, yet the undead cling to their grudges and grim hopes as, quite literally, all that sustains their existence.

### ANCESTRAL HONORS

The shades of failed aspirants are not the only ones who haunt the path to Valenhall. The immortal spirits of Ulfen champions guard Port Valen, protecting the mortal inhabitants who guard the outpost on the road to Valenhall from the wrath of ghosts and monsters.

It is not altogether clear to me whether these Ulfen guardians are proper undead. They may be protective ancestors, legendary spirits, einherji, or a combination of all three. That they are some form of deathless champion wrought from the souls of battle-tested warriors, however, is clear, as is the fact that valor in combat is the only quality they consider worthy of respect.



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SPECTREWOOD

# SHENMEN

Under the rainy, perpetual gloom of Shenmen, a small and deeply superstitious human population toils under the dual yokes of the spiderlike humanoids called jorogumo and a curious panoply of undead that exist nowhere else in the world. I find the concise, but common, appellation “cursed land of ghosts and spiders” sells the region short.

## MAIDENS OF THE GOSSAMER PATH

The Gossamer Mountains are haunted by veiled and shrouded maidens in cerulean and violet robes. Known as Path Maidens, these are the shades of Pharasmin dedicants who turned away from their goddess at the moment of death and were cursed for their apostasy. Now they hunt mortals through the misty mountains, delighting in their terror. Curiously, it seems that the Path Maidens may have some understanding with the jorogumo, or at least the jorogumo may have devised strategies for evading them. Humans making a sacrificial pilgrimage through the Gossamer Mountains, however, are not so lucky.

## BUREAUCRACY BEYOND THE GRAVE

Another peculiarity of Shenmen is the number of ghostly bureaucrats, most of them relics of the collapsed empire of Lung Wa. They have risen to impose nightmarishly arbitrary interpretations of ancient imperial law on the realm’s mortal inhabitants. Governor Chou Mingxia of Sze is the best known of these, but others command smaller, more obscure fiefdoms. Some claim but a single bridge, exacting bizarre tolls in the names of long-dead emperors.

## PREDATORS IN GHOSTLY WEBS

Finally, and most enigmatic, are the so-called “bone-fang jorogumo.” I have written already of the deadly, alluring shapechangers who rule Shenmen through paranoia and cruelty. On rare occasion, jorogumo become undead. Most are exiled to solitary life in the forests and mountains, but a few remain in the city of Yin-Sichasi, where they occupy a half-ostracized, half-exalted position as occult advisors and spiritual intermediaries.





THE GARDEN OF LEAD

# USTALAV

The Immortal Principality of Ustalav lies just northeast of the Gravelands. After being conquered by Tar-Baphon in the early thirty-third century, it spent 600 years under the lich's rule. The outward face of the country today portrays a cosmopolitan society that has moved past that era, with universities in Lepidstadt and the other Palatinates and international trade flowing through Caliphas. Tar-Baphon's lingering influence manifests in the gloomy attitudes of the citizenry, the morbid decadence of the aristocracy, and the dire reputation the place has among its neighbors.

And, of course, in the profusion of undead that reside in the country. Many of these are lingering shades (literal and metaphorical) of Tar-Baphon's reign, but there are others as well. The war with the Kellids—which took place long before Tar-Baphon's rule—and the subsequent looting of their holy sites left no shortage of unquiet spirits. This, and the corrupted magical atmosphere of the land, means that ghosts and other undead manifest at quite higher rates than elsewhere. With the rise of the

Gravelands, a massive undead presence may overwhelm Ustalav once more.

## THE WHISPERING WAY

Tar-Baphon's cult is active throughout Ustalav, particularly in the mountainous southwestern borderlands adjacent to the Gravelands. Over the centuries, the Whispering Way's power has ebbed and waned. Until recently, it had been on the wane—one of the cult's leaders, Adivion Adrissant, had managed to get himself permanently killed about a decade ago—but then Tar-Baphon returned.

At present, its Ustalavic chapter is led by another powerful lich, Socorro, called by mortals the Butcher of Carrion Hill. Socorro was a prominent politician and wizard living in Carrion Hill at the beginning of the fourth millennium, prior to Tar-Baphon's rise. He was also a necromancer—and, less charmingly, a gratuitous sadist and cannibal. When Tar-Baphon swept into Ustalav, Socorro arranged a grand massacre as



a welcome, for which he became a lich and one of the Whispering Tyrant's chief lieutenants.

These days, Socorro still haunts the area in and around Carrion Hill, rebuilding the Whispering Way in preparation for what I expect will be some new assault on Ustalav. Whether this is on Tar-Baphon's direct orders or because Socorro simply can't stomach the idea of his old haunts rejecting him, I couldn't say.

Of perhaps equal interest are the new advocates of the Whispering Way, who blend necromancy with technology of varied origins. I suspect these hybrid creations are more novelty than substance, but if they persist and spread, it may be worth examining them further.

### THE VAMPIRES OF USTALAV

Ustalav is also home to many undead unaffiliated with Tar-Baphon, most prominently the vampiric families that lurk in most of the major cities, especially in the Soivoda region. Insinuating themselves into local aristocracies, they use a variety of tricks to pass as mortals: fading in and out of the public view, staging their deaths, and having other family members or living agents take center stage for a while so no one notices their immortality.

The most prominent vampire in Ustalav would be Conte Ristomaur Tiriac, the count of Varno. As near as my agents can gather, Ristomaur was inducted into vampirism in the early forty-sixth century, following an unexplained attack that left him near dead and his fiancée, Itainya Arsbeta, vanished. A servant of the Tiriac family, Radaya, turned out to have access to rare knowledge and tried to save the count with her arts. She was only about half successful and paid for this with her life.

In time, Tiriac recovered enough of his sense of self to reclaim his rightful rule over Varno and has continued to reign to this day, using diverse methods to replace his public persona every few decades. He travels widely, seeking a cure for vampirism, or else conducts arcane experiments in his haunted seat of Castle Corvischior, accompanied by various servitors, including Radaya's ghost and the nosferatu Ramoska Arkminos.

### THE RUINS OF VIRLYCH

Formed from the ruins of the ancient counties of Grodlych and Virholt, Virlych was Tar-Baphon's center of power during his reign, a land where the dead outnumbered the living—not unlike my own demesne. The lich now prefers the Gravelands, leaving most of Virlych to rot untended.

A large number of haunted ruins and crypts dot the landscape. The most famous is the Gallowspire, once

Tar-Baphon's fortress-palace, then his prison, and now headquarters for many of the Whispering Way. A grand tower of basalt and blackened iron, it is not quite equal to the spire Nex built when he failed to seize Absalom, but it does impress in its own way.

There are other ruins of note. Casnoriva was once the finest magical academy in Ustalav.

Destroyed in Tar-Baphon's invasion, it exists now as a thing of broken magic and ghost-infused wards—interesting, but of no immediate relevance. The Garden of Lead marks the site where the Skeleton Countess Dissayn entombed hundreds of noble revelers in molten lead as a gift to the Whispering Tyrant. Like Socorro, she was rewarded; unlike the lich, the Countess is less active, preferring to stay in her palace and re-create mockeries of the parties that once took place there. Though these ghosts are, like many lesser ghosts, locked in their routines, they perform a microcosm of high society, a phenomena potentially worth study. The monastery-fastness of Renchurch was a center of the Whispering Way, and a holy place of

the Urgathoan faith, and remains a gathering ground for cultists and undead pilgrims from across Golarion.

### THE CURSE OF BASTARDHALL

The phenomenon that afflicts Castle Arudora (given the evocative nickname of Bastardhall by locals) is one of the most interesting in Ustalav, and one that I've not yet had a chance to explore thoroughly.

As near as I can uncover, in 4213 AR, Lord Rauditz Arudora sent messengers to summon all of his kinfolk for an immediate meeting, following a visit from a peculiar stranger carrying an unidentified bundle. Once all of the family was gathered, a fog rose up from Lake Laroba, shrouding the island-castle in a mist that has never left. In case anyone has doubts as to what occurred within, undead soon emerged from the castle to bedevil the surrounding countryside.

Bastardhall is home to a range of linked phenomena, the most interesting of which is the Black Coach. Once each century, in mockery of the original gathering of the Arudoras, a black coach drives across the spectral span from the island onto the mainland, and then travels throughout the County of Varno to gather individuals of interest. The driver of the coach secures their presence by persuasion or force, and then returns them to Castle Arudora, whereupon they vanish, never to be seen again.

Whatever is happening in Bastardhall, the haunting is extraordinarily complex and unusually durable—the castle was razed to the ground in 4413 AR, only to reappear the next time the Black Coach was due to ride.



CONTE RISTOMAUR TIRIAC







# CHAPTER 5: MARCH OF THE DEAD

*Centuries ago, the massive Shining Crusade destroyed the Whispering Tyrant Tar-Baphon, an incredibly powerful lich. Knowing he might someday return, the Whispering Tyrant's foes sealed his remains away under his old tower, Gallowspire, and formed the nation of Lastwall to guard his crumbling edifice for centuries... until three years ago, when the Tyrant was reborn. In a matter of weeks, the furious lich laid waste to Lastwall. The lost nation, now known as the Gravelands, is a haunted and desolate place overrun with undead while the Tyrant's cult, the Whispering Way, operates freely. Not far outside the Gravelands, the tiny village of Fiorna's Faith has recently fallen, another victim of this ancient conflict.*

## BOOK OF THE DEAD

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### MARCH OF THE DEAD

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## Background

Fiorna's Faith lies in a small valley in southern Belkzen, just outside the Gravelands. Hidden in this valley, far removed from the devastation of the Whispering Tyrant's rebirth, the village escaped the fall of Lastwall unscathed. Of course, paying no attention to danger doesn't mean it won't find its way to your door. Small cells of Whispering Way cultists recently began operating in the open, unafraid of the scattered and demoralized defenders who once guarded these lands. When a trio of cultists stumbled upon Fiorna's Faith, they saw a perfect opportunity to refine their craft by infiltrating and corrupting the town from within using only minimal resources. They planned to sow a single seed of undeath in the town to see if it might bloom.

## THE CULTISTS' MACHINATIONS

Just one month ago, the cultists arrived, claiming to be refugees fleeing from the violence in the east. The townsfolk of Fiorna's Faith are welcoming in their own way, but they rarely trust outsiders. Not two days later, the cultists visited the local cemetery, dug up the body of Harlo Krant—a merchant who died of natural causes only a few weeks prior—and set about animating the corpse. By morning, they had created a zombie lord. While these malevolent undead are rightly feared for their ability to raise hordes of lesser undead, the cultists' foul necromancy empowered Krant even further, empowering him to create a variety of undead horrors. They left the town that day, content to let their creation do their dirty work for them.

## RISE OF THE UNDEAD

Over the next few weeks, Krant slowly animated most of the cemetery's inhabitants and used his newly risen allies to dig tunnels underneath the town. Soon after, the dead began to emerge from below, claiming buildings and taking the townsfolk. Those who resisted were slain and animated. Those who surrendered were taken to the caves below to await an even worse fate. In just 1 month, the town was consumed by the dead, and now, few of the living remain, hiding and hoping for salvation.

## Stages

This adventure takes place in three parts. The PCs must explore the town, survive waves of undead over the first night, and then explore the undead warrens underground. The first part establishes mystery and tension, the second is a life-or-undeath struggle, and the third lets the PCs strike back against the undead and end their dominion over the town.

## AN ADVENTURE FOR FOUR 3RD-LEVEL CHARACTERS

### GETTING STARTED

The PCs should be 3rd level at the start of this adventure, and the text assumes they know each other (or at least come to know one another by the time they reach the town). The PCs should know Agrit before the start of the adventure, to explain why she would turn to them with such a dangerous quest. If you're running this as a standalone adventure, simply ensure that each character has some tie to Agrit, and that she helps to form their group specifically to accomplish this task.

### CONTENT ADVISORY

This horror-themed adventure features the undead and explores how a single monster can destroy an entire town. The undead slowly and methodically consumed this town, killing its inhabitants and raising them as more undead. This story can, at times, be rather gruesome and includes animal death and a mention of suicide. Before play begins, you should have a discussion with your group about the horror elements that might appear in this game and adjust the narrative accordingly if necessary.





## Part 1: A Dead Town

The adventure begins in the town of Trunau in Belkzen, where Councilmember Agrit Staginsdar has called the PCs in with a request. When you're ready to begin, read or paraphrase the following.

Councilwoman Agrit Staginsdar requested to meet in the House of Wonder, her shop in Trunau. The aptly named business specializes in magical items, its shelves chock full of simmering potions and elixirs. Upon answering the door, Agrit, a dwarven wizard, leads the way to a table in the back, at which she sits and pours herself a steaming cup of tea.

"After a bandit raid some years ago, my friend Jacra Hillwren moved away from Trunau. We'd shared a passion for all things arcane, so I was sad to see her leave. Eventually, she settled in Fiorna's Faith, a small village just outside the border of what was once Lastwall. Though Lastwall fell during the Whispering Tyrant's rebirth, it seemed like Fiorna's Faith managed to avoid becoming part of the Gravelands. Or so we all thought."

She sets her mug down and brings forth a small parchment. "Jacra and I still correspond via her raven familiar, Coal—

mostly personal letters and theories about magic. But then, last week, Coal arrived at my window with nothing in its talons but this single scrap of blood-stained parchment. I've not heard anything since, nor has anyone else."

She spreads the parchment out on her table. It reads: "I must be brief. Something terrible is happening in Fiorna's Faith. Folk have been disappearing and I fear that I'm ne—" Here the missive is torn.

And so, Agrit asks the PCs to travel to Fiorna's Faith and find out what's happened to the small community, offering a hefty reward for their bravery. She hopes this is all just a misunderstanding, and that the PCs might reestablish communications with the townsfolk so everything can return to normal. Barring that, she asks the PCs to search the town and rescue as many people as they can find, promising that all will be welcome in Trunau should they make the journey north. Finally, if all is lost, she requests that the PCs locate a leather-bound spellbook she lent Jacra a few months back, as it contains valuable arcane research that the two had been working on together—research Agrit hopes could aid in her town's repair.

With Fiorna's Faith located just beyond the borders of the Gravelands, Agrit worries the undead might one



day invade this remote settlement, and she cautions the PCs to prepare for that possibility. If asked about Coal, she reports that she's keeping Coal in her custody to ensure the bird remains safe.

Though the adventure begins with the PCs closing in on their destination, you should give them a chance to state any gear or supplies they purchased back in Trunau to properly outfit themselves for the journey.

**THE OUTSKIRTS**

**LOW 3**

After a 3-day march through the wilderness of southern Belkzen, Agrit's directions lead the PCs to a narrow valley along the outskirts of Fiorna's Faith. The village is nestled in a narrow valley just inside the borders of the Hold of Belkzen, to the west of the Gravelands and the north of the Nirmathas border.

As the PCs make their way down the road, they come across small farms and the occasional trapper's cabin. If they investigate any of these sites, they find them abandoned. While one or two look like they've been empty for years, the dwellings closer to the village seem recently vacated, with meals left unfinished on tables, overripe crops left untended, and barn doors wide open with livestock nowhere to be seen. There's no sign of what happened here, no clue or note left. Everyone is simply gone.

One last farmhouse stands near the pass leading down into the valley, window shutters creaking in the wind. Any PC who approaches the house, including on the trail that passes by it, should attempt a DC 15 Perception check; on a success, they notice a foul stench emanating from the building. Creatures with scent or a similar ability automatically succeed at this check.

PCs brave enough to enter the house find it abandoned like all the others; well-appointed with handmade wooden furniture, but with most personal effects missing, as if they were grabbed in a hurry. The kitchen, however, contains a rather gruesome scene. In the middle of the nondescript square room lies the corpse of a dead cow, from which a trail of dried blood leads out the door to a small pen just behind the house. The poor beast's head is crushed, and it's hard to tell anything else due to all the cockroaches feasting on the body.

**Creatures:** A swarm of cockroaches infest the cow carcass. Though they're obviously visible, they're busy eating and move to attack only if the PCs enter the kitchen. Less visible is the pair of giant cockroaches burrowed inside the carcass of the beast. The giant cockroaches emerge in the second round of combat and promptly attack, hoping to protect their young and guard their sumptuous bounty. Once stirred to attack, all the cockroaches fight until the PCs have died or left the farmhouse. If the intruders flee the building, the swarm and their giant parents don't give chase; they simply return to their grisly meal.

**COCKROACH SWARM**

**CREATURE 2**

*Pathfinder Bestiary 2 53*  
Initiative Perception +6

**GIANT COCKROACH (2)**

**CREATURE 1**

*Pathfinder Bestiary 2 53*  
Initiative Stealth +8

**Investigating the Body:** If the PCs defeat the roaches, they can investigate the carcass a bit further. While the body is a fetid mess, a character who succeeds at a DC 15 Medicine check can tell that the cow was killed by a blow to the head, probably several days ago (on a critical success, they can tell that it was 5 days ago). The roaches consumed most of the body, masking the bites taken by the cow's undead attackers right after its death.

A PC who succeeds at a DC 10 Survival check realizes the cow was dragged to its current position moments after it died. The trail leads out into the fenced-in pen, where more bloodstains mark where the cow fell. If the PCs search the area, a character who succeeds at a DC 25 Perception check uncovers a human tooth in the grass near the bloodstains, also covered in dried blood.

**DESCENDING INTO THE VALLEY**

After investigating the last farmhouse, the only way forward is down the valley path into Fiorna's Faith. The path is dangerous, made worse by recent downpours that have washed away many of the slopes. Each PC must attempt a DC 15 Athletics check to see if they make it down in one piece; on a failure, they slip and slide down a stretch of the hill, taking 2d8 slashing damage as they fall across sharp rocks and tree roots. On a critical failure, the slashing damage is doubled.

After about 2 hours of treacherous terrain, the PCs finally arrive at Fiorna's Faith around noon, approaching from the northeast. As they arrive, the heavy rain becomes a torrential downpour, turning the mountain trail behind them into an impassable river of mud and sealing them into the valley.

**Fiorna's Faith**

Read or paraphrase the following as the PCs finish their descent.

After descending into the rain-drenched valley, the village of Fiorna's Faith finally comes into view. No smoke rises from the chimneys of the quiet town. Even from this distance, it's clear something has gone terribly wrong. Doors hang open, windows are shattered, and no light or sound emanates from what appears to be an empty, abandoned town.

The PCs can spend the rest of the day searching the town for information and survivors, investigating locations in whatever order they like. The Locations in Town section below details the parts of the town the

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## TERRIBLE DETAILS

To give your players a glimpse into the terrible fate of Fiorna's Faith, feel free to present details that they can come across or discover as they explore. You can roll 1d10 on the following table or simply select the detail that's right for the scene and story you're putting together.

### d10 Detail

- 1 Half of a cotton doll lies in a puddle of rainwater, its cloth clearly ripped through blunt force. A single button eye hangs loose, while the other is missing. Later in the adventure, the PCs find the other half of the doll in the hand of one of the zombies.
- 2 A small doghouse sits behind one of the buildings. A rope leads from the house, but the collar at the end of it is split, and it looks like whatever was leashed up here dug at the ground before finally snapping its leash and escaping.
- 3 A backpack lies in the middle of the street or a yard with one of its shoulder straps snapped. It contains clothes, a bit of food (bread and dried meats) wrapped in a cloth, 2 torches, a hatchet, and a silver locket showing a simple drawing of a half-elf woman (worth 2 gp).
- 4 Behind one of the open doors, a small barricade has been smashed in. Though made from broken furniture and crates tied down with ropes and nailed in place, it clearly didn't hold. Repairing the barrier and door would take 1 hour and a successful DC 15 Crafting check.
- 5 A fireplace or campfire was overstocked with wood, causing the fire to leap its bounds and scorch the surrounding wall or grass. It went out days ago; anyone looking through the ashes finds a crumbling pile of bones. A character who succeeds at a DC 15 Medicine check identifies them as a human arm.
- 6 A small wooden coffer has been dropped on the ground next to a horrific pool of blood and rotting flesh. It's clear someone met a gruesome end here, their remains spilling to cover the contents of the upended coffer. Anyone willing to sift through the offal finds 58 cp, 14 sp, and 8 gp, though they must succeed at a DC 18 Fortitude save or become sickened 1 for 1 hour.
- 7 A low-grade silver shortsword is found covered in old, rancid blood. The crossguard is sculpted to look like a flock of ravens taking flight. The shortsword is one of a matched pair, with the other depicting a flock of doves. Later in the adventure, the PCs find the missing partner in a sheath being worn by one of the zombies.
- 8 A building's front door has been barricaded from the outside with wooden boards and planks. Next to it on the wall, someone has painted a crude skull. The back door of the house, or one of the windows, has been smashed from the inside. The inside is a mess, with dirt and mud all over the floor and the heavy smell of rot hanging in the air.
- 9 A small cart has been tipped over, spilling several chests and barrels into the street. These contain personal effects (clothes, paintings, and books), but they're all ruined by the mud and the rain. It looks like someone tried to form a makeshift defensive wall out of the cart and debris, but from the large blood puddle in the center, it clearly didn't hold against the zombie assault.
- 10 An obvious crossbow trap is placed on the stairs leading into a building or at the front gate. The crossbow has been fired, but it's otherwise in working condition. Alternatively, this can be a shallow pit trap in the same location, clearly not deep enough, as whatever fell into it has climbed out.

PCs might choose to explore. However, this adventure also contains several encounters for you, the GM, to insert at your discretion, regardless of the PCs' location. Familiarize yourself with the events in the Encounters in Town section beginning on page 200, and choose an event to occur when it best fits the pace of the story, perhaps throwing in some Terrible Details from the sidebar above for some minor scares to set the mood. The threats should increase once the true magnitude of the danger becomes apparent, giving the PCs a small amount of time to prepare for the onslaught that will come when they spend their first night in the town.

**Miserable Rain:** It rains almost nonstop while the PCs explore the town, ranging from a light drizzle to a downpour. The sun never emerges from behind the blanket of thick, dark clouds. This overbearing gloom and rain imposes a -1 circumstance penalty to

Perception checks made to spot things for every 20 feet of distance, up to a maximum of -4. Creatures more than 60 feet away are concealed by the rain. No matter where the PCs go, or how big a fire they may light, they always feel a cold, wet chill in the air.

## LOCATIONS IN TOWN

About two-dozen buildings make up the village of Fiorna's Faith, most of which are single-family residences, nearly all made of wattle and daub with a thatched roof. None are lit from the inside, though most feature a fireplace or wall sconce within a few feet of the door, and fresh torches are readily available.

Unlabeled buildings on the Fiorna's Faith map (page 192) are personal residences, each very much like the others. All are abandoned. Most show signs of struggle, such as splashes of blood, the sooty remains of small fires,



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broken-down doors, or shattered cookware. Homes that seem to have been spared active fighting look like they were abandoned in a hurry: drawers thrown open, chests tossed, and kitchens raided for basic provisions. The buildings all smell foul, either from old blood, rotting food, or a heavy mildew from days of doors and shutters left open to the cold and damp.

There are no bodies in any of these homes, although the PCs might find a severed finger or even a hand in a few, swarming with flies. Also, no animals can be found save for the bugs; wild beasts, pets, and domesticated livestock alike are nowhere to be seen. PCs scrounging for anything of value find up to 1d4 gp worth of random supplies and loose coins in each house, although looking for such valuables takes at least 30 minutes per home.

### HOLES TO THE WARRENS

Many of the homes have holes somewhere inside them, as if something dug up from above, though the holes are collapsed or washed out and can't be used at the moment. As the PCs might learn later, they lead down into the caverns below and the warrens teeming with the dead. These hole are marked on the map with the letter "h" and a number, each of which corresponds to those of the map on page 208, where Fiorna's Faith connects to the Warrens.

### A1. WARLAND'S YARD

Painted on the side of this stone building near the village's center is a pile of timber behind a crossed mining pick and shovel. The front door proclaims this to be "Warland's Yard, purveyor of general goods and supplies." The inside looks as though it's been thoroughly looted.

When trouble came to town, Warland was more than happy to sell supplies, but when things turned grim, he packed up and left, leaving the town to take what they wanted from his shop. He was one of the last people to escape.

The shop is a basic building with a large retail area, storage room, kitchen, and a private bedroom in the back. Since the whole thing is made from stone (with a straw roof), it's one of the sturdier buildings in town. The townsfolk considered holing up here, but ultimately decided to fortify the inn instead, since it would hold more people. However, they still came here for supplies.

**Remaining Supplies:** While the inventory has been mostly picked over, a few useful items remain, including 50 feet of rope, a single box of nails, a hammer,

four pints of oil, a dozen torches, and 10 feet of simple iron chain. The backroom has a few more items, like enough wood to barricade at least six doors or windows (see *Surviving the Night* on page 202), a small barrel of flammable tar (which can cover four 5-foot squares and burns for 4 hours), two barrels of fresh water, six large bolts of cloth, and a crate with 50 arrows.

The kitchen has enough food to feed one person for a day, though it's clear the room has been thoroughly ransacked.

In the bedroom, a chest and wardrobe both stand empty, but anyone who succeeds at a DC 20 Perception check spots a small coffer atop the latter that Warland forgot when he left. Inside, the PCs find two bottles of moderate alchemist's fire, one lesser antiplague, and a moderate darkvision elixir.

**Ogran the Mangy Cat:** Ogran, a grumpy stray cat with green eyes and gray tabby stripes, lurks inside the shop. Ogran is a favorite fixture around town due to his work keeping the local rat population down. Warland cared deeply for the feline, leaving him food on a regular basis. When the PCs enter, Ogran is stalking between the shelves, attempting to avoid detection. Though he flees once the PCs notice him, he starts to follow them around, hoping they might leave some food behind.

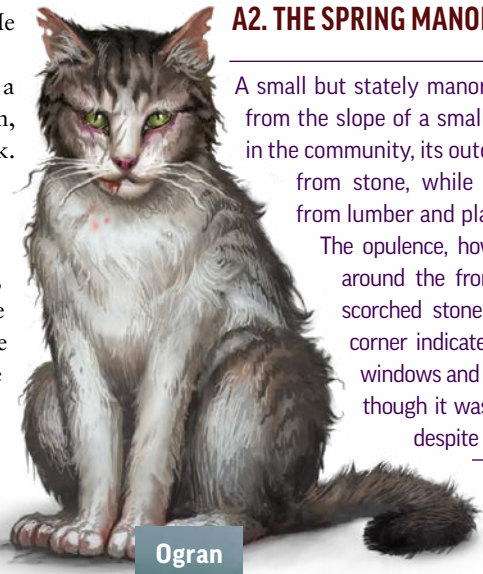
The PCs can attempt to befriend Ogran by feeding him and succeeding at a DC 20 Nature check; if a PC has an ability that allows them to use Diplomacy to Make an Impression on animals, such as wild empathy, they can attempt a DC 16 Diplomacy check instead. If befriended, the cat follows the PCs around, hissing audibly whenever he smells undead (typically within 30 feet, although closed doors and walls block his scent ability). Ogran can't pinpoint the undead, and once he detects them, he usually hides nearby. He is far too quick for any zombie to catch.

### A2. THE SPRING MANOR

A small but stately manor home looks out over the village from the slope of a small hill. The only two-story building in the community, its outer walls on the first floor are made from stone, while the second floor is constructed from lumber and plaster, crowned by a slate roof.

The opulence, however, is marred by the barricade around the front door, while the gaping hole of scorched stone and wood in the building's back corner indicates a recent fire. With its shuttered windows and barricaded door, the manor looks as though it was readied to withstand a siege—but despite these preparations, it didn't hold.

Wealth and power were not enough to stop the advance of the undead in



Ogran



**WARLAND'S YARD**  
1 SQUARE = 5 FEET



**THE SPRING MANOR**  
1 SQUARE = 5 FEET



**THE PICK AND PINT**  
1 SQUARE = 5 FEET

Fiorna's Faith. As more and more residents vanished with each passing night, Mayor Halreth Grumb focused his efforts on saving himself. He demanded that the guards and various town leaders fortify his manor, thought it was ultimately fruitless—the dead overwhelmed him just as they did the rest of the town. The Spring Manor—so called by the locals due to its proximity to the spring—has the following main areas.

**Entry Hall:** The barricade on the outside of the building is relatively intact, but it appears that attackers simply climbed over it. The doors to the building have been broken down, and the entrance to the grand hall is covered in blood. Clearly, several people died here. A few discarded short swords and a steel shield lie next to the mess. Two cloakrooms sit on either side of this entry, both containing a few storm cloaks, along with a single finely crafted mantel bearing the town sigil (a spring atop a hill). The stairs leading up to the second floor are caked with mud. A PC who succeeds at a DC 10 Survival check makes out barefoot human footprints going up and down the stairs.

**Library:** This two-story library on the western side of the building features a massive window looking out toward the manor's titular spring. Before, this room played host to the mayor's many parties. It's now dark, and a coppery tang suffuses the air. As the undead broke

into the manor, the mayor's wife, Aledra, used a dagger to take her own life in this room. Blood stains from where she fell streak toward the door leading to the hall. Now, all that remains is a bloodstained low-grade silver dagger, shattered glass goblet, and half-empty bottle of red wine, turned to vinegar over the week since the tragedy occurred.

PCs who search the area and succeed at a DC 15 Perception check also uncover a *dawnlight* (page 18) that fell from Aledra's hand and landed underneath a nearby chair.

**Dining Room and Kitchen:** The dining room looks almost peaceful—everything is in place and the table is set with finery. It almost looks normal, except for the spatters of blood on the floor next to the table. The blood trails to the kitchen, which is in complete disarray.

One corner of the kitchen is scorched and completely collapsed. When the dead burrowed up from below the floor, the panicked guards tried to hold them at bay using torches. In the chaos, the house caught fire, consuming the back door and part of the second floor. Plenty of kitchen tools remain, along with enough food to feed one person for a week. The trail of blood in the kitchen indicates that a body was dragged through the debris, but no corpse can be found.



**Bedrooms:** There are two bedrooms on the second floor: a guest room that was empty during the undead attacks and the master bedroom, where the mayor met his grim end. The guest room is unremarkable save for the northeast corner, where the kitchen fire ate through the floor and walls. Between the flames, smoke, and exposure to a week of rain, all the furnishings in the room are completely ruined.

The door leading into the master bedroom has been broken open, but the room is in decent shape, save for the blood and gore on the floor. The bed is large and comfortable. The chest in this room is locked with a simple lock (requiring three successful DC 20 Thievery checks to open) and contains a bag filled with the town's treasure (120 gp in assorted coins), the deeds to several of the buildings, two *lesser healing potions*, a +1 *shortsword*, and a *hat of disguise*.

**Servants' Quarters:** The servants' quarters, in a separate building near the manor, were empty at the time of the attacks and have been untouched since. There are four small sleeping chambers, each containing a bed with a chest underneath, and a communal dining room with a cooking hearth. Basic supplies can also be found inside, including 2 days' worth of food and fresh water, clean clothes, and simple tools. The servants were all forced to serve as guards during the attack. None made it back.

**Hidden Crevasse:** Just up the hill a bit to the east is a crevasse leading down into the warrens below (h20), but it's hidden from view by a thick bramble that grows on the slope. Unless the PCs go searching in this direction, they have no chance to find it until later in the adventure.

### A3. FIORNA'S SPRING

Bubbling up from underground, this massive spring sits high above Fiorna's Faith and runs down the hillside, through the village, and then into the woods to the south. The body of a human man bobs in the center of the pool, prevented from floating downstream by his cloak, which is snagged on a rock.

Located just to the west of Spring Manor, this natural spring supplies most of the water for Fiorna's Faith. Unfortunately, the spring is far from clean. The corpse in the pond is infected with zombie rot, tainting the water in the pool and the town below. Anyone who drinks from the spring or the river is exposed to the disease. The corpse is that of a local hunter who was slain in the first week of the outbreak, rose as a zombie, and was ultimately vanquished by the town militia. Krant threw the body into the spring to further contaminate the town. If the PCs examine the body and succeed at a DC 20 Medicine check, they discover that the body received wounds before death (severe bruising around the neck) and after (several arrow wounds and a massive slash to the abdomen), which might allow them piece together some of the story.

If the corpse is removed, the contamination lessens over the coming hours. Lower the DC by 1 every hour for 6 hours, after which point the water is safe.

### WATERBORNE ZOMBIE ROT

### DISEASE 1

**DISEASE**

Typically carried by plague zombies, this version of the disease is found in water supplies tainted by a zombie corpse.

**Saving Throw** DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 day); **Stage 2** 1d6 negative damage (1 day); **Stage 3** 1d6 negative damage (1 day); **Stage 4** 1d6 negative damage (1 day); **Stage 5** dead, rising as a plague zombie immediately. An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease.

### A4. THE PICK AND PINT

### TRIVIAL 3

Easily the largest structure in Fiorna's Faith, this squat, single-story inn features a modest stable attached to the back. Unfortunately, where a warm light and raucous laughter might have once poured through the many bright windows, the building now stands dark and empty.

A crude mix of tables, crates, and barrels form a crude barricade across the main entrance, though it's clear this didn't hold. The barricade's center has collapsed, and the ground beneath it is marked by bloodstains, gore, and other signs of violence. Similarly, many of the windows have been boarded up, though more than half have been broken.

A wooden sign creaks in the wind. It hangs from the front of the building from one of its two hooks. The sign is adorned with a mining pick, a massive stein, and the words "The Pick and Pint."

When things took a turn for the worse in Fiorna's Faith, its surviving people gathered for protection in several locations. The Pick and Pint was the largest and the most tragic. Here, the last of the villagers met their end just a few days ago, overcome by relentless waves of the undead, many of whom were newly risen friends and relatives.

The Pick and Pint is one of the sturdier buildings in town. The outer walls are made from fieldstones up to a height of nearly 4 feet, atop which is wattle and daub. A roof made from wooden shingles kept the inside warm and dry. Strong wooden doors once guarded the exterior, but most have been destroyed. Though the inside is unlit, empty lanterns can be found throughout.

**Taproom:** The taproom is divided up into a small stage, a place for tables, and the bar. The entire area is in shambles. Spare tables and chairs barricade the windows, detritus is strewn about everywhere, and rust-colored blood speckles every surface. A large sinkhole has opened up under the building's southeastern wall, which also breached the back wall of the inn, into the yard.

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Anyone who succeeds at a DC 10 Society, Medicine, or Survival check can tell that there were a large number of people living in here for several days. One table bares three relatively new notches—a tally of the number of days they lasted. Piles of dirty clothes and rags litter the ground, as well as dishes and animal bones (including those of a few rats) that have been picked clean. A crude charcoal drawing on a wall depicts many people, all pressed tightly together, with a wall around them and menacing squiggles outside. This site was the last stand for many, yet there are no bodies to be found. Evidence suggested that those who fell were dragged to the sinkhole and tossed inside.

**Yard:** Out back in the stable yard lies the carcasses of four brutally slain horses. PCs who succeed at a DC 15 Medicine check notice that the horses' wounds were caused by humanoid hands and teeth. The outer fence is broken in several places, and a PC who succeeds at a DC 15 Survival check to Track will notice humanoid footprints heading from the fence toward the inn. A door in the stables leads to a small office and shed. This entryway wasn't breeched during the attack.

**Hall:** This hallway leads to the inn's only lavatory and two guest rooms (the town received few visitors). The path to the lavatory and northeast bedroom are blocked by piles of broken chairs, tables, and barrels. Clearing the debris takes 20 minutes, but after getting halfway done, the PCs can hear something moving in the east bedroom. It doesn't respond to any attempts at communication, but if they call out, they'll hear something beating upon the bedroom door, getting louder and more insistent as more debris is cleared.

**A Dead Guest in the Bedroom:** The Pick and Pint was the only place in town offering rooms for rent, but when the dead started consuming the townsfolk, the desperate villagers used the eastern bedroom to quarantine one of the first people infected with zombie rot. When it became clear that the poor soul had died, they simply barricaded the room and boarded up the window so they could deal with more pressing problems. If the PCs remove the barricade and open the bedroom door, they smell a foul stench just before the zombie lurches out of the darkness to attack. A single zombie probably won't pose a great threat to the PCs, but it may be their first confirmation of what happened here.

provide one person 6 days' worth of sustenance. Half a dozen intact bottles of anise-blueberry liquor remain in a cabinet. The liquor can't be used as a weapon, but each bottle can be used to coat a single 5-foot square that, once lit, burns for 10 minutes, dealing 1d6 fire damage to anything that passes through the flames. There are also 20 empty crates and barrels in this room, which the PCs might be able to use to repair a barricade (see *Surviving the Night* on page 202).

**Storage:** Three rooms on the southeast corner of the building serve as storage and an office. Most of the space is filled with linens, dishes, cleaning supplies, and basic tools. Just inside the storage room stands a large crate filled with the tools used to construct the barricade, including a saw, a few hammers, a chisel, a box of nails, and 70 feet of rope. The storage room also contains a small barrel of lamp oil that's about half full, containing 20 pints. The office holds little of value, but a ledger does note a large drinking party that occurred about a month ago, with the cryptic note, "after they found the body," indicating when one of the zombies' first victims was found. The last entry was about a week ago, in a hurried hand, noting that supplies were dwindling. One last, frantic message is scrawled on the bottom of this page, which reads, "the end is coming."

The door in the office leads to the stable shed, which contains various horse tack. In the shed is a door that leads to the back corner of the stable, but the zombies never uncovered this entrance.

### A5. ERASTIL'S TABLE

Charred timbers rise from the crumbled walls of this ruined structure, giving it the appearance of some great beast whose flesh has been stripped to its bones. A great fire consumed this place, obvious from the blackened walls and melted lead pooling along the base of what must have once been beautiful stained-glass windows.

Facing the road, the building's facade stands like an empty mask. A bow symbol, with its arrow pointing down, remains above the once-grand entry, covered in soot and ash. Barely visible beneath the grime, the lintel bears an inscription reading, "All are Welcome at Erastil's Table."

The people of Fiorna's Faith offered thanks and prayers to several deities, but Erastil was the only one with a dedicated place of worship attended by members of the clergy. Erastil's Table was more than just a shrine: it was a meeting place and feast hall, so named because of the massive, long table that once sat in the center of the building. Carved from the trunk of a single tree, Erastil's Table hosted nearly every celebration and holiday in Fiorna's Faith.

Now it's little more than a charred heap of rubble and debris. The temple burned to the ground 2 weeks ago thanks to a group of zombies under Krant's command. After dousing the place in an alchemical concoction

### ELITE PLAGUE ZOMBIE

### CREATURE 2

*Pathfinder Bestiary* 6, 340

**Initiative** Perception +5

**Disgusting Pustules** (zombie additional ability; *Bestiary* 340)

**Kitchen:** The Pick and Pint wasn't especially known for its fare, but it did offer various pies, stews, and game roasts, served with weak ale and a syrupy liquor that tasted of anise and blueberries. The kitchen is mostly bare, as much of the town barricaded themselves inside this building for a few days, but enough food remains to



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and sealing the doors, they knocked over a lantern and fled the scene. The resulting fire consumed the temple and its three priests. Though the rain prevented the fire from spreading throughout town, the loss at the shrine was almost total. No objects of value remain among the rubble, though investigative PCs might uncover a few interesting clues when examining the site.

**Entering the Shrine:** The doors leading into the shrine, both front and back, are closed, just as they were on the night of the fire, although the double doors in front have been so badly burned that characters can easily break through to enter what's left of the building. All the doors had been jammed closed with simple iron pitons, which anyone who inspects the door can spot with a successful DC 20 Perception check (most are hidden by ash and debris). Alternatively, anyone who tries to open the door quickly discovers the pitons around the frame.

**Inside the Shrine:** Within the building, a faint odor permeates the air, acrid and unnatural. A character who succeeds at a DC 18 Crafting check deduces that this scent comes from an accelerant frequently used in alchemist's fire. Just inside the back door lie the blackened bones of the three priests who served this small community. They died desperately trying to escape the fire.

**A6. JACRA'S HOME**

This modest home looks similar to all those surrounding it. Inside, the furniture has been tossed about, and there are clear signs of a struggle. The kitchen floor is partially collapsed, with a narrow hole leading down in the warrens below.

What sets Jacra's home apart is the number of bird perches throughout, many of which are surrounded by droppings and the occasional raven feather. The books in this home mostly cover arcane subjects such as the nature of magic and research into boundaries between worlds. While the library alone is easily worth 100 gp to a collector, Jacra's spellbook is not among the items here. When she was taken by the dead, she grabbed the book and kept it close. It can now be found in area B5.

What can be found here is a scrap of parchment on the writing desk, hastily torn from the clip. This is the rest of the missive that was sent to Agrit, which reads, "... xt. Do not come for me or this town. By the time you get this, we will already be dead. I love you, my dear friend. Take care of Coal. That old bird means the world to me." Jacra's name is signed at the bottom of the letter.

**A7. LADY'S HILL**

The hill to the west of town bears one striking feature: a large cemetery accompanied by a small

shrine and mausoleum. A simple stone path winds up the hill to the graveyard, worn smooth by countless steps made to honor the dead.

Though rain and mist shroud the cemetery, it's clear something is amiss. The soil has been upturned in several places, and many of the headstones lean at dangerous angles or have fallen to the tumbled earth.

A simple signpost next to the path reads "The Lady's Hill," below a spiral symbol.

Anyone trained in Religion automatically recognizes the spiral symbol as that of Pharasma, the Lady of Graves, she who passes judgment on those who travel into the Great Beyond. It's quite common to see her symbol and a shrine dedicated to her in most towns with a graveyard, to ensure that those who pass on receive her favor (or avoid her ire). Followers of Pharasma automatically know this information as well, even if not trained in Religion. For anyone else, identifying the symbol requires a successful DC 10 Religion check.

The footpath leading up to the cemetery is well worn, with neatly kept stone stairs making it easy to ascend even in the pouring rain. Atop the hill is the cemetery, a small shrine to Pharasma within, and a separate mausoleum to the north for those who could afford a more monumental final resting place.

**Graveyard:** Nine graves in the cemetery have been disturbed. Anyone who succeeds at a DC 18 Survival check realizes that three of these graves were hastily dug up about two weeks ago, with little concern for making



Krant's Grave





a tidy hole. The coffins at the bottom are torn open and the bodies inside are missing. The dates on their headstones indicate all three died within the past year.

Five of these graves appear to have completely sunk into the earth. From each of these, a hole leads down into the cavern below (hole **h1** in the Warrens, page 208). Many of the graves here were exhumed from below, and while these five collapsed into the caverns entirely, the others only descended a foot or more, giving the entire graveyard a very uneven look. Tombstones jut from the ground at odd angles, and the thick grass turf has started to tear in places, giving the impression that this is a recent occurrence.

The ninth disturbed grave is toward the back of the cemetery and appears to have been dug up much earlier. Black roots covered in an oily residue surround its hole. Of all the graves in the cemetery, this one has the most recent headstone, reading, “Harlo Krant, Merchant and Councilmember of Fiorna’s Faith, b.4678 d.4722.” Anyone investigating the grave who succeeds at a DC 20 Perception check discovers several black candle stubs positioned around the burial site, along with a small leather pouch. Inside the pouch is a single black onyx gem worth 15 gp. A PC who succeeds at a DC 18 Arcana, Occultism, or Religion check recalls that these components are used in rituals to animate the dead and realizes that the single gem is likely the last of many that were consumed in the ritual.

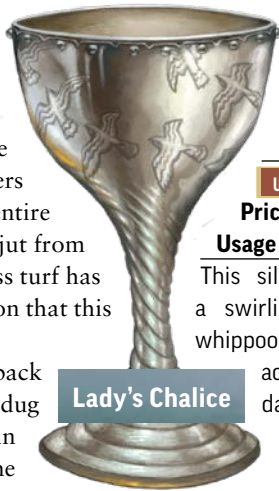
At the bottom of the grave is the coffin of Harlo Krant, but it looks like it was hastily tossed back into the hole and partially buried. Uncovering the coffin takes 30 minutes with the appropriate tools—a shovel nearby and more behind the shrine in a small wooden shed. The coffin contains no body, but left at the bottom is a silver charm with a painting of a young man and a young woman, looking at each other. This is an image of Harlo Krant and his wife.

Krant’s grave was unearthed by the Whispering Way cultists who started this grim slaughter. They animated Krant and set him loose with only a single command: to consume the town and turn all of its residents into undead.

**Shrine:** The long building next to the graveyard is a shrine to Pharasma. While the base of the building is made from stone, the walls and roof are wood and straw. Two rows of pews lead up to a simple dais with a stone plinth bearing Pharasma’s symbol, giving a place for the living to pay respects before burial. The doors to the shrine have been torn open, and its interior is covered in filth. In one corner near the entrance, the floor has collapsed entirely into the caverns below (hole **h2**).

In a small alcove behind the dais, a simple stone font stands filled with clean water. This is the only place in the entire shrine that hasn’t been defiled. The font is

filled with *holy water*, which can be carefully collected into up to eight vials. Sitting on the lip of the font is a silver chalice; the spiraling base transforms into a flight of whippoorwills that circle the cup. This is a *Lady’s chalice*, a simple magic item capable of producing a single dose of *holy water* each day.



Lady’s Chalice

**LADY’S CHALICE**

**ITEM 3**

UNCOMMON CONJURATION DIVINE GOOD

Price 60 gp

Usage held in 1 hand; Bulk L

This silver chalice bears the symbol of Pharasma, a swirling cloud that transforms into a flight of whippoorwills that encircle the top. The chalice can be activated in one of two ways, though only once per day total.

**Activate** ♦ **envision**; **Frequency** once per day; **Effect** The chalice fills with a single vial’s worth of *holy water*. The water loses its potency after

1 day if poured into any container other than a font specifically sanctified by a cleric of Pharasma. It similarly loses its potency 1 day after being removed from such a font.

**Activate** ♦ **Strike**; **Frequency** once per day; **Requirements** The *Lady’s chalice* is full of a vial’s worth of *holy water*; **Effect** The chalice splashes a spiral of *holy water* into an adjacent space. This is a simple thrown weapon with a range of 5 feet. Unlike an alchemical bomb, it doesn’t add the manipulate trait to the attack made with it. If it hits, it deals 2d6 good damage and 2 good splash damage (including to you, if you’re evil).

**Mausoleum:** Just north of the shrine, connected by a simple walkway, is the town’s only mausoleum. It once held over a dozen bodies, those with enough wealth to pay for a more opulent burial. The now-empty room is a mess of broken stone hatches, shattered caskets, and scraps of ruined funereal clothing. This desecration happened over a week ago, but it’s difficult to tell exactly when.

**Encounters in Town**

As the PCs explore Fiorna’s Faith, they’ll have several encounters that provide a picture of what occurred, confirming their suspicions and giving them a chance to prepare for the horror to come. These encounters aren’t triggered by locations, but by moments in the adventure describing when they could occur. Feel free to change the timing and details to best suit your story. Each encounter should appear only once in the adventure, except for small hordes (page 202), which should become a frequent danger after the first night.

**FALSE ALARM**

**LOW 3**

**Trigger:** This encounter should occur shortly after the PCs arrive in town, once they realize something has



gone horribly wrong, but before they've explored more than one or two locations. When they enter the next location, read or paraphrase the following text.

The battered door opens with a long, drawn-out creak, revealing a dark room that stinks of rotten meat. Something stirs in the darkness and rushes forward.

A pair of boars have wandered into town, lured by the smell of discarded vegetables and meat, heedless of the danger. After wandering for an hour, they entered this building through a back door and are now munching on rancid produce in the kitchen, as well as a severed arm sitting in a pool of dried blood. Startled by the PCs entering the building, they promptly charge to attack. While the PCs might be relieved to see that these are only wild boars, they should be disturbed once the battle is over.

**BOARS (2)** **CREATURE 2**  
*Pathfinder Bestiary 43*  
**Initiative** Perception +8

**DEAD WITHIN** **MODERATE 3**  
**Trigger:** This encounter should occur shortly after False Alarm, when the PCs find a door leading into a room that's been boarded up or barricaded in some way. Getting in the room should take about 10 minutes or require them to succeed at a DC 20 Athletics check. If the PCs go to the inn first, this encounter can replace the trivial encounter with the zombie in the guest room. When the PCs open the door, read or paraphrase the following text.

With the last of the barricade removed, the door silently swings open, its latch clearly busted. The chamber beyond is dark, warm, and reeking. Out of the shadows, a gnarled, rotten hand reaches forth... followed by another, and another, and another!

A family of four was locked in here by the town when the father got sick with zombie rot and bit his wife and their two teen boys. Now, all of them are plague zombies, who surge out of the room and attack anyone in the vicinity. The zombies start this combat in darkness unless the PCs have a light source with them that can illuminate the room beyond.

**PLAGUE ZOMBIE (4)** **CREATURE 1**  
*Pathfinder Bestiary 340*  
**Initiative** Perception +3  
**Tearing Grapple** (zombie additional ability, page 170)

**THE SURVIVOR**

**Trigger:** The PCs have explored a number of buildings in town and have already seen or fought the undead at least once. This encounter should occur at least 4 hours before dusk (but no more than 6). Read the following as the PCs approach the next building or structure.

As you approach the building, you hear a piece of wood being dropped on the floor, clattering loudly. Moments later, a shadow darts past one window, moving out of sight.

PCs who succeed at a DC 22 Perception check notice that the shadow isn't very tall, no more than about 3-1/2 feet. Give the PCs a moment to react, and if they take hostile action, ask them to roll initiative. However, before the PCs can do any real damage, they discover the figure inside the house to be the only survivor still remaining in town.

**Lacera Thimbledown** (N female halfling cobbler -1) has had a bad month. When the undead first began to take people, most villagers believed there was some sort of criminal prowling the area. Lacera was one of the first to see what was truly going on when zombies snatched her husband from the kitchen late one night. She was there the night Erastil's Table burned to the ground and, like everyone in town, she heard the screams of those within. She was there when the hunters were all slain and people began to panic, and she hid with the rest in the Pick and Pint, praying for the end to come swiftly. When the undead overran the inn, Lacera crawled through a window and fled. In the weeks since, she's been on the move every night, hiding in empty houses and watching as the dead emerge from the ground, scour the town, collect bodies, and retreat each day at sunrise.

When the PCs approach the building, Lacera hides in a crawlspace underneath the roof. If the PCs act fast, they get inside the house just as she pulls up the ladder. If not, they may have a hard time finding her unless they beat her Stealth DC of 18. Once she's discovered, Lacera is frightened and distrustful of anyone she sees. A PC must succeed at DC 17 Diplomacy check and provide proof that they aren't "one of them" (a zombie) in hiding.

Lacera has been deeply traumatized. Her memory of events is blurred and prone to errors, and she is risk averse, keeping some things secret and preferring to remain on her own rather than stay with the PCs, who she believes will suffer the same fate as everyone else. There are a few things the PCs might learn from her (aside from a rough timeline of events).



Lacera Thimbledown

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### PACING

This adventure has the potential to throw a lot of encounters at the players, but they should generally have time between fights to bandage up wounds, regain focus, and prepare for the next encounter. As GM, try to ensure that the pace doesn't overwhelm them, at least not until the final wave of the first night, which should leave them gasping for air and out of resources. The undead should feel relentless, but the situation shouldn't constantly feel hopeless.

- “The dead come at night, emerging from hidden places to take anyone they can find, and now I’m the only one left... except for you I mean. But I’ll be alone soon enough. You could always hide in a place, make it safe, like the others tried to do.”
- “They drag everyone they find back to their lairs, probably to eat them. You can’t be outside at night. They’ll find you and kill you.”
- “You can’t leave. I tried once, but the path leading out of the valley is too dangerous and the hills are too steep. I nearly broke my leg trying to climb out in all this rain and mud.”
- “There are places where you can hear the ground weep and cry, begging for death. This place is haunted now... and the land cries out with the voices of the taken.”

That last clue is important because Lacera is not imagining the voices. She can occasionally hear the few remaining living townsfolk, calling out from the cave they’re trapped in, just below the spring. If the PCs insist on hearing this for themselves, she’ll take them to one of the houses on the north side of town. PCs who succeed at a DC 20 Perception check will faintly hear the cries as well.

Lacera is not a combatant—she’s a terrified member of the town who’s trying to survive the end of her world. She flees from all combat and knows the best places to hide, most of which would not fit or support the weight of anyone bigger than her. If her statistics are needed, use those for an urchin (*Gamemastery Guide* 215), except with a Stealth modifier of +8 instead of +5.

### BURNING DEAD

### MODERATE 3

**Trigger:** This encounter occurs when the PCs explore one of the burned-down areas on the map, such as Erastil’s Table. This encounter shouldn’t occur until after *Dead Within*, but it’s entirely optional if the PCs had a hard time with that encounter.

A crumbling piece of timber falls to one side as something stirs within a nearby ash heap. The figure underneath suddenly glows with a sickly green fire, and foul vapors escape its body as if it were burning from within.

This is a sulfur zombie, which arose after dying in agony from the fire while being infected with zombie rot. The undead creature will not stray far from its burnt-out area, but it does charge forward to attack the PCs.

### WEAK SULFUR ZOMBIE

### CREATURE 5

*Pathfinder Bestiary* 3 6, 303

**Initiative** Perception +10

### SMALL HORDE

### LOW 3

**Trigger:** The PCs are preparing their fortifications to survive the first night against the undead. While out gathering supplies or working on the outside of the building, a group of figures becomes visible through the gloom and rain. This encounter can occur again on later days; you can adjust the number of shamblers to as few as four or as many as eight.

Through the rain, a group of figures slowly makes their way down the middle of the street toward you. They seem to be in no hurry, but they also show no signs of stopping.

The zombies are slow to advance, giving the PCs two rounds to take actions before they get close enough to attack. If the PCs attack, the zombies arrive on the next round, as they pick up the pace. These are townsfolk, recently animated, all bearing the wounds of their attackers.

### ZOMBIE SHAMBLER (6)

### CREATURE -1

*Pathfinder Bestiary* 340

**Initiative** Perception +0

## Part 2: Surviving the Night

As they explore the town, the PCs should quickly realize something has gone terribly wrong and that staying here could be very dangerous. Unfortunately, the downpour has washed out the path leading into the valley, making it impossible to escape on foot until the rain subsides (which won’t occur until the evening of the next day). Even occasional breaks in the weather aren’t enough to make the path traversable.

As a result, the PCs have to stay in town overnight if they want to be able to get some sleep and recover, but that’s not a simple task, either. The undead emerge at night to claim the living, and if the PCs don’t take precautions, they might be overrun. Fortifying a building



is likely their best course of action, and which one they choose is up to them.

### Choosing a Holdout

There are several buildings the PCs might choose to hole up in, but bear in mind the following. The number of entrances to the building is equal to how many barriers the PCs have to defend from the zombies and determines how difficult it is to fortify the building, as described under Fortifications.

**Unlabeled Homes (typically 6 barriers):** Most unlabeled homes have holes in them somewhere. Each of these has simple wooden and plaster walls, usually with four windows and two exterior doors (one in the living space and one in the kitchen).

**Lady's Hill Shrine (3 barriers):** While this building is mostly intact and has only two doors and a single window, there's a hole in the floor underneath that's always destroyed simply because it's too large to repair. The mausoleum doesn't have enough room for the PCs to hide in comfortably.

**Pick and Pint (14 barriers):** The tavern is the largest building in town but contains many openings and spaces to defend. Six windows are reinforced, and five are intact. The main doors are broken, and a hole in the back wall leads to the warrens. The back door to the office and storage room is intact but requires the undead to take an indirect path, so it can be safely ignored as long as the doors between it and the main room are closed. This building's stone base means the walls are immune to collapse.

**Spring Manor (21 barriers):** This building's numerous windows—none of which are fortified, a few of which are broken—and gigantic hole in the kitchen make it very difficult to use as a base. The PCs might try barricading the stairs to the second floor, but doing so causes the undead to concentrate there. All encounters here are one step worse. In the 11 p.m. wave, for example, even if every barrier is reinforced, you'd still use the result that brings in two groups of four shamblers.

The servants' quarters has eight barriers. All are intact, but none are reinforced.

**Warland's Yard (9 barriers):** All the doors and windows here are intact, but none are fortified. This building is made from stone, making it immune to collapse.

**In the Open:** If the PCs don't take shelter in one of the buildings, there's nothing to protect them from the dead. They face the worst encounter in each wave.

### Waves of the Dead

When night falls, the undead attack in waves, attempting to overrun defenses, kill or incapacitate those inside, and drag them down into the warrens so that Krant can animate them as soon as possible.

Each wave is represented by an encounter with a severity depending on how secure the building is. While there are numerous zombies in each wave, as long as the PCs have at least some fortifications, these barricades automatically

hold off some of the attackers, making a wave much easier to defeat. However, in the process, the defenses take damage, and the PCs will have to repair them before the next wave attacks. A large throng of undead awaits the PCs outside, separate from any detailed in each wave, in case PCs attempt to make a break for it.

The sun sets at 8 p.m., but the first wave doesn't come until 11 p.m. The second wave arrives at 2 a.m., and the final at 4 a.m., with the sun rising at 6 a.m. If the PCs stay additional nights, the waves repeat, although at different times between 9 p.m. and 5 a.m. (and likely increase in danger, as noted in the description for each wave).

### FORTIFICATIONS

Windows and doors are the most vulnerable places in a structure, so they're the first spots the undead attack. As long as PCs have tools (such as those found in the Pick and Pint, Warland's Yard, and the Spring Manor), they can gather ample supplies to repair windows and doors and create barriers. The players should receive plenty of clues that they need to secure a location before nightfall if they want to survive, and you can deliver warnings through Lacera if necessary.

Doors, windows, and other barriers are rated at up to four levels of protection: reinforced, intact, broken, and destroyed. The PCs can improve the fortifications before the undead arrive. Each wave will damage some of these fortifications, and the PCs have limited time to repair them between waves of undead.

**Repairs:** A PC can attempt a Crafting check to improve a barrier by one step. If they succeed, they complete the repairs in 1 hour, and if they fail, they can still get them done in 2 hours. The DC is typically 17—a little harder than it would be normally due to the constant rainfall. The time the PCs have between waves of undead is limited, so if they spend time doing lengthy tasks like Treating Wounds or Refocusing, they effectively lose an hour they could have put into repairs. Make sure the players know how long repairs might take to allow them the time to set up their defenses before nightfall and to make informed decisions between waves—but don't tell them how much time they have before the next wave!

Repairing a broken barrier to intact requires patching it, and reinforcing typically requires boarding up or barricading an entryway. Replacing a destroyed barrier requires finding a replacement door or window or gathering enough materials to cover over a hole in a wall. This consumes enough time that the barrier will still be broken after and must be further repaired to be functional.

You can add color to the scenes of reinforcing barriers by occasionally describing scavenged materials that were once important to the townsfolk, like nailing a dart board to seal a gap; bracing a door with a dirty, abandoned plow; and so on. Likewise, you can call on the players to describe some of these as they make their fortifications.

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**Simultaneous Activities:** The PCs might want to do other activities, like Treating Wounds or Refocusing, while in the middle of repairs. They can do one 10-minute activity while in the process of making repairs but have to hurry a bit to get the job done. This increases the Crafting DC to 20. A PC can't do more than one 10-minute activity as part of the repairs, but they can take an hour of preparation time off to get other things done.

**Hazards and Traps:** In addition to repairing doors and windows, the PCs might also set up hazards and rudimentary traps. These should require Crafting checks (DC 15 or 20, depending on the complexity) and should take at least 30 minutes each to put into place. The GM is the final arbiter on what these traps can do, but most probably function like simple snares or create temporary environmental impediments (like difficult terrain).

**Player Information:** To ensure players know what can happen during waves of attacks, let them know the following pieces of information.

- Undead will swarm the weakest barriers.
- Leaving even one open entrance (with the barrier broken or destroyed) will let undead enter with no impediment, which is very dangerous.
- It's useful to have barriers reinforced, but more important to have them all intact.

### DAMAGE TO BARRIERS

The undead will smash through some number of barriers during each wave, letting in a few of their number to battle the PCs. A wave's entry lists how many barriers are damaged after the wave. The listed amount includes any that were smashed in by the undead who got through. If the number is more than the barriers that are eligible, ignore any excess (for example, if you'd be required to reduce two barriers from reinforced to intact and only one was reinforced, you'd stop at one).

**Collapse:** If things get truly dire, a building can collapse. After a wave, if there are no intact barriers at all, the building begins to fall apart. The PCs have 1 minute to evacuate before the building collapses. They can attempt to find a new holdout, though doing so takes 30 minutes of their already-short time. As noted in the building descriptions, The Pick and Pint and Warland's Yard are immune to collapse.

### 11 P.M.

At around 9:30 p.m., the PCs can attempt a DC 20 Perception check to see if they notice forms moving about the darkened streets of Fiorna's Faith. At 11 p.m., the zombies descend upon the PCs' location in a wave. Read or paraphrase the following.

### VARIABLE 3



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At first, it looks as though only a single zombie notices the living intruders, but steadily, more and more join it in turning the same slow, shambling direction. Soon, hordes of the dead come swarming out of the darkness, advancing from all directions.

This first wave is not very dangerous if the PCs are prepared. The undead mostly smash fortifications, leaving the PCs with repairs to make before the next wave.

- **If every barrier is reinforced:** Undead smash through two barriers, bringing in two groups of three shamblers (a low-threat encounter). Two entrances become destroyed, and two become intact.
- **If every barrier is intact:** The undead smash through two barriers, letting in two groups of four shamblers (totaling a moderate-threat encounter). Three reinforced barriers become intact, and two intact barriers become destroyed.
- **If one or more barriers are broken or destroyed:** The undead smash through three barriers, letting in three groups of four shamblers (totaling a severe-threat encounter). Two reinforced barriers become intact, and three intact barriers become broken.

- **If one or more barriers are broken or destroyed:** The undead smash through three barriers, letting in a group of six shamblers in from one entrance, two zombie brutes through a second, and a third zombie brute through the third (totaling an extreme-threat encounter). Two reinforced barriers become intact, then three intact barriers become broken.

**ZOMBIE SHAMBLERS (6, 8, OR 12) CREATURE -1**  
*Pathfinder Bestiary 340*  
**Initiative** Perception +0

**2 A.M. VARIABLE 3**  
 The second wave arrives at about 2 a.m. Krant sends some special minions on this raid, hoping they will overcome the PCs. Read or paraphrase the following when this wave approaches.

Fiorna's Faith grows silent as even darker storm clouds roll in, dimming what little moonlight managed to pierce their dense cover. When the faint light returns, the zombies surge forward, led by towering, bloated monstrosities.

This wave contains a few special zombie brutes. These were made by submerging the corpses of large farmers or hunters in necromantic formulas, causing them to swell and grow. They also have the rotting aura ability, making them especially dangerous to any PCs who are already wounded.

- **If every barrier is reinforced:** Undead smash through one barrier, bringing in a group of five shamblers and one zombie brute (a moderate-threat encounter). One barrier becomes destroyed, and three become intact.
- **If every barrier is intact:** The undead smash through two barriers, letting in a group of six shamblers in from one side and two zombie brutes from the other (totaling a severe-threat encounter). One reinforced barrier becomes intact, and two intact barriers become destroyed.

**ZOMBIE SHAMBLER (5 OR 6) CREATURE -1**  
*Pathfinder Bestiary 340*  
**Initiative** Perception +0

**ZOMBIE BRUTE (1, 2, OR 3) CREATURE 2**  
*Pathfinder Bestiary 341*  
**Initiative** Perception +4  
**Rotting Aura** (zombie additional ability, *Bestiary 340*)

**4 A.M. VARIABLE 3**  
 The final wave for the night arrives at 4 a.m., in the form of relentless waves of the dead, organized into troops. This final wave leaves massive destruction in its aftermath, even if the PCs have fortified quite well.

While the previous assaults came in small groups, the dead amassing now do so with a singular purpose. They move together in a solid mass of rotting flesh, their moans and snarls making their approach obvious. But far off to the east, there is hope. The night is nearly over, and dawn is only a few hours away!

The final wave is made up of shambler troops: large, organized packs of the living dead. Worse still, if the PCs' defenses are too depleted, they might have to deal with a few of Krant's trusted servants, the husk zombies.

Shambler troops take up a lot of space. They leave a new hole in the wall around any barrier they break through. If the building is made of stone, they can't do this, and instead are slowed 1 on their first turn of combat as their mass moves through the narrow entrance.

- **If every barrier is reinforced:** Undead smash through one barrier, bringing in a shambler troop (a low-threat encounter). One barrier becomes destroyed, then six reinforced barriers become intact.
- **If every barrier is intact:** The undead smash through two barriers, letting in two shambler troops through different entrances (totaling a severe-threat encounter). Two barriers become destroyed, then seven reinforced barriers become intact.
- **If one or more barriers are broken or destroyed:** The undead smash through three barriers, letting in two shambler troops through different entrances and two husk zombies through the third entrance (totaling an extreme-threat encounter). Three barriers become destroyed, then seven reinforced barriers become intact.



## SHAMBLER TROOP (1 OR 2)

*Pathfinder Bestiary 3* 302

**Initiative** Perception +7

## CREATURE 4

## HUSK ZOMBIE (0 OR 2)

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**Initiative** Perception +2

## CREATURE 2

### DAWN

After the final wave falls, the first rays of morning light begin to creep over the horizon. Dawn comes just before 6 a.m., and the waves of undead slow to a complete stop, allowing the PCs to inspect the terrible damage wreaked by their undaunted opponents. They might choose to repair their holdout and dig in for another night, but finding additional materials for barricades starts to get more difficult (taking an additional 15 minutes per repair per day to scrounge for materials).

In the new day, the rains begin to abate, allowing the PCs to try and escape the town if they so wish. If they leave early in the morning and refuse to turn back, they can escape before night falls, putting them out of the reach of the zombie-infested valley. Lacera accompanies the PCs if they take this route, as does Ogran, if they have befriended the mangy cat. See the Conclusion (page 210) for more details on this ending.

Dedicated PCs might instead turn their attention to fulfilling Agrit's additional requests and putting an end to this menace once and for all. Lacera says that she saw Harlo Krant—a local merchant and councilmember—with the zombies during that last wave, and while he didn't attack with the others, she did see him bossing them around. Which is odd... because Harlo Krant died of an accidental injury several months ago and was buried in the cemetery (area A7).

### Open Passages

While the holes to the warrens were impassable the day before, the zombies' recent tunneling to the surface, combined with the torrential rains, means that the passages are now large enough for a human-sized creature to wriggle through. The PCs can easily spot the difference if they come near any of the holes. The path to Krant's stronghold is now open.

If the PCs search the area around Spring Manor, it's now much easier to spot the trails leading to the hidden tunnel upon the hillside. See *Entering the Warrens* in Part 3 for how this works.

### Rest

The PCs likely weren't able to sleep the previous night, due to the zombie attacks, and might want to take time to rest before continuing their explorations. If they do, they need to sleep until at least 2 p.m. to get a full night's rest. Push this time later if they choose to try accomplishing other tasks first.

# Part 3: The Warrens

Locals in Fiorna's Faith were familiar with a few of the caves beneath the town, but these were never as expansive and connected as they are now. When Krant began animating corpses from inside the cemetery, he set them to digging beneath Fiorna's Faith. Krant knew of the tunnels and hoped to use them to catch the townsfolk unaware. His plan worked better than he could have imagined.

Now, the tunnels underneath Fiorna's Faith are divided into three distinct sections, cut off from each other by intentional cave-ins to make it difficult for intruders to find Krant's secret lair beneath Fiorna's Spring. Though two of these sections connect to several houses and locations throughout town, Krant's cave connects to only the Spring Manor and a pair of secret entrances carefully hidden in the nearby hillside. The caves clearly map to the town above, and if the PCs find the cave-ins, they can piece together where entrances to the further caves might be. Give them hints if necessary.

In addition to the main encounters in each area, there are a number of creatures and hazards that you can place anywhere in the warrens to build tension and challenge your PCs as they move from cave to cave. These encounters are detailed in the *Underground Encounters* sidebar on page 207. On each journey underground, the PCs should encounter one or two hazards.

## Entering the Warrens

The locations marked with "h" on the maps of Fiorna's Faith and the warrens connect. These all look like rough tunnels of soft earth, though some drop out higher above the ground than others. When the PCs decide on an entrance, match their entry location on the Fiorna's Faith map (page 192) with the same tag on the Warrens map (page 208).

As they enter the underground caverns, use sensory cues to establish the difference in the locations. Look at nearby locations where they drop down so you can evoke their first impression of the warrens. Any location within two corridors of an undead stronghold (marked with "B" tags) smells strongly of rot, and all locations have the scent of tilled earth and decay. The PCs might also hear the sounds of groaning undead if they drop down near an undead stronghold.

## Undead Strongholds

When Krant and his undead servants first began digging beneath the town, they started by expanding out from underneath the graveyard. Not only did this allow him easy access to more bodies but he could also proceed undetected for over a week.



Over time, strongholds developed in some of the larger or more important caverns. Many of these were planned purposefully by Krant, but others came about spontaneously where undead minions congregated or independent undead formed unexpectedly due to the pervasive necromantic magic filling the warrens due to Krant's magic.

**B1. GRAVEYARD**

**LOW 3**

This chamber was the first expanded upon when Krant discovered a smaller natural cavern underneath one of the graves he dug up. The area is very unstable, which caused Krant to abandon it several weeks ago. The first time a loud noise or explosion occurs in the chamber, roll a DC 5 flat check. On a failure, a small collapse deals 3d8 bludgeoning damage to all creatures in a 10-foot burst centered on the disruption (DC 18 basic Reflex save). This chamber is also home to a number of giant maggots that Krant used to strip the flesh from the bodies of his honor guard. They fight to the death but don't leave this chamber.

**GIANT MAGGOT (4)**

**CREATURE 0**

*Pathfinder Bestiary 2 120*

**Initiative** Perception +3

**B2. THE FLOAT**

**MODERATE 3**

The warren's passages descend further into the earth as the PCs approach this chamber, which lies partially beneath the stream cutting through town. The back half is submerged in almost 10 feet of water, within which is the corpse of an owlbear.

The warrens under the town connected to an owlbear den, where Krant's first hordes of the undead found and mobbed the beast in its sleep. Krant attempted to animate the owlbear's corpse, but something went wrong with the ritual, so he had it dumped here to keep it out of the way. Little did he know that the animating magic was simply delayed, not botched altogether, and now the vicious undead beast lurks in the foul water, waiting to strike any who draw near.

**OWLBEAR ZOMBIE**

**CREATURE 4**

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**Initiative** Perception +8

**Unkillable** (*Pathfinder Bestiary 340*)

**B3. HORDE ROOM**

**SEVERE 3**

This massive chamber is packed with zombies awaiting orders from Krant. They don't leave this room on their own, but if they see PCs, they move to attack. If the PCs retreat, the zombies pursue them down the side corridors for at least 2 rounds before giving up and returning to await instructions. Note that anyone who falls into this room through the hole above is likely in significant danger—as should be clear from the size of the horde, which occupies 32 squares.

**UNDERGROUND DANGERS**

On each journey through the warrens, the PCs should encounter one or two of these events.

**Corpse Heap:** Part of this corridor is piled high with the corpses of townsfolk. Anyone who climbs through it is exposed to zombie rot (see plague zombie, *Bestiary 340*), but they can also attempt a DC 20 Perception check to spot a valuable object among the dead (a *lesser healing potion*, moderate acid flask, or pouch with 22 silver). Only one item is in each heap.

**Deadfall Trap:** An area of the passageway has been rigged to collapse when someone walks through it. Treat this as a slamming door trap (*Core Rulebook 523*) except that instead of a solid slab of stone, it's a pile of debris that takes 10 minutes and a successful DC 20 Athletics check to clear.

**Lost Belongings:** A backpack, sack, or other small container is found discarded on the floor. These typically contain food (enough for a meal), a personal memento, and a simple weapon. Each one also has a useful 1st-level consumable item, such as a vial of lesser antiplague, a *scroll of heal* (1st level), or a *potency crystal*.

**Strange Symbol:** Scribed into the wall in several places is the crude image of a skull whose mouth has been gagged by a piece of ragged cloth. A PC who succeeds at a DC 25 Society check can recognize this as the symbol of the Whispering Way (if no one identifies this, Agrit certainly can when the group returns to Trunau).

**Wandering Zombies:** 3 plague zombies continuously follow one another in a circle around a small cavern. They move to attack when the PCs enter. Alternatively, this can be a group of 6 zombie shamblers patrolling the corridors.

**SHAMBLER TROOPS (2)**

**CREATURE 4**

*Pathfinder Bestiary 3 302*

**Initiative** Perception +7

**B4. FOUL CAVES**

**MODERATE 3**

The Whispering Way cultists who raised Krant infused him with special necromantic energies to boost his abilities beyond those of a conventional zombie lord. Krant, in turn, animated a small group of ghouls. These undead are critical to Krant's excavation of the warrens, so he holds them back from his nightly raids and keeps them here. If anyone draws near these caves, the ghouls quickly catch their scent and hunt them down, driven by their ravenous hunger.

PREFACE

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Background

Part 1: A Dead Town

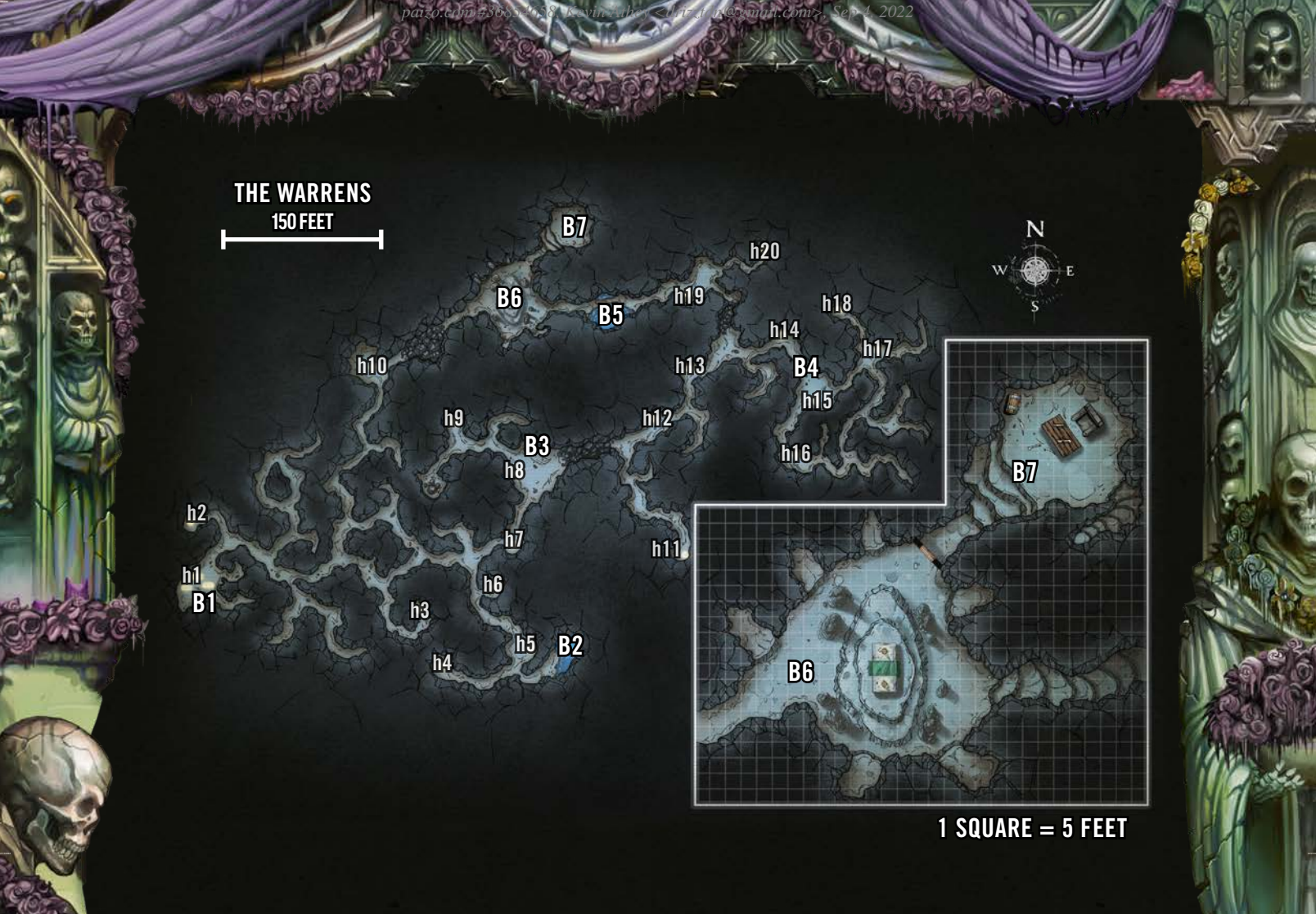
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Anyone entering these caves picks up on a strange stench, quite different from the smell of decay in the other passages—closer to the tang of rancid blood.

**GHOULS (4)** **CREATURE 1**

*Pathfinder Bestiary 169*

**Initiative** Perception +7

**B5. THE POOL**

The massive pool that covers half this chamber shimmers dully in the darkness. Over a dozen bodies gently bob up and down among the floating detritus. The drip of trickling water echoes faintly.

This pool is where Krant and his minions dump the useless personal belongings of those they've taken, along with any bodies Krant hasn't yet had the chance to animate. There are no adversaries in this chamber, but the scope of the atrocity should be made clear. Dozens of shoes, shirts, cloaks, packs and other personal belongings float in this pond, in addition to the bloated bodies of several villagers. This heap is the tragedy of Fiorna's Faith, the refuse of a once-vibrant community.

Atop a pile off to the side is an unremarkable leather satchel. Though identical to others in the room, it actually belongs to Jacra and contains the spellbook that Agrit asked the PCs to find. PCs can search this pile to uncover the missing tome, but it takes hours. If they rescue Jacra from area B6, she easily spots it.

If the PCs enter this chamber having skipped all of the other parts of the warren, one of the two shambler troops from the horde room (area B3) rises out of the pool to attack. If the players have had at least one combat encounter since entering the warrens, the troop has either moved elsewhere or already been defeated.

**B6. THE DARK SHRINE** **MODERATE 3**

Here, deep beneath the hillside that overlooks Fiorna's Faith, lies the dark shrine where Krant raised his foul army. In the seat of his power, he's animated countless bodies while forcing the captured townsfolk to watch, making their impending fate clear. When the PCs enter the room, read or paraphrase the following.

Four pillars of soot-stained granite rise around a natural dais, atop which stands a slab of bloodstained stone. Black candles flicker in the darkness from atop this altar, a rusty ceremonial dagger resting between them. The shackles dug



into the stone at the corners of the ritual site are empty, but it's clear they've been used to bind many in Fiorna's Faith as they met their end.

Several pens are built into the walls of this room, each one sealed with wooden bars. Living hands reach out and whispered calls for help echo in the darkness. No sooner do those calls fade than another sound can be heard, the clattering of bones clad in rusted mail.

Krant used the powers granted to him by the Whispering Way to raise a trio of skeletal champions. Whenever he prepares to animate more zombies, these skeletons fetch victims and chain them to the altar or retrieve corpses from the pool in the neighboring chamber. When not obeying Krant's every command, the skeletons stand just out of sight behind the pillars of granite. When the PCs enter this chamber, they move to attack.

**SKELETAL CHAMPIONS (3)**

*Pathfinder Bestiary* 298

**Initiative** Perception +8

**Treasure:** The candles atop the altar provide little light in this chamber, but their feeble illumination does clearly outline the *dagger of venom* that Krant uses to ensure his sacrifices die painfully.

**Krant's Interference:** Assuming the above encounter is noisy, Krant emerges briefly from area **B7** to aid his minions. Opening the door, the zombie lord unleashes a 2-action *harm*. He damages the nearest foe in range or heals one of his skeletal champions if no foe is in range. This happens on the second round if the fight is still ongoing, but on the third, he retreats to his chamber to prepare for the PCs.

**The Prisoners:** The cages around this chamber are set into the wall and raised off the floor. They confine 23 prisoners, about four to a cell. Though the bars are sturdy (DC 20 to Force Open), their locks are of poor quality. Each can be opened with a pair of successful DC 15 Thievery skill checks, or a single critical success on the same. If their cages are opened, prisoners promptly flee down the corridor toward area **B5**, past the pool to the easternmost tunnel that leads to the hidden opening on the hillside (see *The Spring Manor* on page 195). It's important to note these cell doors do not block area or splash damage, so collateral damage has a very real chance of harming or even killing some of the surviving villagers (if their statistic are necessary, use commoners in *Gamemastery Guide* 214, but with only 5 HP).

Jacra is here, located in the cage closest to the west exit. She's very grateful to be rescued (see Conclusion on page 210) and is made of stronger stuff than most. She keeps her cool and gladly helps escort other survivors out from the room (collecting her bag from **B6** as they leave if the PCs didn't already collect it from the pile of villagers' possessions).

**B7. KRANT'S LAIR**

**SEVERE 3**



Jacra's Spellbook

The bloated corpse of a once-powerful merchant lounges on a crudely carved throne. His skin, with its sickly green pallor, hangs from his frame as if too large for his body. His clothing must have once been elegant burial garments, but the tunic is now frayed and moldy, the cloak covered in blood. In one hand, he carries a massive farming scythe; in the other, he holds a large tome etched with blasphemous symbols. He opens his slack jaw and a cloud of dust issues forth with each tortured word.

"You're too late," he hisses through rotten teeth. "My masters created me to end this town, and so I have. Soon I shall march north and bring death to all in service of the Whispering Way... and you will be my vanguard. Come and meet your demise, that you may serve me in undeath!"

Krant never expected anyone from the town to challenge his plans, but when the PCs arrived, his minions conveyed the danger he faced. As a result, he prepared himself to fight these adventurers head on.

Krant had his ghouls dig a pair of hidden pit traps, one on each side of the table in front of his throne. There's space to go around these traps, but anyone who takes the quickest route to approach him likely falls in. In addition, he's stationed two plague zombies behind the curtain in the southeast corner of the room, which hides the secret stairs leading out of the warrens (ending in a cleverly hidden cavern on the backside of the hill exiting out into the valley). These zombies rush from behind the curtain to attack in the first round.

During the fight, Krant takes advantage of his spells, using the 3-action version of *harm* whenever it's most effective in healing his plague zombies and damaging the PCs. He moves away from the PCs as necessary to continue this tactic, preferring to remain close to the exit if things go poorly, but resorting to his scythe when other options fail. Krant attempts to flee if dropped to below 20 Hit Points, using his *invisibility potion* to aid his retreat if possible.

**HIDDEN PITS (2)**

*Pathfinder Core Rulebook* 522

**Stealth** DC 18

**HAZARD 0**



## PLAGUE ZOMBIES (2)

Pathfinder Bestiary 340

Initiative Perception +3

## CREATURE 1

## HARLO KRANT

## CREATURE 4

UNIQUE NE MEDIUM UNDEAD ZOMBIE

Male variant zombie lord (page 172)

Perception +13; darkvision

Language Common, Necril

Skills Athletics +10, Mercantile Lore +9, Religion +13, Stealth +10

Str +4, Dex +4, Con +3, Int +1, Wis +5, Cha +2

Items bag of holding type I (contains two doses of arsenic, invisibility potion, and 136 gp), scythe

AC 20; Fort +11, Ref +10, Will +13

HP 80, negative healing (page 213); Immunities death effects, disease, paralyzed, poison, unconscious; Weaknesses positive 5, slashing 5

Speed 25 feet

Melee  $\blacklozenge$  scythe +12 (deadly d10, trip), Damage 1d10+8 slashing plus whispering scythe

Melee  $\blacklozenge$  fist +12, Damage 1d8+8 bludgeoning

Divine Innate Spells DC 21, attack +13; 2nd *silence*, *sudden blight*<sup>APG</sup>; 1st *fear*, *harm* (x3), *ray of enfeeblement*; Cantrips (2nd) *chill touch*, *daze*, *divine lance*

Command Zombie  $\blacklozenge$  (concentrate, divine, incapacitation, necromancy) Krant intones blasphemous words to gain control over a zombie he can see within 100 feet. A zombie that is mindless and not under someone else's control falls under his control automatically; otherwise, the zombie or its controller can attempt a DC 22 Will save to avoid being controlled (whichever has the higher modifier). The target zombie is temporarily immune for 24 hours if successful. The attempt fails if the zombie is the same level as Krant or higher.

The zombie remains controlled by Krant until either is destroyed. Krant can control up to 8 zombies at a time. If Krant would control a number of zombies over this limit, he chooses which to release.

Create Zombies (concentrate, divine, evil, necromancy) Krant can create lesser zombies with a 1-hour ritual. During this time, Krant chants and performs an unholy dance over the corpses he intends to animate. Unlike normal rituals, this doesn't require a skill check or Cost. At the end of this hour, Krant can create one 1st- or 2nd-level zombie, or two zombies of level 0 or lower. These are automatically under Krant's control and count toward the limit of Command Zombie. Any zombies created by Krant still count toward the XP budget of an encounter normally.

Krant has created enough individual zombies to form shambling troops, which are effectively 4th-level creatures. Rather than creating them directly, he needed to train weaker zombies to work as troops.

Shamble Forth!  $\blacklozenge$  (concentrate, divine, necromancy) Frequency once per round; Effect Each zombie controlled by Krant Strides 5 feet (or Burrows, Climbs, Flies, or Swims 5 feet if it has the corresponding movement type).

Whispering Scythe  $\blacklozenge$  (divine, necromancy) Trigger An undead controlled by Krant and within 20 feet of him is destroyed; Requirements Krant is holding his scythe; Effect Krant draws the creature's soul into his scythe. The next time he makes a scythe Strike, the soul is released and the Strike deals an extra 1d6 negative damage. The scythe can hold only one soul at a time.

After the battle, the PCs can search the chamber and body of Krant. A nearby chest contains a number of valuable items taken from the town that Krant had no use for but thought important to keep, including a *wand of heal* (1st level), a +1 *longsword*, a *staff of fire*, a *persona mask*, and pair of *sleep arrows*.

The Letter: The PCs also find an unfinished letter from Krant near an envelope, seal, and sealing wax, indicating he meant to send it soon. The letter thanks the cultists of the Whispering Way who created him by name—Velfram, Hornath, and Ilorina Grenns. It also affirms his commitment to the Whispering Way and his achievement in destroying Fiorna's Faith. Unfortunately, Krant had yet to address the letter.

## Conclusion

If the PCs fled town after the first night and did not explore the undead-infested warrens under the town, they undoubtedly did not rescue Jacra, find her spellbook, or otherwise aid the surviving villagers. In this case, conclude the adventure with the following.

---

Leaving the doomed town of Fiorna's Faith behind, it's hard not to wonder what will happen now that it's been claimed by the Gravelands. Will others stumble upon this haunted village, only to be consumed by its former inhabitants? You hope that you can convince Agrit to send a larger force to purge Fiorna's Faith of the dead and put the place to rest.

---

If the PCs defeated Krant and rescued the remaining townsfolk, Jacra and the rest are immensely grateful, offering to let them keep anything they found, with the exception of small personal heirlooms. With the town destroyed, they decide it'd be best to put it to the torch and return with the PCs to Trunau. This village has a foul air about it now, and none can ever truly be sure that all the undead have been destroyed. If Krant escaped, the decision is even more urgent—most are terrified he might return to finish what he started (he does not, but he might serve as a powerful villain later down the road in your campaign).

When you're ready to conclude the adventure, read or paraphrase the following.

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The town of Fiorna's Faith is set ablaze as you and the survivors begin the long trek back to Trunau. The tragedy of this place won't be easily forgotten. Jacra clutches her spellbook, intent upon giving it to Agrit herself.



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"Do you think this is the end of it? Or just the beginning?" she says, looking toward the blighted Gravelands to the east, home to countless undead hordes. "Maybe this is how it grows. One by one, towns fall to the dead until there is nowhere left. I hope not, but that's just about all that we have. Hope."

She grows silent, staring at the long line of gray to the west. A line that seems a little closer today. She turns and starts walking to Trunau.

**PURSUING THE CULTISTS**

After the terrifying events that took place in Fiorna's Faith, the PCs might go looking for the Whispering Way cultists that doomed the poor town. If the PCs decide to go after these cultists, you can work them into the continuation of your campaign, using these brief biographies of the cultists as inspiration. Councilwoman Agrit Staginsdar is certainly willing to fund such an expedition, and she can help the PCs attain resources to research the history and possible locations of the three cultists. PCs with magical knowledge can identify the special markers of the cultist's magic to aid in the search.

**Velfram**

**NE male human necromancer 7**

Velfram grew up in the gutters of Caliphaz, where his only connection to the world was his mentor, a famed necromancer. When his mentor was murdered, young Velfram embraced necromancy wholly, and while he couldn't restore the wizard to true life, he discovered his talent for raising undead abominations. Soon, his skills attracted the attention of the Whispering Way, who found him only too eager to join the cult.

Velfram led the ritual to create Krant, and he hopes to learn from that experience to create even more terrifying undead. After leaving Fiorna's Faith, Velfram heads south into Nirmathas to replicate the experiment in another town. If unchecked, he leaves a trail of dead towns in his wake.

**Hornath**

**CE male dwarf fleshcrafter 6**

Captured by a drow at a young age, Hornath didn't see the surface again for 40 years, but in this time he learned many things from his captors, namely a love for warping and shaping flesh. Hornath is a meticulous dwarf, without a single hair on his body, and clothing perfectly tailored to suit his slim build.

Returning to the surface, Hornath sought out the Whispering Way, hoping to use his skills to create the perfect form. It was Hornath that rebuilt Krant's body for the ritual. Leaving the town, he heads north into Belkzen, using his skills to subjugate a small orc village to continue his experiments, creating new nightmarish creatures.

**Ilorina Grenns**

**NE female gnome (bleachling) cultist 8**

Ilorina was born into the cult of the Whispering Way, indoctrinated by her parents at a very young age. Growing up just outside Vigil, she was taught to hate the Knights of Lastwall before she could even walk. Bleaching at a young age, Ilorina is ghostly pale, with milky white eyes that are matched by her pale, bone-white leather armor.

Ilorina conceived the plan to destroy Fiorna's Faith, and after its destruction, she returned to the Gravelands to consult with other members of the cult on their next steps. She sets her sights on Canorate, hoping to make the undead bloom there as well, greatly destabilizing the entire region.



Krant



# ABILITY GLOSSARY

The following creature abilities are listed here because they are shared by many creatures or are highly complex. The statistics for individual creatures might alter the traits, the number of actions, or other rules of these abilities. Anything noted in a specific creature's stat block overrides the general rules for the ability below. In these abilities, "monster" is used for the creature that has the ability, to differentiate it from any other creatures the ability might affect.

**Aquatic Ambush** **◆ Requirements** The monster is hiding in water and a creature that hasn't detected it is within the listed number of feet; **Effect** The monster moves up to its swim Speed + 10 feet toward the triggering creature, traveling on water and on land. Once the creature is in reach, the monster makes a Strike against it. The creature is flat-footed against this Strike.

**Attack of Opportunity** **↻ Trigger** A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

**At-Will Spells** The monster can cast its at-will spells any number of times without using up spell slots.

**Aura** A monster's aura automatically affects everything within a specified emanation around that monster. The monster doesn't need to spend actions on the aura; rather, the aura's effects are applied at specific times, such as when a creature ends its turn in the aura or when creatures enter the aura. If an aura does nothing but deal damage, its entry lists only the radius, damage, and saving throw. Such auras deal this damage to a creature when the creature enters the aura and when a creature starts its turn in the aura. A creature can take damage from the aura only once per round. The GM might determine that a monster's aura doesn't affect its own allies. For example, a creature might be immune to a monster's frightful presence if they have been around each other for a long time.

**Change Shape** **◆** (concentrate, magical tradition, polymorph, transmutation) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry

or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

**Constant Spells** A constant spell affects the monster without the monster needing to cast it, and its duration is unlimited. If a constant spell gets counteracted, the monster can reactivate it by spending the normal spellcasting actions the spell requires.

**Constrict** **◆** The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC.

**Darkvision** A monster with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

**Disease** When a creature is exposed to a monster's disease, it attempts a Fortitude save or succumbs to the disease. The level of a disease is the level of the monster inflicting the disease. The disease follows the rules for afflictions found on page 457 of the *Pathfinder Core Rulebook*.

**Fast Healing** A monster with this ability regains the given number of Hit Points each round at the beginning of its turn.

**Frightful Presence** (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

**Critical Success** The creature is unaffected by the presence.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 4.

**Grab** **◆ Requirements** The monster's last action was a success with a Strike that lists Grab in its damage entry, or it has a creature grabbed using this action; **Effect** The monster automatically Grabs the target until the end of the monster's next turn. The creature is grabbed by whichever body part the monster attacked with, and that body part can't be used to Strike creatures until the grab is ended.

Using Grab extends the duration of the monster's Grab until the end of its next turn for all creatures grabbed by it. A grabbed creature can use the Escape action to get out of



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the grab, and the Grab ends for a grabbed creature if the monster moves away from it.

**Greater Constrict** ◆ The monster deals the listed amount of damage to any number of creatures grabbed or restrained by it. Each of those creatures can attempt a basic Fortitude save with the listed DC. A creature that fails this save falls unconscious, and a creature that succeeds is then temporarily immune to falling unconscious from Greater Constrict for 1 minute.

**Improved Grab** ◆ The monster can use Grab as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

**Knockdown** ◆ **Requirements** The monster's last action was a success with a Strike that lists Knockdown in its damage entry; **Effect** The monster knocks the target prone.

**Lifesense** Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the positive energy animating living creatures and the negative energy animating undead creatures, much as sight distinguishes colors.

**Negative Healing** A creature with negative healing draws health from negative energy rather than positive energy. It is damaged by positive damage and is not healed by positive healing effects. It does not take negative damage, and it is healed by negative effects that heal undead.

**Poison** When a creature is exposed to a monster's poison, it attempts a Fortitude save to avoid becoming poisoned. The level of a poison is the level of the monster inflicting the poison. The poison follows the rules for afflictions found on page 457 of the *Core Rulebook*.

**Regeneration** This monster regains the listed number of Hit Points each round at the beginning of its turn. Its dying condition never increases beyond dying 3 as long as its regeneration is active. However, if it takes damage of a type listed in the regeneration entry, its regeneration deactivates until the end of its next turn. Deactivate the regeneration before applying any damage of a listed type, since that damage might kill the monster by bringing it to dying 4.

**Rend** ◆ A Rend entry lists a Strike the monster has; **Requirements** The monster hit the same enemy with two consecutive Strikes of the listed type in the same round; **Effect** The monster automatically deals that Strike's damage again to the enemy.

**Scent** Scent involves sensing creatures or objects by smell, and is usually a vague sense. The range is listed in the ability, and it functions only if the creature or object being detected emits an aroma (for instance, incorporeal creatures usually do not exude an aroma).

If a creature emits a heavy aroma or is upwind, the GM can double or even triple the range of scent abilities used to detect that creature, and the GM can reduce the range if a creature is downwind.



Drake Skeleton

**Shield Block** ↻ **Trigger** The monster has its shield raised and takes damage from a physical attack; **Effect** The monster snaps its shield into place to deflect a blow. The shield prevents the monster from taking an amount of damage up to the shield's Hardness. The monster and the shield each take any remaining damage, possibly breaking or destroying the shield.

**Swallow Whole** ◆ (attack) The monster attempts to swallow a creature of the listed size or smaller that it has grabbed in its jaws or mouth. If a swallowed creature is of the maximum size listed, the monster can't use Swallow Whole again. If the creature is smaller than the maximum, the monster can usually swallow more creatures; the GM determines



the maximum. The monster attempts an Athletics check opposed by the grabbed creature's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer grab a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature grabbed in the monster's mouth or jaws. A swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The swallowing creature is flat-footed against the attack. If the monster takes piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the swallowed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

**Telepathy** (aura, divination, magical) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

**Trample** ◆◆◆ The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

**Tremorsense** Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

**Troop Defenses** Troops are composed of many individuals, and over the course of enough attacks and downed comrades, troops shrink in size. Most troops start with 16 squares (4 by 4), and their Hit Points have two listed thresholds, typically the first is at 2/3 their maximum Hit Points and the second is at 1/3 their maximum Hit Points. Once the troop drops below the first threshold, it loses 4 squares, leaving 12 squares remaining, and the first threshold becomes the troop's new maximum Hit Points. Once the troop falls below the second threshold, it loses another 4 squares, leaving 8 squares remaining, and the second threshold becomes the troop's new maximum Hit Points. In order to restore its size and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen. At 0 Hit Points, the troop is reduced down to 4 squares, which is too few to sustain the troop, so it disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, depending on their nature.

A damaging single-target effect, such as a Strike, can't force a troop to pass through more than one threshold at once. For instance, if a troop had 60 Hit Points, with thresholds at 40 and 20, a Strike for 50 damage would leave the troop at 21 Hit Points, just above the second threshold. A damaging area effect or multi-target effect can cross multiple thresholds at once and could potentially destroy the entire troop in one shot. Non-damaging effects with an area or that target all creatures in a certain proximity affect a troop normally if they affect the entire area occupied by the troop. If an effect has a smaller area or numbers of targets, it typically has no effect on the troop. However, if the effect can target at least four creatures or cover at least four squares in the troop, and if it would prevent its targets from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more, the troop loses a number of Hit Points equal to the amount required to bring it to the next threshold, removing 4 squares. If an effect would both deal damage and automatically cross a threshold due to incapacitating some of the creatures in the troop, apply the damage first. If the damage wasn't enough to cross a threshold on its own, then reduce the Hit Points to cross the threshold for the incapacitating effect.

**Wavesense** This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.



Taunting Skull



# CREATURES BY LEVEL

## BOOK OF THE DEAD

The following tables present every single stat block in *Book of the Dead*, organized by level and listing the page number where it appears. A superscript “U” indicates uncommon rarity, and an “R” indicated rare. Note that the mortics (shadern, jitterbone, and relictner) don’t normally have the undead trait, so some abilities that affect or create undead can’t be used on them.

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Predatory rabbit	-1	142
Mummified cat	0	130
Wolf skeleton	0	147
Zombie snake	0	170
Festering gnasher	1	74
Scorned hound	1	142
Shadern immolator <sup>R</sup>	1	126
Skeletal soldier	1	147
Decrepit mummy	2	130
Husk zombie	2	170
Lacedon	2	104
Shredskin	2	143
Combusted	3	80
Deathless acolyte of Urgathoa	3	88
Fiddling bones	3	92
Zombie owlbear	3	171
Ichor slinger <sup>U</sup>	4	115
Jitterbone contortionist <sup>R</sup>	4	126
Zombie lord <sup>U</sup>	4	172
Bone croupier <sup>U</sup>	5	77
Ghul	5	106
Iruxi ossature	5	116
Priest of Kabriri	5	104
Skeletal mage	5	147
Taunting skull	5	74
Withered	5	172
Beetle carapace	6	148
Faithless ecclesiarch <sup>U</sup>	6	112
Hungry ghost	6	100
Little man in the woods <sup>R</sup>	6	124
Deathless hierophant of Urgathoa <sup>U</sup>	7	88
Excorion <sup>U</sup>	7	91
Hunter wight <sup>U</sup>	7	168
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# GLOSSARY & INDEX

This appendix contains page references for key terms appearing in this book, partial definitions for many rules and concepts, and full definitions for most traits appearing in this book. Many entries refer to other books. The list of book abbreviations used here can be found on page 3.

**Ability Glossary** 212–214

**abjuration** (trait) Effects and magic items with this trait are associated with the abjuration school of magic, typically involving protection or wards.

**acid** (damage type) CR 452

**advanced undead benefits** These benefits are granted by archetypes that make you undead. 44–45

**agile** (weapon trait) The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

**alchemical** (trait) CR 543–554, APG 252–255

**Aleh Almaktoom** The *Book of the Dead* Geb claims to have written. 4

**amphibious** (trait) An amphibious creature can breathe in water and in air, even outside of its preferred environment, usually indefinitely but at least for hours. These creatures often have a swim Speed. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater.

**animal companion** Undead companions use most of the rules for animal companions. 37–39, CR 214–217, APG 144–145

**aquatic** (trait) Aquatic creatures are at home underwater. Their bludgeoning and slashing unarmed Strikes don't take the usual –2 penalty for being underwater. Aquatic creatures can breathe water but not air.

**arcane** (trait) This magic comes from the arcane tradition, which is built on logic and rationality. Anything with this trait is magical. A creature with this trait is primarily constituted of or has a strong connection to arcane magic.

**archetype** CR 219–231, APG 148–199

reanimator 34–35

undead archetypes 46–53, 58–61

undead fighting archetypes 22–29

undead master 41

**archetype** (trait) This feat belongs to an archetype.

**Archlords of Nex** Mages with formal training in the ways of the archmage Nex. 14, LOWG 80

**attack** (trait) An ability with this trait involves an attack. For each attack you make beyond the first on your turn, you take a multiple attack penalty.

**auditory** (trait) Auditory actions and effects rely on sound. An action with the auditory trait can be successfully performed only if the creature using the action can speak

or otherwise produce the required sounds. A spell or effect with the auditory trait has its effect only if the target can hear it. This applies only to sound-based parts of the effect, as determined by the GM. This is different from a sonic effect, which still affects targets who can't hear it (such as deaf targets) as long as the effect itself makes sound.

**aura** (trait) An aura is an emanation that continually ebbs out from you, affecting creatures within a certain radius. Aura can also refer to the magical signature of an item or a creature with a strong alignment.

**background** 16–17, CR 60–64, APG 48–51

**basic undead benefits** These benefits are granted by archetypes that make you undead. 44

**bleed** (damage type) A type of persistent damage. CR 452

**bomb** (trait) CR 544–546, APG 252–253

**Bright Lions** Revolutionaries of Mzali seeking to overthrow their mummy king. 14

**brutal** (weapon trait) A ranged attack with this trait uses its Strength modifier instead of Dexterity on the attack roll.

**Charon** Neutral evil Horseman of Death, lord of the River Styx. Known as The Boatman. 43

**child of Urgathoa** 79

**cleric** (trait) This indicates abilities from the cleric class.

**cold** (damage type) CR 452

**cold** (trait) Effects with this trait deal cold damage. Creatures with this trait have a connection to magical cold.

**complex** (trait) A hazard with this trait takes turns in an encounter. CR 520–521, 526–529

**concentrate** (trait) An action with this trait requires a degree of mental concentration and discipline.

**concussive** (weapon trait) These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or to bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

**conjunction** (trait) Effects and magic items with this trait are associated with the conjunction school of magic, typically involving summoning, creation, teleportation, or moving things from place to place.

**consumable** (trait) CR 559–571, APG 252–259

**Creatures by Level table** 215

**curse** (trait) A curse is an effect that places some long-term affliction on a creature. Curses are always magical and are typically the result of a spell or trap. Effects with this trait can be removed only by effects that specifically target curses.

**darkness** (trait) Darkness effects extinguish non-magical light



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in the area and can counteract less powerful magical light. You must usually target light magic with your darkness magic directly to counteract it, but some darkness spells automatically attempt to counteract light. CR 301

**darkvision** (sense) See clearly in darkness, though in black and white only. CR 465

**darvakka** (trait) Entropic undead creatures twisted by the Shadow Plane and Negative Energy Plane.

**deadly** (weapon trait) CR 282

**death** (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP.

**dedication** (trait) You must select a feat with this trait to apply an archetype to your character.

**detection** (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.

**disarm** (weapon trait) CR 282

**disease** (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. CR 457-458

**divination** (trait) The divination school of magic typically involves obtaining or transferring information, or predicting events.

**divine** (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.

**dwarf** (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An ability with this trait can be used or selected only by dwarves. An item with this trait is created and used by dwarves.

**earth** (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a magical connection to that element.

**eidolon** (trait) A creature with this trait is a summoner's eidolon. An item with this trait can be worn by an eidolon. An eidolon can have up to two items invested. SoM 58-66 undead eidolon 36-37

**electricity** (damage type) CR 452

**electricity** (trait) Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.

**emotion** (trait) This effect alters a creature's emotions. Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

**enchantment** (trait) Effects and magic items with this trait are associated with the enchantment school of magic, typically involving mind control, emotion alteration, and other mental effects.

**evil** (trait) Evil effects often manipulate energy from evil-aligned Outer Planes and are antithetical to good divine servants or divine servants of good deities. A creature with

this trait is evil in alignment. An ability with this trait can be selected or used only by evil creatures.

**evocation** (trait) Effects and magic items with this trait are associated with the evocation school of magic, typically involving energy and elemental forces.

**exorcist** (archetype) 22-23

**extradimensional** (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.

**familiar** A Tiny creature mystically bonded to you. 39-40, CR 217-218, APG 146-147

**fatal** (weapon trait) CR 282

**fear** (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

**fey** (trait) Creatures of the First World are called the fey.

**finesse** (weapon trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

**fire** (damage type) CR 452

**fire** (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a magical connection to that element.

**flourish** (trait) Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

**folk remedies** 21

**forceful** (weapon trait) CR 282

**fortune** (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449

**Gargantuan** (size) CR 473-475

**Geb** (nation) A nation in eastern Garund that's a haven for undead. 176-179, LOWG 76-77

**Geb** (person) The ghost necromancer who rules the nation of Geb. 5, 71, 175, 176, LOL 44-45

**genie** (trait) The diverse families of genies hold positions of prominence on the Elemental Planes. They have powerful magical abilities.

**ghost** (trait) Lost souls that haunt the world as incorporeal undead are called ghosts.

archetype 46-47

creatures 98-101, B1 166-167

ghost stories 62-63

haunts 64-69

undead adjustments 72

undead companion 38

**ghost touch** (rune) 13, CR 584

**ghoul** (trait) Ghouls are vile undead creatures that feast on flesh.



archetype 48-49  
creatures 102-105, B1 168-169, B3 107  
undead adjustments 72

**ghul** (trait) Greedy and gluttonous undead originally formed from genies.

**Gloom Warders** Traveling protectors of Shenmen. 15

**goblin** (trait) A creature with this trait can be one of several kinds of creature, including goblins, hobgoblins, and bugbears. Goblins tend to have darkvision. An ability with this trait can be used or chosen only by goblins. A weapon with this trait is created and used by goblins.

**good** (damage type) CR 452

**good** (trait) Good effects often manipulate energy from good-aligned Outer Planes and are antithetical to evil divine servants or divine servants of evil deities. A creature with this trait is good in alignment. An ability with this trait can be selected or used only by good creatures.

**grapple** (weapon trait) CR 283

**Gravelands** The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam. 180-181, 190-211, LOWG 40-41

**halfling** (trait) A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers considered to be lucky. An ability with this trait can be used or selected only by halflings. A weapon with this trait is created and used by halflings.

**hallowed necromancer** (archetype) 24-25

**haunt** (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death. Putting a haunt to rest often involves resolving the haunt's unfinished business. A haunt that hasn't been properly put to rest always returns after a time. 64-69, CR 520-529

**healing** (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

**Huge** (size) CR 473-475

**humanoid** (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

**illusion** (trait) Effects and magic items with this trait are associated with the illusion school of magic, typically involving false sensory stimuli.

**incapacitation** (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

**incorporeal** (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't

perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage. anchored incorporeality 37

**infused** (trait) You created an alchemical item with the infused trait using your infused reagents, and it has a limited time before it becomes inert. Any nonpermanent effects from your infused alchemical items, with the exception of afflictions such as slow-acting poisons, end when you make your daily preparations again. CR 72, 75

**ingested** (trait) This poison is delivered when drunk or eaten.

**invested** (trait) A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head). CR 531

**items** 18-20

folk remedies 21

**Ivory Reapers** Pharasmins who tried to destroy the forces of Tar-Baphon. 14-15

**Kabriri** Chaotic evil demon lord of cannibalism and ghouls. Known as Him Who Gnaws. 43, 103, 104-105

**Knights of Lastwall** The remaining knights of fallen Lastwall who seek to destroy the Whispering Tyrant. 15, 181, LOCG 86-95

**Large** (size) CR 473-475

**lich** A powerful undead spellcaster.

archetype 50-51

creatures 118-123, B1 220-223

soul cage (formerly phylactery) 50-51, 119, B1 222

**light** (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness. CR 301

**linguistic** (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

**lizardfolk** (trait) Lizardfolk are a family of reptilian humanoids.



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**low-light vision** (sense) See in dim light as though it were bright light. CR 465

**magical** (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic.

Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical. CR 535

**manipulate** (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

**Medium** (size) CR 473–475

**mental** (damage type) CR 452

**mental** (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature. Mindless creatures and objects are entirely immune to a mental creature and can't perceive it.

**metamagic** (trait) Actions with the metamagic trait, usually from metamagic feats, tweak the properties of your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

**mindless** (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability modifiers are -5. They are immune to all mental effects.

**minion** (trait) Minions are creatures that directly serve another creature. A creature with this trait can use only 2 actions per turn, doesn't have reactions, and can't act when it's not your turn. Your minion acts on your turn in combat, once per turn, when you spend an action to issue it commands. For an animal companion, you Command an Animal; for a minion that's a spell or magic item effect, like a summoned minion, you Sustain a Spell or Sustain an Activation; if not otherwise specified, you issue a verbal command as a single action with the auditory and concentrate traits. If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for long enough, typically 1 minute, mindless minions usually don't act, animals follow their instincts, and sapient minions act how they please. A minion can't control other creatures.

**misfortune** (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449

**monitor** (trait) Creatures that hail from or have a strong connection to the neutrally aligned planes are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

**mortic** (trait) Mortics are living humanoids with close ties to undeath. They have darkvision, negative healing, and vulnerabilities to sacred ground, and they can become undead by holding their breath.

**move** (trait) An action with this trait involves moving from one space to another.

**mummy** (trait) A mummy is an undead creature created from a preserved corpse.  
archetype 52–53  
creatures 128–133, B1 240–241, B2 177  
undead adjustments 72

**Mzali** A temple-city located on the southern reaches of the Mwangi Expanse. 182, LOWG 88–89

**Necril** The language of ghouls and other intelligent undead. 12

**necromancy** (trait) Effects and magic items with this trait are associated with the necromancy school of magic, typically involving forces of life and death.  
class feats 33  
Geb on necromancy 32–33

**negative** (damage type) CR 452

**negative** (trait) Effects with this trait heal undead creatures with negative energy, deal negative damage to living creatures, or manipulate negative energy.  
On the Nature of Negative Energy 32–33

**Nemret Noktoria** 183

**Nex** (nation) A nation located on the eastern coast of Garund, Nex is a center for arcane study. 29, LOWG 80–81

**Nex** (person) Geb's greatest rival, and so-called "ruler" of the nation of Nex. 4, 11, 14–15, 176, LOL 90–91

**Nidalese Resistance** Undead fighters who work against the undead of Nidal. 15

**nightshade** 82–85

**nonlethal** (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty. CR 453

**occult** (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.

**olfactory** (trait) An olfactory effect can affect only creatures that can smell it. This applies only to olfactory parts of the effect, as determined by the GM.

**oracle** (trait) This trait indicates abilities from the oracle class.

**Orcus** Chaotic Evil demon lord of necromancy and undeath. Known as the Prince of Undeath. 43

**Ordellia** 184

**Osirion** A nation in northeastern Garund, Osirion boasts countless tombs and temples from the great empire of Ancient Osirion. 185, LOWG 53–54

**Path to Valenhall** 186

**Pharasma** Neutral goddess of birth, death, fate and prophecy.



Known as the Lady of Graves. 12, 14, LOGM 38-39  
church of Pharamsa 14-15

**phylactery** Now referred to as a soul cage. 50-51, 119, B1 222  
**physical** (damage type) A grouping of bludgeoning, piercing,  
and slashing damage. CR 452

**piercing** (damage type) A type of physical damage.

**poison** (damage type) CR 452

**poison** (trait) An effect with this trait delivers a poison or  
deals poison damage. An item with this trait is poisonous  
and might cause an affliction. CR 457-458, 550-554,  
APG 254

**polymorph** (trait) These effects transform the target into a  
new form. A target can't be under the effect of more than  
one polymorph effect at a time. If it comes under the effect  
of a second polymorph effect, the second polymorph effect  
attempts to counteract the first. If it succeeds, it takes  
effect, and if it fails, the spell has no effect on that target.  
Any Strikes specifically granted by a polymorph effect are  
magical. Unless otherwise stated, polymorph spells don't  
allow the target to take on the appearance of a specific  
individual creature, but rather just a generic creature of a  
type or ancestry.

If you take on a battle form with a polymorph spell, the  
special statistics can be adjusted only by circumstance  
bonuses, status bonuses, and penalties. Unless otherwise  
noted, the battle form prevents you from casting spells,  
speaking, and using most manipulate actions that require  
hands. (If there's doubt about whether you can use an  
action, the GM decides.) Your gear is absorbed into you; the  
constant abilities of your gear still function, but you can't  
activate any items.

**positive** (damage type) CR 452

**positive** (trait) Effects with this trait heal living creatures with  
positive energy, deal positive energy damage to undead, or  
manipulate positive energy.

**possession** (trait) Effects with this trait allow a creature to  
project its mind and spirit into a target. A creature immune  
to mental effects can't use a possession effect. While  
possessing a target, a possessor's true body is unconscious  
(and can't wake up normally), unless the possession  
effect allows the creature to physically enter the target.  
Whenever the target takes damage, the possessor takes  
half that amount of damage as mental damage.

A possessor loses the benefits of any of its active spells  
or abilities that affect its physical body, though it gains  
the benefits of the target's active spells and abilities that  
affect their body. A possessor can use any of the target's  
abilities that are purely physical, and it can't use any of its  
own abilities except spells and purely mental abilities. The  
GM decides whether an ability is purely physical or purely  
mental. A possessor uses the target's attack modifier, AC,  
Fortitude save, Reflex save, Perception, and physical skills,  
and its own Will save, mental skills, spell attack roll, and  
spell DC; benefits of invested items apply where relevant  
(the possessor's invested items apply when using its own  
values, and the target's invested items apply when using

the target's values). A possessor gains no benefit from  
casting spells that normally affect only the caster, since it  
isn't in its own body.

The possessor must use its own actions to make the  
possessed creature act.

If a possessor reaches 0 Hit Points through any  
combination of damage to its true body and mental damage  
from the possession, it is knocked out as normal and the  
possession immediately ends. If the target reaches 0 Hit  
Points first, the possessor can either fall unconscious with  
the body and continue the possession or end the effect as  
a free action and return to its body. If the target dies, the  
possession ends immediately and the possessor is stunned  
for 1 minute.

**precious** (trait) CR 577-579

**precision** (damage type) A type of damage that increases the  
attack's listed damage, using the same damage type, rather  
than adding a separate amount.

**prediction** (trait) Effects with this trait determine what is  
likely to happen in the near future. Most predictions are  
divinations.

**primal** (trait) This magic comes from the primal tradition,  
connecting to the natural world and instinct. Anything with  
this trait is magical.

**propulsive** (weapon trait) CR 283

**psychopomp** (trait) A family of monitors spawned within  
the Boneyard to convey souls to the Outer Planes, most  
psychopomps are true neutral. They typically have  
darkvision, lifesense, and spirit touch, and they are immune  
to death effects.

**rare** (trait) CR 13

**reach** (weapon trait) CR 283

**reanimator** (archetype) 34-35

**scent** (sense) Sense things using smell as an imprecise sense  
with a limited range. CR 465

**Set** Neutral evil deity of the Ancient Osirian pantheon. Known  
as the Lord of the Dark Desert. 133

**shadow** (trait) Magic with this trait involves shadows or the  
energy of the Shadow Plane. Creatures with this trait are  
natives of the Shadow Plane. They can survive the basic  
environmental effects of the Shadow Plane.

**shadow** (undead adjustment) 72-73

**Shenmen** 187

**shove** (weapon trait) CR 283

**skeleton** (trait) This undead is made by animating a dead  
creature's skeleton with negative energy. An ability with  
this trait can be used or selected only by skeletons.  
ancestry 54-57  
creatures 146-149, B1 298-299, B3 236-237  
undead adjustments 73  
undead companions 38-39

**skill** (trait) CR 255

**slashing** (damage type) A type of physical damage.

**sleep** (trait) This effect can cause a creature to fall asleep or  
get drowsy.

**Small** (size) CR 473-475



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**sonic** (damage type) CR 452

**sonic** (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.

**soul warden** (archetype) 26–27

**spirit** (trait) Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.

**splash** (trait) CR 544

**stance** (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

**Stitch Flesh** (skill feat) 45

**swarm** (trait) A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures, and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.

**sweep** (weapon trait) CR 283

**talisman** (trait) CR 565–570, APG 256

**Tar-Baphon** 14–15, 180–181, LOWG 14, 38

**teleportation** (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

**thrown** (weapon trait) CR 283

**Tiny** (size) CR 473–475

**trip** (weapon trait) CR 283

**troop** (trait) A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. A troop is 16 squares in size and has two Hit Point thresholds in their HP entry, under which it reduces in size to 12 squares and then 8 squares. A troop has the Troop Defenses, Form Up, and Troop Movement abilities. Most troops have a weakness to area damage. Because they consist of multiple discrete creatures, they can't be summoned.

**two-hand** (weapon trait) CR 283

**unarmed** (weapon trait) An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon. CR 283

**uncommon** (trait) CR 13

**undead** (trait) Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy and are healed by negative energy, and don't benefit from healing effects.

**undead adjustments** Modifications to turn creatures into undead versions. 72–73

**undead benefits** 44–45

**undead companions** 37–39

**undead eidolon** 36–37

**undead master** (archetype) 41

**undead slayer** (archetype) 28–29

**undead specific familiars** 39–40

**Urgathoa** Neutral evil goddess of disease, gluttony, and undeath. Known as the Pallid Princess. 42, LOGM 48–49  
child of Urgathoa 79  
deathless acolytes of Urgathoa 88–89

**Ustalav** 188–189

**Valenhall** 186

**vampire** (trait) Undead creatures who thirst for blood, vampires are notoriously versatile and hard to destroy.  
archetype 58–59  
creatures 154–163, B1 318–321, B2 274–277, B3 282–285  
undead adjustments 73  
undead companion 39

**versatile** (weapon trait) CR 283

**visual** (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

**Voices of the Spire** Pharasmin undead eradicators primarily quartered in Ustalav and Nex. 15

**volley** (weapon trait) CR 283

**water** (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a magical connection to the element.

**Whispering Tyrant** 180–181, LOWG 14, 38

**Whispering Way** A group of cultists dedicated to spreading undeath and serving the lich Tar-Baphon. 120, 181, 188–189, 190–211

**wight** (trait) A wight is an undead creature that drains life and stands vigil over its burial site.  
creatures 166–169  
undead adjustments 73

**wizard** (trait) This indicates abilities from the wizard class.

**zombie** (trait) These undead are mindless rotting corpses that hunger for living flesh.  
archetype 60–61  
creatures 170–173, B1 340–341, B3 302–303  
undead adjustments 73  
undead companion 39

**Zura** Chaotic evil demon lord of vampires. Known as the Vampire Queen. 43



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