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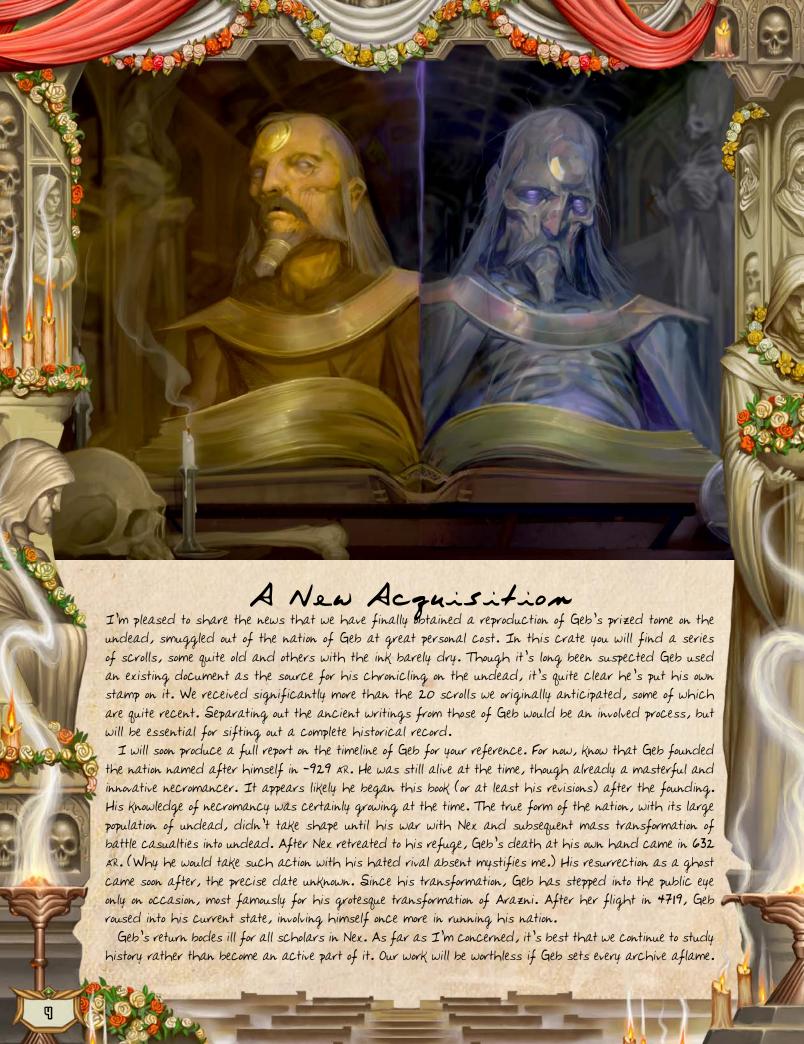
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PREFACE

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

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

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

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

ON PAST WRITINGS

Addendum from His Majesty Geb Calistril 17, 4722 AR

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

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

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

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

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

BOOK OF THE DEAD IN YOUR GAME

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

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

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

THE MARCH OF THE DEAD

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

BOOK OF THE DEAD

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PRAYERS FOR THE LIVING

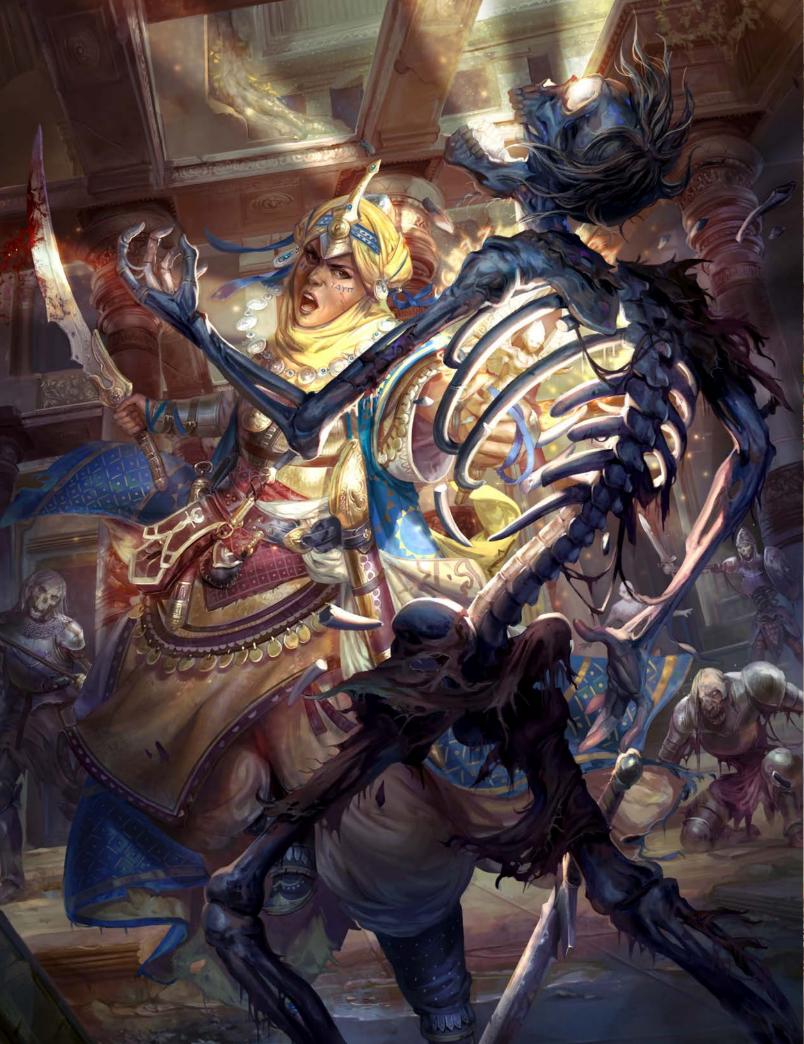
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CHAPTER 1: PRAYERS FOR THE LIVING

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

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

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

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

FINDING BALANCE

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

INITIAL STUDY

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

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

CHARACTER OPTIONS

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

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

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

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

Hallowed Necromancer (page 24):

Use the powers of necromancy for battling undead with this archetype.

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

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

PHILOSOPHY AND GUIDANCE

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

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

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

Hunters of the Dead (page 14):

Capture wandering spirits, ghosts, haunts, and more in a magical mirror to help them pass on to the afterlife.

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

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Necromancer (Archetype) Soul Warden

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

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

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

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

REST AND REVERENCE

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

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

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

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

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

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

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

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

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

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

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

INTO THE DEADLANDS

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

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

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

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

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

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

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

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

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

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

A MAGIC OF MALEVOLENCE

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

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

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

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

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

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REAPERS OF REALITY? The teachings of Pharass

The teachings of Pharasma claim, inaccurately, that undead are an abomination upon all reality, that

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

What, then, is the incentive for Pharasma, or her church, to make these unsubstantiated claims? The answer lies in the origin of the goddess Urgathoa, who, according to numerous records, was the first undead. Urgathoa so soundly rejected Pharasma's judgment, hungry as she was for more of life, that she was able to escape from the Boneyard, despite Pharasma's precautions against just such a thing, and create a new form of unlife for herself.

That's right, Urgathoa humiliated Pharasma, the goddess who draws faith and worship from the fact that she is prophetic and infallible. We know from the ways of the divine that our deities' motivations are all too human. In speaking such a broad declamation, Pharasma merely reveals her own vanity. Jealousy and revenge spurred Pharasma to besmirch what Urgathoa had created. After all, undeath hadn't been intended by Pharasma, so it must be inferior, by her perspective. There must be a flaw, some crucial problem that means no one should reproduce what Urgathoa accomplished. Hence, all such beings should be destroyed. The idea that undead and undeath are unraveling reality exists purely in the realm of mere speculation and blind faith, and does not merit real consideration.

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

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

a group. With the proper tools, the challenge lies in swift response. A conflict with undead is won or lost in snap decisions that mean the difference between stemming

the tide and being consumed. Their other danger is in their hungers, which make the intelligent ones unreliable or overly confident. One must watch them carefully and cede only what authority is necessary. Worry little of reprisal, as perceived weakness makes one even more enticing to the vampire's bite.

WHISPERS FROM THE VOID

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

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

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

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

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

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

TOOLS AND SYMBOLS OF THE DEAD

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

ARSENALS OF THE LIVING

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

Sunsticks, holy water, stakes, and fire are key elements in the arsenal of any fighter of the undead.

And many bring both a bludgeoning weapon to handle skeletons and a slashing weapon to use against zombies.

Among those fortunate enough to wield enchanted weapons, three runes of power are widely considered the most essential to possess: holy, disrupting, and ghost touch sigils.

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

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

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

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

TOKENS OF THE DEAD

masks in Taldor.

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

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

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

While many of the symbols thus far have been specific to local regions and cultures, some symbols are capable of transcending cultures. For instance, black onyx is widely recognized as a necromantic

focus, to the extent that its possession is prohibited by force of law in some locales. Thus,

the surreptitious flash of an onyx ring or pendant often serves as a signal between necromancers and their associates.

The gagged skull of the Whispering Way, and the Urgathoan scythe and skull-marked fly, are also

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

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HUNTERS OF THE DEAD

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

ARCLORDS OF NEX

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

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

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

BRIGHT LIONS

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

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

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

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

their ultimate antagonist, is undead as well as a deity.

CHURCH OF PHARASMA

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

IVORY REAPERS

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

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

VOICES OF THE SPIRE

The Voices of the Spire are a militant sect single-mindedly dedicated to eradicating undead. These pugnacious priests have chapter houses in countries throughout the Inner Sea region, including Nex, Osirion, and Ustalav. Each chapter house is an armory and repository for information on undead. Although they are willing to accept

aid, each chapter house is a well-hidden stronghold—a necessity of survival for a group that regularly orchestrates the destruction of powerful vampires, liches, mummies, and other sapient undead. One of their public chapter houses is located in Wati, a city in Osirion nearly overrun by undead in the recent past.

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

GLOOM WARDERS

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

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

KNIGHTS OF LASTWALL

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

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

The Knights of Lastwall are found primarily in the Gravelands, where they struggle to rescue the living and destroy the undead hordes that roam the region. This is a significant improvement from the

Knights of Ozem's previous tendency to invade sovereign nations without provocation while ultimately failing to

defend the one location whose defense defined their existence. The Knights of Lastwall are also making waves in Absalom, where one of their leaders, Ulthun II, struggles to recruit allies and support from the rich and powerful, while rebuilding Absalom's long-destroyed Precipice Quarter as a sanctuary for refugees.

NIDALESE RESISTANCE

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

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

Nidalese resistance rarely survive long, nearly always meeting horrific and agonizing ends.

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

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BACKGROUNDS

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

COMMON BACKGROUNDS

Every society contains those tasked with managing the cold reality of death. Other common backgrounds with a similar theme include false medium som and undertaker ske.

CURANDERO BACKGROUND

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

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

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

GRAVE ROBBER BACKGROUND

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

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

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

HAUNTED CITIZEN BACKGROUND

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

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

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

NECROMANCER'S APPRENTICE BACKGROUND

You apprenticed under a necromancer—a hard education in a field where a cadaver you were dissecting could suddenly animate and every magical artifact seemed deadly. Now on your own, you're grateful you learned to identify magical threats quickly and thoroughly.

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

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

NIGHT WATCH BACKGROUND

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

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

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

PYRE TENDER BACKGROUND

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

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

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

RARE BACKGROUNDS

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

SCION OF SLAYERS

BACKGROUND

RARE

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



SLAYER'S CATALOG

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

BOTTLED SUNLIGHT

ITEM 2+

ALCHEMICAL BOMB CONSUMABLE FIRE LIGHT POSITIVE SPLASS

Usage held in 1 hand; Bulk L

Activate ❖ Interact

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

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

Type lesser; Level 2; Price 7 gp

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

Type moderate; **Level** 4; **Price** 20 gp The bomb deals 2d4 positive damage, 2 positive splash damage, and 2d4 additional fire damage.

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

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

Type major; Level 18; Price 4,500 gp

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

CELESTIAL PEACHWOOD SWORD

ITEM 17

RARE GOOD MAGICAL NECROMANCY POSITIVE

Price 15,000 gp

Usage held in 1 hand; Bulk L

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

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

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

based on the Strike's damage.

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

DAWNLIGHT

ITEM 3+

UNCOMMON DIVINE EVOCATION
Usage held in 1 hand; Bulk L

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

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

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

Type greater dawnlight; Level 7; Price 320 gp Whenever you successfully counteract magical darkness while holding this symbol, the clash of magic unleashes a momentary flash of light. Creatures with darkvision in the area of the light spell or targeted by it must succeed at a DC 23 Fortitude save or be dazzled for 1 round. Those with light blindness are also exposed to bright light.

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

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

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

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

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

ECTOPLASMIC TRACER

ALCHEMICAL CONSUMABLE

Price 12 gp

Usage held in 1 hand: Bulk L

Activate • Interact

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

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

FEAST OF HUNGRY GHOSTS

ITEM 9+

ITEM 3

CONSUMABLE ENCHANTMENT MAGICAL

Activate 1 hour (Interact)

This lavish meal with meats, fresh and dried fruits, grains, and wine smells absolutely scrumptious, especially to undead. It comes complete with dishes and dining utensils. You spend an hour setting up this feast to feed one undead creature, who is present throughout the process. The undead must be willing, but the food smells delicious and feeds any unusual hunger the undead has, so an undead motivated mainly by hunger will usually be willing to dine. Incorporeal undead consume the various essences of the meal, allowing them to eat it despite their lack of a body. After it

has consumed the meal, the undead becomes friendly to you for 24 hours, or until you take actions to antagonize or anger it. The meal also sates the undead during that time, which could allow an undead with an unnatural hunger to stave off that hunger for a time.

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

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

Type banquet of hungry ghosts; Level 12; Price 350 gp; Bulk 8 This feast feeds up to 4 willing undead.

FINAL REST

ITEM 18

MAGICAL NECROMANCY **Price** 24,000 gp

Usage held in 1 hand; Bulk 1

This +3 greater disrupting greater striking silver longsword is made from the purest silver. The blade is carefully etched to depict a vast and sprawling

> necropolis, a place where the dead are laid to rest. Whenever you critically hit an undead creature with final rest, the undead creature takes 3d6 persistent good damage, with a DC 36 Fortitude save.

Critical Success No effect.

Success The creature takes half the persistent good damage.

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

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

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

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

GRIM RING

ITEM 5

UNCOMMON DETECTION DIVINATION DIVINE INVESTED

Price 150 gp

Usage worn; Bulk -

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

or Deception DC, as appropriate, with a +2 item bonus

to your check.

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

LADY'S SPIRAL

ITEM 7

UNCOMMON MAGICAL NECROMANCY

Price 360 gp

Usage held in 1 hand; Bulk 1

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

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LIFE SALT

CONSUMABLE DIVINE POSITIVE

Price 25 gp

Usage held in 1 hand; Bulk L

Activate Strike

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

PEACHWOOD

MATERIAL 8+

ITEM 5

UNCOMMON PRECIOUS

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

Type peachwood branch; Price 600 gp; Bulk L

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

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

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

Peachwood Items	Hardness	HP	ВТ
Thin Items			
Standard-grade	4	16	8
High-grade	6	24	12
Items			
Standard-grade	5	20	10
High-grade	8	32	16
Structures			
Standard-grade	12	48	24
High-grade	18	64	32

PEACHWOOD TALISMAN

ITEM 6

UNCOMMON ABJURATION CONSUMABLE MAGICAL TALISMAN

Price 40 gp

Usage affixed to armor; Bulk-

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

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

PEACHWOOD WEAPON

ITEM 12+

UNCOMMON

Usage varies by weapon; **Bulk** varies by weapon

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

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

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

UNDEAD DETECTION DYE

ITEM 4

UNCOMMON ALCHEMICAL CONSUMABLE

Price 20 gp

Usage held in 1 hand; Bulk L

Activate • Interact

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

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

ATHFINDER

FOLK REMEDIES

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

BLUEMILK PAINT

A sky-blue paint, derived from milk, lime, and ground indigo, is used on houses to repel undead. One theory holds

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

GRISTLEGRUB

Some farming communities make false human corpses from the skinned carcasses of sheep or pigs, which are crudely butchered into semblances of

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

MIRRORS

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

MORNING THISTLE

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

NAILWREATHS

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

just before the debt comes due.

RAVEN FEATHERS

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

ROWAN TREES

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

RUNNING WATER

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

SALT

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

WILLOW

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

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

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

CAST OUT *>>

FEAT 6

ABJURATION ARCHETYPE CONCENTRATE MANIPULATE

Prerequisites Exorcist Dedication

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

SPIRIT'S ABSOLUTION •

FEAT 6

ARCHETYPE HEALING NECROMANCY POSITIVE

Prerequisites Exorcist Dedication

Cost 1 spirit wisp or spirit remnant from your *spirit dwelling* **Requirements** You are holding your *spirit dwelling*.

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

SPIRIT'S ANGUISH *>>

FEAT 8

ARCHETYPE EVOCATION SONIC

Prerequisites Exorcist Dedication

Cost 1 spirit wisp or spirit remnant from your spirit dwelling **Requirements** You are holding your spirit dwelling.

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

ENTICING DWELLING

FEAT 12

ARCHETYPE

Prerequisites Exorcist Dedication

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

SPIRIT DWELLINGS AND REMNANTS

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

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

Collect Spirit Remnant (concentrate, manipulate)
Requirements You're holding your spirit dwelling;
Effect You brandish your spirit dwelling at the location where a haunt, ghost, or other incorporeal undead was destroyed within the last minute and pray or recite ritual incantations. You coax the spirit remnant into your spirit dwelling.

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

EXORCISTS ACROSS GOLARION

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

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HALLOWED NECROMANCER (ARCHETYPE)

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

Others choose a different path. Through spiritual study and introspection, they have come to recognize the evil intrinsic in the existence of undead, the fundamental wrongness of using the universal energy of death to create an appearance of life. To combat this evil, these casters learn to conduct positive energy and direct it to

great effect against the undead they encounter. They may also engage in ongoing study to learn of the nature of life, death, and undeath, and the precise relationship between each state. These scholars and mages are commonly known as hallowed necromancers—a slightly misrepresentative name, as many of them don't use religious methods, but a frequently used shorthand regardless.

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

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

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

HALLOWED NECROMANCER DEDICATION FEAT 2

UNCOMMON ARCHETYPE DEDICATION

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

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

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

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

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

HALLOWED INITIATE FEAT 4

ARCHETYPE

Prerequisites Hallowed Necromancer Dedication

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

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

SACRED SPELLS

FEAT 4

ARCHETYPE

Prerequisites Hallowed Necromancer Dedication

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

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

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

DEATH WARDEN

FEAT 6

ARCHETYPE POSITIVE

Prerequisites Hallowed Necromancer Dedication

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

ADVANCED HALLOWED SPELL FEAT 8

ARCHETYPE

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

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

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

POSITIVE LUMINANCE

FEAT 8

Prerequisites Hallowed Necromancer Dedication

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

HALLOWED NECROMANCY IN GEB

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

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

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

CONSECRATED AURA

FEAT 14

ABJURATION ARCHETYPE AURA POSITIVE

Prerequisites Hallowed Necromancer Dedication

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

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

HALLOWED NECROMANCER FOCUS SPELL

HALLOWED GROUND

FOCUS₁

UNCOMMON GOOD NECROMANCY POSITIVE

Cast >>> somatic, verbal

Range 60 feet; Area 10-foot burst

Duration 1 minute

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

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

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

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

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

PSYCHOPOMP FAMILIAR

FEAT 4

ARCHETYPE

Prerequisites Soul Warden Dedication, familiar

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

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

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

LIBERATE SOUL *>>

FEAT 6

ARCHETYPE CONCENTRATE DIVINE NECROMANCY

Prerequisites Soul Warden Dedication

Frequency once per hour

Requirements Your spiral is glowing.

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

SPIRAL SWORN *

FEAT 6

ARCHETYPE CONCENTRATE DIVINE EVOCATION

Prerequisites Soul Warden Dedication

Frequency once per 10 minutes

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

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

THE SOUL CYCLE

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

ENHANCED PSYCHOPOMP FAMILIAR

FEAT 8

ARCHETYPE

Prerequisites Psychopomp Familiar

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

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

SAFEGUARD SOUL

FEAT 8

ABJURATION ARCHETYPE DIVINE

Prerequisites Soul Warden Dedication

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

EXPAND SPIRAL

FEAT 10

ARCHETYPE

Prerequisites Spiral Sworn

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

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UNDEAD SLAYER (ARCHETYPE)

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

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

FEAT 2

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

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

HUNTER'S SANCTUM

FEAT 4

ARCHETYPE

Prerequisites Undead Slayer Dedication

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

Religion DC or the normal DC to find the sanctum, whichever is higher.

UNDEAD SLAYER DEDICATION

ARCHETYPE DEDICATION

Prerequisites trained in Religion

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

Slayer's Identification

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

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

BLESSED MEDICINE

ARCHETYPE FORTUNE SKILL

Prerequisites Undead Slayer Dedication

FEAT 4

NECROMANTIC RESISTANCE

FEAT 4

ARCHETYPE

Prerequisites Undead Slayer Dedication

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

SLAYER'S STRIKE ***

FEAT 4

ARCHETYPE FLOURISH NECROMANCY OCCULT POSITIVE

Prerequisites Undead Slayer Dedication

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



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

FRIGHTEN UNDEAD •>

FEAT 6

ARCHETYPE

Prerequisites Undead Slayer Dedication, trained in Intimidation

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

GEAR UP

FEAT 6

ARCHETYPE

Prerequisites Undead Slayer Dedication

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

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

SLAYER'S BLESSING

FEAT 8

ARCHETYPE MANIPULATE

Prerequisites Slayer's Strike

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

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

SLAYER'S PRESENCE

FEAT 10

ARCHETYPE

Prerequisites Frighten Undead

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

UNDEAD SLAYERS IN THE INNER SEA

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

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

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

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

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

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CHAPTER 2: HYMNS FOR THE DEAD

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

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

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

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

CHALLENGES OF UNDEATH

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

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

CHARACTER OPTIONS

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

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

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

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

PHILOSOPHY AND GUIDANCE

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

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

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

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

On the Ethics of Necromancy

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

NECROMANCY CLASS FEATS

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

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

UNDYING CONVICTION

FEAT 4

UNCOMMON AURA CLERIC NECROMANCY ORACLE WIZARD

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

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

Special This feat has the trait matching your spellcasting tradition.

NECROMANCER'S VISAGE

FEAT 12

UNCOMMON CLERIC NECROMANCY ORACLE WIZARD

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

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

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

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

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

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

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

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

Special This feat has the trait matching your spellcasting tradition.

SEPULCHRAL SUBLIMATION •

FEAT 14

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

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

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

Special This feat has the trait matching your spellcasting tradition.

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

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

BONDS OF DEATH � FEAT 8

ARCHETYPE

Prerequisites Reanimator Dedication

Frequency once per day

Requirements You have cast *animate dead* this turn.

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

GREATER DEATHLY SECRETS

FEAT 10

ARCHETYPE

Prerequisites Deathly Secrets

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

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

MASTER OF THE DEAD

FEAT 12

UNCOMMON ARCHETYPE

Prerequisites Deathly Secrets

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

REANIMATOR FOCUS SPELLS

EYES OF THE DEAD

FOCUS 3

UNCOMMON DIVINATION MENTAL

Cast *** material, somatic, verbal

Range 1 mile; Targets one undead creature under your control **Duration** sustained up to 1 minute

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

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

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

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

SHAMBLING HORROR

FOCUS 6

UNCOMMON EVIL NECROMANCY

Cast *** material, somatic, verbal

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

Duration 10 minutes

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

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

SUBJUGATE UNDEAD

FOCUS 3

UNCOMMON MENTAL NECROMANCY

Cast *** material, somatic, verbal

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

Saving Throw Will; Duration varies

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

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

Success The target is unaffected.

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

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

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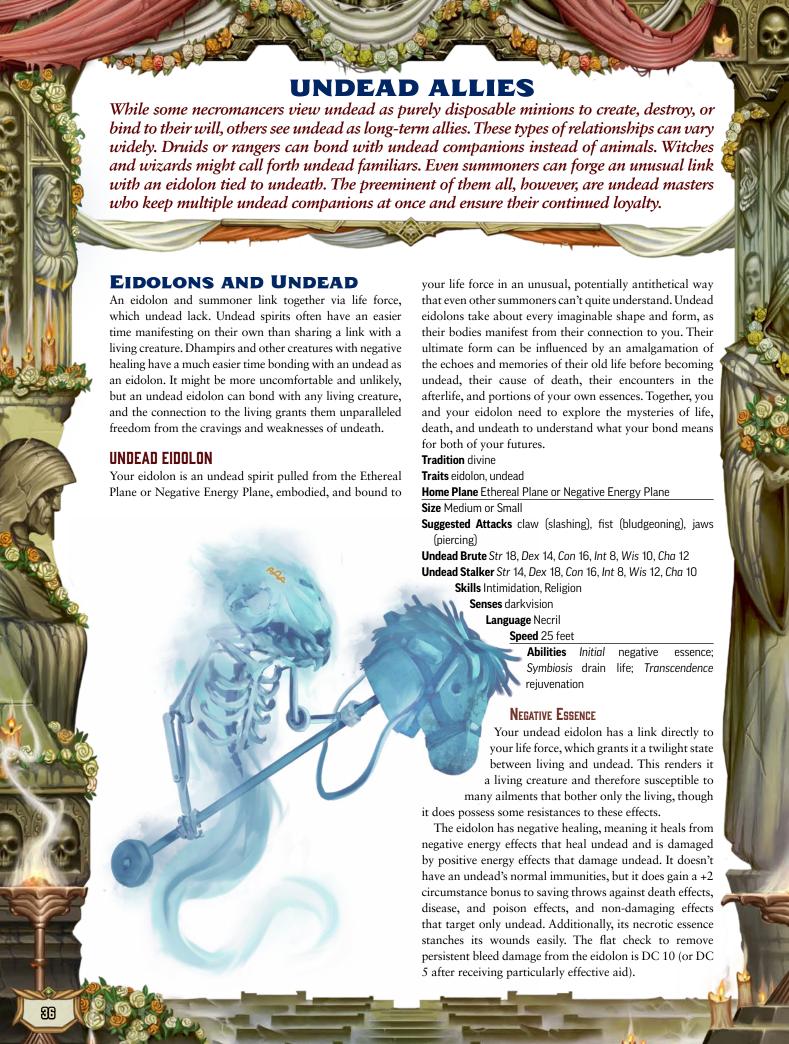
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SATHFINDER

DRAIN LIFE

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

DRAIN LIFE **

DIVINE EIDOLON NECROMANCY NEGATIVE

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

Critical Success No effect.

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

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

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

REJUVENATION

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

UNDEAD COMPANIONS

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

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

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

THE EVIL OF UNDEATH

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

ANCHORED INCORPOREALITY

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

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

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

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

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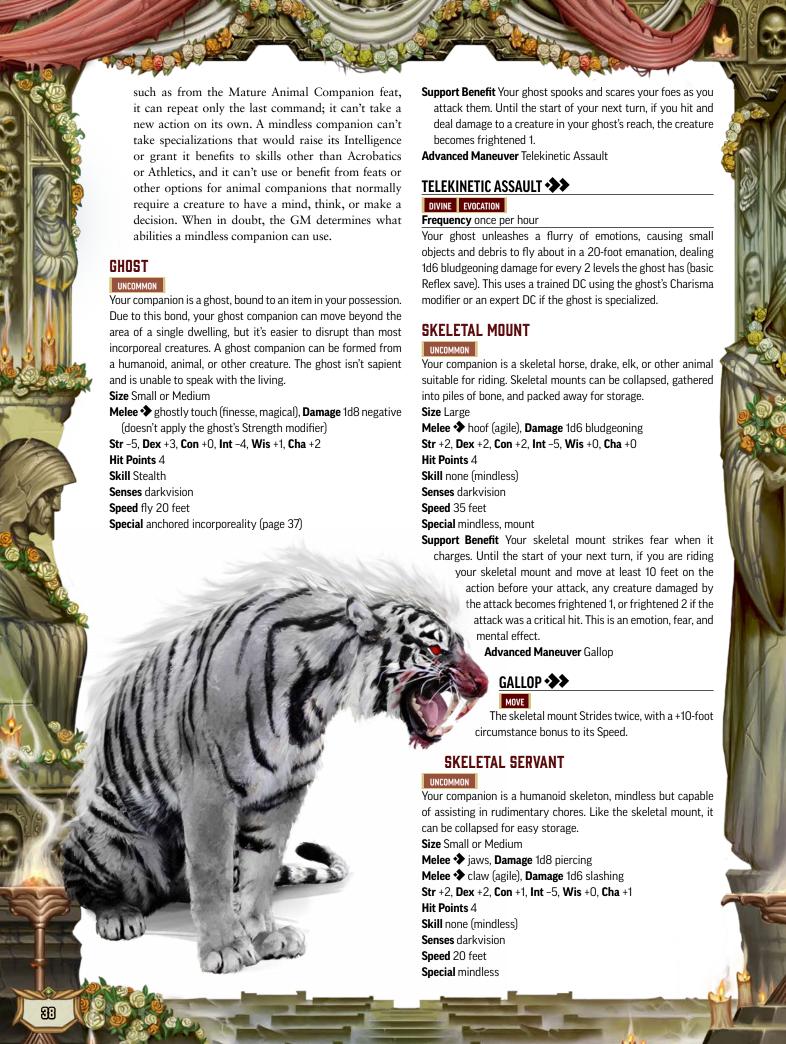
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Support Benefit Your skeletal servant jabs bones into your enemies to distract them while you attack. Until the start of your next turn, when a Strike you make hits and deals damage to a creature within your skeletal servant's reach, that target becomes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

Advanced Maneuver Screaming Skull

SCREAMING SKULL *>>

AUDITORY EMOTION FEAR MENTAL

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

VAMPIRIC ANIMAL

RARE

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

animal to their vampiric whims.

Size Small or Medium

Melee * jaws (finesse),

Damage 1d8 piercing Str +2, Dex +2, Con +1,

Int -4. Wis +1. Cha +0

Hit Points 4

Skill Survival

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

Speed 30 feet

Special Vampiric animal companions

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

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

Advanced Maneuver Blood Feast

BLOOD FEAST

Your vampiric animal companion attacks a bleeding foe and drinks its blood. Your companion attempts a Strike against a creature currently taking persistent bleed damage. The Strike deals 2d8 additional damage. If the Strike hits and deals damage, your vampiric animal companion gains temporary Hit Points equal to half your level that last for up to 1 minute.

ZOMBIE

UNCOMMON

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

Size Small or Medium

Melee • fist, Damage 1d8 piercing

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

Hit Points 10

Skill none (mindless)

Senses darkvision

Speed 20 feet

Special mindless

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

Advanced Maneuver Take a Taste

TAKE A TASTE •

Requirements The zombie has a creature grabbed or restrained.

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

UNDEAD SPECIFIC **FAMILIARS**

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

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CRAWLING HAND Crawling hands make grisly but striking familiars, popular among necromancers with an eye for aesthetics. They also tend to be convenient, due to many available spare parts. Crawling hands can be skeletal or fleshy, like a zombie. CRAWLING HAND Required Number of Abilities 5 Granted Abilities manual dexterity, spell delivery, undead, Lend a Hand The crawling hand assists an ally in the same space to attack a foe, crawling over the enemy and grabbing to distract them. Despite being a minion, it gains 1 reaction at the start of its turns, which it can use only to Aid an attack roll by an ally that shares the hand's space (it still has to prepare to help as normal for the Aid reaction). This attempt automatically succeeds. If the crawling hand has a similar ability, like partner in crime, it still gains only 1 reaction and can choose how to spend it. Undead Your familiar is undead. It has negative healing and is immune to death effects, disease, poison, and unconscious. It's destroyed at 0 HP. OLD FRIEND Sometimes, the spirit of a cherished pet returns from the Boneyard to continue aiding its beloved owner. These tiny animal ghosts tend to be bound to anchors such as favorite toys, collars, or carved representations of who they were in life. An old friend is less likely to be evil than other undead familiars, as is its master. OLD FRIEND INCORPOREAL SPIRIT UNDEAD Required Number of Abilities 4

Granted Abilities flier

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

Anchored Incorporeality Page 37.

Undead As crawling hand.

POLONG

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

POLONG

INCORPOREAL UNDEAD

Required Number of Abilities 8

Granted Abilities flier, lifelink, skilled^{APG} (Society), spellcasting^{APG}, speech

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

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

Undead As crawling hand.

TALKING HEAD

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

TALKING HEAD

UNDEAD

Required Number of Abilities 3

Granted Abilities cantrip connection, skilled APG (your choice of Arcana, Occultism, or one kind of Lore), speech

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

Undead As crawling hand.

SATHFINDER

UNDEAD MASTER (ARCHETYPE)

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

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

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

FEAT 2

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

UNDEAD MASTER DEDICATION

UNCOMMON ARCHETYPE DEDICATION

Prerequisites evil alignment

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

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

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

GUARDIAN GHOSTS

ARCHETYPE DIVINE NECROMANCY

Prerequisites Undead Master Dedication

Frequency once per 10 minutes

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

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

THEIR MASTER'S CALL •

FEAT 12

ARCHETYPE CONCENTRATE DIVINE NECROMANCY

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

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

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DEITIES OF UNDEATH

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

URGATHOA

Ah, the Pallid Princess. According to legend, Urgathoa forged the immortal path many of us follow when she defied Pharasma and became the first undead. Ever since, she has guided others in their transformations. Rather than drift along the River of Souls, a spirit might veer

back toward its old haunts or body with Urgathoa's divine presence guiding them as a lighthouse guides a ship. Thus, for most of my unliving charges, Urgathoa is the fearsome midwife who welcomes undead back into the world and receives their accolades forever after. Her priests replicate these efforts by dutifully ending lives, protecting undead, and aiding their eternal faithful. I welcome them.

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

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

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

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

A MOTIVATING HUNGER

The world has too many zombies rotting in forgotten dungeons and liches sitting on their withered laurels, and it is the blessing of Urgathoa's unending hunger that drives undead to act. Imagine the idleness of ghouls and vampires if they lacked the need to feed. By her ghastly grace, my subjects are not simply tireless in body but restless in spirit, always driven toward new objectives that better my lands.

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

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

CHARON

Whereas the other gods I explore revel in undeath as an end state, to Charon, all paths lead to death, and the undead are merely mortals taking a detour. For the daemonic Horseman of Death, creating undead is a transactional affair: he stays your execution so long as you inflict

death. Seeking out Charon is quite the act of desperation, yet there are benefits. The Boatman navigates the Styx, whose waters hold the multiverse's forgotten secrets, any of which he might retrieve in exchange for servitude. His daemons often create undead minions and those who survive their fiendish creators are as likely to turn to Charon as they are to flee Abaddon altogether. Revenants and other vengeful corpses might accept eventual oblivion if it means dragging down their hated rival, but there are more effective methods of achieving one's goals. Avoid this Horseman.

KABRIRI

The Lord of Ghouls supposedly arose from the first cannibal, but as with any cadaver his progeny devours, the attribution is an irrelevant nicety. Many of my citizens revere Kabriri, enjoying his dogma of endless eating. Yet there is cold cunning beneath that gluttony. Like an

overlooked beggar picking at trash, Kabriri finds things, hears things, and knows the secrets the dead took with them to their graves. His is the scavenger's lot, disparaged by high society yet crucial to keeping the streets clean. So too do his disciples scavenge places, taking refuge in abandoned structures and maintaining them. Nowhere is this more apparent than Nemret Noktoria, a dismal cavern turned thriving metropolis built in Kabriri's honor. Laugh at Kabriri for lapping up Urgathoa's scraps if you will, but know he is an easily underestimated ally.

ORCUS

It is little wonder the demon lord of necromancy's cult finds a home in my realm, and no doubt Orcus believes I owe him homage for the wizardry mastered through my own genius. Yet while his followers are capable, their numbers are few and their rosters filled

with self-absorbed spellcasters who sought out undeath. Urgathoa retains her deserved primacy, especially within my lands. Don't confuse Orcus's apparent absence with impotence. No, while Kabriri gnaws, Zura revels, and Urgathoa indulges, Orcus plots. He meticulously builds his strength on other worlds and planes, waiting for an auspicious opportunity to claim supremacy over all undead. Let him scheme. I have only one rival of note and care little for having a second.

ZURA

In life an Azlanti queen who reveled in macabre feasts of blood, in death Zura rules as demon lord of vampires and cannibalism. Where Kabriri rules the graves, Zura preys upon the living, gorging on life-giving blood. She's never fully recovered since

Earthfall nearly wiped out her faithful, and there's a certain poetry in her cravings—the living possess what she has lost. My lands have become her refuge. As Zura's faithful strive for the spectacle and passion of life, they draw art and culture to Mechitar, bringing amusement to lonesome immortality. Yet her priests test my patience, at times cooperating, and other times engaging in pointless destructive feuds with Urgathoa's chosen.

DEVOTEE BENEFITS

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

CHARON (NE)

Edicts End all mortal life, exploit those who fear death **Anathema** Offer anything for free, extend mortal lifespans, grant true salvation to the doomed or dying

Follower Alignments LE, NE, CE

Divine Font harm

Divine Skill Occultism

Favored Weapon staff

Domains death, knowledge, souls^{LOGM}, water

Cleric Spells 1st: grim tendrils, 4th: crushing despair, 9th: weird

ORCUS (CE)

Edicts Become undead through choice and skill, master necromantic magic, create undead

Anathema Become a vampire or accidental undead, give succor to faiths that seek to destroy undead

Follower Alignments NE, CE

Divine Font harm

Divine Skill Arcana

Favored Weapon mace

Domains magic, might, undeath, zeal

Cleric Spells 1st: grim tendrils, 2nd: feral shades^{SoM}, 9th: power word kill

ZURA (CE)

Edicts Drink blood, seek vampirism, cause bleed damage

Anathema Expose vampires, heal a bloody wound without drinking blood from it first

Follower Alignments NE, CE

Divine Font harm

Divine Skill Diplomacy

Favored Weapon rapier

Domains delirium^{LOGM}, indulgence, nightmares, undeath **Cleric Spells** 1st: *charm*, 4th: *gaseous form*, 6th: *dominate*

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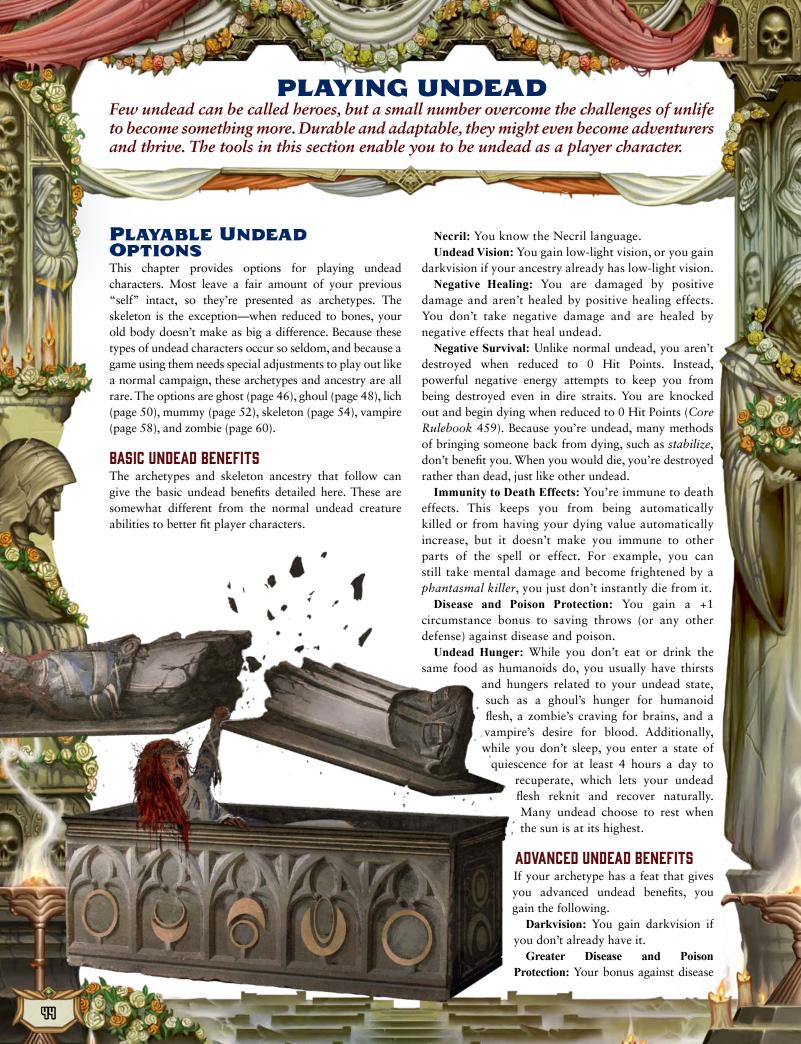
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and poison increases to +2. You gain poison resistance equal to half your level.

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

ROLEPLAYING UNDEAD

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

UNDEAD ORIGINS

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

RUNNING A GAME WITH UNDEAD PCS

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

UNLEASHING THE UNDEAD

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

BECOMING UNDEAD

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

STARTING OUT AS UNDEAD

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

HEALING UNDEAD

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

STITCH FLESH

FEAT 1

GENERAL SKILL

Prerequisites trained in Medicine

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

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

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

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FRIGHTFUL MOAN **

FEAT 4

ARCHETYPE AUDITORY DIVINE EMOTION ENCHANTMENT FEAR MENTAL

Prerequisites Ghost Dedication

Frequency once per 10 minutes

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

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

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2.

GHOSTLY RESISTANCE

FEAT 4

ARCHETYPE

Prerequisites Ghost Dedication

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

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

GHOSTLY GRASP

FEAT 6

ARCHETYPE

Prerequisites Ghost Dedication

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

GHOST FLIGHT *>>

FEAT 8

ARCHETYPE

Prerequisites Ghost Dedication

Frequency once per day

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

PASS THROUGH ***

FEAT 10

ARCHETYPE

Prerequisites master in Acrobatics, Ghost Dedication

Frequency once per 10 minutes

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

INCORPOREALITY, FLIGHT, AND REJUVENATION

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

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

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

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

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

REJUVENATION

FEAT 12

RARE ARCHETYPE

Prerequisites Ghost Dedication

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

UNLIMITED GHOST FLIGHT

FEAT 14

ARCHETYPE

Prerequisites Ghost Flight

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

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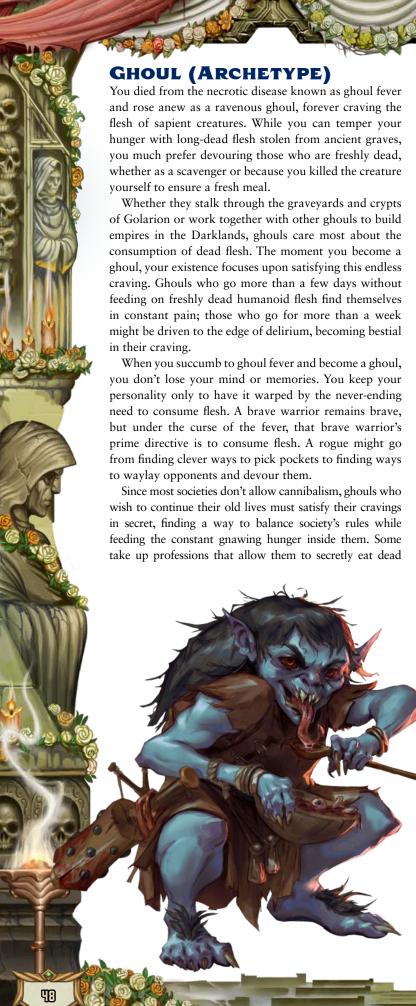
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flesh or create dead bodies to feed upon. There are tales told of ghoul mercenary troops who satisfy their cravings and profit, while ghoul spellcasters can use their magic to procure and preserve flesh.

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

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

GHOUL DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

Prerequisites You were killed by ghoul fever.

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

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

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

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

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

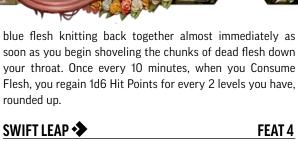
REPLENISHING CONSUMPTION

FEAT 4

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Prerequisites Ghoul Dedication

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



ARCHETYPE

Prerequisites Ghoul Dedication

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

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

FEVERISH ENZYMES ***

FEAT 6

Prerequisites Ghoul Dedication

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

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

GRAVE STRENGTH FEAT 6

ARCHETYPE

Prerequisites Ghoul Dedication

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

PARALYZING SLASH ***

FEAT 8

ARCHETYPE INCAPACITATION OCCULT NECROMANCY

Prerequisites Feverish Enzymes

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

ROLEPLAYING A GHOUL

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

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

SICKENING BITE

FEAT 8

ARCHETYPE

Prerequisites Ghoul Dedication

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

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

GLUTTON FOR FLESH

FEAT 10

Prerequisites Ghoul Dedication

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

CORPSE STENCH

FEAT 12

ARCHETYPE AURA OLFACTORY

Prerequisites Ghoul Dedication

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

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LICH (ARCHETYPE)

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

Becoming a lich requires much more than just magical knowledge. It demands fierce intelligence, bold ingenuity, incredible determination, unending patience, and a strict adherence to perfection, along with incredible skill as an artisan, for each lich must create their own *soul cage*. A mispronounced word or flaw in the construction of

your *soul cage* would end not in immortality but ignominious death. You have all these skills in abundance and now, with your ascension, you've proven your superiority beyond a shadow of a doubt.

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

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

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

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

LICH DEDICATION

FEAT 12

RARE ARCHETYPE DEDICATION

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

After years of study and careful planning, you finally completed a *soul cage* to house your soul and successfully performed a ritual to transform yourself into a lich. Now, neither death nor time can prevent you from pursuing your studies and achieving your grand ambitions. You

gain the undead trait and the basic undead benefits (page 44). Your undead craving is for knowledge.

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

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

DRAIN SOUL CAGE

FEAT 14

ARCHETYPE

Prerequisites Lich Dedication, Drain Bonded Item, spellbook

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

ENSHROUD SOUL CAGE FEAT 14

ARCHETYPE

Prerequisites Lich Dedication

You wreathe your soul cage in an ever-growing collection of obfuscating illusions and protective abjurations to hide it from your enemies. You disguise the soul cage as any non-magical object of the



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

HAND OF THE LICH

FEAT 14

ARCHETYPE

Prerequisites Lich Dedication

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

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

BOLSTER SOUL CAGE

FEAT 16

ARCHETYPE

Prerequisites Lich Dedication, legendary in Crafting

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

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

SPELL GEM FEAT 16

UNCOMMON ARCHETYPE

Prerequisites Lich Dedication, legendary in Crafting

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

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

FRIGHTFUL AURA

FEAT 18

ARCHETYPE AURA EMOTION FEAR MENTAL

Prerequisites Lich Dedication, master in Intimidation

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

SOUL CAGE

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

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

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

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

Failure The creature is frightened 1.

Critical Failure The creature is frightened 2.

SOUL CAGE

SOUL CAGE

ITEM 12

RARE ARCANE NECROMANCY NEGATIVE

Price 1,600 gp

Usage held in 1 hand; Bulk -

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

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

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

Craft Requirements You have Lich Dedication.

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MUMMY (ARCHETYPE)

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

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

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

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

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

MUMMY DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

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

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

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

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

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

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

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

ONE WITH THE LAND

FEAT 4

ARCHETYPE

Prerequisites Mummy Dedication

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

Arctic Ice or snow

Desert Dust or sand

Mountain Clouds or mist

Swamp Rain or murky water

SEMBLANCE OF LIFE ◆

FEAT 4

ARCHETYPE DIVINE ILLUSION VISUAL

Prerequisites Mummy Dedication

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

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

GRAVE MUMMIFICATION

FEAT 6

ARCHETYPE

Prerequisites Mummy Dedication

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

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

MUMMY'S DESPAIR ◆◆◆

FEAT 6

ARCHETYPE AURA DIVINE EMOTION ENCHANTMENT FEAR MENTAL

Prerequisites Mummy Dedication

Frequency once per hour

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

ACCURSED TOUCH

FEAT 8

ARCHETYPE

Prerequisites Mummy Dedication

ATHEINDER

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

STORM SHROUD *>>

FEAT 8

ARCHETYPE CONCENTRATE CONJURATION DIVINE

Prerequisites Mummy Dedication

Frequency once per hour

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

CHANNEL ROT

FEAT 10

ARCHETYPE

Prerequisites Accursed Touch

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

ENSNARING WRAPPINGS

FEAT 10

ARCHETYPE

Prerequisites Mummy Dedication, expert in Athletics

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

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

TERRAIN FORM •>

FEAT 10

ARCHETYPE CONCENTRATE DIVINE TRANSMUTATION

Prerequisites Mummy Dedication

Frequency once per day

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

Arctic Snow (water)

Desert Sand (earth)

Mountain Cloud (water)

Swamp Mud (earth, water)

DESICCATING INHALATION *>>

FEAT 12

ARCHETYPE DIVINE EVOCATION

Prerequisites Mummy Dedication

Frequency once per hour

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

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

GREATER DESPAIR

FEAT 12

ARCHETYPE

Prerequisites Mummy's Despair

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

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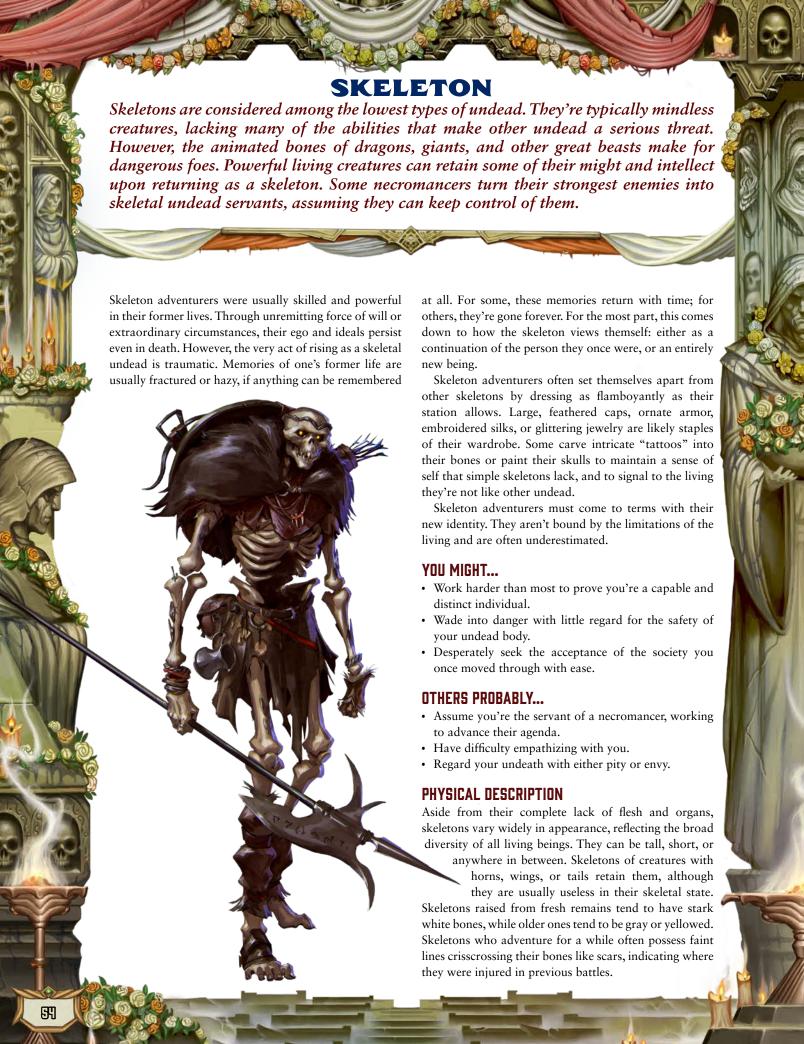
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ATHFINDER

SOCIETY

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

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

ALIGNMENT AND RELIGION

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

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

NAMES

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

SAMPLE NAMES

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

SKELETON HERITAGES

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

FODDER SKELETON

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

COMPACT SKELETON

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

RARITY

Rare

HP

6

SIZE

Medium

SPEED

25 feet

ABILITY BOOSTS

Dexterity

Charisma

Free

1166

ABILITY FLAW

Intelligence

LANGUAGES

Common

Necril

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

TRAITS

Skeleton Undead

UNDEATH

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

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

STURDY SKELETON

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

MONSTROUS SKELETON

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

ANCESTRY FEATS

The following ancestry feats are available to skeletons.

1ST LEVEL

AS IN LIFE, SO IN DEATH

FEAT 1

SKELETON

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

COLLAPSE ?

FEAT 1

SKELETON

Frequency once per 10 minutes

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

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

PLAY DEAD •

FEAT 1

SKELETON

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

UNDEAD EMPATHY

FEAT 1

SKELETON

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

STH LEVEL

PAST LIFE

FEAT 5

SKELETON

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

WELL-ARMED ◆

FEAT 5

SKELETON

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

9TH LEVEL

BONE MISSILE

FEAT 9

SKELETON

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

REJUVENATION TOKEN

FEAT 9

UNCOMMON NECROMANCY SKELETON

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

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

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

SKELETAL RESISTANCE

FEAT 9

SKELETON

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

13TH LEVEL

SKELETAL TRANSFORMATION

FEAT 13

SKELETON

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

SKELETON COMMANDER

FEAT 13

UNCOMMON SKELETON

Prerequisites expert in Religion

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

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

17TH LEVEL

BONE SWARM ***

FEAT 17

CONCENTRATE POLYMORPH SKELETON TRANSMUTATION

Frequency once per day

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

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

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

NECROMANTIC HEIR

FEAT 17

SKELETON

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



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

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

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

CLINGING CLIMBER

FEAT 4

ARCHETYPE

Prerequisites Vampire Dedication, trained in Athletics
You climb like a spider. You gain a climb Speed of 15 feet.

MANIPULATIVE CHARM

FEAT 4

ARCHETYPE

Prerequisites Vampire Dedication, trained in Deception or Diplomacy

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

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

NOCTURNAL KINDRED

FEAT 4

ARCHETYPE

Prerequisites Vampire Dedication, trained in Nature

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

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

DAYWALKER

FEAT 6

ARCHETYPE ABJURATION DIVINE

Prerequisites Vampire Dedication

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

ATHEINDER

PREDATORY CLAWS

FEAT 6

ARCHETYPE

Prerequisites Vampire Dedication

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

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

VICIOUS FANGS

FEAT 8

ARCHETYPE

Prerequisites Vampire Dedication

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

BAT FORM •>

FEAT 10

ARCHETYPE CONCENTRATE DIVINE POLYMORPH TRANSMUTATION

Prerequisites Vampire Dedication

Frequency once per hour

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

TURN TO MIST •>

FEAT 10

ARCHETYPE CONCENTRATE DIVINE TRANSMUTATION

Prerequisites Vampire Dedication

Frequency once per day

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

COFFIN BOUND

FEAT 12

UNCOMMON ARCHETYPE DIVINE NECROMANCY NEGATIVE

Prerequisites Vampire Dedication

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

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

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

VAMPIRE VULNERABILITIES

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

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

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

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

MIST ESCAPE �

FEAT 14

ARCHETYPE

Prerequisites Coffin Bound, Turn to Mist **Trigger** You are reduced to 0 HP.

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

after 1 hour when you are destroyed, whichever one comes first.

DOMINATING GAZE

FEAT 16

UNCOMMON ARCHETYPE

Prerequisites Manipulative Charm

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

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

ZOMBIE DEDICATION

FEAT 2

RARE ARCHETYPE DEDICATION

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

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

While your body is deteriorated, you're slowed 1. You can spend 10 minutes checking and repairing your joints and other weak parts of your body to recover from deterioration. You can perform these repairs as part of your daily preparations. Because it's a natural result of your body's functions, you

can't remove the slowed condition from deterioration through any other means.

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

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

ANKLE BITER

FEAT 4

ARCHETYPE

Prerequisites Zombie Dedication

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

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

FEAST **

FEAT 4

ARCHETYPE MANIPULATE

Prerequisites Zombie Dedication

Requirements You are adjacent to a restrained or



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

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

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

RAVENOUS CHARGE ***

FEAT 4

ARCHETYPE OPEN

Prerequisites Zombie Dedication

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

BRAINS! �

FEAT 6

ARCHETYPE

Prerequisites Feast

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

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

NUMB

FEAT 6

ARCHETYPE

Prerequisites Zombie Dedication

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

OUT OF HAND

FEAT 8

ARCHETYPE

Prerequisites Zombie Dedication

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

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

You gain the Lay Down Arms action.

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

SHAMBLE ◆◆◆ OR ◆◆◆◆

FEAT 8

ARCHETYPE

Prerequisites Zombie Dedication

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

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

UNKILLABLE 🗪

FEAT 8

ARCHETYPE

Prerequisites Zombie Dedication

Frequency once per hour

Trigger You would be reduced to 0 HP.

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

FESTERING WOUNDS

FEAT 12

ARCHETYPE DISEASE DIVINE NECROMANCY

Prerequisites Zombie Dedication

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

SEIZE •

FEAT 14

ARCHETYPE FLOURISH

Prerequisites Zombie Dedication

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

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

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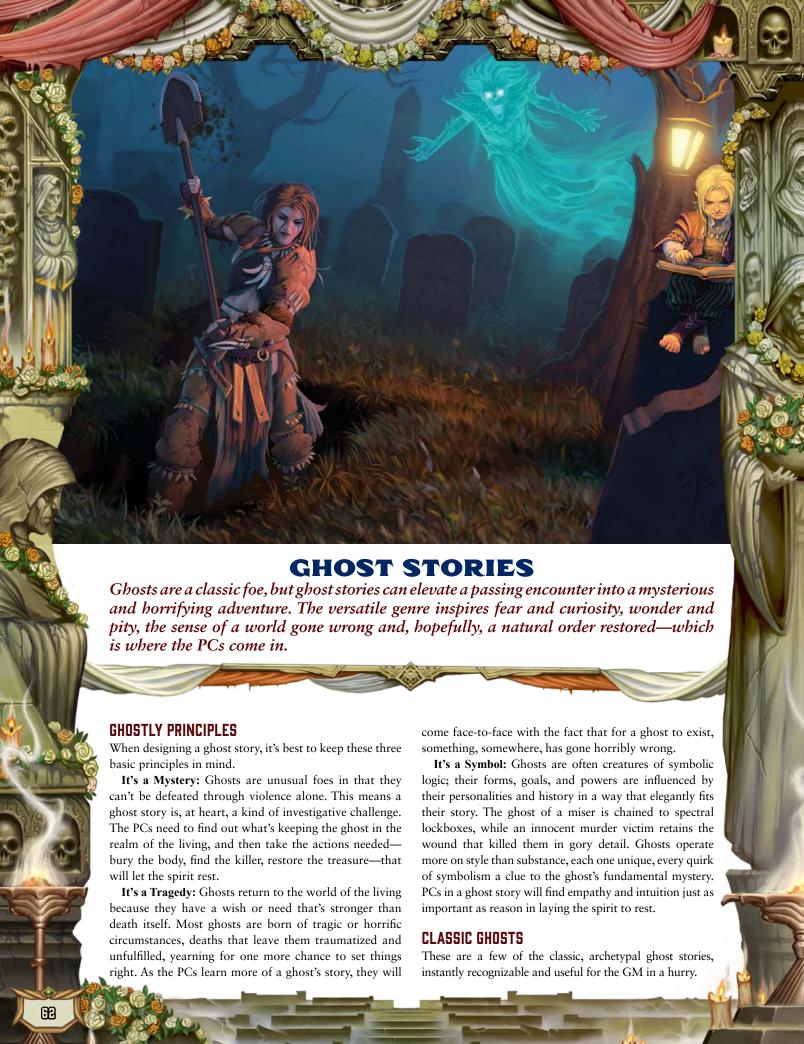
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ATHFÎNDER

THE VICTIM

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

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

THE PROTECTOR

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

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

THE HOAX

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

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

WRITING A GHOST STORY

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

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

FRIENDLY GHOSTS

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

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

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

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

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

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

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

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

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

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HAUNTS

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

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

SIMPLE HAZARDS

A simple hazard uses its reaction when triggered.

LOCKING DOOR HAZARD -1

HAUNT

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

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

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

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

PHANTOM FOOTSTEPS

HAZARD -1

HAUNT

Stealth DC 15

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

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

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 3.

Reset 1 hour

BLOOD-SOAKED SOIL

HAZARD 0

HAUNT

Stealth DC 16 (trained) to smell blood

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

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

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

Reset 1 day

DISEMBODIED VOICES

HAZARD 0

HAUN

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

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

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

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

Reset 1 hour

COLD SPOT

HAZARD 1

HAUNT

Stealth DC 17 (trained)

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

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

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

Reset 1 hour

SATHFÎNDER

SHATTERED WINDOW

HAZARD 1

HAUNT

Stealth DC 17 (trained) to notice cracks spider-webbing across the window

Description The anger trapped within a structure shatters a window, showering glass in adjacent spaces.

Disable DC 19 Occultism or Religion (trained) to suppress the spiritual energy or DC 20 Diplomacy (trained) to soothe the latent anger

Shatter → Trigger A creature moves adjacent to the window;
Effect The window shatters, dealing 2d6+5 slashing damage to creatures within 5 feet (DC 17 basic Reflex save).

BLOODTHIRSTY TOY HAZARD 2

HAUNT

Stealth DC 17 (trained) to hear a child imitate an animal's roar

Description A scruffy stuffed bear animates, biting whoever disturbs it.

Disable DC 20 Thievery (trained) to handle the toy without disturbing it or DC 21 Occultism (trained) to suppress the memories suffusing the toy

Chomp Trigger A creature touches the toy; **Effect** The toy animates for a split second, biting the triggering creature with a ferocious jaws Strike.

Melee ◆ jaws +14, Damage 2d8+8 piercing damage

Reset 1 hour

TOPPLING FURNITURE HAZARD 2

HAUNT

Stealth DC 18 (trained) to hear the spirit's grunt of exertion as it works to topple the furniture

Description A mischievous spirit pushes a bookshelf over onto a creature.

Disable DC 16 Athletics to hold the furniture upright or DC 18 Occultism (trained) to foil the spirit's efforts to influence matter

Topple Furniture → Trigger A creature moves adjacent to the furniture; Effect The spirit shoves the furniture over in an attempt to crush the triggering creature. The triggering creature takes 2d10+7 bludgeoning damage (DC 22 basic Reflex save). On a failure, the creature is additionally knocked prone.

Reset If the haunt successfully damages a creature with Topple Furniture, the spirit laughs for 1d4 rounds as the haunt resets; each subsequent time the haunt activates, it must topple a different piece of upright furniture. If the haunt fails to damage a creature, the spirit wails in frustration and resets after pouting for 1d4 hours.

PHANTOM JAILER

HAZARD 3

HAUNT

Stealth DC 20 (trained) to notice the manacles twitch

Description A spirit appears and arrests the creature by clamping manacles around their wrists.

Disable DC 18 Athletics to seize the manacles from the spirit, DC 19 Intimidation (trained) to order the spirit to stand down, or DC 20 Occultism to exorcise the spirit

Capture Trigger A creature touches the manacles; **Effect** The spirit attempts to lock the manacles around the triggering creature's wrists. The triggering creature must attempt a DC 23 Reflex save.

Critical Success The creature is unaffected.

Success The spirit loosely places manacles around the creature's wrists. Removing the manacles requires a single action.

Failure The spirit clamps the manacles around the creature's wrists but fails to lock them. The creature is flat-footed

and clumsy 1 until the manacles are removed as a 3-action activity.

Critical Failure The spirit clamps the manacles around the creature's wrists and locks them. The creature is flat-footed and clumsy 1 until the manacles are removed (Escape DC 23, simple lock).

Reset 1 day

VIOLENT SHOVE

HAZARD 3

HAUNT

 $\begin{tabular}{ll} \textbf{Stealth} DC 23 (trained) to feel an ominous presence \\ in the room \end{tabular}$

Description An invisible force bats creatures aside, hurling them into a nearby wall.

Disable DC 19 Occultism (trained) to disperse the force or DC 20 Religion (trained) to ward yourself from harm

Shove Trigger A creature moves adjacent to the haunted wall; Effect A powerful force sweeps across the room, shoving all creatures in the room toward the wall. Each creature in the area must attempt a DC 20 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is pushed 5 feet toward the wall. If the creature would collide with the wall, they take 1d10+5 bludgeoning damage.

Failure The creature is pushed 10 feet toward the wall. If the creature would collide with the wall, they take 2d10+10 bludgeoning damage.

Critical Failure The creature is pushed 15 feet toward the wall. If the creature would collide with the wall, they take 3d10+15 bludgeoning damage and are knocked prone.

Reset 1 day

FINAL WORDS

HAZARD 4

HAUNT

Stealth DC 22 (trained) to hear the scratch of a quill upon paper

Description As a creature touches a hand-written letter, they witness the letter's author scribe it in the past; each pen

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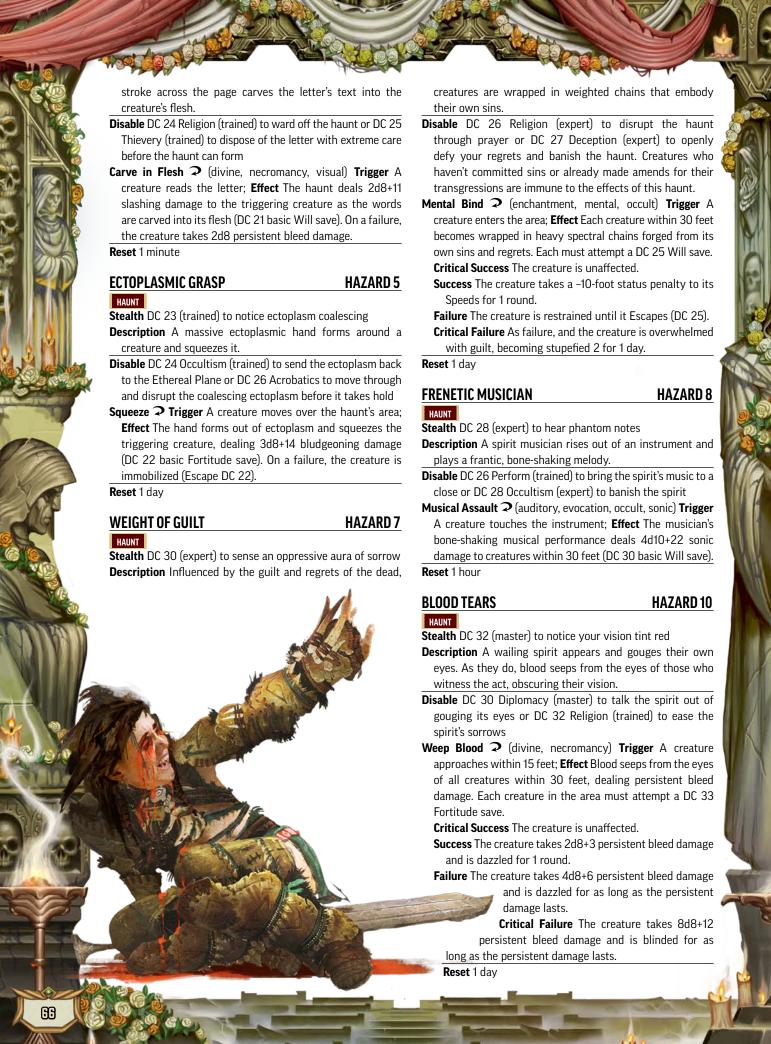
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DESPERATE HUNGER

HAZARD 12

HAUNT

Stealth DC 35 (master) to feel an odd sense of hunger

Description A skeletally thin spirit appears, weeping as it shoves earth and stones down its throat in an effort to stave off hunger.

Disable DC 36 Deception (master) to convince the spirit it's no longer hungry or DC 38 Occultism (trained) to ritually feed the spirit

Desperate Meal → (occult, transmutation) Trigger A creature approaches within 10 feet; Effect Creatures within 30 feet are filled with painful hunger and must succeed at a DC 32 Fortitude save or feel their stomachs fill with rocks, dirt, and worse, dealing 6d10+20 piercing damage.

Critical Success The creature is unaffected.

Success The creature takes half damage and is sickened 1. **Failure** The creature takes full damage and is sickened 2.

Critical Failure The creature takes double damage, is sickened 4, and takes a -10-foot status penalty to its Speeds for as long as it's sickened.

Reset 1 day

CANNIBALISTIC ECHOES

HAZARD 16

HAUNT

Stealth DC 42 (master) to sense something unusual lurking in the area's echoes

Description A pack of cannibalistic spirits swarm through the area, devouring living creatures.

Disable DC 40 Intimidation (master) to drive the spirits off with a ferocious display or DC 42 Occultism (expert) to exorcise the spirits

Feast Trigger A living creature approaches within 10 feet; Effect The spirits bite and chew, dealing 6d12+35 piercing damage to each creature within 30 feet. Affected creatures must each attempt a DC 41 Reflex save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage, 2d8 persistent bleed damage, and is drained 1.

Critical Failure The creature takes double damage, 4d8 persistent bleed damage, and is drained 2.

Reset 1 day

FLOOD OF SPIRITS

HAZARD 18

HAUNT

Stealth DC 45 (trained) to hear the flood of spirits coalescing **Description** A wave of spirits fly through the area, passing right through the living.

Disable DC 48 Occultism (expert) or Religion (master) to divert the spirits

Surge Through → (cold, negative) Trigger A creature passes through the area; Effect The haunt deals 3d12+20 negative damage and 3d12+20 cold damage to creatures in the area (DC 40 basic Reflex save). On a failure, a creature is stupefied 2 for 1 minute, and on a critical failure, it's also confused for 1 minute.

Reset 1 day

GLIMPSE GRAVE

HAZARD 20

HAUNT

Stealth DC 48 (expert) to notice the words on the tombstone waver

Description A tombstone bears the name of those who look upon it, causing their hearts to seize.

Disable DC 45 Religion (legendary) to bless the tombstone or DC 50 Occultism (trained) to ward off spirits

Stop Heart → (death, illusion, incapacitation, linguistic, occult, visual) Trigger A creature reads or touches the tombstone; Effect The haunt deals 8d10+44 negative damage (DC 47 basic Will save) to all creatures within 60 feet who can see the tombstone and can read any language. On a critical failure, a creature dies.

Reset 1 day

COMPLEX HAZARDS

A complex hazard rolls initiative and acts on its turn.

ENTOMBED SPIRIT

HAZARD 2

COMPLEX HAUNT

Stealth +11 (trained)

Description The wall bulges out in the shape of a howling humanoid face as it twists and forms tendrils reaching for nearby creatures. This haunt is formed when a murder victim is entombed within a wall before or after their death.

Disable DC 17 Occultism (trained) to weaken the spirit, DC 18 Athletics (trained) to force the spirit's face back inside the wall, or DC 19 Diplomacy (trained) to talk down the spirit; two total successes across all skills are required to disable the haunt

AC 15; Fort +11, Ref +5

Hardness 9 (wall); HP 30 (BT 15); Immunities object immunities Gasp → (enchantment, fear, mental, occult) Trigger A creature moves adjacent to the wall where the corpse is entombed; Effect The spirit gasps and wails for aid while the wall takes on the shape of its face and roils, growing tendrils. All creatures within 10 feet must succeed at a DC 18 Will save or be frightened 1 for as long as the haunt remains active. The haunt then rolls initiative.

Routine (3 actions) The spirit attempts to Grapple up to two creatures within 10 feet with a +14 Athletics modifier, then squeezes each creature it has grabbed, dealing 1d10+4 damage. The haunt doesn't apply a multiple attack penalty to the second attempt to Grapple.

Reset The haunt deactivates 1 minute after all creatures leave the area and resets immediately thereafter. If disabled, the haunt resets after 1 day. The haunt is permanently destroyed if the remains of the deceased are removed from the wall.

SADISTIC CONDUCTOR

HAZARD 4

COMPLEX HAUNT

Stealth +12 (trained)

Description A phantom conductor appears with a flourish,

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causing spectral instruments with razor-like strings to appear in the hands of those present. As the conductor gestures for the performance to begin, creatures are compelled to play the instruments. **Disable** DC 18 Performance to perform so well the conductor releases you from your instrument, banishing it voluntarily; DC 22 Occultism or Religion (trained) to banish one instrument; or DC 25 Thievery (trained) to sabotage one instrument; each instrument must be banished, sabotaged, or destroyed to disable the haunt Hardness 10; HP 22 per instrument (BT 11); Immunities critical hits, object immunities, precision damage Conjure Instruments (conjuration, occult) Trigger A creature approaches within 15 feet; Effect The conductor conjures a hazardous spectral instrument into the hands of each sentient creature within 30 feet. Even a creature whose hands are full finds a spectral instrument superimposed over the other items it's carrying. Affected creatures must each attempt a DC 19 Will save. The haunt then rolls initiative. Critical Success The conjuration fails and no instrument appears in the creature's hands. Success A conjured instrument appears in the creature's hands, but it isn't compelled to play it. **Failure** A conjured instrument appears in the creature's hands and it's compelled to play it (see routine below). The creature can't willingly put down the instrument while compelled to play. Critical Failure As failure, but the creature needs a critical success on its Performance in order for the conductor to be satisfied and dismiss its instrument.

Routine (1 action; enchantment, mental, occult) The conductor urges each creature within 30 feet to play the hazardous instrument it holds. Each creature that is compelled to play its instrument does so, and those who succeeded on their save can choose to do so. Playing the instrument, either from the haunt's routine or of a creature's own volition during an attempt to disable the haunt, deals 1d6+3 slashing damage (DC 21 basic Reflex save), and the creature must attempt a DC 18 Performance check. On a success, the conductor accepts the performance and dismisses that creature's instrument, and on a critical failure, the discordant sound and conductor's jeers deal an additional 1d6+3 sonic damage.

Reset The haunt deactivates when all conjured instruments are destroyed or there has been silence for 1 minute. It resets after 1 hour.

GRASPING DEAD

HAZARD 5

COMPLEX HAUNT

Stealth +12 (expert)

Description Hands of the buried dead rise from the ground, grabbing and tearing at creatures in the area to drag them underground.

Disable DC 22 Religion (trained) to ritually pray for the dead or DC 24 Occultism (trained) to exorcise the spirits' anger; two total successes are required to disable the haunt

Shifting Earth → Trigger At least two creatures enter the area; Effect The earth shifts wildly as the hands of the dead spring forth from the ground. The area becomes difficult terrain. Creatures within the area are knocked prone unless they succeed at a DC 26 Reflex save. The haunt then rolls initiative.

Routine (1 action) The grasping hands batter all creatures in the area, dealing 2d6+7 bludgeoning damage (DC 26 basic Reflex save). On a critical failure, a creature is dragged partially into the earth, becoming immobilized until it Escapes (DC 26). If already immobilized, it's fully submerged and must hold its breath to avoid suffocation.

Reset The haunt deactivates 1 minute after all living creatures leave the area. After 1 hour, the haunt reactivates.

SPIRIT CYCLONE

HAZARD 9

COMPLEX HAUNT

Stealth +20 (expert)

Description A cyclone of angry spirits surges around the area.

Disable DC 30 Occultism or Religion (trained) to weaken the haunt; three total successes in any combination are required to disable the haunt

Gather Spirits → Trigger Two or more creatures enter the area; Effect A spiraling column of spirits gather, becoming a whirling cyclone of souls 10 feet wide and 60 feet tall. The haunt then rolls initiative.

Routine (3 actions) The spirit cyclone uses 3 actions to move, traveling up to 30 feet with each action and dealing 2d10+13 negative damage to each creature in its path (DC 32 basic Reflex save). A creature needs to attempt only one save during the cyclone's movement, even if the cyclone moves over its space more than once. On a critical failure, a creature is swept up into the cyclone, becoming grabbed (Escape DC 32). A creature grabbed by the cyclone moves along with the cyclone and takes 1d10+6 additional negative damage at their beginning of its turn, and it must attempt a Reflex save against the cyclone on the cyclone's turn, no matter where the cyclone moves. A creature that successfully Escapes from the cyclone falls from a height of 1d12 × 5 feet.

Reset The spirit cyclone disperses after 1 minute and resets after 1 day.

GHOST STAMPEDE

HAZARD 15

COMPLEX HAUNT

Stealth +30 (master)

Description Four massive skulls of aurochs, enormous wild cattle, rise into the air, each trailing its ghostly body behind it.

Disable DC 36 Nature (master) to calm one of the four aurochs or DC 40 Religion (trained) to exorcise them

AC 40; Fort +23, Ref +29

Hardness 25; **HP** 20 per aurochs skull; **Immunities** death effects, disease, paralyzed, poison; **Weaknesses** positive 5

Defend Territory

→ (emotion, fear, mental, occult) Trigger

A creature approaches within 10 feet of an aurochs skull;

Effect The skulls rise into the air, form ghostly bodies, and bellow in rage. Each creature within 60 feet of an aurochs





SATHFINDER

CHAPTER 3: THE GRIM CRYPT

Undeath comes in nearly as many forms as death itself. Cataloging every single specimen presents too immense a task, even for the eternal. My mausoleums and archives, as robust as any collection you shall ever find, are still far from a comprehensive collection of undeath. The infinity of the task might appear daunting. Do not despair. It means there is always more to discover!

Categories and commonalities: these are the best place to begin studying the undead. The greatest common drivers of undeath come in one of two forms. First, the reverberations of the Negative Energy Plane, which are the fuel for the bonfire in the undead's heart. Second, a connection to a creature's previous life, be it the manner of death, desires unfulfilled, corruption of the living creature's ethos, and so on. The former pertains to all undead, and the latter fulfills at least a small role for most, even if diminished to nothing but the cryptic seed behind the creature's behavior. Few undead are nothing but vessels for negative energy.

UNDEAD CURIOSITIES

One who makes a study of undeath can quickly become jaded. Yet another skeleton. A ghost with a banal desire to reunite with a loved one. If you have grown bored of such, you may enjoy these accounts of more novel undead.

The most familiar dead rise from humans or similar peoples. And no doubt you have seen animals risen as undead. But plants may rise as well! Collectives of dead animals or like-minded warriors can meld into a single undead entity. Even stranger are the creatures who exist both in this realm and beyond it. Sluaghs, as an illustrative example, diverge greatly from other fey but keep one foot in that world, as though hedging their bets, choosing which circle is more beneficial in the moment.

Mortics go further, being neither alive nor undead, born of Tar-Baphon's cataclysms and the growing Gravelands. By holding its breath in imitation of a corpse, a mortic casts off life but remains tethered and able to return quite easily. With the flexibility to switch between flesh and blood or a walking corpse, they have great potential. I suspect their existence will become unbearable in the long term, but they can be exploited and studied until then.

CONTROLLING THE DEAD

It's simple to use necromancy to control undead in the short term. To use undead for long-term tasks, one must understand a creature's motives and form.

Ravenous hunger, unfinished business, and an enmity to the living are the most common drives among the undead. Keep these creatures' goals ever in sight, but never in grasp. Wights, ghosts, wraiths, and their like possess an all-consuming drive that can be easily manipulated—but don't make this mistake with more refined creatures, like vampires. Undead entirely lacking minds have far simpler needs. Controlling them is more akin to tending a garden than directing a workforce.

An undead's form greatly affects its longevity and utility. Skeletons and zombies can work relentlessly but fall apart in time. Security also becomes a concern with the fleeting form common to ghosts and wraiths. Keeping such spirits corralled requires powerful wards, permanent walls of magical force, and similar countermeasures. Fortunately, most of these creatures are single-minded enough to be easily controlled through verbal manipulation by a handler, making such expensive means less necessary.

MISSIVES FROM GEB

Some categories of creature are prefaced with Geb's notes on them: these categories are ghosts, ghouls, graveknights, liches, mummies, vampires, and wights. These categories include both a deep dive into the creatures and their place within the ranks of undead as well as objects related to the creatures from Geb's archives. Several sidebars in this chapter also come from his writings, detailing his thoughts on the creature. These sidebars have a special icon: the symbol of Geb and his nation.

UNDEAD ORIGINS

Several of the new creatures in this chapter have origins in real-world folklore. Many existing categories of creature also have folkloric origins, like vampires, wights, and zombies. Popular culture has changed the public perception of many of these—especially zombies—drawing them far from their original roots. The new undead creatures with distinct roots in folklore are the following.

Bhuta: Indian subcontinent

Daqqanoenyent (Beheaded):

Iroquois and Wyandot

Gashadokuro: Japanese

Ghul: Arabic (ghouls and ghuls are based on different legends of ghuls)

Hungry Ghost: Chinese and

Vietnamese

Jiang-shi (Vampire): Chinese and other east Asian and southeast Asian cultures

Little Man in the Woods: Tlingit

Llorona: Mexican Onryo: Japanese Polong: Malay Sluagh: British Isles

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Sometimes you might need to create a creature with undead attributes in a hurry. Like the elite and weak adjustments detailed in each *Bestiary*, the following special adjustments can be used to quickly customize any creature into an undead.

As with any adjustments, these changes are meant to be fast, not comprehensive. It's best to check whether the adjustment breaks the creature in combat. For example, a creature with an important 3-action ability won't work well with zombie adjustments due to the slow ability. On the other hand, an adjustment lending a fly Speed to a creature with powerful ranged attacks might make the creature too able to harry the PCs from the air, especially at low levels.

The undead adjustments below work for turning a creature into a type of undead that doesn't fall into any of the major undead categories, and the adjustments after that mimic more specific varieties of undead.

UNDEAD ADJUSTMENTS

This creature is a reanimated corpse.

- · Add the undead trait and optionally the mindless trait.
- Add the Necril language if it isn't mindless.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious. If it's mindless, add mental as well.

GHOST ADJUSTMENTS

The ephemeral form of a ghostly creature lets it pass through solid objects and float in the air. For simplicity, a creature with these adjustments isn't truly incorporeal, nor does it necessarily return after being destroyed.

- Add the ghost, spirit, and undead traits.
- · Add the Necril language.
- Add the following immunities: death effects, disease, paralyzed, poison, precision, unconscious.
- Add the following weaknesses, with a value based on the creature's level: force, *ghost touch*, positive.
- If the creature can't fly, change its highest Speed to a fly Speed. Remove all other Speeds.
- The damage of the creature's physical Strikes changes to negative damage, and those Strikes are magical.
- · Add the following abilities.

Darkvision

Negative Healing (page 213)

Ghostly Passage ◆ The creature Flies and, during this movement, can pass through walls, creatures, and other material obstacles as though incorporeal. It must begin and end its movement outside of any physical obstacles, and passing through solid material is difficult terrain.

Level	Weaknesses
3 or lower	3
4-8	5
9-13	10
14+	15

GHOUL ADJUSTMENTS

Ghoul creatures are typically hairless and gaunt with blue or purple skin and pointed ears.

- · Add the ghoul and undead traits.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious.
- Decrease all saving throw modifiers by 1.
- Add the paralysis ability to the creature's jaws, fangs, or similar unarmed attack. If the creature doesn't have one, add one with the same attack and damage as its strongest melee attack.
- Add the following abilities.

Darkvision

Negative Healing (page 213)

Paralysis (occult, necromancy) When the creature gets a critical hit with its jaws against a living, non-elf foe of the creature's level or lower, the foe is paralyzed until the end of the foe's next turn.

Swift Leap ◆ (move) The creature jumps up to half its Speed. This movement doesn't trigger reactions.

MUMMY ADJUSTMENTS

All types of creatures can have their corpses preserved and rise as mummies.

- Add the mummy and undead traits.
- · Add the Necril language.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious.
- Add weakness to fire, with a value depending on the creature's level.
- · Add the following abilities.

Darkvision

Negative Healing (page 213)

Lesser Despair (aura, divine, emotion, enchantment, fear, mental) 30 feet. Living creatures of the mummy creature's level or lower are frightened 1 while in its despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave.

· · · · · · · · · · · · · · · · · · ·				
Weakness to Fire				
3				
5				
10				
15				

SHADOW ADJUSTMENTS

A shadow creature is little more than a sentient shadow powered by negative energy. Shadows can easily travel to and from the Shadow Plane.

- Add the undead trait.
- Add the Necril language.
- Add Stealth with a modifier equal to its highest skill modifier
- Add the following immunities: death effects, disease, paralyzed, poison, precision, unconscious.
- Add the following weaknesses, with a value based on the creature's level: force, *ghost touch*, positive.

- If the creature can't fly, change its highest Speed to a fly Speed. Remove all other Speeds.
- The damage of the creature's physical Strikes changes to negative damage, and those Strikes are magical.
- Add darkness as an innate divine spell usable once per day.
- · Add the following abilities.

Darkvision

Negative Healing (page 213)

Slink in Shadows The creature can Hide or end its Sneak in a creature's or object's shadow.

Level	Weaknesses
3 or lower	3
4-8	5
9-13	10
14+	15

SKELETON ADJUSTMENTS

Most skeletons are mindless and follow either the basic instincts they had in life or orders given by their creator.

- Add the skeleton and undead traits and, optionally, the mindless trait.
- · Add the Necril language if it isn't mindless.
- Decrease the creature's HP based on its level.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious. If it's mindless, add mental as well.
- Add the following resistances with a value based on the creature's level: cold, electricity, fire, piercing, slashing.
- · Add the following abilities.

Darkvision

Negative Healing (page 213)

tregative treating (bags = 10)				
	Level	HP Decrease	Resistances	
	-1	-2	2	
	0–1	-4	2	
	2-5	-10	3	
	6-10	-20	5	
	11+	-40	10	

VAMPIRE ADJUSTMENTS

A vampiric creature consumes the blood of the living for sustenance. It might also possess the compulsions and revulsions of a specific vampire bloodline.

- Add the undead and vampire traits.
- · Add the Necril language.
- · Decrease the creature's HP based on its level.
- Add the following immunities: death effects, disease, paralyzed, poison, sleep.
- Add resistance to physical damage, with a value based on the creature's level. Choose one type of material that bypasses this resistance: cold iron (vetalarana), silver (moroi), or wood (jiang-shi or nosferatu).
- Add a fangs Strike. It deals damage equal to the creature's lowest melee Strike and can be used to Feed. If the creature already has a jaws or fangs Strike, just add the Feed ability.

• Add the following abilities.

Darkvision

Negative Healing (page 213)

Feed (divine, necromancy) Requirements The vampiric creature's most recent action was a successful jaws Strike that dealt damage; Effect The vampiric creature drains blood from its victim, dealing minimum jaws damage and regaining HP based on its level.

Level	HP Decreas	e Resistance/Feed HP
-1	-3	2
0–1	-5	2
2-5	-10	3
6-10	-20	5
11+	-40	10

WIGHT ADJUSTMENTS

All wights can drain life through their unarmed attacks, but some can draw life force through weapons as well.

- · Add the undead and wight traits.
- · Add the Necril language.
- Add the following immunities: death effects, disease, paralyzed, poison, unconscious.
- Add drain life to any number of the creature's Strikes and reduce the damage of each of those Strikes by half the creature's level.
- · Add the following abilities.

Darkvision

Negative Healing (page 213)

Drain Life (divine, necromancy) When the creature damages a living creature with this Strike, it gains temporary HP equal to its level, and the target must succeed at a Fortitude save or become drained 1. This save uses the moderate DC for the wight creature's level (*Gamemastery Guide* 65).

ZOMBIE ADJUSTMENTS

A zombified creature is a mindless, rotting corpse that attacks everything it perceives.

- Add the mindless, undead, and zombie traits.
- Increase the creature's HP based on its level.
- Add the following immunities: death effects, disease, mental, paralyzed, poison, unconscious.
- Add the following weaknesses, with a value based on its level: positive, slashing.
- · Add the following abilities.

Darkvision

Negative Healing (page 213)

Slow A zombie is permanently slowed 1 and can't use reactions.

Level	HP Increase	Weaknesses		
1 or lower	10	5		
2-5	20	5		
6-10	50	10		
11-15	75	15		
16-19	100	20		
20+	150	25		

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MONSTROUS HEADS

While the traditional image of a beheaded is that of a disembodied human head or skull, necromancers can create beheaded out of any sort of head. This variety can lead to extremely distinctive beheaded, including dragon heads, giant insect heads, medusa heads, or those of even rarer creatures. Occasionally, such beheaded retain weakened versions of their original special abilities from the constituent creature instead of a beheaded ability, such as a breath weapon for a dragon head or a gaze for a medusa head.

BEHEADED

Beheaded are disembodied floating heads transformed into undead. They are natural candidates for a necromancer's "project minion," due to the inexpensive cost of creation and endlessly customizable nature. In any lair occupied for long by practicing necromancers, it isn't uncommon to find a handful of floating heads roaming about, each exhibiting completely different characteristics and even degrees of expertise in their creation.

BEHEADED ABILITIES

Beheaded can have abilities as varied as the necromancers who create them. More beheaded abilities can be found on page 30 of *Pathfinder Bestiary 3*. **Lifesense** The beheaded has imprecise lifesense out to 60 feet.

Whispering (aura, emotion, fear, mental, necromancy) 30 feet. The beheaded constantly whispers twisted incantations in unknown languages secret and foul. Foes that enter or begin their turn in the area must succeed at a Will save or be stupefied 1. The aura uses the moderate DC for the beheaded's level.

Furious Headbutt → Frequency once per round; Effect The beheaded makes a wild Strike, taking a -2 penalty to its AC until the end of its next turn. If the Strike damages a creature, it deals additional damage equal to the beheaded's level.

FESTERING GNASHER

A festering gnasher is a floating head covered in infectious pustules and hollowed out by decay.

FESTERING GNASHER

CREATURE 1



Perception +8; darkvision

Skills Acrobatics +7 (+9 to Maneuver in Flight)

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

AC 16; Fort +4, Ref +9, Will +6

HP 18, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 2

Speed 15 feet, fly 25 feet

Melee ◆ jaws +9 (agile, finesse, reach 0 feet), **Damage** 1d4+3 piercing plus brain rot

Brain Rot (disease) Saving Throw DC 14 Fortitude; Onset 1 day; Stage 1 stupefied 1 (3 days); Stage 2 stupefied 2 and slowed 1 (1 day);
Stage 3 paralyzed with spasms (1 day); Stage 4 death

TAUNTING SKULL

Some beheaded are raised with their mental faculties mostly intact. These clever undead often provoke their victims into foolishly giving chase or harming themselves.

TAUNTING SKULL

CREATURE 5

NE TINY UNDEAD

Perception +13; darkvision

Languages Common, Necril, plus any one language spoken in life

Skills Acrobatics +12 (+14 to Maneuver in Flight), Intimidation +12 (+14 to Demoralize)

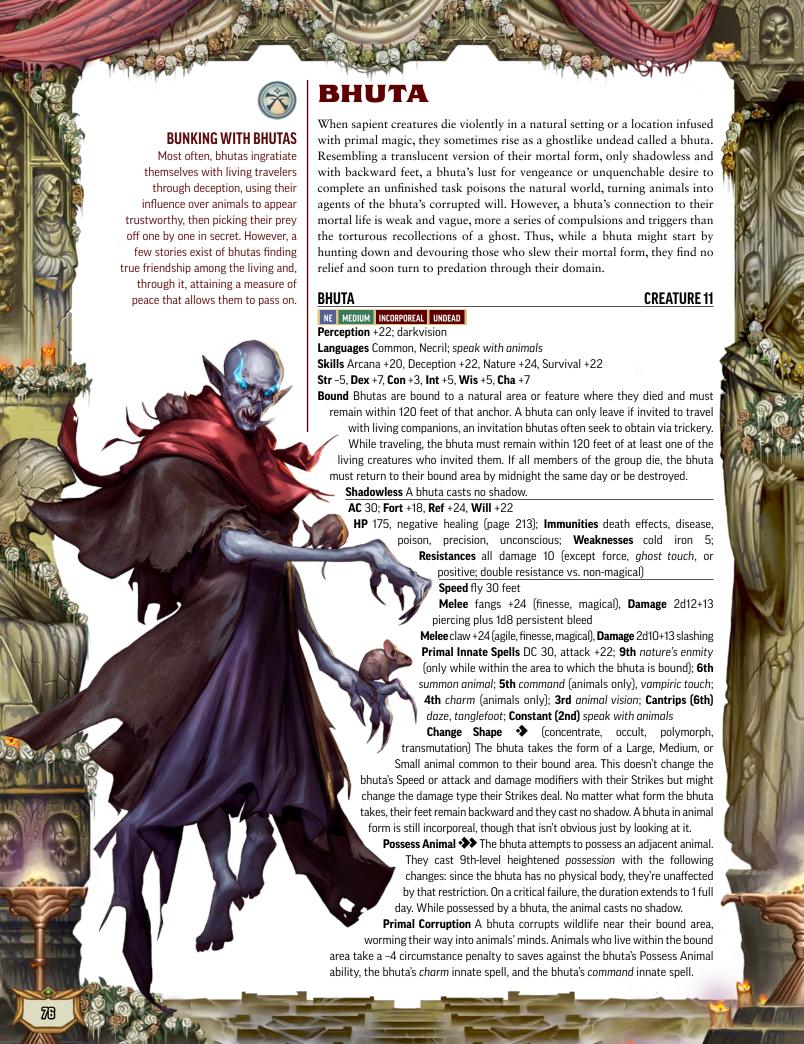
Str +1, Dex +5, Con +1, Int +0, Wis +4, Cha +1

AC 22; Fort +10, Ref +14, Will +11

HP 80, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious: **Weaknesses** positive 5

Bite Back Trigger The taunting skull is attacked by a creature within their reach; **Effect** The taunting skull makes a jaws Strike against that creature.





BONE CROUPIER

MICHARINA

For many, gambling is just fun and games, but for some, it can become a bad habit or even a life-consuming addiction. Bone croupiers take the meaning of "life-consuming" to its literal extreme. These gamblers' lust for cards and dice couldn't be sated in life, so in undeath they haunt the shadowy corners of gambling halls and continue their search for that next hit of adrenaline.

For bone croupiers, gaming takes on a different flavor; with nothing left to lose, these undead turn their attentions toward others, cajoling and palavering normally casual gamers into committing themselves to ever-higher stakes. Before they know it, these unsuspecting victims have called in decades-old favors and put liens on their homes in the hope of winning back just a fraction of the pot. By then, the bone croupier has already claimed their prize—to this undead chiseler, any earnings are incidental, and the real prize is encouraging others to lose their own.

Bone croupiers often enshroud themselves in thick layers of cigar smoke or voluminous robes to mask their undead nature, but they almost always wear wicked grins at the table. This smile is no ruse or part of their poker face, however—the truth is that bone croupiers truly delight in games, regardless of whether they win or lose, and despite their incredible skills of deception and trickery, most simply can't disguise their unbridled mirth.

BONE CROUPIER CREATURE 5

UNCOMMON NE MEDIUM UNDEAD

Perception +11; darkvision

Languages Common, Necril

Skills Acrobatics +14, Deception +14, Diplomacy +14, Games Lore +12, Stealth +14, Thievery +14

Str +2, Dex +5, Con +2, Int +1, Wis +2, Cha +5

AC 22; Fort +9, Ref +14, Will +14

HP 50, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** cold 5, piercing 5, slashing 5

Speed 25 feet

Melee ◆ claw +14 (agile, finesse), Damage 2d8+5 slashing

Occult Innate Spells DC 22; 4th discern lies; 3rd mind reading; 1st illusory disguise; Cantrips (3rd) prestidigitation

Change of Luck ♦ (divination, occult) Frequency once per day; Trigger A creature within 30 feet of the bone croupier attempts a check but hasn't rolled the check yet; Effect The bone croupier pulls on the threads of luck that bind all things. The target rolls twice, and then the bone croupier decides which result applies. If the bone croupier chooses the lower roll, this is a misfortune effect; if the bone croupier chooses the higher roll, it's a fortune effect; if they're the same, the croupier decides which trait to apply. If this ability is expended, the bone croupier rolls 2d6 at the start of each of their turns, recharging the ability if the sum is 7 or 11.

Roll the Bones (necromancy, occult) The bone croupier designates an adjacent living creature to roll the bones. The chosen creature finds a pair of dice in its hand and is compelled by fate to roll them; it can and must roll the dice even if its hands are full or it is unable to act. The creature rolls 2d6, adding them together to determine the effect.

7 or 11 (healing, positive) The target regains 15 HP.

2, 3, or 12 (negative) The target takes 30 negative damage. If the target is dying, this damage increases its dying condition by 2 instead of 1. **Any Other Roll** (negative) The target takes 15 negative damage.



A DEAL YOU CAN'T REFUSE

Bone croupiers pride themselves on using good old-fashioned guile and persuasion to drive others to destitution and doom, as magical compulsion is the laziest form of influence. This corrupt form of honor doesn't extend toward using magic to cheat or swindle in games of chance—they'll gladly use their powers to change the outcomes of their dread bargains.



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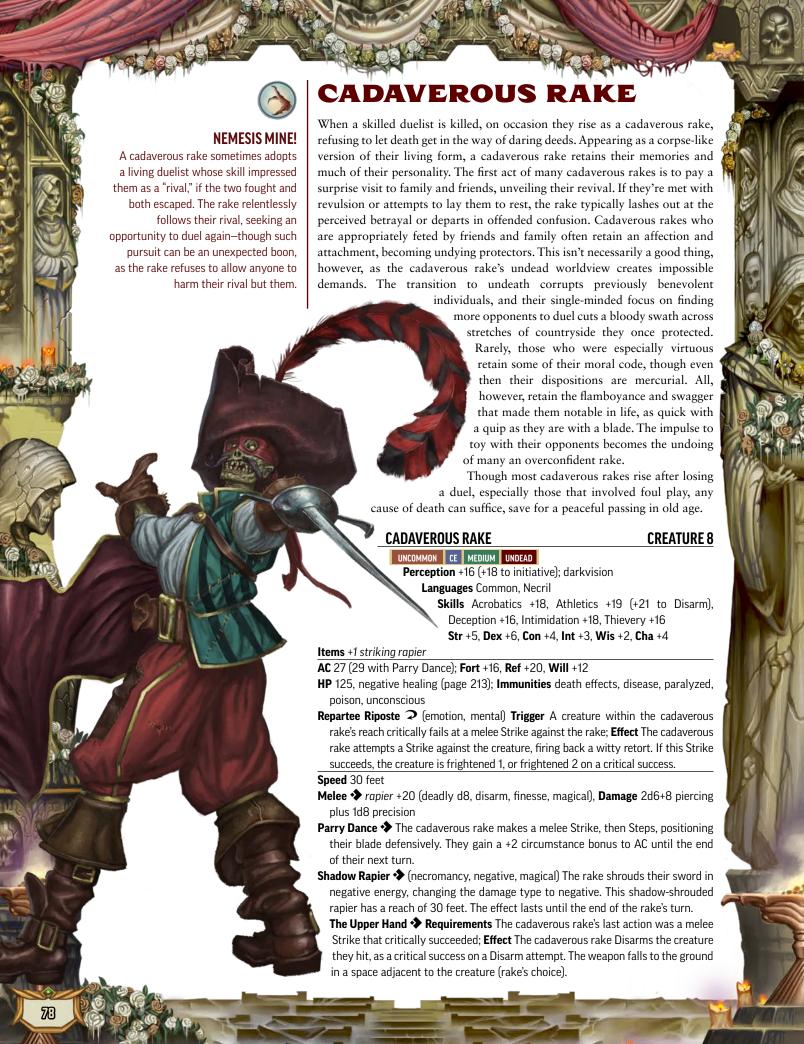
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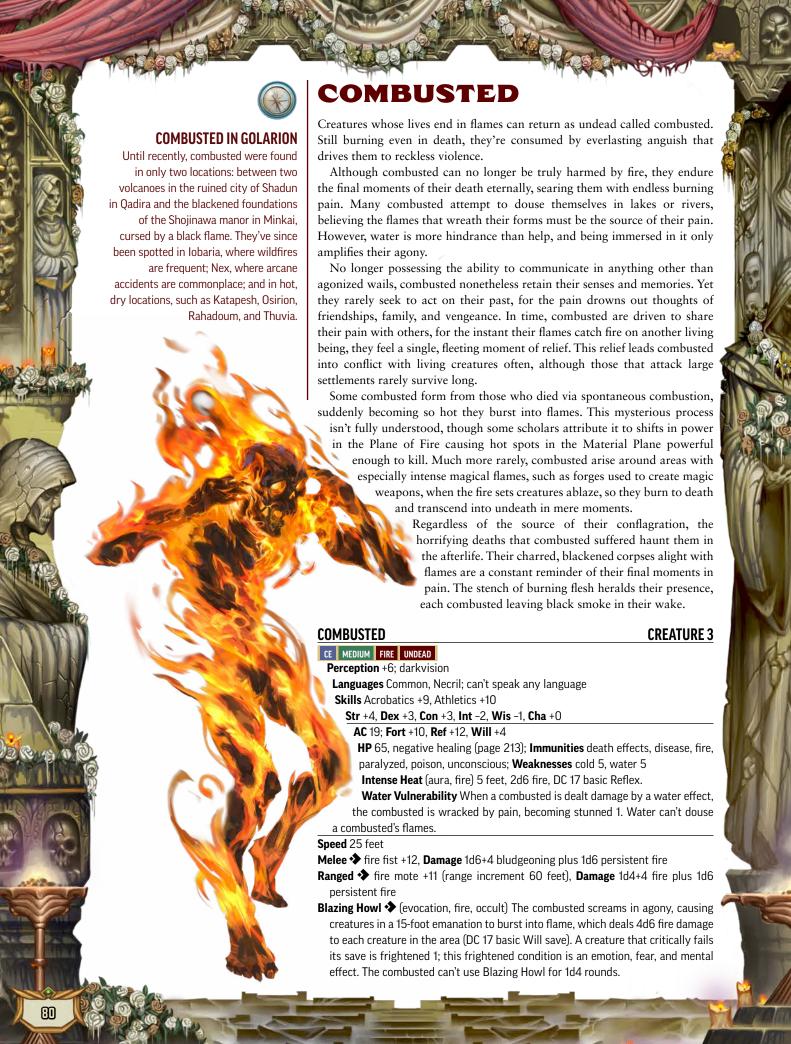
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leaving the death coach without sustenance. If left alone for long enough, the negative energy infusing the area slowly dissipates until the road is safe to travel once more, but if even one group of misguided travelers looking for a shortcut heads down the weed-choked lane, the death coach rises from its torpor to forcefully transport these unwilling souls. If it succeeds, the cycle begins anew.

Other times, the communities in the area can't afford to establish a new route (or are physically incapable of doing so, in the case of mountainous regions), and so must continue to use the haunted road. The locals often mark such roads with signs to warn outsiders of the dangers, but the surprisingly clever death coaches do their best to destroy such notices. Canny travelers passing through unknown areas at night should remain on the lookout for damaged or disturbed signs to ensure they don't heedlessly head into a death coach's domain.

Destroying the death coach is the only way to render the road safe until such time as a new tragedy accumulates enough negative energy to create another death coach. Some might believe this incarnation to be the first death coach returning for vengeance, but in reality, it is an entirely different undead creature. A careful inspection (which is difficult to achieve) reveals minor differences between the two death coaches, perhaps reflecting more recent carriage designs, though the newer spirit is as hungry for souls as the old.

DEATH COACH CREATURE 14

UNCOMMON NE HUGE INCORPOREAL SPIRIT UNDEAD

Perception +26; darkvision, lifesense 60 feet (page 213)

Languages Common, Daemonic, Infernal, Necril (can't speak any language)

Skills Acrobatics +28, Driving Lore +25, Intimidation +25, Society +21, Survival +22

Str -5, Dex +8, Con +2, Int +3, Wis +4, Cha +5

AC 35; Fort +22, Ref +28, Will +24

HP 228, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 10 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

Aura of Doom (aura, emotion, fear, mental, necromancy) 30 feet. A living creature that enters the area must succeed at a DC 31 Will save or gain the doomed 1 condition. A critical failure increases this condition to doomed 2. Regardless of the result of the saving throw, the creature is temporarily immune to this death coach's aura of doom for 1 minute.

Collect Soul

(death, necromancy) Trigger A dying creature within the death coach's Aura of Doom dies or its dying value increases; Effect The death coach attempts to collect the triggering creature's soul. The triggering creature must succeed at a DC 34 Will save or its soul becomes trapped within the death coach's interior. A creature whose soul has been collected can't be restored to life while the soul remains in the death coach by any means short of a 10th-level spell, such as miracle. Eventually, the death coach grinds the soul down into raw spiritual essence, typically several hours later. At this point, restoring the soul to life is slightly easier, requiring a spell or ritual of 8th level or higher. If a death coach with a collected soul is slain before the soul is completely dissolved, the creature's soul returns to its body, allowing it to be returned to life normally. A death coach can choose not to dissolve a collected soul, though it usually has no reason to keep the soul intact.

Speed 60 feet, fly 60 feet; soulbound gallop

Melee ◆ incorporeal wheel +30 (agile, magical), Damage 3d12+8 negative

Divine Innate Spells DC 34; **7th** finger of death (×2); **6th** agonizing despair APG (×2); **3rd** fear: **2nd** death knell (×3)

Soulbound Gallop When a death coach has Collected a Soul, its Speeds double.

Trample *>>> Large or smaller, incorporeal wheel, DC 34 (page 214)



DEATH COACH SERVANTS

While death coaches typically manifest spontaneously to prey upon travelers of their own volition, one might consider deliberately creating one to serve various functions, such as harvesting particular souls, deterring aggressors, or collecting the ingredients for an important ritual. While uncertainties plague the creation of death coaches, a creature with true skill should overcome the obstacles involved. Arrange for an accident to occur on a stretch of road-the more well-traveled, the better. Ideally, the road will be part of one's own domain, and those meeting the horrific fate should possess a deep sense of trust or loyalty toward the spellcaster. These factors increase the odds of creating a pliable death coach. Rulers who find an uncontrolled death coach preying on their road have only their own incompetence to blame. A servitor death coach is not bound to a single stretch of road and can be made to roam far and wide in search of specific souls. However, it can only travel via roads, or currents and major nautical routes in the case of a seafaring death coach. A forward-thinking ruler would do well to establish an intricate system of roads connecting one's own domain to nearby enemies and harvesting locations. Trade, as always, can help grease the wheels. One should offer a good deal on tolls, but not too good, or the intended targets will be suspicious.

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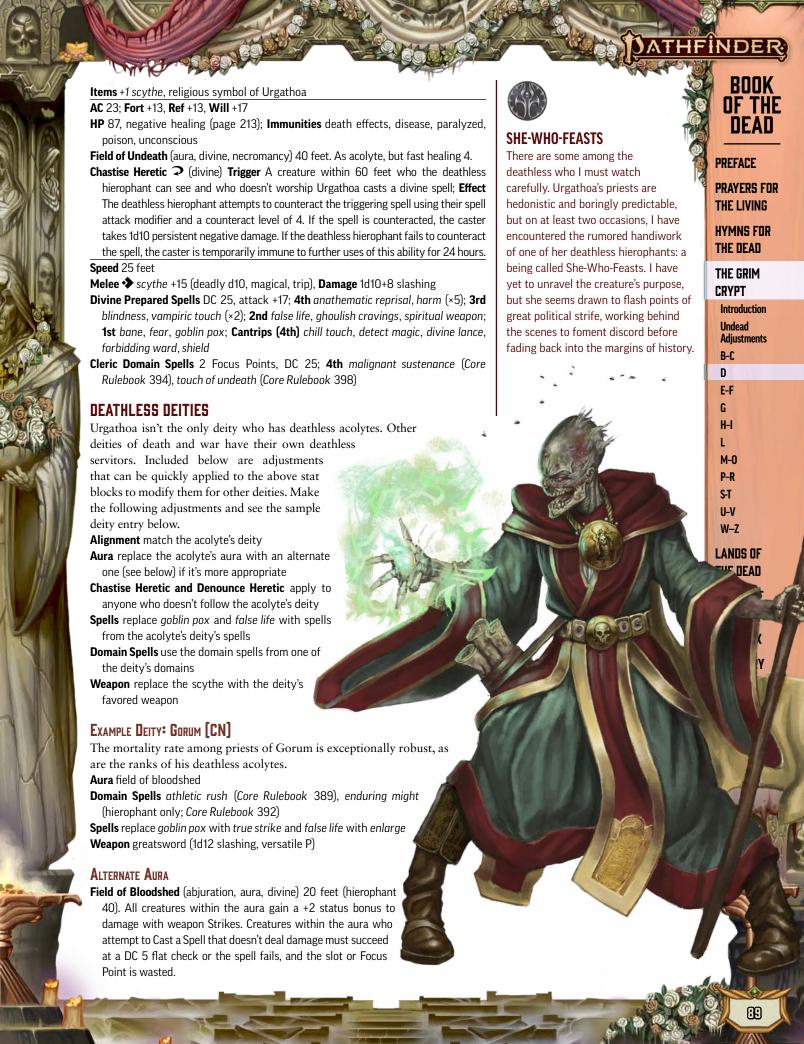
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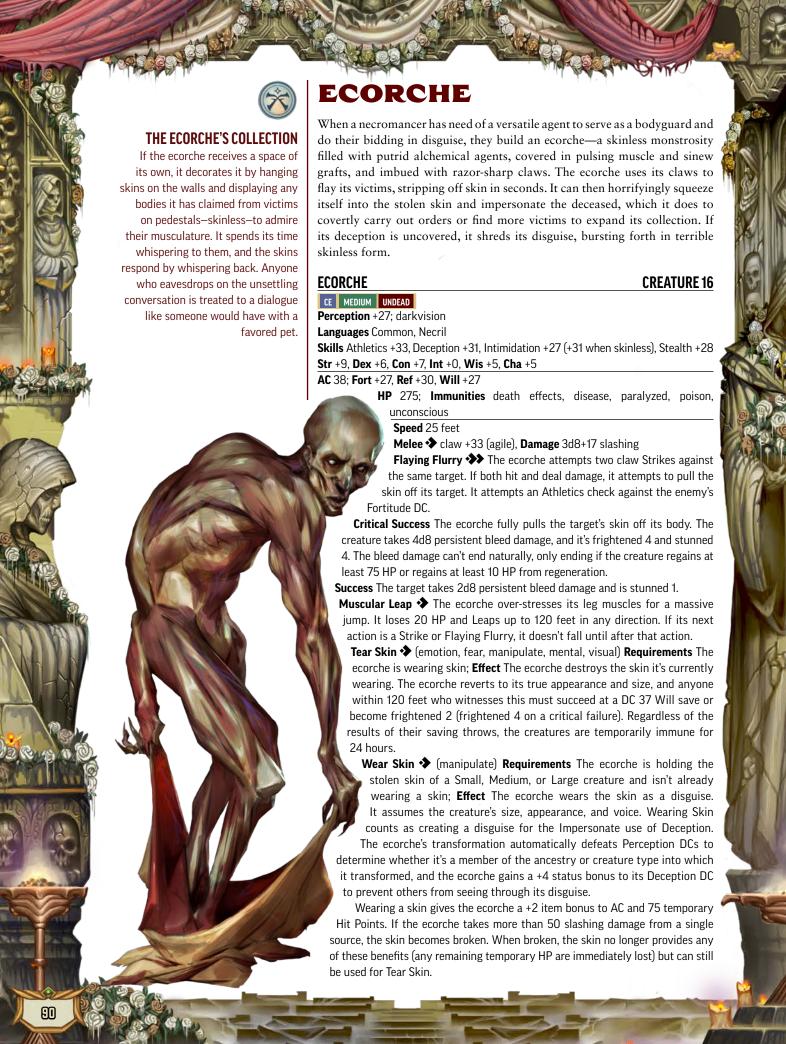
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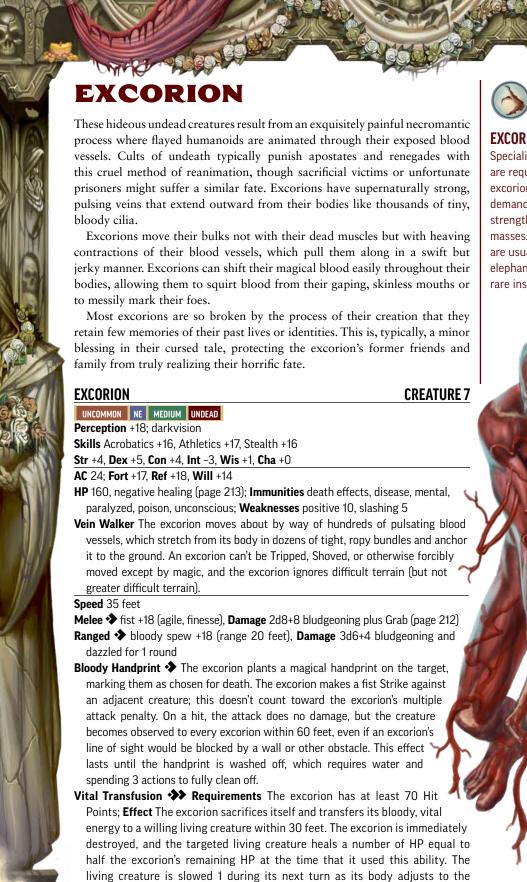
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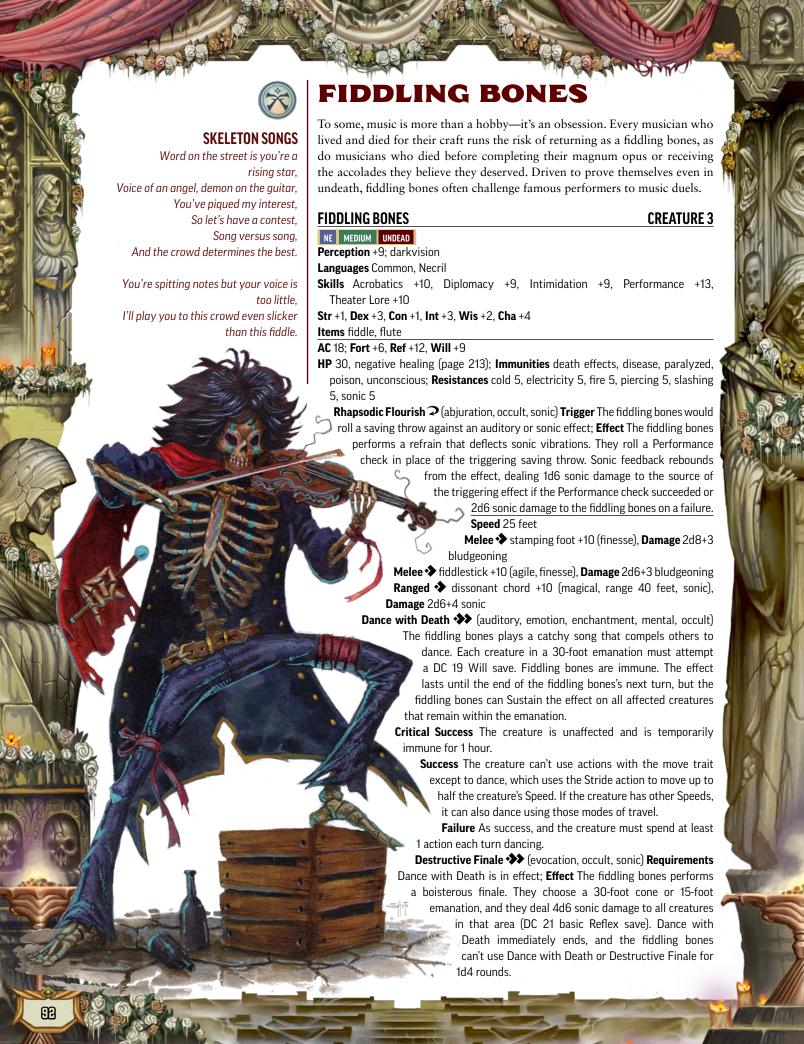
newly transfused blood and vital energy; the living creature also counts as an excorion for 1 minute for the purpose of seeing other excorions' Bloody

Vomit Blood ◆ The excorion spews necrotic blood all over a foe it has grabbed or restrained. The grabbed creature must succeed at a DC 25 Fortitude save

Handprint marks.

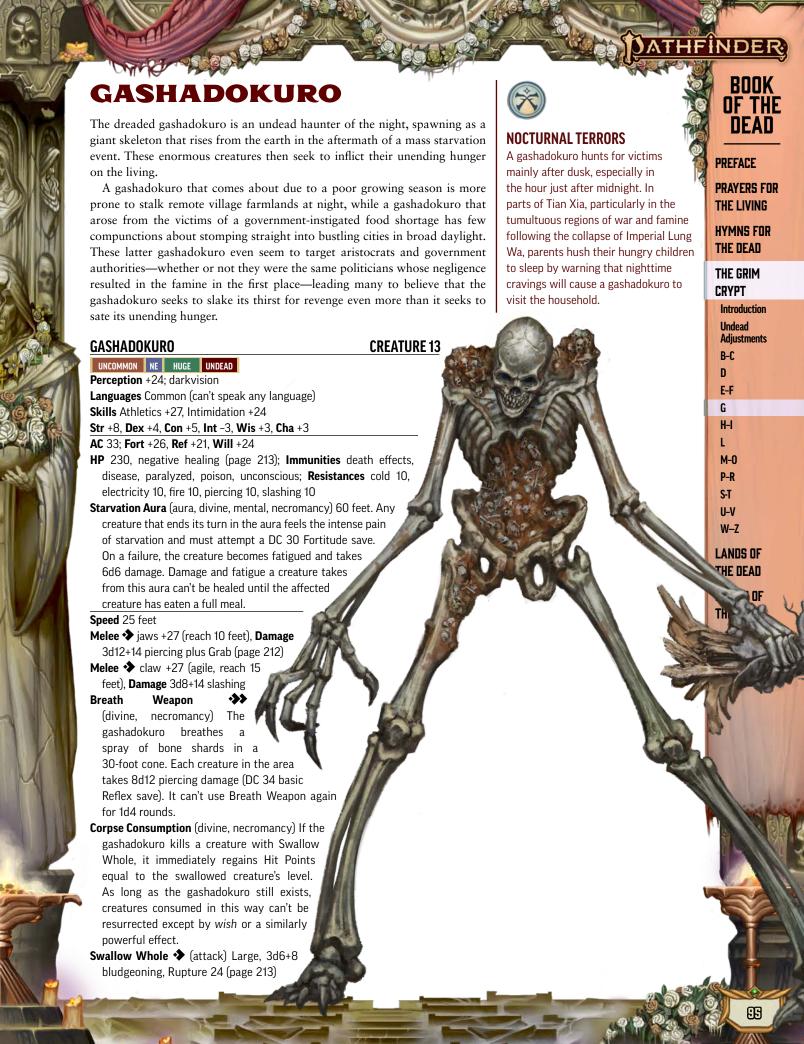
or become sickened 2.

EXCORION BEHEMOTHS Specialized necromantic rituals **PREFACE** are required to make larger **PRAYERS FOR** excorions, as their blood vessels demand exponentially greater THE LIVING strength to move their larger body HYMNS FOR masses. These excorion behemoths THE DEAD are usually created from giants, elephants, dinosaurs, or even titans in THE GRIM rare instances. **CRYPT** Introduction Undead **Adjustments** B-C E-F ANDS OF THE DEAD MARCH OF THE DEAD **APPENDIX GLOSSARY AND INDEX**

















in life, for example, are easily angered by any disruptions to their routine. Those that are aware of their surroundings, on the other hand, have the capacity to plan how they may consolidate power.

Sometimes, their motivation matters little in comparison to the urgency of ending their influence. I recall one particularly vicious haunt that possessed any creature that came within the village boundaries of its haunting site. Entire noble families or trade caravans disappeared and perished within the ghost's domain, all for its simple desire of serving up one final village feast for the ages. The ghost cook in question, before it ceased to be, told me, "If you were to ever experience the anguish I have felt since death, you, too, would become a creature of utter heartlessness and malevolence." A bold claim from one who subjected countless others to painful deaths for such a small and self-serving desire! But such a record shows just how disconnected a ghost's reason can be from the powers they wield.

Of Powers and Weaknesses

Large groups of ghosts are never easy to deal with, for though there is a clear process to destroy them, the execution is no task that any novice should take up. Along with their abilities from when they lived, the incorporeal form of ghosts means they have near complete immunity to physical matter, which renders mundane weapons useless. In addition, being made of pure negative energy, they can kill with a touch, look, or scream. And since they are still souls, when they inhabit objects or people, there is the danger of possession.

Arming every single troop with the proper training, magic, and gear takes time, and your forces may lack the stamina to outlast the ghosts. Appoint an appropriately experienced

leader for your soldiers, and the problem might never arise. Failing that, locating the leader of a ghostly group becomes paramount, for striking at the heart and head of the undead mass can often unravel the hold they have on the material world.

So long as a ghost's mission or regret is unfulfilled, it will always return from its destruction. The fight against a single ghost is a task that tests your intellect, wits, and research skills. Knowing what ails the spirit, or what they seek, is crucial. Good historical records and bookkeeping should therefore be encouraged to ensure that answers are at hand when a ghost arises. A thorough investigation always pays off, for once you discover the ghost's reason for existence, you can decide its fate.

On the occasion that the ghost's wish is somehow impossible to fulfill, or if there is not sufficient time to do so, one might consider certain alternatives. Magical wards to seal the ghost away are a common solution, though I much prefer rituals that summon the power to erase entire souls. Eking out knowledge from the mouths of Nhimbaloth, Groetus, or Rovagug worshippers was no easy task, but their ramblings bore fruit. Given time to refine my techniques, these undead will surely become just another pest to exterminate.

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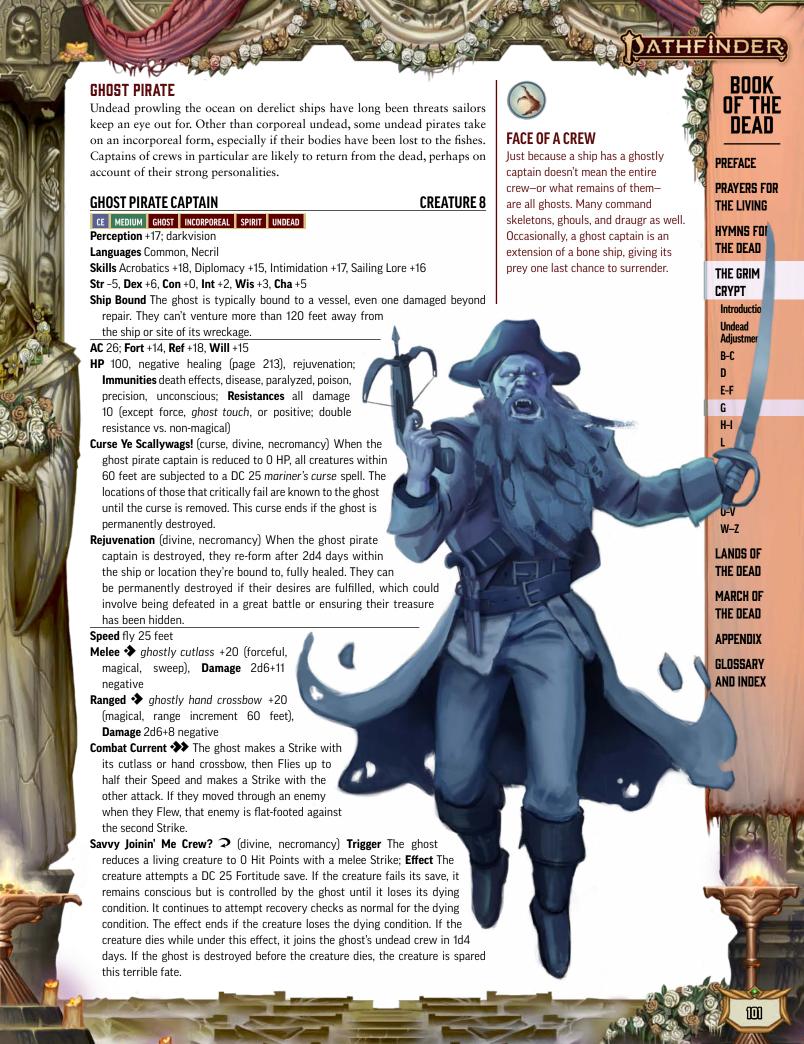
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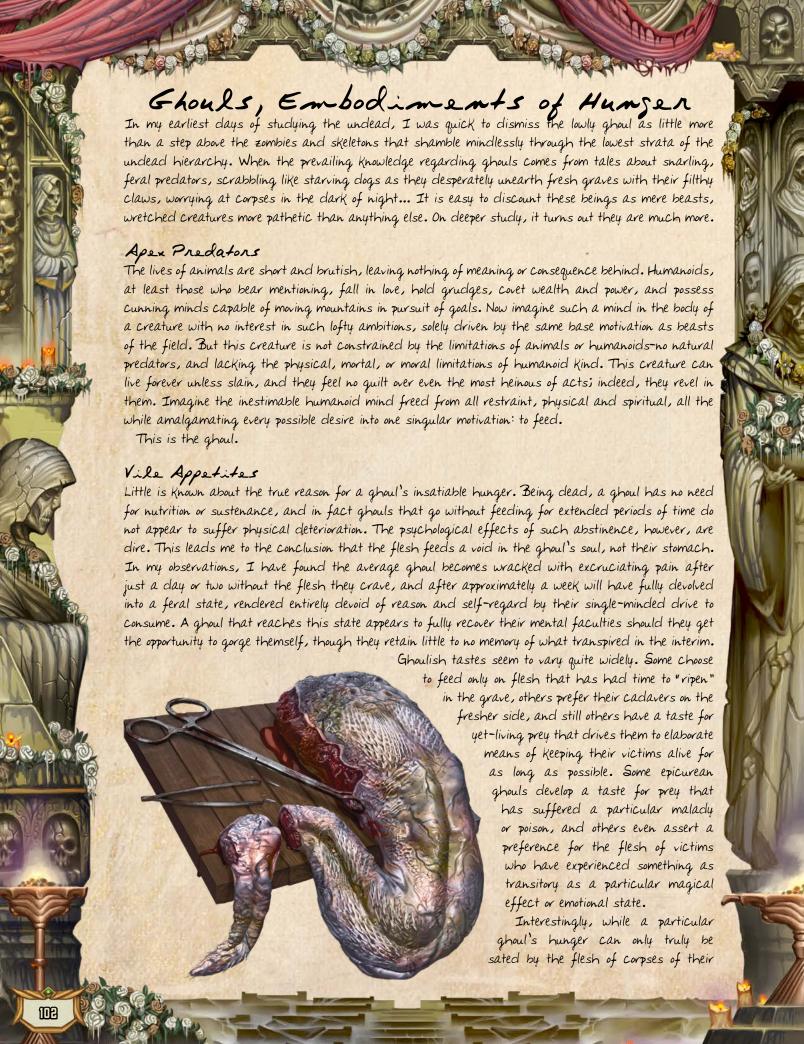
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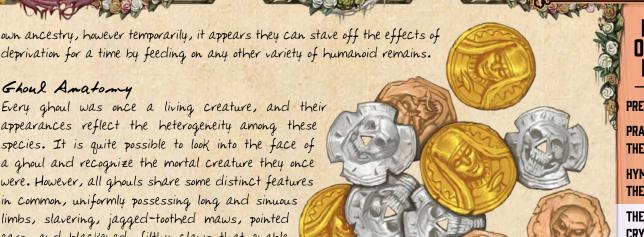
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Choul Anatomy

Every ghoul was once a living creature, and their appearances reflect the heterogeneity among these species. It is quite possible to look into the face of a ghoul and recognize the mortal creature they once were. However, all ghouls share some distinct features in Common, uniformly possessing long and sinuous limbs, slavering, jagged-toothed maws, pointed ears, and blackened, filthy claws that enable them to burrow through earth and exhume graves with ease. A bald pate is typical, though not universal. A long, sinuous tongue is well-suited for licking bones clean of flesh.

Ghouls carry a transformative infection dubbed "ghoul fever," a debilitation that slows the body's metabolism over several days and stymies efforts to heal the infected's wounds. The malady raises a new ghoul if it slays its host. An excellent contingency for ghoulkind: those they kill they can devour, and those who escape likely join their ranks. Ghoul fever affects humanoids most often, as that's the flesh a ghoul craves, but lowly creatures can harbor it, as seen in the skaveling.

A ghoul's bite or mauling can impart paralysis, which is oddly ineffective against elves. This leads to religious speculation, largely unfounded, that the ghoul deity Kabriri was an elf. Explain, then, how a ghast has no such limitation? This is undoubtedly some minor variation due to random chance and a quirk of elven physiology.

Psychology

The personality of a ghoul is a crueler, hungrier reflection of the mortal they were in life. Among the living, back-alley bandits delight in terrorizing any weaker than themselves, nobles turn up their noses at commoners and surround themselves in luxury, and master political manipulators wield influence from the shadows, watching the powerful dance as they pull invisible strings.

Should any of them find themselves recruited into the ranks of ghoul-kind, their proclivities twist toward fulfilling, their newfound appetites. Bandits, who once murdered for gold, now leave behind a full purse and absconds with their victim's vital organs. Nobles who once surrounded themselves with exquisite art and sampled only the finest comestibles now dwell in mansions furnished by humanoid skin, using money and influence to secretly procure only the most well-bred victims to feed upon. Ghoulish power-hungry masterminds now eschew political scheming and instead construct a vast network of corrupt officials who ensure that the frequent disappearances among a city's underclass will not be investigated.

Whereas most undead creatures are solitary by nature or choice, ghouls instead tend to merge into fearsome communities. Though one cloes, on occasion, encounter a lone ghoul acting on their own, the vast majority belong to some sort of ghoulish assemblage. These communities vary wildly in structure, ranging from a small pack eking out a hardscrabble existence on the outskirts of a rural churchyard to the Kingclom-spanning conspiracy of powerful ghouls hicling in plain sight among the aristocracy as they use their power to feed their gruesome urges in secret. The most powerful assemblages achieve sovereignty like that of the vast city-state of Nemret Noktoria, a teeming necropolis hidden in the depths of the Darklands where ghouls reign supreme.

The banal truth of the ghoul lies not so much in their differences from the living, but in their similarities.

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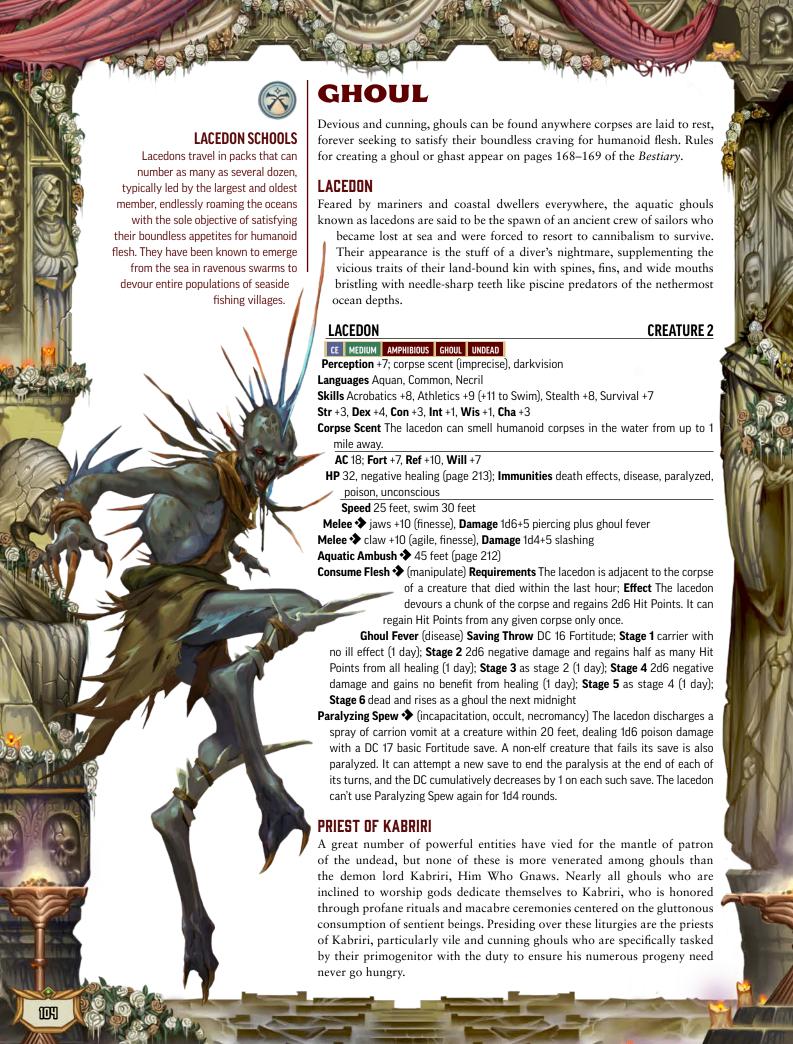
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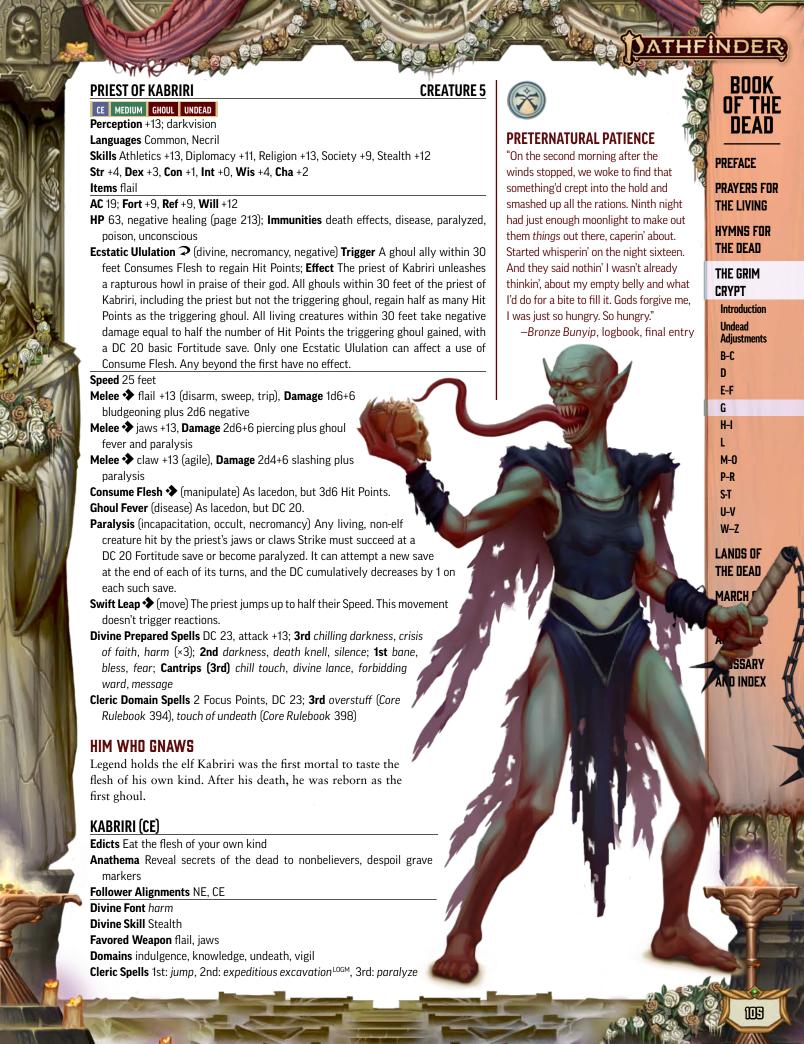
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THE STATE OF GRAPPLING SPIRIT

When a great gladiator or wrestler meets their demise, their soul can sometimes linger out of a love for combat and sport. Every grappling spirit manifests a mask that represents the legacy of the warrior they were during their life.

GRAPPLING SPIRIT

CREATURE 9

UNCOMMON LN MEDIUM INCORPOREAL SPIRIT UNDEAD

Perception +17; darkvision

Languages Common

Skills Acrobatics +19, Athletics +21, Diplomacy +18, Gladiatorial Lore +15, Intimidation +20, Performance +20

Str -5, Dex +6, Con +4, Int +0, Wis +2, Cha +5

AC 27; Fort +19, Ref +19, Will +15

HP 125, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, precision, sleep; Resistances all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

Warrior's Mask A grappling spirit wears a mask that allows them to abandon their original form and become a warrior focused solely on combat. This mask is guasi-corporeal, allowing it to be manipulated by both corporeal and incorporeal creatures. A creature who has the grappling spirit grabbed or restrained can remove the mask as an Interact action by succeeding at an Athletics check against the grappling spirit's Fortitude DC. Removing a grappling spirit's mask causes the spirit to fly into a frenzy. The grappling spirit becomes quickened and can use their extra action to Fly, Grapple, or Strike. They also gain a +4 status bonus to damage rolls, and they take a -4 status penalty to AC and Reflex saving throws. If the mask is put back on, the grappling spirit ends their frenzy.

Speed fly 60 feet

Melee ◆ ghostly hand +21 (agile, finesse, magical, nonlethal), Damage 2d10+12 negative plus Improved Grab (page 213)

Ghostly Grasp A grappling spirit can Grapple corporeal creatures despite being incorporeal. The grappling spirit uses their Athletics check to Grapple as normal but can't use Athletics for other actions that require corporeal contact, like Force Open or Trip.

Submission Lock (nonlethal) **Requirements** The grappling spirit has a creature grabbed or restrained; Effect The spirit saps their opponent's strength with a supernatural grip. The grappling spirit attempts an Athletics check to Grapple a creature they have grabbed or restrained, also adding 4d10+12 negative damage, depending on the result.

Critical Success The creature takes double damage. If it's already enfeebled, it falls unconscious. If not, it is enfeebled 2 until the end of its next turn and enfeebled 1 for 1 minute.

Success The creature takes full damage and is enfeebled 1 until the end of its next turn.

Teleporting Clothesline (conjuration, occult, teleportation) **Requirements** The grappling spirit has a creature grabbed or restrained; **Effect** The grappling spirit pushes the creature 15 feet in a straight line. The spirit immediately teleports 20 feet to intercept. They make a ghostly hand Strike against the creature. On a hit, the creature is knocked prone, and on a critical hit, it also takes an additional 2d6 bludgeoning damage as it's driven to the ground.

Victory Celebration If a spirit knocks a creature unconscious, each creature within 60 feet that witnesses the victory is targeted with a DC 26 rogring applause spell (Secrets of Magic 126). The spirit must spend all their actions until the end of the turn celebrating, and a new medal or belt appears on the spirit.



RETIRING A GRAPPLING SPIRIT

The means of appeasing each grappling spirit, allowing it to pass on, vary. Some seek one last match worthy of their skill, while others wish to win a major bout in front of an adoring crowd or even suffer an epic defeat at the hands of a worthy successor. They tend not to be malicious, just entirely dedicated to competition.



LANDS OF CHAMPIONS

While a grappling spirit can be found almost anywhere notable combats are held, a few regions on Golarion are known for their prominence. The Hold of Belkzen is home to orc grapplers who become grappling spirits, while the wrestlers of Arcadia and Iblydos tend to return for one last glorious match. Grappling spirits are particularly common in the Lands of Second Souls in southern Arcadia.



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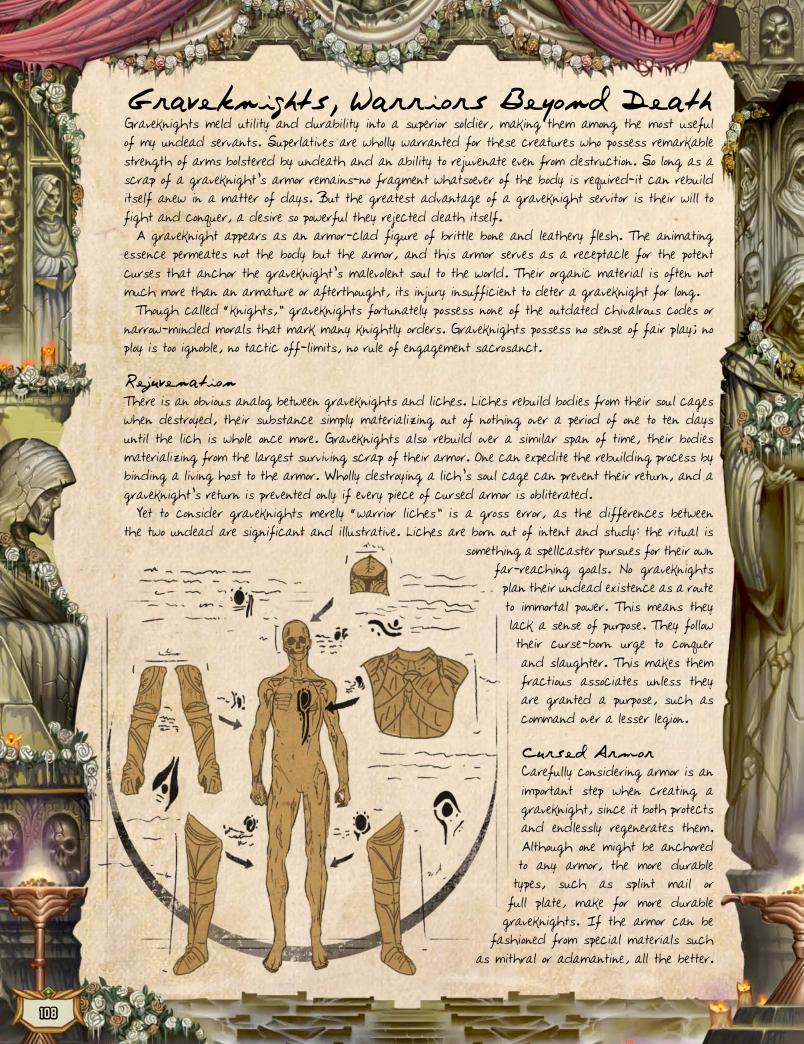
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ATHFINDER

A graveknight's armor shifts to match the creature's new outlook or apostasy, with skulls and spikes appearing to demonstrate cruelty and symbols of good gods warping into heretical markings or burning away entirely.

It is simplest to bind a graveknight to the same suit of armor in which the warrior fought, bled, and died. Armor that was important to the prospective graveknight, such as that worn by a beloved ancestor or a saintly predecessor, is even easier to enchant with the requisite soul anchor. Yet my experiments have shown this isn't a strict requirement. One can create a new suit of armor, carefully crafted to house the warrior's fierce fighting, spirit, and encase a dying warrior within it so it becomes the graveknight's enduring shell.

Echoes of Pain

The fundamental truth of every graveknight's origin-one which all graveknights seek to obscure or forget-is that they are born of failure. Living warriors might achieve remarkable triumphs and receive encless accolades, but they don't become graveknights until their lives end with sudden violence, confusion, and pain. Each potential graveknight must believe they are the pinnacle of might at the instant of death.

Each graveknight is tied to acid, cold, electricity, or fire, and this energy suffuses their physical attacks and inherent resistances. A graveknight's associated energy stems from their feelings of despair at death. A war leader who sees an ultimate victory slip away from their grasp at the time of death might feel a corrosive sense of loss, gaining an affinity for acid. A champion with an all-consuming rage at their death might adopt fire. A graveknight's emotions during death become locked in undeath and remain, ironically, the only restiges of emotions they can ever feel. By fine-tuning a potential graveknight's sin and despair, their affinity might be predicted and thus controlled.

Apart from the four usual forms, the most elusive of all is the rare and ephemeral "energy" of anguish brought about by sudden betrayal. This affinity is hardest to replicate and warrants further study.

Broken Crusaders

I should, of course, expound on the graveknights of my own creation. I take pride in them, having gone to great lengths to refine my methods. The results speak for themselves: my graveknights are far superior to those found elsewhere.

I was set on the path to my mastery of graveknight creation unintentionally. The Knights of Ozem, puffed up with an unearned sense of righteousness after imprisoning the Whispering Tyrant, sought another target. The epitome of hubris, they sent seven hand-picked crusaclers as spies into my cities to prepare their "Second Crusacle" against my nation. Palaclins make atrocious spies. I swiftly identified and captured all seven. I offered them not torture but unparalleled inclulgences, stoking their stunted vices into full-blown depravity, shame, and self-hatred. Shunned by their gods, they alternately begged to serve me and pleaded for the release of death. I gave them both, planning to bring them back as undead war leaders. To my surprise, their twisted identification as noble champions had been so imprinted into them that their souls clung to their armor like bloodstains. One after another, they arose as graveknights. Yet with the exception of my spymaster Seldeg Bheldis, all seven of my Council Libertine met their destruction at the hands of the Knights of Ozem or by cat's-paws of Arazni.

The Council Libertine was ended, but I had learned how to corrupt the virtuous and valorous into graveknights. Sins of decadence stoke the failures they feel at death. I hone my craft further with each passing year, and the graveknights on my new Warmaster Council grow steadily in number. My armies have gained the unparalleled, indestructible leaders they deserve.

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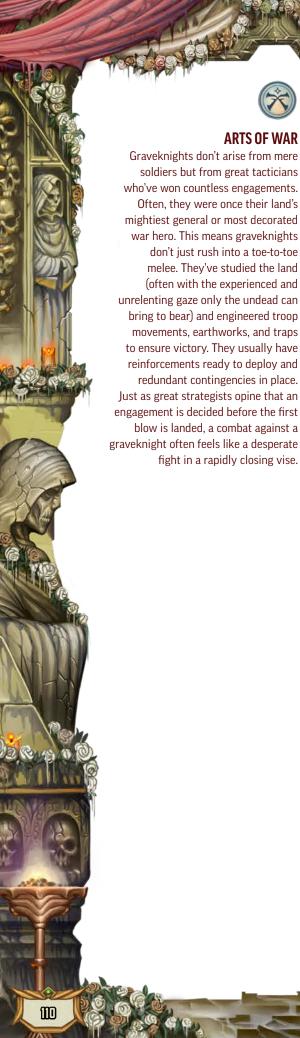
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ARTS OF WAR

don't just rush into a toe-to-toe

melee. They've studied the land

(often with the experienced and

fight in a rapidly closing vise.

Graveknights are undead warriors granted unlife by a cursed suit of armor that rejuvenates the graveknight unless the armor is wholly obliterated. Rules for creating a graveknight and for graveknight armor appear on pages 190-191 of the Bestiary.

ALTERNATE GRAVEKNIGHT ABILITIES

You can create a more unusual graveknight by substituting one of their abilities (except for darkvision, negative healing, rejuvenation, or immunities) with one of the following. More alternate abilities appear in the *Bestiary*.

Clutching Armor ? (arcane, transmutation) **Trigger** A creature attempts to move away from the graveknight; Effect The graveknight's armor animates and attempts to Grab the triggering creature. It makes an Athletics check to Grapple using the graveknight's Athletics modifier - 2. The armor can continue to Grapple the creature normally. Since the armor is grappling the creature, the graveknight doesn't need a free hand to do so.

Eager for Battle (fortune) When the graveknight rolls initiative, they roll twice and take the better result. They're quickened during their first round after rolling initiative and can use this extra action to Step, Stride, or Strike.

Empty Save for Dust The graveknight's armor contains nothing more than swirling dust that puffs out from joints in their armor. A living creature that touches or is touched by the graveknight (including one hit by the graveknight's fist Strike) must succeed at a Reflex saving throw or become contaminated with the dust. While contaminated, the targeted creature is stupefied 1 and gains weakness to the graveknight's energy damage equal to half the graveknight's level. The contamination ends after 1 minute or when the creature is doused with water, whichever occurs first.

Graveknight's Shield (arcane, necromancy) The graveknight's curse extends to their shield, or the graveknight's armor uses a portion of itself to produce a shield. The graveknight has a shield that uses the statistics of a sturdy shield of a level no higher than the graveknight's level - 1. The shield is quasi-independent of the graveknight and automatically protects the graveknight from harm. When the shield is raised, it automatically uses Shield Block to reduce the damage of the first attack against the graveknight each round without the graveknight needing to spend their reaction to do so. The shield automatically rejuvenates with the rest of the graveknight and must be destroyed in the same manner as the graveknight's armor.

Portentous Glare (aura, divine, emotion, enchantment, fear, mental, visual) 30 feet. The graveknight's visage is one of overwhelming menace. When a creature ends its turn in the aura, it must attempt a Will saving throw. A creature that fails is doomed 1 (or doomed 1 and frightened 2 on a critical failure). The graveknight can activate or deactivate the aura by using an Interact action to open or close their helmet visor.

GRAVEKNIGHT WARMASTER

Exemplars of undying violence, graveknight warmasters are devastating forces on the battlefield, able to spur allies to ever greater levels of violence.

GRAVEKNIGHT WARMASTER

CREATURE 14

UNCOMMON LE MEDIUM UNDEAD

Perception +26; darkvision

Languages Common, Necril

Skills Athletics +28, Deception +26, Intimidation +28, Religion +24, Society +25, Warfare Lore +27

Str +8. Dex +4. Con +5. Int +3. Wis +4. Cha +6

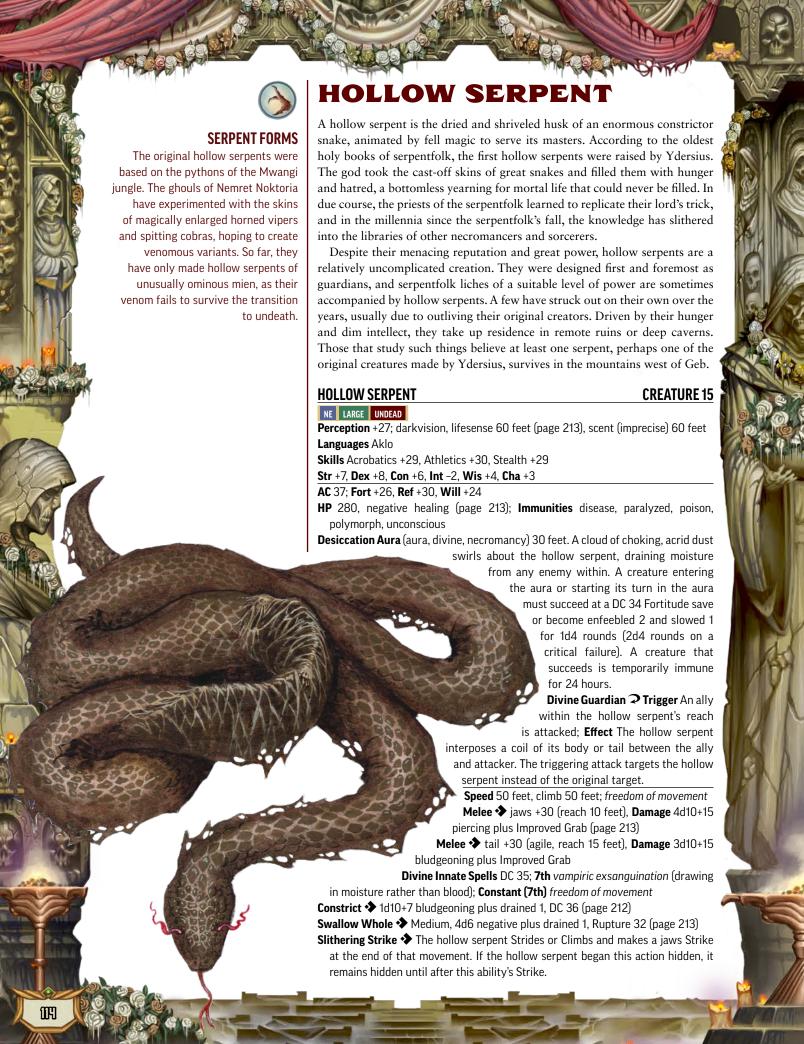
Items +1 resilient full plate, heavy crossbow (20 bolts), war flail

AC 38; Fort +27, Ref +24, Will +24









SATHFÎNDER

ICHOR SLINGER

While the typical snake oil salesperson seeks riches, some medical fraudsters become so enamored with the swindler lifestyle they reanimate to keep living the lie. Known as ichor slingers, these cadaverous alchemists disguise themselves to walk among the living. There they gleefully concoct tonics and peddle cure-alls, charismatically convincing bystanders to overlook questionable ingredients and credentials. Ichor slingers feed on others' attention and trust, caring little for clients' health so long as buyers imbibe the offered medicines. Conversely, rejection infuriates ichor slingers. The undead often stalk, subdue, and administer unwanted medicines to those who snub them. When not selling "panaceas," ichor slingers harvest macabre ingredients to make dubious new medicines.

ICHOR SLINGER

CREATURE 4

UNCOMMON NE MEDIUM UNDEAD

Perception +10; darkvision

Languages Common, Necril, plus any one language

Skills Athletics +11, Crafting +13, Deception +13, Performance +11, Stealth +9

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

Items alchemist's tools, disguise kit, infused reagents (7), snake oil (6)

AC 20; Fort +12, Ref +11, Will +10

HP 65, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poisoned, unconscious

Mystery Ingredients (auditory, aura, occult) 60 feet. Creatures in the aura take a -2 status penalty to checks to Identify Alchemy, Recall Knowledge about alchemical subjects, or examine snake oil effects. When a creature first enters the area, if it hears the ichor slinger talking, it must attempt a secret Will save against the slinger's Deception DC. On a failure, it treats its next failed check to Identify Alchemy or Recall Knowledge about alchemical subjects in the next 24 hours as though it were a critical failure instead. This is an auditory misfortune effect.

Speed 25 feet

Melee ❖ fist +13 (agile), Damage 2d6+3 bludgeoning plus Grab (page 212)

Brew Tomb Juice ◆ (manipulate) Cost 1 batch of infused reagents; Effect The ichor slinger creates a vial of tomb juice, an alchemical tonic that has the infused trait and becomes inert after 24 hours. Tomb juice has the effects of snake oil, and maybe more depending on the results of the ichor slinger's DC 20 Crafting check.

Critical Success The slinger chooses one of the following items and adds its effects to the tomb juice: moderate antidote, moderate antiplague, lesser elixir of life, giant scorpion venom, or moderate juggernaut mutagen. Poisons created in this way gain an onset of 1 round, gain the ingested trait, and lose any contact, inhaled, or injury traits.

Success As critical success, but the slinger chooses from lesser antidote, lesser antiplague, minor elixir of life, graveroot, or lesser juggernaut mutagen.

Exhume ◆ (manipulate) Requirements The ichor slinger is adjacent to a dead creature that hasn't already been affected by Exhume; Effect The ichor slinger harvests portions of the corpse to gain 1 dose of infused reagents, or 2 infused reagents if the creature was undead.

Force Feed ◆ Requirements The ichor slinger has a creature grabbed or restrained and is holding tomb juice, an alchemical elixir, or an alchemical poison; Effect The ichor slinger forces the target to consume the alchemical item.



UNLIKELY ALLIES

Rarely, ichor slingers can be non-evil. These variants crave validation and might have once been a physician who failed to detect a plague or a similarly disgraced practitioner of medicine. These alchemists might provide unreliable assistance to heroes and innocents. It's even possible that helping such an ichor slinger cure a disease outbreak could peacefully lay their soul to rest.

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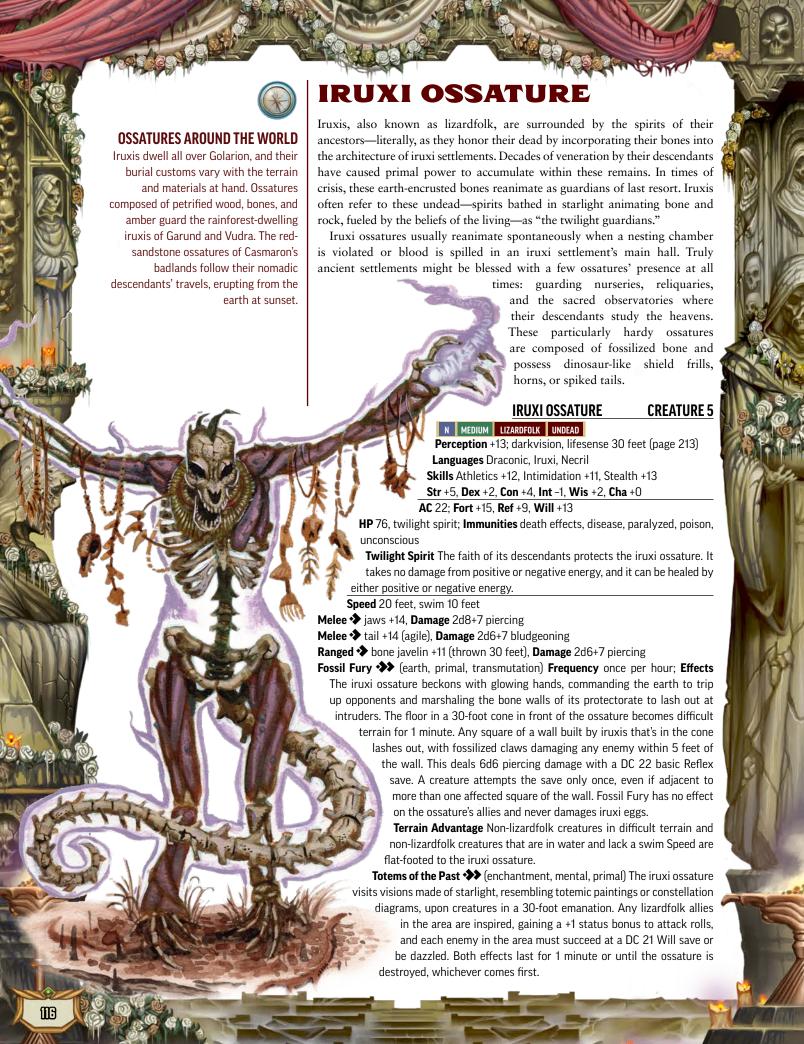
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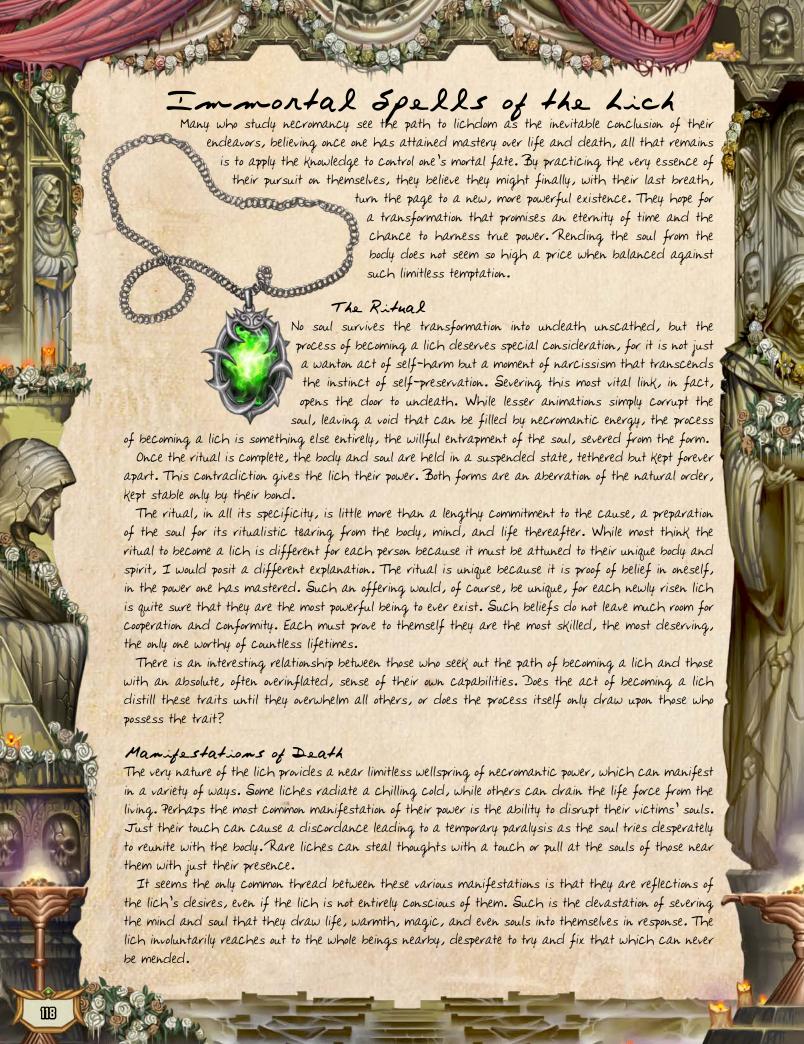
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Soul Case

The source of a lich's immortality is also their greatest liability, for the soul cannot simply be disposed, tossed away like so much dross. Instead, it must be housed, protected in an ornate prison known as a soul cage. Should either the body or the soul cage be destroyed, the lich is in peril. Unsurprisingly, the location of this forsaken relic is the lich's best kept secret, and woe to those who would trifle with such a thing without taking the proper precautions against their ire.

The soul cage can take many forms, from a literal cage covered in necromantic runes, to an ornate ring or even a priceless crown. For an object of immense importance to a lich, I have always found it ironic they so often decorate and embellish the container with such riches that no thief or marauding knight would overlook the bauble. Indeed, rare is the lich who understands this failing and thereafter take steps to cloak their most precious vessel in the mundane.

Physically safeguarding the cage is no simple task. Many liches spend years crafting the perfect safehold, surrounded by tireless guardians and deadly traps. The trick is it must be secure but also allow for the soul cage's function. Should the lich's body be destroyed, the soul cage's one power is revealed, as it recreates the lich's body. Such reincorporation occurs in proximity to the soul cage, thus its location must leave room to grow a new body and allow for escape.

The Long Decline

For a creature defined by meticulous schemes and plans that take centuries to unfold, many liches fail to account for the grand scale of time. Petty thoughts of vengeance are pointless after a generation or two. Schemes of conquest might take only a few decades to reach fruition, but what comes next? Even greater campaigns? Ever broadening, power leading to world domination?

Nonsense.

Such grand overreach often leads to a lich's downfall, for many living will not tolerate the rule of the clead. The countless years granted to a lich often go wasted, brooking in clusty crypts between bouts of esoteric research.

Still, this fate is better than what awaits those liches whose soul cage has been destroyed or lost. While there are tales of those who rebuilt the vile relic and undertake terrifying rituals to locate their soul and once again tether it, most liches who lose their soul cage are either destroyed in a terrific act of vengeance or face an eternity of decay and decline.

Without an anchor for their souls, liches fall into a near encless torpor, their minds untethered, wandering the infinite in search of a solution to their plight. Their bodies crumble away, leaving only a weathered skull inhabited by feral malevolence. The drive for power remains as an echo in these rotten bones, the only motive left to the body bereft of higher forms of reason and contemplation. This seat of terrifying necromancy draws out other magic nearby, consuming it to fuel their continued

existence. From simple trinkets to powerful relics, all can be devoured by the bones. What remains is the jewel and gem-crusted skull of a demilich.

While these demiliches often have great power, they lack the subtle cunning they possessed with their soul cages intact. I cannot

think of a worse fate than to spend a millennium wielding unfathomable power, only to be reduced to

unfathomable power, only to be reduced to a reckless monster, bereft of everything, you attained over many lifetimes. It must be akin to a rage-filled dream, always lurking at the edges of one's consciousness, threatening to become reality once again should your grip slip for more than a moment.

No wonder so many liches prefer destruction to such a fate.

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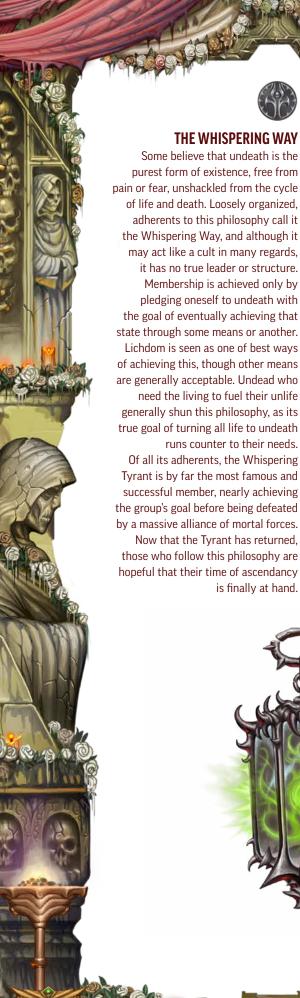
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THE WHISPERING WAY

Some believe that undeath is the

it has no true leader or structure.

Membership is achieved only by

pledging oneself to undeath with

need the living to fuel their unlife

runs counter to their needs.

is finally at hand.

A desire to live eternally motivates a spellcaster to become a lich, and necromantic knowledge makes the desire real. The typical lich takes the most direct path, keeping their undead form fairly close to their appearance in life. But undeath can also bring greater freedom for those with a less conventional view of what they can become. The horde lich and runecarved lich reshape themselves entirely. Rules for creating a standard lich from a spellcaster appear on page 220 of the Bestiary.

NEW ALTERNATE LICH ABILITIES

In addition to the alternate abilities found on page 221 of the Bestiary, you can use these abilities to create a more unusual lich. Substitute any one of the following abilities for frightful presence, hand of the lich, Drain Soul Cage, or paralyzing touch.

Animate Cage The lich has placed their soul cage inside an animated object that fights fiercely to defend itself, or at the very least to elude capture. If the lich's body is destroyed, the lich can control this animated object directly, although they can't cast any spells while inside the vessel. The lich's body is often restored inside this object, being ejected from the animated object after 1d10 days in the normal manner for a soul cage. The animated object is usually at least 4 levels lower than the lich, but it doesn't engage in combat unless directly threatened or if the lich is in control of it.

Aura of Rot (arcane, aura, necromancy) The lich is surrounded by pervasive, supernatural rot. Unattended food and drink within 30 feet of the lich immediately spoils. Anyone attempting to eat or drink within this area must succeed at a DC 5 flat check or become sickened 1 as the sustenance spoils before it can be ingested (ruining potions and other magical food and drink). Ordinary plants that remain within this aura for more than 1 minute wither and begin to die (depending on their size, this might take significantly longer).

Familiar Soul The lich has an undead familiar (using the familiar rules from page 217-218 of the Core Rulebook, except it's undead instead of an animal). Instead of a traditional soul cage, this lich stores their soul in the body of their undead familiar. While doing so makes it significantly more vulnerable, the moment the lich's body is destroyed, it can take over the body of the familiar. After 1 hour, the lich can

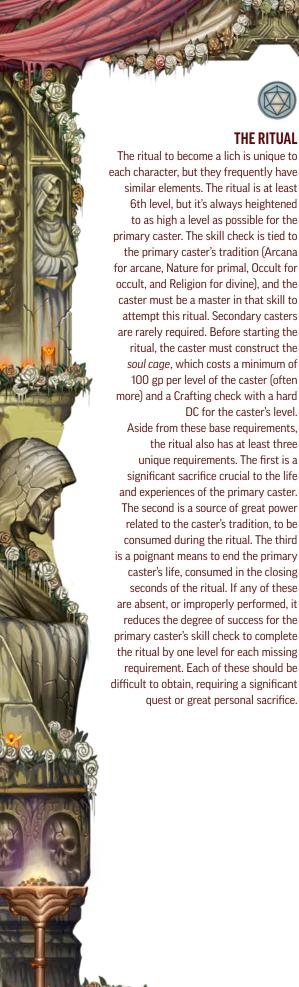
use this body to cast spells, assuming it has an appendage capable of making somatic components. After 1d10 days, the lich's body reforms as normal.

Mask Death • (arcane, transmutation) The lich changes their appearance to look as they did in life. This effect lasts indefinitely, but if the lich takes damage, their rotten flesh beneath becomes visible until this ability is used again. Metamagic Alteration ❖ (concentrate, metamagic) If the lich's next action is to Cast a Spell, they can alter it in one of two ways.

- Increase the range of that spell by 30 feet (giving it a range of 30 feet if it's a touch spell).
- · Alternatively, the lich can change the area of the spell if the spell has an area and doesn't have a duration. If the spell is a burst with a radius of at least 10 feet, increase the radius by 5 feet. If it is a line or a cone that has an area of 15 feet or smaller, add 10 feet to the area.

Pillage Mind ? (arcane, divination, mental) Trigger The lich deals damage with their hand Strike; Effect The lich pulls a memory or thought from the target's mind. The lich Recalls Information with a skill of their choice, using the target's bonus with the skill instead of their own. If there's a very specific piece of information the lich hopes to uncover, and the target knows that information, the target can attempt a Will save to keep it secret. On a critical success, the target can give the lich faulty information instead.





The lich detaches one of these servitors and places it in any open, adjacent space. The lich can alternatively take this action to reattach an adjacent servitor.

The lich and their servitors share actions and Hit Points, and the servitors use the same statistics as the lich. Spells and effects that target the lich or their servitors affect all of them equally, but they're still treated as just one creature when targeted by spells and attacks. The horde lich attempts only one save against such effects, but they take a -2 circumstance penalty to defend against effects that target both the lich and one or more detached servitors. Whenever the horde lich Casts a Spell, they can choose to have the spell originate from themself or from any one of their detached servitors. If the horde lich is destroyed, all attached servitors are destroyed as well. If a servitor is dealt a critical hit, it's destroyed (and the horde lich takes the damage as normal).

Servitor Attack (concentrate) Each of the horde lich's detached servitors Strike, with a -2 circumstance penalty on the attack roll. Each of these Strikes counts toward the lich's multiple attack penalty, but the penalty doesn't increase until after all the attacks.

Servitor Lunge Requirements The horde lich's last action was a critical hit with a melee Strike, and the horde lich has at least one servitor attached; Effect One of the lich's attached servitors detaches adjacent to the target, and the target is grabbed by that servitor.

Servitor Realignment • (concentrate) Each of the horde lich's detached servitors can either Interact or take a basic action with the move trait. The lich chooses which action each of them takes.

Steady Spellcasting If a reaction would disrupt the horde lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

CREATING A HORDE LICH

THE RITUAL

DC for the caster's level.

the ritual also has at least three

A horde lich trades frightful presence, Drain Soul Cage, and paralyzing touch for the servitor abilities listed above and the Shatter Block reaction.

RUNECARVED LICH

In their relentless pursuit of more magical might, some liches use their rotting forms to hold magical secrets, hiding precious tomes in their ribcage, inscribing formulas on their withered flesh, even replacing some bones with powerful magical items. The process is painstaking, as the soul cage tries to repair any damage caused by such alterations.

RUNECARVED LICH

CREATURE 19

RARE NE MEDIUM UNDEAD

Perception +32; darkvision

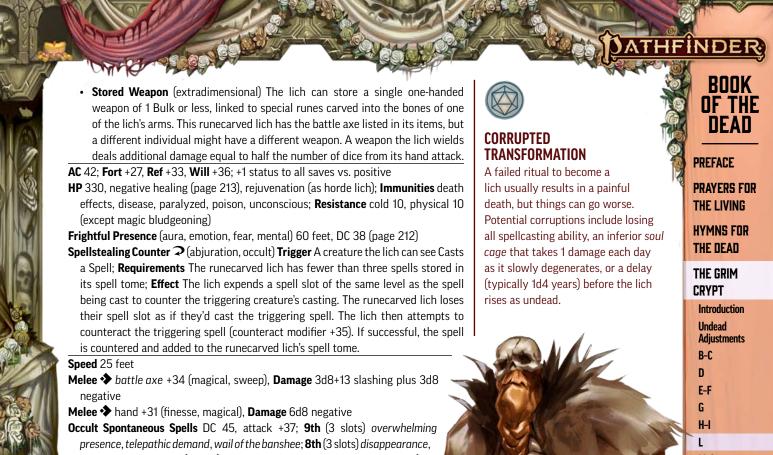
Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal, Necril, Undercommon Skills Arcana +34, Crafting +38 (can craft magic items), Deception +35, Diplomacy +35, Intimidation +37, Occultism +36, Religion +34, Stealth +33

Str +5, Dex +6, Con +4, Int +7, Wis +7, Cha +10

Items +2 greater striking grievous battle axe, wand of manifold missiles (7th), wand of wall of force

Stored Items The runecarved lich can store items inside its body, as detailed below. The lich can Interact to remove or store an item. If the lich's body is destroyed, any stored items appear among their bones.

- · Arm Wands (extradimensional) The runecarved lich can store up to two wands in the radius and ulna of one of their arms. These wands can be used as if wielded, and they can't be disarmed. If an arm wand is overcharged, the lich takes 20 damage if the wand is broken or 40 if it's destroyed.
- **Spell Tome** A runecarved lich has a carefully crafted tome, filled with magical power, placed inside their ribcage. This tome can hold up to three spells stolen by the Spellstealing Counter ability.



maze, mind blank; **7th** (3 slots) duplicate foe, energy aegis, paralyze; **6th** (3 slots) spellwrack, spirit blast, teleport; **5th** (3 slots) black tentacles, false vision, prying eye; 4th (3 slots) confusion, dimension door, fly; 3rd (3 slots)

see invisibility; 1st (3 slots) alarm, illusory disguise, unseen servant; Cantrips (9th) daze, detect magic, ghost sound, mage hand, prestidigitation

hypercognition, mind reading, slow; **2nd** (3 slots) death knell, mirror image,

Consult the Text • (manipulate) Frequency once per day; Effect The runecarved lich causes the pages of their spell tome to flip open, revealing an occult spell of 9th level or lower of their choice. For the remainder of the day, the lich can cast that spell as if it were one of their spells known for every level from its

base level up to 9th.

Drain Spell Tome Effect The lich draws upon the magic stored in their spell tome to cast one of the spells they've countered. This spell is the same level

as the one countered, but it uses the runecarved lich's spell DC and spell attack. Casting a spell in this way removes it from the spell tome.

Steady Spellcasting If a reaction would disrupt the runecarved lich's spellcasting action, the lich attempts a DC 15 flat check. On a success, the action isn't disrupted.

Summon Weapon & Requirements The lich has a stored weapon in its arm and has that hand free; Effect The runecarved lich summons its stored weapon into that arm's hand.

CREATING A RUNECARVED LICH

A runecarved lich trades Drain Soul Cage and paralyzing touch for the arm wands and summon weapon abilities. The spell tome and related abilities are acquired by giving up one spell slot of each level they can cast. Some runecarved liches might have other special abilities instead, placing aeon stones in empty eye sockets, reinforcing themselves with armor plates bearing powerful runes, or even creating reservoirs filled with alchemical poisons or bombs that pose little danger to the lich but are deadly to those who strike too hard with a bludgeoning attack.

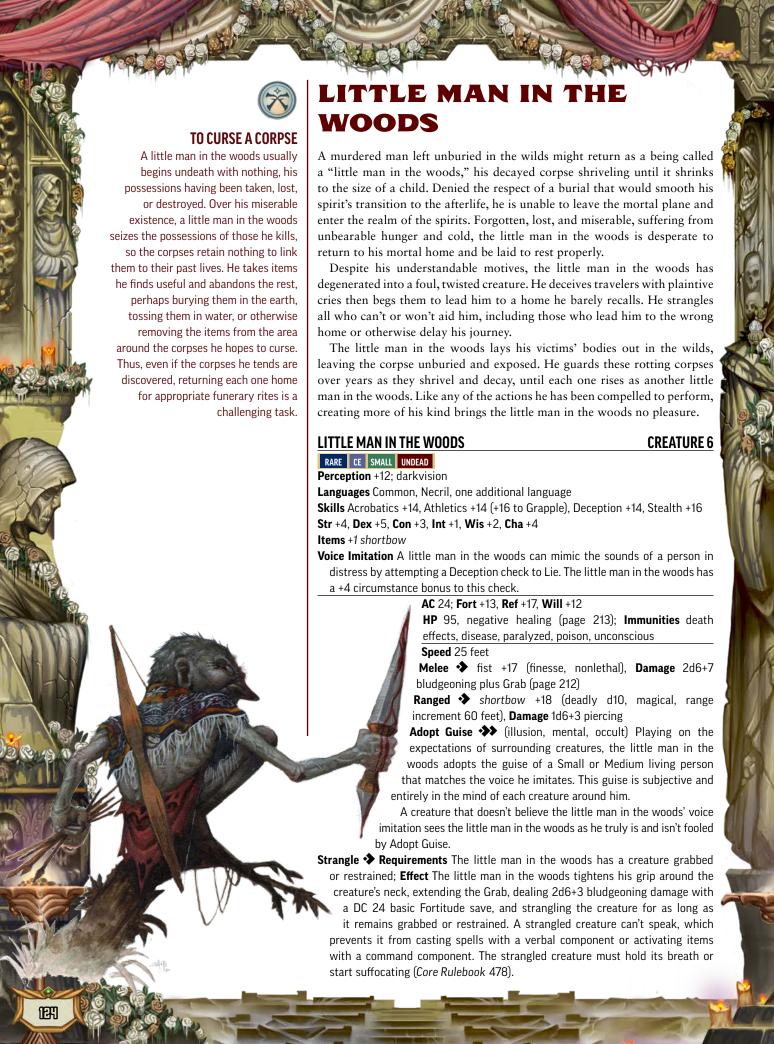
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LLORONA

'MINO PARA

Vengeful spirits called lloronas arise from people who died overcome with the grief and shame that comes with the tragic drowning of a child. In life, a llorona may have contributed to the child's death or simply lost the child to a horrible accident. In death, a llorona's pain manifests as a malevolent desire to drown others, imparting the same grief that they share with the person's loved ones. To this end, lloronas remain along riversides and other bodies of water in hopes of drawing their next victim and compelling them to drown themselves.

Lloronas look much like they did in life, except they wear elegant funeral attire in undeath. Though stories typically describe lloronas as women, reports from seasoned adventurers include accounts of lloronas appearing as different

genders and with a variety of appearances.

LLORONA

NE MEDIUM INCORPOREAL SPIRIT UNDEAD

Perception +20; darkvision

Languages Common

Skills Athletics +23, Deception +25, Intimidation +23, Stealth +23

Str -5, Dex +7, Con +1, Int +2, Wis +2, Cha +5

AC 32; Fort +19, Ref +23, Will +20

HP 165, negative healing (page 213), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; Resistances all damage 10 (except force, ghost touch, or positive; double resistance vs. non-magical)

CREATURE 12

Rejuvenation (divine, necromancy) When a llorona is destroyed, they re-form after 1d6 days at the site of their death. Resolving the injustice that led to a llorona's death puts them to rest permanently. Alternatively, successfully performing a consecrate ritual at the site prevents them from re-forming.

Speed fly 60 feet

Melee ◆ ghostly hand +25 (agile, finesse, magical), Damage 2d6+11 negative plus funereal touch and Grab (page 212)

Constrict • 2d6+12 negative, DC 31 (page 212)

Funereal Touch A creature touched by a llorona must attempt a DC 29 Fortitude save. On a failure, the creature becomes drained 1 (drained 2 on a critical failure) or increases their drained value by 1 (2 on a critical failure), up to a maximum of drained 4. Every time a creature becomes drained in this way, the Ilorona gains 10 temporary Hit Points for 1 hour.

Ghostly Grasp A llorona can Grapple corporeal creatures despite being incorporeal. The Ilorona uses their Athletics check to Grapple as normal but can't use Athletics for other actions that require corporeal contact, like Force Open or Trip.

Wail (auditory, concentrate, enchantment, incapacitation, mental, occult) The Ilorona unleashes a somber wail. Each living creature within 120 feet must attempt a DC 31 Will save. Regardless of its result, the creature is then temporarily immune for 24 hours.

Critical Success The creature is unaffected.

Success The creature is stunned 1.

Failure The creature is fascinated with the nearest body of water and compelled to move toward the water and drown itself. If there's no nearby body of water, the creature instead remains still. The creature can attempt another DC 31 Will save at the end of each of its turns. On a success, the creature is no longer fascinated. Once the fascinated condition ends, the creature becomes

Critical Failure As failure, except the creature receives another Will save only at the end of a round in which it's submerged in water.



GHOST STORIES

Stories about Iloronas are common in settlements near rivers. lakes. and the sea. These stories are typically aimed at children, intending to keep them from staying out late or venturing near waterways alone.

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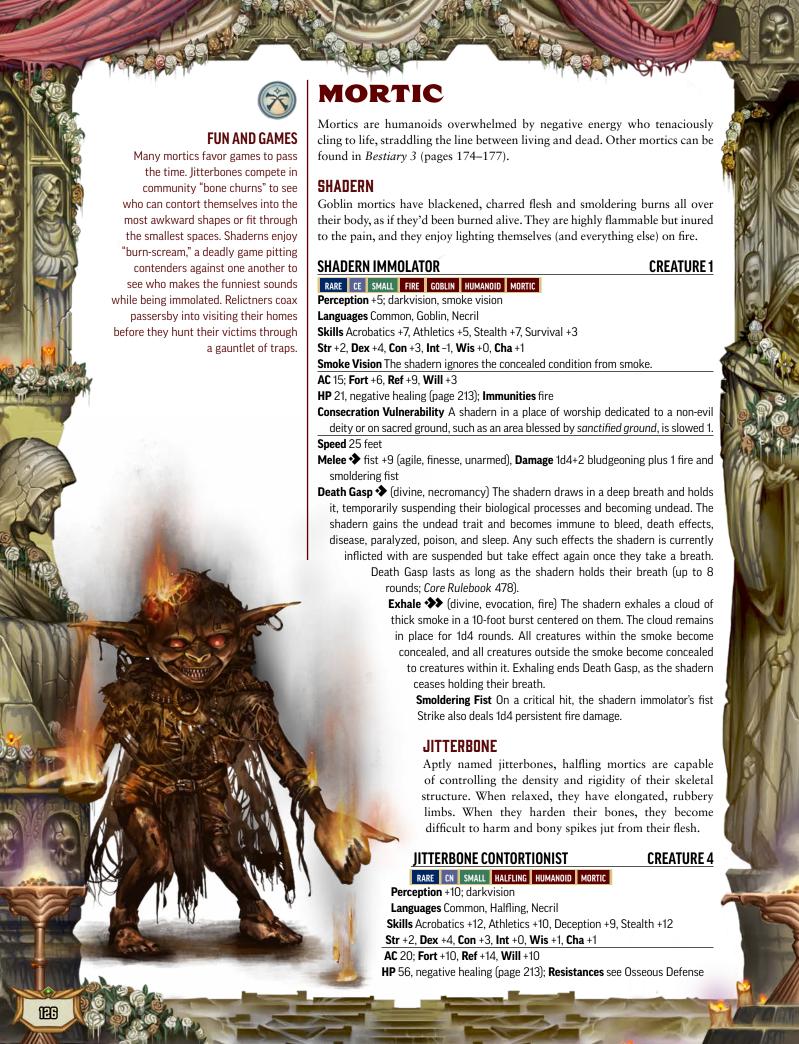
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Str +7, Dex +2, Con +7, Int +4, Wis +5, Cha +1

Items broken chain mail, broken dwarven war axe

Lair Sense (detection, divination, divine) The relictner bonds with a single structure they consider their lair, such as a house, temple, or ruin. A relictner is aware of any creature that enters the lair, and the direction and approximate distance to the creature. If the lair is destroyed, the relictner can bond with a new lair by residing within a structure they own or claim for 1 week.

AC 32; Fort +25, Ref +18, Will +21

HP 265, negative healing (page 213)

Consecration Vulnerability As shadern immolator.

Weathering Aura (aura, divine, transmutation) 60 feet. The relictner radiates an aura of degradation. All objects in the area have their Hardness reduced by 10, to a minimum of 0, for as long as they remain in the aura and for 1 round after leaving it. The relictner can't deactivate this aura.

Melee ◆ eroding touch +26 (unarmed), Damage 3d12+10 acid

Ranged * targeted collapse +21 (trip, versatile piercing),

Damage 3d10+3 bludgeoning

Crumble (divine, transmutation) The relictner erodes an object within 30 feet, dealing 3d10 bludgeoning damage to it, with a DC 31 basic Reflex save if the object is attended.

Death Gasp • (divine, necromancy) As shadern immolator, except up to 12 rounds.

Demolition (divine, evocation) The relictner bellows in fury, causing the surrounding structure to collapse. All creatures in a 30-foot emanation take 8d10 bludgeoning damage from falling debris (DC 31 basic Reflex save). A creature that fails its save is knocked prone. The area becomes difficult terrain. The relictner can't use Demolition again for 1d4 rounds.



to create a fierce and focused mummy protector tend to start the process before their subject is even dead. While time intensive, the results speak for themselves. Generally, the procedure starts with ritualistic starvation and the forced ingestion of spices, toxins, and preserving agents that all aid in the desiccation of flesh. When close to death, the subject's abdomen is opened, and the organs and entrails removed. The longer the subject is alive for this, the better. Some masters of the art can keep their subject alive even up to the point where the abdomen is filled with herbs and sewn closed again. The agony of the ritual binds the soul more strongly to the body, subsuming, free thought under eternal pain. Finally, the body is laid in a coffin infused with necromantic magic to give it a place to await its final duties.

Of course, the process can be performed on one who is already deceased, but dead subjects produce inferior results, hardly worth the investment of time. For large-scale armies and workforces, a lesser investment in skeletons and zombies remains the most practical course. Mummies fit best in roles as bodyguards for tombs, vaults, and other quiet places.

Mummies and Memory

Those undergoing mummification unwillingly often have their memories fragmented, their minds distorted. This makes them excellent guardians, which is what most people use them for. These fragmented, distorted versions of their minds fuel their undead anger. This burning rage only intensifies over the centuries of waiting within a crypt, and thus when these mummies are freed, they stop at nothing in pursuit of glorious slaughter. Yet some of this loss is lamentable. Finding, a way to preserve certain memories could create a guardian both motivated and skilled.

Those undergoing, the process voluntarily usually do this to escape death and the consequences of an afterlife (or, rarely, to increase their power). They often retain complete clarity of mind and much of their previous magical abilities. Those abilities tied to the magic of life diminish or vanish altogether. Those tied to the magic of death, however, only increase. Some even develop completely new magical powers, which should be studied further.

Mummies almost universally possess a strong, clearly aura. The way the creature died seems to influence the effect. The pain and misery the creature was subject to in cleath projects outward.

Spontaneous Mummies

There are tales of rulers so powerful that upon death they immediately return as mummies, but I hold little stock in such stories. Generally, such a death needs to evoke strong emotion to serve as a catalyst for a creature's transformation into undeath. Very few people possess the strength of personality to return of their own volition. Most likely these rulers had already started the journey toward undeath on their own, and their deaths were a timely coincidence accelerating an extant process.

But those fallen prey to the power of nature, or deliberately sacrificed to it, can rise again after nature has taken its course. Those taken by the desert rise on occasion, but much less than expected from a painful death by the sun's punishing rays. Perhaps those traveling the deserts are more accepting of the risk, and those sacrificed to the sun more placid about their fate?

The cold yields us the fewest subjects. Mummification by cold is rare, with only a few subjects known to me. Perhaps the death by cold is too soft and peaceful to invoke the soul's wrath.

Now, the bog mummy and its ilk present an interesting case. Their preservation clearly leaves them inferior to those deliberately preserved, but while I would not call them true mummies, they wield interesting powers derived from their death. Those risen from bogs have often been sacrificed or murdered, more evidence that strong, and sudden emotion are intricately tied to undeath.

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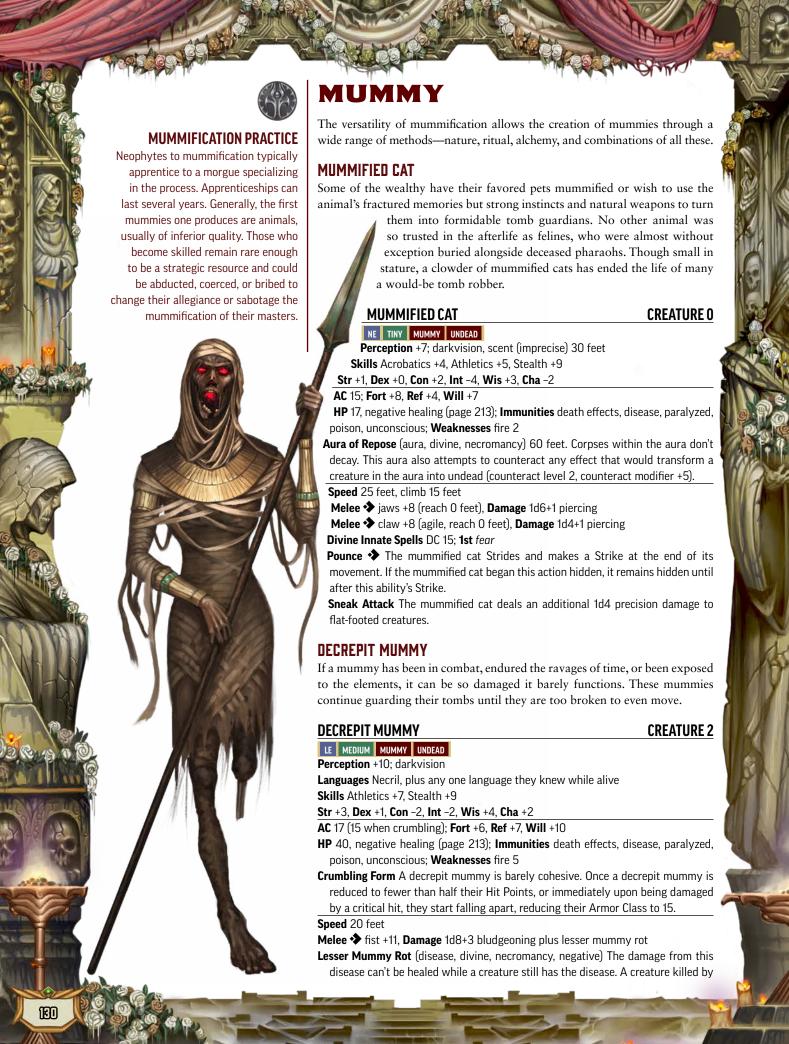
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lesser mummy rot turns to dust and can't be resurrected except by a 7th-level resurrect ritual or similar magic; **Saving Throw** DC 16 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 2d6 negative damage and stupefied 1 (1 day)

ICE MUMMY

The cold of high places coupled with strong winds and less oxygen creates an effect that can preserve bodies, mummifying them through natural processes. Many are created deliberately by cults, and a rare few voluntarily transform.

ICE MUMMY CREATURE 8

UNCOMMON NE MEDIUM COLD MUMMY UNDEAD

Perception +16; darkvision, snow vision

Languages Common, Necril, plus any two languages they knew while alive

Skills Deception +18, Intimidation +16, Occultism +17,

Stealth +17

Str +5, Dex +3, Con +2, Int +5, Wis +4, Cha +6

Items +1 striking staff

Snow Vision The ice mummy ignores the concealed condition from falling snow.

AC 26; Fort +16, Ref +13, Will +18

HP 130, negative healing (page 213); Resistances cold 10; Immunities death effects, disease, paralyzed, poison, unconscious: Weaknesses fire 10

Great Despair (aura, emotion, enchantment, fear, incapacitation, mental, occult) 30 feet. Living creatures are frightened 1 while in an ice mummy's great despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave it. When a creature first enters the area, it must succeed at a DC 24 Will save (after taking the penalty from being frightened) or be paralyzed for 1d4 rounds. The creature is then temporarily immune for 24 hours.

Speed 20 feet

Melee ◆ staff +20 (magical, two-hand d8), Damage 2d4+7 bludgeoning plus 1d6 cold and cold rot

Melee ❖ fist +19 (agile, magical), Damage 2d6+7 bludgeoning plus 1d6 cold and cold rot

Channel Rot (occult, necromancy) The ice mummy can deliver cold rot through melee weapons they wield.

Cold Rot (cold, curse, disease, divine, necromancy) This affliction can't be reduced below stage 1, nor can damage from it be healed, until successfully treated with remove curse or a similar effect. The affliction can then be removed as normal for a disease. A creature killed by cold rot turns to ice crystals and can't be resurrected except by a 7th-level resurrect ritual or similar magic; Saving Throw DC 24 Fortitude; Stage 1 slowed 1 for 1 round, then carrier with no ill effect (1 minute); Stage 2 5d6 negative damage plus 2d6 cold damage and stupefied 2 (1 day)

Frozen Breath (cold, concentrate, divine, evocation) The ice mummy exhales a 60-foot cone of razor-sharp ice that deals 5d6 cold and 4d6 slashing damage (DC 26 basic Reflex save). The ice mummy can't use Frozen Breath again for 1d4 rounds.

IRORAN MUMMY

Some enlightened members of the Iroran faith, particularly monks, are so aware of their own bodily processes they can sense their approaching death from old age. Pinpointing the occurrence to the exact hour, a chosen few employ a method of self-mummification. These masters of life and death leave behind their bodies to watch over Irori's temples.



FROZEN IN TIME

Cults that prepare ice mummies first dehydrate the victim, then take them to the top of a mountain or glacier for a gruesome ritual. The mummy-to-be is stripped naked and rubbed down with oil and fat infused with herbs. The skin is preserved for magical talismans or clothing. If the victim rises to undeath, it receives its own skin to wear.

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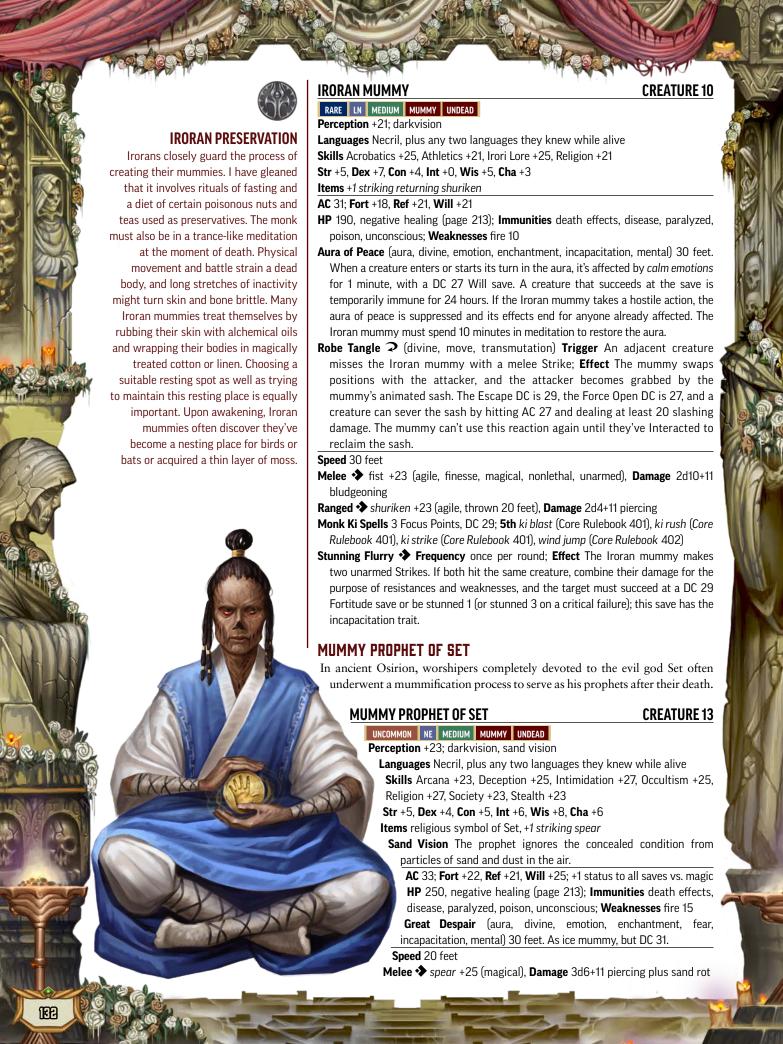
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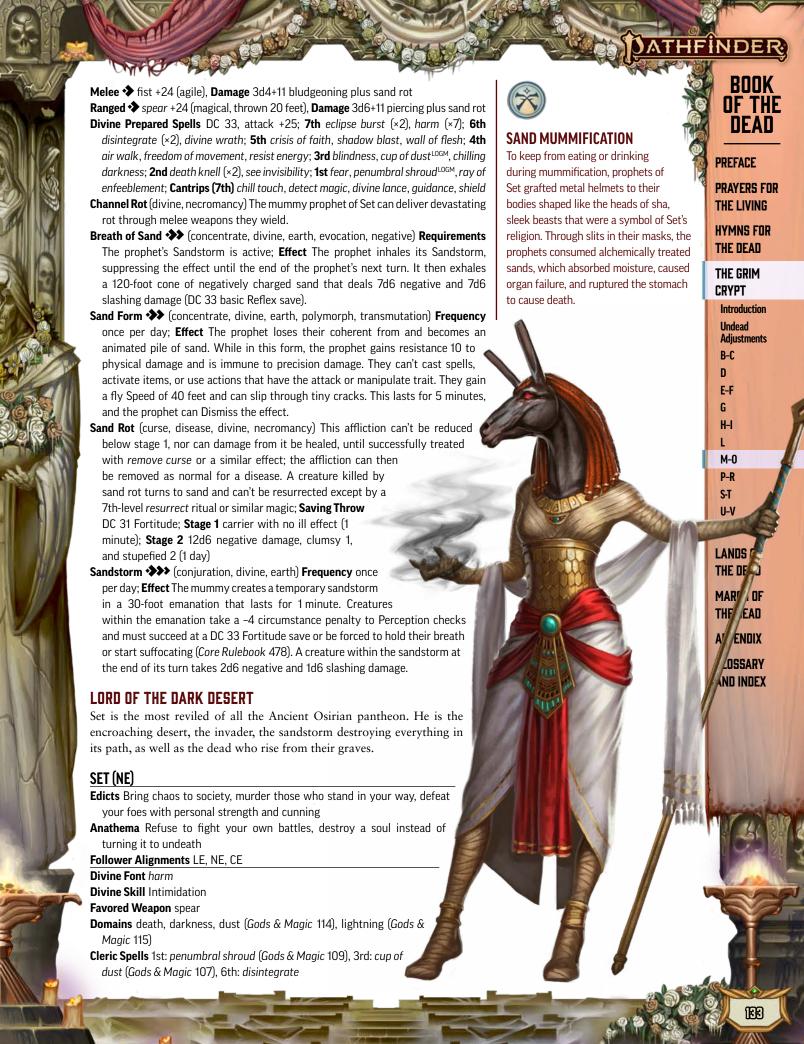
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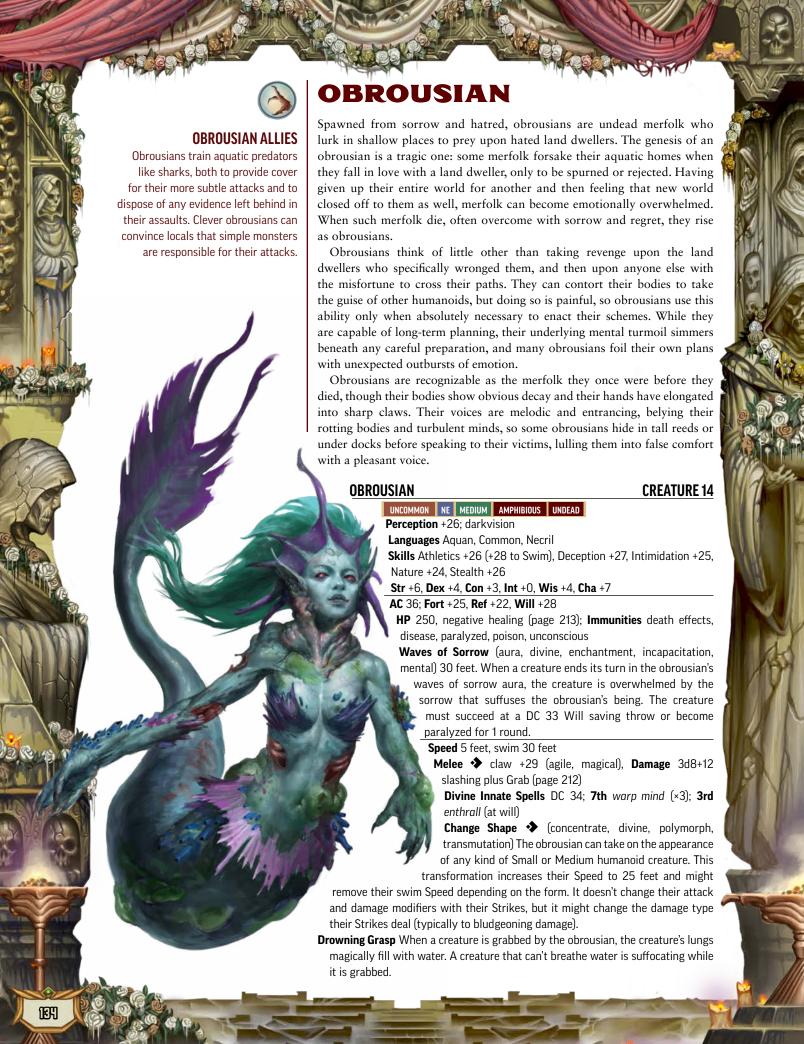
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ONRYO

Onryos are created when a person dies violently in the grip of extreme emotion, such as unbridled rage or overwhelming sorrow. These twisted undead return as beings of pure vengeance, seeking to endlessly spread suffering. Onryos torment those who killed them, but not by directly attacking their murderer. Instead, an onryo hunts down the friends, family members, and anyone connected to their foe. In doing so, the onryo inflicts as much torment as possible on the person responsible for their demise. An onryo's vengeful nature persists indefinitely; not even the death of their killer sates their lust for destruction. Vengeance is just a way for them to spread their pain to others, and they quickly find new targets for their ire. Onryos always wear funeral clothing, often dripping wet or covered in filth. Most of them also display wounds or signs indicating how they died. As they move, onryos seem to pop in and out of existence, making them difficult to track in combat.



CREATURE 12

DAIONRYO

Onryos born of the mighty can rise as daionryos with greater abilities related to their deaths or their killers, like controlling the weather to unleash disaster on a larger scale. A daionryo's spirit is so consumed with vengeance that even its destruction isn't enough to stop it. Daionryos have the ability to rejuvenate (as hungry ghost, page 100), returning again and again.



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ONRYO UNCOMMON NE MEDIUM UNDEAD Perception +21; darkvision Languages Common Skills Acrobatics +25, Athletics +20, Stealth +25, Survival +23 Str +2, Dex +7, Con +5, Int +2, Wis +5, Cha +6 AC 32; Fort +21, Ref +23, Will +23; +1 status to all saves vs. magic HP 180, negative healing (page 213); Immunities death effects, disease, paralyzed, poison, unconscious; Resistances all damage 8

(except force) **Speed** 35 feet, climb 35 feet; flicker, spider climb, water walk

Melee ◆ claw +25 (agile, finesse), Damage 3d8+8 slashing plus 2d6 mental Occult Innate Spells DC 32; 6th nightmare; Constant (4th) blink, spider climb, water walk

Flicker An onryo's erratic movement makes them difficult to target. If an onryo moves at least 10 feet during a move action, they gain concealment until the start of their next turn.

Onryo's Rancor ◆ (curse, enchantment, mental, occult) Requirements

The onryo's last action was a successful claw Strike; Effect The onryo attempts to instill its need for vengeance into the creature. The onryo, with their touch, casts a 5th-level geas on the creature they hit (DC 30 Will). On a failure, it's forced to seek and slay loved ones of the onryo's wrongdoer and anyone who attempts to defend them for up to one week. On a critical failure, the duration is 1 month and the creature gains Onryo's Rancor, which it's also compelled to use by the geas. Regardless of the outcome, the creature is temporarily immune to Onryo's Rancor from this individual for 1 year.

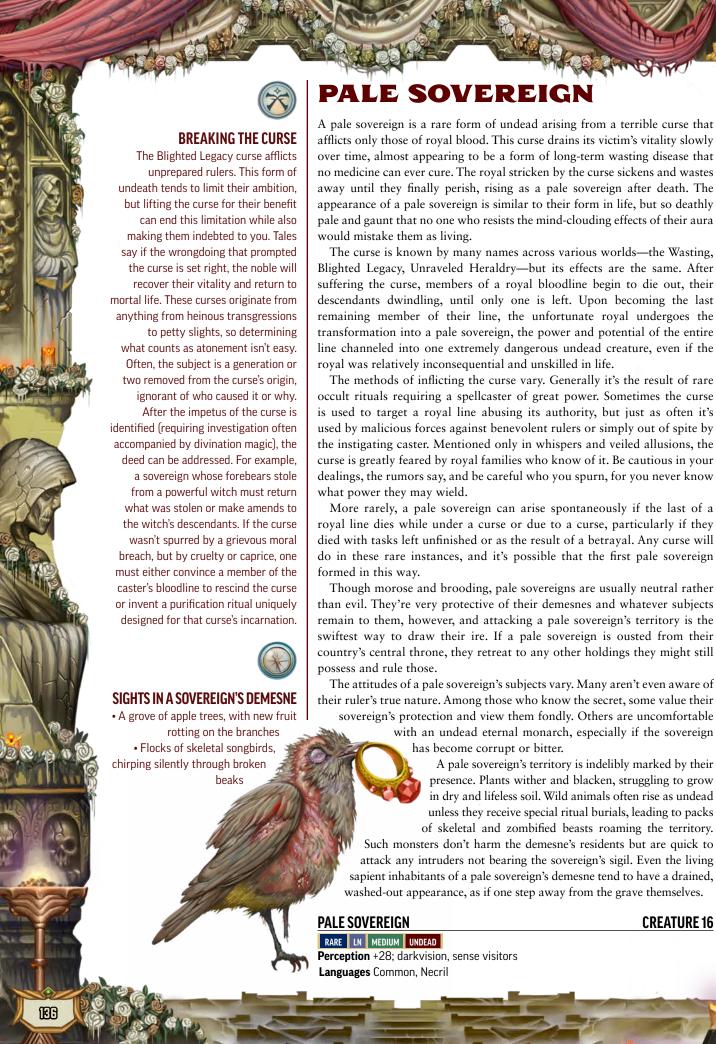
Vengeful Suffocation ❖ (incapacitation, occult, necromancy) Frequency once per hour; Effect The onryo channels their boundless resentment, manifesting it as a tangled clump of wet hair, a clot of rancid swamp mud, or other disgusting mass of matter in the throat of a creature within 30 feet. The creature must attempt a DC 32 Fortitude save.

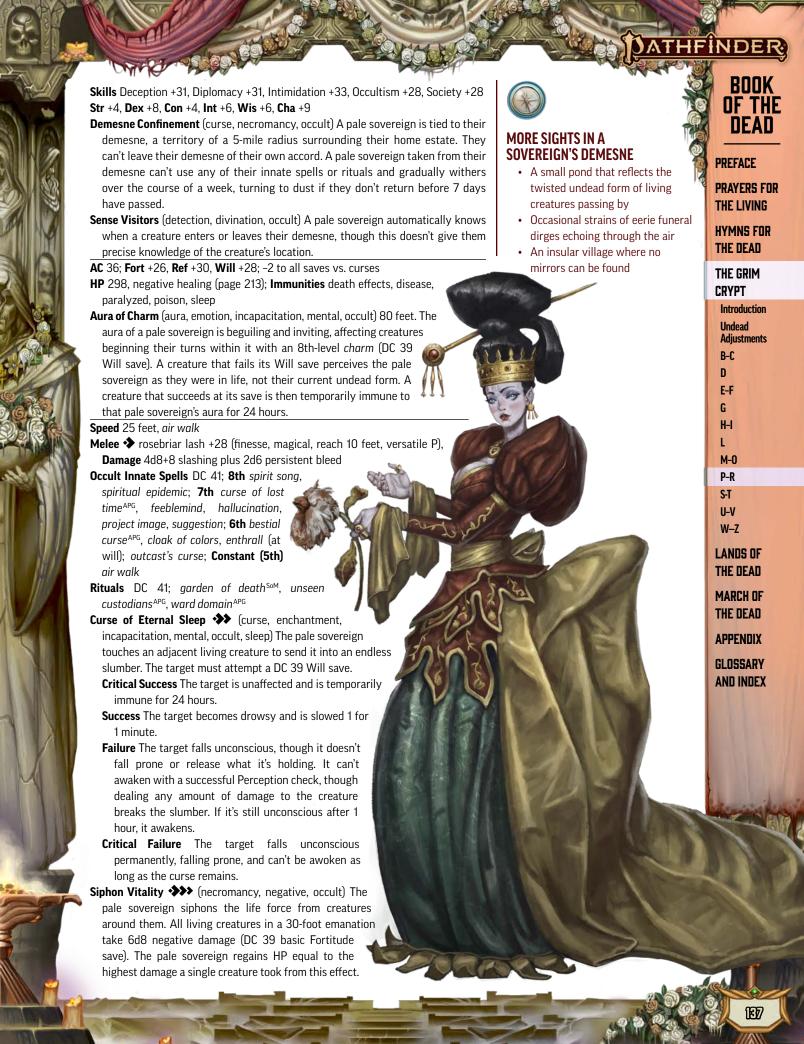
Critical Success The creature is unaffected.

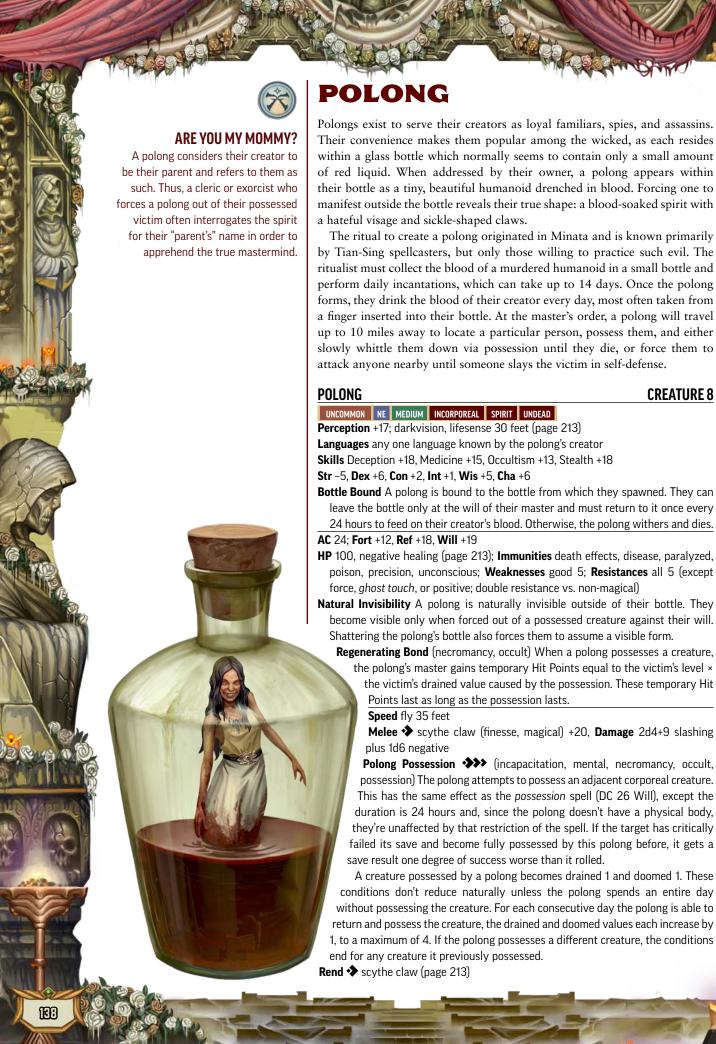
Success The creature becomes sickened 1.

Failure The creature becomes sickened 2.

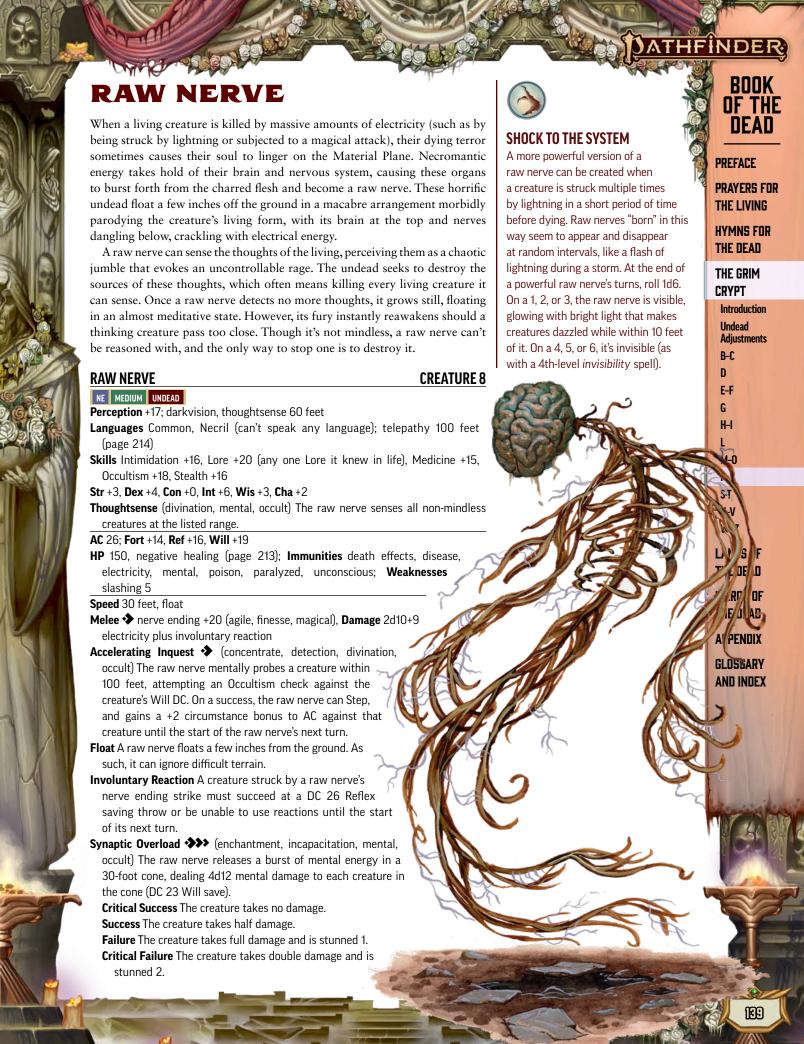
Critical Failure The creature becomes sickened 3 and the mass fully blocks the creature's airway. The creature begins suffocating (*Core Rulebook 478*).

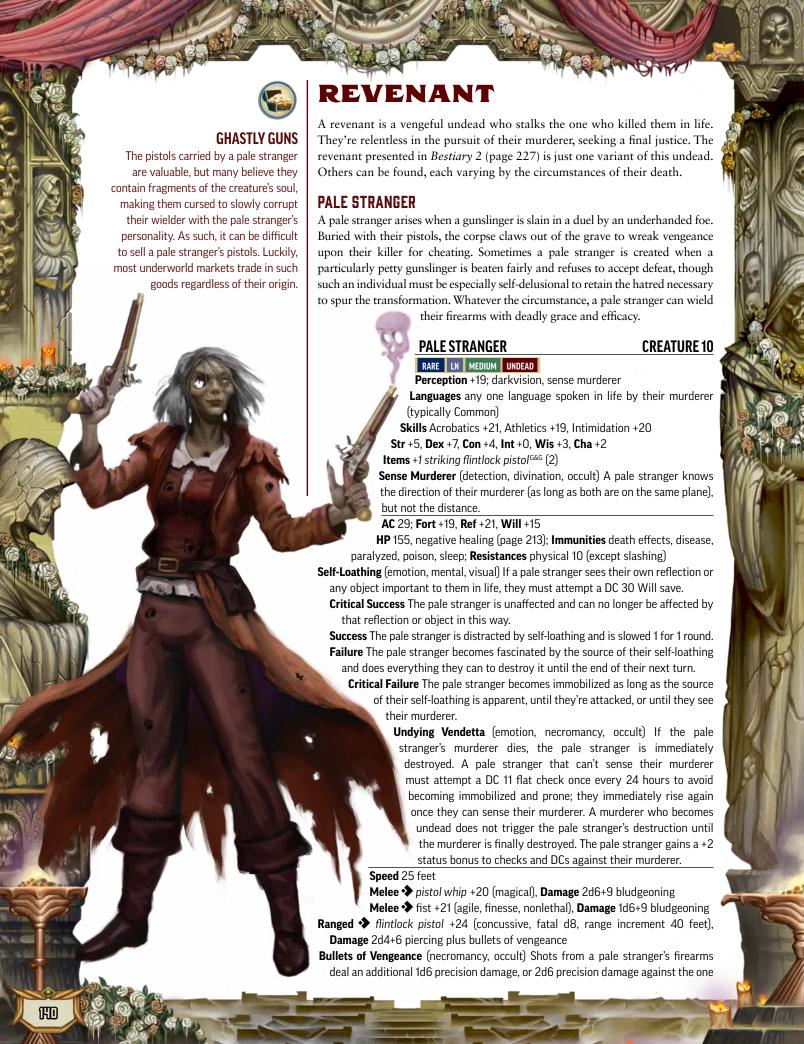






CREATURE 8





who murdered them. A creature who has never killed a living being doesn't take this precision damage. When a pale stranger critically succeeds at a ranged Strike with a pistol, the target must succeed at a DC 29 Fortitude save or be stunned 1.

Dead Shot >> Frequency once per turn; Requirements The pale stranger is wielding two loaded firearms; Effect The pale stranger takes aim at a target and shoots both of their firearms simultaneously. The pale stranger makes two ranged Strikes, one with each of the firearms, each using the pale stranger's current multiple attack penalty. Both Strikes must have the same target, who must be within the first range increment of both weapons.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. The pale stranger adds any precision damage only once, to the attack of their choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating the pale stranger's multiple attack penalty.

Revenant Reload ❖ (conjuration, occult) The pale stranger reloads each firearm they're wielding, supernaturally generating new black powder and bullets. When firing these magical bullets, the firearm can't misfire, and the attack doesn't trigger reactions triggered by ranged attacks.

SILENT STALKER

When a person is betrayed and killed in a way that their voice was silenced (such as through strangulation by a lover or close confidante), they might come back as a silent stalker. A silent stalker is a horrifying, twisted likeness of the person they were in life, with one obvious difference: the silent stalker has no mouth, simply a smooth patch of flesh where a mouth should be. Sound is suppressed in an area around a silent stalker, but once someone notices the quiet, it's often too late.

SILENT STALKER

CREATURE 13

LN SMALL UNDEAD

Perception +24; darkvision, sense murderer

Languages any one spoken in life by their murderer (typically Common; can't speak) **Skills** Athletics +27, Intimidate +24, Stealth +28

Str + 8, Dex + 5, Con + 3, Int + 0, Wis + 5, Cha + 3

Sense Murderer As pale stranger.

AC 34; Fort +22, Ref +24, Will +22

HP 220, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, sleep; **Resistances** physical 15 (except slashing)

Silent Aura (aura, illusion, occult) 10 feet. A silent stalker makes no sound, preventing creatures from noticing them using hearing or a similar sense alone. This silence stops all sound within it or passing through. The silent stalker and all creatures in the aura can't use sonic attacks or actions that have the auditory trait; this prevents creatures from casting spells with verbal components or activating items with command components.

Self-Loathing As pale stranger, but DC 33.

Undying Vendetta As pale stranger.

Speed 25 feet

Melee ◆ claw +27 (agile), Damage 3d8+14 bludgeoning plus Grab (page 212)

Constrict ◆ 3d8+7 bludgeoning, DC 33 (page 212)

Implacable Advance The silent stalker Strides twice and makes a claw Strike; they can ignore difficult terrain during these Strides if they advance toward their murderer. If they Strike and Grab their murderer this turn, they can Constrict as a free action immediately after the Grab.



SILENT SUPERSTITION

One marvels at the way people misunderstand the most basic facts about the magic of the dead. The absolute silence of certain revenants has led ignorant fools to believe they fear sound. People espousing this folly claim one can simply retreat to noisier surroundings, such as a tavern full of rowdy patrons, to keep the stalker at bay. In truth, nothing can stop a silent stalker, apart from destroying them or killing their murderer.

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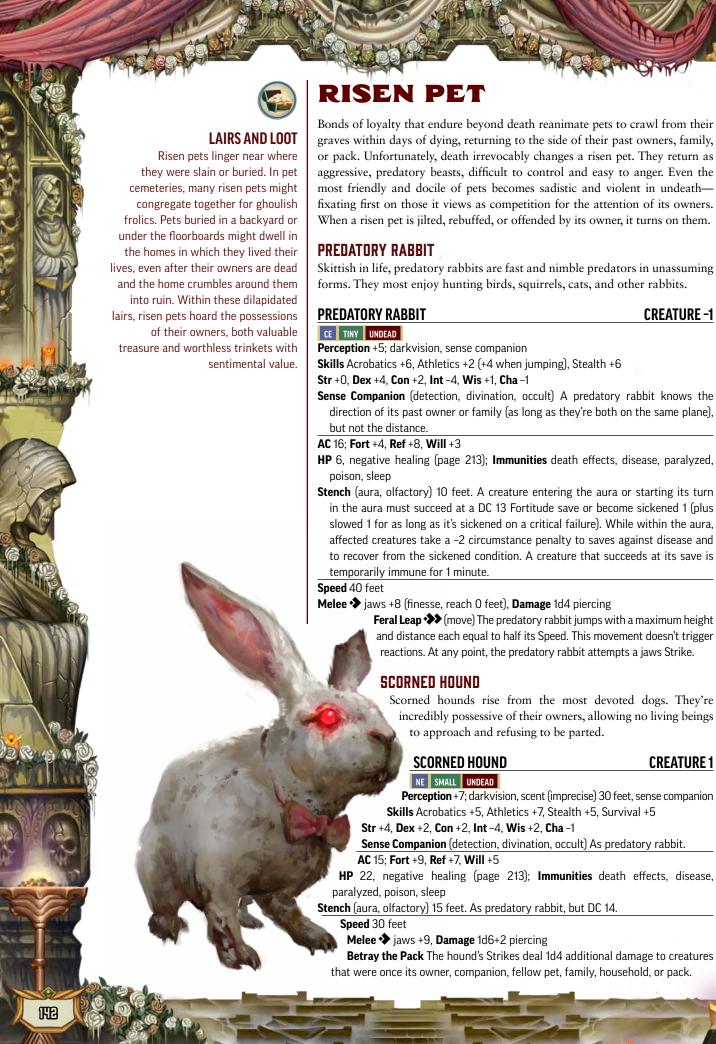
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SHREDSKIN

Shredskins are flying, flapping animate skins who wander the lands lamenting their fate and feeling hollow and adrift, as if they're missing something crucial inside them. They try to enshroud and seize humanoid bodies—either corpses or living creatures, anything to fill that void within themselves. Though many will take any body they can overpower, some know who created them and desire only that body to claim as their own, the truest fulfillment of their accursed nature. Shredskins come from people skinned as inhumane trophies, or who were killed in a gruesome way that left only their skin intact, such as being pulled into a machine and degloved.

SHREDSKIN CREATURE 2

NE SMALL UNDEAD

Perception +6; darkvision

Languages Common (can't speak any language)

Skills Acrobatics +10, Athletics +8, Deception +8, Stealth +8

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

AC 16; Fort +6, Ref +10, Will +8

HP 30, negative healing (page 213); Immunities critical hits (except slashing), death effects, disease, paralyzed, precision, poison, unconscious

Speed fly 30 feet

Melee ❖ claw +10 (agile, finesse, reach 0 feet), Damage 1d6+4 slashing plus Grab (page 212)

Melee → jaws +11 (finesse, reach 0 feet), Damage 1d8+4 piercing Compression When a shredskin successfully Squeezes, it moves through the tight space at full speed. Narrow confines are not difficult terrain for a shredskin.

Constrict ◆ 1d6+2 bludgeoning, DC 16 (page 212)

Control Body Requirements The shredskin is in the same space as a Medium or Small humanoid-shaped corpse; Effect The shredskin wraps itself around the corpse as a new skin and takes control of the host body. While controlling a host, the shredskin uses the host's Speed but its own attacks, and it loses its Grab and Enshroud abilities. Attacks that target the shredskin while it controls a body deal half of the damage to the shredskin and half of the damage to the host body. Attacks that target an area deal damage to both the shredskin and host body normally. The shredskin can release the host body as a free action at the start of its turn. If the host is destroyed, the shredskin automatically releases the body and is flat-footed for 1 round. A Medium corpse typically has 15 Hit Points, while a Small corpse typically has 10 Hit Points. Creatures can notice that a corpse is controlled by a shredskin by succeeding at a Perception check against the shredskin's Deception DC (typically 18).

Enshroud ◆ (attack, incapacitation) Requirements The shredskin is restraining a creature; Effect The shredskin wraps itself around the restrained creature like a shirt, seizing control. The shredskin rolls an Athletics check against the creature's Fortitude DC. On a success, the creature becomes restrained until it Escapes and the shredskin can control the creature as described in Control Body. At the start of each of its turns, the shredskin can attempt to Constrict the enshrouded creature as a free action. An enshrouded creature can attempt a DC 16 Escape check to break free (DC 18 if the shredskin critically succeeded its Athletics check to Enshroud).



UNDER THE SKIN

No segment of a creature need go to waste when necromantic reanimation provides such variety. A flayed skin has few uses, but enough to keep it from the dustbin. I have several animated skins tattooed with my personal emblem for use as flags. One also wonders if obstinate subjects, under the control of shredskins, might become productive members of society. Worth the attempt.

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TERN.





Blight Mastery Any of the siabrae's spells or effects that would normally be restricted to affecting animals can also affect undead animals. Furthermore, any animals the siabrae takes the form of or summons appear to be diseased, malnourished, or even dead and rotting. (This doesn't affect their statistics.)

Earth Glide The siabrae can Burrow through any earthen matter, including rock. When it does so, the siabrae moves at its full burrow Speed, leaving no tunnels or signs of its passing.

Miasma (aura, disease, primal) 20 feet, DC equal to the siabrae's spell DC – 4. A creature that enters the aura or begins its turn there becomes sickened 2 on a failure (or sickened 4 on a critical failure). An animal, fey, or plant that rolls a failure gets a critical failure instead. Regardless of the result of the saving throw, the creature is temporarily immune to the siabrae's miasma for 1 minute.

Stone Antlers The siabrae grows a pair of stony antlers or horns from its head, which give it an antler attack that deals 1d6+2 bludgeoning damage for every 3 levels and inflicts stony shards. If the siabrae wishes, they can keep these antlers while polymorphed, using the normal statistics of the stone antler attack.

Stony Shards (curse, earth, incapacitation, necromancy, primal) Tiny shards break off the siabrae's antlers when they attack, lodging in the target's wounds and inflicting a terrible curse. A creature damaged by a siabrae's stone antlers Strike must succeed at a Fortitude save against the siabrae's spell DC – 4 or become clumsy 2 for 1d4 rounds on a failure. If the creature critically fails, or fails while already clumsy 2 or greater, the creature is petrified.

SIABRAE

A siabrae is a determined and merciless foe, bound by a twisted sense of duty to nature so strong that it drove them to commit unspeakable acts and arise as an undead menace.

SIABRAE CREATURE 16

RARE NE MEDIUM UNDEAD

Perception +31; darkvision, tremorsense (imprecise) 60 feet

Languages Aklo, Common, Draconic, Elf, Necril, Sylvan, Undercommon

Skills Athletics +28, Acrobatics +24, Crafting +26 (can craft magic items), Intimidation +24, Nature +33, Religion +29, Stealth +26, Survival +31

Str +6, Dex +4, Con +6, Int +4, Wis +9, Cha +2

Items scroll of true seeing, staff of nature's vengeance APG

AC 36; Fort +28, Ref +24, Will +31

HP 218, negative healing (page 213), rejuvenation; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** fire 20, physical 15 (except magic bludgeoning)

Miasma (aura, disease, primal) 20 feet, DC 37

Speed 25 feet, burrow 25 feet, earth glide

Melee → stone antler +28 (magical), Damage 5d6+12 bludgeoning plus stony shards Primal Prepared Spells DC 41, attack +33; 8th earthquake, mask of terror, polar ray; 7th chain lightning, eclipse burst, finger of death; 6th flesh to stone (×2), tangling creepers; 5th cloudkill, cone of cold, tree stride; 4th freedom of movement, rusting grasp^{APG}, solid fog; 3rd earthbind, wall of thorns, wall of wind; 2nd spider climb, water walk, web; 1st longstrider, pass without trace, ventriloquism; Cantrips (8th) dancing lights, detect magic, produce flame, sigil, tanglefoot

Druid Order Spells 3 Focus Points, DC 41; **7th** wild morph, wild shape (any form from animal form, elemental form, insect form, pest form, plant shape, or soaring shape)

Blight Mastery

Steady Spellcasting If a reaction would disrupt the siabrae's spellcasting action, the siabrae attempts a DC 15 flat check. On a success, the action isn't disrupted. **Stony Shards** (primal, curse, incapacitation, necromancy) DC 37



THE STONEWILD SECT

Once members of the Green Faith, the druids of Sarkoris fought as long and hard as anyone else against the invasion of demons that spewed forth from the Worldwound. When all hope was lost, a faction embraced the ritual to Welcome the Blighted Soul, becoming undead that lurk in the Stonewilds.

Over the years since Sarkoris's fall, these druids developed their own twisted version of the Green Faith, embracing undeath and horror as the ultimate truth of the world. Where most siabraes are solitary beings, the Stonewild Sect is an organized cult, still active in the Sarkoris Scar. For the moment, they resist Tar-Baphon as an interloper, despite their shared undeath, but they're certainly no friends to the living.

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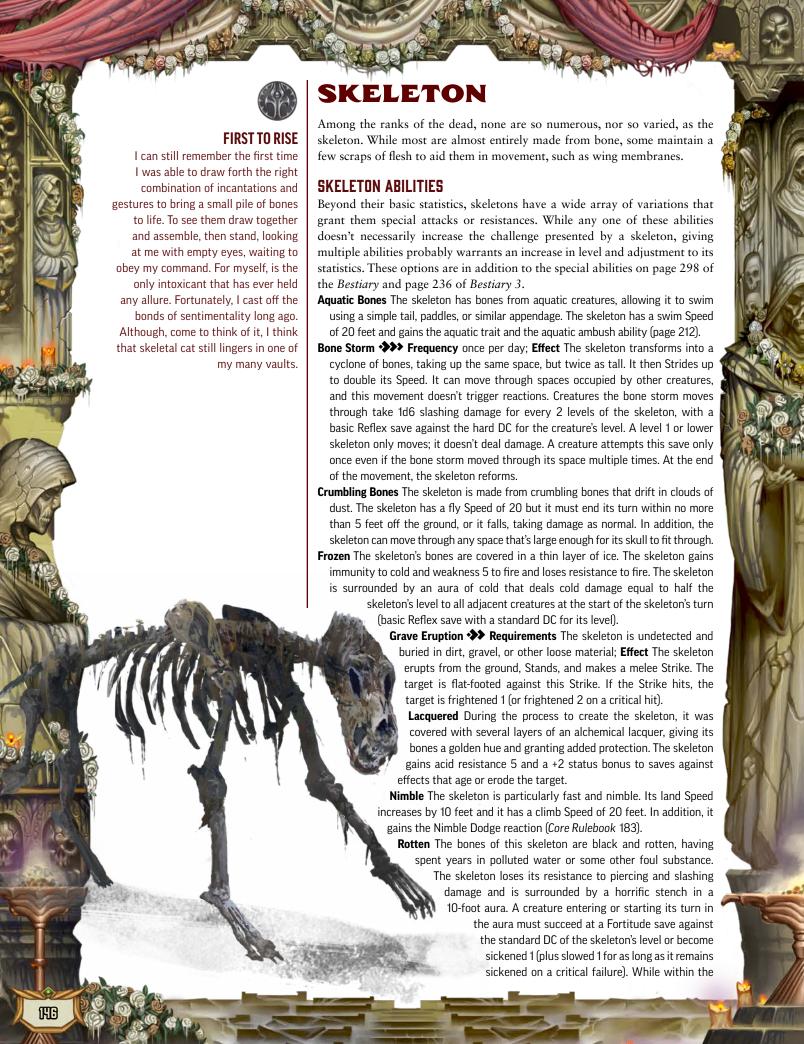
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aura, affected creatures take a -2 circumstance penalty to saves against disease and to recover from the sickened condition. A creature that succeeds at its save is temporarily immune for 1 minute.

This stench remains for 1 hour after the rotten skeleton has been destroyed unless the bones are burned, or the rot is washed away with at least 1 gallon of water.

WOLF SKELETON

Without the burden of flesh, skeletal wolves charge across the battlefield with terrifying speed.

WOLF SKELETON

CREATURE 0

CRAWLING CARGO

Undead make for the most

common passengers inside a beetle

often pack tight inside the creatures.

Insects tend to be more comfortable

around undead than other types of

animals. The following creatures make

Bestiary: Centipede swarm, scorpion

Bestiary 2: Army ant swarm, fen mosquito swarm, sportlebore swarm

Bestiary 3: Bore worm swarm,

clacking skull swarm, hellwasp swarm,

good options for combat encounters,

in which they can be released at a

dramatic moment for a grotesque

surprise.

swarm, wasp swarm

hermit crab swarm

carapace's abdomen, but swarms

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +8; darkvision

Skills Acrobatics +6, Athletics +4, Stealth +6

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

AC 16; Fort +3, Ref +8, Will +6

HP12, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 35 feet

Melee ◆ jaws +8, Damage 1d4+2 piercing plus Knockdown (page 213)

Surge of Speed The wolf skeleton Strides three times, but it's flat-footed until the start of its next turn.

SKELETAL SOLDIER

These soldiers continue to follow orders in death, still wielding the armaments they spent a lifetime learning how to use. While frequently made from the bones of humans or dwarves, other types of humanoids are quite common, such as bugbears, hobgoblins, and orcs. Often, these soldiers wield the weapons most common among their people instead of those listed here.

SKELETAL SOLDIER

CREATURE 1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +5; darkvision

Skills Acrobatics +5, Athletics +7, Stealth +5

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

Items chain shirt, glaive, longbow (20 arrows)

AC 17; **Fort** +6, **Ref** +7, **Will** +5

HP 16, negative healing (page 213); **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ❖ glaive +9 (deadly d8, forceful, reach 10 feet), Damage 1d8+2 slashing

Melee ◆ claw +9 (agile, finesse), Damage 1d4+2 slashing

Ranged ◆ longbow +9 (deadly d10, range increment 100 feet, volley 30 feet),

Damage 1d8 piercing

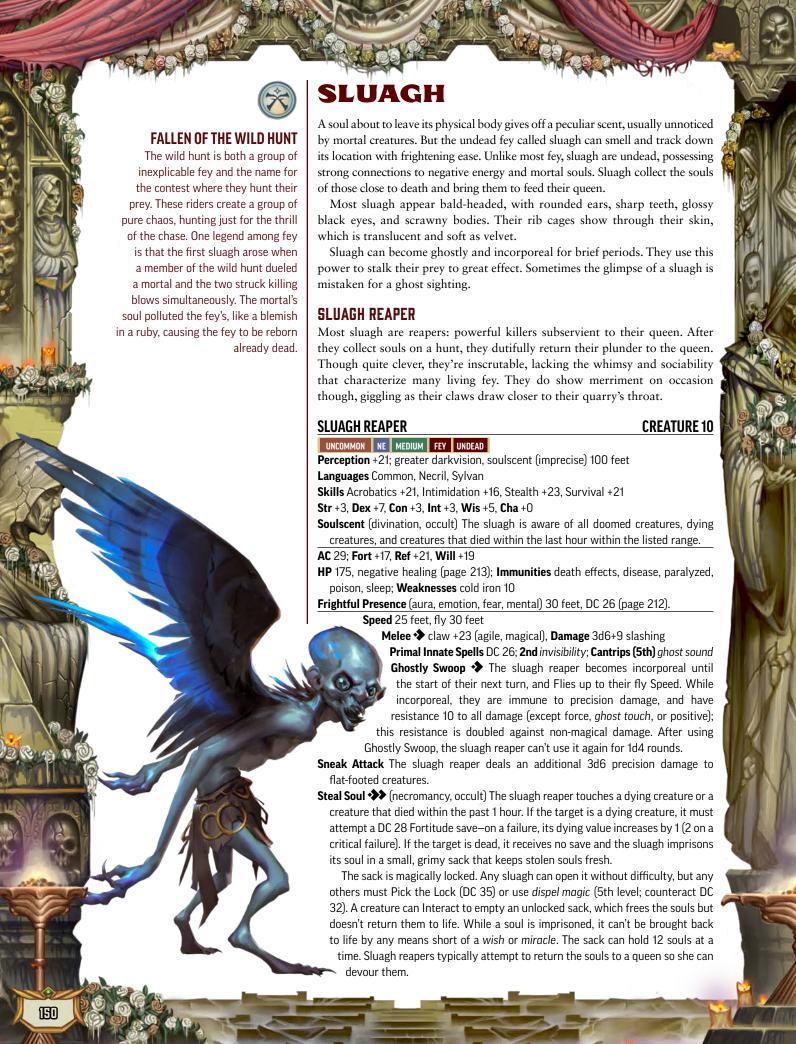
Set Defense The skeletal soldier sets its glaive (or other reach weapon) to defend the area around it. It gains the Attack of Opportunity reaction (page 212) for that weapon only. This lasts until the skeleton takes an action with the move or attack trait or is destroyed.

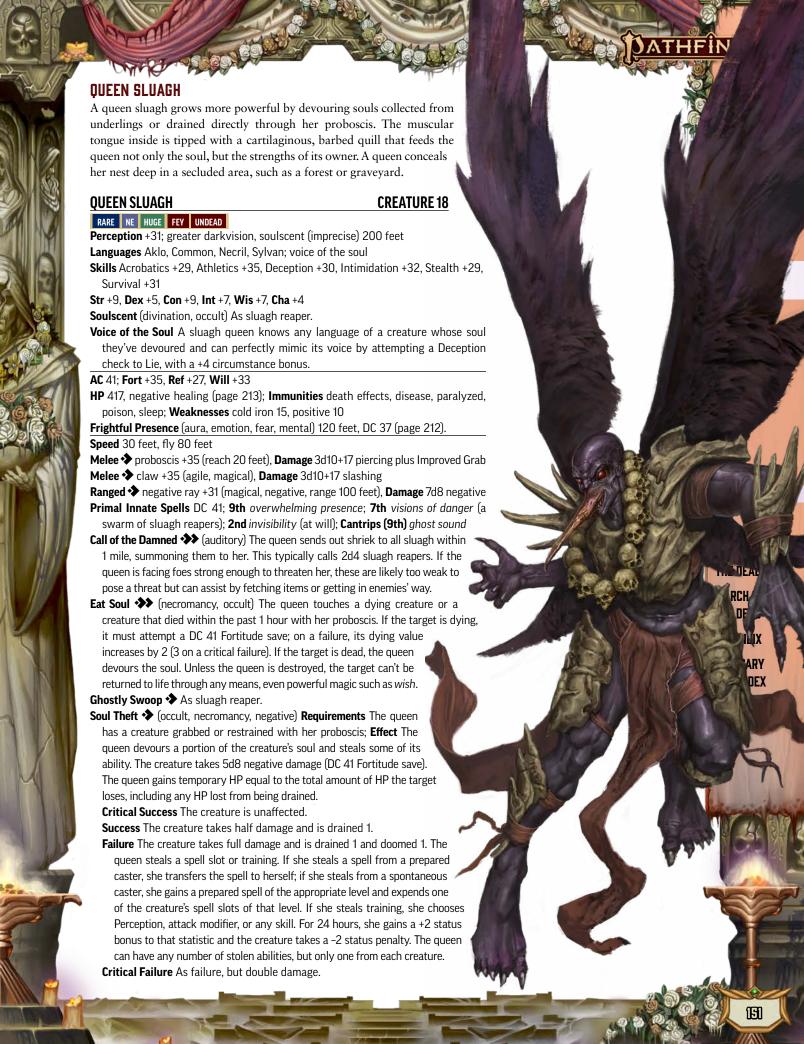
SKELETAL MAGE

Rarely, the bones of a spellcaster can be used to create a skeleton that retains a limited ability to cast spells. These spells are almost always offensive in nature, and the skeletal mage

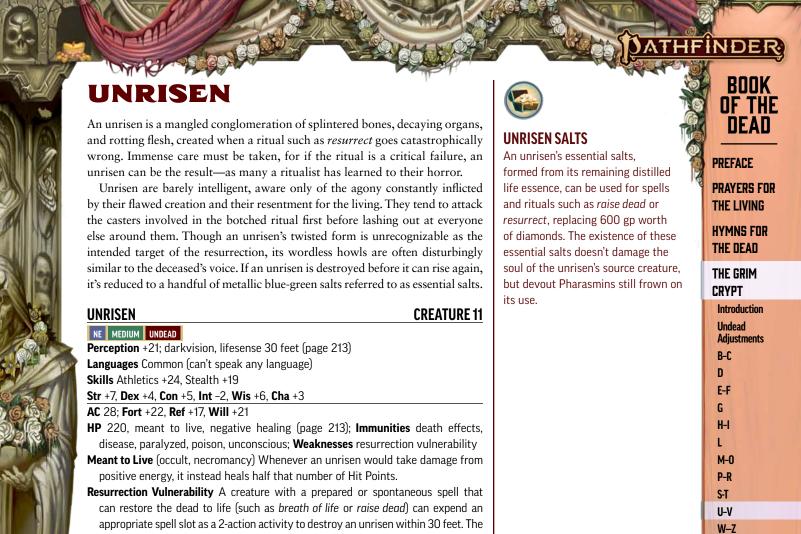












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attempt fails if the unrisen succeeds at a Will save against the creature's spell DC.

other than fire damage, disintegration, or its resurrection vulnerability, it returns to unlife at the start of its next turn. It has 100 Hit Points and is prone in the

emanation take 9d8 mental damage (DC 30 basic Will save). The unrisen can't use

Awful Approach ◆ The unrisen reshapes its grotesque form to move swiftly. It Strides twice. Any living creature that can see the unrisen during this movement must succeed at a DC 28 Fortitude save or be sickened 1 (sickened 2 on a critical failure). This is a mental and visual effect. The unrisen can't use Awful Approach

Death Grip ◆ (curse, necromancy, occult) Requirements The unrisen has a living creature grabbed or restrained; Effect The unrisen attempts to destroy its victim's life force to share the unrisen's fate. The creature must succeed at a DC 30 Fortitude save or become doomed 1. While the curse lasts, the creature regains only half as many HP from positive healing effects; if it dies, any attempt to raise it from the dead causes it to return as an unrisen. The curse ends

Rise Again (necromancy, occult) If the unrisen is reduced to 0 Hit Points by means

space in which it was destroyed. The

unrisen can't be returned by this

Melee jaws +24 (deadly d10, magical),

Agonized Howl again for 1d4 rounds.

Damage 3d8+13 piercing plus Grab

Melee claw +24 (agile, magical), Damage 2d8+13 slashing plus Grab

Agonized Howl ❖ (auditory, enchantment, mental, occult) The unrisen howls in pain at its cursed existence. Creatures within a 30-foot

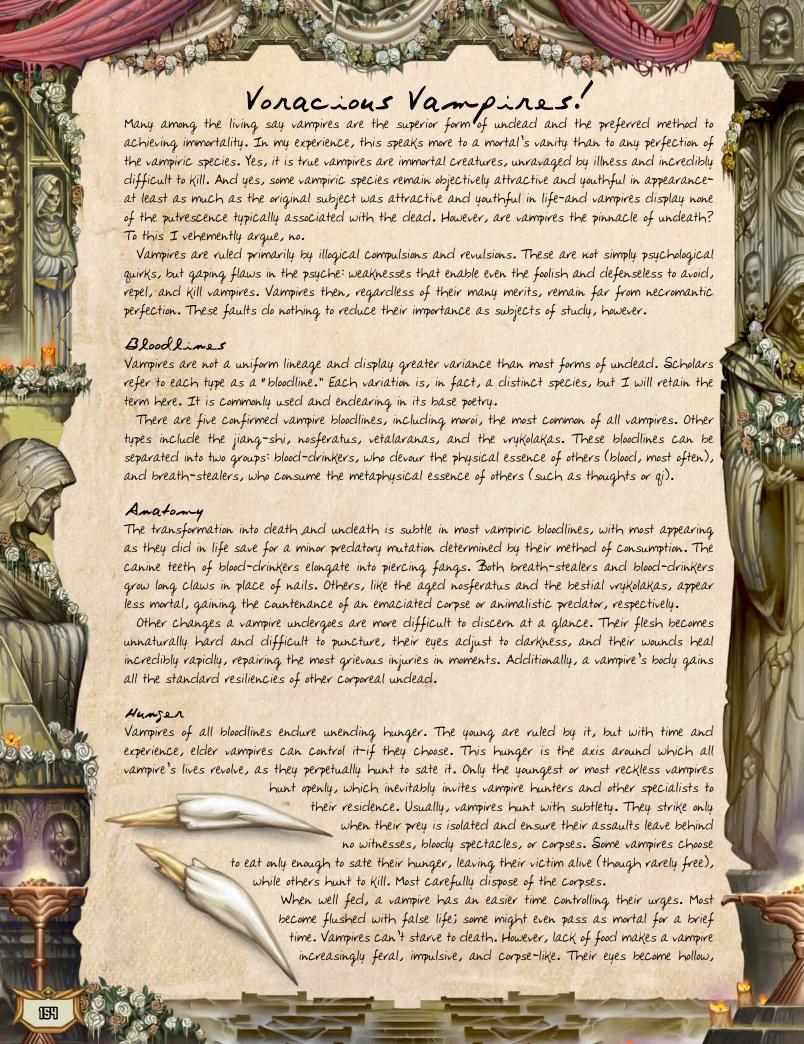
automatically if the creature's doomed value is reduced to 0.

ability again for 1 hour.

again for 1d4 rounds.

Speed 30 feet

(page 212)





their Cheeks sunken, their forms skeletally thin. In this state of desperate hunger, a vampire has no impulse control nor greater cognitive functions; they attack wantonly, feeding, on everything, in sight.

Other Compulsions

Every vampire is plagued by a collection of psychological eccentricities that compel it to action or repel it in fear. These vary by bloodline. A moroi vampire can't voluntarily cross running water or enter a house without being invited inside, and recoils from religious symbols and garlic. Jiang-shi, in contrast, cannot abide mirrors or ringing handbells. More even than their appetites, these vulnerabilities make vampires hard to rely on. One must assign tasks carefully to work around these compulsions.

Dominion

Like many living creatures, a vampire seeks out shelter. For some bloodlines, doing so is simply a matter of convenience, comfort, defense. For others, it is a necessity. Moroi and nosferatus can be destroyed by sunlight and must sleep each night within their coffin. Vrykolakas must bury themselves in their grave once a week. Moroi and vetalaranas are the most likely bloodlines to live openly within a mortal settlement, keeping their vampiric nature a secret and masquerading as the living. Other bloodlines might live secretly within or immediately outside a settlement. The settlement and surrounding region become the vampire's hunting grounds, the citizens their prey. Some vampires take exception to other predators preying upon their "flock" or living within their "domain," but most are indifferent to the mortals around them. Such feelings, if they exist, are entirely self-serving. A vampire's domain is a place to rest, recuperate, and retreat, but also a trap to lure prey, larder to store food, and a defensive bastion. It is likely filled with loyal minions and deadly traps. Entering such a place is folly.

Strigoi: fact on fiction?

Rumors have long told of a progenitor form of vampire, an ancestral bloodline that fed upon both the physical and metaphysical being of a creature simultaneously. This "master" bloodline from which all other vampires are descended is called strigoi. Only recently has their presence been confirmed, after impetuous tomb robbers stumbled upon the ancient vaults where strigoi hide. Awaking these ancient bloodsuckers invites chaos. Time will tell whether they thrive or simply perish in the modern world.

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DREAMERS OF THE DARK

Jiang-shi typically arise from priests or holy workers who have died but chose to make their way back from the afterlife. While in a state of repose, a jiang-shi is haunted by dream visions of the netherworld. Many recall endless privations and instinctively seek to share their agonies while awake. Some recall humiliation and swear none shall master them again. A few even glimpse the multiverse's secrets and plot to drain the heavens dry.

VAMPIRE, JIANG-SHI

Jiang-shi are terrifying hopping vampires from Tian Xia. Though similar to other vampires—they are undead, drain vital energy from the living, and can be slain only in specific ways—jiang-shi feast upon the breath of the living, also known as qi or ki, instead of blood. While they possess unique powers, including their magic-deflecting paper fulus, extraordinary jumping ability, and immunity to sunlight, jiang-shi also possess unique vulnerabilities, such as the inability to see living creatures save through breathsense, a revulsion to bells and mirrors, and near-stupefying melancholia. Thankfully, most jiang-shi can't create vampiric spawn.

CREATING A JIANG-SHI

While it's best to create a jiang-shi from scratch, you can turn an existing living creature into a jiang-shi using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and usually becomes evil.
- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- Reduce its Speed by 10 feet, to a minimum of 15 feet.
- Increase its damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Reduce its HP by the amount listed on the table.
- The jiang-shi gains fast healing and resistance to physical damage (except darkwood) as indicated on the table. These abilities are the reason the jiang-shi has less HP.

Starting Level	HP Decrease	Fast Healing/Resistance
3-4	-20	5
5-7	-30	7
8-14	-40	10
15+	-60	15

BASIC JIANG-SHI ABILITIES

If the base creature becoming a jiang-shi has any abilities that specifically come from it being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the jiang-shi's theme. All jiang-shi gain the following abilities.

Darkvision

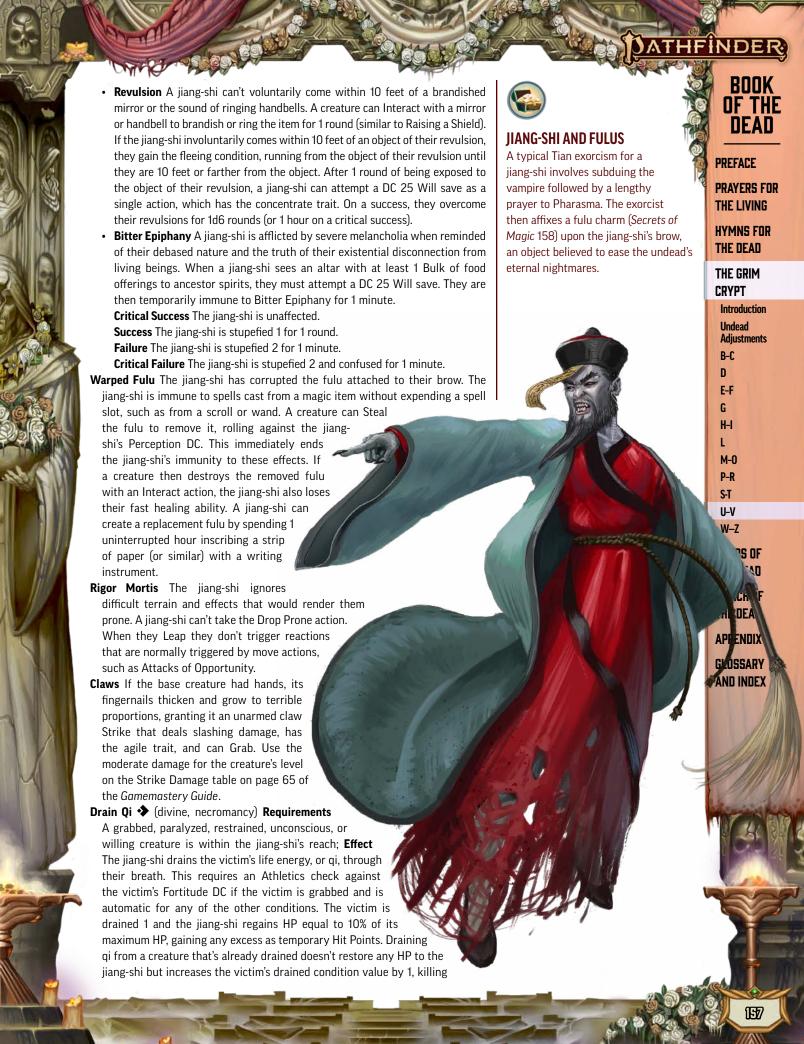
Breathsense 60 feet (precise). A jiang-shi can't perceive living creatures beyond 5 feet except with their breathsense. A living creature within the listed range who holds its breath is invisible to the jiang-shi for as long as it holds its breath. To hold its breath in this way, a creature must have one hand free to fully plug its nose or cover its mouth. (Refer to page 478 of the *Core Rulebook* for the full rules on holding breath.)

Negative Healing

Immunities death effects, disease, paralyzed, poison, sleep, prone

One More Breath (divine, necromancy, negative) Unlike other undead, a jiang-shi isn't destroyed at 0 HP. Instead, they fall unconscious and awaken in 1 minute with 1 Hit Point. Scattering at least 1 Bulk of glutinous rice or hen eggs on an unconscious jiang-shi destroys them permanently. If the jiang-shi was reduced to 0 HP by an attack from a weapon made of darkwood, they're destroyed immediately.

Jiang-shi Vulnerabilities All jiang-shi possess the following vulnerabilities.







HIERARCHIES OF BREATH AND DEATH

Unlike their blood-drinking cousins, jiang-shi subsist on mortals' breath and vitality in the form of qi, also known in some regions as ki. As a jiang-shi inhales more qi, they become stronger in body and mind. A truly gluttonous jiang-shi becomes even more powerful and attains a higher status than their peers. Such ancient vampires are known as "ministers," and they seek to feast on only the most rarefied qi of the cosmos.

the victim when it reaches drained 5. If the victim has the ability to cast ki spells, it can spend 1 Focus Point to avoid becoming drained. This protects it only from the current attack, not from subsequent attempts to Drain Qi.

A victim's drained condition value decreases by 1 every week. If the creature restricts their diet to glutinous rice for at least 1 day and spends 10 minutes dancing, jogging, or otherwise engaging in vigorous physical activity by succeeding at a DC 25 Athletics check, it reduces its drained condition by 1.

JIANG-SHI MINISTER ABILITIES

Those rare jiang-shi who have devoured at least a thousand victims' qi have shed many of their frailties and become able to create jiang-shi from their slain victims. These imperious undead address themselves as "ministers" or by other grandiose titles, and they mock lesser jiang-shi as mere "provincials."

Ministers gain additional jiang-shi abilities, as detailed below. A creature below level 13 is not significant enough to become a minister—you should instead make such a creature into a regular jiang-shi or rebuild the creature so that it's at least level 13 before becoming a minister.

Resistances The jiang-shi resists all physical damage (except magical darkwood). Dark Enlightenment The jiang-shi is no longer limited to seeing living creatures with only their breathsense, and they no longer have the Revulsion vulnerability. They can perceive living creatures normally with either darkvision or breathsense, and they can take the Drop Prone action.

Distant Steps When the jiang-shi Leaps, they can add 10 feet to the horizontal and/or vertical distance they move without affecting the Leap DC. The jiang-shi can stand and walk on water and other solid or liquid surfaces that wouldn't normally support their weight.

Tumult of the Blood (divine, necromancy) The third time a jiang-shi successfully Drains Qi within a single minute, they become quickened for 1 minute. They can use their extra action only to Strike or Stride.

PROVINCIAL JIANG-SHI

Roused rudely from their nightmarish slumber, the provincial jiang-shi roams the villages and graveyards around their domain searching for sustenance to slake their hunger.

PROVINCIAL JIANG-SHI

CREATURE 11

CE MEDIUM UNDEAD VAMPIRE

Perception +22; breathsense (precise) 60 feet, darkvision

Languages Common, Necril, Tien

Skills Acrobatics +16, Athletics +22, Intimidation +20, Religion +22

Str +5, Dex +3, Con +4, Int +3, Wis +7, Cha +3

Items +1 striking mace

AC 31; Fort +21, Ref +18, Will +24

HP 130, fast healing 10 (page 212), negative healing (page 213), one more breath; **Immunities** death effects, disease, paralyzed, poison, sleep, prone; **Resistances** physical 10 (except darkwood)

Jiang-Shi Vulnerabilities

Warped Fulu

Speed 15 feet; rigor mortis

Melee ◆ claw +22 (agile), Damage 2d10+11 piercing plus Grab (page 212)

Melee ❖ mace +23 (magical, shove), Damage 2d6+11 bludgeoning

Drain Qi → (divine, necromancy) When Draining Qi, the provincial jiang-shi regains 13 HP.

Divine Innate Spells DC 32, attack +22; **6th** harm (×7), spirit blast, vampiric exsanguination; **5th** shadow blast; **4th** enervation, ghostly tragedy (Advanced Player's Guide 220; ×2); **3rd** bind undead, fear (×3)







MISTAKEN IDENTITY

Consuming thoughts is an overwhelming sensory experience that requires practice and mental discipline to master. Newly risen vetalaranas that consume memories too rapidly can lose sight of their identity amid the foreign thoughts in their minds. Consequently, they might return to the wrong home, abduct their prey's family, or adopt the quirks and vices of their victims.

VAMPIRE, VETALARANA

Vetalarana vampires feed on the emotions, thoughts, and memories of others. Although they are capable of feeding on animals, beings of the planes, and other intelligent undead, only the thoughts of an intelligent, living humanoid bring a vetalarana any sense of satisfaction. Slender and pale, with sunken cheeks and exceptionally long nails, vetalaranas become flushed with color and life after feeding on particularly potent emotions and thoughts, enabling some to pass as living for a short time.

A vetalarana is created when a person with psychic or occult abilities dies in denial of their death, refusing to pass on to the afterlife but unable to retain their grip on life. As their spirit has no cause left undone nor debt to settle, these tenacious souls rise not as ghosts but as vetalaranas, a formidable and tenacious mind animating their own corpse in a mockery of life.

A vetalarana's predations inevitably turn their victims into living husks, incapable of thought and devoid of any spark of personality. These victims fall into a senseless stupor, comatose but still living, without identity or memories. If a vetalarana is killed, they can occupy one of these comatose husks, while more powerful vetalaranas can control them like living puppets.

When a vetalarana is destroyed, all of their comatose victims are immediately freed. Most often, these people regain consciousness as amnesiacs whose memories return over time—taking at least months but sometimes as long as decades. These returned memories are fragmented and often jumbled with the thoughts of others the vetalarana fed upon. If a victim served as a failed host or was frequently controlled while comatose, a sliver of the vetalarana's corrupted thoughts remain in the victim's mind. These tainted victims recover much faster than their fellows, regaining their memories in record time and transforming into a new vetalarana soon after.

CREATING A VETALARANA

While it's best to create a vetalarana from scratch, you can turn an existing living creature into a vetalarana using the following steps.

Increase the creature's level by 1 and change its statistics as follows.

- It gains the undead and vampire traits, and usually becomes evil.
- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 1.
- Increase its damage with Strikes and other offensive abilities by 1. If an ability can be used only a small number of times (such as a dragon's Breath Weapon), increase the damage by 2 instead.
- Reduce its HP by the amount listed on the table.
- The vetalarana gains fast healing, resistance to mental damage, and resistance to physical damage (except cold iron) as indicated on the table. These abilities are the reason the vetalarana has less HP.

Starting Level	HP Decrease	Fast Healing/Resistance
3-4	-20	5
5-7	-30	7
8-14	-40	10
15+	-60	15

BASIC VETALARANA ABILITIES

All vetalaranas gain the following abilities. If the base creature has any abilities that specifically come from being a living creature, it loses them. It also loses any traits that represented its life as a living creature, such as human and humanoid. You might also need to adjust abilities that conflict with the vetalarana's theme.



Thoughtsense (divination, mental, occult) The vetalarana senses all non-mindless creatures within 100 feet as a precise sense.

Negative Healing (page 213)

Immunities death effects, disease, paralyzed, poison, sleep

Vetalarana Vulnerabilities All vetalaranas possess the following weaknesses.

- **Barred Senses** A vetalarana can't see or sense through force effects or cold iron, and their mind can't penetrate force effects or cold iron. Such barriers can prevent the transference of a vetalarana's mind through Mental Rebirth.
- Revulsion A vetalarana delights in consuming memories and secrets, and is disgusted by those who share such sensitive tidbits openly. A vetalarana can't voluntarily come within 10 feet of a creature loudly voicing their intimate personal secrets or most cherished memories aloud. Speaking such information aloud with conviction is a single action that has the auditory, concentrate, and linguistic traits, and protects the creature until the start of its next turn. A vetalarana that involuntarily comes within 10 feet of a creature sharing such information gains the fleeing condition until they're 10 feet or farther from the creature. After 1 round of being exposed to the secrets of a creature, a vetalarana can attempt a DC 25 Will save as a single action, which has the concentrate trait. On a success, they overcome their revulsions for 1d6 rounds (or 1 hour on a critical success).
- Vulnerable to Brain Destruction A vetalarana whose brain has been destroyed, or is reduced to 0 HP while unable to take mental actions, can't use Mental Rebirth.

Mental Rebirth (curse, incapacitation, mental, necromancy, occult) Unlike most other undead, a vetalarana isn't destroyed when they reach 0 HP. Instead, their body is destroyed, crumbling to ash, and their mind is immediately transferred into a creature they rendered comatose through Drain Thoughts. This creature must be within 1 mile; if no such creature is in range, the vetalarana is destroyed. The creature becomes controlled by the vetalarana and loses the stupefied and unconscious conditions. If the creature controlled by a vetalarana in this way is killed, the vetalarana's mind transfers to another creature within 1 mile who they rendered comatose through Drain Thoughts.

After 1d6 days of being controlled, the controlled creature dies, and its body transforms into that of the vetalarana who rendered it comatose.

Climb Speed A vetalarana gains a climb Speed equal to their land Speed.

Claws If the base creature had hands, its fingernails thicken and grow to terrible proportions, granting it an unarmed claw Strike that deals slashing damage, has the agile trait, and can Grab. Use the moderate damage for the creature's level on the Strike Damage table on page 65 of the *Gamemastery Guide*.

Drain Thoughts ◆ (divination, mental, occult) Requirements A grabbed, paralyzed, restrained, unconscious, or willing creature is within the vetalarana's reach; Effect The vetalarana seizes a creature and consumes its memories. This requires an Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim is stupefied 1, and the vetalarana regains HP equal to 10% of the vetalarana's maximum HP, gaining any excess as temporary Hit Points. Draining Thoughts from a creature that is already stupefied doesn't restore any HP to the vetalarana but increases the victim's stupefied value by 1. Additionally, the vetalarana views one of the victim's memories.

A victim's stupefied condition value decreases by 1 every week.

A victim that becomes stupefied 5 in this way is rendered comatose, becoming permanently unconscious. As long as the vetalarana lives, a comatose victim can't regain consciousness, and its stupefied condition doesn't decrease.

VETALARANA MANIPULATOR ABILITIES

Extremely powerful vetalaranas who've tasted the thoughts of hundreds of people or more become empowered by the memories and experiences they've



USES FOR COLD IRON

Canny mortals looking to thwart a vetalarana make heavy use of cold iron. They line their sanctuaries with the material or surround comatose victims in cold iron sheets, armor, or shields. Others weave shrouds of cold iron thread or mix cold iron dust into paints and oils—though the efficacy of the latter is debatable.

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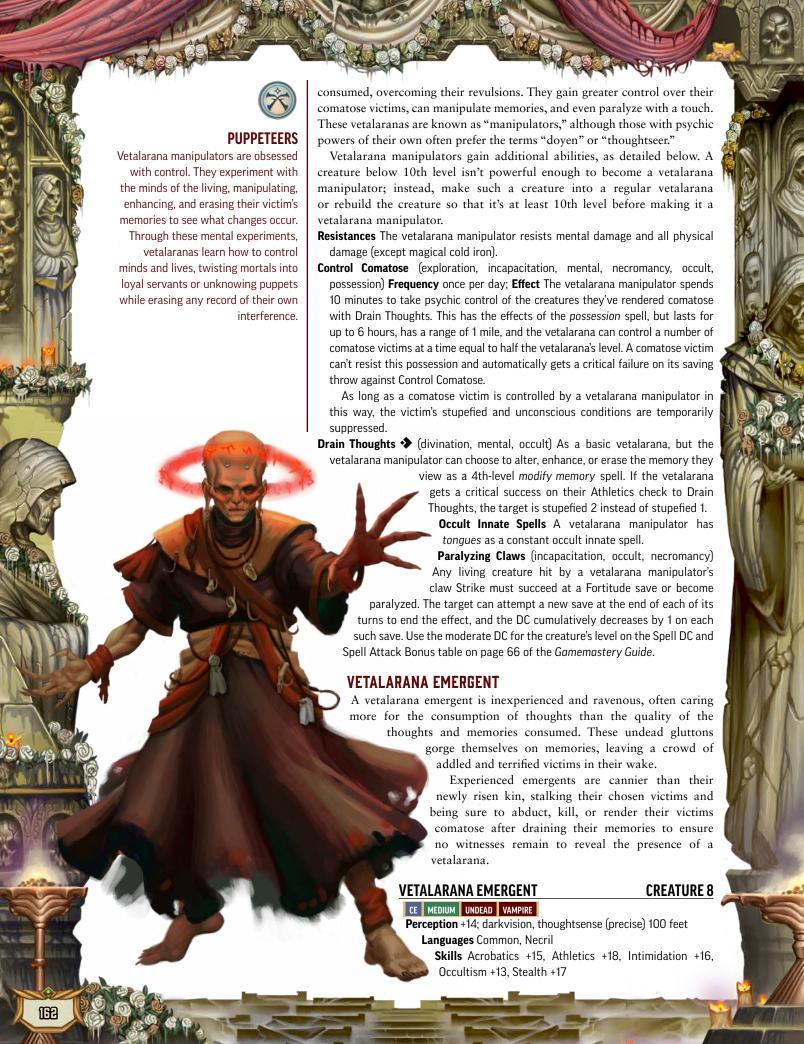
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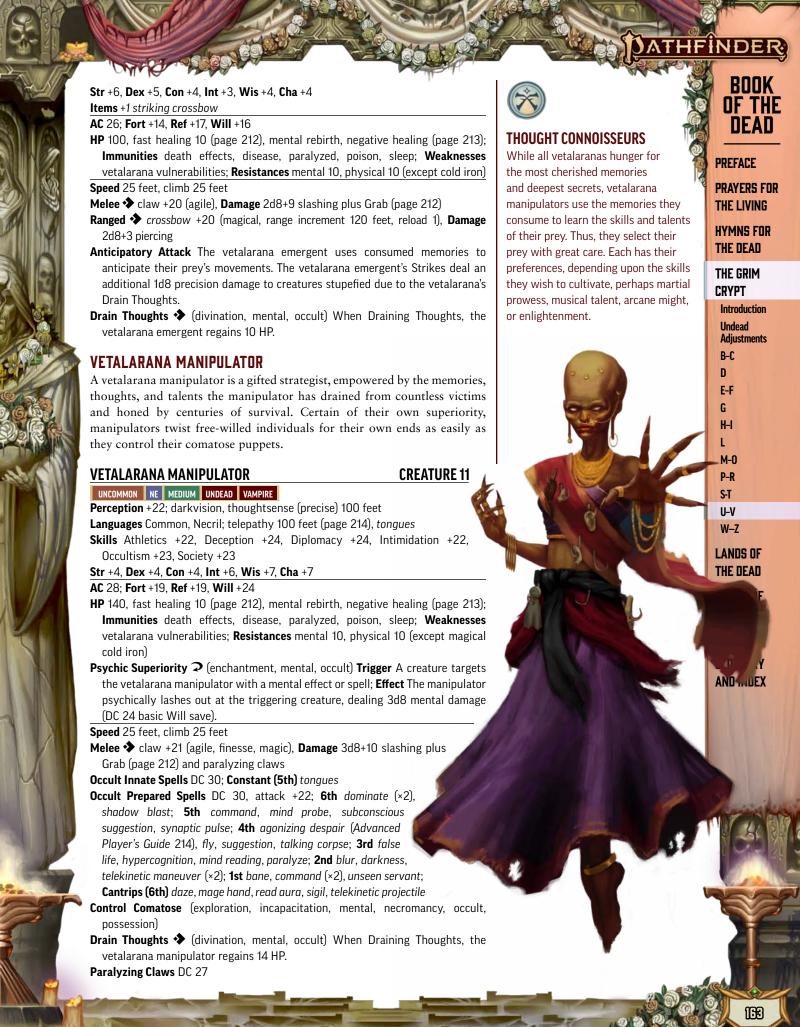
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from enemy corpses grants them remarkable durability in an extended conflict. A handful of wights added to the second wave of an attack after battle is joined can turn the tide in a close fight.

More than once has a haggard troop of soldiers taken stock of the battlefield and realized that, despite their losses (indeed, because of them), the undead horde they face has actually grown since the conflict's commencement. The routs that inevitably follow greatly reward a shrewd tactician.

Hunting a Wight

Wights who exist outside necromantic control are intractable, making it sometimes necessary to hunt them down for capture or destruction. Charging into a wight's lair unprepared is folly, though. Wights are clever. They know their territory intimately and can create a handful of loyal spawn within a short period of time. Every poorly planned, failed attempt to hunt down a wight merely entrenches the creature further and grants them additional loyal allies. Thus, the most essential tenet in combating wights is to use an overwhelmingly disproportionate force. This cannot be overstated: send an entire company if you can.

Having assembled an overwhelming and disciplined force, one must pinpoint the wight's location as narrowly as possible. Set up a perimeter around the wight and as many of their spawn as possible. This may mean sealing all the entrances to a graveyard or mausoleum. It serves two purposes: first, it contains the spread of the wight's horde, keeping the danger contained and more easily observed; second, it keeps hapless bystanders from accidentally wandering into the lair and becoming undead reinforcements.

With the wight's location roughly pinpointed, it may be tempting to dispatch one's best troops with orders to seek out and kill the true wight first. This approach comes naturally to soldiers, as it mimics the well-established wartime strategies of incapacitating field commanders to encourage a rout. Rather than losing morale, however, wight spawn whose creator has been destroyed become true wights under their own power. They can then begin to grow hordes of their own.

A better strategy is to slowly constrict the perimeter, permanently destroying, any wight spawn encountered. This approach minimizes casualties while ensuring, that any losses your forces do sustain do not become wight spawn.

This careful pruning process also reveals a fundamental weakness in a wight's disposition. Their grievance with the living is intensely personal, and they will seek to preserve themselves to continue the fight even if they must sacrifice a strategic position. One might imagine a clever wight, completely devoted to their war against the living, would scatter their spawn as far as possible in case the progenitor is eventually destroyed. Undoubtedly, this strategy would be extremely effective and profoundly demoralizing with dozens of newly autonomous wights suddenly able to form their own independent cells. A wight's refusal to sacrifice themself for their greater goal removes this possibility. Instead, as they witness encroachment on their territory and their spawn being picked off one by one and destroyed, they will begin to recall spawn to defend them.

At this moment, the soldiers in the perimeter must be vigilant for threats from both within the cordoned area and without. Wight spawn returning to defend the true wight can be destroyed until you are confident the remaining spawn and their creator have all been contained in a small area, at which point the final culling can proceed with relative confidence.

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ZOMBIE

Simple to create and varied in purpose, these shambling undead are often used for their strength and endless stamina to conduct boring, repetitive tasks.

Zombies can be modified with a variety of special abilities. While any one of these doesn't always increase the challenge presented by a zombie, multiple abilities probably warrant an increase in level and adjustment to its statistics. More abilities are on page 340 of the *Bestiary* and page 302 of *Bestiary* 3. The DCs use the zombie's level from the table on page 66 of Gamemastery Guide. **Infested** The zombie's flesh is infested with swarming vermin. When the zombie is hit with a critical hit or destroyed, the swarm is set free. Its initiative is immediately after the zombie's. If the swarm is 4 or more levels lower than the zombie, it isn't worth XP (and doesn't add its XP to the encounter budget).

Spitting Zombie The zombie spits acid as a ranged Strike with a range of 30 feet. This uses the highest attack bonus among the zombie's Strikes and deals 1d12 acid damage per 3 levels of the zombie (or 1d6 acid damage below level 3). On a critical hit, the target also takes 1d4 persistent acid damage per 3 levels of the zombie. Once used, the zombie must spend 1 action to cough up enough acid to use this ability again.

Tearing Grapple The zombies work in groups to rip foes to pieces. Whenever a zombie with this ability successfully Grapples a foe that's already grabbed or restrained by another zombie with this ability, they violently struggle over the poor victim, dealing fist damage (or a similar Strike's damage if the zombie doesn't have a fist Strike). If the grapple is a critical success, the target takes double damage and ceases being grabbed or restrained by any other creatures. If the zombie has the Grab ability, using Grab deals half its fist Strike damage to the target.

At around 5 feet long, this massive, rotting serpent lacks potent venom, but its bite still injects putrid fluid that can cause infection.

CREATURE 0

NE MEDIUM MINDLESS UNDEAD ZOMBIE

Perception +2; darkvision

Skills Athletics +5, Stealth +5

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

Slow A zombie snake is permanently slowed 1 and can't use reactions.

AC 13; Fort +6, Ref +3, Will +2

HP 35, negative healing (page 213); Immunities death effects, disease, mental, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 20 feet, climb 20 feet

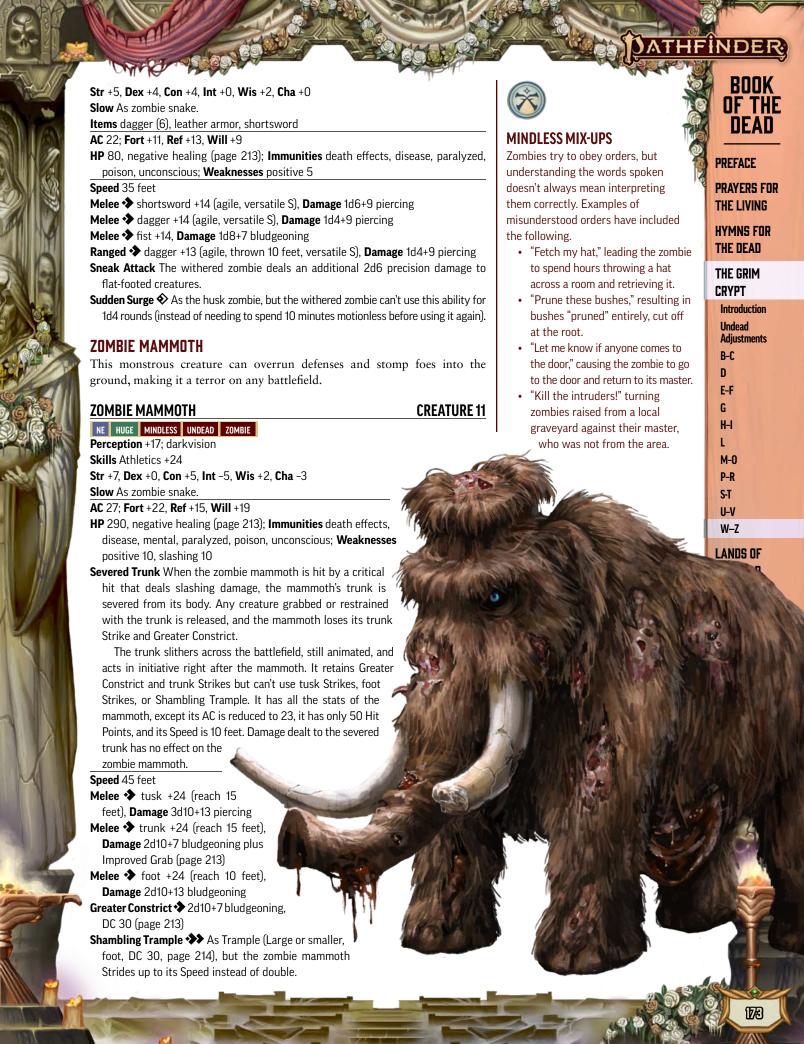
Melee ◆ fangs +7, **Damage** 1d6+3 piercing plus filth fever

Filth Fever (disease) The sickened and unconscious conditions from filth fever can't end or be reduced until the disease is cured; **Saving Throw** DC 14 Fortitude; Stage 1 carrier with no ill effect (1d4 hours); Stage 2 sickened 1 (1 day); Stage 3 sickened 1 and slowed 1 (1 day); Stage 4 unconscious (1 day); Stage 5 dead

Rather than allow a body to rot, some necromancers attempt to dry-cure the corpse to prevent further deterioration. Combined with special reagents, this process can preserve a rudimentary form of intelligence, allowing husk zombies to act more like predators than their mindless kin. Most husk zombies have no memories of their prior lives, though some keep trinkets from that time, oblivious as to why they value such items. A rare few husk zombies retain most of their former knowledge, though they tend to have gaps in their memory.









CHAPTER 4: LANDS OF THE DEAD

Devising policies to govern a land inhabited by the living and the undead took great effort and skill. Two populaces, with entirely different needs. Viewing these needs as liabilities or in direct opposition, though a common way of thinking, is wrong. Seek solutions where the two drives can serve one another. Harness the strength inherent in the dual structure to the benefit of all.

In the following pages, I will articulate the most interesting realms of undead across Golarion. But first, I am compelled to describe the ideal society: the nation that bears my name. My nation is so far ahead of all others that none will catch up, for few possess the will to follow my path.

EXPANDING UNDEATH

If not deliberately cultivated, undead rise up spontaneously or in cells (centered around a vampire master, say). For nation-building, intentional systems are needed. It is crucial to turn the dead to undead, which saves the expense and waste of burial and turns a loss of resources into a gain. Grow your number of intelligent undead strategically, as they prove powerful tools but temperamental (to be explained later).

It is simple to arrive at the conclusion that undeath's advantages outweigh those of life. Yet a nation cannot consist of the undead alone. While many tasks seem better suited to the undead than to the living, it is clear that at a large scale a nation requires the living to function. This is only in part due to the needs of many undead to feed upon the living. The viewpoint of the living, which is short term compared to that of the undead, makes them valuable. To understand living rulers and neighbors, and to keep on top of day-to-day tasks, a living advisor or functionary proves essential. The undead have the perspective for long-term planning beyond short lives, the other half of the whole. The living can also serve important diplomatic roles, as prejudice against certain undead prevents them from being accepted in other lands.

CONTROL

The most important step to running any society is curbing the base desires of its populace. The average mind is weak, guided by whims and succumbing to raw emotions. These excesses must be tamed to transform animals into patriots. Consider dealing with not only a living population's weaknesses, but with the even more acute emotional whims of intelligent undead: hungering ghouls, vampires with their ceaseless thirst for blood, emotionally stunted ghosts. Finding equilibrium between their needs and the desires of the living to remain so is essential to a functional nation. Keeping these powerful subjects accommodated must be a priority, for their potential harm is great.

CULTIVATION AND PREDATION

A fed population is a content one. In Geb, the cycle is simple: mindless undead grow crops to feed the living (often their own descendants, entertainingly!). These living provide nourishment for those undead who need blood, flesh, and so on. The stock who die return to till the fields.

It is best for the state to allocate living "stock" to the hungry dead. Allowing them the freedom to hunt as they wish is a simple indulgence for the state to grant, as long as they are prevented from wanton waste. Be generous to those who earn a greater portion, but never remove the reins fully.

LANDS OF NOTE

The undead of these lands provoke my interest. Though other kingdoms merit inspection, these are the most notable.

Geb (East Coast of Garund): I proudly lead my nation at the cutting edge of statecraft, with undead and the living coexisting in a sustainable society.

Gravelands (Central Avistan): The truly noteworthy presence of undead on Avistan ebbs from the citadel of Tar-Baphon, the Whispering Tyrant.

Mzali (North-central Garund): The undead child-king Walkena rules over his small but orderly city in the Mwangi Expanse.

Nemret Noktoria (Darklands, southern Sekamina): Normally ravenous and uncontrolled, ghouls make for unlikely rulers. Yet this underground metropolis shows what they can achieve.

Ordellia (Northwest Avistan): The ghost of Ordellia Whilwren attained enough renown to have a district in the city of Magnimar named for her. She's believed to act out of kindness, a suspicious motive for a ghost indeed...

Osirion (Northeast Garund): In the nation of Osirion, the dead still lie under their pyramids.

Path to Valenhall (Northern

Arcadia): Ulfen warriors seeking a glorious afterlife travel to Valenhall in distant Arcadia for a final test of their mettle. The failures rise as undead vainly seeking a return to glory.

Shenmen (Central Tian Xia): The forested lands of Shenmen would be of little note if not for the plethora of ghosts inhabiting them.

Ustalav (North-central Avistan): Undead thrive in the fog and shadows of the Immortal Principality of Ustalav.

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a mindless zombie or skeleton can't perform may keep you safe until age takes your skill, but sometimes even that isn't enough. The law states that any of the quick who dies on Geb's soil will be reanimated as a mindless worker, usually a zombie, for all of eternity. As the end of life approaches, many of the quick try to find a distant, quiet place to die so their corpse can rest in peace. Not

that I would advocate for breaking this law myself, of course. I'll serve as one of the quick in Geb for as long as I'm able. Most mortals have a good reason to fear death, but in Geb we have an extra reason to live as long as we can.

THE DEAD LAWS

Geb has three classes of residents: the dead, the quick, and those forced to work in the fields. These last include both living enslaved people and mindless undead who do little more than moan and flail unless given direction. Truthfully, there is little distinction between the two beyond their ability to comprehend the nature of their place and service. Our nation is governed

through a vast collection of edicts called the Dead Laws, which dictate just about everything from the width of our streets to the weight of our coins, but the most important components detail how the dead and the quick interact. Bluntly, living enslaved people who work in the fields have no rights, and the dead in Geb view them as either a source of food or expendable labor.

The dead and the quick have certain enumerated rights, such as the right to practice a trade, to require witnesses if accused of a crime, to receive recompense for lost or damaged property, and so forth. The living and undead are also restricted from interacting with one another in specific ways: it's a crime for one of the dead to feed upon the quick except in certain circumstances, and the quick are prohibited from using positive energy at any time. The dead are responsible for the actions of their spawn, just as the quick are responsible for actions of their children. Keeping a tight rein on whatever creatures you bring into this world is universal, I suppose.

Probably best state it plainly: the Dead Laws provide the quick with some protection, but it's a paper shield at best. Ghoul bandits don't care about your status when they're hungry. A vampire who thinks bleeding you dry will advance her social station is going to be powerfully tempted, regardless of what the Dead Laws say. The local military might arrest or even punish these criminals, but that's little solace for those who've lost loved ones to the hunger of the dead.

BLOOD LORDS

Geb is the unquestioned ruler of the land that bears his name, but in practice the nation's governance is in the hands of a council of about 60 administrators called the Blood Lords. These are successors to Geb's original necromancer-ministers, though I suppose a few still remain from the original group, now thousands of years old. Most but not all Blood Lords are necromancers, and most but not all are

of the dead. The few quick Blood Lords are among the most intelligent, cunning, and ruthless people in the nation—they have to be, to keep their lofty position and their lives. The Blood Lords' leader is the phenomenally influential vampire Kemnebi,

who hides his scheming intellect behind a veneer of sanctified enlightenment. The

Blood Lords rule from the Ebon
Mausoleum in Mechitar, Geb's
capital city, but their interests
take them all over the nation.
While Geb remains an

eternal fixture, the Blood Lords are more likely to see their numbers wax and wane as rivalries and new challengers for the title arise. With decades having passed since the last major change in the Blood Lords' membership, it is likely that

talented undead from the younger generations may soon challenge their august peers for a seat at the table, shifting the balance and distribution of power among the Blood Lords' ranks.

Ostensibly, the Blood Lords are a unified council tasked with national administration, running the government, justice, military, and just about everything except Geb's spies and secret police (which are led by a graveknight named Seldeg Bhedlis). The Blood Lords don't try very hard to present a united front. They're constantly scheming, undermining each other's efforts, and jockeying for wealth and influence. Some plots are centuries or even millennia in the making. Immortality gives you plenty of time to ripen your plans to fruition. The Blood Lords are always seeking loyal agents, expendable cat's-paws, and powerful foreigners to advance their convoluted schemes. The recompense can be fantastic, they say, but the danger is substantial. When someone asks where the most dangerous spot in all of Geb is, I reply, "caught between the schemes of opposing Blood Lords."

FACTIONS

SELDEG BHEDLIS

To explain the arena in which the Blood Lords operate, you need to know about the powerful factions whose reach pervades all of Geb. There are five Great Factions along with innumerable Lower Factions. The Great Factions have more influence than the Lower Factions,

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but neither is to be taken lightly. Above all, never forget the five Great Factions and the spheres they control. • The Builders League handles architecture, civic improvements, and public works. • The Celebrants put on ceremonies like parades and public holidays, and they're mostly priests of Urgathoa. The Export Guild governs all foreign trade and, despite its name, most imports from outside the country. The **Reanimators** raise the dead and manage the nation's many farms. · The Tax Collectors Union is a group of prominent banks and counting-houses who administer tax collection across the nation. Factions rise and fall in prestige; for example, the Celebrants were a Lower Faction until only a few years ago, when Geb started showing himself in public **UNDEAD FARMER**

more often and someone was needed to orchestrate his appearances and the public festivals celebrating his "return."

It's a good idea to associate yourself with a faction as soon possible, just for the protection they provide. A lot of times, though, your trade determines your faction. The Carters Consortium, of which I'm a member, used to be a Great Faction but dropped in prestige when I was just a boy because of some scandal among leadership involving secret worship of Pharasma. The Carters Consortium hasn't yet clawed back into prominence, but I say a little obscurity keeps you alive in Geb, as long as someone has your back.

Each Blood Lord has ties to a faction, and the most influential Blood Lords are those with ties to a Great Faction. This isn't a one-for-one relationship, though. Plenty of Blood Lords associate with the Reanimators, for example, and none at all formally ally with the Clothiers despite the importance of, well, clothes. It's largely through the factions that the Blood Lords administer the nation and advance their aims. Only the most cunning Blood Lords maintain ties to multiple factions, as the factions are as scheming and back-biting as the Blood Lords themselves. The factions are yet more power players in the great

games of intrigue across Geb and, like the Blood Lords, it's often best to stay out of their way.

COMMUNITIES OF GEB

I've crossed Geb more times than I can count. Our settlements are hard places with draconian laws and scheming undead, but they're still safer than the countryside. The seaside capital of Mechitar is a grim city of soaring spires, massive pyramids, and stone buildings impressive in their timelessness. The sheer weight of Mechitar's history hangs about it in a palpable shroud of dark and eternal majesty. Even the sprawling city of Yled, home to Geb's undead armies and the towering academy called the Mortuarium, has a severe charm of its own. In smaller towns like Graydirge or Corpselight, you'd best know someone local to speak on your behalf or you might be mistaken for a drifter, bandit, or an escaped field laborer.

Most communities are surrounded by sprawling farms, ranches, or work-camps, and these areas are usually safe if you're on decent terms with whoever runs them. Geb is a harsh land still tainted with the magical fallout from our wars with Nex, so these people work hard to grow crops vital to foreign markets. Give them space, and don't examine their workers too closely, and you'll get along fine.

Geb's ports are also thriving hubs of activity, transporting the fruits and vegetables grown in our fields across the Obari Ocean to our less advanced neighbors in Nex, Katapesh, and Qadira. Primarily populated and administrated by the quick, zombie labor is also an

integral part of these trade endeavors. The quick know better than to swim in the waters near the docks and landings, however. Geb's waters are patrolled by hungry packs of lacedons, ghouls uniquely adapted to aquatic environs and possessed of both the ferocity to serve as an elite naval counterforce and the intelligence to distinguish allied ships from enemy or renegade vessels.

Between the cities is where danger thrives. Avoid the magic-blasted and haunted Axan Wood if you can. Enter the broken badlands around the Shattered Range only if you know exactly where you're going. The terrain near the Spellscar Desert to the north is the most dangerous; Mana Waste mutants range deeply into Geb when they can, murdering you if you're lucky and mutating you if you're not. I find the vast petrified armies in the Field of Maidens eerily peaceful, though there aren't many communities that far south, so my work rarely takes me there. If there are indeed medusas lurking amid the petrified invaders, I haven't seen them.

FASHION

With the dead occupying most positions of leadership, you'd expect them to set the nation's fashion, and they do; you won't find more bone-decorated pillars or skull-shaped buildings anywhere else in the world. We have edifices made entirely from tombstones, which is more pleasing aesthetically than you might think. Yet even the dead enjoy the imagery of life, and many strive to recapture the vitality of the living. Less affluent undead wear concealing robes and heavy perfumes to mask the stench of decay. Those who can afford it often rely on long-lasting illusions or even magical transmutations. You needn't be in Geb long before you'll spot a diminutive zombie tottering after its master while hefting a smoldering censer of sweet-smelling herbs. It's considered polite among these vitality seekers to call each other "healthy," despite the ghoulishness of it, as in "You're looking very *healthy* today, Master Marrowtongue." This is a compliment best paid when it seems least warranted, but it's one that will serve you well.

Not all the dead want to look alive. Some revel in exposing their fleshless skulls or desiccated skin. There are fashions for these undead, too: thin strips of fabric to accentuate a ribcage or drape across protruding hip bones. Some of the quick have adopted this fashion, doing their best to look cadaverous or even skeletal, engaging in surgery to expose their bones or infect their skin. It's not that I don't understand it—looking like the dead is definitely an advantage to any quick in Geb—but I'll keep my rolls of fat and ruddy cheeks, thank you very much. Wear clothing that's as nice as you can afford, and keep it clean, so you won't be mistaken as food by some hungry ghoul.

SCIENCES AND EDUCATION

Some outsiders are surprised by how scientifically advanced Geb is, but they haven't thought things

through. Consider my trade: My counterparts in other lands know just how heavy to load a wagon so a team of horses can pull it, but that's simple arithmetic. What if your team of horses are skeletal? Or zombified? Or a mix of all three? The force on the yoke differs, you see, and that requires knowledge of physics. If you're traveling with zombies, you've got to calculate not just how long their boots will hold out, but how long their feet will hold out. Add to this the simple reality that the greatest scientists of our kingdom have not mere years, but centuries to perfect their craft and pursue their studies, and it becomes readily apparent that a society as advanced as our own would only increase the scientific gains made over our peers with every passing decade.

This information also helps with our logistical and diplomatic avenues. Trade with nations like Alkenstar, hemmed in by the Mana Wastes, is vital for their survival and an ideal opportunity to grow Geb's wealth and influence. Untiring resource gathering combined with the best logistical minds in the Inner Sea mean that Geb continues to grow and flourish by attracting more of the same and advancing its sciences further.

We've also got remarkable infrastructure, thanks mostly to the Builders League. When your overseers are basically immortal, it means civic projects are built to *last*. It's no good erecting a bridge that lasts a decade when you expect to use it for a hundred times that long. Our roads are far from safe, as there are things worse than the undead lurking in the badlands between cities, but they're reliable. This means you can travel as fast across Geb as your wheels will take you. Invest in good wagon springs to protect your wares and yourself.

Architecture, too, is durable. Even small towns prefer to build with thick stone, and we've got enough physical labor to quarry it. The thing is, though, when you've got buildings lasting for so long, somewhere along the line, people want to improve it with secret passages, hidden alcoves, and the like. Even a simple way station or inn might harbor secret treasures from centuries ago, or maybe an enemy bricked away before your grandmother's grandmother was born. Better to be cautious and none too curious.

Literacy is also very high. Knowledge should be passed along over many long years, and writing is best for that. Necromancers, both quick and dead, keep their lore written on old papyrus, baked clay, or stone tablets, and they use their writings to instruct apprentices or advance their own skills. Also, it pays to know the law. Copies of the Dead Laws, along with local rules and tax codes, are found in every village to keep things civil. Seek these out, and peruse them when convenient to you (and, importantly, when it's not inconveniencing officials). Know the languages, too: most people in Geb can understand Necril, even if it's unnerving for a living mouth to speak it.

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The failed Knights of Ozem who once defended these lands have renamed themselves the Knights of Lastwall—a desperate attempt to draw sympathy and attention to their plight. Allies from around the region are slow to lend aid, as most are more concerned about the Isle of Terror and what new horrors the Whispering Tyrant has in store for the people on the shores of Lake Encarthan. Only Nirmathas offers regular support, sharing a larger northern border with the land, but its Chernasardo Rangers and burgeoning Knights of Everflame can do little more than hold the line. This leaves the Knights of Lastwall to fend for themselves. Their defeat seems a foregone conclusion. But I will be rudgingly admit, even though the foolish Knights of Ozem dared attack me a mere century ago, the tenacity of these remaining knights is almost admirable, if misguided. They are at their limit, the end of hope, and that brings a desperation unlike any other.

THE DEAD

There is no single leader among the undead in the Gravelands, but several very powerful creatures vie for the title. Most of the undead are former citizens of Lastwall or long-imprisoned undead freed by the surge of necromantic power engineered by the Whispering Tyrant.

MICHAEL

Zombies and skeletons are incredibly common, many traveling in large hordes that consume any living thing they encounter. The ranks of these

mindless or lesser undead are occasionally supplemented by strange undead unlike anything that has been previously recorded, as well as creatures that straddle the line between the living and the dead. Perhaps born of the energies unleashed when Tar-Baphon's prison was broken or evolved through other means unique to the area (the Gravelands do lie at a unique intersection between Gallowspire, Razmiran, and the ancient Thassilonian structure known as the Cenotaph) it is unclear at this time whether such beings represent a doomed branch of undead advancement, a reversion to undead of ancient times, or merely a mutational curiosity.

More notable undead, such as liches, vampires, and children of Urgathoa, have tried to carve out domains of their own, demanding obedience from lesser undead. Some have even warred with each other for dominance. It is possible Tar-Baphon is unaware of this or that he waits for one of them to come out on top before stepping in to resume control. More likely, he simply does not care. Lastwall was the home of his jail keepers. Now that he is free, he seems unconcerned that their home is burning.

THE WHISPERING WAY

This cult is worthy of note simply for being one of the few successful campaigns to convince the living to accept

undeath as a natural state of being. It specifically targets those who have much to lose in death. Unsurprisingly, many of its adherents are among the rich and powerful, and the cult has spread its influence across Golarion.

Here in the Gravelands, adherents of the Whispering Way see the proliferation of undead, many of them spontaneously created by the necromantic energies inundating the region, as a prime opportunity to practice and enhance their craft while building their own undead armies. The foolish necromancers are apt to rush into adopting an undead existence at the first opportunity, while the wisest and strongest among them wait for the opportunity to ascend to a higher form of undeath.

Those who believe in Pharasma's plan loathe the Whispering Way, naturally, but some undead oppose it as well. Mostly, these are undead who rely on the

living for food, for if the cult were ever

to succeed in its lofty goal, these vampires and ghouls would be left without sustenance. Then there are those of us who believe the cult's goal is simply impossible. The only path to success would leave such destruction in its wake that victory would hardly be worth the cost.

ISLE OF TERROR

MESSENGER'S BADGE

In its defensible position in the middle of Lake Encarthan, the Isle of Terror has been

remade as the capital of the Whispering Tyrant's reborn empire. An old seat of necromantic power, the isle has a direct connection to the plane of raw destruction whose energies power undeath, usually called the Negative Energy Plane by living scholars. Storms of this energy surround the island, making it an ideal resource for the Whispering Tyrant and his lieutenants to create new undead servants and perform all manner of necromantic rituals. Rumors and informants report these storms continue to grow in intensity, likely indicating that the portal too grows in size and strength. With ghostly ships now prowling the lake, it has grown increasingly onerous to land spies on the island, so information about Tar-Baphon's exact plans remains difficult to obtain.

After his defeat outside Absalom, the Whispering Tyrant has not left his island fortress, but cultists travel to and from it regularly, carrying out his orders and plans for renewed campaigns against the living. Everyone around Lake Encarthan is bracing for the storm. They know it is inevitable.

It is likely the Whispering Tyrant will let his hubris get the better of him once again and overreach, provoking the living into uniting once more to put an end to him. Perhaps permanently this time, although his favor with Urgathoa makes such a prospect unlikely.

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and is credited with bringing peace to the region is an interesting quirk of fate, due in no small part to her audacity and skill at manipulation—a clever farce shrouded in religion and legend.

According to locals, Magnimar was beset by a powerful deluge that threatened to wash away the settlement. Instead of directly aiding emergency efforts, Ordellia prayed to a mysterious angel she claimed to have seen at a nearby tower. As the storm broke, lightning struck the tower, shattering it to pieces. That the end of the storm was attributed to Ordellia's prayers is either a testament to her silver tongue or the gullibility of her fellow citizens. To commemorate the "miracle," the citizens built a new tower named Arvensoar at the site.

During construction, Ordellia founded a district within Magnimar that espoused freedom, equality, and other nebulous illusions. Today, her district is filled with dissidents and foreigners touting Ordellia as their inspiration. A marble sculpture of her was erected along the district's main road. Called the "Mistress of Angels," Ordellia blessed those who pray at her statue—an obvious ploy for veneration, though effective.

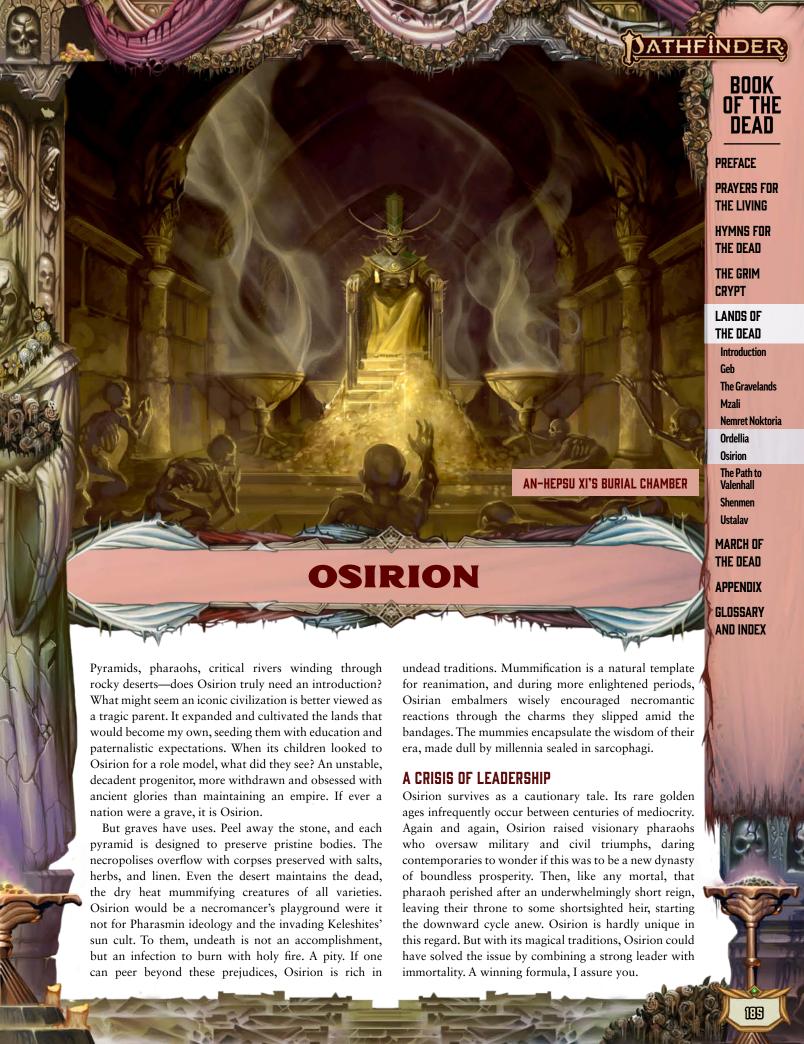
Believing her legacy assured, Ordellia was content to rule her fief and bask in adoration. Years later, she was attacked and thrown from the cliffs beside her Arvensoar. Her assassination united the city in mourning. That would have been the end of Ordellia Whilwren, but she was able to infuse her soul with negative energy and return as a ghost.

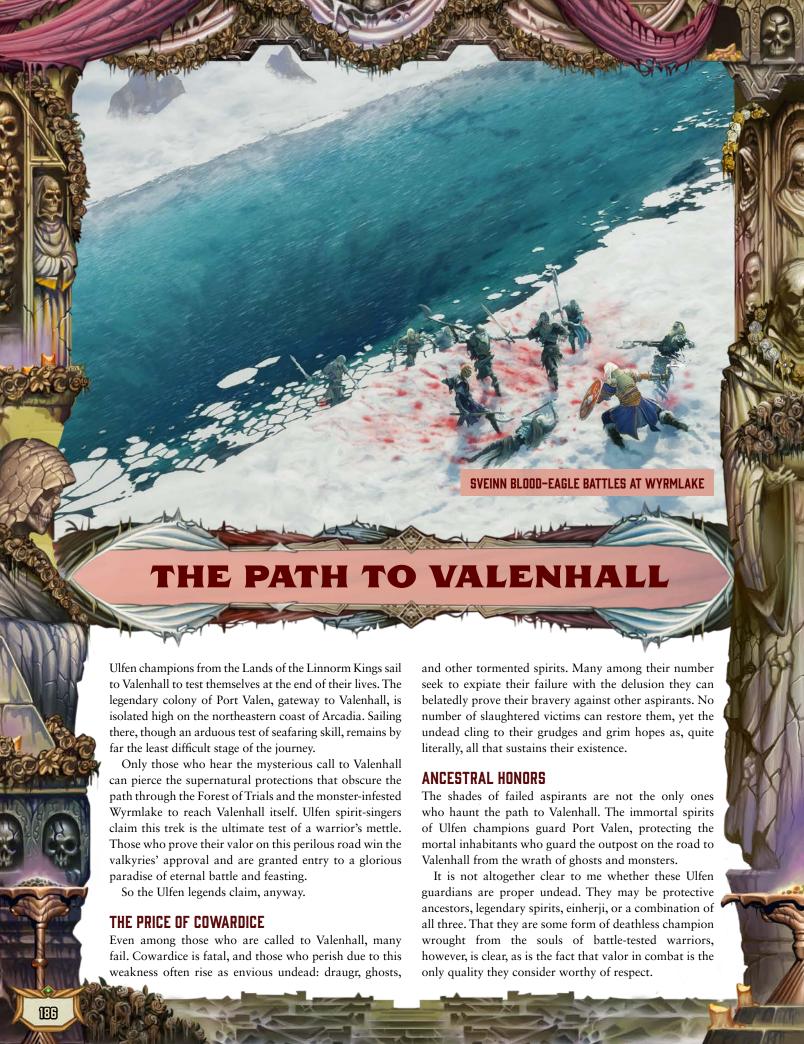
IN DEATH

Though Ordellia died a century ago, her ghost has yet to accomplish anything of note. Much of her actions on a day-to-day basis could be classified as meddling in the affairs of others. Her first act as a ghost was to save a foolish child tangled in a fishing net. I doubt the specifics of the child's claim, so perhaps the story is apocryphal.

Over the years, Ordellia has repeatedly saved the so-called "pure of heart" from doom, which seems an impossible, foolhardy task, as it's clearly too open-ended and can never truly be complete. She's reputed to use magic to paralyze criminals, aid the "innocent," and cure ailments. Ordellia's townhouse is kept as a monument and is the site of numerous haunts.

Clearly, something unusual is going on with her ghostly energies. I have my own theories. Ordellia is no hero, returning out of a desire to perform petty good deeds. No, she is shattered. She spends half her time helping the citizens of her namesake district and the other half terrorizing them in bouts of melancholy and depression.









a welcome, for which he became a lich and one of the Whispering Tyrant's chief lieutenants.

These days, Socorro still haunts the area in and around Carrion Hill, rebuilding the Whispering Way in preparation for what I expect will be some new assault on Ustalav. Whether this is on Tar-Baphon's

direct orders or because Socorro simply can't stomach the idea of his old haunts rejecting him, I couldn't say.

Of perhaps equal interest are the new advocates of the Whispering Way, who blend necromancy with technology of varied origins. I suspect these hybrid creations are more novelty than substance, but if they persist and spread, it may be worth examining them further.

THE VAMPIRES OF USTALAV

Ustalav is also home to many undead unaffiliated with Tar-Baphon, most prominently the vampiric families that lurk in most of the major cities, especially in the Soivoda region. Insinuating themselves into local aristocracies, they use a variety of tricks to

pass as mortals: fading in and out of the public view, staging their deaths, and having other family members or living agents take center stage for a while so no one notices their immortality.

The most prominent vampire in Ustalav would be Conte Ristomaur Tiriac, the count of Varno. As near as my agents can gather, Ristomaur was inducted into vampirism in the early forty-sixth century, following an unexplained attack that left him near dead and his fiancée, Iltainya Arsbeta, vanished. A servant of the Tiriac family, Radaya, turned out to have access to rare knowledge and tried to save the count with her arts. She was only about half successful and paid for this with her life.

In time, Tiriac recovered enough of his sense of self to reclaim his rightful rule over Varno and has continued to reign to this day, using diverse methods to replace his public persona every few decades. He travels widely, seeking a cure for vampirism, or else conducts arcane experiments in his haunted seat of Castle Corvischior, accompanied by various servitors, including Radaya's ghost and the nosferatu Ramoska Arkminos.

THE RUINS OF VIRLYCH

Formed from the ruins of the ancient counties of Grodlych and Virholt, Virlych was Tar-Baphon's center of power during his reign, a land where the dead outnumbered the living—not unlike my own demesne. The lich now prefers the Gravelands, leaving most of Virlych to rot untended.

A large number of haunted ruins and crypts dot the landscape. The most famous is the Gallowspire, once

Tar-Baphon's fortress-palace, then his prison, and now headquarters for many of the Whispering Way. A grand tower of basalt and blackened iron, it is not quite equal to the spire Nex built when he failed to seize Absalom, but it does impress in its own way.

There are other ruins of note. Casnoriva was once the finest magical academy in Ustalav.

Destroyed in Tar-Baphon's invasion, it exists now as a thing of broken magic and ghost-infused wards—interesting, but of no immediate relevance. The Garden of Lead marks the site where the Skeleton Countess Dissayn entombed hundreds of noble revelers in molten lead as a gift to the Whispering Tyrant. Like Socorro, she was rewarded; unlike the lich, the Countess is less active, preferring to stay in her palace and re-create mockeries of the parties that once took

place there. Though these ghosts are, like many lesser ghosts, locked in their routines, they perform a microcosm of high society, a phenomena potentially worth study. The monastery-fastness of Renchurch was a center of the

Whispering Way, and a holy place of the Urgathoan faith, and remains a gathering ground for

cultists and undead pilgrims from across Golarion.

THE CURSE OF BASTARDHALL

CONTE RISTOMAUR TIRIAC

The phenomenon that afflicts Castle Arudora (given the evocative nickname of Bastardhall by locals) is one of the most interesting in Ustalav, and one that I've not yet had a chance to explore thoroughly.

As near as I can uncover, in 4213 AR, Lord Rauditz Arudora sent messengers to summon all of his kinfolk for an immediate meeting, following a visit from a peculiar stranger carrying an unidentified bundle. Once all of the family was gathered, a fog rose up from Lake Laroba, shrouding the island-castle in a mist that has never left. In case anyone has doubts as to what occurred within, undead soon emerged from the castle to bedevil the surrounding countryside.

Bastardhall is home to a range of linked phenomena, the most interesting of which is the Black Coach. Once each century, in mockery of the original gathering of the Arudoras, a black coach drives across the spectral span from the island onto the mainland, and then travels throughout the County of Varno to gather individuals of interest. The driver of the coach secures their presence by persuasion or force, and then returns them to Castle Arudora, whereupon they vanish, never to be seen again.

Whatever is happening in Bastardhall, the haunting is extraordinarily complex and unusually durable—the castle was razed to the ground in 4413 AR, only to reappear the next time the Black Coach was due to ride.

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CHAPTER 5: MARCH OF THE DEAD

Centuries ago, the massive Shining Crusade destroyed the Whispering Tyrant Tar-Baphon, an incredibly powerful lich. Knowing he might someday return, the Whispering Tyrant's foes sealed his remains away under his old tower, Gallowspire, and formed the nation of Lastwall to guard his crumbling edifice for centuries... until three years ago, when the Tyrant was reborn. In a matter of weeks, the furious lich laid waste to Lastwall. The lost nation, now known as the Gravelands, is a haunted and desolate place overrun with undead while the Tyrant's cult, the Whispering Way, operates freely. Not far outside the Gravelands, the tiny village of Fiorna's Faith has recently fallen, another victim of this ancient conflict.

Background

Fiorna's Faith lies in a small valley in southern Belkzen, just outside the Gravelands. Hidden in this valley, far removed from the devastation of the Whispering Tyrant's rebirth, the village escaped the fall of Lastwall unscathed. Of course, paying no attention to danger doesn't mean it won't find its way to your door. Small cells of Whispering Way cultists recently began operating in the open, unafraid of the scattered and demoralized defenders who once guarded these lands. When a trio of cultists stumbled upon Fiorna's Faith, they saw a perfect opportunity to refine their craft by infiltrating and corrupting the town from within using only minimal resources. They planned to sow a single seed of undeath in the town to see if it might bloom.

THE CULTISTS' MACHINATIONS

Just one month ago, the cultists arrived, claiming to be refugees fleeing from the violence in the east. The townsfolk of Fiorna's Faith are welcoming in their own way, but they rarely trust outsiders. Not two days later, the cultists visited the local cemetery, dug up the body of Harlo Krant—a merchant who died of natural causes only a few weeks prior—and set about animating the corpse. By morning, they had created a zombie lord. While these malevolent undead are rightly feared for their ability to raise hordes of lesser undead, the cultists' foul necromancy empowered Krant even further, empowering him to create a variety of undead horrors. They left the town that day, content to let their creation do their dirty work for them.

RISE OF THE UNDEAD

Over the next few weeks, Krant slowly animated most of the cemetery's inhabitants and used his newly risen allies to dig tunnels underneath the town. Soon after, the dead began to emerge from below, claiming buildings and taking the townsfolk. Those who resisted were slain and animated. Those who surrendered were taken to the caves below to await an even worse fate. In just 1 month, the town was consumed by the dead, and now, few of the living remain, hiding and hoping for salvation.

Stages

This adventure takes place in three parts. The PCs must explore the town, survive waves of undead over the first night, and then explore the undead warrens underground. The first part establishes mystery and tension, the second is a life-or-undeath struggle, and the third lets the PCs strike back against the undead and end their dominion over the town.

AN ADVENTURE FOR FOUR 3RD-LEVEL CHARACTERS

GETTING STARTED

The PCs should be 3rd level at the start of this adventure, and the text assumes they know each other (or at least come to know one another by the time they reach the town). The PCs should know Agrit before the start of the adventure, to explain why she would turn to them with such a dangerous quest. If you're running this as a standalone adventure, simply ensure that each character has some tie to Agrit, and that she helps to form their group specifically to accomplish this task.

CONTENT ADVISORY

This horror-themed adventure features the undead and explores how a single monster can destroy an entire town. The undead slowly and methodically consumed this town, killing its inhabitants and raising them as more undead. This story can, at times, be rather gruesome and includes animal death and a mention of suicide. Before play begins, you should have a discussion with your group about the horror elements that might appear in this game and adjust the narrative accordingly if necessary.

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day invade this remote settlement, and she cautions the PCs to prepare for that possibility. If asked about Coal, she reports that she's keeping Coal in her custody to ensure the bird remains safe.

Though the adventure begins with the PCs closing in on their destination, you should give them a chance to state any gear or supplies they purchased back in Trunau to properly outfit themselves for the journey.

THE OUTSKIRTS **LOW 3**

After a 3-day march through the wilderness of southern Belkzen, Agrit's directions lead the PCs to a narrow valley along the outskirts of Fiorna's Faith. The village is nestled in a narrow valley just inside the borders of the Hold of Belkzen, to the west of the Gravelands and the north of the Nirmathas border.

As the PCs make their way down the road, they come across small farms and the occasional trapper's cabin. If they investigate any of these sites, they find them abandoned. While one or two look like they've been empty for years, the dwellings closer to the village seem recently vacated, with meals left unfinished on tables, overripe crops left untended, and barn doors wide open with livestock nowhere to be seen. There's no sign of what happened here, no clue or note left. Everyone is simply gone.

One last farmhouse stands near the pass leading down into the valley, window shutters creaking in the wind. Any PC who approaches the house, including on the trail that passes by it, should attempt a DC 15 Perception check; on a success, they notice a foul stench emanating from the building. Creatures with scent or a similar ability automatically succeed at this check.

PCs brave enough to enter the house find it abandoned like all the others; well-appointed with handmade wooden furniture, but with most personal effects missing, as if they were grabbed in a hurry. The kitchen, however, contains a rather gruesome scene. In the middle of the nondescript square room lies the corpse of a dead cow, from which a trail of dried blood leads out the door to a small pen just behind the house. The poor beast's head is crushed, and it's hard to tell anything else due to all the cockroaches feasting on the body.

Creatures: A swarm of cockroaches infest the cow carcass. Though they're obviously visible, they're busy eating and move to attack only if the PCs enter the kitchen. Less visible is the pair of giant cockroaches burrowed inside the carcass of the beast. The giant cockroaches emerge in the second round of combat and promptly attack, hoping to protect their young and guard their sumptuous bounty. Once stirred to attack, all the cockroaches fight until the PCs have died or left the farmhouse. If the intruders flee the building, the swarm and their giant parents don't give chase; they simply return to their grisly meal.

COCKROACH SWARM

CREATURE 2 Pathfinder Bestiary 2 53

Initiative Perception +6

GIANT COCKROACH (2)

CREATURE 1

Pathfinder Bestiary 2 53 Initiative Stealth +8

Investigating the Body: If the PCs defeat the roaches, they can investigate the carcass a bit further. While the body is a fetid mess, a character who succeeds at a DC 15 Medicine check can tell that the cow was killed by a blow to the head, probably several days ago (on a critical success, they can tell that it was 5 days ago). The roaches consumed most of the body, masking the bites taken by the cow's undead attackers right after its death.

A PC who succeeds at a DC 10 Survival check realizes the cow was dragged to its current position moments after it died. The trail leads out into the fenced-in pen, where more bloodstains mark where the cow fell. If the PCs search the area, a character who succeeds at a DC 25 Perception check uncovers a human tooth in the grass near the bloodstains, also covered in dried blood.

DESCENDING INTO THE VALLEY

After investigating the last farmhouse, the only way forward is down the valley path into Fiorna's Faith. The path is dangerous, made worse by recent downpours that have washed away many of the slopes. Each PC must attempt a DC 15 Athletics check to see if they make it down in one piece; on a failure, they slip and slide down a stretch of the hill, taking 2d8 slashing damage as they fall across sharp rocks and tree roots. On a critical failure, the slashing damage is doubled.

After about 2 hours of treacherous terrain, the PCs finally arrive at Fiorna's Faith around noon, approaching from the northeast. As they arrive, the heavy rain becomes a torrential downpour, turning the mountain trail behind them into an impassable river of mud and sealing them into the valley.

Fiorna's Faith

Read or paraphrase the following as the PCs finish their descent.

After descending into the rain-drenched valley, the village of Fiorna's Faith finally comes into view. No smoke rises from the chimneys of the guiet town. Even from this distance, it's clear something has gone terribly wrong. Doors hang open, windows are shattered, and no light or sound emanates from what appears to be an empty, abandoned town.

The PCs can spend the rest of the day searching the town for information and survivors, investigating locations in whatever order they like. The Locations in Town section below details the parts of the town the

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TERRIBLE DETAILS To give your players a glimpse into the terrible fate of Fiorna's A small wooden coffer has been dropped on the Faith, feel free to present details that they can come across or ground next to a horrific pool of blood and rotting discover as they explore. You can roll 1d10 on the following flesh. It's clear someone met a gruesome end here, table or simply select the detail that's right for the scene and their remains spilling to cover the contents of the upended coffer. Anyone willing to sift through the story you're putting together. offal finds 58 cp, 14 sp, and 8 gp, though they must d10 Detail succeed at a DC 18 Fortitude save or become sickened Half of a cotton doll lies in a puddle of rainwater, 1 for 1 hour. A low-grade silver shortsword is found covered in old, its cloth clearly ripped through blunt force. A single button eye hangs loose, while the other is missing. rancid blood. The crossguard is sculpted to look like Later in the adventure, the PCs find the other half of a flock of ravens taking flight. The shortsword is one the doll in the hand of one of the zombies. of a matched pair, with the other depicting a flock of A small doghouse sits behind one of the buildings. A doves. Later in the adventure, the PCs find the missing rope leads from the house, but the collar at the end partner in a sheath being worn by one of the zombies. of it is split, and it looks like whatever was leashed A building's front door has been barricaded from the up here dug at the ground before finally snapping its outside with wooden boards and planks. Next to it on leash and escaping. the wall, someone has painted a crude skull. The back A backpack lies in the middle of the street or a yard door of the house, or one of the windows, has been smashed from the inside. The inside is a mess, with with one of its shoulder straps snapped. It contains clothes, a bit of food (bread and dried meats) wrapped dirt and mud all over the floor and the heavy smell of in a cloth, 2 torches, a hatchet, and a silver locket rot hanging in the air. A small cart has been tipped over, spilling several showing a simple drawing of a half-elf woman (worth chests and barrels into the street. These contain Behind one of the open doors, a small barricade personal effects (clothes, paintings, and books), but has been smashed in. Though made from broken they're all ruined by the mud and the rain. It looks like someone tried to form a makeshift defensive wall furniture and crates tied down with ropes and nailed in place, it clearly didn't hold. Repairing the barrier out of the cart and debris, but from the large blood and door would take 1 hour and a successful DC 15 puddle in the center, it clearly didn't hold against the Crafting check. zombie assault. A fireplace or campfire was overstocked with wood, An obvious crossbow trap is placed on the stairs causing the fire to leap its bounds and scorch the leading into a building or at the front gate. The surrounding wall or grass. It went out days ago; crossbow has been fired, but it's otherwise in working anyone looking through the ashes finds a crumbling condition. Alternatively, this can be a shallow pit trap pile of bones. A character who succeeds at a DC 15 in the same location, clearly not deep enough, as Medicine check identifies them as a human arm. whatever fell into it has climbed out. PCs might choose to explore. However, this adventure Perception checks made to spot things for every 20 feet of distance, up to a maximum of -4. Creatures more also contains several encounters for you, the GM, to insert at your discretion, regardless of the PCs' location. than 60 feet away are concealed by the rain. No matter Familiarize yourself with the events in the Encounters where the PCs go, or how big a fire they may light, they in Town section beginning on page 200, and choose an always feel a cold, wet chill in the air. event to occur when it best fits the pace of the story, **LOCATIONS IN TOWN** perhaps throwing in some Terrible Details from the sidebar above for some minor scares to set the mood. About two-dozen buildings make up th village of The threats should increase once the true magnitude of Fiorna's Faith, most of which are single-family the danger becomes apparent, giving the PCs a small residences, nearly all made of wattle and daub with amount of time to prepare for the onslaught that will a thatched roof. None are lit from the inside, though come when they spend their first night in the town. most feature a fireplace or wall sconce within a few Miserable Rain: It rains almost nonstop while the feet of the door, and fresh torches are readily available. PCs explore the town, ranging from a light drizzle Unlabeled buildings on the Fiorna's Faith map (page to a downpour. The sun never emerges from behind 192) are personal residences, each very much like the

the blanket of thick, dark clouds. This overbearing

gloom and rain imposes a -1 circumstance penalty to

others. All are abandoned. Most show signs of struggle,

such as splashes of blood, the sooty remains of small fires,

broken-down doors, or shattered cookware. Homes that seem to have been spared active fighting look like they were abandoned in a hurry: drawers thrown open, chests tossed, and kitchens raided for basic provisions. The buildings all smell foul, either from old blood, rotting food, or a heavy mildew from days of doors and shutters left open to the cold and damp.

There are no bodies in any of these homes, although the PCs might find a severed finger or even a hand in a few, swarming with flies. Also, no animals can be found save for the bugs; wild beasts, pets, and domesticated livestock alike are nowhere to be seen. PCs scrounging for anything of value find up to 1d4 gp worth of random supplies and loose coins in each house, although looking for such valuables takes at least 30 minutes per home.

HOLES TO THE WARRENS

Many of the homes have holes somewhere inside them, as if something dug up from above, though the holes are collapsed or washed out and can't be used at the moment. As the PCs might learn later, they lead down into the caverns below and the warrens teeming with the dead. These hole are marked on the map with the letter "h" and a number, each of which corresponds to those of the map on page 208, where Fiorna's Faith connects to the Warrens.

A1. WARLAND'S YARD

Painted on the side of this stone building near the village's center is a pile of timber behind a crossed mining pick and shovel. The front door proclaims this to be "Warland's Yard, purveyor of general goods and supplies." The inside looks as though it's been thoroughly looted.

When trouble came to town, Warland was more than happy to sell supplies, but when things turned grim, he

packed up and left, leaving the town to take what they wanted from his shop. He was one of the last people to escape.

The shop is a basic building with a large retail area, storage room, kitchen, and a private bedroom in the back. Since the whole thing is made from stone (with a straw roof), it's one of the sturdier buildings in town. The townsfolk considered holing up here, but ultimately decided to fortify the inn instead, since it would hold more people. However, they still came here for supplies.

Remaining Supplies: While the inventory has been mostly picked over, a few useful items remain, including 50 feet of rope, a single box of nails, a hammer,

four pints of oil, a dozen torches, and 10 feet of simple iron chain. The backroom has a few more items, like enough wood to barricade at least six doors or windows (see Surviving the Night on page 202), a small barrel of flammable tar (which can cover four 5-foot squares and burns for 4 hours), two barrels of fresh water, six large bolts of cloth, and a crate with 50 arrows.

The kitchen has enough food to feed one person for a day, though it's clear the room has been thoroughly ransacked.

In the bedroom, a chest and wardrobe both stand empty, but anyone who succeeds at a DC 20 Perception check spots a small coffer atop the latter that Warland forgot when he left. Inside, the PCs find two bottles of moderate alchemist's fire, one lesser antiplague, and a moderate darkvision elixir.

Ogran the Mangy Cat: Ogran, a grumpy stray cat with green eyes and gray tabby stripes, lurks inside the shop. Ogran is a favorite fixture around town due to his work keeping the local rat population down. Warland cared deeply for the feline, leaving him food on a regular basis. When the PCs enter, Ogran is stalking between the shelves, attempting to avoid detection. Though he flees once the PCs notice him, he starts to follow them around, hoping they might leave some food behind.

The PCs can attempt to befriend Ogran by feeding him and succeeding at a DC 20 Nature check; if a PC has an ability that allows them to use Diplomacy to Make an Impression on animals, such as wild empathy, they can attempt a DC 16 Diplomacy check instead. If befriended, the cat follows the PCs around, hissing audibly whenever he smells undead (typically within 30 feet, although closed doors and walls block his scent ability). Ogran can't pinpoint the undead, and once he detects them, he usually hides nearby. He is far too quick for any zombie to catch.

A2. THE SPRING MANOR

Ogran

A small but stately manor home looks out over the village from the slope of a small hill. The only two-story building in the community, its outer walls on the first floor are made from stone, while the second floor is constructed from lumber and plaster, crowned by a slate roof.

The opulence, however, is marred by the barricade around the front door, while the gaping hole of scorched stone and wood in the building's back corner indicates a recent fire. With its shuttered windows and barricaded door, the manor looks as though it was readied to withstand a siege—but despite these preparations, it didn't hold.

Wealth and power were not enough to stop the advance of the undead in

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Bedrooms: There are two bedrooms on the second floor: a guest room that was empty during the undead attacks and the master bedroom, where the mayor met his grim end. The guest room is unremarkable save for the northeast corner, where the kitchen fire ate through the floor and walls. Between the flames, smoke, and exposure to a week of rain, all the furnishings in the room are completely ruined.

The door leading into the master bedroom has been broken open, but the room is in decent shape, save for the blood and gore on the floor. The bed is large and comfortable. The chest in this room is locked with a simple lock (requiring three successful DC 20 Thievery checks to open) and contains a bag filled with the town's treasure (120 gp in assorted coins), the deeds to several of the buildings, two *lesser healing potions*, a +1 *shortsword*, and a *hat of disguise*.

Servant's Quarters: The servants' quarters, in a separate building near the manor, were empty at the time of the attacks and have been untouched since. There are four small sleeping chambers, each containing a bed with a chest underneath, and a communal dining room with a cooking hearth. Basic supplies can also be found inside, including 2 days' worth of food and fresh water, clean clothes, and simple tools. The servants were all forced to serve as guards during the attack. None made it back.

Hidden Crevasse: Just up the hill a bit to the east is a crevasse leading down into the warrens below (**h20**), but it's hidden from view by a thick bramble that grows on the slope. Unless the PCs go searching in this direction, they have no chance to find it until later in the adventure.

A3. FIORNA'S SPRING

Burbling up from underground, this massive spring sits high above Fiorna's Faith and runs down the hillside, through the village, and then into the woods to the south. The body of a human man bobs in the center of the pool, prevented from floating downstream by his cloak, which is snagged on a rock.

Located just to the west of Spring Manor, this natural spring supplies most of the water for Fiorna's Faith. Unfortunately, the spring is far from clean. The corpse in the pond is infected with zombie rot, tainting the water in the pool and the town below. Anyone who drinks from the spring or the river is exposed to the disease. The corpse is that of a local hunter who was slain in the first week of the outbreak, rose as a zombie, and was ultimately vanguished by the town militia. Krant threw the body into the spring to further contaminate the town. If the PCs examine the body and succeed at a DC 20 Medicine check, they discover that the body received wounds before death (severe bruising around the neck) and after (several arrow wounds and a massive slash to the abdomen), which might allow them piece together some of the story.

If the corpse is removed, the contamination lessens over the coming hours. Lower the DC by 1 every hour for 6 hours, after which point the water is safe.

WATERBORNE ZOMBIE ROT

DISEASE 1

DISEASE

Typically carried by plague zombies, this version of the disease is found in water supplies tainted by a zombie corpse.

Saving Throw DC 16 Fortitude; Stage 1 carrier with no ill effect (1 day); Stage 2 1d6 negative damage (1 day); Stage 3 1d6 negative damage (1 day); Stage 4 1d6 negative damage (1 day); Stage 5 dead, rising as a plague zombie immediately. An infected creature can't heal damage it takes from zombie rot until it has been cured of the disease.

A4. THE PICK AND PINT

TRIVIAL 3

Easily the largest structure in Fiorna's Faith, this squat, single-story inn features a modest stable attached to the back. Unfortunately, where a warm light and raucous laughter might have once poured through the many bright windows, the building now stands dark and empty.

A crude mix of tables, crates, and barrels form a crude barricade across the main entrance, though it's clear this didn't hold. The barricade's center has collapsed, and the ground beneath it is marked by bloodstains, gore, and other signs of violence. Similarly, many of the windows have been boarded up, though more than half have been broken.

A wooden sign creaks in the wind. It hangs from the front of the building from one of its two hooks. The sign is adorned with a mining pick, a massive stein, and the words "The Pick and Pint."

When things took a turn for the worse in Fiorna's Faith, its surviving people gathered for protection in several locations. The Pick and Pint was the largest and the most tragic. Here, the last of the villagers met their end just a few days ago, overcome by relentless waves of the undead, many of whom were newly risen friends and relatives.

The Pick and Pint is one of the sturdier buildings in town. The outer walls are made from fieldstones up to a height of nearly 4 feet, atop which is wattle and daub. A roof made from wooden shingles kept the inside warm and dry. Strong wooden doors once guarded the exterior, but most have been destroyed. Though the inside is unlit, empty lanterns can be found throughout.

Taproom: The taproom is divided up into a small stage, a place for tables, and the bar. The entire area is in shambles. Spare tables and chairs barricade the windows, detritus is strewn about everywhere, and rust-colored blood speckles every surface. A large sinkhole has opened up under the building's southeastern wall, which also breached the back wall of the inn, into the yard.

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Anyone who succeeds at a DC 10 Society, Medicine, or Survival check can tell that there were a large number of people living in here for several days. One table bares three relatively new notches—a tally of the number of days they lasted. Piles of dirty clothes and rags litter the ground, as well as dishes and animal bones (including those of a few rats) that have been picked clean. A crude charcoal drawing on a wall depicts many people, all pressed tightly together, with a wall around them and menacing squiggles outside. This site was the last stand for many, yet there are no bodies to be found. Evidence suggested that those who fell were dragged to the sinkhole and tossed inside.

Yard: Out back in the stable yard lies the carcasses

Yard: Out back in the stable yard lies the carcasses of four brutally slain horses. PCs who succeed at a DC 15 Medicine check notice that the horses' wounds were caused by humanoid hands and teeth. The outer fence is broken in several places, and a PC who succeeds at a DC 15 Survival check to Track will notice humanoid footprints heading from the fence toward the inn. A door in the stables leads to a small office and shed. This entryway wasn't breeched during the attack.

Hall: This hallway leads to the inn's only lavatory and two guest rooms (the town received few visitors). The path to the lavatory and northeast bedroom are blocked by piles of broken chairs, tables, and barrels. Clearing the debris takes 20 minutes, but after getting halfway done, the PCs can hear something moving in the east bedroom. It doesn't respond to any attempts at communication, but if they call out, they'll hear something beating upon the bedroom door, getting louder and more insistent as more debris is cleared.

A Dead Guest in the Bedroom: The Pick and Pint was the only place in town offering rooms for rent, but when the dead started consuming the townsfolk, the desperate villagers used the eastern bedroom to quarantine one of the first people infected with zombie rot. When it became clear that the poor soul had died, they simply barricaded the room and boarded up the window so they could deal with more pressing problems. If the PCs remove the barricade and open the bedroom door, they smell a foul stench just before the zombie lurches out of the darkness to attack. A single zombie probably won't pose a great threat to the PCs, but it may be their first confirmation of what happened here.

ELITE PLAGUE ZOMBIE

CREATURE 2

Pathfinder Bestiary 6, 340 **Initiative** Perception +5

Disgusting Pustules (zombie additional ability; *Bestiary* 340)

Kitchen: The Pick and Pint wasn't especially known for its fare, but it did offer various pies, stews, and game roasts, served with weak ale and a syrupy liquor that tasted of anise and blueberries. The kitchen is mostly bare, as much of the town barricaded themselves inside this building for a few days, but enough food remains to

provide one person 6 days' worth of sustenance. Half a dozen intact bottles of anise-blueberry liquor remain in a cabinet. The liquor can't be used as a weapon, but each bottle can be used to coat a single 5-foot square that, once lit, burns for 10 minutes, dealing 1d6 fire damage to anything that passes through the flames. There are also 20 empty crates and barrels in this room, which the PCs might be able to use to repair a barricade (see Surviving the Night on page 202).

Storage: Three rooms on the southeast corner of the building serve as storage and an office. Most of the space is filled with linens, dishes, cleaning supplies, and basic tools. Just inside the storage room stands a large crate filled with the tools used to construct the barricade, including a saw, a few hammers, a chisel, a box of nails, and 70 feet of rope. The storage room also contains a small barrel of lamp oil that's about half full, containing 20 pints. The office holds little of value, but a ledger does note a large drinking party that occurred about a month ago, with the cryptic note, "after they found the body," indicating when one of the zombies' first victims was found. The last entry was about a week ago, in a hurried hand, noting that supplies were dwindling. One last, frantic message is scrawled on the bottom of this page, which reads, "the end is coming."

The door in the office leads to the stable shed, which contains various horse tack. In the shed is a door that leads to the back corner of the stable, but the zombies never uncovered this entrance.

A5. ERASTIL'S TABLE

Charred timbers rise from the crumbled walls of this ruined structure, giving it the appearance of some great beast whose flesh has been stripped to its bones. A great fire consumed this place, obvious from the blackened walls and melted lead pooling along the base of what must have once been beautiful stained-glass windows.

Facing the road, the building's facade stands like an empty mask. A bow symbol, with its arrow pointing down, remains above the once-grand entry, covered in soot and ash. Barely visible beneath the grime, the lintel bears an inscription reading, "All are Welcome at Erastil's Table."

The people of Fiorna's Faith offered thanks and prayers to several deities, but Erastil was the only one with a dedicated place of worship attended by members of the clergy. Erastil's Table was more than just a shrine: it was a meeting place and feast hall, so named because of the massive, long table that once sat in the center of the building. Carved from the trunk of a single tree, Erastil's Table hosted nearly every celebration and holiday in Fiorna's Faith.

Now it's little more than a charred heap of rubble and debris. The temple burned to the ground 2 weeks ago thanks to a group of zombies under Krant's command. After dousing the place in an alchemical concoction

and sealing the doors, they knocked over a lantern and fled the scene. The resulting fire consumed the temple and its three priests. Though the rain prevented the fire from spreading throughout town, the loss at the shrine was almost total. No objects of value remain among the rubble, though investigative PCs might uncover a few interesting clues when examining the site.

Entering the Shrine: The doors leading into the shrine, both front and back, are closed, just as they were on the night of the fire, although the double doors in front have been so badly burned that characters can easily break through to enter what's left of the building. All the doors had been jammed closed with simple iron pitons, which anyone who inspects the door can spot with a successful DC 20 Perception check (most are hidden by ash and debris). Alternatively, anyone who tries to open the door quickly discovers the pitons around the frame.

Inside the Shrine: Within the building, a faint odor permeates the air, acrid and unnatural. A character who succeeds at a DC 18 Crafting check deduces that this scent comes from an accelerant frequently used in alchemist's fire. Just inside the back door lie the blackened bones of the three priests who served this small community. They died desperately trying to escape the fire.

A6. JACRA'S HOME

This modest home looks similar to all those surrounding it. Inside, the furniture has been tossed about, and there are clear signs of a struggle. The kitchen floor is partially collapsed, with a narrow hole leading down in the warrens below.

What sets Jacra's home apart is the number of bird perches throughout, many of which are surrounded by droppings and the occasional raven feather. The books in this home mostly cover arcane subjects such as the nature of magic and research into boundaries between worlds. While the library alone is easily worth 100 gp to a collector, Jacra's spellbook is not among the items here. When she was taken by the dead, she grabbed the book and kept it close. It can now be found in area **B5**.

What can be found here is a scrap of parchment on the writing desk, hastily torn from the clip. This is the rest of the missive that was sent to Agrit, which reads, "... xt. Do not come for me or this town. By the time you get this, we will already be dead. I love you, my dear friend. Take care of Coal. That old bird means the world to me." Jacra's name is signed at the bottom of the letter.

A7. LADY'S HILL

The hill to the west of town bears one striking feature: a large cemetery accompanied by a small

shrine and mausoleum. A simple stone path winds up the hill to the graveyard, worn smooth by countless steps made to honor the dead.

Though rain and mist shroud the cemetery, it's clear something is amiss. The soil has been upturned in several places, and many of the headstones lean at dangerous angles or have fallen to the tumbled earth.

A simple signpost next to the path reads "The Lady's Hill," below a spiral symbol.

Anyone trained in Religion automatically recognizes the spiral symbol as that of Pharasma, the Lady of Graves, she who passes judgment on those who travel into the Great Beyond. It's quite common to see her symbol and a shrine dedicated to her in most towns with a graveyard, to ensure that those who pass on receive her favor (or avoid her ire). Followers of Pharasma automatically know this information as well, even if not trained in Religion. For anyone else, identifying the symbol requires a successful DC 10 Religion check.

The footpath leading up to the cemetery is well worn, with neatly kept stone stairs making it easy to ascend even in the pouring rain. Atop the hill is the cemetery, a small shrine to Pharasma within, and a separate mausoleum to the north for those who could afford a more monumental final resting place.

Graveyard: Nine graves in the cemetery have been disturbed. Anyone who succeeds at a DC 18 Survival check realizes that three of these graves were hastily dug up about two weeks ago, with little concern for making

Krant's Grave

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a tidy hole. The coffins at the bottom are torn open and the bodies inside are missing. The dates on their headstones indicate all three died within the past year.

Five of these graves appear to have completely sunk into the earth. From each of these, a hole leads down into the cavern below (hole h1 in the Warrens, page 208). Many of the graves here were exhumed from below, and while these five collapsed into the caverns entirely, the others only descended a foot or more, giving the entire graveyard a very uneven look. Tombstones jut from the ground at odd angles, and the thick grass turf has started to tear in places, giving the impression that this a recent occurrence.

The ninth disturbed grave is toward the back Lady's Chalice of the cemetery and appears to have been dug up much earlier. Black roots covered in an oily residue surround its hole. Of all the graves in the cemetery, this one has the most recent headstone, reading, "Harlo Krant, Merchant and Councilmember of Fiorna's Faith, b.4678 d.4722." Anyone investigating the grave who succeeds at a DC 20 Perception check discovers several black candle stubs positioned around the burial site, along with a small leather pouch. Inside the pouch is a single black onyx gem worth 15 gp. A PC who succeeds at a DC 18 Arcana, Occultism, or Religion check recalls that these components are used in rituals to animate the dead and realizes that the single gem is likely the last of many that were consumed in the ritual.

At the bottom of the grave is the coffin of Harlo Krant, but it looks like it was hastily tossed back into the hole and partially buried. Uncovering the coffin takes 30 minutes with the appropriate tools—a shovel nearby and more behind the shrine in a small wooden shed. The coffin contains no body, but left at the bottom is a silver charm with a painting of a young man and a young woman, looking at each other. This is an image of Harlo Krant and his wife.

Krant's grave was unearthed by the Whispering Way cultists who started this grim slaughter. They animated Krant and set him loose with only a single command: to consume the town and turn all of its residents into undead.

Shrine: The long building next to the graveyard is a shrine to Pharasma. While the base of the building is made from stone, the walls and roof are wood and straw. Two rows of pews lead up to a simple dais with a stone plinth bearing Pharasma's symbol, giving a place for the living to pay respects before burial. The doors to the shrine have been torn open, and its interior is covered in filth. In one corner near the entrance, the floor has collapsed entirely into the caverns below (hole h2).

In a small alcove behind the dais, a simple stone font stands filled with clean water. This is the only place in the entire shrine that hasn't been defiled. The font is filled with holy water, which can be carefully collected into up to eight vials. Sitting on the lip of the font is a silver chalice; the spiraling base transforms into a flight

> of whippoorwills that circle the cup. This is a Lady's chalice, a simple magic item capable of producing a single dose of holy water each day.

LADY'S CHALICE

ITEM 3

UNCOMMON CONJURATION DIVINE GOOD

Price 60 gp

Usage held in 1 hand; Bulk L

This silver chalice bears the symbol of Pharasma, a swirling cloud that transforms into a flight of whippoorwills that encircle the top. The chalice can be activated in one of two ways, though only once per

Activate • envision; **Frequency** once per day; **Effect** The chalice fills with a single vial's worth of holy water. The water loses its potency after

1 day if poured into any container other than a font specifically sanctified by a cleric of Pharasma. It similarly loses its potency 1 day after being removed from such a

Activate >> Strike; Frequency once per day; Requirements The Lady's chalice is full of a vial's worth of holy water; **Effect** The chalice splashes a spiral of holy water into an adjacent space. This is a simple thrown weapon with a range of 5 feet. Unlike an alchemical bomb, it doesn't add the manipulate trait to the attack made with it. If it hits, it deals 2d6 good damage and 2 good splash damage (including to you, if you're evil).

Mausoleum: Just north of the shrine, connected by a simple walkway, is the town's only mausoleum. It once held over a dozen bodies, those with enough wealth to pay for a more opulent burial. The now-empty room is a mess of broken stone hatches, shattered caskets, and scraps of ruined funereal clothing. This desecration happened over a week ago, but it's difficult to tell exactly when.

Encounters in Town

As the PCs explore Fiorna's Faith, they'll have several encounters that provide a picture of what occurred, confirming their suspicions and giving them a chance to prepare for the horror to come. These encounters aren't triggered by locations, but by moments in the adventure describing when they could occur. Feel free to change the timing and details to best suit your story. Each encounter should appear only once in the adventure, except for small hordes (page 202), which should become a frequent danger after the first night.

FALSE ALARM

Trigger: This encounter should occur shortly after the PCs arrive in town, once they realize something has

gone horribly wrong, but before they've explored more than one or two locations. When they enter the next location, read or paraphrase the following text.

The battered door opens with a long, drawn-out creak, revealing a dark room that stinks of rotten meat. Something stirs in the darkness and rushes forward.

A pair of boars have wandered into town, lured by the smell of discarded vegetables and meat, heedless of the danger. After wandering for an hour, they entered this building through a back door and are now munching on rancid produce in the kitchen, as well as a severed arm sitting in a pool of dried blood. Startled by the PCs entering the building, they promptly charge to attack. While the PCs might be relieved to see that these are only wild boars, they should be disturbed once the battle is over.

BOARS (2)

Pathfinder Bestiary 43
Initiative Perception +8

DEAD WITHIN

Trigger: This encounter should occur shortly after False Alarm, when the PCs find a door leading into a room that's been boarded up or barricaded in some way. Getting in the room should take about 10 minutes or require them to succeed at a DC 20 Athletics check. If the PCs go to the inn first, this encounter can replace the trivial encounter with the zombie in the guest room. When the PCs open the door, read or paraphrase the following text.

CREATURE 2

With the last of the barricade removed, the door silently swings open, its latch clearly busted. The chamber beyond is dark, warm, and reeking. Out of the shadows, a gnarled, rotten hand reaches forth... followed by another, and another, and another!

A family of four was locked in here by the town when the father got sick with zombie rot and bit his wife and their two teen boys. Now, all of them are plague zombies, who surge out of the room and attack anyone in the vicinity. The zombies start this combat in darkness unless the PCs have a light source with them that can illuminate the room beyond.

PLAGUE ZOMBIE (4)

CREATURE 1

Pathfinder Bestiary 340 **Initiative** Perception +3

Tearing Grapple (zombie additional ability, page 170)

THE SURVIVOR

Lacera Thimbledown

MODERATE 3

Trigger: The PCs have explored a number of buildings in town and have already seen

or fought the undead at least once.
This encounter should occur at least
4 hours before dusk (but no more

than 6). Read the following as the PCs approach the next building or structure.

As you approach the building, you hear a piece of wood being dropped on the floor, clattering loudly. Moments later, a shadow darts past one window, moving out of sight.

PCs who succeed at a DC 22 Perception check notice that the shadow isn't very tall, no more than about 3-1/2 feet. Give the PCs a moment to react, and if they take hostile action, ask them to roll initiative. However, before the PCs can do any real damage, they discover the figure inside the house to be the only survivor still remaining in town.

Lacera Thimbledown (N female halfling cobbler -1) has had a bad month. When the

undead first began to take people, most villagers believed there was some sort of criminal prowling the area. Lacera was one of the first to see what was truly going on when zombies snatched her husband from the kitchen late one night. She was there the night Erastil's Table burned to the ground and, like everyone in town, she heard the screams of those within. She was there when the hunters were all slain and people began to panic, and she hid with the rest in the Pick and Pint, praying for the end to come swiftly. When the undead overran the inn, Lacera crawled through a window and fled. In the weeks since, she's been on the move every night, hiding in empty houses and watching as the dead emerge from the ground, scour the town, collect bodies, and retreat each day at sunrise.

When the PCs approach the building, Lacera hides in a crawlspace underneath the roof. If the PCs act fast, they get inside the house just as she pulls up the ladder. If not, they may have a hard time finding her unless they beat her Stealth DC of 18. Once she's discovered, Lacera is frightened and distrustful of anyone she sees. A PC must succeed at DC 17 Diplomacy check and provide proof that they aren't "one of them" (a zombie) in hiding.

Lacera has been deeply traumatized. Her memory of events is blurred and prone to errors, and she is risk averse, keeping some things secret and preferring to remain on her own rather than stay with the PCs, who she believes will suffer the same fate as everyone else. There are a few things the PCs might learn from her (aside from a rough timeline of events).

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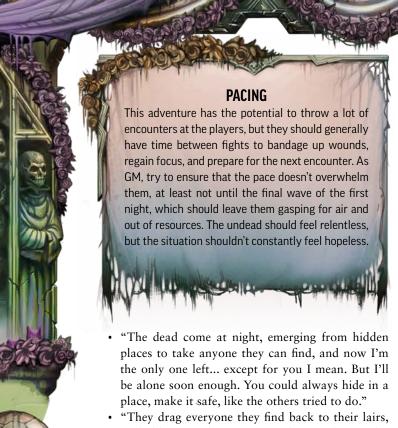
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- "They drag everyone they find back to their lairs, probably to eat them. You can't be outside at night. They'll find you and kill you."
- "You can't leave. I tried once, but the path leading out of the valley is too dangerous and the hills are too steep. I nearly broke my leg trying to climb out in all this rain and mud."
- "There are places where you can hear the ground weep and cry, begging for death. This place is haunted now... and the land cries out with the voices of the taken."

That last clue is important because Lacera is not imagining the voices. She can occasionally hear the few remaining living townsfolk, calling out from the cave they're trapped in, just below the spring. If the PCs insist on hearing this for themselves, she'll take them to one of the houses on the north side of town. PCs who succeed at a DC 20 Perception check will faintly hear the cries as well.

Lacera is not a combatant—she's a terrified member of the town who's trying to survive the end of her world. She flees from all combat and knows the best places to hide, most of which would not fit or support the weight of anyone bigger than her. If her statistics are needed, use those for an urchin (*Gamemastery Guide* 215), except with a Stealth modifier of +8 instead of +5.

BURNING DEAD MODERATE 3

Trigger: This encounter occurs when the PCs explore one of the burned-down areas on the map, such as Erastil's Table. This encounter shouldn't occur until after Dead Within, but it's entirely optional if the PCs had a hard time with that encounter.

A crumbling piece of timber falls to one side as something stirs within a nearby ash heap. The figure underneath suddenly glows with a sickly green fire, and foul vapors escape its body as if it were burning from within.

This is a sulfur zombie, which arose after dying in agony from the fire while being infected with zombie rot. The undead creature will not stray far from its burnt-out area, but it does charge forward to attack the PCs.

WEAK SULFUR ZOMBIE

CREATURE 5

Pathfinder Bestiary 3 6, 303 **Initiative** Perception +10

SMALL HORDE

LOW 3

Trigger: The PCs are preparing their fortifications to survive the first night against the undead. While out gathering supplies or working on the outside of the building, a group of figures becomes visible through the gloom and rain. This encounter can occur again on later days; you can adjust the number of shamblers to as few as four or as many as eight.

Through the rain, a group of figures slowly makes their way down the middle of the street toward you. They seem to be in no hurry, but they also show no signs of stopping.

The zombies are slow to advance, giving the PCs two rounds to take actions before they get close enough to attack. If the PCs attack, the zombies arrive on the next round, as they pick up the pace. These are townsfolk, recently animated, all bearing the wounds of their attackers.

ZOMBIE SHAMBLER (6)

CREATURE -1

Pathfinder Bestiary 340 **Initiative** Perception +0

Part 2: Surviving the Night

As they explore the town, the PCs should quickly realize something has gone terribly wrong and that staying here could be very dangerous. Unfortunately, the downpour has washed out the path leading into the valley, making it impossible to escape on foot until the rain subsides (which won't occur until the evening of the next day). Even occasional breaks in the weather aren't enough to make the path traversable.

As a result, the PCs have to stay in town overnight if they want to be able to get some sleep and recover, but that's not a simple task, either. The undead emerge at night to claim the living, and if the PCs don't take precautions, they might be overrun. Fortifying a building

is likely their best course of action, and which one they choose is up to them.

Choosing a Holdout

There are several buildings the PCs might choose to hole up in, but bear in mind the following. The number of entrances to the building is equal to how many barriers the PCs have to defend from the zombies and determines how difficult it is to fortify the building, as described under Fortifications.

Unlabeled Homes (typically 6 barriers): Most unlabeled homes have holes in them somewhere. Each of these has simple wooden and plaster walls, usually with four windows and two exterior doors (one in the living space and one in the kitchen).

Lady's Hill Shrine (3 barriers): While this building is mostly intact and has only two doors and a single window, there's a hole in the floor underneath that's always destroyed simply because it's too large to repair. The mausoleum doesn't have enough room for the PCs to hide in comfortably.

Pick and Pint (14 barriers): The tavern is the largest building in town but contains many openings and spaces to defend. Six windows are reinforced, and five are intact. The main doors are broken, and a hole in the back wall leads to the warrens. The back door to the office and storage room is intact but requires the undead to take an indirect path, so it can be safely ignored as long as the doors between it and the main room are closed. This building's stone base means the walls are immune to collapse.

Spring Manor (21 barriers): This building's numerous windows—none of which are fortified, a few of which are broken—and gigantic hole in the kitchen make it very difficult to use as a base. The PCs might try barricading the stairs to the second floor, but doing so causes the undead to concentrate there. All encounters here are one step worse. In the 11 p.m. wave, for example, even if every barrier is reinforced, you'd still use the result that brings in two groups of four shamblers.

The servants' quarters has eight barriers. All are intact, but none are reinforced.

Warland's Yard (9 barriers): All the doors and windows here are intact, but none are fortified. This building is made from stone, making it immune to collapse.

In the Open: If the PCs don't take shelter in one of the buildings, there's nothing to protect them from the dead. They face the worst encounter in each wave.

Waves of the Dead

When night falls, the undead attack in waves, attempting to overrun defenses, kill or incapacitate those inside, and drag them down into the warrens so that Krant can animate them as soon as possible.

Each wave is represented by an encounter with a severity depending on how secure the building is. While there are numerous zombies in each wave, as long as the PCs have at least some fortifications, these barricades automatically hold off some of the attackers, making a wave much easier to defeat. However, in the process, the defenses take damage, and the PCs will have to repair them before the next wave attacks. A large throng of undead awaits the PCs outside, separate from any detailed in each wave, in case PCs attempt to make a break for it.

The sun sets at 8 p.m., but the first wave doesn't come until 11 p.m. The second wave arrives at 2 a.m., and the final at 4 a.m., with the sun rising at 6 a.m. If the PCs stay additional nights, the waves repeat, although at different times between 9 p.m. and 5 a.m. (and likely increase in danger, as noted in the description for each wave).

FORTIFICATIONS

Windows and doors are the most vulnerable places in a structure, so they're the first spots the undead attack. As long as PCs have tools (such as those found in the Pick and Pint, Warland's Yard, and the Spring Manor), they can gather ample supplies to repair windows and doors and create barriers. The players should receive plenty of clues that they need to secure a location before nightfall if they want to survive, and you can deliver warnings through Lacera if necessary.

Doors, windows, and other barriers are rated at up to four levels of protection: reinforced, intact, broken, and destroyed. The PCs can improve the fortifications before the undead arrive. Each wave will damage some of these fortifications, and the PCs have limited time to repair them between waves of undead.

Repairs: A PC can attempt a Crafting check to improve a barrier by one step. If they succeed, they complete the repairs in 1 hour, and if they fail, they can still get them done in 2 hours. The DC is typically 17—a little harder than it would be normally due to the constant rainfall. The time the PCs have between waves of undead is limited, so if they spend time doing lengthy tasks like Treating Wounds or Refocusing, they effectively lose an hour they could have put into repairs. Make sure the players know how long repairs might take to allow them the time to set up their defenses before nightfall and to make informed decisions between waves—but don't tell them how much time they have before the next wave!

Repairing a broken barrier to intact requires patching it, and reinforcing typically requires boarding up or barricading an entryway. Replacing a destroyed barrier requires finding a replacement door or window or gathering enough materials to cover over a hole in a wall. This consumes enough time that the barrier will still be broken after and must be further repaired to be functional.

You can add color to the scenes of reinforcing barriers by occasionally describing scavenged materials that were once important to the townsfolk, like nailing a dart board to seal a gap; bracing a door with a dirty, abandoned plow; and so on. Likewise, you can call on the players to describe some of these as they make their fortifications.

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At first, it looks as though only a single zombie notices the living intruders, but steadily, more and more join it in turning the same slow, shambling direction. Soon, hordes of the dead come swarming out of the darkness, advancing from all directions.

This first wave is not very dangerous if the PCs are prepared. The undead mostly smash fortifications, leaving the PCs with repairs to make before the next wave.

- If every barrier is reinforced: Undead smash through two barriers, bringing in two groups of three shamblers (a low-threat encounter). Two entrances become destroyed, and two become intact.
- If every barrier is intact: The undead smash through two barriers, letting in two groups of four shamblers (totaling a moderate-threat encounter). Three reinforced barriers become intact, and two intact barriers become destroyed.
- If one or more barriers are broken or destroyed: The undead smash through three barriers, letting in three groups of four shamblers (totaling a severe-threat encounter). Two reinforced barriers become intact, and three intact barriers become broken.

ZOMBIE SHAMBLERS (6, 8, OR 12) CREATURE -1

Pathfinder Bestiary 340
Initiative Perception +0

2 A.M. VARIABLE 3

The second wave arrives at about 2 a.m. Krant sends some special minions on this raid, hoping they will overcome the PCs. Read or paraphrase the following when this wave approaches.

Fiorna's Faith grows silent as even darker storm clouds roll in, dimming what little moonlight managed to pierce their dense cover. When the faint light returns, the zombies surge forward, led by towering, bloated monstrosities.

This wave contains a few special zombie brutes. These were made by submerging the corpses of large farmers or hunters in necromantic formulas, causing them to swell and grow. They also have the rotting aura ability, making them especially dangerous to any PCs who are already wounded.

- If every barrier is reinforced: Undead smash through one barrier, bringing in a group of five shamblers and one zombie brute (a moderate-threat encounter). One barrier becomes destroyed, and three become intact.
- If every barrier is intact: The undead smash through two barriers, letting in a group of six shamblers in from one side and two zombie brutes from the other (totaling a severe-threat encounter). One reinforced barrier becomes intact, and two intact barriers become destroyed.

• If one or more barriers are broken or destroyed: The undead smash through three barriers, letting in a group of six shamblers in from one entrance, two zombie brutes through a second, and a third zombie brute through the third (totaling an extreme-threat encounter). Two reinforced barriers become intact, then three intact barriers become broken.

ZOMBIE SHAMBLER (5 OR 6)

CREATURE -1

Pathfinder Bestiary 340 **Initiative** Perception +0

ZOMBIE BRUTE (1, 2, OR 3)

CREATURE 2

Pathfinder Bestiary 341 **Initiative** Perception +4

Rotting Aura (zombie additional ability, Bestiary 340)

4 A.M. VARIABLE 3

The final wave for the night arrives at 4 a.m., in the form of relentless waves of the dead, organized into troops. This final wave leaves massive destruction in its aftermath, even if the PCs have fortified quite well.

While the previous assaults came in small groups, the dead amassing now do so with a singular purpose. They move together in a solid mass of rotting flesh, their moans and snarls making their approach obvious. But far off to the east, there is hope. The night is nearly over, and dawn is only a few hours away!

The final wave is made up of shambler troops: large, organized packs of the living dead. Worse still, if the PCs' defenses are too depleted, they might have to deal with a few of Krant's trusted servants, the husk zombies.

Shambler troops take up a lot of space. They leave a new hole in the wall around any barrier they break through. If the building is made of stone, they can't do this, and instead are slowed 1 on their first turn of combat as their mass moves through the narrow entrance.

- **If every barrier is reinforced:** Undead smash through one barrier, bringing in a shambler troop (a low-threat encounter). One barrier becomes destroyed, then six reinforced barriers become intact.
- If every barrier is intact: The undead smash through two barriers, letting in two shambler troops through different entrances (totaling a severe-threat encounter). Two barriers become destroyed, then seven reinforced barriers become intact.
- If one or more barriers are broken or destroyed:
 The undead smash through three barriers, letting in two shambler troops through different entrances and two husk zombies through the third entrance (totaling an extreme-threat encounter). Three barriers become destroyed, then seven reinforced barriers become intact.

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SHAMBLER TROOP (1 OR 2)

CREATURE 4

Pathfinder Bestiary 3 302

Initiative Perception +7

HUSK ZOMBIE (0 OR 2)

CREATURE 2

Page 170

Initiative Perception +2

DAWN

After the final wave falls, the first rays of morning light begin to creep over the horizon. Dawn comes just before 6 a.m., and the waves of undead slow to a complete stop, allowing the PCs to inspect the terrible damage wreaked by their undaunted opponents. They might choose to repair their holdout and dig in for another night, but finding additional materials for barricades starts to get more difficult (taking an additional 15 minutes per repair per day to scrounge for materials).

In the new day, the rains begin to abate, allowing the PCs to try and escape the town if they so wish. If they leave early in the morning and refuse to turn back, they can escape before night falls, putting them out of the reach of the zombie-infested valley. Lacera accompanies the PCs if they take this route, as does Ogran, if they have befriended the mangy cat. See the Conclusion (page 210) for more details on this ending.

Dedicated PCs might instead turn their attention to fulfilling Agrit's additional requests and putting an end to this menace once and for all. Lacera says that she saw Harlo Krant—a local merchant and councilmember—with the zombies during that last wave, and while he didn't attack with the others, she did see him bossing them around. Which is odd... because Harlo Krant died of an accidental injury several months ago and was buried in the cemetery (area A7).

Open Passages

While the holes to the warrens were impassable the day before, the zombies' recent tunneling to the surface, combined with the torrential rains, means that the passages are now large enough for a human-sized creature to wriggle through. The PCs can easily spot the difference if they come near any of the holes. The path to Krant's stronghold is now open.

If the PCs search the area around Spring Manor, it's now much easier to spot the trails leading to the hidden tunnel upon the hillside. See Entering the Warrens in Part 3 for how this works.

Rest

The PCs likely weren't able to sleep the previous night, due to the zombie attacks, and might want to take time to rest before continuing their explorations. If they do, they need to sleep until at least 2 p.m. to get a full night's rest. Push this time later if they choose to try accomplishing other tasks first.

Part 3: The Warrens

Locals in Fiorna's Faith were familiar with a few of the caves beneath the town, but these were never as expansive and connected as they are now. When Krant began animating corpses from inside the cemetery, he set them to digging beneath Fiorna's Faith. Krant knew of the tunnels and hoped to use them to catch the townsfolk unaware. His plan worked better than he could have imagined.

Now, the tunnels underneath Fiorna's Faith are divided into three distinct sections, cut off from each other by intentional cave-ins to make it difficult for intruders to find Krant's secret lair beneath Fiorna's Spring. Though two of these sections connect to several houses and locations throughout town, Krant's cave connects to only the Spring Manor and a pair of secret entrances carefully hidden in the nearby hillside. The caves clearly map to the town above, and if the PCs find the cave-ins, they can piece together where entrances to the further caves might be. Give them hints if necessary.

In addition to the main encounters in each area, there are a number of creatures and hazards that you can place anywhere in the warrens to build tension and challenge your PCs as they move from cave to cave. These encounters are detailed in the Underground Encounters sidebar on page 207. On each journey underground, the PCs should encounter one or two hazards.

Entering the Warrens

The locations marked with "h" on the maps of Fiorna's Faith and the warrens connect. These all look like rough tunnels of soft earth, though some drop out higher above the ground than others. When the PCs decide on an entrance, match their entry location on the Fiorna's Faith map (page 192) with the same tag on the Warrens map (page 208).

As they enter the underground caverns, use sensory cues to establish the difference in the locations. Look at nearby locations where they drop down so you can evoke their first impression of the warrens. Any location within two corridors of an undead stronghold (marked with "B" tags) smells strongly of rot, and all locations have the scent of tilled earth and decay. The PCs might also hear the sounds of groaning undead if they drop down near an undead stronghold.

Undead Strongholds

When Krant and his undead servants first began digging beneath the town, they started by expanding out from underneath the graveyard. Not only did this allow him easy access to more bodies but he could also proceed undetected for over a week. Over time, strongholds developed in some of the larger or more important caverns. Many of these were planned purposefully by Krant, but others came about spontaneously where undead minions congregated or independent undead formed unexpectedly due to the pervasive necromantic magic filling the warrens due to Krant's magic.

B1. GRAVEYARD LOW 3

This chamber was the first expanded upon when Krant discovered a smaller natural cavern underneath one of the graves he dug up. The area is very unstable, which caused Krant to abandon it several weeks ago. The first time a loud noise or explosion occurs in the chamber, roll a DC 5 flat check. On a failure, a small collapse deals 3d8 bludgeoning damage to all creatures in a 10-foot burst centered on the disruption (DC 18 basic Reflex save). This chamber is also home to a number of giant maggots that Krant used to strip the flesh from the bodies of his honor guard. They fight to the death but don't leave this chamber.

GIANT MAGGOT (4)

CREATURE 0

Pathfinder Bestiary 2 120
Initiative Perception +3

B2. THE FLOAT

MODERATE 3

The warren's passages descend further into the earth as the PCs approach this chamber, which lies partially beneath the stream cutting through town. The back half is submerged in almost 10 feet of water, within which is the corpse of an owlbear.

The warrens under the town connected to an owlbear den, where Krant's first hordes of the undead found and mobbed the beast in its sleep. Krant attempted to animate the owlbear's corpse, but something went wrong with the ritual, so he had it dumped here to keep it out of the way. Little did he know that the animating magic was simply delayed, not botched altogether, and now the vicious undead beast lurks in the foul water, waiting to strike any who draw near.

OWLBEAR ZOMBIE

CREATURE 4

Page 171
Initiative Perception +8
Unkillable (Pathfinder Bestiary 340)

B3. HORDE ROOM

SEVERE 3

This massive chamber is packed with zombies awaiting orders from Krant. They don't leave this room on their own, but if they see PCs, they move to attack. If the PCs retreat, the zombies pursue them down the side corridors for at least 2 rounds before giving up and returning to await instructions. Note that anyone who falls into this room through the hole above is likely in significant danger—as should be clear from the size of the horde, which occupies 32 squares.

UNDERGROUND DANGERS

On each journey through the warrens, the PCs should encounter one or two of these events.

Corpse Heap: Part of this corridor is piled high with the corpses of townsfolk. Anyone who climbs through it is exposed to zombie rot (see plague zombie, *Bestiary* 340), but they can also attempt a DC 20 Perception check to spot a valuable object among the dead (a *lesser healing potion*, moderate acid flask, or pouch with 22 silver). Only one item is in each heap.

Deadfall Trap: An area of the passageway has been rigged to collapse when someone walks through it. Treat this is a slamming door trap (*Core Rulebook* 523) except that instead of a solid slab of stone, it's a pile of debris that takes 10 minutes and a successful DC 20 Athletics check to clear.

Lost Belongings: A backpack, sack, or other small container is found discarded on the floor. These typically contain food (enough for a meal), a personal memento, and a simple weapon. Each one also has a useful 1st-level consumable item, such as a vial of lesser antiplague, a *scroll of heal* (1st level), or a *potency crystal*.

Strange Symbol: Scribed into the wall in several places is the crude image of a skull whose mouth has been gagged by a piece of ragged cloth. A PC who succeeds at a DC 25 Society check can recognize this as the symbol of the Whispering Way (if no one identifies this, Agrit certainly can when the group returns to Trunau).

Wandering Zombies: 3 plague zombies continuously follow one another in a circle around a small cavern. They move to attack when the PCs enter. Alternatively, this can be a group of 6 zombie shamblers patrolling the corridors.

SHAMBLER TROOPS (2)

CREATURE 4

Pathfinder Bestiary 3 302 **Initiative** Perception +7

B4. FOUL CAVES

MODERATE 3

The Whispering Way cultists who raised Krant infused him with special necromantic energies to boost his abilities beyond those of a conventional zombie lord. Krant, in turn, animated a small group of ghouls. These undead are critical to Krant's excavation of the warrens, so he holds them back from his nightly raids and keeps them here. If anyone draws near these caves, the ghouls quickly catch their scent and hunt them down, driven by their ravenous hunger.

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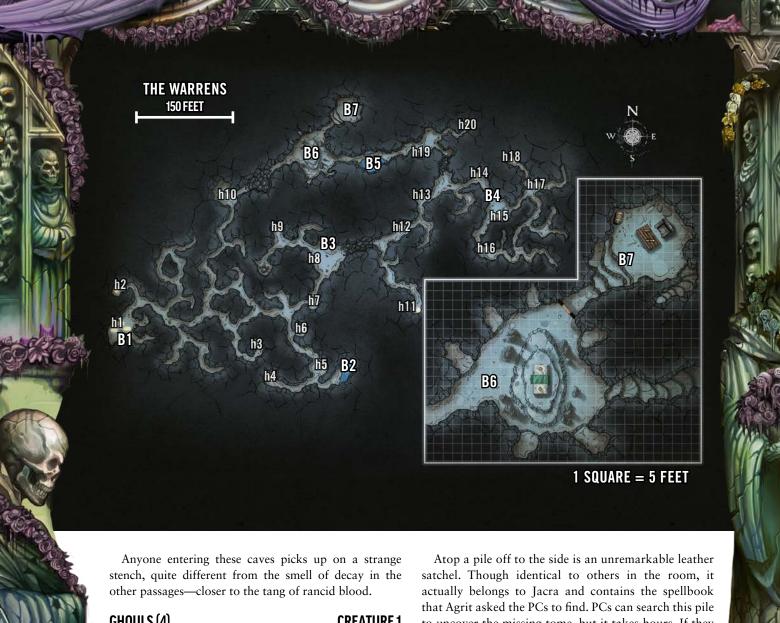
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GHOULS (4) **CREATURE 1**

Pathfinder Bestiary 169 Initiative Perception +7

B5. THE POOL

The massive pool that covers half this chamber shimmers dully in the darkness. Over a dozen bodies gently bob up and down among the floating detritus. The drip of trickling water echoes faintly.

This pool is where Krant and his minions dump the useless personal belongings of those they've taken, along with any bodies Krant hasn't yet had the chance to animate. There are no adversaries in this chamber, but the scope of the atrocity should be made clear. Dozens of shoes, shirts, cloaks, packs and other personal belongings float in this pond, in addition to the bloated bodies of several villagers. This heap is the tragedy of Fiorna's Faith, the refuse of a once-vibrant community.

to uncover the missing tome, but it takes hours. If they rescue Jacra from area B6, she easily spots it.

If the PCs enter this chamber having skipped all of the other parts of the warren, one of the two shambler troops from the horde room (area B3) rises out of the pool to attack. If the players have had at least one combat encounter since entering the warrens, the troop has either moved elsewhere or already been defeated.

B6. THE DARK SHRINE MODERATE 3

Here, deep beneath the hillside that overlooks Fiorna's Faith, lies the dark shrine where Krant raised his foul army. In the seat of his power, he's animated countless bodies while forcing the captured townsfolk to watch, making their impending fate clear. When the PCs enter the room, read or paraphrase the following.

Four pillars of soot-stained granite rise around a natural dais, atop which stands a slab of bloodstained stone, Black candles flicker in the darkness from atop this altar, a rusty ceremonial dagger resting between them. The shackles dug into the stone at the corners of the ritual site are empty, but it's clear they've been used to bind many in Fiorna's Faith as they met their end.

Several pens are built into the walls of this room, each one sealed with wooden bars. Living hands reach out and whispered calls for help echo in the darkness. No sooner do those calls fade than another sound can be heard, the clattering of bones clad in rusted mail.

Krant used the powers granted to him by the Whispering Way to raise a trio of skeletal champions. Whenever he prepares to animate more zombies, these skeletons fetch victims and chain them to the altar or retrieve corpses from the pool in the neighboring chamber. When not obeying Krant's every command, the skeletons stand just out of sight behind the pillars of granite. When the PCs enter this chamber, they move to attack.

SKELETAL CHAMPIONS (3)

Pathfinder Bestiary 298
Initiative Perception +8

Treasure: The candles atop the altar provide little light in this chamber, but their feeble illumination does clearly outline the *dagger of venom* that Krant uses to ensure his sacrifices die painfully.

Krant's Interference: Assuming the above encounter is noisy, Krant emerges briefly from area **B7** to aid his minions. Opening the door, the zombie lord unleashes a 2-action *harm*. He damages the nearest foe in range or heals one of his skeletal champions if no foe is in range. This happens on the second round if the fight is still ongoing, but on the third, he retreats to his chamber to prepare for the PCs.

The Prisoners: The cages around this chamber are set into the wall and raised off the floor. They confine 23 prisoners, about four to a cell. Though the bars are sturdy (DC 20 to Force Open), their locks are of poor quality. Each can be opened with a pair of successful DC 15 Thievery skill checks, or a single critical success on the same. If their cages are opened, prisoners promptly flee down the corridor toward area B5, past the pool to the easternmost tunnel that leads to the hidden opening on the hillside (see The Spring Manor on page 195). It's important to note these cell doors do not block area or splash damage, so collateral damage has a very real chance of harming or even killing some of the surviving villagers (if their statistic are necessary, use commoners in Gamemastery Guide 214, but with only 5 HP).

Jacra is here, located in the cage closest to the west exit. She's very grateful to be rescued (see Conclusion on page 210) and is made of stronger stuff than most. She keeps her cool and gladly helps escort other survivors out from the room (collecting her bag from **B6** as they leave if the PCs didn't already collect it from the pile of villagers' possessions).

B7. KRANT'S LAIR

Jacra's Spellbook

CREATURE 2

SEVERE 3

The bloated corpse of a once-powerful merchant lounges on a crudely carved throne. His skin, with its sickly green pallor, hangs from his frame as if too large for his body.

His clothing must have once been elegant burial garments, but the tunic is now frayed and moldy, the cloak covered in blood. In one hand, he carries a massive farming scythe; in the other, he holds go tame attack with blackhamaus.

a large tome etched with blasphemous symbols. He opens his slack jaw and a cloud of dust issues forth with each tortured word.

"You're too late," he hisses through rotten teeth. "My masters created me to end this town, and so I have. Soon I shall march north and bring death to all in service of the Whispering Way... and you will be my vanguard. Come and meet your demise, that you may serve me in undeath!"

Krant never expected anyone from the town to challenge his plans, but when the PCs arrived, his minions conveyed the danger he faced. As a result, he prepared himself to fight these adventurers head on.

Krant had his ghouls dig a pair of hidden pit traps, one on each side of the table in front of his throne. There's space to go around these traps, but anyone who takes the quickest route to approach him likely falls in. In addition, he's stationed two plague zombies behind the curtain in the southeast corner of the room, which hides the secret stairs leading out of the warrens (ending in a cleverly hidden cavern on the backside of the hill exiting out into the valley). These zombies rush from behind the curtain to attack in the first round.

During the fight, Krant takes advantage of his spells, using the 3-action version of *harm* whenever it's most effective in healing his plague zombies and damaging the PCs. He moves away from the PCs as necessary to continue this tactic, preferring to remain close to the exit if things go poorly, but resorting to his scythe when other options fail. Krant attempts to flee if dropped to below 20 Hit Points, using his *invisibility potion* to aid his retreat if possible.

HIDDEN PITS (2)

HAZARD 0

Pathfinder Core Rulebook 522 **Stealth** DC 18 BOOK OF THE DEAD

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PLAGUE ZOMBIES (2) CREATURE 1

Pathfinder Bestiary 340

Initiative Perception +3

HARLO KRANT

CREATURE 4

UNIQUE NE MEDIUM UNDEAD ZOMBIE

Male variant zombie lord (page 172)

Perception +13; darkvision

Language Common, Necril

Skills Athletics +10, Mercantile Lore +9, Religion +13, Stealth +10

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

Items bag of holding type I (contains two doses of arsenic, invisibility potion, and 136 gp), scythe

AC 20; Fort +11, Ref +10, Will +13

HP 80, negative healing (page 213); **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** positive 5, slashing 5

Speed 25 feet

Melee ◆ scythe +12 (deadly d10, trip), Damage 1d10+8 slashing plus whispering scythe

Melee ◆ fist +12, Damage 1d8+8 bludgeoning

Divine Innate Spells DC 21, attack +13; 2nd silence, sudden blight^{APG}; 1st fear, harm (×3), ray of enfeeblement; Cantrips (2nd) chill touch, daze, divine lance

Command Zombie ◆ (concentrate, divine, incapacitation, necromancy) Krant intones blasphemous words to gain control over a zombie he can see within 100 feet. A zombie that is mindless and not under someone else's control falls under his control automatically; otherwise, the zombie or its controller can attempt a DC 22 Will save to avoid being controlled (whichever has the higher modifier). The target zombie is temporarily immune for 24 hours if successful. The attempt fails if the zombie is the same level as Krant or higher.

The zombie remains controlled by Krant until either is destroyed. Krant can control up to 8 zombies at a time. If Krant would control a number of zombies over this limit, he chooses which to release.

Create Zombies (concentrate, divine, evil, necromancy) Krant can create lesser zombies with a 1-hour ritual. During this time, Krant chants and performs an unholy dance over the corpses he intends to animate. Unlike normal rituals, this doesn't require a skill check or Cost. At the end of this hour, Krant can create one 1st- or 2nd-level zombie, or two zombies of level 0 or lower. These are automatically under Krant's control and count toward the limit of Command Zombie. Any zombies created by Krant still count toward the XP budget of an encounter normally.

Krant has created enough individual zombies to form shambler troops, which are effectively 4th-level creatures. Rather than creating them directly, he needed to train weaker zombies to work as troops.

Shamble Forth! ◆ (concentrate, divine, necromancy)
Frequency once per round; Effect Each zombie controlled by Krant Strides 5 feet (or Burrows, Climbs, Flies, or Swims 5 feet if it has the corresponding movement type).

Whispering Scythe (divine, necromancy) Trigger An undead controlled by Krant and within 20 feet of him is destroyed; Requirements Krant is holding his scythe; Effect Krant draws the creature's soul into his scythe. The next time he makes a scythe Strike, the soul is released and the Strike deals an extra 1d6 negative damage. The scythe can hold only one soul at a time.

After the battle, the PCs can search the chamber and body of Krant. A nearby chest contains a number of valuable items taken from the town that Krant had no use for but thought important to keep, including a wand of heal (1st level), a +1 longsword, a staff of fire, a persona mask, and pair of sleep arrows.

The Letter: The PCs also find an unfinished letter from Krant near an envelope, seal, and sealing wax, indicating he meant to send it soon. The letter thanks the cultists of the Whispering Way who created him by name—Velfram, Hornath, and Ilorina Grenns. It also affirms his commitment to the Whispering Way and his achievement in destroying Fiorna's Faith. Unfortunately, Krant had yet to address the letter.

Conclusion

If the PCs fled town after the first night and did not explore the undead-infested warrens under the town, they undoubtedly did not rescue Jacra, find her spellbook, or otherwise aid the surviving villagers. In this case, conclude the adventure with the following.

Leaving the doomed town of Fiorna's Faith behind, it's hard not to wonder what will happen now that it's been claimed by the Gravelands. Will others stumble upon this haunted village, only to be consumed by its former inhabitants? You hope that you can convince Agrit to send a larger force to purge Fiorna's Faith of the dead and put the place to rest.

If the PCs defeated Krant and rescued the remaining townsfolk, Jacra and the rest are immensely grateful, offering to let them keep anything they found, with the exception of small personal heirlooms. With the town destroyed, they decide it'd be best to put it to the torch and return with the PCs to Trunau. This village has a foul air about it now, and none can ever truly be sure that all the undead have been destroyed. If Krant escaped, the decision is even more urgent—most are terrified he might return to finish what he started (he does not, but he might serve as a powerful villain later down the road in your campaign).

When you're ready to conclude the adventure, read or paraphrase the following.

The town of Fiorna's Faith is set ablaze as you and the survivors begin the long trek back to Trunau. The tragedy of this place won't be easily forgotten. Jacra clutches her spellbook, intent upon giving it to Agrit herself.



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"Do you think this is the end of it? Or just the beginning?" she says, looking toward the blighted Gravelands to the east, home to countless undead hordes. "Maybe this is how it grows. One by one, towns fall to the dead until there is nowhere left. I hope not, but that's just about all that we have. Hope."

Ilorina Grenns

NE female gnome (bleachling) cultist 8

pale, bone-white leather armor.

hoping to make the undead

Krant

bloom there as well,

greatly destabilizing

the entire region.

She grows silent, staring at the long line of gray to the west. A line that seems a little closer today. She turns and starts walking to Trunau.

PURSUING THE CULTISTS

After the terrifying events that took place in Fiorna's Faith, the PCs might go looking for the Whispering Way cultists that doomed the poor town. If the PCs decide to go after these cultists, you can work them into the continuation of your campaign, using these brief biographies of the cultists as inspiration. Councilwoman Agrit Staginsdar is certainly willing to fund such an expedition, and she can help the PCs attain resources to research the history and possible locations of the three cultists. PCs with magical knowledge can identify the special markers of the cultist's magic to aid in the search.

Velfram

NE male human necromancer 7

Velfram grew up in the gutters of Caliphas, where his only connection to the world was his mentor, a famed necromancer. When his mentor was murdered, young Velfram embraced necromancy wholly, and while he couldn't restore the wizard to true life, he discovered his talent for raising undead abominations. Soon, his skills attracted the attention of the Whispering Way, who found him only too eager to join the cult.

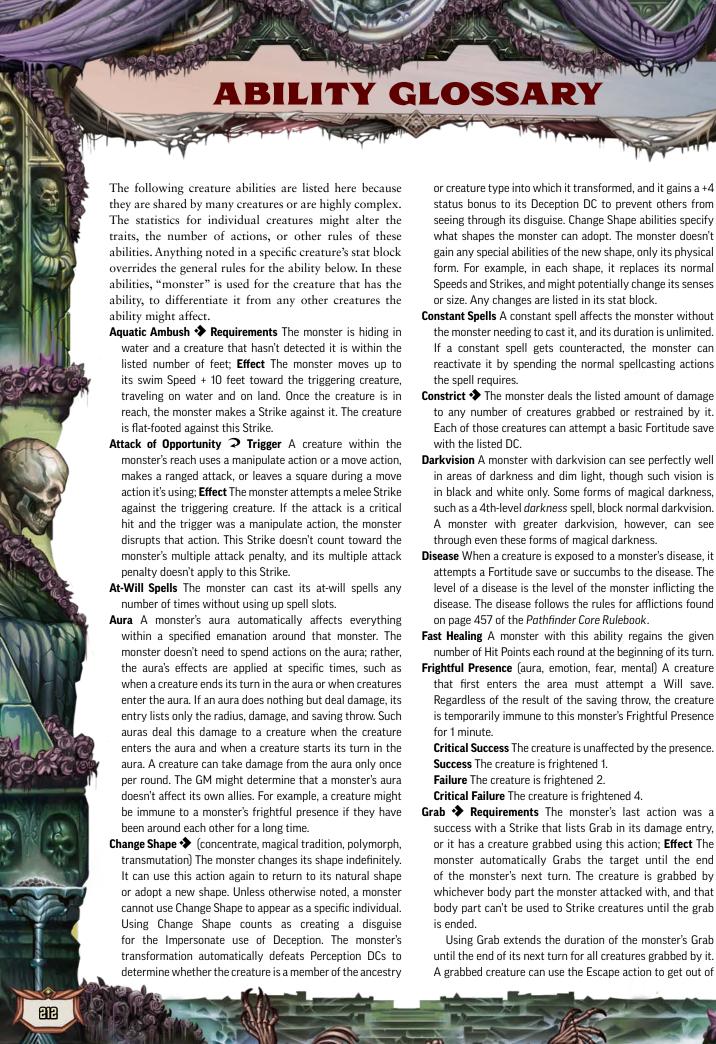
Velfram led the ritual to create Krant, and he hopes to learn from that experience to create even more terrifying undead. After leaving Fiorna's Faith, Velfram heads south into Nirmathas to replicate the experiment in another town. If unchecked, he leaves a trail of dead towns in his wake.

Hornath

CE male dwarf fleshcrafter 6

Captured by a drow at a young age, Hornath didn't see the surface again for 40 years, but in this time he learned many things from his captors, namely a love for warping and shaping flesh. Hornath is a meticulous dwarf, without a single hair on his body, and clothing perfectly tailored to suit his slim build.

Returning to the surface, Hornath sought out the Whispering Way, hoping to use his skills to create the perfect form. It was Hornath that rebuilt Krant's body for the ritual. Leaving the town, he heads north into Belkzen, using his skills to subjugate a small orc village to continue his experiments, creating new nightmarish creatures.





the maximum. The monster attempts an Athletics check opposed by the grabbed creature's Reflex DC. If it succeeds, it swallows the creature. The monster's mouth or jaws no longer grab a creature it has swallowed, so the monster is free to use them to Strike or Grab once again. The monster can't attack creatures it has swallowed.

A swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed

creature takes the listed amount of damage when first swallowed and at the end of each of its turns while it's swallowed. If the victim Escapes this ability's grabbed condition, it exits through the monster's mouth. This frees any other creature grabbed in the monster's mouth or jaws. swallowed creature can attack the monster that has swallowed it, but only with unarmed attacks or with weapons of light Bulk or less. The swallowing creature is flat-footed against the attack. If the monster takes

piercing or slashing damage equaling or exceeding the listed Rupture value from a single attack or spell, the swallowed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the swallowing monster's space.

Taunting Skull

If the monster dies, a swallowed creature can be freed by creatures adjacent to the corpse if they spend a combined total of 3 actions cutting the monster open with a weapon or unarmed attack that deals piercing or slashing damage.

Telepathy (aura, divination, magical) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts, and communicates no more information than normal speech would.

Trample *** The monster Strides up to double its Speed and can move through the spaces of creatures of the listed size, Trampling each creature whose space it enters. The monster can attempt to Trample the same creature only once in a single use of Trample. The monster deals the damage of the listed Strike, but trampled creatures can attempt a basic Reflex save at the listed DC (no damage on a critical success, half damage on a success, double damage on a critical failure).

Tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

Troop Defenses Troops are composed of many individuals, and over the course of enough attacks and downed comrades, troops shrink in size. Most troops start with 16 squares (4 by 4), and their Hit Points have two listed thresholds, typically the first is at 2/3 their maximum Hit Points and the second is at 1/3 their maximum Hit Points. Once the troop drops below the first threshold, it loses 4 squares, leaving 12 squares remaining, and the first threshold becomes the

troop's new maximum Hit Points. Once the troop falls

below the second threshold, it loses another 4 squares, leaving 8 squares remaining, and the second threshold becomes the troop's new maximum Hit Points. In order to restore its size and maximum Hit Points, a troop needs to spend downtime to use long-term treatment on casualties or recruit new members to replace the fallen. At 0 Hit Points, the troop is reduced

few to sustain the troop, so it disperses entirely, with the few remaining members surrendering, fleeing, or easily dispatched, depending on their nature.

down to 4 squares, which is too

A damaging single-target effect, such as a Strike, can't

force a troop to pass through more than one threshold at once. For instance, if a troop had 60 Hit Points, with thresholds at 40 and 20, a Strike for 50 damage would leave the troop at 21 Hit Points, just above the second threshold. A damaging area effect or multi-target effect can cross multiple thresholds at once and could potentially destroy the entire troop in one shot. Non-damaging effects with an area or that target all creatures in a certain proximity affect a troop normally if they affect the entire area occupied by the troop. If an effect has a smaller area or numbers of targets, it typically has no effect on the troop. However, if the effect can target at least four creatures or cover at least four squares in the troop, and if it would prevent its targets from acting, cause them to flee, or otherwise make them unable to function as part of the troop for a round or more, the troop loses a number of Hit Points equal to the amount required to bring it to the next threshold, removing 4 squares. If an effect would both deal damage and automatically cross a threshold due to incapacitating some of the creatures in the troop, apply the damage first. If the damage wasn't enough to cross a threshold on its own, then reduce the Hit Points to cross the threshold for the incapacitating effect.

Wavesense This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

DATHFINDER

CREATURES BY LEVEL

The following tables present every single stat block in *Book of the Dead*, organized by level and listing the page number where it appears. A superscript "U" indicates uncommon rarity, and an "R" indicated rare. Note that the mortics (shadern, jitterbone, and relictner) don't normally have the undead trait, so some abilities that affect or create undead can't be used on them.

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Mummified cat	0	130
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Zombie snake	0	170
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Scorned hound	1	142
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Skeletal soldier	1	147
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Husk zombie	2	170
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Ice mummy ^u	8	131
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Creature	Level	Page
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Geist	9	96
Grappling spirit ^U	9	107
Prowler wight ^U	9	168
Gholdako ^R	10	97
Iroran mummy ^R	10	131
Pale stranger ^R	10	140
Sluagh reaper ^U	10	150
Bhuta	11	76
Corpseroot	11	81
Provincial jiang-shi	11	158
Unrisen	11	153
Vetalarana manipulator [∪]	11	163
Zombie mammoth	11	173
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Seetangeist ^U	12	165
Wight commander ^R	12	169
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Mummy prophet of Set [∪]	13	132
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Skeletal titan	13	149
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Death coach ^u	14	86
Graveknight warmaster ^U	14	110
Minister of tumult	14	159
Obrousian ^U	14	134
Tormented	14	152
Gallowdead	15	94
Hollow serpent	15	114
Horde lich ^R	15	121
Sykever	15	83
Ecorche	16	90
Pale sovereign ^R	16	136
Siabrae ^R	16	144
Fluxwraith ^R	17	93
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Ability Glossary Creatures by

GLOSSARY AND INDEX

Level



in the area and can counteract less powerful magical light. You must usually target light magic with your darkness magic directly to counteract it, but some darkness spells automatically attempt to counteract light. CR 301

darkvision (sense) See clearly in darkness, though in black and white only. CR 465

darvakka (trait) Entropic undead creatures twisted by the Shadow Plane and Negative Energy Plane.

deadly (weapon trait) CR 282

death (trait) An effect with the death trait kills you immediately if it reduces you to 0 HP. Some death effects can bring you closer to death or slay you outright without reducing you to 0 HP.

dedication (trait) You must select a feat with this trait to apply an archetype to your character.

detection (trait) Effects with this trait attempt to determine the presence or location of a person, object, or aura.

disarm (weapon trait) CR 282

disease (trait) An effect with this trait applies one or more diseases. A disease is typically an affliction. CR 457-458

divination (trait) The divination school of magic typically involves obtaining or transferring information, or predicting events.

divine (trait) This magic comes from the divine tradition, drawing power from deities or similar sources. Anything with this trait is magical.

dwarf (trait) A creature with this trait is a member of the dwarf ancestry. Dwarves are stout folk who often live underground and typically have darkvision. An ability with this trait can be used or selected only by dwarves. An item with this trait is created and used by dwarves.

earth (trait) Effects with the earth trait either manipulate or conjure earth. Those that manipulate earth have no effect in an area without earth. Creatures with this trait consist primarily of earth or have a magical connection to that element.

eidolon (trait) A creature with this trait is a summoner's eidolon. An item with this trait can be worn by an eidolon. An eidolon can have up to two items invested. SoM 58-66 undead eidolon 36-37

electricity (damage type) CR 452

electricity (trait) Effects with this trait deal electricity damage. A creature with this trait has a magical connection to electricity.

emotion (trait) This effect alters a creature's emotions.
Effects with this trait always have the mental trait as well. Creatures with special training or that have mechanical or artificial intelligence are immune to emotion effects.

enchantment (trait) Effects and magic items with this trait are associated with the enchantment school of magic, typically involving mind control, emotion alteration, and other mental effects.

evil (trait) Evil effects often manipulate energy from evil-aligned Outer Planes and are antithetical to good divine servants or divine servants of good deities. A creature with

this trait is evil in alignment. An ability with this trait can be selected or used only by evil creatures.

evocation (trait) Effects and magic items with this trait are associated with the evocation school of magic, typically involving energy and elemental forces.

exorcist (archetype) 22-23

extradimensional (trait) This effect or item creates an extradimensional space. An extradimensional effect placed inside another extradimensional space ceases to function until it is removed.

familiar A Tiny creature mystically bonded to you. 39-40, CR 217-218, APG 146-147

fatal (weapon trait) CR 282

fear (trait) Fear effects evoke the emotion of fear. Effects with this trait always have the mental and emotion traits as well.

fey (trait) Creatures of the First World are called the fey. **finesse** (weapon trait) You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

fire (damage type) CR 452

fire (trait) Effects with the fire trait deal fire damage or either conjure or manipulate fire. Those that manipulate fire have no effect in an area without fire. Creatures with this trait consist primarily of fire or have a magical connection to that element.

flourish (trait) Flourish actions are actions that require too much exertion to perform a large number in a row. You can use only 1 action with the flourish trait per turn.

folk remedies 21

forceful (weapon trait) CR 282

fortune (trait) A fortune effect beneficially alters how you roll your dice. You can never have more than one fortune effect alter a single roll. If multiple fortune effects would apply, you have to pick which to use. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449

Gargantuan (size) CR 473-475

Geb (nation) A nation in eastern Garund that's a haven for undead. 176-179, LOWG 76-77

Geb (person) The ghost necromancer who rules the nation of Geb. 5, 71, 175, 176, LOL 44-45

genie (trait) The diverse families of genies hold positions of prominence on the Elemental Planes. They have powerful magical abilities.

ghost (trait) Lost souls that haunt the world as incorporeal undead are called ghosts.

archetype 46-47

creatures 98-101, B1 166-167

ghost stories 62-63

haunts 64-69

undead adjustments 72

undead companion 38

ghost touch (rune) 13, CR 584

ghoul (trait) Ghouls are vile undead creatures that feast on flesh.

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archetype 48-49 creatures 102-105, B1 168-169, B3 107 undead adjustments 72

ghul (trait) Greedy and gluttonous undead originally formed from genies.

Gloom Warders Traveling protectors of Shenmen. 15

goblin (trait) A creature with this trait can be one of several kinds of creature, including goblins, hobgoblins, and bugbears. Goblins tend to have darkvision. An ability with this trait can be used or chosen only by goblins. A weapon with this trait is created and used by goblins.

good (damage type) CR 452

good (trait) Good effects often manipulate energy from good-aligned Outer Planes and are antithetical to evil divine servants or divine servants of evil deities. A creature with this trait is good in alignment. An ability with this trait can be selected or used only by good creatures.

grapple (weapon trait) CR 283

Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam. 180-181, 190-211, LOWG 40-41

halfling (trait) A creature with this trait is a member of the halfling ancestry. These small people are friendly wanderers considered to be lucky. An ability with this trait can be used or selected only by halflings. A weapon with this trait is created and used by halflings.

hallowed necromancer (archetype) 24-25

haunt (trait) A hazard with this trait is a spiritual echo, often of someone with a tragic death. Putting a haunt to rest often involves resolving the haunt's unfinished business. A haunt that hasn't been properly put to rest always returns after a time. 64-69, CR 520-529

healing (trait) A healing effect restores a creature's body, typically by restoring Hit Points, but sometimes by removing diseases or other debilitating effects.

Huge (size) CR 473-475

humanoid (trait) Humanoid creatures reason and act much like humans. They typically stand upright and have two arms and two legs.

illusion (trait) Effects and magic items with this trait are associated with the illusion school of magic, typically involving false sensory stimuli.

incapacitation (trait) An ability with this trait can take a character completely out of the fight or even kill them, and it's harder to use on a more powerful character. If a spell has the incapacitation trait, any creature of more than twice the spell's level treats the result of their check to prevent being incapacitated by the spell as one degree of success better, or the result of any check the spellcaster made to incapacitate them as one degree of success worse. If any other effect has the incapacitation trait, a creature of higher level than the item, creature, or hazard generating the effect gains the same benefits.

incorporeal (trait) An incorporeal creature or object has no physical form. It can pass through solid objects, including walls. When inside an object, an incorporeal creature can't perceive, attack, or interact with anything outside the object, and if it starts its turn in an object, it is slowed 1 until the end of its turn. A corporeal and an incorporeal creature can pass through one another, but they can't end their movement in each other's space.

An incorporeal creature can't attempt Strength-based checks against physical creatures or objects—only against incorporeal ones—unless those objects have the *ghost touch* property rune. Likewise, a corporeal creature can't attempt Strength-based checks against incorporeal creatures or objects.

Incorporeal creatures usually have immunity to effects or conditions that require a physical body, like disease, poison, and precision damage. They usually have resistance against all damage (except force damage and damage from Strikes with the *ghost touch* property rune), with double the resistance against non-magical damage.

anchored incorporeality 37

infused (trait) You created an alchemical item with the infused trait using your infused reagents, and it has a limited time before it becomes inert. Any nonpermanent effects from your infused alchemical items, with the exception of afflictions such as slow-acting poisons, end when you make your daily preparations again. CR 72, 75

ingested (trait) This poison is delivered when drunk or eaten.
invested (trait) A character can wear only 10 magical items that have the invested trait. None of the magical effects of the item apply if the character hasn't invested it, nor can it be activated, though the character still gains any normal benefits from wearing the physical item (like a hat keeping rain off their head). CR 531

items 18-20

folk remedies 21

Ivory Reapers Pharasmins who tried to destroy the forces of Tar-Baphon. 14–15

Kabriri Chaotic evil demon lord of cannibalism and ghouls. Known as Him Who Gnaws. 43, 103, 104-105

Knights of Lastwall The remaining knights of fallen Lastwall who seek to destroy the Whispering Tyrant. 15, 181, LOCG 86–95

Large (size) CR 473-475

lich A powerful undead spellcaster.

archetype 50-51

creatures 118-123, B1 220-223

soul cage (formerly phylactery) 50-51, 119, B1 222

light (trait) Light effects overcome non-magical darkness in the area, and can counteract magical darkness. You must usually target darkness magic with your light magic directly to counteract the darkness, but some light spells automatically attempt to counteract darkness. CR 301

linguistic (trait) An effect with this trait depends on language comprehension. A linguistic effect that targets a creature works only if the target understands the language you are using.

lizardfolk (trait) Lizardfolk are a family of reptilian humanoids.

low-light vision (sense) See in dim light as though it were bright light. CR 465

magical (trait) Something with the magical trait is imbued with magical energies not tied to a specific tradition of magic. A magical item radiates a magic aura infused with its dominant school of magic.

Some items or effects are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicate that the item is magical. CR 535

manipulate (trait) You must physically manipulate an item or make gestures to use an action with this trait. Creatures without a suitable appendage can't perform actions with this trait. Manipulate actions often trigger reactions.

Medium (size) CR 473-475

mental (damage type) CR 452

mental (trait) A mental effect can alter the target's mind. It has no effect on an object or a mindless creature. Mindless creatures and objects are entirely immune to a mental creature and can't perceive it.

metamagic (trait) Actions with the metamagic trait, usually from metamagic feats, tweak the properties of your spells. You must use a metamagic action directly before Casting the Spell you want to alter. If you use any action (including free actions and reactions) other than Cast a Spell directly after, you waste the benefits of the metamagic action. Any additional effects added by a metamagic action are part of the spell's effect, not of the metamagic action itself.

mindless (trait) A mindless creature has either programmed or rudimentary mental attributes. Most, if not all, of their mental ability modifiers are -5. They are immune to all mental effects.

minion (trait) Minions are creatures that directly serve another creature. A creature with this trait can use only 2 actions per turn, doesn't have reactions, and can't act when it's not your turn. Your minion acts on your turn in combat, once per turn, when you spend an action to issue it commands. For an animal companion, you Command an Animal; for a minion that's a spell or magic item effect, like a summoned minion, you Sustain a Spell or Sustain an Activation; if not otherwise specified, you issue a verbal command as a single action with the auditory and concentrate traits. If given no commands, minions use no actions except to defend themselves or to escape obvious harm. If left unattended for long enough, typically 1 minute, mindless minions usually don't act, animals follow their instincts, and sapient minions act how they please. A minion can't control other creatures.

misfortune (trait) A misfortune effect detrimentally alters how you roll your dice. You can never have more than one misfortune effect alter a single roll. If multiple misfortune effects would apply, the GM decides which is worse and applies it. If a fortune effect and a misfortune effect would apply to the same roll, the two cancel each other out, and you roll normally. CR 449

monitor (trait) Creatures that hail from or have a strong connection to the neutrally aligned planes are called monitors. Monitors can survive the basic environmental effects of planes in the Outer Sphere.

mortic (trait) Mortics are living humanoids with close ties to undeath. They have darkvision, negative healing, and vulnerabilities to sacred ground, and they can become undead by holding their breath.

move (trait) An action with this trait involves moving from one space to another.

mummy (trait) A mummy is an undead creature created from a preserved corpse.

archetype 52-53

creatures 128-133, B1 240-241, B2 177

undead adjustments 72

Mzali A temple-city located on the southern reaches of the Mwangi Expanse. 182, LOWG 88-89

Necril The language of ghouls and other intelligent undead. 12 **necromancy** (trait) Effects and magic items with this trait are associated with the necromancy school of magic, typically involving forces of life and death.

class feats 33

Geb on necromancy 32-33

negative (damage type) CR 452

negative (trait) Effects with this trait heal undead creatures with negative energy, deal negative damage to living creatures, or manipulate negative energy.

On the Nature of Negative Energy 32–33

Nemret Noktoria 183

Nex (nation) A nation located on the eastern coast of Garund, Nex is a center for arcane study. 29, LOWG 80-81

Nex (person) Geb's greatest rival, and so-called "ruler" of the nation of Nex. 4, 11, 14-15, 176, LOL 90-91

Nidalese Resistance Undead fighters who work against the undead of Nidal. 15

nightshade 82-85

nonlethal (trait) An effect or weapon with this trait is nonlethal. Damage from a nonlethal effect or weapon knocks a creature out rather than killing it. You can use a nonlethal weapon to make a lethal attack with a -2 circumstance penalty. CR 453

occult (trait) This magic comes from the occult tradition, calling upon bizarre and ephemeral mysteries. Anything with this trait is magical.

olfactory (trait) An olfactory effect can affect only creatures that can smell it. This applies only to olfactory parts of the effect, as determined by the GM.

oracle (trait) This trait indicates abilities from the oracle class.Orcus Chaotic Evil demon lord of necromancy and undeath.Known as the Prince of Undeath. 43

Ordellia 184

Osirion A nation in northeastern Garund, Osirion boasts countless tombs and temples from the great empire of Ancient Osirion, 185, LOWG 53-54

Path to Valenhall 186

Pharasma Neutral goddess of birth, death, fate and prophecy.

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Known as the Lady of Graves. 12, 14, LOGM 38-39 church of Pharasma 14-15

phylactery Now referred to as a soul cage. 50–51, 119, B1 222 **physical** (damage type) A grouping of bludgeoning, piercing, and slashing damage. CR 452

piercing (damage type) A type of physical damage.

poison (damage type) CR 452

poison (trait) An effect with this trait delivers a poison or deals poison damage. An item with this trait is poisonous and might cause an affliction. CR 457-458, 550-554, APG 254

polymorph (trait) These effects transform the target into a new form. A target can't be under the effect of more than one polymorph effect at a time. If it comes under the effect of a second polymorph effect, the second polymorph effect attempts to counteract the first. If it succeeds, it takes effect, and if it fails, the spell has no effect on that target. Any Strikes specifically granted by a polymorph effect are magical. Unless otherwise stated, polymorph spells don't allow the target to take on the appearance of a specific individual creature, but rather just a generic creature of a type or ancestry.

If you take on a battle form with a polymorph spell, the special statistics can be adjusted only by circumstance bonuses, status bonuses, and penalties. Unless otherwise noted, the battle form prevents you from casting spells, speaking, and using most manipulate actions that require hands. (If there's doubt about whether you can use an action, the GM decides.) Your gear is absorbed into you; the constant abilities of your gear still function, but you can't activate any items.

positive (damage type) CR 452

positive (trait) Effects with this trait heal living creatures with positive energy, deal positive energy damage to undead, or manipulate positive energy.

possession (trait) Effects with this trait allow a creature to project its mind and spirit into a target. A creature immune to mental effects can't use a possession effect. While possessing a target, a possessor's true body is unconscious (and can't wake up normally), unless the possession effect allows the creature to physically enter the target. Whenever the target takes damage, the possessor takes half that amount of damage as mental damage.

A possessor loses the benefits of any of its active spells or abilities that affect its physical body, though it gains the benefits of the target's active spells and abilities that affect their body. A possessor can use any of the target's abilities that are purely physical, and it can't use any of its own abilities except spells and purely mental abilities. The GM decides whether an ability is purely physical or purely mental. A possessor uses the target's attack modifier, AC, Fortitude save, Reflex save, Perception, and physical skills, and its own Will save, mental skills, spell attack roll, and spell DC; benefits of invested items apply where relevant (the possessor's invested items apply when using its own values, and the target's invested items apply when using

the target's values). A possessor gains no benefit from casting spells that normally affect only the caster, since it isn't in its own body.

The possessor must use its own actions to make the possessed creature act.

If a possessor reaches 0 Hit Points through any combination of damage to its true body and mental damage from the possession, it is knocked out as normal and the possession immediately ends. If the target reaches 0 Hit Points first, the possessor can either fall unconscious with the body and continue the possession or end the effect as a free action and return to its body. If the target dies, the possession ends immediately and the possessor is stunned for 1 minute.

precious (trait) CR 577-579

precision (damage type) A type of damage that increases the attack's listed damage, using the same damage type, rather than adding a separate amount.

prediction (trait) Effects with this trait determine what is likely to happen in the near future. Most predictions are divinations.

primal (trait) This magic comes from the primal tradition, connecting to the natural world and instinct. Anything with this trait is magical.

propulsive (weapon trait) CR 283

psychopomp (trait) A family of monitors spawned within the Boneyard to convey souls to the Outer Planes, most psychopomps are true neutral. They typically have darkvision, lifesense, and spirit touch, and they are immune to death effects.

rare (trait) CR 13

reach (weapon trait) CR 283

reanimator (archetype) 34-35

scent (sense) Sense things using smell as an imprecise sense with a limited range. CR 465

Set Neutral evil deity of the Ancient Osirian pantheon. Known as the Lord of the Dark Desert. 133

shadow (trait) Magic with this trait involves shadows or the energy of the Shadow Plane. Creatures with this trait are natives of the Shadow Plane. They can survive the basic environmental effects of the Shadow Plane.

shadow (undead adjustment) 72-73

Shenmen 187

shove (weapon trait) CR 283

skeleton (trait) This undead is made by animating a dead creature's skeleton with negative energy. An ability with this trait can be used or selected only by skeletons.

ancestry 54-57

creatures 146-149, B1 298-299, B3 236-237

undead adjustments 73

undead companions 38-39

skill (trait) CR 255

slashing (damage type) A type of physical damage.

sleep (trait) This effect can cause a creature to fall asleep or get drowsy.

Small (size) CR 473-475

sonic (damage type) CR 452

sonic (trait) An effect with the sonic trait functions only if it makes sound, meaning it has no effect in an area of silence or in a vacuum. This is different from an auditory spell, which is effective only if the target can hear it. A sonic effect might deal sonic damage.

soul warden (archetype) 26-27

spirit (trait) Spirits are ephemeral creatures defined by their spiritual essence. They often lack a material form.

splash (trait) CR 544

stance (trait) A stance is a general combat strategy that you enter by using an action with the stance trait, and that you remain in for some time. A stance lasts until you get knocked out, until its requirements (if any) are violated, until the encounter ends, or until you enter a new stance, whichever comes first. After you use an action with the stance trait, you can't use another one for 1 round. You can enter or be in a stance only in encounter mode.

Stitch Flesh (skill feat) 45

swarm (trait) A swarm is a mass or cloud of creatures that functions as one monster. Its size entry gives the size of the entire mass, though for most swarms the individual creatures that make up that mass are Tiny. A swarm can occupy the same space as other creatures, and must do so in order to use its damaging action. A swarm typically has weakness to effects that deal damage over an area (like area spells and splash weapons). Swarms are immune to the grappled, prone, and restrained conditions.

sweep (weapon trait) CR 283

talisman (trait) CR 565-570, APG 256

Tar-Baphon 14-15, 180-181, LOWG 14, 38

teleportation (trait) Teleportation effects allow you to instantaneously move from one point in space to another. Teleportation does not usually trigger reactions based on movement.

thrown (weapon trait) CR 283

Tiny (size) CR 473-475

trip (weapon trait) CR 283

troop (trait) A troop is an organized collection of component creatures, typically Small or Medium in size, working as a cohesive whole. A troop is 16 squares in size and has two Hit Point thresholds in their HP entry, under which it reduces in size to 12 squares and then 8 squares. A troop has the Troop Defenses, Form Up, and Troop Movement abilities. Most troops have a weakness to area damage. Because they consist of multiple discrete creatures, they can't be summoned.

two-hand (weapon trait) CR 283

unarmed (weapon trait) An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon. CR 283 uncommon (trait) CR 13

undead (trait) Once living, these creatures were infused after death with negative energy and soul-corrupting evil magic. When reduced to 0 Hit Points, an undead creature is destroyed. Undead creatures are damaged by positive energy and are healed by negative energy, and don't benefit from healing effects.

undead adjustments Modifications to turn creatures into undead versions. 72-73

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undead companions 37-39

undead eidolon 36-37

undead master (archetype) 41

undead slayer (archetype) 28-29

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Urgathoa Neutral evil goddess of disease, gluttony, and undeath. Known as the Pallid Princess. 42, LOGM 48-49 child of Urgathoa 79

deathless acolytes of Urgathoa 88-89

Ustalav 188-189

Valenhall 186

vampire (trait) Undead creatures who thirst for blood, vampires are notoriously versatile and hard to destroy. archetype 58–59

creatures 154-163, B1 318-321, B2 274-277, B3 282-285 undead adjustments 73

undead companion 39

versatile (weapon trait) CR 283

visual (trait) A visual effect can affect only creatures that can see it. This applies only to visible parts of the effect, as determined by the GM.

Voices of the Spire Pharasmin undead eradicators primarily quartered in Ustalav and Nex. 15

volley (weapon trait) CR 283

water (trait) Effects with the water trait either manipulate or conjure water. Those that manipulate water have no effect in an area without water. Creatures with this trait consist primarily of water or have a magical connection to the element.

Whispering Tyrant 180-181, LOWG 14, 38

Whispering Way A group of cultists dedicated to spreading undeath and serving the lich Tar-Baphon. 120, 181, 188–189, 190–211

wight (trait) A wight is an undead creature that drains life and stands vigil over its burial site.

creatures 166-169

undead adjustments 73

wizard (trait) This indicates abilities from the wizard class.

zombie (trait) These undead are mindless rotting corpses that hunger for living flesh.

archetype 60-61

creatures 170-173, B1 340-341, B3 302-303

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undead companion 39

Zura Chaotic evil demon lord of vampires. Known as the Vampire Queen. 43

BOOK OF THE DEAD

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THE GRIM

LANDS OF THE DEAD

MARCH OF THE DEAD

APPENDIX

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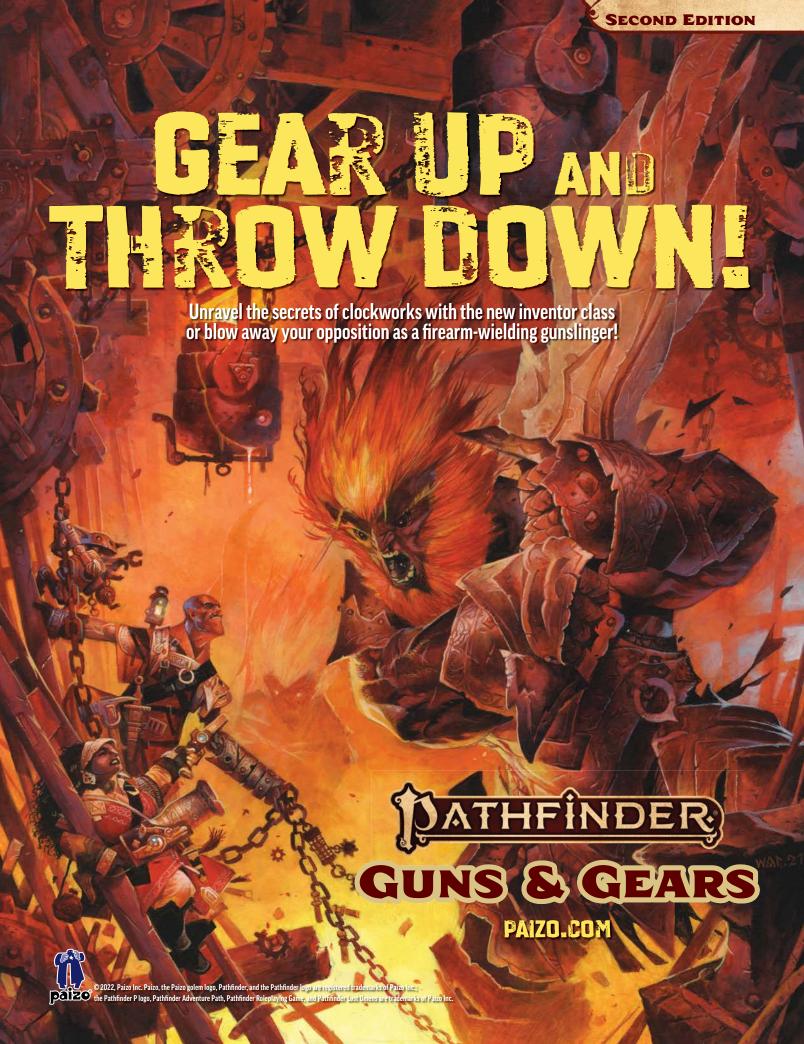
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