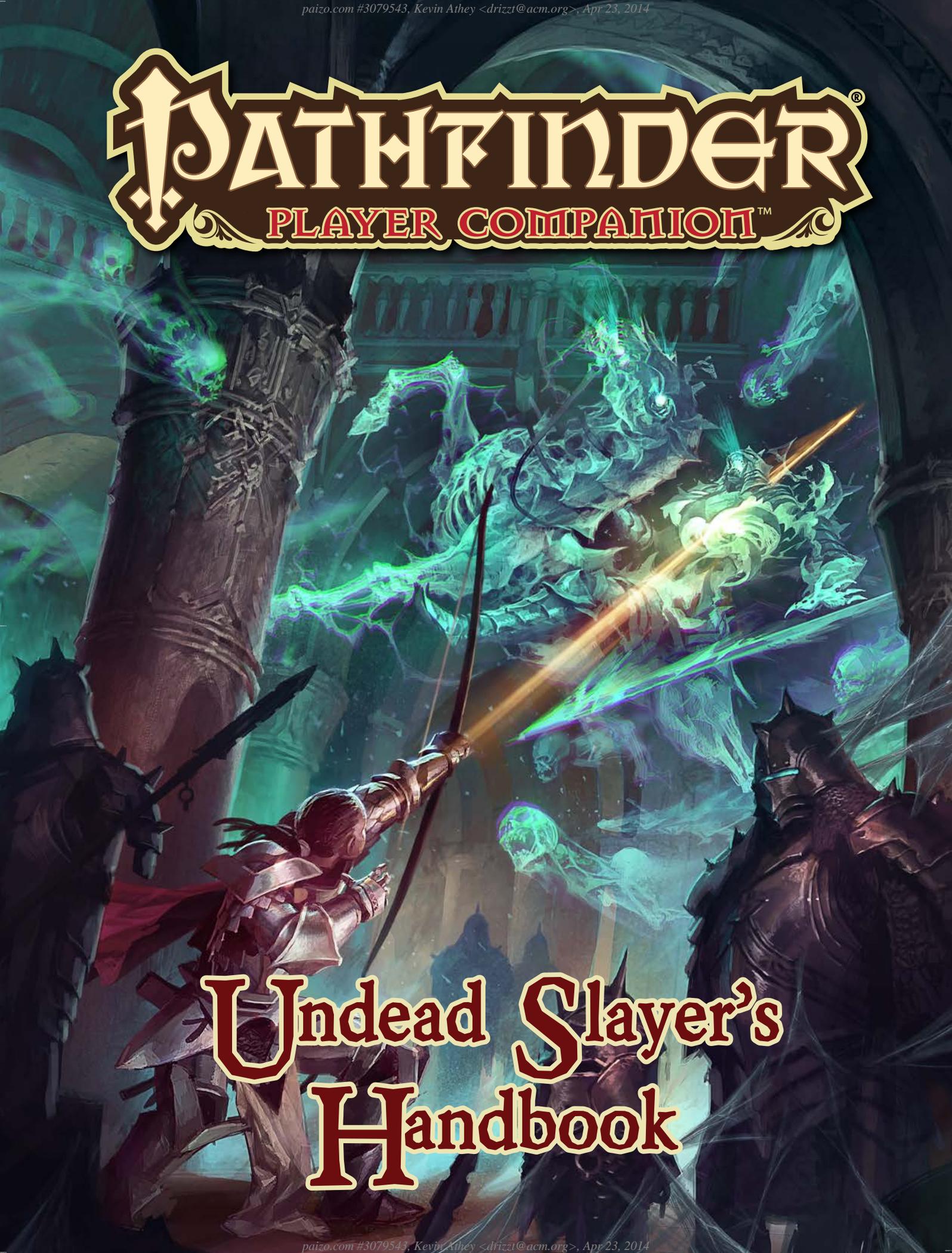


# **PATHFINDER**<sup>®</sup>

## **PLAYER COMPANION**<sup>™</sup>



# **Undead Slayer's Handbook**

# Undead Creations

This table presents several of the most commonly encountered undead creatures on Golarion, including details on the undead creature's type (see pages 8–15), the nature of the creature's undead form, the types of slayers best equipped to deal with the creature (see

pages 18–25), and the kinds of tools or tactics slayers should bring to a fight against this undead. Obvious or universally useful tools and tactics (such as *ghost touch* weapons for incorporeal undead and positive channeled energy for most types of undead) are not listed.

Name	Undead Type	Origin/Description	Recommended Slayer Type	Tools
Banshee <sup>B2</sup>		Spirit of a betrayed elven woman		Light spells, <i>silence</i>
Beheaded <sup>B4</sup>		Floating skull sentinels		Area effects, holy water, slashing weapons
Bodak <sup>B2</sup>		Extraplanar mortal warped by dark energies	 	Light spells, <i>restoration</i>
Crawling Hand <sup>B2</sup>		Animated limb serving as an undead minion		<i>Mislead</i> , <i>nondetection</i> , ranged weapons
Devourer		Fiend transformed by dark corners of the multiverse	 	<i>Deathless</i> <sup>UE</sup> armor, <i>restoration</i>
Ghost		Restless soul longing to resolve a great injustice	 	Force spells, holy water
Ghoul		Unsated cannibal given to undeath		<i>Remove paralysis</i>
Lich		Mortal soul encapsulated in a phylactery	 	Bludgeoning magic weapons, protection against magic
Mohrg		Risen corpse of a publicly executed sociopath	 	<i>Death ward</i>
Mummy		Tomb guardian of the honored dead	 	<i>Remove curse</i> , <i>remove disease</i> , fire weapons
Nightshade <sup>B2</sup>		Massive extraplanar harbinger of darkness and death		<i>Consecrate</i> , light spells
Shadow		Tenebrous spreader of undeath		<i>Faerie fire</i> , <i>lesser restoration</i>
Skeleton		Shambling fleshless minion		Bludgeoning weapons, <i>halt undead</i> , holy water
Vampire		Immortal blood-drinking patrician		Garlic, holy symbols, holy water, mirrors
Wraith		Hateful spirit born of evil and darkness	 	<i>Death ward</i> , light spells
Zombie		Minion risen from the recently deceased		<i>Halt undead</i> , holy water, slashing weapons

 Consummate Undead  Hungry Undead  Incorporeal Undead  Mindless Undead  Exorcist  Necrologist  Redeemer  Stalker



# PATHFINDER

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## REFERENCE

This Pathfinder Player Companion refers to several other Pathfinder Roleplaying Game products and uses the following abbreviations. These books are not required to make use of this Player Companion. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules from these books available for free at [paizo.com/prd](http://paizo.com/prd).

<i>Advanced Player's Guide</i>	APG	<i>Ultimate Combat</i>	UC
<i>Advanced Race Guide</i>	ARG	<i>Ultimate Equipment</i>	UE
<i>Bestiary 2</i>	B2	<i>Ultimate Magic</i>	UM
<i>Bestiary 4</i>	B4		

## ON THE COVER



Michal Ivan pits the heroic paladin Seelah and her blessed longbow against a tormented ghost in this volume's cover illustration.



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# For Your Character

## FOCUS CHARACTERS

This Pathfinder Player Companion highlights options specific to characters of the following classes, as well as elements that can apply to a wide array of characters.

### ALCHEMISTS

In addition to a flurry of new alchemical items throughout pages 9–15, undead-slaying alchemists gain access to a number of new alchemist discoveries (page 21) that allow them to harm incorporeal foes with ectoplasmic bombs, surround themselves with protective spirits, or even manifest phantom limbs from their torsos.

### CLERICS

Few undead slayers can match the efficiency of clerics, and the new tricks and tools in this volume give these holy warriors additional firepower. Equipment blessings (pages 6–7) are a natural fit for good clerics seeking to aid fellow undead slayers, while the new cleric spells (pages 19 and 26–27) and Lingering Smite feat (page 25) make excellent accessory tactics. Finally, the roaming exorcist archetype on page 18 gives clerics a new way to expel those spirits that dare possess the living.

### RANGERS

Whether fighting up close or from a distance, rangers of all stripes can benefit from the corpse hunter archetype on page 24, as well as the bounty of new slayer tools throughout this book (pages 9–15).

### WITCHES

These masters of the esoteric have much to gain throughout this Player Companion. The medium archetype (page 20), new spells (pages 26–27), and new magic items (pages 28–29) make witches an undead-slaying force to be reckoned with.

## FOR EVERY CHARACTER

Certain game elements transcend the particulars of a character's race or class. The following elements detailed in this book work equally well for any character you want to play in the Pathfinder Roleplaying Game, regardless of the character's focus, type, or background.

### HAUNTED BY UNDEATH

Those adventurers drawn to the lifestyle of an undead slayer can often trace their dire callings to some eerie or tragic element of their past—often an encounter with undead during their formative years. The regional traits on pages 9–15 provide a variety of reasons for characters might travel the world to fight these unholy abominations.

### MAGIC ITEMS

The magic items on pages 28–29 are sure to be useful to all types of undead slayers. From axes that disrupt the damage reduction of undead, to phony onyx gems perfect for foiling enemy necromancers, to a divinely blessed whip that doubles as a silver stake for plunging into vampires' hearts, the stockpile of new magic tools in this section ensures your slayer of undead isn't caught off guard.

### SLAYER KITS & TOOLS

In addition to over half a dozen new item kits specially designed for slaying specific types of undead creatures, this book presents a number of all-new alchemical items perfect for nearly all undead-slaying encounters (pages 9–15).

## QUESTIONS TO ASK YOUR GM

Asking your GM the following questions can help you get the most out of *Pathfinder Player Companion: Undead Slayer's Handbook*.

- 1 Will we be facing many undead creatures in the course of our campaign?
- 2 Would it work in our campaign for my character's background to involve the undead?
- 3 Would one of the four slayer themes in this book (pages 18–25) be especially appropriate and viable for our campaign?

## SLAYER PREPARATIONS

Regardless of your character's class, the advice throughout this volume is an indispensable aid in disabling and destroying undead monstrosities. The inside front cover details what types of tools and methods are most effective against some of the most common undead creatures, while the entries on various undead types (pages 8–15) go over some of these foes' common weaknesses. A list of spells most useful to undead slayers appears on page 27, while basic information on undead and useful tips for slaying all kinds of undead can be found on page 5. Finally, the inside back cover presents advice for tracking down necromancers by looking for their telltale tools, as well as what local legal consequences might await these wicked spellcasters.

### DID YOU KNOW?

The zuvembie first appeared in legendary fantasy author Robert E. Howard's short story "Pigeons from Hell." The author's estate kindly granted Paizo special permission to include the lurking, zombie-like terror in *Pathfinder RPG Bestiary 3*.

## RULES INDEX

In addition to the new alchemist discoveries on page 21, the magic items on pages 28–29, and the soul warden prestige class on pages 30–31, the following new rules elements can be found throughout this Player Companion.

ALCHEMICAL ITEMS	CRAFT DC	PAGE
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Necrobane formaldehyde	23	11
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Synthetic mumia	14	9
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Roaming Exorcist	Cleric	18
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<i>Undeath inversion</i>	27

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Child of Wati	Regional (Osirion)	15
Corpse Dodger	Regional (Ustalav)	15
Exiled Scholar	Regional (Nex)	9
Forbidden Knowledge	Regional (Geb)	11
Forestall the Wicked	Basic (Faith)	16
Ghost Survivor	Regional (Ustalav)	13
Ghoulis Affinity	Regional (The Darklands)	11
Haunt Breaker	Basic (Combat)	16
Holy Tattoo	Regional (Varisia)	9
Preternatural Awareness	Basic (Social)	17
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# Defenders of the Living



There are fates far worse than death. This is especially true on Golarion, where the options for eternal suffering are plentiful. In the afterlife, one may spend lifetimes in Hell or untold eons roaming the barren wastes of Abaddon. But the most horrific fate of all can be found on Golarion itself in the form of an unpredictable and malignant curse—a blight for which a horrifying death is just the beginning. Souls that succumb to the foul influence of this curse risk spending eternity as the most repulsive of unnatural creatures: the undead.

Unbeknown to most, undead are not just the evil spirits of the dead come back to haunt the living. Undead creatures are composed of an unusual blend of native and extraplanar forces. The shell of an undead creature is usually that of a mortal corpse on the Material Plane, but the malign energies that reanimate this frame stem from an entirely separate realm: the Negative Energy Plane, also known as the Void. If the Positive Energy Plane is the birthplace of all mortal souls, the Negative Energy Plane is a dark and terrible mirror of that shining plane. Just as the Positive Energy Plane (also called the Furnace and Creation's Forge) creates life and cradles the Material Plane like a swaddled babe, the Void creates undeath in twisted mockery and harbors the Shadow Plane like a malign fraternal twin. Thus this small network of planes creates a delicate web of life and unlife, death and undeath—a teetering web that swirls with energy both light and dark as it approaches a chaotic but beautiful equilibrium.

## HOW TO USE THIS BOOK

The undead provide some of Golarion's most dangerous and resilient foes. It takes a certain type of adventurer to hunt these nightmarish creatures as a profession, and such characters must have extensive knowledge of their opponents, the correct preparations to face such shambling legions, and the specialized training necessary to put the undying down for good.

## UNDEAD CREATURES

Despite the origin of their power, few undead come directly from the Negative Energy Plane or the Shadow Plane. In fact, creatures native to those planes are rarely found on Golarion. While the occasional nightshade or devourer may find its way to Golarion, the majority of undead arise on the Material Plane from corpses reanimated by a mere touch of the Void's terrible powers.

This book separates undead creatures into four major types (see pages 8–15): consummate undead, hungry undead, incorporeal undead, and mindless undead. Each of these four sections details the necrology and habitats of the category of undead in question and provides tips for exploiting the weaknesses of these undead. For players who know their characters are headed into undead territory, studying the advice, new character options, and new equipment presented in these sections can mean the difference between glorious success and horrific failure. And though most undead

can be categorized into one of these four paradigms, some cross over into two or more, or may be better thought of as variations on these themes.

Thankfully among the rarest of undead-kind, consummate undead are those beings that willingly seek undeath as a means of prolonging their time on the Material Plane or avoiding true death. Liches, vampires, and mummies are some of the more common examples of consummate undead.

Mohrgs and ghouls rank among the hungry undead—mortals whose evil existences or twisted means of death shunted them back onto the Material Plane instead of affording them passage to their proper place in the afterlife. Such beings now simply hunger and pine, ever searching for victims to sate their unholy lust for pain, misery, and death.

The incorporeal undead are those souls whose very cores have been warped by the Negative Energy Plane, and who now rove the Material Plane as cruel, disembodied spirit beings—ghosts, wights, and spectres being those more often encountered.

Unlike other types of undead creatures, mindless undead consist of skeletons, zombies, and other drones whose souls have long passed on but whose broken remains have been reanimated via corruptive negative energy.

## UNDEAD SLAYERS

The tendency of undeath to spread, whether through necromantic machinations, unholy spawning, or even bad luck, makes it necessary for the inhabitants of Golarion to stay ever wary of the undead. As the Whispering Tyrant of Ustalav demonstrated, a single undead threat gone unchecked for too long can result in centuries of misery for the living, and few heroes are willing to let such a mistake repeat itself.

For the purposes of this book, undead slayers are divided into four overall concepts (see pages 18–25): exorcists, necrologists, redeemers, and stalkers. Some characters may not fit perfectly into one of these themes, but even in such cases the ideas presented can provide inspiration for an infinite number of brave and cunning slayers of the undead.

Exorcists seek to preserve the integrity of undead creatures' physical frames while banishing or destroying the malign spirit that dwells within. Whether extracting evil from ghost-possessed mortals or vanquishing corruptive spectres, becoming an exorcist requires careful study of the proper methodology and exacting practices.

Unlike most undead slayers, necrologists have far more use for a still-manifest undead creature than a destroyed one. These historians, scholars, and tomb raiders seek to unravel the mysteries of the past through the eyes, minds, and stories of the walking dead.

Like exorcists, redeemers aim to break undeath's grip on their foes, except redeemers deal in the salvation of souls rather than of bodies. Whether shepherding spirits to their final resting places or cleansing tainted areas of

## FIVE THINGS EVERYONE ON GOLARION KNOWS ABOUT UNDEAD

The following are a few facts that are considered common knowledge among Golarion's civilized peoples.

- Most undead were once living. Knowing details about the phase of existence that preceded a creature's undeath is often invaluable in determining its motives.
- Holy water damages undead as though it were acid. Distributed by goodly religious orders the world over, holy water is the only line of defense against undead for many commoners.
- Undead are invariably evil, as are the means to create such beings.
- Undead are healed by negative energy and harmed by positive energy.
- Undead are immune to numerous magical effects, including mind-affecting effects and abilities that affect a creature's physical constitution. (For a full rundown on undead's defenses, see *Preparing to Slay Undead* on pages 6–7.)

## UNDEAD SLAYING ORGANIZATIONS

The following organizations are just a few of the groups in the Inner Sea region dedicated to eradicating undead on Golarion.

**Knights of Ozem:** The Knights of Ozem were at the forefront of the Shining Crusade during Taldor's campaign against the Whispering Tyrant during the Age of Enthronement. Now, the group is based in Lastwall, and its members continue to patrol the Hungry Mountains for undead stragglers and other malignant forces. See *Pathfinder Player Companion: Knights of the Inner Sea* for more information on the Knights of Ozem.

**Arclords of Nex:** Exiled former students of the Archmage Nex, the Arclords are a loose constellation of arcanists who still hold their disappeared master's grudge against the necromancers of Geb. See *Pathfinder Campaign Setting: Paths of Prestige* for more information on the Arclords of Nex.

**Voices of the Spire:** This radical militant sect of Pharasmin worshipers is dedicated to eradicating undead, with prominent chapter houses in Osirion, Nex, and Ustalav. See *Pathfinder Player Companion: Faiths of Balance* for more information on the Voices of the Spire.

**Vampire Hunters:** More a collection of like-minded loners than a formal organization, vampire hunters can be found throughout Golarion, stalking those foul creatures that feed on the blood of the living. See *Pathfinder Campaign Setting: Inner Sea Magic* for more information on playing a vampire hunter.

haunts and other dread forces, redeemers are powerful slayers and valuable allies.

Stalkers track down dread powers like vampires and nightshades for glory, gold, or sport. Regardless of their motives, stalkers are unparalleled at pursuing, locating, and exterminating their undead quarry.

# Preparing to Slay Undead

Some adventurers seem purpose-built for slaying the undead—notably paladins, clerics, oracles, and inquisitors. These heroes are bolstered both offensively and defensively against undead opponents by a host of relevant abilities, such as cure spells and channeled energy, as well as by various holy devices. Other adventurers must adapt their normal strategies and tactics to battle the undead.

The wide array of undead creatures' magical defenses necessitates careful spell selections for bards, sorcerers, witches, and wizards. The biggest obstacle faced by many casters is that undead are immune to mind-affecting spells, putting illusionists and enchanters at a major disadvantage. Such casters must diversify their arcane abilities, whether through magic items (like destructive wands and staves) or by focusing their efforts on bolstering their allies. Conversely, necromancers face an altogether different predicament during an encounters with hostile undead. While such wizards may wield powerful undead-controlling spells like *halt undead*, *control undead*, and *command undead*, many of their necromantic tools—like bleed, paralysis, and death effects—are useless against undead creatures.

Those who rely on dealing physical damage—such as fighters, gunslingers, and rogues—inheret different concerns when facing off against the risen dead. While corporeal undead are usually still susceptible to a good old-fashioned sword through the face, incorporeal undead create myriad challenges for those who rely on physical combat. Ghosts and the like take no damage from nonmagical sources, their attacks can bypass armor and shields, and they cannot be grappled or otherwise maneuvered. Thus, canny warriors utilize specialized weapons and armor, and remain close to allied casters who can help see them through the fray. Melee fighters must also be cautious of going toe to toe with those undead capable of inflicting ability drain, negative levels, and similar effects that threaten one's ability to keep fighting.

## BLESS EQUIPMENT FEATS

Before heading into a haunted crypt to slay the necromancer and his skeletal minions lurking within, one would do well to stop in at the local temple or church. In addition to divine aids such as holy water and restorative potions, many religious leaders can provide invaluable information about the undead in the area. Even better, priests and clerics who share the objectives of an adventuring party can bless these heroes' favored gear before the group ventures out to risk life and limb against the undead hordes. Even some evil religions oppose the wanton destruction and reckless abandon of undead monsters, and so may offer their services to unlikely allies in times of mutual need (or for a cost). The wisest parties who dare hunt undead bring divine casters of their own to apply blessed aid in the field.

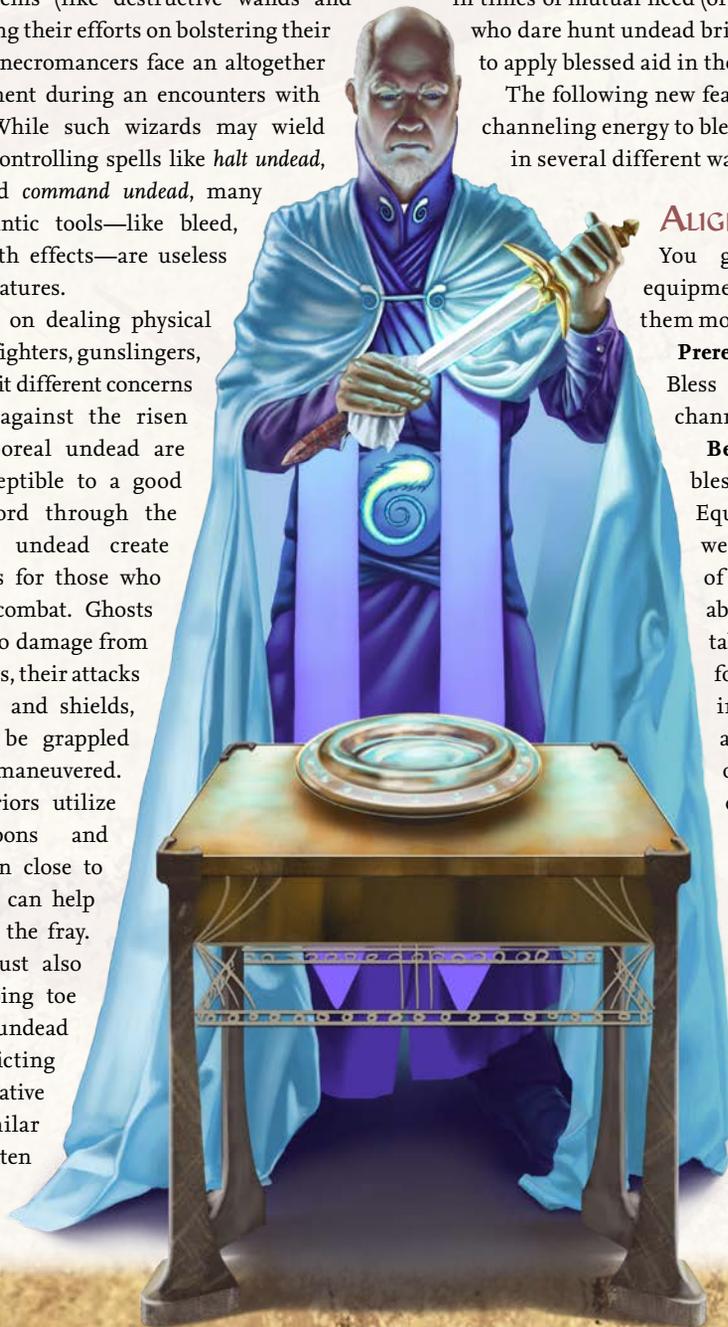
The following new feats allow characters capable of channeling energy to bless various kinds of equipment in several different ways.

## ALIGN EQUIPMENT

You gain the ability to bless equipment with abilities that make them more effective against outsiders.

**Prerequisites:** Alignment Channel, Bless Equipment, caster level 3rd, channel energy class feature.

**Benefit:** In addition to the blessings provided by Bless Equipment, you can imbue weapons, shields, and suits of armor with the special abilities listed in the following table. If a special ability is followed by an alignment set in parentheses, you must be able to channel energy capable of healing or harming outsiders of that alignment subtype with Alignment Channel. For example, a cleric must have Alignment Channel (good) to bless a weapon with the *holy* special ability, Alignment Channel (law) to bless a shield with the *vigilant* special ability, and so on. Aligned equipment blessings otherwise follow all the same rules as the equipment blessings granted by Bless Equipment.



## ALIGNED EQUIPMENT BLESSINGS

Aligned Weapon Blessings	Uses of Channel Energy	Caster Level Required
<i>Anarchic</i> (chaos)	3	6th
<i>Axiomatic</i> (law)	3	6th
<i>Holy</i> (good)	3	6th
<i>Unholy</i> (evil)	3	6th

Aligned Armor/Shield Blessings	Uses of Channel Energy	Caster Level Required
<i>Champion</i> <sup>UE</sup> (good)	2	3rd
<i>Dastard</i> <sup>UE</sup> (evil)	2	3rd
<i>Defiant</i> <sup>UE</sup> (chaotic, evil, good, or lawful outsiders only)*	2	3rd
<i>Righteous</i> <sup>UE</sup> (good)	6	10th
<i>Unbound</i> <sup>UE</sup> (chaotic)	6	10th
<i>Unrighteous</i> <sup>UE</sup> (evil)	6	10th
<i>Vigilant</i> <sup>UE</sup> (lawful)	6	10th

\* You must be capable of channeling energy that heals or harms outsiders of the chosen alignment subtype.

## BLESS EQUIPMENT

You can bless armor and weapons with a touch to imbue them with magical properties.

**Prerequisites:** Caster level 3rd, channel energy class feature.

**Benefit:** As a standard action, you may expend uses of your channel energy ability to touch a single weapon, suit of armor, or shield and temporarily grant it one weapon, armor, or shield special ability. To bless a piece of equipment with a particular blessing, you must expend a number of uses of channel energy equal to the number listed in the table above, and your caster level must be equal to or greater than that listed for the selected blessing.

This blessing lasts for a number of rounds equal to the number of damage dice you are capable of dealing or healing with your channel energy ability (for example, the blessing of a cleric capable of channeling 3d6 points of damage would last for 3 rounds), during which time the item is treated as though it possessed the selected special ability. If the piece of equipment belongs to an unwilling creature, that creature may attempt a Will save to prevent the blessing, as if attempting a saving throw against your channel energy ability (so bonuses from channel resistance and similar effects apply); if the creature succeeds at its save, the channeled energy is expended to no effect.

Only magical and masterwork weapons, armor, and shields may be blessed with this feat. When you bless a masterwork item, you must expend one additional use of your channel energy ability beyond those normally expended to grant the selected blessing. In addition to the selected blessing, the masterwork item gains a temporary +1 enhancement bonus for the blessing's duration.

You can grant a piece of equipment only one blessing at a time. Blessing an item that has already been blessed by you or another character replaces the preexisting blessing with the new one and resets the duration.

## EQUIPMENT BLESSINGS

Weapon Blessings	Uses of Channel Energy	Caster Level Required
<i>Bane</i> <sup>*</sup>	2	3rd
<i>Ghost touch</i>	2	3rd
<i>Disruption</i>	3	6th
<i>Lifesurge</i> <sup>UE</sup>	3	6th
<i>Nullifying</i> <sup>UE</sup>	4	9th

\* You must choose the creature type or subtype at the time of blessing.

Armor/Shield Blessings	Uses of Channel Energy	Caster Level Required
<i>Deathless</i> <sup>UE*</sup>	2	3rd
<i>Stanching</i> <sup>UE*</sup>	2	3rd
<i>Ghost touch</i>	4	9th
<i>Undead-controlling</i>	6	13th

\* Cannot be applied to shields.

## GREATER BLESS EQUIPMENT

Your blessings are longer lasting, and you can bless more than one item at a time.

**Prerequisites:** Bless Equipment, Improved Bless Equipment, caster level 12th, channel energy class feature.

**Benefit:** The duration of your equipment blessings doubles. In addition, as a standard action you may bless up to two pieces of equipment within range with a single blessing, expending uses of channeled energy as if you had only blessed one item.

## IMPROVED BLESS EQUIPMENT

You can channel even more energy into weapons and armor to grant them several divine powers at once.

**Prerequisites:** Bless Equipment, caster level 9th, channel energy class feature.

**Benefit:** The number of uses of channeled energy you must expend to bless a piece of equipment using Bless Equipment and Align Equipment decreases by one (to a minimum of one use of channel energy per blessing).

You can also bless a piece of equipment with up to two blessings at a time. Each blessing provides a different special ability drawn from the Bless Equipment list (and the Align Equipment list if you possess that feat). You must still have a high enough caster level to bless a piece of equipment with each of the selected blessings.

You expend the appropriate number of uses of channeled energy required for each blessing, taking into account the reduction granted by this feat (and the increase for blessing a masterwork item, if needed). For example, a cleric with this feat would need to expend two uses of channeled energy to bless a weapon with the *undead-bane* and *ghost touch* special abilities (one use for *bane* plus one use for *ghost touch*).

If a given piece of equipment already has a blessing on it, you can give it a second blessing. When another blessing is applied to a piece of equipment that currently has a blessing active on it, the durations for the two blessings are tracked separately.

# Consummate Undead

"Your assessment is only partially correct. It's true that both zombies and lichs are reanimated using extraplanar energy. However, the all-important difference is that lichs choose reanimation. Unlike zombies, they are the culmination of a conscious process that arises thanks to the machinations of necromancers or external forces.

"Remember, students, there is more to incarnation than simple corporeality. One must also consider the question of consciousness. For a lich, reanimation is the consummation of a life's work. Comparing a zombie to a lich because they're both posthumously animated is like comparing a gecko to an ancient dragon because they're both reptiles."

-Alkinus Mechari,  
professor of recondescence  
at the Ebon Mausoleum in Geb

While all undead are challenging and gruesome opponents, none are more daunting than those beings that willingly choose undeath. These consummate undead harness the powers of undeath for their own nefarious purposes, whether to bask in a twisted version of immortality, exact their malign influence on minions both dead and living, or see centuries-long schemes come to fruition. Consummate undead are the most likely type to act as instigators and masterminds of dark plots.

Vampires, mummies, zuevmbies, and lichs may all be considered consummate undead, and these powerful villains riddle the Inner Sea's past. Famous examples include the foul lich Tar-Baphon, who ruled Ustalav for centuries, and the ghost-king Geb, who still oversees his eponymous kingdom with his lich-queen Arazni. Both Tar-Baphon and Geb utilized the powers of undeath to flex their political strength, influence huge swaths of Golarion, and enact centuries-long plots in accordance with their own perverse desires.

## NECROLOGY & HABITAT

While many undead are reanimated unwillingly by body-thieving arcanists, gruesome diseases, or even other undead, the consummate undead arrive at this condition willingly. Most achieve their eternal state through foul necromantic rituals that end in their deaths and subsequent reanimation. Such a process is the culmination of much study and labor, and as the ability to retain one's consciousness after death is no mean feat, the consummate undead are among the most well-versed spellcasters in the world.

Most consummate undead were once men and women of accomplishment who approached their undeaths with ample forethought. Such abundance of preparation is evident in the consummate undead's habitats and cohorts. Their lairs are often well established and more than well fortified; such sites tend to be strongholds or fortresses that have withstood the test of time alongside the zombie lords or skeletal champions that rule them.

Consummate undead are commonly leaders of large groups—sometimes even nations. They frequently command groups of lesser undead, as in Geb, though consummate undead are capable of reigning over the living as well, as in the vampire-plagued lands of Ustalav. Consummate undead often have lairs guarded by their legions of followers, and rarely are their sanctums within easy reach of budding do-gooders and undead slayers. Those who intend to challenge such a fiend should expect to wade through a hoard of lesser minions first, and should be prepared to venture into locations inimical to the living.



## SLAYER TOOLS

When combating the consummate undead, slayers should equip themselves with items that protect against fear effects and negative energy. More so than any other type of undead, the consummate undead are typically capable of advanced sorcery and unholy magic, and many have a wide array of enchantments and evocations at their disposal.

The following new items are helpful to undead slayers who plan on dealing with consummate undead, and they can be made by a character with the Craft (alchemy) skill.

Item	Price	Weight	Craft DC
Garlic tablets	20 gp	1/2 lb.	20
Synthetic mumia	150 gp	—	14

### GARLIC TABLETS



These small gray-white tablets are made of dehydrated and condensed garlic bulbs. One hour after you eat a garlic tablet, you begin to stink as the essence of the tablet seeps out

of your pores. This state lasts for 4 hours. Subsequent doses of garlic tablets reset this duration. During this time, you can keep a vampire at bay (*Pathfinder RPG Bestiary* 270) as a free action without need of a holy symbol or mirror. The vampire must succeed at a DC 25 Will save to overcome its natural revulsion to garlic; failure means it must stay at least 5 feet away from you and cannot touch you or make melee attacks against you. However, unlike while keeping a vampire at bay with a mirror or holy symbol, once the vampire succeeds at its save against the garlic tablets, it's no longer affected by that creature's odor and may act normally without need of further saving throws.

Garlic tablets are valuable aids to vampire hunters, but while benefiting from the tablets' strong odor, you take a -2 penalty on all Charisma checks and Charisma-based skill checks for the duration of the effect. The listed price is for three tablets. Crafting garlic tablets requires a successful DC 20 Craft (alchemy) check.

### SYNTHETIC MUMIA

**PRICE** 150 GP  
**WEIGHT** —

A laboratory-created version of the expensive and infamous Osirian drug mumia (*Pathfinder Campaign Setting: Lost Kingdoms* 21), synthetic mumia is a mixture of honey, embalming fluids, and various animal organs. The murky liquid comes enclosed in small packets made of intestine. Mumia and synthetic mumia may be taken interchangeably to stave off the effects of addiction to either substance, and is thus used by some mumia junkies hoping to quit their addiction. Crafting synthetic mumia requires a successful DC 14 Craft (Alchemy) check.

#### SYNTHETIC MUMIA

**Type** ingested or injury; **Addiction** moderate, Fortitude DC 14  
**Price** 150 gp  
**Effects** 1 hour; +2 alchemical bonus on saving throws against spells and effects with the curse or disease descriptor, fatigue  
**Damage** 1d2 Wis damage

## HAUNTED BY UNDEATH

Consummate undead can be found throughout Golarion, though their complexity makes them thankfully rare. Perhaps the largest concentration is in Geb, where the majority of the government is composed of these willfully immortal corpses as well as still-living necromancers, all of whom are collectively known as the Blood Lords. Nearby Osirion and distant Ustalav to the north are also no strangers to the consummate undead—in the former, covetous mummy pharaohs still guard their treasures in sandy tombs, while in the latter vampire lords are rumored to reign over an unwitting populace.

The following regional traits are available to those characters who have in some way been influenced by the consummate undead.

**Exiled Scholar (Nex):** Since you were young, you've always been interested in the process of lichdom and what drives people to desire such a fate. Nexian officials marked you as a traitor and exiled you when they discovered your morbid fascination with the consummate undead, but you still benefit from your forbidden studies. You gain a +1 trait bonus on Knowledge (arcana) and (religion) checks. In addition, choose one Knowledge skill; you can attempt untrained checks with this skill as long as the DC is lower than 15.

**Holy Tattoo (Varisia):** When you had your deity's holy symbol tattooed on your body by a Sczarni tattooist years ago, you never imagined it would save your life. Your holy symbol tattoo functions in all ways as a holy symbol (*Pathfinder RPG Ultimate Equipment* 57). When you use your holy symbol tattoo to keep a vampire at bay, the DC for the vampire to overcome its revulsion is 28 (rather than the normal 25).

## SLAYER KITS

Following are kits of preselected gear that's useful in slaying consummate undead. The listed price for each kit includes a small discount for purchasing these items as a group. Items in a kit that are used up, destroyed, or lost cost the full price to replace.

### PYRAMID BUSTER'S KIT

**PRICE** 310 GP  
**WEIGHT** 8 lbs.

This kit contains items helpful in navigating the winding corridors of pyramids, but is also useful in other crypts and tombs. It contains three sticks of chalk, five sheets of parchment, 1 dose of synthetic mumia, a flask of alchemist's fire, a tangleburn bag<sup>UE</sup>, and a pair of sunrods.

### UNDEATH AID KIT

**PRICE** 500 GP  
**WEIGHT** 1/2 lb.

This small leather satchel contains various alchemical remedies that treat common maladies caused by exposure to undead. An undeath aid kit contains 1 dose of each of the following alchemical remedies: antiplague<sup>UE</sup>, antitoxin, padzahr<sup>UE</sup>, soul stimulant<sup>UE</sup>, and twitch tonic<sup>UE</sup>.

# Hungry Undead

"The trial was short and sweet-not even Elania could explain the clumps of hair and bone under her husband's workshop. Once all the missing children were accounted for, Vellman was stoned to death in Moslar's field and thrown down an abandoned mine shaft.

"Afterward, the relief in town was palpable. We'd been living in fear for over a year, and now life could finally return to normal. Our high spirits lasted about three days. That's how long it took that thing to find its way back. Now we feel worse off than ever, and no one here is safe."  
-A resident of Squirestone in Lastwall, on the village's recent troubles

Some creatures exist to create suffering. Like a malignant cancer, they feed on those around them, devouring the living without remorse. These beings inflict sorrow endlessly and without reason. They are the ultimate expression of senseless misery: the hungry undead.

The hungry undead represent what many find the most terrifying aspect of undeath. While most intelligent living creatures can comprehend the boundless ambition that drives the consummate undead, the endless torments of the incorporeal undead, and the obtuse blundering of the mindless undead, few can truly understand the depths of malevolence that compel the hungry undead. These mohrgs, devourers, ghouls, wights, nightshades, and other terrible beings are better likened to forces of nature than thinking creatures.

While other categories of undead are typified by common physiologies, the hungry undead are characterized by their predatory behavior. They are unified by their intense need to feed off the living. This may include literally eating flesh or blood in order to sustain their undeath. In other cases, however, hungry undead drain the life force from creatures, often creating more of their own kind in the process. This modus operandi makes them challenging opponents and high-profile targets for the undead slayers of Golarion.

## NECROLOGY & HABITAT

Hungry undead display a wide variety of necrologies. In most instances, they are created from malevolent living creatures. Mohrgs, wights, and ghouls all fit this description. In many

cases, the living incarnations of these creatures were serial killers, war criminals, cannibals, or other antisocial beings. In order for undead slayers to better anticipate their opponent's moves, it is often in their best interests to consider what manner of sin compelled the living version of their prey to become this sort of undead.

Other hungry undead are created through the fell influence of dark, otherworldly energies. Just as the deity Dou-Bral returned from the Dark Tapestry as the corrupt Zon-Kuthon, dark alien energies at the edges of the cosmos may warp evil mortals or fiends, transforming them into devourers or worse. Such creatures collect the souls of living creatures, and use them to fuel their pursuit of inscrutably alien motives. Still other hungry undead are created through the direct influence of the Void or the Shadow Plane. The mightiest of these wretched beings are nightshades, which view life as a blight upon the multiverse and seek to exterminate all living creatures.

Hungry undead native to the Material Plane rarely lair far from the locales they molest. Malevolent ex-humanoids like mohrgs, wights, and ghouls can often be found lurking around the same hunting grounds they stalked in life. This makes them especially dangerous to small communities and villages, ill equipped to deal with such threats. In these cases, learning the habits and tendencies of the creatures' former incarnations is the key to finding their lairs. Extraplanar undead, on the other hand, don't usually keep their bases on Golarion, though the planar gates or summoning circles that allow them to invade the Material Plane may serve as clues to their location. Only by employing powerful extraplanar magic can undead slayers hope to chase down such foes; otherwise, they must wait for the fight to come to them.

## SLAYER TOOLS

A slayer going up against the hungry undead could do far worse than to carry accessories that mitigate the effects of negative levels or ability drain, which are frequently inflicted by the hungry undead.

The following new items are particularly helpful to undead slayers dealing with hungry undead, and can be made by a character with the Craft (alchemy) skill.



Item	Price	Weight	Craft DC
Carrion bait	25 gp	2 lbs.	19
Necrobane formaldehyde	60 gp	3 lbs.	23

## CARRION BAIT

**PRICE** 25 GP

**WEIGHT** 2 lbs.

This large glass jar is vacuum-sealed with an airtight wax plug. Inside, festering chunks of monkey meat are covered in fungal mycelium and seeded with fly eggs, though the mixture's potency is not evident until it's exposed to air. Once the jar is opened (a standard action), the stench quickly becomes overpowering as the jar's contents swell and rot at an accelerated rate. Any living creature within 15 feet of the jar when it is opened must succeed at a DC 12 Fortitude save or be sickened for 1d4 rounds.

Vermin and undead have a hard time distinguishing carrion bait from rotten human flesh, but intelligent undead that succeed at a DC 15 Perception check realize the difference. Regardless, any creature that spends more than 1 round eating the carrion bait quickly realizes its error, since the bait continues to swell and grow even as it's digested. One round after eating carrion bait, an affected undead or vermin becomes staggered for 1d4 rounds as its belly bulges to incredible proportions (other creature types cannot stomach carrion bait and instead are nauseated for 2d4 rounds). If the affected creature is already staggered, its movement speed instead decreases by 10 feet for the duration of the carrion bait's effect. Crafting carrion bait requires a successful DC 19 Craft (alchemy) check.

## NECROBANE FORMALDEHYDE

**PRICE** 60 GP

**WEIGHT** 3 lbs.



This form of the common embalming agent comes in a glass beaker with a thick rubber stopper, and is employed in regions such as Ustalav, where alchemy is prized as a viable defense against the depredations of necromancers.

When introduced into a dead body, necrobane formaldehyde slows the process of decay, keeping the corpse from stinking and rotting for 1d6 days after death. Treating a body with necrobane formaldehyde takes 1 hour and requires a successful DC 25 Heal check. A corpse injected with necrobane formaldehyde is more difficult to resurrect as an undead creature for 1d6 days after injection. Anyone attempting to seed unlife in a corpse treated in this substance must succeed at a DC 14 caster level check to complete the process or the spell fails and its components are wasted. This is also the case for creatures that ingest necrobane formaldehyde and subsequently die before the effect's duration has expired.

If an undead creature ingests necrobane formaldehyde (perhaps by eating part of an embalmed corpse), the undead creature becomes fatigued for 2d6 rounds.

When ingested by a living creature, necrobane formaldehyde nauseates the imbiber for 1d6 rounds and deals 1d4 points of Constitution damage. A successful DC 14 Fortitude save reduces the nauseated effect to sickened and halves the Constitution damage (minimum 1). This is a poison effect, though the

## HAUNTED BY UNDEATH

Hungry undead evoke gruesome images of being eaten alive and, even worse, being resurrected as an undead horror. This is a very real threat in parts of Golarion that border necromantic strongholds. Many Osirians have a reasonable fear of ghouls, particularly in the city of Wati, where such undead still sometimes rise among the dead interred in that settlement's vast necropolis. Hungry extraplanar undead sometimes act as servitors for the powerful necromancers of Ustalav and Geb, while undead that can be found on the Shadow Plane are frequently associated with the dark domain of Nidal.

Characters who have been significantly influenced by the existence of hungry undead may choose from the following regional traits.

**Forbidden Knowledge (Geb):** As a child, you somehow got your hands on a lurid, forbidden text written by a now-forgotten Blood Lord of ages past. You studied the details within intently, learning much about extraplanar undead from beyond this reality, and you developed a strange, almost macabre way of thinking because of this book's influence. Anytime you would roll a Knowledge (planes) check, you may roll a Knowledge (history) or Knowledge (religion) check instead.

**Ghoulish Affinity (The Darklands):** Ever since you recovered from ghoul fever, the scars on your arms and hands itch whenever one of these vile creatures is nearby. You gain a +2 trait bonus on Perception checks to notice undead disguised as living creatures, and a +2 trait bonus on Fortitude saves against diseases and poisons inflicted by undead.

pungent aroma and unmistakably toxic taste of necrobane formaldehyde makes it difficult to use as a surreptitious weapon.

Crafting necrobane formaldehyde requires a successful DC 23 Craft (alchemy) check.

## SLAYER KITS

The following are several kits of preselected gear useful in slaying hungry undead.

### GRAVEDIGGER'S KIT

**PRICE** 265 GP

**WEIGHT** 22 lbs.

This kit provides all the tools necessary to seal a coffin or other burial container and ensure that it stays closed. It includes 20 feet of chain, a good lock, 1 dose of alchemical cement<sup>UE</sup>, a folding shovel<sup>UE</sup>, a *stubborn nail*<sup>UE</sup>, and a leather-bound copy of the Pharasmin holy text, *The Bones Land in a Spiral*.

### LIGHT KIT

**PRICE** 170 GP

**WEIGHT** 6 lbs.

Ideal for use in subterranean environments or in combat against light-averse creatures, this small kit provides ample alchemical and magical sources of illumination. It contains an *ion torch*<sup>UE</sup>, flash powder<sup>UE</sup>, a pair of sunrods, four torches, and six tindertwigs.

# Incorporeal Undead

Entering that forsaken place, it was if the very stones themselves protested my arrival. Each step upon the decrepit flagstones betrayed me, and when the apparition came, I knew immediately—not by sight or sound, but rather by the cold, palpable fingers of dread that pined at me. Appearing as a vortex of black smoke, the thing before me was there and yet not. I felt the apparition bore into me with its burning, red eyes as though it were channeling all the hatred in the world into me. Trembling, I feebly held aloft my trinket of faith, and Iomedæe be praised—the thing recoiled back into the mist, leaving only darkness in its wake.

—Pontiff Retis Durnwell,  
"My Steps within Scarwall"



To the living, death is a frightening but inevitable reality. When most mortals greet death, their final reward is to at last learn what fate awaits them in the Great Beyond. This spiritual migration from the living body to the afterlife is ideally a natural and uneventful transition. But when something goes wrong or wicked forces are at play, some spirits refuse to heed death's call. Stuck between worlds, such discontented spirits shed their physical bodies, instead taking on a corrupted, tentative connection to the life they once knew.

These spirits most commonly manifest as banshees, ghosts, poltergeists, spectres, or wraiths. Regardless of what these departed souls have become, the incorporeal undead are a hateful, vengeful lot. Seething with jealousy, they can sap the vital energies from living beings with but a touch, and some can even cause their victims to rise from the dead just as they did. Only specialized weapons harm these unnaturally resilient horrors. Worse still, the apparent destruction of a malignant spirit may not guarantee its banishment; some incorporeal undead, such as ghosts or haunts, remain rooted to the Material Plane until their hostile spirits are appeased.

## NECROLOGY & HABITAT

Many incorporeal undead stalk the sites where they perished in life, hoping to enact revenge upon those who brought them low. Incorporeality is especially common among undead whose sinister means of death meant their material remains were heinously mutilated or disposed of improperly. Desecrated heaths, weather-beaten bogs, stretches of lonely road, and long-abandoned necropolises full of mass graves are common sites for these grim manifestations.

Incorporeal undead can drift effortlessly through walls that might have contained corporeal undead, making their hunting grounds difficult to predict or control. Knowing the means of death and possible motives for clinging to the Material Plane are paramount to defeating these dread beings, since they're often driven to locations or events that remind them of some aspect of their living selves. Some incorporeal undead repeat the day-to-day rituals of their old lives, while others are doomed to repeatedly reenact the moments that led up to their deaths. Hateful undead such as wraiths become so consumed by malice that they forget their former lives entirely, persisting on spite alone.

Many undead spirits are strictly nocturnal or prefer to linger in the shadows. Some are even powerless in sunlight—notably banshees, spectres, and wraiths.

## SLAYER TOOLS

Fighting the incorporeal undead requires courage, persistence, and extremely specialized tools. Without magic, even the stoutest of undead slayers is doomed against an incorporeal foe. If forced to clash with such a being, it is best to keep one's distance, as a spirit's most devastating attacks usually require its foul touch; when in doubt, running away is often the safest course of action.

The following new items are useful to undead slayers planning on dealing with incorporeal undead, and can be made by a character with the Craft (alchemy) skill.

Item	Price	Weight	Craft DC
Bottled sunlight	200 gp	2 lbs.	30
Ectoplasmic tracer	100 gp	7 lbs.	20
Spiritbane spike	300 gp	1 lb.	25

### BOTTLED SUNLIGHT

**PRICE** 200 GP  
**WEIGHT** 2 lbs.

As a standard action, this ornate rectangular jar can be vigorously shaken to cause its contents to mix and activate. Once shaken, the contents of the jar shed light as a sunrod for 6 hours. A jar of activated bottled sunlight can be thrown as a splash weapon with a range increment of 10 feet. Upon striking a solid object, the bottled sunlight creates a 30-foot-radius burst of natural sunlight that persists for 1 round, after which all light from the jar fades. Throwing an inactive jar of bottled sunlight destroys the item, leaving only a smoldering pile of ashes where it struck. Crafting this item requires a successful DC 30 Craft (alchemy) check.

### ECTOPLASMIC TRACER

**PRICE** 100 GP  
**WEIGHT** 7 lbs.



This small canister has a hand pump, allowing it to forcefully eject the semi-ethereal green concoction held within. Spraying a creature with ectoplasmic

tracer is a ranged touch attack with a range increment of 10 feet. A single canister holds enough ectoplasmic tracer to coat one Medium or smaller incorporeal creature. When coated with ectoplasmic tracer, an incorporeal creature leaves behind a trail of vibrant mucus that allows it to be tracked by mundane means. Calculate the Survival DC to track an incorporeal creature covered in ectoplasmic tracer as though you were following tracks left on soft ground. Once discharged, ectoplasmic tracer dissolves after 1d4 days. Ectoplasmic tracer has no effect when sprayed on a corporeal creature. Crafting this item requires a successful DC 20 Craft (alchemy) check.

### SPIRITBANE SPIKE

**PRICE** 300 GP  
**WEIGHT** 1 lb.

When you slash this alchemically treated iron spike against your flesh—a move action that deals 1d6 points of damage—the spike extends and becomes a short sword with the *ghost touch* weapon special ability. The spike reverts to its old form after 10 minutes, corroded and useless. Should a spiritbane

## HAUNTED BY UNDEATH

Although incorporeal undead appear throughout Golarion, certain locations are famous for their paranormal activity. The Axan Wood in Geb is a blighted forest that harbors strange creatures with negative energy affinities, such as ghostly dryads and the enigmatic twilight unicorns. The ruined prison of Harrowstone once held Ustalav's repugnant criminals, and locals whisper that the spirits of the murderous ex-prisoners still roam the burned-out penitentiary. Scarwall, the former bastion of the warlord Kazavon, has been the site of several sackings, each bloodier than the last; the gothic fortress is surely haunted by both undead horrors and orc squatters.

The following are regional traits for characters who originate from blighted places like these or who have had close brushes with incorporeal undead.

**Ghost Survivor (Ustalav):** You spent a single night in Harrowstone and managed to survive the terrifying ordeal, though you bore witness to ghosts and numerous other horrors during your short stay. You gain a +2 trait bonus on Knowledge (religion) checks to identify incorporeal undead and a +2 trait bonus on Fortitude saving throws against effects that inflict negative levels.

**Unflinching Faith (Nidal):** Numerous expeditions to accursed regions like Nidal's Finder's Gulch have reinforced your already steadfast faith. Once per day, you may reroll a Will saving throw made against an attack or effect that originates from an undead creature. You must decide to use this trait after the first saving throw is rolled, but before the results are revealed. You must take the result of the second roll, even if it is lower.

spike rematerialize within a corporeal body, it is shunted to the nearest empty space without effect. Crafting this item requires a successful DC 25 Craft (alchemy) check.

## SLAYER KITS

The following kits are useful in slaying incorporeal undead.

### GHOST HUNTER'S KIT

**PRICE** 670 GP  
**WEIGHT** 22 lbs.

This sturdy satchel is the quintessential toolkit for detecting ghosts and sending them to their final slumber. This kit includes 10 candles, three flasks of holy water, one *potion of lesser restoration*, a crowbar, a folding shovel<sup>UE</sup>, four sunrods, one spiritbane spike (see above), and a wooden holy symbol.

### SEANCE KIT

**PRICE** 290 GP  
**WEIGHT** 12 lbs.

This stained mahogany box contains tools that aid in contacting supernatural beings either as part of an act or a genuine ritual. This kit includes a nonmagical spirit planchette set (see *Pathfinder Adventure Path #43: The Haunting of Harrowstone* 19, or treat as a board game<sup>UE</sup> worth 25 gp), 10 candles, 10 candlesticks<sup>UE</sup>, one entertainer's outfit, one harrow deck<sup>UE</sup>, one magnet<sup>UE</sup>, 10 sticks of incense<sup>ARG</sup>, one *scroll of augury*, and two *scrolls of prestidigitation*.

# Mindless Undead

From our earliest days we were taught to revere the dead. Bewildering arrays of strictures and rituals surround the treatment of corpses in every faith, tribe, and nation, and ours was no different. We tiptoed around lifeless bodies, dousing them in expensive oils and wrapping them in fragrant flowers, despite knowing full well that the corpses were but hollow shells of the ones we loved. Yet in spite of all of our reverence and pious (but useless) rituals, we were virtually powerless to halt the spread of undeath throughout Wati's necropolis. And still we stood with our eyes cast down, our thoughts turning to the old Pharasmins' echoing chants: "Respect the dead. Protect the dead. Venerate the dead."

—Eshe Nubisi the Unbeliever,  
Unearthed Undead

Animated by resonant tragedies, dread energies, or malicious spellcasters, mindless undead are one of the most common threats on Golarion. They plague abandoned tombs as surely as haunted forest grottoes—wherever evil is in this world, the depredations of undead drones are rarely far behind.

Unlike other types of undying monsters, the mindless undead are void of the souls that once inhabited their mortal frames; instead, their primary animating force typically consists of high concentrations of negative energy poured into an unwitting host body. The relative simplicity of their reanimation means that numerous paths may lead to the rise of a mindless undead, so it can be quite difficult to predict where these beings will stir up trouble next.

To adventurers, mindless undead represent the lowliest of the walking dead, but to commoners such creatures can be more terrifying than the more distant machinations of a sole scheming lich or thirsty vampire. When mindless undead besiege common folk, these fell foes may be twisted remains of family, friends, and neighbors. The horror of these familiar-yet-alien beings grants clattering skeletons and shambling zombies a power beyond their claws, and elevates the necromancers who control them to a special level of villainy.

## NECROLOGY & HABITAT

Most mindless undead arise because of the influences of foul spellcasters. Even the most novice wizard can hope to raise an unwitting corpse as a walking skeleton or shambling zombie given enough time and the right tools, so simple is their construction. The mindless undead unerringly follow their creators' orders, making them an obvious choice for unscrupulous spellcasters in search of obedient (if empty-headed) minions. Such undead are less individual creatures than a rotting extension of their controllers, which usually suits their masters just fine.

Some mindless undead instead come about as a result of external forces. Powerful, unresolved emotions can be sufficient to rally a corpse; the mindless horrors resulting from these circumstances are all but physical manifestations of tragedy and pain. Similarly, some parts of Golarion are simply so saturated with negative energy that nearby dead reanimate of their own accord. Some rare artifacts and cursed items are also said to have the power of necromancy all by themselves—both unholy shrines to deities of undeath and magical relics infused with negative energy are capable of creating undead, and thus are highly sought after by necromancers.

Mindless undead whose masters are slain or otherwise eventually disposed of sometimes wander the places where they were abandoned. Many skeletons and zombies still



walk the halls of forgotten lairs and crumbling wizards' towers. With no commands to obey, these obsolete monsters are left to drift aimlessly among the rubble until either a new horrendous menace bends them to its will or undead slayers arrive to send these creatures to their final deaths.

The undead in this category can be found all over Golarion. In Geb, mindless undead are a cheap source of manual labor, and the aristocrats and entrepreneurs there have commoditized the corpses so wastefully buried or burned elsewhere. Undead drones have been known to pop up anywhere tragedy has struck, including the famous Bloodsworn Vale in Varisia and the wasted plains of Virlych in Ustalav.

## SLAYER TOOLS

When dealing with mindless undead, versatility is key. Though they might come from similar backgrounds, zombies and skeletons have vastly different anatomies and defenses, as do unusual specimens like beheaded and ectoplasmic creatures (*Pathfinder RPG Bestiary* 4 17, 82). Channeled energy, holy water, and a variety of slashing and bludgeoning weapons are the most effective tools against mindless undead. In addition, spells such as *halt undead* and *hide from undead* can prove indispensable against walking corpse-chattel.

The following items are made from the consecrated ashes of burned corpses, and are specially designed for use against mindless undead.

Item	Price	Weight	Craft DC
Necrosalt	150 gp	1/2 lb.	30
Warding ash	100 gp	1/2 lb.	25

### NECROSALT

**PRICE** 150 GP  
**WEIGHT** 1/2 lb.



The powder in this minute glass vial is made of caustic soda treated with consecrated ashes, and is harmless to living flesh but dangerous to the deceased. Necrosalt can be thrown as a splash weapon with a range increment of 5 feet. On a successful ranged touch attack, 1 dose of necrosalt deals 1d4 points of damage to a struck corporeal undead creature. For 3 rounds afterward, it deals an additional 1d4 points of damage to its victim at the beginning of the victim's turn. Intelligent undead creatures can brush necrosalt off their bodies and end its effect as a move action. Crafting this item requires a successful DC 30 Craft (alchemy) check.

### WARDING ASH

**PRICE** 100 GP  
**WEIGHT** 1/2 lb.

This flaky compound of blessed ashes is steeped in juniper berries, giving it a warm, chestnut color. Unintelligent undead instinctively recoil upon touching warding ash. If an unintelligent undead creature moves into a space covered in warding ash, it must immediately end its movement in that space (Reflex DC 14 negates). A single dose of warding ash is

## HAUNTED BY UNDEATH

The people of Ustalav, Geb, the Mwangi Expanse, and even the frozen north all share a bitter familiarity with the walking dead. Even the pirates of the Shackles aren't immune to encounters with formidable cyclops zombies risen from their millennia-long slumber. The mindless dead are everywhere, and even in Golarion's bastions of civilization such horrors can be found in long-abandoned corners or among underground necromantic sects.

The following are several regional traits for characters from regions plagued by the mindless undead.

**Child of Wati (Osirion):** You were raised near the infamous necropolis of Wati, and even managed to sneak into these hallowed grounds on occasion. Entering the clergy of the Voices of the Spire in Wati was a natural choice as you grew older, and your past experiences made you a particularly well-informed disciple of the church. Your effective cleric level is 1 higher for the purposes of channeling positive energy to damage undead. Your effective cleric level cannot exceed your character level.

**Corpse Dodger (Ustalav):** You spent your formative years in the town of Ravengro, where your proximity to both a prominent graveyard and an infamous prison left you no stranger to the occasional zombie or skeleton. As such, you developed unique methods of dodging these pests. Once per day, you can cast *hide from undead* as a spell-like ability. The casting time is a swift action and the caster level for this effect is always 1st; this ability is otherwise identical to the spell.

enough to cover a 5-foot-square space. Applying warding ash is a move action that provokes attacks of opportunity. The warding ash becomes inert 1 minute after being laid, or after the ash is disturbed in any way (such as being stepped on by a creature). Crafting this item requires a successful DC 25 Craft (alchemy) check.

## SLAYER KITS

Following are several kits of preselected gear useful in slaying mindless undead.

### SKELETON SLAYER'S KIT

**PRICE** 120 GP  
**WEIGHT** 32 lbs.

This kit contains all the tools necessary for clearing out small packs of skeletons from tombs and crypts. It includes three flasks of acid, a club, a sling, 10 sling bullets, two flasks of holy water, a tanglefoot bag, 50 feet of hemp rope, a crowbar, and a wooden holy symbol.

### ZOMBIE SLAYER'S KIT

**PRICE** 170 GP  
**WEIGHT** 31 lbs.

This large satchel contains the tools needed to put down potential zombie uprisings. The kit includes a shovel, two flasks of oil, a bullseye lantern, a flask of alchemist's fire, two flasks of holy water, 50 feet of hemp rope, a crowbar, a hammer and 10 nails, two vials of antiplague, and a wooden holy symbol.

# Dealing with Haunts

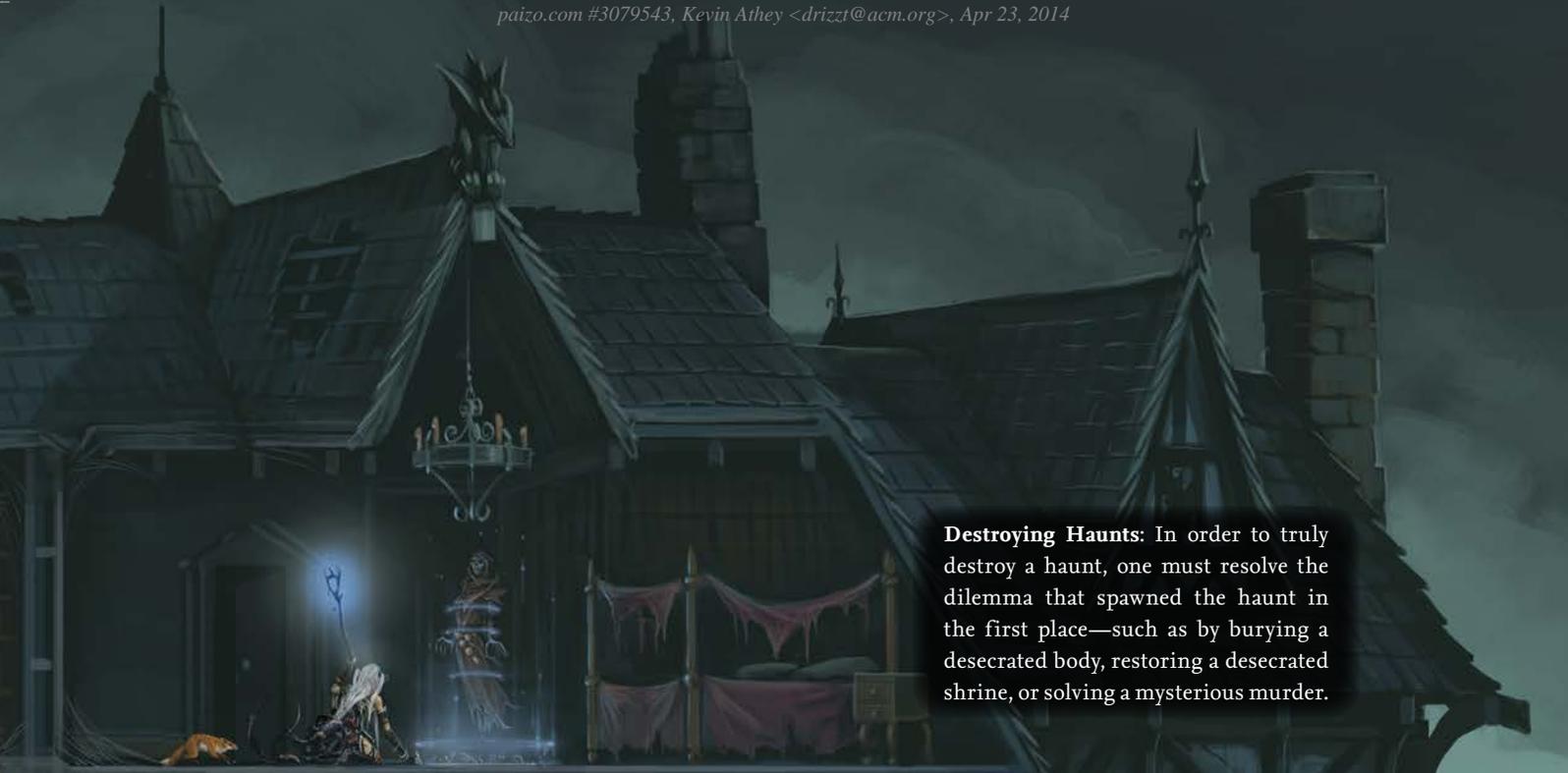
The spirits of the dead make themselves known in many ways, including by manifesting as haunts. Undead slayers (especially exorcists, see page 18) should internalize the following advice on overcoming the unique challenges that haunts present. (The full rules for haunts appear in Chapter 8 of the *Pathfinder RPG GameMastery Guide*.)



**Noticing Haunts:** When a haunt is triggered, characters in the area must succeed at a special “notice check” (which varies with each haunt) to realize what horrors have been unleashed.

**Haunt Effects:** Haunts can manifest in innumerable ways—such as beguiling spirits caught in an eerie dance, animated tomes pouring from the shelves, or hungry shadows pooling from the earth itself.

**Haunt Weaknesses:** Some haunts can be fooled by skills like Stealth or spells like *hide from undead*; sometimes, avoiding a haunt is a better choice than destroying it.



**Destroying Haunts:** In order to truly destroy a haunt, one must resolve the dilemma that spawned the haunt in the first place—such as by burying a desecrated body, restoring a desecrated shrine, or solving a mysterious murder.



**Reset Time:** When a haunt is neutralized but not destroyed, it's only a matter of time before the wicked spirit rematerializes to once again sow agony.

**Neutralizing Haunts:** Generous application of positive energy is the most straightforward way to temporarily neutralize a haunt, though some may have different ways of being neutralized.

# Exorcists

"We found her sitting in the middle of her room, tearing her own hair out by the roots. She was gibbering in some ungodly tongue, attacking anyone who tried to help her. Bit a young guard's ear off, poor thing. By the time the exorcist arrived, there was blood everywhere. We assumed she had chewed off her own tongue. It took the priest two full nights to drive the spirit out. It wasn't until after the exorcism that we discovered the chambermaid's body in the closet."

—Julien Marley,  
cousin to Governor Bozbeyleli of Cassomir

Many slayers focus on destroying undead with fire and steel, as one would a living opponent. They hack and slash their way through evil, like a gardener mowing down sprouting weeds. However, these combative types are often at a loss when they encounter undead that inhabit the bodies of living creatures. When the enemy possesses the body of an ally or innocent victim, effectively holding that person hostage, victory by strength at arms is not an option. It's in these instances that exorcists shine.

Unlike most slayers, exorcists specialize in dealing with malignant spirits that reside in valued people or locations. These spirits must be driven out without allowing harm to come to the people or places they're possessing. This requires substantially more guile, training, and finesse than the average hack-and-slasher can provide. First and foremost, exorcists must be experts at deduction. Before they can drive a spirit out, they must learn its motives. Second, exorcists must be experts in manipulating positive energy. Channeling energy is a good start, but exorcists deal more often with extraplanar and incorporeal outsiders than the average slayer, making versatility key. Finally, exorcists must be capable of dealing with mind-affecting effects. As many possessing entities don't have bodies of their own, they rely on overpowering opponents with will alone—making defense against enchantment essential for exorcists.

Professional exorcists can be found among numerous classes, including inquisitors (most obviously, those with the exorcist<sup>UM</sup> archetype), possessed oracles<sup>UM</sup> with the occult mystery (*Pathfinder Adventure Path #71: Rasputin Must Die!* 68), dimensional occultist witches (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 28) with the spirits<sup>UM</sup> patron, and roaming exorcist clerics (see below).

## ROAMING EXORCIST (CLERIC ARCHETYPE)

The roaming exorcist travels far and wide to root out possessions, hauntings, and hidden evils. The roaming exorcist extracts unruly spirits from not only victims of possession, but also haunted sites and accursed items.

**Skill Ranks per Level:** 4 + Int modifier.

**Dedicated Wanderer:** A roaming exorcist is dedicated to her cause and affords no time to other pursuits typical of clerics. A roaming exorcist must choose to channel positive energy. She may choose only one domain from her deity's list of domains, rather than the normal two domains, and she does not gain Medium Armor Proficiency or Shield Proficiency.

**Unseen Revealed (Ex):** At 1st level, a roaming exorcist gains a bonus equal to 1/2 her cleric level (minimum +1) on Perception checks to detect haunts and incorporeal creatures and on Sense Motive checks to determine whether a creature is possessed, under the effects of an enchantment or curse, or otherwise magically controlled.

**Spirit Sleuth (Ex):** At 2nd level, upon interacting with a rejuvenating spirit or haunt for the first time (such as by attacking the spirit or channeling energy to damage the haunt), a roaming exorcist can attempt a Sense Motive check as a free action to determine the specific course of action required to permanently neutralize the spirit or haunt (DC = 10 + the undead creature's Hit Dice or the haunt's CR).

**Curse Seeker (Su):** At 5th level, a roaming exorcist can more readily identify cursed items. When identifying a magic item, the roaming exorcist needs to exceed the item's DC by only 5 (instead of by 10) in order to determine whether the item is cursed.

**Dispossession (Su):** At 8th level, a roaming exorcist can expend one use of her channel energy ability to force a possessing creature from its host body. The exorcist must make a melee touch attack against the possessed creature; if successful, the roaming exorcist deals damage to the possessing creature as if it were targeted by the roaming exorcist's channel energy ability (regardless of the possessing creature's creature type), and the possession effect ceases as the possessing creature is ejected from the host body. A successful Will save (DC = the roaming exorcist's channel energy DC) halves the damage taken, and the possessing creature resists being ejected from its host.

**Curse Eater (Su):** At 11th level, a roaming exorcist gains Improved Disarm as a bonus feat, regardless of whether she meets the feat's prerequisites. The roaming exorcist gains a +2 bonus on combat maneuver checks to disarm a creature of a magic item she knows to be cursed. If the roaming exorcist successfully disarms a creature of a cursed item without using a weapon, she may automatically pick up the disarmed cursed item without immediately succumbing to the item's curse. She may wield or hold this cursed item for a number of rounds equal to her Charisma modifier (minimum 1 round)—during which time she may use the item normally, as if it were not cursed—before the item's curse manifests again.

## SPELLS

The following new spells frequently appear among exorcists' signature tactics.

### POSSESSION TRAP

**School** necromancy; **Level** sorcerer/wizard 5, witch 5

**Casting Time** 1 standard action

**Components** V, S, F (a gem or crystal worth at least 500 gp)

**Range** personal

**Target** you

**Duration** 24 hours or until activated (see text); 1 round/level

You place a protective ward over your spirit that ensnares creatures attempting to possess you. Should a creature attempt to possess you (such as via *magic jar* or a similar effect) while you are under the effects of *possession trap*, that creature must first succeed at a Will save or its possession attempt is ruined and its spirit is shunted into this spell's focus gem. The trapped creature is contained within the focus gem for 1 round per caster level, acting as though it were trapped in a *magic jar* for the duration of this effect. This effect fails if you are not carrying the focus gem during the time of the possession attempt.

If the possessor's Will save is successful, you are affected by its possession attempt as normal, and may attempt a saving throw against this possession attempt if one is normally allowed. Regardless of whether the possessor fails or succeeds at its save against *possession trap*, you immediately become aware of the possession attempt and whether or not a creature is trapped in the focus gem. If the focus gem is destroyed while it contains a creature, the creature is immediately released. Once this spell is triggered, it offers no further protection, and a trapped creature can attempt to possess you again once it's free of the focus gem.

### SPHERE OF WARDING

**School** abjuration; **Level** cleric 5, inquisitor 4, witch 5

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Effect** 10-ft.-radius sphere emanating from point touched

**Duration** 1 hour/level

**Saving Throw** Will negates (see text); **Spell Resistance** yes

You create a luminescent sphere of orbiting energy that harms incorporeal creatures and dispossesses them of any stolen bodies. An incorporeal creature must succeed at a Will save to enter a space overlapping with the sphere; failure means the creature cannot pass through the sphere, as though it were a *wall of force*. If the incorporeal creature succeeds, it may pass through the sphere at will, though if it ends its turn within the sphere, it takes a number of points of force damage equal to  $1d6 + 1$  per caster level (maximum +10).

If a creature possessing another creature's body (via either *magic jar* or a similar effect) enters a *sphere of warding*, that creature is immediately ejected from its host body, the host's spirit returns to its body if it's able, and the possession effect immediately ends. When ejected, the body enters the sphere, while the possessing creature takes the appropriate amount of force damage (no save) and is shunted to the exterior of the sphere.



# Necrologists

It started as a quaint affair. From the gloom, a Chelish mastiff's rhythmic snores competed with our chants. Seated next to me, the eccentric Madame Bielen asked that we join hands. At that instant, the sleeping hound awoke with a terrified howl. Madame Bielen tried to soothe us, but an icy blast tore through the cottage and extinguished what little candlelight remained. Then the voice came, at once whispering and screaming in our blood-soaked eardrums for what may have been hours or perhaps merely seconds. Then it ceased, the windows clattered shut, and all was still. While our questions were answered, I would rather have left them a mystery.

—Artulie Reed, *Voices From the Black*

Necrologists view the undead as fonts of knowledge first and unholy abominations second. They tap into the ancient minds of undead horrors, prying unrecorded history from those who experienced it firsthand. Unlike many slayers, necrologists rarely hope to immediately destroy or neutralize undead threats—more often, they extract what useful knowledge they can from the undying before considering eradication. These researchers are often well versed in spells and rituals that allow them to communicate with esoteric forces, and they frequently make use of such eldritch powers themselves. Assertive necrologists may be apt to magically manipulate their prey with spells like *command undead* and *control undead* in order to get the answers they seek, while more discreet individuals may prefer to subtly guide undead toward unwittingly releasing their secrets.

Necrologists share many of the macabre interests held by necromancers, so common folk often confuse the two. Indeed, some necrologists who dabble in necromantic studies for years eventually stray down the path of necromancy, as they are tempted by the lure of power over life and death. A necrologist must possess a strong will if she is to remain a student of knowledge and not become the very subject of her fascination. While it may seem odd for such scholarly pragmatists to cleave to faith, many necrologists are devotees of Pharasma or other deific opponents of undeath, and some use magic items such as *phylacteries of faithfulness* to ensure they never fully give in to the temptations of necromancy.

Often found at the fringes of society, necrologists work in secrecy by necessity. However, in regions where the undead are commonplace—such as in the nations of Geb and Ustalav—necrologists are a common sight. Some of the best-suited characters for this often misunderstood path include *chirurgion<sup>UM</sup>* alchemists; *archivist<sup>APG</sup>* and *detective<sup>APG</sup>* bards; oracles with the *ancestor<sup>UM</sup>*, bones, or lore mysteries; *gravewalker<sup>UM</sup>* witches; and of course wizards of all stripes.

## MEDIUM (WITCH ARCHETYPE)

Mediums tap into the spiritual power of those who have yet to find their final rest. Their ability to interact with these souls allows mediums to learn about the physical world through the experiences of those who came before them. Eventually, mediums of immeasurable power learn to walk alongside the very souls that haunt their dreams and visions.

**Patron:** A medium has a limited choice of patrons, and must select one of the following themes: ancestors, death, occult, or spirits.

**Ectoplasmic Aptitude (Su):** At 2nd level, the medium can sling spells at ghosts and spirits as surely as at corporeal foes. She gains the Ectoplasmic Spell<sup>APG</sup> metamagic feat as a bonus feat. In addition, as an immediate action a number of times per day equal to her Intelligence modifier, the medium can apply the Ectoplasmic Spell<sup>APG</sup> feat to any spell she is casting without increasing its spell level. This ability replaces the witch's hex gained at 2nd level.

**Shared Subconscious (Su):** At 6th level, a medium can temporarily link her subconscious to that of an undead creature in order to gain preternatural knowledge. As long as the medium is within 100 feet of an intelligent undead creature, as a swift action she can target said creature and attempt any trained Knowledge check. If the target has ranks in the same Knowledge skill, it also attempts the Knowledge check (if it doesn't have ranks, this effect fails). If the target's result is higher than the medium's, the medium may choose to use the undead creature's Knowledge result instead of her own, learning any information the undead creature has about the subject in question. This ability does not allow a medium to attempt a previously failed Knowledge check again. This replaces the witch's hex gained at 6th level.

**Soul Walker (Ex):** At 20th level, a medium can drift into the spirit world, becoming incorporeal for 1 minute per class level. When she does so, the medium gains the incorporeal subtype, taking only half damage from corporeal magical attacks and no damage from nonmagical weapons and objects. Her spells deal only half damage to corporeal creatures, but spells and abilities that do not deal damage function normally. The duration of this ability need not be continuous, but it must be used in 1-minute increments. This replaces the witch's hex gained at 20th level.

**Hexes:** The following witch hexes complement the medium archetype: *charm<sup>APG</sup>*, *healing<sup>APG</sup>*, *scar<sup>UM</sup>*, *tongues<sup>APG</sup>*, *ward<sup>APG</sup>*.

**Major Hexes:** The following major hexes complement the medium archetype: *speak in dreams<sup>UM</sup>*, *vision<sup>APG</sup>*.

**Grand Hexes:** The following grand hex complements the medium archetype: *summon spirit<sup>UM</sup>*.

## ALCHEMIST DISCOVERIES

The following discoveries can be taken by any alchemist who meets the prerequisites. Discoveries that modify bombs are marked with a single asterisk (\*) and do not stack. Only one such discovery can be applied to an individual bomb.

**Boneshard Bomb\*:** This discovery is popular among necromancers and necrologists alike; aside from its offensive potential, necrologists sometimes use it to turn uncooperative live creatures they wish to question into pliable undead. The alchemist's bomb deals piercing damage instead of fire damage, and creatures that take a direct hit from a boneshard bomb must succeed at a Fortitude save or take 1d4 points of bleed damage in addition to normal damage. If a creature is killed by a boneshard bomb or the resulting bleed effect, its corpse immediately reanimates as an undead creature with the skeleton template. Skeletons that are created in this manner count as undead created by *animate dead* for the purposes of determining how many undead the alchemist can control. An alchemist must possess the alchemical zombie discovery to select this discovery.

**Ectoplasmic Bomb\*:** The alchemist can infuse her bombs with a special unction that damages incorporeal creatures and reveals the presence of undead creatures hiding in the area. Incorporeal creatures struck by an ectoplasmic bomb take full damage from the bomb. In addition, squares in the affected area of the bomb begin to faintly glow in the spaces where undead creatures have traveled in the last minute, including undead benefiting from invisibility or other forms of obscurity (such as *ethereal jaunt*), effectively creating a glowing trail. Any undead creatures in the affected area at the time of the explosion likewise glow faintly. This glowing effect lasts for 1 minute, and is otherwise identical to *faerie fire*.

**Phantom Limb:** The alchemist can manifest a ghostly, incorporeal arm that juts out from his torso. This phantom limb does not grant the alchemist any extra attacks or actions per round, and it cannot hold or grab anything (including incorporeal objects). The alchemist may use his phantom limb to make a touch attack against a foe as a standard action, scraping away at the very fibers of the victim's soul. This attack deals 1d4 points of damage per alchemist level (Fortitude half). Creatures that are immune to incorporeal attacks are immune to this damage, but otherwise the damage bypasses all forms of damage reduction except DR/epic. The alchemist may suppress or activate this ability as a free action, and can use his phantom limb for a number of rounds per day equal to 3 + his Intelligence modifier (these rounds need not be consecutive). An alchemist must be at least 8th level to select this discovery.

**Psychokinetic Tincture:** Once per day, the alchemist can concoct a foul-tasting tincture that harnesses the power of the spirit. By drinking this tincture as a standard action, the alchemist can invite the latent spirits in the area to surround him. The alchemist can channel one spirit for every 4 alchemist levels he possesses. Each spirit channeled this way grants the alchemist a +1 deflection bonus to AC as the spirits whirl around his body. As a standard action, the alchemist can launch one of these spirits toward a target as a ranged touch attack. Launching a spirit this way reduces this discovery's deflection bonus to AC by 1. As a launched spirit passes through its target's body, it emits a terrible wail heard only in the target's mind, causing the target to become frightened for 1 round per alchemist level (Will negates). This is a mind-affecting fear effect. A creature that successfully saves against the wail cannot be affected by this discovery again for 24 hours. The spirits whirl around the alchemist's body for 10 minutes per alchemist level, or until the alchemist has launched all of the spirits. An alchemist must be at least 4th level to select this discovery.



# Redeemers

"Ki is like water—it ebbs and flows within the body, moving to a rhythm all its own. Necromancers may seek to control this rhythm, blocking or polluting their victims' ki in order to create the vile monsters known as undead. Just as ki can be obstructed and corrupted, however, it may be unblocked and purified. With sufficient practice and talent, one may cleanse the tainted ki of a walking dead with but a touch; a rare few among you may even be able to reverse the process of death completely."

—Grandmaster Rajni Ayasa,  
to a new group of students at  
the Monastery of Untwisting Iron

Redeemers are those undead slayers who right the wrongs of necromancy. They free blighted souls from the curse of undeath, purify unhallowed grounds, and allow spirits to continue their journey to the afterlife. The term is not exclusive to slayers—common folk such as gravediggers who bury bodies deep beneath the soil and priestesses who consecrate burial sites may be considered redeemers, since they also obstruct the goals of necromancers in order to advance the agendas of the living. However, heroic redeemers take a decidedly direct approach to eliminating undead and necromancers, often battling the root of the problem in the hope of eliminating it for good. Regardless of their stations or occupations, redeemers keep the people of Golarion safe from the depredations of the Negative Energy Plane and its agents.

Many redeemers come from tragic backgrounds, and were driven to the adventuring life by a need to prevent the repetition of their own unenviable pasts. Others may have been formally taught the ways of redemption in an undead-hating organization such as the Voices of the Spire in Wati, the order of the Knights of Ozem in Vigil, or the Godsmouth Cathedral in Kaer Maga. Redeemers see their battles against the undead as just a part of their divine mission to send wayward souls to the afterlife.

## SPIRIT MASTER (MONK ARCHETYPE)

Spirit masters are monks who specialize in combating the undead, laying their corpses to rest, and sending their souls to final judgment.

**Resilient Soul (Ex):** At 3rd level, a spirit master gains a +2 bonus on saving throws against necromancy spells and effects. This ability replaces still mind.

**Spirit Combat (Su):** At 3rd level, a spirit master can charge his unarmed strike so it affects incorporeal creatures. The spirit master's unarmed strike deals half damage to incorporeal creatures, or full damage if it's a magic weapon (such as via an *amulet of mighty fists*). This benefit lasts for a number of rounds equal to the

spirit master's class level. A spirit master can use this ability a number of times per day equal to 3 + his Wisdom modifier. This ability replaces maneuver training.

**Diamond Spirit (Ex):** At 5th level, a spirit master becomes fortified against the effects of energy drain. When the spirit master gains a negative level, he does not take any penalties, his total hit points remain unchanged, and he is not considered lower level for the purpose of level-dependent variables. Once per day when attempting a Fortitude save to remove a temporary negative level, the spirit master may choose to automatically succeed. The spirit master still dies if his number of negative levels equals or exceeds his number of Hit Dice. This ability replaces purity of body.

**Spirit Burst (Su):** At 7th level, whenever a spirit master destroys an undead creature with a melee attack, he may as a free action expend 2 points from his ki pool to release an 15-foot-radius burst of positive energy centered on the destroyed creature. Undead creatures in the affected area each take a number of points of damage equal the number of Hit Dice of the destroyed creature. Living creatures in the area are healed by the same amount. This ability replaces wholeness of body.

**Purifying Palm (Su):** At 15th level, the spirit master gains the ability to alter the balance of positive and negative energy within an opponent's body. The spirit master can make a purifying palm attack once per day, and must announce his intention before making a melee attack roll. If his attack deals damage, the target must attempt a Will save (DC = 10 + 1/2 the spirit master's class level + the spirit master's Wisdom modifier). On a failed save, the target cannot channel energy, nor can it be healed by positive or negative energy. This effect lasts for 1 round per class level. If the target is an undead creature, it must succeed at its Will save or be instantly destroyed. This ability replaces quivering palm.

**Spirit Flow (Su):** At 19th level, a spirit master can dramatically alter the flow of his own ki. As an immediate action, the spirit master can expend 3 ki points to alter his ki for a number of rounds equal to his class level. During this time, he is healed by negative energy as if he were an undead creature. The spirit master is still healed by positive energy as normal. This ability replaces empty body.

**Spirit Mastery (Su):** At 20th level, a spirit master gains DR 10/evil and becomes immune to ability drain and ability damage. Additionally, once per week, the spirit master may bring a dead creature back to life. This ability functions as *true resurrection*, except the spirit master may not resurrect a creature that has been dead for longer than 1 day per class level. This ability replaces perfect self.

## COMBAT FEAT

Some redeemers have found ingenious ways to incorporate holy water into their attacks, abilities, and spells. These abilities have been passed down from mentor to acolyte for centuries.

### HOLY WATER ASSAULT (COMBAT)

You have found new and effective uses for holy water in combating the undead.

**Prerequisites:** Base attack bonus +1, Knowledge (religion) 3 ranks.

**Benefit:** In addition to holy water's normal uses, you can use holy water to create a variety of other effects, which are listed below. To use holy water in a particular way, you must meet the additional requirements of that effect, such as a particular feat, ranks in a specific skill, or the ability to cast a certain spell (specified after the effect's name). Unless otherwise specified, using any of these abilities consumes one vial of holy water.

**Blinding Water** (Improved Precise Shot): By uttering a short prayer as swift action, you can empower a vial of holy water with blinding light. If you successfully throw that vial of holy water and land a direct hit against an undead creature by the end of your next turn, the target takes damage from the holy water as normal and also becomes blinded (Reflex DC 13 negates blindness). This even affects creatures that do not have eyes such as skeletons, but not creatures that don't rely on vision.

**Concentrate Holy Water** (Craft [alchemy] 4 ranks): Through alchemical processes, you can refine multiple doses of holy water into a single hyper-potent dose. To do so, you must possess two or more flasks of holy water and you must succeed at a Craft (alchemy) check that takes 10 minutes of uninterrupted time. The DC of the Craft (alchemy) check is equal to  $15 + 2 \times$  the number of doses of holy water you are combining. For example, combining three flasks of holy water would require a successful DC 21 Craft (alchemy) check. Success means you combine all of the doses into a single concentrated flask of holy water. If you fail the check by 4 or less, the distillation process failed and must be tried again. If you fail the check by 5 or more, the distillation process

failed and all of the doses of holy water are wasted. The maximum number of doses of holy water you can combine is equal to half the number of ranks you possess in Craft (alchemy).

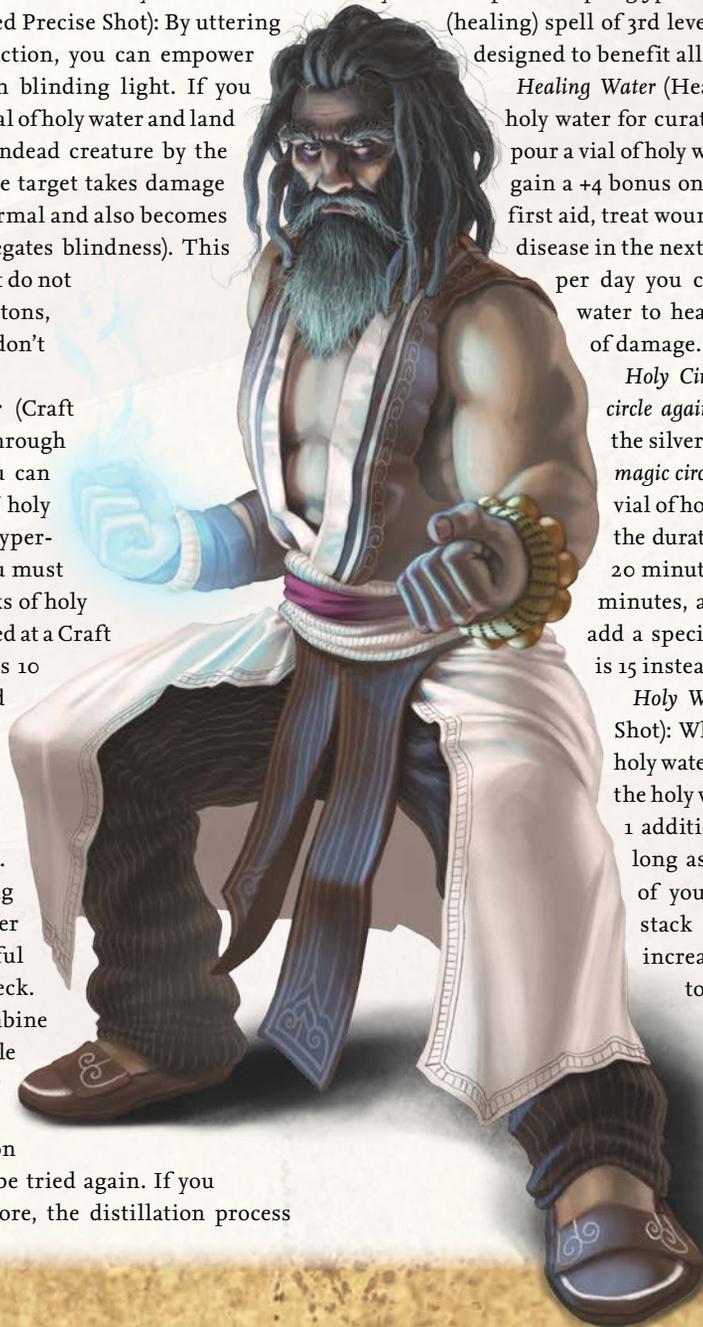
A direct hit with a flask of concentrated holy water deals  $2d4$  points of damage + 2 points of damage  $\times$  the number of doses of holy water used to an undead creature or an evil outsider. Undead creatures and evil outsiders within 5 feet of where the flask hits take 1 point of damage + 1 point of damage  $\times$  the number of doses of holy water used. For example, a flask of concentrated holy water made of 3 doses of holy water would deal  $2d4+6$  points of damage on a direct hit, and 4 points of damage to undead creatures and evil outsiders within 5 feet of the target.

**Healing Glyph** (ability to cast *glyph of warding*): You can replace the diamond material component in a *glyph of warding* spell with a vial of holy water. When you do so, you must place a *spell glyph* containing a conjuration (healing) spell of 3rd level or lower, which can be designed to benefit allies or harm undead.

**Healing Water** (Heal 5 ranks): You can use holy water for curative purposes. When you pour a vial of holy water over your hands, you gain a +4 bonus on Heal checks to perform first aid, treat wounds, treat poison, or treat disease in the next hour. Additionally, once per day you can drink a vial of holy water to heal yourself of  $1d8$  points of damage.

**Holy Circle** (ability to cast *magic circle against evil*): You can replace the silver material component of a *magic circle against evil* spell with a vial of holy water. When you do so, the duration of the spell increases 20 minutes per level instead of 10 minutes, and the Spellcraft DC to add a special diagram to the circle is 15 instead of 20.

**Holy Water Splash** (Point-Blank Shot): When you throw a flask of holy water, creatures in the area of the holy water's splash radius take 1 additional point of damage as long as they are within 30 feet of you. This ability does not stack with other effects that increase the damage dealt to creatures within the splash radius of holy water, such as the concentrate holy water ability of this feat or the *empower holy water* spell on page 26.



# Stalkers

"The worst part is the stench. It creeps up on you as you hack through rotting meat and Fetid organs and lingers still as you wade through ghastly undead parts, searching for blood-spattered family heirlooms and bile-soaked gold. And when you come back into town in the morning, bone-battered and smelling like death's rancid maw, the very people you've been spending all night fighting to protect turn their noses up like they're too good for you. And you wanna shout, 'Hey rube, this slime used to be your grandma. Also, I just saved your whole one-horse town.' But after a hot bath, when you're counting up grandmother's pearls and hawking some backwoods hectomancer's fancy gear, it all snaps back into perspective, and you thank Pharasma for the life you got."

—Tannek, szcarni corpse hunter

Most tomb raiders and adventurers encounter the undead at some point in their careers. Many regard such foes as dangerous hazards on the path to some other goal, but for some individuals, the eradication of the undead is itself the goal. These roaming exterminators may come from a variety of backgrounds—selfless heroes or greedy sellswords, pious priests or vindictive peasants—but all share a common hatred for the undead. These unflinching stalkers live to destroy the undead, plunder their cursed crypts, and collect their bounty.

Stalkers must be knowledgeable and well equipped if they are to treat undead predators as prey. Most adventurers have a grab bag of anti-undead tricks, like wooden stakes, divine magic, and the occasional *potion of remove disease*, but professional stalkers of the undead train hard and long to know the specific weaknesses of every foe they encounter. Most stalkers are shrewd intellectuals as well as trackers. They know that it's better to study a known foe beforehand than to leave success to chance, and thus many stalkers hone their religious studies as well as their weapons. Likewise, a good stalker knows the benefit of diverse allies; befriending a local alchemist or talented cleric ensures a constant supply of alchemist's fire, holy water, and other specialty anti-undead tools.

Many lore wardens (*Pathfinder Campaign Setting: Pathfinder Society Field Guide* 31) make good livings as zombie hunters, while undead scourges (*Pathfinder RPG Advanced Player's Guide* 117) may break up undead-worshipping cults or necromantic cabals. Corpse hunters (see below) find no shortage of work in undead-plagued lands, while vampire hunters (*Pathfinder Campaign Setting: Inner Sea Magic* 41) further specialize in slaying their consummate undead quarry. Though some areas seem a natural fit for their talents, such as undead-infested Geb or the foggy hills of Ustalav, stalkers can be found almost anywhere on Golarion.

## CORPSE HUNTER (RANGER ARCHETYPE)

Many rangers count the undead among their favored enemies, but some make a full-time job out of hunting down and destroying these walking corpses. A corpse hunter has the following class features.

**Class Skills:** A corpse hunter adds Knowledge (religion) to his list of class skills, and removes Knowledge (nature) from his list of class skills.

**Spells:** In addition to the default spells on the ranger spell list, a corpse hunter adds the following to his list of spells at the indicated spell levels: 1st—*bless water*, *detect undead*, *hide from undead*, *sanctify corpse*<sup>UM</sup>, 2nd—*halt undead*, 3rd—*speak with dead*, 4th—*searing light*.

**Undead Exterminator:** At 1st level, a corpse hunter must select undead as his first and only favored enemy, granting him a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks when dealing with creatures of the undead type and a +2 bonus on weapon attack and damage rolls against undead. A corpse hunter does not gain additional favored enemies at 5th, 10th, 15th, and 20th level, though his favored enemy bonus against undead creatures increases by 2 at each of these levels (to a maximum bonus of +10 at 20th level).

**Disrupt Control (Su):** At 5th level, a corpse hunter can infuse his attacks with divine power capable of harming an undead creature as well as its controller. As a standard action, the corpse hunter can make a single melee attack against an undead creature, or a single ranged attack against an undead creature within 30 feet. If the attack is successful, he deals 1d4 points of Charisma damage to the target undead creature in addition to normal damage. If the target undead creature is being controlled by another creature within 120 feet, the controller takes 1d4 points of Charisma damage as well; unlike the initial target, the controller may attempt a Will save (DC = 10 + 1/2 the corpse hunter's class level + the corpse hunter's Wisdom modifier) to halve the damage she would take from this attack. A corpse hunter can use this ability once per day at 5th level, plus an additional time per day at 10th level, 15th level, and 20th level. The amount of Charisma damage dealt increases to 1d6 at 10th level, 1d8 at 15th level, and 2d4 at 20th level.

**Graveyard Stride (Ex):** At 7th level, a corpse hunter may move easily through difficult terrain in areas where corpses are interred, such as graveyards, catacombs, crypts, or necropolises. When in such an environment, the corpse hunter may move at his normal speed without taking damage or suffering any impairment, although any magical effects and enchantments that impair movement still affect him. This ability replaces woodland stride.

**Incorporeal Armament (Su):** At 8th level, a corpse hunter can channel his will into any weapon he wields, making it effective against incorporeal undead. A corpse hunter may imbue a single wielded weapon with the *ghost touch* special ability as a swift action, causing it to deal damage normally against incorporeal creatures. The corpse hunter may use this ability for a number of rounds per day equal to half his ranger level; these rounds need not be consecutive. The corpse hunter can end this ability as a free action. This ability replaces swift tracker.

## FEATS

The following feats can mean the difference between victory and defeat for stalkers of the undead.

### LINGERING SMITE

You can channel your divine energy through a melee weapon to cause lingering damage to undead creatures.

**Prerequisites:** Channel Smite, channel energy 3d6.

**Benefit:** When you use Channel Smite against a living creature (if you channel negative energy) or an undead creature (if you channel positive energy), you can damage your target slowly over a longer duration, rather than inflicting the normal effects of Channel Smite. Instead of the normal effects of successfully hitting with Channel Smite, you may choose the following effect. Starting on your target's next turn, it takes 1d8 points of damage each round at the beginning of its turn. This effect lasts for a number of rounds equal to the number of damage dice you use to roll your channel energy ability. Your target can attempt a Will save each round, as if saving against your channeled energy, to negate

the damage dealt to it by this feat on that round. If your initial attack misses, the use of channel energy is still expended with no effect. Multiple uses of Lingering Smite (including those from multiple sources) do not stack, and instead reset the duration of the effect.

### WEAPON VERSATILITY (COMBAT)

You can use your favored weapons in unconventional ways.

**Prerequisites:** Weapon Focus, base attack bonus +1.

**Benefit:** When wielding a weapon with which you have Weapon Focus, you can shift your grip as a swift action so that your weapon deals bludgeoning, piercing, or slashing damage instead of the damage type normally dealt by that weapon. You may switch back to the weapon's normal damage type or another damage type as a swift action. If your base attack bonus is +5 or higher, using this feat is a free action instead.



# Undead Slayer Spells

When dealing with minion-level undead like zombies and skeletons, simple cudgels and scimitars are usually ample enough weaponry. However, experienced undead slayers know that when it comes to the masters of those minions, brute strength isn't enough. Those who wish to combat liches, nightshades, wights, and other advanced undead had better bring potent spellcraft to the fight.

The following are several new spells that are particularly useful when bringing the fight to the undead.

## CARRION COMPASS

**School** divination; **Level** cleric 1, ranger 1, sorcerer/wizard 2, witch 1

**Casting Time** 1 standard action

**Components** V, S

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

**Target** one undead creature

**Duration** 10 minutes/level

**Saving Throw** Will negates; **Spell Resistance** no

You animate one of the target's fetid organs so that it leads you to the undead creature's most recent controller or the cause of the creature's undeath. The organ (typically the heart, the brain, or an eyeball) floats in front of you at chest level and slowly leads you to the undead creature's most recent controller at a rate of 30 feet per round, always staying within your range of vision. If the creature from which the organ originated had no controller, but rather was created deliberately by another creature, the organ instead leads you to that creator. If the undead was animated by an effect or event at a particular location, the organ leads you to that location. If the creature was animated by none of the methods above, if it was self-created, or if the creature's most recent controller no longer exists, the spell fails. Once the organ is within 10 feet of its intended destination, the spell ends, and the organ falls to the ground.

The organ cannot engage in combat or execute any other task aside from leading you to its intended target. It may pass through small slits and

crevices, though it will not leave your range of vision. The organ cannot travel more than 5 miles from the spot where you cast the spell. If the undead creature to which the organ belonged is destroyed, the spell ends and the organ falls to the ground.

## EMPOWER HOLY WATER

**School** transmutation [good]; **Level** alchemist 2, bard 2, paladin 1

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** one or more vials of holy water

**Duration** 1 minute/level

**Saving Throw** none (object); **Spell**

**Resistance** no

You empower a vial of holy water to deal additional damage to undead creatures. You can empower one vial of holy water at 4th level, two at 8th level, and three at 12th level.

When thrown at an undead creature, the affected vial of holy water deals an amount of bonus damage equal to your caster level (maximum +10) on a direct hit, and half that amount of bonus damage (maximum +5) to creatures caught in the splash area. This additional damage is positive energy damage, and has no effect on living creatures.

## FORCE ANCHOR

**School** conjuration (creation) [force]; **Level** inquisitor 2, magus 2, sorcerer/wizard 3, summoner 2

**Casting Time** 1 standard action

**Components** V, S, M (a twisted nail)

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

**Effect** one anchor of force

**Duration** 1 round/level

**Saving Throw** none; **Spell**

**Resistance** yes

You conjure an anchor of pure force that immediately skewers your target on a successful ranged touch attack. If it hits, the attack deals the target 1d4 points of force damage per 2 caster levels (max 5d4) and the anchor becomes firmly lodged in the target's torso. The anchor has

no weight, but its wide flukes prevent the target from moving through any space smaller than the creature's size. The anchor also prevents incorporeal targets



from moving through solid objects. Whenever the target moves through a square occupied by another creature, the square counts as 2 squares for the purpose of calculating movement, even if the square's occupant is the target's ally.

#### LIFE SHIELD

**School** conjuration (healing); **Level** cleric 3, druid 3, paladin 2

**Casting Time** 1 standard action

**Components** S, DF

**Range** personal

**Target** you

**Duration** 1 minute/level or until discharged

You surround yourself with a positive energy field that damages undead opponents. Each time an undead creature damages you with a melee attack, that creature takes an amount of positive energy damage equal to half the damage it dealt to you. This damage is calculated after applying your damage reduction, resistances, and other defenses. Once this spell has dealt 5 points of damage per caster level (maximum 50), it is discharged.

#### NECROMANTIC BURDEN

**School** necromancy; **Level** cleric 2, sorcerer/wizard 3, witch 3

**Casting Time** 1 round

**Components** V, S, M/DF (a handful of knucklebones)

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

**Target** one undead creature

**Duration** 1 hour/level

**Saving Throw** Will negates; **Spell Resistance** yes

You make an undead creature more difficult for necromancers and clerics to control via effects such as *Command Undead* or *control undead*. If the target fails its Will save, the target's effective number of Hit Dice is doubled for the purposes of determining whether it remains under the control of another creature. Regardless of the target's actual Hit Dice, its effective HD cannot exceed twice your caster level. (For example, a 12th-level cleric could cast this spell to cause an undead creature with 15 HD to instead effectively have 24 HD for the purpose of controlling it.)

If the targeted undead is under the control of another creature and this spell causes the target's effective Hit Dice to exceed the controller's maximum capability, the target creature is immediately freed from control. Any creature capable of controlling undead may attempt to control the target, provided the target's effective HD won't cause the would-be controller to exceed its HD limit. The target's former controller can attempt to regain control over the target by relinquishing command over other creatures until its HD limit is no longer exceeded (or the former controller can wait until the spell's duration expires to attempt this at the target's normal HD).

#### UNDEATH INVERSION

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

**Casting Time** 1 standard action

**Components** V, S, F/DF (a gold piece with one scratched face)

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

**Target** one undead creature

**Duration** 1 round/level (D); see text

**Saving Throw** Will negates; see text; **Spell Resistance** yes

## OTHER UNDEAD-SLAYING SPELLS

When steel isn't enough, there are plenty of spells designed for the destruction of the undead. Undead are immune to most spells from the enchantment and illusion schools; luckily, the remaining schools of magic have more than enough ammunition for Golarion's slayers. The following classes have access to spells at the listed levels that are particularly effective against undead foes. Any spell not detailed in the *Pathfinder RPG Core Rulebook* is followed by a superscript indicating the Pathfinder RPG book where the spell can be located. Cure spells are an obvious tactical choice for all undead slayers capable of casting them, and have been omitted from this list.

**Alchemist:** 1st—*detect undead*; 4th—*death ward*; 6th—*heal*.

**Cleric:** 1st—*deathwatch*, *decompose corpse<sup>UM</sup>*, *detect evil*, *detect undead*, *hide from undead*, *magic stone*, *sanctify corpse<sup>UM</sup>*; 2nd—*consecrate*; 3rd—*daybreak arrow<sup>UC</sup>*, *sands of time<sup>UM</sup>*, *searing light*, *symbol of healing<sup>UM</sup>*; 4th—*death ward*, *spiritual ally<sup>APG</sup>*; 5th—*breath of life*, *disrupting weapon*, *hallow*, *pillar of life<sup>APG</sup>*, *spawn ward<sup>ARG</sup>*; 6th—*heal*, *undeath to death*; 9th—*mass heal*.

**Druid:** 1st—*decompose corpse<sup>UM</sup>*, *magic stone*; 5th—*death ward*, *hallow*, *wall of fire*; 7th—*heal*, *sunbeam*; 8th—*sunburst*; 9th—*world wave<sup>APG</sup>*.

**Inquisitor:** 0—*disrupt undead*; 1st—*detect evil*, *detect undead*, *hide from undead*, *sanctify corpse<sup>UM</sup>*; 2nd—*consecrate*; 3rd—*daybreak arrow<sup>UC</sup>*, *halt undead*, *searing light*; 4th—*death ward*; 5th—*disrupting weapon*, *hallow*, *spawn ward<sup>ARG</sup>*; 6th—*heal*, *undeath to death*.

**Magus:** 0—*disrupt undead*; 4th—*wall of fire*.

**Paladin:** 1st—*detect undead*, *sanctify corpse<sup>UM</sup>*, *veil of positive energy<sup>APG</sup>*; 2nd—*divine arrow<sup>UC</sup>*; 3rd—*daybreak arrow<sup>UC</sup>*, *fire of judgment<sup>APG</sup>*, *holy whisper<sup>APG</sup>*; 4th—*death ward*, *symbol of healing<sup>UM</sup>*.

**Sorcerer/Wizard:** 0—*disrupt undead*; 1st—*decompose corpse<sup>UM</sup>*, *detect undead*; 2nd—*command undead*; 3rd—*halt undead*, *sands of time<sup>UM</sup>*; 4th—*wall of fire*; 6th—*undeath to death*; 7th—*control undead*; 8th—*sunburst*; 9th—*world wave<sup>APG</sup>*.

**Summoner:** 3rd—*wall of fire*.

**Witch:** 1st—*decompose corpse<sup>UM</sup>*, *sanctify corpse<sup>UM</sup>*; 3rd—*sands of time<sup>UM</sup>*; 4th—*death ward*, *symbol of healing<sup>UM</sup>*; 7th—*heal*.

You alter an undead creature's energy affinity so that it takes damage from negative energy and gains healing from positive energy, as if it were a living creature. If the target was able to channel negative energy or produce negative energy effects (such as inflict spells), these abilities produce positive energy instead, healing living targets and harming the undead. The target cannot impose negative levels on other creatures for the duration of the spell. The target's creature type does not change, and it is still considered an undead creature. Each round on its turn, the subject may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity.

# Magic Items

Given the strength and variety of undead that stalk Golarion, would-be undead slayers need more than just flasks of holy water, spellbooks, and well-worn blades to survive against these horrors. Thankfully, goodly churches and undead slayers around the world have developed dozens of magical tools, weapons, and protections for facing off against the undead legions. Most are happy to share such items with fellow slayers for a price, and those undead hunters who secure the good will of a temple of Pharasma or Sarenrae may possibly acquire such items at a discount.

AXE OF FORCED LIFE		PRICE
		45,310 GP
SLOT none	CL 9th	WEIGHT 6 lbs.
AURA moderate conjuration		

This +3 *battleaxe* has a well-worn haft and a blackened blade etched with an ouroboros. An *axe of forced life* briefly disrupts the damage reduction of undead creatures. Once per round when the wielder strikes an undead creature that has DR/bludgeoning, DR/good, DR/magic, or DR/piercing, the wielder can reduce the target's damage reduction by 5 points (to a minimum of 0). This effect lasts for 1 round, and reduces only the types of damage reduction listed. On a confirmed critical hit, the wielder may reduce the target's damage reduction by up to 15 points. The effects of multiple *axes of forced life* don't stack, and the effects of an *axe of forced life* do not stack with the effects of a *negating*<sup>UE</sup> weapon.

Once per day as a move action, the wielder of an *axe of forced life* may cause life energy to course through the weapon for 1 minute. Doing so causes the axe's ouroboros to shed light as a candle. Thereafter, the first undead creature struck by the axe must succeed at a DC 17 Will save or lose the benefits of all forms of damage reduction it possesses except DR/epic for 1 round.

CONSTRUCTION REQUIREMENTS	COST 22,810 GP
Craft Magic Arms and Armor, <i>breath of life</i> , <i>dispel evil</i>	

GLOVES OF STOLEN UNLIFE		PRICE
		3,040 GP
SLOT hands	CL 3rd	WEIGHT 1 lb.
AURA faint necromancy		



These pale gray gauntlets feature cabochons of banded black onyx that slowly shift to white when the gloves are activated. Three times per day, the wearer can activate the gloves as a swift action after successfully affecting an undead

creature with an offensive single-target spell. Doing so grants the wearer a number of temporary hit points equal to 10 + the Hit Dice of the affected undead (maximum +10), which last a number of minutes equal to the level of the spell cast. This effect ends immediately if either glove is removed.

CONSTRUCTION REQUIREMENTS	COST 1,520 GP
Craft Wondrous Item, <i>false life</i>	

HOOD OF THE LIVING		PRICE
		2,840 GP
SLOT head	CL 1st	WEIGHT 1 lb.
AURA faint divination		

This simple leather coif is of a style popular along the Crusader Road and throughout northern Avistan. The wearer gains a +2 resistance bonus on Will saves against mind-affecting effects created by undead creatures. Three times per day, the wearer may activate the *hood of the living* to detect the auras of any undead creatures within a 30-foot radius. Doing so is a full-round action that discloses the presence of any undead auras, the number of undead auras, and the direction of the nearest undead aura, as though the user had concentrated for 3 rounds while using *detect undead*.

When activated, a *hood of the living* also detects any living creatures within a 30-foot radius that are acting under the effects of a charm or compulsion created by an undead creature. This effect only reveals the presence of such creatures, not their number or location.

CONSTRUCTION REQUIREMENTS	COST 1,420 GP
Craft Wondrous Item, <i>detect undead</i> , <i>protection from evil</i>	

INFILTRATOR'S ONYX		PRICE
		800 GP
SLOT none	CL 5th	WEIGHT —
AURA faint divination and none (see text)		



These gems always come in pairs—one white onyx and one black onyx. The white onyx has an aura of faint divination, while the black onyx is nonmagical. The black onyx gem on its own is worth 50 gp as a spell component for *animate dead* and similar spells. If the black onyx is used as a material component in a necromancy spell, the bearer of the white onyx receives a mental *alarm*. This *alarm* reveals the direction of the paired black onyx gem as long as it is within 1,000 feet, as *locate object*. This effect lasts for 5 minutes.

If the owner of the white onyx gem is within 1 mile of the black onyx at the time the necromancy spell is cast, the owner may destroy the white onyx as a standard action. Doing so also destroys the black onyx, making it unsuitable for use as a spell component and ruining the necromancy spell. The destruction of either onyx gem immediately ends the *alarm* and *locate object* effects. The white onyx turns gray and crumbles to dust after the *locate object* effect ends.

More expensive sets of these gems exist; black onyx gems in such variant sets are worth up to 1,000 gp or more. The value of the black onyx gem is added to the item's construction cost.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 425 GP
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Craft Wondrous Item, *alarm, locate object, magic aura*

<b>LADY'S SPIRAL</b>		<b>PRICE</b> 24,621 GP
<b>SLOT</b> none	<b>CL</b> 9th	<b>WEIGHT</b> 3 lbs.
<b>AURA</b> moderate conjuration		



This heavy whip features Pharasmin imagery on its silver handle. The *Lady's spiral* is a +1 *ghost touch undeadbane whip* that deals lethal damage to undead creatures regardless of their armor bonus or natural armor bonus.

In addition, the handle of a *Lady's spiral* can be wielded as a +1 *silver stake*. This stake has the same statistics and properties as a wooden stake<sup>UE</sup>, except it is made of silver and thus overcomes DR/silver. Though it's effectively two weapons in one, a *Lady's spiral* is not a double weapon and cannot be wielded as one.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 12,621 GP
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Craft Magic Arms and Armor, *cure light wounds, plane shift, summon monster I*, creator must be a worshiper of Phrasma

<b>LIFECOLLAR COAT</b>		<b>PRICE</b> 18,200 GP
<b>SLOT</b> chest and neck (see text)	<b>CL</b> 7th	<b>WEIGHT</b> 10 lbs.
<b>AURA</b> moderate abjuration and necromancy		



The tall, silver collar on this +2 *mithral armored coat*<sup>UE</sup> is attractively set off by the coat's deep navy hues and ivory silk trim. A *lifecollar coat* occupies both the chest and the neck magic item slots. The wearer receives a +2 circumstance bonus to AC and CMD against attacks or maneuvers that specifically target the wearer's neck or throat (such as a vampire's

check to establish or maintain a pin or the roll to confirm a critical hit with a *vorpal* weapon).

Additionally, when struck by an attack that would bestow a negative level, the wearer has a 50% chance of avoiding the negative level. The wearer may not avoid more than 1 negative level per round in this fashion. This effect does not mitigate any other damage or remove negative levels previously gained.

The silver collar can be collapsed and lowered as a full-round action. Doing so frees up the wearer's neck slot for other items, but the wearer loses the circumstance bonus to AC and CMD against attacks and maneuvers targeting the neck or throat.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 9,200 GP
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Craft Magic Arms and Armor, *death ward, shield of faith*

<b>MASTER'S WOE STILETTO</b>		<b>PRICE</b> 10,002 GP
<b>SLOT</b> none	<b>CL</b> 3rd	<b>WEIGHT</b> 1 lb.
<b>AURA</b> faint necromancy		

The black-lacquered handle of this slender blade is inlaid with the image of a broken skull. A *master's woe stiletto* is a +1 *living*

*steel*<sup>NE</sup> dagger that allows its wielder to weaken a would-be necromancer's control over the undead. Three times per day when the wielder successfully strikes a target with the stiletto, the wielder can activate the stiletto as a free action to force the target to attempt a DC 13 Will save. On a failure, the number of undead creatures the target can control through spells like *animate dead* or feats like Command Undead is reduced by 6 Hit Dice (to a minimum of 1 HD). Any excess undead become uncontrolled, but their former controller may choose which creatures are released.

This effect lasts for 3 hours and cannot be dispelled, though it can be removed by *remove curse, break enchantment*, or similar effects. Any uncontrolled undead remain uncontrolled when the effect ends.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 5,402 GP
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Craft Magic Arms and Armor, *necromantic burden* (see page 27)

<b>RING OF PROTECTED LIFE</b>		<b>PRICE</b> 9,000 GP
<b>SLOT</b> ring	<b>CL</b> 7th	<b>WEIGHT</b> 1 lb.
<b>AURA</b> moderate conjuration		

This silver ring features arboreal motifs, and is set with a small but brilliant sapphire. If the wearer has the channel energy class feature, the radius of his channeled energy increases by 5 feet. Additionally, when the wearer channels energy, he may choose to exempt one creature from the effects of his channeling. If the wearer has the Selective Channeling feat, the *ring of protected life* increases the number of creatures he may normally exempt by one. Finally, once per day the wearer may channel energy as a swift action that does not provoke attacks of opportunity; doing so renders the *ring of protected life* inert for 24 hours, during which time it does not confer any benefits.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 4,500 GP
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Forge Ring, Selective Channeling, creator must have the channel energy class feature

<b>SHIELD OF SUNRISE</b>		<b>PRICE</b> 7,659 GP
<b>SLOT</b> shield	<b>CL</b> 5th	<b>WEIGHT</b> 6 lbs.
<b>AURA</b> moderate evocation		

This +1 *bashing light steel shield* features a brilliant sun motif, and always seems comfortably warm to the touch. Once per day when the shield's bearer successfully hits a creature with a shield bash attack, he may activate the shield as a swift action to mark the target with radiant energy. This radiant energy lasts for 1d4 rounds. During this time, the marked creature shines like a sunrod, and the wielder's allies gain a +1 insight bonus on attack rolls against the marked creature as long as they are within 30 feet of it. If the marked creature is vulnerable to light, this insight bonus increases to +3.

When a marked creature is hit by a melee or ranged attack, the radiant energy discharges in a burst of light, dealing 1d6 points of damage to the marked creature and ending the marking effect. If the creature is vulnerable to light, it is also dazed for 1 round.

<b>CONSTRUCTION REQUIREMENTS</b>	<b>COST</b> 3,909 GP
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Craft Magic Arms and Armor, *daybreak arrow*<sup>UC</sup>, *tactical acumen*<sup>UC</sup>

# Soul Warden

Bygone products of an ancient war, soul wardens are an enigma of themselves. The original soul wardens were a specially trained cadre of anti-necromantic commandos in the Nexian army during the Age of Destiny. They rose to prominence during the height of Nex's war against the undead kingdom of Geb. The wizards' conflict came to a close during the Age of Enthronement with the undeath of Geb and the disappearance of Nex, and soul wardens fell into obscurity as those armies effectively dissolved.

Now, the only soul wardens who tread Golarion are those individuals who unofficially claim the title by mastering the millennia-old secrets of these forgotten warriors.

**Hit Die:** d8.

## REQUIREMENTS

To qualify for this prestige class, a character must fulfill the following criteria.

**Alignment:** Any nonevil.

**Skills:** Knowledge (religion) 5 ranks.

**Spells:** Ability to cast *command undead* or *consecrate*.

## CLASS SKILLS

The soul warden's class skills are Fly (Dex), Heal (Wis), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), and Use Magic Device (Cha).

**Skill Ranks at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of the soul warden.

**Weapon and Armor Proficiency:** Soul wardens gain no proficiency with any weapon or armor.

**Spells per Day:** At the indicated levels, a soul warden gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he's a spontaneous caster), and an increased effective level of spellcasting. If he had more than one divine spellcasting class before becoming a soul warden, he must decide to which class he adds the new level for the purpose of determining spells per day.

**Channel Damage (Su):** At 1st level, a soul warden gains the power to harm undead with positive energy. This ability functions exactly like a cleric's ability to channel positive energy to deal damage to undead (but not to heal living creatures), and counts as channel energy for the purposes of qualifying for feats or determining effects that rely on channel energy. A soul warden uses his class level as his effective cleric level when channeling damage. He can channel damage a number of times per day equal to 3 + his Charisma modifier. Soul warden levels stack with levels in any class that grants channel energy for the purpose of determining the number of damage dice his channel energy ability deals to undead (if any).

**Focus Item:** A soul warden focuses his powers through an object called a focus item. A soul warden must be able to present his focus item to channel damage or to cast spells that require a divine focus. Common focus items include amulets, bells, holy symbols, and staves.



Level	Base				Special	Spells per Day
	Attack Bonus	Fort Save	Ref Save	Will Save		
1st	+0	+0	+0	+1	Channel damage 1d6, focus item	+1 level of spellcasting class
2nd	+1	+1	+1	+1	Channel casting, corpse whisperer	+1 level of spellcasting class
3rd	+1	+1	+1	+2	Bonus feat, channel damage 2d6	+1 level of spellcasting class
4th	+2	+2	+1	+2	Channel casting, harvest	+1 level of spellcasting class
5th	+2	+2	+2	+3	Channel damage 3d6, undead imposition	+1 level of spellcasting class
6th	+3	+3	+2	+3	Bonus feat, channel casting	+1 level of spellcasting class
7th	+3	+3	+2	+4	Channel damage 4d6, negative energy ward	+1 level of spellcasting class
8th	+4	+4	+3	+4	Channel casting, necrotic resistance	+1 level of spellcasting class
9th	+4	+4	+3	+5	Bonus feat, channel damage 5d6	+1 level of spellcasting class
10th	+5	+5	+3	+5	Channel casting, life shell	+1 level of spellcasting class

**Channel Casting (Su):** At 2nd level, a soul warden can expend a use of his channel damage ability to spontaneously cast from a select group of spells. At 4th level and every 2 levels thereafter, a soul warden gains access to a number of additional spells he can cast in this manner. The spells a soul warden can cast with this ability (and the soul warden level necessary to cast such spells) are listed below.

Level	Spells
2nd	<i>Decompose corpse<sup>UM</sup>, detect undead, hide from undead, sanctify corpse</i>
4th	<i>Command undead, necromantic burden (see page 27)</i>
6th	<i>Disrupting weapon, halt undead, searing light</i>
8th	<i>Death ward, undeath inversion (see page 27), wall of fire</i>
10th	<i>Breath of life, heal, undeath to death</i>

Starting at 3rd level, a soul warden adds his channel casting spells gained from the previous level to the class spell list of a class he belonged to before adding the prestige class. The spell level is equal to half the soul warden level necessary to channel cast the spell. For example, a 3rd-level spell warden who also has levels in sorcerer adds the *decompose corpse<sup>UM</sup>, detect undead, hide from undead, and sanctify corpse* to his sorcerer spell list, treating them as 1st-level sorcerer spells (since half of 2nd level is 1st level).

**Corpse Whisperer (Ex):** At 2nd level, a soul warden adds half his soul warden level on Charisma checks and Charisma-based skill checks against undead creatures, including checks to assume control of undead creatures via feats like Command Undead or spells like *control undead*.

**Bonus Feats:** At 3rd level and every 3 levels thereafter, a soul warden gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be chosen from the following: Channel Smite, Ectoplasmic Spell<sup>APG</sup>, Greater Channel Smite<sup>UC</sup>, Quick Channel<sup>UM</sup>, Threnodic Spell<sup>UM</sup>, Turn Undead, and Undead Master. The soul warden must meet the prerequisites of the selected bonus feat.

**Harvest (Su):** At 4th level, whenever a soul warden destroys an undead creature using channel positive energy, channel damage, or a spell with an instantaneous duration, he regains a use of channel damage. A soul warden can regain only one use of channel damage per round, and can

regain a number of uses of channel damage per day up to his class level. A soul warden cannot use this to exceed his maximum number of uses of channel damage per day.

**Undead Imposition (Su):** At 5th level, as a standard action a soul warden may expend one use of channel damage to control an undead creature within 30 feet. The target can negate this effect with a successful Will save (DC = 10 + 1/2 the soul warden's level + the soul warden's Cha modifier). Failure means the creature falls under the soul warden's control, obeying his commands to the best of its ability for a number of rounds equal to the soul warden's class level. This ability is otherwise identical to *control undead*.

**Negative Energy Ward (Su):** At 7th level, once per day a soul warden can ward a 15-foot-radius area centered on himself to protect it against undead incursions. Any undead creatures with fewer Hit Dice than his caster level cannot enter the warded area. Undead with Hit Dice greater than or equal to the soul warden's caster level must attempt a Will save (DC = 10 + soul warden's level) when entering the area. An undead that succeeds at its save is unharmed, and is immune to the soul warden's negative energy ward for 24 hours. Failure means the creature takes 3d6 points of positive energy damage when it enters the area and it becomes staggered for 1d4 rounds. Once placed, a negative energy ward cannot be moved. The ward lasts 1 minute per soul warden level.

**Necrotic Resistance (Su):** At 8th level, a soul warden becomes resistant to ability drain and negative levels. Whenever a soul warden is targeted by an effect that would result in ability drain or impose negative levels, he takes 1 point of ability drain fewer and gains 1 negative level fewer than he normally would (to a minimum of 0). At 10th level, he takes 2 fewer points of ability drain and gains 2 fewer negative levels than he normally would.

**Life Shell (Sp):** At 10th level, a soul warden can create a dome of energy that repels undead creatures. This ability functions identically to *antilife shell*, except it hedges out only undead creatures and not creatures of any other type. Living creatures within the affected area gain fast healing 1 for the duration of the effect. A soul warden can activate this spell-like ability for up to 10 minutes per day. The duration need not be consecutive, but it must be expended in 1-minute increments.

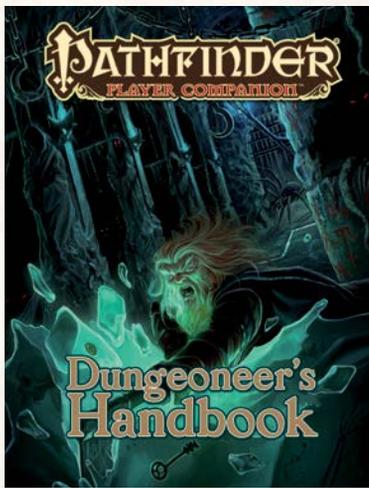
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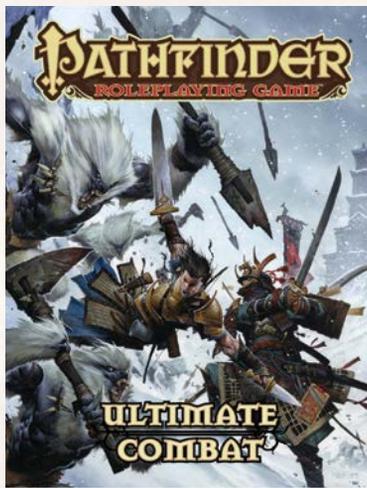


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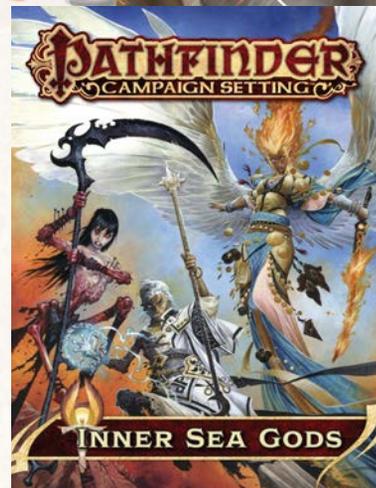
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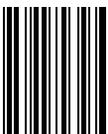
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