

Tome of Ethical Necromancy!



A Practical Guide To Playing Good Aligned Necromancers
The Necroknight Base Class & The Deathly Doctor Wizard Archetype
Spells and Feats for Upstanding Necromancers

Ethical Necromancy

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Non-Evil Necromancers

Necromancers are generally assumed evil from the word “go”, and few people consider that it could ever be otherwise. While certain the school certainly has proven a natural corruptor that drives its users down a dark path, the craft is not without moral (or at least not amoral) practitioners.

Non-evil necromancers often turn to the dark art in an effort to better understand the allure, trying to determine why so many people use it to further ambitions and nefarious ends. Often times the answer boils down to the sensation of being able to play with the forces of life and death directly. Where evil necromancers revel in the ability to quash life on a whim, non-evil necromancers take more pragmatic views; they see themselves as caretakers, monitoring and tending to the balance between life and death. Altruistic necromancers tend to the sick and dying, transferring illnesses to sacrificial animals and offering dignified ends to those beyond saving. Understanding that not everyone likes being cared for by a ‘necromancer’, such practitioners often pose as clerics or mundane doctors. More clinically-minded and dispassionate necromancers monitor the total populace, carefully ensuring that the land isn’t overtaxed with too many people. While they may be decried as immoral, these necromancers insist their work is for the greater good, done to avoid a world over overpopulation, starvation, and war.

Other spellcasters learn necromancy in an effort to better combat the dark art. Claiming the old adage that knowing is half the battle, these necromancers study the ins and outs of necromancy in an effort to pull it apart for their allies. Some such necromancers set up special schools where students can learn to fight the dark art and the undead in controlled situations, allowing them to better remain calm when facing them in earnest. These schools also serve to tutor aspiring necromancers in the hopes of steering them down a better path. Other counter-necromancers ply their knowledge in divine crusades, applying their knowledge to battle the undead scourge alongside warrior-priests and paladins. While the divine soldiers may balk at the company at first, the insight the necromancer provides often proves invaluable in the end.

A curious, if rather demented, form of non-evil necromancer is the forlorn soul unable to let go of someone they’ve lost. Bereaved at the loss of a partner, parent or dear friend, they turn to the necromancer’s art in a misguided attempt to bring them back. Even when the loved one doesn’t come back quite ‘right’, they refuse to see their return as anything less than wonderful. These necromancers are technically harmless, so long as their newly returned loved one isn’t threatened. In fact, the largest threat from these pitiable souls is usually the undead loved one, although the necromancer often does their level best to keep them docile and safely hidden away.



Non-Evil Undead

There have been instances of undead creatures resisting the undead corruption and hold on to their sense of self. Found exclusively among intelligent undead, these undead turn against the known drives of the undead and seek to live on their own terms. Often times these poor souls live their unlives on the fringes of society, forever battling their unholy hunger.

The principle requirement to the creation of a neutral- or good-aligned undead is sentience. Only the undead aware of their circumstances are able to rise above the adversity of their condition. Beyond sentience, there must be a motivating force. An undead creature often lacks a drive to resist their situation, so there must be some catalyst that drives the undead to turn against its own nature. This could be an insurmountable sense of faith, a conviction to preserve the sanctity of life, the continued presence and devotion of a loved one, or a similar driving force. This drive often becomes the center of the undead's new unlife, as they build themselves up around this central solid core. Many undead don't start out resisting their undead drives, and often times it is only later on in their unlife that an undead seeks to change. It may be from the sight of their old family, a sudden flash of insight into the morality of their actions, or just a growing sense of emptiness that drives the undead to change their ways.

Often times the toughest part of being a non-evil undead is trying to resist the urge to feed. While not all undead need to eat (skeletons notably lack the organs needed to eat), all undead possess a metaphysical hunger that gnaws at the edge of their consciousness. This hunger often drives the undead to maul the living, desecrate the dead, and worse. Thus, a non-evil undead must find a way to alleviate, resist, or manage this hunger. Lesser undead (zombies, ghouls, etc) may be able to feed on raw meat, preferably a fresh as possible, to appease their hunger. Others turn to biting into something with a flesh-like texture can help, although it is generally a stopgap measure. Greater undead (mohrg, wights, etc) find that they must either scavenge from the recently dead, or find someone willing to let the undead take regular bites out of them. For the more charming (or just less repulsive) this may not be an issue, for others it may prove next to impossible. Some undead claim to be able to power through the urges through sheer willpower, citing an immense force of will allowing them to resist the growing hunger until they are able to break the desire altogether.

Depending on how accepting the local community is of the undead's situation, it may be possible to lead a relatively normal unlife. However, most non-evil undead typically have to lead double lives. Those that can pass off as living, be it by magic or mundane disguises, try to find work in areas that either provide convenient access to food (butcher is common favorite) or jobs that let them get by without attracting attention (night patrol on the town watch). The undead who cannot pass themselves off as living often learn to sneak around, 'borrowing' what they can and fighting against the hunger as best as they are able.

Help! My Friend Is A Zombie!

While the inborn fear of death that living things inherently possess often quells their passion to join the ranks of the undead, the adventuring life is full of peril. Therefore, it is perfectly possible that in the course of their journeys, an adventurer may find themselves or a friend turned into an undead. Don't fret! As long as they are able to hold onto their sense of self, they can still continue their adventures. When working alongside the undead, keep a few things in mind:

- They heal differently. Undead require negative energy to heal, so the party cleric may have to prepare spells specifically to heal an undead team member.
- They react to certain spells differently. Read your spell descriptions! Some spells don't work on the undead, while others have completely different effects when targeting an undead creature.
- They are immune to a number of conditions and effects. You can't poison a zombie, make a skeleton bleed, or charm a lich.
- They die at 0 hit points. No grace period where you can rush over to save a dying friend here; your skeleton friend is gone at 0 hit points.
- Most religions don't like them. Be prepared to convince the party paladin that your zombie cohort is a team player. This doesn't apply to all religions, but a good rule of thumb is that non-evil religions are at least uncomfortable with the undead.
- They don't need to sleep. Assigning night watch got easier, as long as you don't mind sleeping next to a zombie.
- These aren't hard and fast rules, so be sure to ask your new undead friend about any special considerations they may need.

Sidebar: Jobs for Necromancers

- **Executioner:** The use of necromancy in public executions has been shown to have a proven effect at lowering crime rates.
- **Doctor:** Necromancy spellbooks often have detailed illustrations on the inner workings of living creatures, allowing many necromancers to quickly pick up medical knowledge.
- **Labor Force Organizer:** Necromancers have shown that skeletons can accomplish a lot, if given the proper instructions, and at a far lower price than standard laborers. **WARNING:** not advised in areas with strong labor unions.
- **Morticians:** For making sure your loved ones remain at peace forever, few people can match a necromancer in terms of attention to detail.
- **Pest Control:** Just be sure to be very, very specific about what you want killed.
- **Military:** Zombies make excellent first wave soldiers, and a skeleton watch never needs to rest.



The Undead Player

Should a player be turned into an undead but desire to keep playing, try working with them! Let them receive an awoken undead spell (found in the spells section of this book) if they need one, or just wave it away as part of the undead package. Determine how they will work against or manage their hunger, and make sure they are ready to role-play the trials and hardships that will come with their new undead unlife. Mechanically, the PC can achieve the undead effect by simply changing their creature type to undead, adjusting ability scores as one would after a reincarnate spell. An undead character done in this fashion adjusts their ability scores as follows; +2 Strength, +2 Dexterity, and removing their Constitution score. A character with a low Charisma score may choose to swap his Charisma score with his old Constitution score. These statistics apply no matter if the player is a zombie, a skeleton, or a different type of undead. The exact appearance of the undead is up to the player.

Undead characters need to make Will saves to resist giving in to their hunger, as mentioned in the paragraph above. The Will save starts out as $10 + \frac{1}{2}$ character level, and must be made once a week. Each successful save increases the DC by +2. The GM may rule that certain situations (finding a sleeping person with nobody around, having a beaten and bloody enemy lying at their feet, etc...) require an additional save against the undead hunger. A character who fails against their hunger spends their next available action appeasing their hunger, and resets the save DC. The GM chooses one of the following actions, or roles randomly:

1. Grapple the nearest visibly weak target, savaging them with bites. You gain a 1d6 bite attack usable only as a free action while maintaining a grapple, and you may use your character level in place of your BAB when calculating your CMB.
2. Fly into a berserk rage. You suffer the effects of a mundane undead rage and confusion spell for 1d6 rounds.
3. Spend the next minute consuming a dead body. You regain 1d6 hit points per 2 HD of the creature consumed.
4. Attempt to terrorize nearby creatures. Make an Intimidate roll as though you had the Dazzling Display feat, and you may use your character level in the place of your ranks in Intimidate.
5. Become consumed with hate for a single creature you can see (roll randomly between all creatures within sight). You gains a +4 profane bonus on attack and damage rolls against that creature for 1 minute, and must spend each turn either approaching the creature as best as you are able or taking overt hostile action against the creature.
6. Become hyper-aware of the presence of possible prey. Gain lifesense with a range of 60 feet for 1 minute.

A character that makes 10 consecutive successful saves against their hunger is able to overcome the hunger completely, and no longer needs to make saves.



New Spells

Awaken Undead

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

CASTING

Casting Time 24 hours

Components V, S, M

EFFECT

Range touch

Target mindless undead touched

Duration instantaneous

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

DESCRIPTION

You awaken a mindless undead to human-like sentience. To succeed, you must make a Will save (DC 10 + the undead's HD). The awakened undead is friendly toward you. You have no special empathy or connection with a creature you awaken, although it serves you in specific tasks or endeavors if you communicate your desires to it. If you cast awaken undead again, any previously awakened creatures remain friendly to you, but they no longer undertake tasks for you unless it is in their best interests.

An awakened undead gets 3d6 Intelligence. An awakened undead can't serve as a companion or special mount. An awakened undead can speak one language that you know, plus one additional language that you know per point of Intelligence bonus (if any). There is a 5% chance per caster level that the newly awakened undead retains some portion of the personality they had in life.

Bile Purge

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

CASTING

Casting Time standard action

Components V, S, M

EFFECT

Range touch

Target creature touched

Duration 1 round

Saving Throw see Description; **Spell Resistance** no

DESCRIPTION

With a touch, you fill a creature with sickening nausea that purges the target of foreign toxins. The target is cured of any poisons, and is treated as having made a single successful saving throw against any diseases they are suffering from. However, they must make a Fortitude saving throw or be nauseated until the end of their turn.

Bloodprice Ressurrection

School necromancy; **Level** sorcerer/wizard 6, cleric 6, witch 6

CASTING

Casting Time 10 minutes

Components V, S, M (sacrificial animals, see Description)

DESCRIPTION

Through magical law of exchange, you trade life for life, returning the recently departed to life. This acts as *raise dead*, except instead of diamond dust, the spell uses blood from sacrificial animals (chickens or pigs being popular choices). The stronger the soul of the departed, the more blood that is required. Therefore, the total HD of the sacrificial animals must equal the HD or class level of the deceased creature.

Creatures summoned via spells such as *summon nature's ally I* cannot be used as sacrificial animals due to their transitory nature. The creature returns to life with 1 hit point, and no class resources available (rounds of rage, ki points, uses of smite/challenge, etc), and no spells prepared or open spell slots.

Call of the Restful Grave

School necromancy; **Level** sorcerer/wizard 2

CASTING

Casting Time standard action

Components V, S, M

EFFECT

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

Target one undead creature/LEVEL, no two of which can be more than 30 ft apart

Duration 1 round/LEVEL

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

DESCRIPTION

You command undead creatures to return to rest. Undead creatures that fail their save fall prone, and don't take aggressive actions for the duration. Intelligent undead get a new save each round to end the effect, while unintelligent undead remain under the effect of the spell for the entire duration unless attacked. Attacking or taking hostile action against an affected undead ends the effect for that particular creature.

Draw Bile

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

CASTING

Casting Time standard action

Components V, S, M

EFFECT

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fort negates (harmless); **Spell**

Resistance no

DESCRIPTION

With a touch, you cure the target of a single poison by drawing the toxin out, creating a noxious goop that can be applied to a weapon. This coats the weapon in a single dose of the removed poison, which becomes an injury poison regardless of the normal transmission method. Alternatively, you may attempt to remove a single disease from the target, making a caster level check (1d20 + caster level) against the DC of the disease. If you succeed, it creates a sludge that can be applied to a weapon. Once applied, the weapon inflicts the removed disease to the next creature struck. The sludge last 1 round per caster level before becoming inert, and there is only enough to afflict a single target.



Draw Bile, Greater

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

CASTING

Casting Time standard action

Components V, S, M

EFFECT

Range touch

Target creature touched

Duration instantaneous

Saving Throw Fort negates (harmless); **Spell**

Resistance no

DESCRIPTION

This spell functions as *draw bile*, but you may also remove a curse from the target. To remove a curse, you must make a caster level check (1d20 + caster level) against the DC of the desired curse affecting the target. If successfully removed, it creates a noxious sludge that glows with eldritch light. If sludge is applied to a weapon, it targets the next creature struck with the removed curse. In addition, the caster may change the save DC of any poison, disease, or curse inflicted to the save DC of greater draw bile if he so wishes.

Graveskin

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

CASTING

Casting Time standard action

Components V, S, M

EFFECT

Range touch

Target creature touched

Duration 1 minute/LEVEL

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

DESCRIPTION

You create a thin layer a necrotic energy within the subjects skin, deadening them to pain. The target receives a +4 circumstance bonus on saves versus pain effects and spells with the pain descriptor. Additionally, the target receives DR/magic equal to $\frac{1}{4}$ your caster level.

Necromancer's Last Stand

School necromancy; **Level** sorcerer/wizard 9

CASTING

Casting Time standard action

Components V, S, M (a small war banner)

EFFECT

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

Target 1 creature/2 LEVELS, no two of which can be more than 30 ft apart

Duration 1 minute/LEVEL

Saving Throw Will negates (harmless); **Spell**

Resistance yes (harmless)

DESCRIPTION

You fill your targets with an undying vigor, allowing them to fight on in the face of mortal injury. For the duration of the spell, targets do not gain the dying or the staggered conditions when they fall below 0 hit points. Creatures do not take damage from performing strenuous actions while below 0 hit points. Additionally, while under the effects of this spell, creatures do not die for being reduced to a negative value equal to their Constitution score. Instead, they only die when reduced to a value equal to their maximum hit point value. Thus, if a target has a maximum hit point value of 143, he must be reduced to -143 hit points to be killed. Finally, this spell also acts as a death ward spell, granting a +4 bonus against death effects. When the spell ends, if the target's negative hit point value is still greater than their Constitution score, they die. This spell does not prevent death by clearly unsurvivable means, such as decapitation, death effects, or disintegration.



Swarmbane Fumes

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

CASTING

Casting Time standard action

Components V, S, M (a vial of rat poison)

EFFECT

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

EFFECT small cloud of negative energy

Duration 1 minute/LEVEL (D)

Saving Throw Fort half; **Spell Resistance** no

DESCRIPTION

You create a light cloud of mist infused with negative energy, covering a single square for every 4 caster levels. The negative energy infusion causes weak and minute creatures to quickly succumb to the eldritch vapors. Creatures caught in the cloud take 1d6 points of negative energy damage per caster level each round (maximum 10d6 per round). Only creatures with fewer hit dice than your caster level in HD are affected, unless that creature has the swarm subtype. This spell affects creatures with the swarm subtype with an HD up to twice your caster level. As a move action on your turn, you may direct the cloud to move up to 30 ft in any direction. A strong wind disperses the cloud in 1 round.



Transfer Vitae

School necromancy; **Level** sorcerer/wizard 2

CASTING

Casting Time standard action

Components V, S, M

EFFECT

Range touch

Target 2 willing creatures touched

Duration instantaneous

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

DESCRIPTION

You drain a portion of the vigor of one subject, moving it to another in need. When you casts this spell, you touch a willing creature, who takes 1d6 points of nonlethal damage. The target may choose to take more damage, up to 1d6 points of nonlethal damage per caster level (maximum 10d6). You store this vital energy as you would a touch spell. While you hold the vital energy, you may touch a second creature as a swift action, who gains a number of temporary hit points equal to the nonlethal damage dealt. These temporary hit points last for 1 minute for every 1d6 points of damage dealt.

Veil of Unlife

School necromancy; **Level** sorcerer/wizard 2

CASTING

Casting Time standard action

Components V, S, M

EFFECT

Range touch

Target 1 creature/LEVEL

Duration 1 minute/LEVEL

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

DESCRIPTION

By transposing negative energy on top of their normal vitals, the caster causes creatures register as 'dead' for purposes of spells and abilities that detect undead creatures for duration of the spell, even in the face of evidence to the contrary.

This also prevents creatures from being detected by abilities that detect living creatures, such as the lifesense ability or the *deathwatch* spell.

Waking Rest

School necromancy; Level sorcerer/wizard 3

CASTING

Casting Time standard action

Components V, S, M

EFFECT

Range touch

Target creature touched

Duration instantaneous

Saving Throw see Description; **Spell Resistance** no

DESCRIPTION

You accelerate the natural healing cycle of the target, causing them to heal as though they had rested for a full day. The target heals twice their character level or HD in hit points, and is cured of 2 points of temporary ability damage per ability score. This does not count as 8 hours of rest for the purpose of regaining spells or class resources such as rounds of rage, *ki* points, or uses of smite. However, the swift healing drains the natural energies of the creature. The target must make a Fortitude save or become fatigued for 1 minute.

Wax and Wane

School necromancy; Level sorcerer/wizard 3

CASTING

Casting Time standard action

Components V, S

EFFECT

Range touch

Target creature touched

Duration 1 round/LEVEL (D)

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

DESCRIPTION

By cleverly adjusting the distribution of a body's natural vital energies, you cause a sudden shift in arm strength, resulting in one arm withering away while the other surges with newfound strength. For the duration of the spell, the target is treated as having only 1 usable arm. Thus, the target is only able to use a single 1-handed or light weapon, and can't use a shield along with their weapon, although the target may choose to wield a shield in place of a weapon. The arm still benefits from having the appropriate slots for magic items. In exchange, the target adds double their Strength modifier to melee damage rolls. Additionally, the target is treated as wielding their weapon with 2 hands for the purpose of class features and interacting with feats. This spell has no effect if the target only has one arm.



Necroknight

A BASE CLASS FOR THE PATHFINDER ROLEPLAYING GAME

Necromantic warriors who wield martial skill supplemented by the withering touch of deathly magic. Where the common man sees only wicked magic, the necroknight sees a tool to be used for good or ill, lacking malice beyond that provided by the wielder. From the seasoned warrior seeking that crucial edge in battle to the cunning scholar seeking a martial application to his studies, the path of the necroknight is a varied one.

Often starting under martial tutelage, aspiring necroknight-to-be often suffer some catastrophic influence that sends them on the path of dark magic. It could be a run-in with the undead, in response to a family curse taking hold, or even a fateful battle against a seasoned necromancer. Regardless of how they are introduced to the dark art, the necroknight sees necromancy as a clear way to gain an advantage against their enemies, by means fair or foul. Others seek to better combat necromancy by understanding the dark art. These studious souls embrace the dark art as a means to combat the spread of undead or other vile creatures. Often times these necroknight take a practical approach to their studies, and claim that the insight they have into dark magic make it significantly easier to fight those that wield necromancy.

While the religious and fearful may equate necroknight to demonic soldiers and antipaladins, necroknight scoff at the comparison. They see antipaladins as fools unwilling to put effort into learning, and instead turn to demons and fell gods for power. Necroknight cite long hours of study and numerous drills as the source of their talents, not some deal with an evil entity. Surprisingly, most necroknight take a lighthearted view of their art; since they know just how fragile life can be, they feel it is important to enjoy the time they have. As a result, necroknight often prefer to live in the moment, claiming that tomorrow isn't a given.

HIT DICE: D8

Role:

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

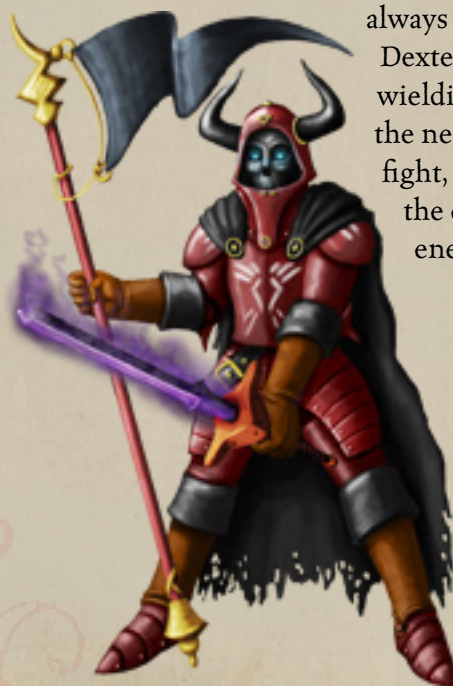


Table 1-1: The Necroknight

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	SPECIAL
1st	+1	+2	+0	+2	Necroblade +1d6, necroburst, necromantic focus, necrosis pool
2nd	+2	+3	+0	+3	Bonus feat
3rd	+3	+3	+1	+3	Resistance training
4th	+4	+4	+1	+4	Arcane training, necroblade +2d6
5th	+5	+4	+1	+4	Deathly palor (tier 1), focus power
6th	+6/+1	+5	+2	+5	Bonus feat, necromantic weapons
7th	+7/+2	+5	+2	+5	Soul of necromancy
8th	+8/+3	+6	+2	+6	Necroblade + 3d6, unlifeline
9th	+9/+4	+6	+3	+6	Deathly palor (tier 2)
10th	+10/+5	+7	+3	+7	Bonus feat, focus power, necrotic reserve
11th	+11/+6/+1	+7	+3	+7	Necromantic aegis, reclaim necrosis (4:1)
12th	+12/+7/+2	+8	+4	+8	Necroblade +4d6
13th	+13/+8/+3	+8	+4	+8	Deathly palor (tier 3)
14th	+14/+9/+4	+9	+4	+9	Bonus feat, lengthy necrosis
15th	+15/+10/+5	+9	+5	+9	Focus power
16th	+16/+11/+6/+1	+10	+5	+10	Necroblade +5d6
17th	+17/+12/+7/+2	+10	+5	+10	Deathly palor (tier 4)
18th	+18/+13/+8/+3	+11	+6	+11	Bonus feat
19th	+19/+14/+9/+4	+11	+6	+11	Reclaim necrosis (2:1)
20th	+20/+15/+10/+5	+12	+6	+12	Focus power, necroblade +6d6

Alignment: Any

While many people assume necromancers are automatically evil, necroknights see the dark art as a means to an end. Good aligned necroknights often serve as undead hunters and military specialists, putting their knowledge of the dark art to good use in the fight against evil. Neutral necroknights steer more towards mercenary companies or wandering scholars, selling their sword arm to the highest bidder or seeking further knowledge to expand their own schooling. Evil necroknights, for all their disdain of the comparison, tend to act remarkably similar to antipaladins, spreading swaths of death and terror in their wake.

Relationship to Other Classes:

Necroknights feel most at home with other scholarly classes, such as the magus and wizard. Wizards often see necroknights as a sort of magical dropout; they have some degree of knowledge, but nowhere near true mastery (still, it beats trying to talk to the barbarian). Necroknights are generally understanding of the perception, claiming to prefer martial application over stogy theory. Both agree that knowledge is a great thing to bring to the battlefield. Necroknights and magi regard each other as kindred spirits, with the combat magic of the magus being mirrored in the necromantic specialization of the necroknight.

Necroknights often have the biggest problem with heavily religious classes, such as clerics and paladins. These classes don't always make the distinction between a well-meaning necroknight and heretical scum. Necroknights return the disdain by pointing out how stupid it is to go off fighting something you don't properly understand.

Starting Wealth: $5d6 \times 10$ gp (average 175 gp.). In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

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

SKILL RANKS PER LEVEL: 4 + Int modifier.

Class Features:

The following are the class features of the necroknight.

Weapon and Armor Proficiency:

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

Necrosis Pool (Su):

At 1st level, the necroknight gains a pool of energy that he may use to power his class abilities or to bolster his own health, referred to as a 'necrosis pool'. The necrosis pool can hold a number of necrosis points equal to his necroknight class level times his Intelligence modifier (minimum of his class level). The necrosis pool resets after 8 hours of rest, and the necroknight begins each day with a number of necrosis points equal to his necroknight level.

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

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

In order to qualify for gaining necrosis, creatures must have at least $\frac{1}{2}$ the necroknight's level in HD. Creatures with less HD than required do not provide the necroknight with necrosis.

As a move action, the necroknight may empty his necrosis pool, converting all necrosis points in the pool into temporary hit points. These temporary hit points last 1 minute. Be sure to keep track of how many of these temporary hit points you have; certain powers rely on the necroknight having these particular temporary hitpoints. The necroknight may not gain additional temporary hit points via his necrosis pool while he still has temporary hit points gained in this fashion.



Necroblade (Su):

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

Necroburst (Su):

All the might in the world won't help if you can't hit your target, so necroknight learn to cripple their enemies with enervating energies. At 1st level, the necroknight may spend a necrosis point as a swift action to cause all creatures within 10 feet of him other than himself and creatures without a Constitution score to take a -1 penalty to AC for a number of rounds equal to his Intelligence modifier. Creatures affected by this ability can, as a standard action, make a Will save (DC 10 + ½ necronights level + Intelligence modifier) to end this effect early. At 4th level and every 4 levels thereafter he improves the penalty he grants by -1 and may increase the range at which he grants it at by up to 10 additional feet, to a maximum penalty of -6 and a range of 60 feet at 20th level.



Necromantic Focus (Su):

All necroknight draw power from the dark arts, but the exact nature of their martial necromancy has its basis in the aspect of their focus. At 1st level, the necroknight choses which 'domain' of necromancy he wishes to focus his attention on. Once chosen, the choice cannot be changed. Certain abilities are marked with a *; these abilities modify necroblade, and only one such ability can be used with necroblade at a time.

WEAKNESS (FOCUS)

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

Wearying Blade*: At 1st level, whenever the necroknight uses his necroblade ability, he may spend an additional necrosis point. If he does, any creature that is dealt damage from his necroblade must make a Fortitude save (DC 10 + ½ necroknight level + Intelligence modifier), or become fatigued for a number of rounds equal to the necroknight's Intelligence modifier. This ability cannot cause a creature who is already fatigued to become exhausted.

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

The Dark Art (Sp): At 10th level, the necroknight can cast *bestow curse* as a spell-like ability a number of times per day equal to his Intelligence modifier. At 20th level he may instead cast *major curse* as a spell-like ability.

Aura of Lethargy: At 15th level, while the necroknight has temporary hit points granted by his necrosis pool, he gains a 30 foot aura of exhaustion. Creatures that fail a Fortitude save (DC 10 + ½ necroknight level + Intelligence modifier) become exhausted while they remain in the aura. Creatures that make their save are immune to the necroknight's aura of lethargy for 24 hours.

Aura of Aging: At 20th level, the necroknight gains an aura that quickly advances the years for those who oppose him. Enemies within 30 feet that fail a Fortitude save (DC 10 + ½ necroknight level + Intelligence modifier) receive the penalties for advancing one age category while they remain in the area, as though they had been targeted by a *sands of time* spell. The aura resets every 1d6 rounds. Once reset, every enemy within the aura must make a new save, regardless if they failed or succeeded before. The effects of failing the save against the aura multiple times stack; each time an enemy fails the save they advance to the next age category. This cannot cause an enemy to die of old age.

PLAGUE

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

Deadly Toxins (Ex): At 1st level, the necroknight is trained in the use of poison and never risks accidentally poisoning himself when applying poison to a weapon.

Aura of Illness: At 5th level, while the necroknight has temporary hit points granted by his necrosis pool, the necroknight gains a 30 foot aura of sickening miasmas. Enemies within the aura must make a Fortitude save (DC 10 + ½ necroknight level + Intelligence modifier), or become sickened while they remain within the aura. Creatures that make their save are immune to the necroknight's aura of fatigue for 24 hours.

Plague Carrier: At 10th level, the necroknight does not suffer any penalties or ability damage for being diseased. He still counts as being diseased, but is otherwise immune to their effects.

Whooping Cough: At 15th level, the necroknight may spend 6 necrosis points to cough up a vomitous cloud of necrotic bile in a 45 foot cone as standard action. Creatures caught in the cloud must make a Fortitude save (DC 10 + ½ necroknight level + Intelligence modifier) or become nauseated for a number of rounds equal to the necroknight's Intelligence modifier.

Third Horseman (Su/Sp): At 20th level, whenever the necroknight strikes an enemy with his necroblade ability, or is struck with a non-reach or natural weapon, he may force the target to save against a single disease he currently suffers from. The disease takes hold immediately with no onset time. In addition, once per day the necroknight may spend 10 necrosis points to cast *cursed earth* as a spell-like ability.

DREAD

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

Fearsome Blade*: At 1st level, whenever the necroknight uses his necroblade ability, he may spend an additional necrosis point. If he does, then any creature that is dealt damage by necroblade must make a Will save (DC 10 + ½ necroknight level + Intelligence modifier) or become shaken for a number of rounds equal to the necroknight's Intelligence modifier. This ability cannot cause a creature who is already shaken to become frightened. This is a fear effect.

RAVAGER

Paranoid Attention (Ex): At 5th level, the necroknight adds his resistance training bonus to initiative rolls and Perception checks.

Aura of Encroaching Dread: At 10th level, while the necroknight has temporary hit points granted by his necrosis pool, he gains an aura of dread. Any enemy within his aura must make a Will save (DC 10 + $\frac{1}{2}$ necroknight level + Intelligence modifier) each turn or have their level of fear increase by 1 state (shaken -> frightened -> panicked -> cowering). A creature that makes their save only negates the effect for that round; they must make another save the following round. This is a fear effect.

Dark Reputation (Ex): At 15th level, the necroknight adds his resistance training bonus to Intimidate checks. Additionally, he may spend 2 necrosis points to make a single Intimidate attempt as a standard action against all creatures within 30 feet; roll once and compare the result against the DC for each creature.

Deepest Fears (Su/Sp): At 20th level, the necroknight may spend 5 necrosis points as a swift action to cause creatures within 30 feet to become vulnerable to fear effects. Creatures that fail their Will save (DC 10 + $\frac{1}{2}$ necroknight level + Intelligence modifier) lose immunity to fear effects, and mindless creatures must now make their saves against fear effects. This effect lasts until the creatures get 8 hours of rest. In addition, the necroknight may cast *wail of the banshee* 3 times per day as a spell-like ability.

A popular choice for the depraved necroknight, the ravager focus seeks to emulate the raw destructive power of necromancy and death itself

Devouring Blade*: At 1st level, whenever the necroknight uses his necroblade ability, he may spend an additional necrosis point to drain the strength of his opponent instead of dealing extra damage. If he does, then necroblade deals 2 points of Strength damage per d6 of damage he would normally deal. A Fortitude save (DC 10 + $\frac{1}{2}$ necroknight level + Intelligence modifier) prevents this ability damage. This effect cannot cause the target's Strength score to drop below 1.

Rob Senses (Sp): At 5th level, the necroknight can cast *blindness/deafness* as a spell-like ability 3 times per day.

Sadism (Ex): At 10th level, the necroknight adds his resistance training ability against pain effects. In addition, anytime he deals at least 10 damage in a round, he adds his resistance training bonus to attacks rolls the following round as a morale bonus.

Aura of the Void: At 15th level, while the necroknight has temporary hit points granted by his necrosis pool, he gains an aura of life-draining necrotic energy. Enemies with 30 feet of the necroknight must make a Fortitude save (DC 10 + $\frac{1}{2}$ necroknight level + Intelligence modifier), or gain 1d4 temporary negative levels. Creatures that save against the effect only resist the effect for that round, and must save against the effect again next turn.



Reaper Blade*: At 20th level, whenever the necroknight uses his necroblade ability, he may spend an additional 3 necrosis points. If he does, then in addition to dealing damage as normal, any creature struck by the necroblade is killed. A Fortitude save (DC 10 + ½ necroknight level + Intelligence modifier) resists the death effect, but not the damage. Regardless of whether or not the creature makes the save, the creature is immune to the necroknight's reaper blade for 24 hours.

GRAVE WARDEN

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

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

Undead Hunter (Sp): At 5th level, the necroknight may cast *detect undead* at will as a spell-like ability. In addition, he adds his resistance training bonus to all saves made against special attacks made by undead creatures.

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

Return to Dust: At 15th level, the necroknight may spend 3 necrosis points as a swift action to infuse his weapon with the disruption magical weapon special ability, but with a DC of 10 + ½ necroknight level + Intelligence modifier. Only weapons that deal bludgeoning damage gain this benefit. This effect lasts a number of rounds equal to the necroknight's Intelligence modifier.

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

LIFEBLOOD

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

Sustaining Blood: At 1st level, the necroknight gains Diehard as a bonus feat, even if he doesn't meet the prerequisites. In addition, when the necroknight performs a standard or strenuous action while below 0 hit points but not dead, he may spend 1 necrosis point instead of taking 1 point of damage.

Bloody Blade*: At 5th level, whenever the necroknight uses his necroblade ability, he may spend an additional necrosis point. If he does, then his necroblade deals an additional point of bleed damage for every d6 of damage dealt with necroblade.

Vampire Blade*: At 10th level, whenever the necroknight uses his necroblade ability, he may spend an additional necrosis point. If he does, then if he hits with the attack he gains a number of temporary hit point equal to the damage dealt with necroblade instead of gaining necrosis points. These temporary hit points last for a number of rounds equal to the necroknight's Intelligence modifier.

Blood Drinker Aura: At 15th level, while the necroknight has temporary hit points granted by his necrosis pool, he regains hit points while within 30 feet of a creature suffering a bleed effect. At the start of his turn, the necroknight is healed for an amount equal to the highest bleed damage suffered by creatures with the area.

Life Unending: At 20th level, if the necroknight would be killed, he returns to life, as per true resurrection, after 24 hours as long as he had at least 5 necrosis points when he died. Alternatively, the necroknight may spend 10 necrosis points to return to life after 1 round.

VITAE

For the necroknight looking to take on the role of a battlefield medic, the vitae focus deals less with harming others and more with saving them.

Infuse Vitae: At 1st level, the necroknight may touch another creature and fill it with unliving vigor. As a standard action, the necroknight can spend a 1 necrosis point and roll his necroblade damage, and the creature gains the total damage as temporary hit points. These hit points last 1 round per Intelligence modifier.

Necromedic (Sp): At 5th level, the necroknight gains a small selection of spell-like abilities that he may use by spending necrosis points. He may cast any spell from Table 1-2: Vitae Spells, provided he meets the minimum necroknight level and has the required necrosis to spend. He uses his necroknight level as his caster level, and his Intelligence modifier as his casting modifier.

Shared Resistance: At 10th level, the necroknight grants his bonus from resistance training to all allies within 30 feet.

TABLE 1-2: VITAE SPELLS

MINIMUM NECROKNIGHT LEVEL	SPELL	NECROSIS COST
5	<i>Cure Light Wounds</i>	2
7	<i>Cure Moderate Wounds</i>	4
9	<i>Cure Serious Wounds</i>	6
11	<i>Cure Critical Wounds</i>	8
13	<i>Breath of Life</i>	10
15	<i>Heal</i>	12

Aura of the Healer: At 15th level, while the necroknight has temporary hit points granted by his necrosis pool, he may cast the spells provided by his necromedic class feature as touch spells with a range of 30 feet at no cost as a standard action. He may only cast 1 such spell for free per round in this fashion.

Beyond Death: At 20th level, the necroknight can resurrect a creature via necromantic rituals. He may spend 2 necrosis points per HD of the target creature to return the creature to life, as per *true resurrection*. In addition, the necroknight and allies within 30 ft are immune to death effects.

Bonus Feat:

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

Resistance Training (Ex):

Having schooled in the dark arts, the necroknight is more prepared to defend himself against those wielding necromancy against him. At 3rd level, the necroknight adds 1/3rd his necroknight level (minimum +1) to all saves against spells and spell-like abilities from the necromancy school and all death effects. The necroknight may make a Will save to negate the effect even if the spell or spell-like ability normally wouldn't allow for a save.

Arcane Training (Sp):

Despite lacking true magical ability, through constant study the necroknight has attained a semblance of casting power. At 4th level, the necroknight can cast *bleed*, *detect magic*, *light*, *read magic*, and *stabilize* at will as spell-like abilities. Additionally, the necroknight adds Draconic to his languages known, if he didn't already know Draconic.

Deathly Palor (Su):

The power of necromancy infuses the necroknight with strange and volatile might when he infuses his body with deathly magics. At 5th level, whenever the necroknight uses his necrosis points to gain temporary hit points, he gains one of the following bonuses, lasting as long as he has at least 1 temporary hit points granted from his necrosis pool:

- Gain a constant *detect undead* effect.
- Cast *command undead* as a spell-like ability.
- Convert your weapon damage type to negative energy damage gain lifesense with a range of 30 feet.
- The first creature you strike each round must make a Fortitude save (DC 10 + 1/2 necroknight level + Intelligence modifier) or be staggered for 1 round.
- Cast *unliving rage*, targeting the necroknight regardless of his creature type, as a spell-like ability.

- Gain a ray attack with a range of 30 feet that deals your necroblade damage. You may modify this ray with any ability that works with necroblade.

At 9th level, the necroknight may select one of the following bonuses instead:

- As a standard action, create a 60 ft cone of necrotic energies. Creatures within the cone take your necroblade damage. A Will save (DC 10 + 1/2 necroknight level + Intelligence modifier) halves the damage.
- Gain a frightful presence (Will DC 10 + 1/2 necroknight level + Intelligence modifier) with a range of 30 feet. Creatures that fail their save become shaken for 3d6 rounds. Creatures with HD greater than your necroknight level aren't affected by the frightful presence.
- Enemies adjacent to you suffer the effects of your necroburst ability.
- Gain the negative energy affinity monster ability
- adjacent creatures take 1d6 points of nonlethal cold damage per 2 necroknight levels each turn
- Creatures you kill explode with necrotic energies, dealing your necroblade damage to adjacent enemies. A Fortitude save DC 10 + 1/2 necroknight level + Intelligence modifier) halves the damage.
- Choose 2 of the level 5 options.

At 13th level, the necroknight may select one of the following bonuses instead:

- Become incorporeal, and gain a touch attack that deals your necroblade damage. You may modify this touch attack with any ability that works with necroblade
- Cast *marionette possession* or *possess object* as a spell-like ability.
- Gain Spell Resistance equal to 15 + your necroknight level against necromancy spells and spell-like abilities. Whenever a spell fails to penetrate this spell resistance, gain a necrosis point.
- Gain immunity to curse effects. Ongoing curses are suspended until the effect ends. This allows you to discard cursed items with caster level equal to or lower than your necroknight level.

- Cast *unwilling shield* as a spell-like ability
- Cast *shadow projection* as a spell-like ability
- Choose 2 of the level 9 options

At 17th level, the necroknight may select one of the following bonuses instead:

- Create a symbol of death at your current position
- Creatures you kill require a caster level check (DC $20 + \frac{1}{2}$ necroknight level + Intelligence modifier) to resurrect
- Creatures that move through or end their turn in an adjacent square take 1d6 points of negative energy per 2 necroknight levels
- Increase the save DC of necroknight abilities by +2
- Cast *necromancer's last stand* on yourself, with a duration of 1 minute per 10 temporary hitpoints gained. This replaces the normal duration of spells granted by deathly palor.
- Choose 2 of the level 13 options

Once the bonus, or bonuses, have been chosen they cannot be changed while the necroknight still has temporary hitpoints from his necrosis pool. You can't take the same bonus more than once. If the bonus involves casting a spell, the spell is cast as a free action as part of gaining the temporary hitpoints, using the necroknight's Intelligence modifier as the casting modifier. The spell lasts for as long as you temporary hit points from your necrosis pool, even if the spell would normally have a longer or shorter duration. You cannot delay the casting of the spell-like ability.



Necromantic Weapons (Su):

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

Soul of Necromancy (Su):

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

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

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

Unlifeline (Su):

The necroknight learns to escape danger through the use of necromantic energies, quickly supplementing his own life energies with accumulated necrosis. At 8th level, the necroknight may empty his necrosis pool to gain temporary hit points as a swift or an immediate action, rather than a move action.

Necrotic Reserve (Su):

Through mystic tutelage and calculated effort, the necroknight has learned to merely sip the power of his necrosis pool instead of flooding himself. At 10th level, whenever an ability would empty the necroknight's necrosis pool, he may instead pay any number of necrosis points, minimum of his Intelligence modifier.

Necromantic Aegis (Su):

For a sufficiently powerful necroknight, a lethal blow is nothing to fear; his powers shall sustain him- even through death! At 11th level, if the necroknight would be reduced below 0 hit points while he has points in his necrosis pool, he may empty his necrosis pool as an immediate action to reduce the damage dealt by 2 points per necrosis point lost. If this would keep his hit point total above 0, he continues to act normally.

Reclaim Necrosis (Su):

By studying the connections between life and death, the necroknight can better convert the vital energies in his necrotic energy reserve. At 11th level, the necroknight may convert temporary hit points gained from his necrosis pool back into necrosis points as a swift action. For every 4 temporary hitpoints the necroknight spends, he gains 1 necrosis point.

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

Lengthy Necrosis (Su):

Constant usage of necrotic energies has trained the necroknight on how to better sync his own life energies to his necrosis pool. At 14th level, temporary hit points granted by the necroknight's necrosis pool now last a number of minutes equal to the necroknight's Intelligence modifier.

Table 1-3: Necroknight Favored Class Bonus

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

* Please note that Pathfinder only recognizes full values; 3.75 necrosis points is still only 3 necrosis points

Phantom Knight

AN ARCHETYPE FOR NECROKNIGHT IN THE PATHFINDER ROLEPLAYING GAME

Some necroknights seek a more innate connection with the power of undeath and necromancy. Eschewing traditional schooling, these intrepid souls work to infuse their being with raw necromantic might. This infusion produces a startling result; the necroknights can become a literal living ghost. Oftentimes, these phantom knights were first sorcerers with the undead or shadow bloodline who sought a more intimidating martial presence.

Necromancer's Presence (Su):

The phantom knight's necrosis pool is based on his Charisma modifier, not his Intelligence modifier. In addition, the DC of all class abilities are based on the phantom knight's Charisma modifier. This ability modifies necrosis pool.

Phantom Warrior (Su):

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

At 5th level, when the phantom knight has temporary hit points granted by his necrosis pool, he becomes incorporeal and he gains an incorporeal touch attack that deals his necroblade damage. He may spend necrosis points to modify this attack.

At 9th level, when the phantom knight has temporary hit points granted by his necrosis pool, he gains a 60 foot fly speed with perfect maneuverability.

At 13th level, when the phantom knight has temporary hit points granted by his necrosis pool, he may cast *mage hand* at will as a spell-like ability, and *telekinesis* every 1d4 rounds as a spell-like ability. At 17th level, while the phantom knight has temporary hit points granted by his necrosis pool he may attempt to possess a creature or object as a standard action. He may cast either *marionette possession* or *possess object* spell-like ability.

All abilities granted by the phantom warrior class feature stack; thus a 9th level necroknights who has temporary hit points granted by his necrosis pool becomes incorporeal, has a touch attack, and has a fly speed of 60 feet.

This ability replaces all instances of *deathly palor*.



Deathly Doctor

AN ARCHETYPE FOR WIZARDS IN THE PATHFINDER ROLEPLAYING GAME

Through the careful study of the interactions between positive and negative energy, some necromancers come to regard life and death magicks as two sides of the same coin. These necromancers learn to change the negative energies of necromancy spells into healing magicks.

Class Skills:

The deathly doctor adds Heal (Wis) to his list of class skills, and removes Fly (Dex).

Student Of Necromancy (Su):

The deathly doctor must select necromancy for their arcane school.

This modifies the arcane school class feature.

Magic of Life and Death (Su):

At 1st level, the deathly doctor may convert a prepared necromancy spell into a healing spell. As a standard action, the deathly doctor may expend a prepared necromancy spell that isn't a cantrip to cast a cure spell of the same spell level or lower (a cure spell is any spell with 'cure' in its name).

This ability replaces the Scribe Scroll bonus feat at 1st level.



Sidebar: The White Necromancer

For those wanting another way to play a non-evil necromancer, consider the White Necromancer base class from the New Path Compendium from Kobold Press.

Feats

Extra Necrosis

PREREQUISITE(S): Necrosis pool class feature

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

SPECIAL: This feat may be taken more than once. The effect stacks.

Necrosis Apprentice

PREREQUISITE(S): No levels in a class that has the necrosis pool class feature, Intelligence 13

BENEFIT: You gain a necrosis pool, as the necroknight class feature, with a maximum value of your class level + your Intelligence modifier.

SPECIAL: If you gain levels in a class that grants the necrosis pool class feature, you may immediately exchange this feat for the Extra Necrosis feat.

Necromantic Student

PREREQUISITE(S): Must have a necrosis pool, Intelligence 13, Character level 5

BENEFIT: Select one necroknight necromantic focus. This cannot be a necromantic focus you already have. You gain the 1st level power for the selected focus. For level-dependent effects, you have an effective necroknight level equal to your character level - 3.

SPECIAL: If you have the Necrosis Apprentice feat, you may spend 1 necrosis point as a swift action to deal an extra 1d6 points of negative energy damage on your next attack. This counts as the necroblade ability.

Necromantic Scholar

PREREQUISITE(S): Must have a necrosis pool, Necromantic Student, Intelligence 15, Character level 13

BENEFIT: You gain either the 5th level power or the 10th level power of the necromantic focus granted by Necromantic Student. For level-dependent effects, you have an effective necroknight level equal to your character level - 3.

Selective Burst

PREREQUISITE(S): Necroburst ability, Intelligence 13

BENEFIT: When you use your necroburst ability, you choose a number of creatures in the affected area, up to your Intelligence modifier. These creatures are not affected by your necroburst.

Resist Hunger

PREREQUISITE(S): undead creature type, Iron Will

BENEFIT: You gain an additional +2 bonus to Will saves made to resist your hunger. Additionally, when you fail a save against you hunger, you get a new save to resist on your next turn.

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