



# Player Paraphernalia

## THE DEATHLY ORDERS

#78

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# PLAYER PARAPHERNALIA #78

## BY THE KNOTTY-WORKS



Welcome to issue seventy-eight of the Player Paraphernalia series, short supplements designed to offer players new options for use with the Pathfinder Roleplaying Game (©Paizo, Inc.). This issue brings you several new orders driven by the dark powers of undeath.

### Orders of Undeath

The desire to achieve immortality by cheating death has long been the goal ranging from individual necromancers to decadent societies damned to eons of prolonged existence. Over time, several orders of like minded people have risen and fallen, seeking to unlock those same secrets by focusing on aspects of various types of undead. Presented below are a few examples of such orders and the benefits and liabilities for those that choose to join those of the damned. Though, such groups may strive for unlocking the secrets of extending the use of their flesh or soul beyond the moral bounds, very few (if any) actually achieve such a goal.

A note on alignment. There is no alignment restrictions as to who may join these order. Most—if not all—of these orders can be considered evil to some degree. As a result, a good character joining an order of undeath will likely be able to comply with the edicts of the order or see a shift in his alignment while he tries to live up to the expectations of the chosen order.

Members of every order of undeath are initially provoke an attitude of indifference from intelligent undead. Order members may use **Diplomacy** to attempt to improve the attitude of such undead as if dealing with the living. In fact, order members tend to interact more positively with the undead than the living, and as a result suffer a -2 penalty to any **Diplomacy** checks when attempting to build a rapport with a living individual. Non-intelligent undead treat members of any order of undeath as the same as any other living creature they encounter.

**Order Allegiance:** While not all orders specifically serve a particular undead master, those of the Graveknight, Lich, and Vampire must swear allegiance to a particular undead patron of that type. Members of other orders may choose to swear fealty to an individual or pack of undead creatures they venerate, but that is not a general requirement.

**Knowledge (Religion):** All members of the orders of undeath gain **Knowledge (Religion)** as a class skill.

**Challenging Undead:** Members of the Order of Undeath may not use their Challenge class feature against the undead identified with their order. Order members may challenge other undead, but do not gain the challenge benefits of the order, just the damage bonus granted from the base class feature.

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## Order of the Banshee

Of all the orders of undeath, the Order of the Banshee is the most restrictive. Only women are granted access to this order, and only Elven women are given positions of authority. However, this does not seem to limit the attraction of followers as those that have been hurt or betrayed by those they believed were their true love.

**Edicts** Members of the Order of the Banshee must reject all forms of romantic entanglements. In fact, order members find such acts as irredeemable and those that commit such offenses should be severely punished. Order members are also expected to seduce those that are believed to have committed crimes against women and then slay them for their wanton acts of cruelty.

**Challenge** The cavalier may feint the target of her challenge as a **move action**. If the cavalier has the **Improved Feint** feat, she may feint her target as a **swift action**.

**Skills** Members of the Order of the Banshee gain **Disguise** as a class skill. Order members are expected to be well versed in feigning romantic intentions and add  $\frac{1}{2}$  their class level to any **Bluff** checks while attempting to seduce another.

## Order Abilities

Members belonging to the Order of the Banshee gain the following abilities as they increase in level.

**Heart Sense (Ex)** At 2<sup>nd</sup> level, the order member gains the knack to sense the beating heart of living creatures that are within 10 feet. As a result, the order member may reroll any failed **concealment** check while making a melee attack against a concealed living opponent. If an invisible living opponent makes a melee attack against the order member, she does not lose her Dexterity bonus to her **armor class**. Nor does the living opponent gain the normal +2 bonus for being invisible.

**Terrorizing Touch (Su)** At 8<sup>th</sup> level, the order member may make a melee **touch attack** that causes the victim to become **frightened**. If the attack is successful, the

target becomes **frightened** for 1d4 rounds. The target may make a **Will** saving throw at the beginning of its turn after the initial round with a DC equal to 10 +  $\frac{1}{2}$  the order member's class level + her Charisma modifier. If the victim succeeds with its saving throw, it is instead **shaken** for the remainder of the effect.

Creatures immune to fear based effects are immune to this attack and it is a mind-affecting effect. An opponent is only subject to this effect once per day from an individual order member.

**Call of the Banshee (Su)** Beginning at 15<sup>th</sup> level, the order member may wail as a **full round action**. Living creatures within 30 feet of the order member must make a **Will** save with a DC equal to 10 +  $\frac{1}{2}$  the order member's class level + her Charisma modifier. Those that successfully make their save are **shaken** for 1d4 rounds. Creatures that fail their saving throw are **frightened** for 1d6 rounds. If an affected creature has hit dice equal to or less than  $\frac{1}{2}$  the order member's class level, it is **sickened** for twice the number of rounds they are **frightened**.

The order member may use this ability once per day, gaining a 2<sup>nd</sup> use at 17<sup>th</sup> level and a 3<sup>rd</sup> use at 19<sup>th</sup> level. This is a mind-affecting fear based effect.

## Order of the Ghoul

The consuming of flesh, the belief that this act replenishes the body's own ability to restore itself is the core tenet of the Order of the Ghoul. Order members generally partake in the sacrilegious act of cannibalism as part of their rites of service and sacrifice. As a result, those of this order tend to see others as a possible source of renewal and regeneration more than anything else.

**Edicts** Members must consume raw flesh at least once a week, preferably from a sentient creature. The order member does not necessarily kill the creature being consumed, and even consuming old or rotting flesh is acceptable. If other flesh eating undead in the area are known to the order member, he must provide protection and aid to such creatures when needed.

**Challenge** When the cavalier issues a challenge, he gains a secondary bite attack that causes 1d4 points of damage (1d3 if the cavalier is small) for the duration of the challenge. He also gains a +1 morale bonus to attack the target of his challenge with his bite attack. This bonus increases by +1 for every four levels possessed by the cavalier.

**Skills** Members of the Order of the Ghoul gain *Survival* as a class skill. If the order member successfully bites an opponent, he may add ½ his class level (minimum of +1) to any *Intimidate* checks to demoralize any opponent that was within line of sight of the bite attack.

### Order Abilities

Members belonging to the Order of the Ghoul gain the following abilities as they increase in level.

**Grave Skin (Ex)** At 2<sup>nd</sup> level, the order member gains a +1 natural armor bonus as his skin takes on a leathery texture. This bonus increases by +1 at 6<sup>th</sup> level and every four levels thereafter with a maximum bonus of +5 at 18<sup>th</sup> level.

**Ghoul Touch (Ex)** Beginning at 8<sup>th</sup> level, the order member may make a melee touch attack to paralyze an opponent. The opponent is allowed a *Fortitude* saving throw to avoid the effect (DC equal to 10 + ½ the order member's class level + his Charisma modifier) and elves are automatically immune to this effect. An opponent that fails its saving throw becomes paralyzed for 1d3 rounds.

The order member may use this ability three times per day plus a number of times equal to his Charisma modifier.

**Ghoulish (Su)** At 15<sup>th</sup> level, the order member begins to take on ghoulish characteristics. The order member gains a secondary bite attack that causes 1d3 points of damage plus he is infested with Ghoul Fever. The order member is immune to the effects of the Ghoul Fever, but anyone bitten by him must make a *Fortitude* saving throw or gain the disease. The DC is equal to 10 + ½ the order member's class level + his Charisma modifier. The disease is not as potent as that of an actual

ghoul, and those that die from the fever do not rise to become a ghoul.

If the order member dies, he has a 50% chance of rising as a ghoul 1d3 days after his death. The order member may be returned to life through divine magics as long as he has not risen as a ghoul.

### Order of the Graveknight

It is believed that the first orders of undeath began with those that sought out to serve those most tyrannical warmongers that emerged from death as graveknights. The aspiration of all that join this unholy cause is to one day rise in a similar manner to follow the foot steps of their undead lord.

**Edicts** To faithfully serve the undying needs of the graveknight is the primary focus of the members of this order. Order members are expected to blindly follow the orders given by their undead lord regardless of the consequences.

**Challenge** When the cavalier issues his challenge, all mindless undead within 100 ft of the target will be drawn to it as a moth to flame. Regardless of who created or summoned the undead, they will seek out and attack the target of the challenge above any others.

**Skills** Members of the Order of the Graveknight gain *Perception* as a class skill. Order members may add ½ their class level to any *Intimidate* checks to demoralize an opponent while mounted.

### Order Abilities

Members belonging to the Order of the Graveknight gain the following abilities as they increase in level.

**Profane Aura (Su)** At 2<sup>nd</sup> level, the order member gains an aura similar to the Graveknight's Sacrilegious Aura. The order member exudes an aura within a 10 foot about him that grants undead and other order members a +1 profane bonus on all attack rolls, damage rolls, and saving throws.

As a result of the aura, anyone within the area of effect must make a *Will* save when subjected to channeled positive energy.

Undead resisting the damage caused by

channeled positive energy suffer no damage if they successfully make their saving throw. Living creatures being healed by the positive energy only heal half the amount if they fail their saving throw.

Living creatures within the aura affected by channeled negative energy suffer a -1 penalty to their Will saving throw.

**Spectral Mount (Su)** At 8<sup>th</sup> level, the order member treats his mount as if it was a *Phantom Steed*, treating his hit dice as his effective caster level. The mount gains the powers of the phantom steed and the same Profane Aura granted to the order member at 2<sup>nd</sup> level. The aura also prevents creatures of the animal type with animal Intelligence from attacking the mount. Animals directed to attack the order member's mount must make a Will save (DC equal to 10 + ½ the order member's class level + his Charisma modifier) in order to attack the mount.

The order member may use this ability a total number of hours per day equal to his class level, though he may break them into one hour increments as desired. Initiating this ability requires a standard action on the part of the order member.

**Undying Devotion (Su)** At 15<sup>th</sup> level, if the order member is slain in battle, he will rise from his death 1d4 weeks later as a Graveknight. If the order member is returned to life via a spell or spell-like ability that confers negative levels that would reduce his effective class below 15<sup>th</sup> level, the spell functions normally. However, if the order member's new level will be 15<sup>th</sup> level or above, he must make a Fortitude saving throw for the life restoring effect to take place. The DC for the Fortitude saving throw is 10 + ½ the order member's class level + his Charisma modifier). If he fails the saving throw, the order member cannot be returned to life, but will return as a graveknight at a time determined upon his initial death.

## Order of the Lich

Knowledge is power, and knowledge of undeath is the true road to immortality. While order members rarely have a grasp on the energies mastered by those that seek

lichdom, they truly respect those that take on the quest to reach this path of immortality and the sacrifices made to achieve true undeath.

**Edicts** Members of the order swear fealty to a particular lich and must provide protection and aid to the lich as well as guarding the lich's phylactery. If the order member's lich lord is slain, he immediately loses all benefits of the order until he finds another lich to whom he can swear fealty.

**Challenge** The cavalier gains a +1 morale bonus for any saving throws from spells or spell-like abilities cast by the target of his challenge. The saving throw bonus increases by +1 for every four levels the cavalier attains.

**Skills** Members of the Order of the Lich gain Use Magic Device as a class skill. If the order member attempts to use a wand or staff containing an arcane spell found on the Wizard/Sorcerer Spell List, he adds ½ his class level (minimum of +1) to the Use Magic Device check as long as he has at least 1 rank in that skill. If the order member has no ranks in Use Magic Device, he may still attempt to trigger a wand or staff, though he does not gain the bonus listed above.

## Order Abilities

Members belonging to the Order of the Lich gain the following abilities as they increase in level.

**Blessing of Death (Su)** At 2<sup>nd</sup> level, the order member gains an energy resistance 5 versus cold and electricity. At 12<sup>th</sup> level, this resistance increases to 10. At 20<sup>th</sup> level, the order member gains immunity to both cold and electricity.

**Share Spells (Su)** The lich may cast any spell with a range of you on an order member of at least 8<sup>th</sup> level that has sworn allegiance to the lich. The lich may also grant one of its daily spells of a spell level no higher than one third the lich's class level to an order member. The spell consumes one of the lich's spell slots and the lich may only grant a number of spells to order members equal to its Charisma modifier (minimum of 1) per day. Granting an order member a spell is a full round action for both the lich and the order member.

The order member may cast the spell at any time, using the casting time required for the spell and the effects are treated as if the spell was cast by the lich. The order member does not need to meet any casting component requirements unless it has a material component of exceptional value (more than 1 gp in value). If the order member does not cast the spell within 24 hours of being granted the spell from the lich lord, the spell is lost.

**Lich's Promise (Su)** At 15<sup>th</sup> level, part of the order member's life force is added to his lich lord's phylactery. If the order member is killed, the lich's phylactery will begin creating a new body for the order member, taking 1d10 days to complete. If the order member is returned to life through divine magics prior to the completion of the new body, the body being created by the phylactery turns to dust and the connection to the phylactery is severed. The connection may be restored through a special ceremony requiring 1,000 gp worth of materials and 24 hours of the order member and lich lord's time.

Once the body is completed, the order member awakens fully healed, but his type is changed to undead. He gains the undead traits and racial hit dice are changed to d8s while class hit dice are unaltered. The order member does gain **darkvision** 60 ft, a **natural armor bonus** of +3, **DR 5/bludgeoning** and **magic**, and +2 **channel resistance**. The order member's attributes remain the same except for **Constitution** which is lost and hit points adjusted by **Constitution** now use the order member's **Charisma** modifier.

Once this form is taken, the order member may not be raised from the dead, but if his new form is destroyed the lich lord's phylactery will create another body. If the lich lord's phylactery is ever destroyed, the order member may not be recreated, even if he swears allegiance of a new lich.

## Order of the Shadow

While not the most enigmatic or emotionally charged undead, the shadow inspires those that wish to live in darkness yet continually envy those that live in the light. Order members prefer subversive activities, offering

aid to those in need but in truth actually conspiring against them and planning cruel and vile means of causing harm and division.

**Edicts** Order members are expected to work their ways into areas of society where they may be seen as philanthropists and generous benefactors. However, they must continually devise and execute plans to bring about weal and woe to those he is supposed to be aiding.

**Challenge** When making a melee attack against the target of his challenge, the cavalier's attack may ignore one point of **armor bonus** from either armor or shield. For every four class levels possessed, the cavalier may ignore one additional point of **armor bonus**.

**Skills** Members of the Order of the Shadow gain **Stealth** as a class skill. Order members reduce any armor check penalties to their **Stealth** checks equal to their **Wisdom** modifier (minimum of +1). This reduction stacks with any other reductions that the order member may have to reduce the overall **armor check penalty**. The **armor check penalty** cannot be reduced below 0.

## Order Abilities

Members belonging to the Order of the Shadow gain the following abilities as they increase in level.

**Dark Stride (Ex)** At 2<sup>nd</sup> level, the order member gains the ability to move more quickly while moving in dim light or darkness, adding +10 to their base movement rate while traveling on the ground. At 8<sup>th</sup> level and 14<sup>th</sup> level, the order member gains an additional +10 foot bonus to their base movement while traveling in dim light or darkness.

**Pierce the Veil (Su)** At 8<sup>th</sup> level, the order member ignores the incorporeal ability with his melee attacks. Even if the weapon is not magical, it will cause normal damage to creatures with the **Incorporeal** special quality. Beginning at 16<sup>th</sup> level, if the order member scores a possible critical strike against an incorporeal creature, it is not automatically immune to the critical strike. If the creature is visible, there is a 20% chance that the

attack does not cause critical damage. If the creature is invisible, there is a 50% chance that attack does not cause critical damage.

**Shadow Form (Su)** At 15<sup>th</sup> level, the order member gains the ability to transform his body into shadowstuff as a move action. He may maintain the shadow form a number of rounds equal to his class level and may initiate this ability once per day, gaining an additional usage every odd level thereafter (maximum of 3 times at 19<sup>th</sup> level).

While in shadow form, the order member gains the incorporeal special quality and he may make melee touch attacks that cause Strength damage equal to his Strength modifier (minimum of 1 point). He does not gain the ability to fly but may pass through most physical borders. The order member loses any armor class bonuses granted from armor, shields, or natural armor, but he does add his Charisma modifier as a deflection bonus (minimum of +0). The order member is still susceptible to critical strikes and precision based damage.

He may not make other attacks other than his Strength stealing touch attack, though he may cast spells normally (with the same chance of the spell affecting a corporeal creature as spells have affecting him).

If the order member is slain while in shadow form, he returns 1d4 days later as a shadow and his body remains in the shadow plane and spells requiring a physical body cannot be used to return him to life. Once he returns as a shadow, he may not be resurrected.

## Order of the Spectre

Members of the Order of the spectre are driven by their desire for vengeance for those that they believe have wronged them. Even when their revenge has been achieved, their thirst for punishment lives on and the most villainous members of this order have achieved their goal through the transformation into a spectre upon their death.

**Edicts** Members must meet out vengeance for any slight they perceive, regardless of magnitude or intent. Such actions on the part of the order member must be swift and brutal.

**Challenge** The cavalier may choose to expend a daily use of his challenge to make a single melee attack that ignores any physical armor bonuses from armor, shield, or natural armor. The cavalier must declare his intention to use this ability before rolling for the attack. The target of the attack is treated as the target of the cavalier's challenge, taking additional damage based on the cavalier's class level. However, once the attack is done the challenge is terminated.

**Skills** Members of the Order of the Spectre gain Knowledge (History) as a class skill. Order members add ½ their class level to any Diplomacy checks while interacting with intelligent undead.

## Order Abilities

Members belonging to the Order of the Spectre gain the following abilities as they increase in level.

**Deathly Pallor (Su)** At 2<sup>nd</sup> level, the order member exudes an aura of fetid death up to 10 feet away. As a result, Any living creature with an Intelligence less than 3 will not willingly approach the order member. Trained animals and animal companions may be pushed to attack the order member if it can overcome their fear by making a Will save (DC 10 + ½ the order member's class level + his Charisma modifier).

At 6<sup>th</sup> level, the order member's aura becomes stronger and any living creature within 10 feet of him must make a Will save (see DC above) or become shaken while remaining within the order member's aura. This is a mind-affecting fear based effect.

**Hand of Vengeance (Su)** At 8<sup>th</sup> level, the order member may make a single melee touch attack as a standard attack action. If successful, the targets is drained for 1 level unless a successful Fortitude save is made with a DC equal to 10 + 1/2 the order member's class level + his Charisma modifier. The effect lasts for 24 hours and the order member may only drain 1 level from a same victim in a 24 hour period. If the target successfully makes its saving throw it cannot be subject to the energy attack from the same order member for 24 hours as well.

The order member may use this ability a number of times per day equal to  $\frac{1}{2}$  his class level.

**Spectral Form (Su)** At 15<sup>th</sup> level, the order member gains the ability to transform his body into a spectral form as a *move action*. He may maintain the spectral form a number of rounds equal to his class level and may initiate this ability once per day, gaining an additional usage every odd level thereafter (maximum of 3 times at 19<sup>th</sup> level).

While in spectral form, the order member gains the incorporeal special quality and may make melee *touch attacks* that drain 1 level of energy. Attacks to sap the life energy of the order member's opponents are not the same as the order member's Hand of Vengeance class ability and such attacks are not counted as attacks made with the Hand of Vengeance. In addition, the order member may strike the same target multiple times, draining multiple levels from it. A target reduced to 0 levels/hit dice are dead, but do not rise up as spawn of the order member. He may not make other attacks other than his energy drain *touch attack*, though he may cast spells normally (with the same chance of the spell affecting a corporeal creature as spells have affecting him).

The order member does not gain the ability to fly but he may pass through most physical borders. He loses any *armor class* bonuses granted from armor, shields, or natural armor, but the order member does add his Charisma modifier as a *deflection bonus* (minimum of +0). The order member is still susceptible to critical strikes and precision based damage.

If the order member is slain while in spectral form, he returns 1d4 days later as a spectre. If divine magic is used in the attempt to return him to life, the order member is destroyed in a fashion similar to the spectre's resurrection *vulnerability*, though the order member is allowed a *Will* save to avoid being destroyed.

## Order of the Vampire

Perhaps the most enigmatic as well as practical orders of undeath, vampires actively seek out the living to serve their needs for both nourishment and protection. Order

members that serve their vampire lords faithfully are often rewarded with the gift of unlife as the order grows.

**Edicts** Members of the Order of the Vampire have one tenet, protect their vampire lords no matter what the cost. While sounding simple, this duty is no easy task given the vampire's societal desires and ambitions to walk amongst the living, while at the same time prey on them.

**Challenge** When targeting a living creature, the cavalier causes 1 point of bleed damage with each successful melee attack. *Bleed* damage increases by 1 for every four levels of the cavalier.

**Skills** Members of the Order of the Vampire gain *Knowledge* (Nobility) as a class skill. When interacting with living creatures of the humanoid type, order members add  $\frac{1}{2}$  their class level (minimum of +1) to any *Sense Motive* checks.

## Order Abilities

Members belonging to the Order of the Vampire gain the following abilities as they increase in level.

**Dark Night's Calling (Sp)** At 2<sup>nd</sup> level, the order member may cast *Summon Swarm* as a *spell-like ability* once per day. The order member uses his class level as he effective caster level and gains an additional use per day for every 4 levels beyond 2<sup>nd</sup> level (maximum of 5/day at 18<sup>th</sup> level).

**Willful Soul (Sp)** At 8<sup>th</sup> level, the order member gains the ability to attempt to enrapture the spirit of another, similar to the vampire's *Dominate* special ability. As a *standard action*, the order member may attempt to overpower the mind of another similar to the *Dominate Person* spell.

Only living humanoids with a minimum intelligence of 3 are susceptible and the target is allowed a *Will* saving throw (DC 10 +  $\frac{1}{2}$  the order member's class level + his Charisma modifier). The victim must be within 10 feet of the order member. The duration lasts for a number of days equal to the order member's class level, though if the order member does not have any contact with

the victim it is allowed a new saving throw to throw off the effects of the domination.

The effects are identical to the *Dominate Person* spell except that the order member does not gain any of the victims sensory information when not present.

The order member may only use ability once per day, and only one individual may be dominated at one time. If the order member uses this ability to dominate another, the previous victim is immediately released from the effect.

**Master's Blessing (Su)** Beginning at 15<sup>th</sup> level, the order member is granted the ability to change his form into that of a dire bat or wolf as the *Beast Shape II* spell once per day. The order member uses his class level as the effective caster level to determine the effects of the transformation. He gains an additional use at 17<sup>th</sup> and 19<sup>th</sup> level.

## Order of the Wight

Spite and Anger are the meat and drink of those that join the Order of the Wight. Order members are driven by the desire to snuff out the light of others that do not share their own griefs and sorrow. They believe that only through severe suffering and unimaginable acts of terror may the soul find release to the realm of the immortal.

**Edicts** Members must actively pursue any that they believe have done them wrong including anyone that shows compassion towards others. Members of this order believe those that appear to be selfless do so for their own selfish reasons and seek to reveal their true nature, no matter who they may be.

**Challenge** If the cavalier successfully strikes the target of his challenge with a melee attack, he may attempt to demoralize his opponent as a *free action*. The cavalier gains a +1 *morale bonus* to the *Intimidate* check to demoralize the target of his challenge, gaining an additional +1 bonus every four levels her possesses.

**Skills** Members of the Order of the Wight gain *Perception* as a class skill. Members gain a bonus to *Intimidate* skill checks equal to ½

their class level to demoralize opponents with greater than animal Intelligence.

## Order Abilities

Members belonging to the Order of the Wright gain the following abilities as they increase in level.

**Thirsty Blade (Su)** At 2<sup>nd</sup> level, the order member may empower a melee attack with the *Energy Drain* ability for a single attack as a *swift action*. If successful, the attack does normal damage and drains 1 level from the target unless a successful *Fortitude* save is made with a DC equal to 10 + 1/2 the order member's class level + his Charisma modifier. This effect is temporary—only lasting one hour—but if the target is reduced to 0 level/hit dice, it is instantly slain. The cavalier gains no temporary hit points from the effect.

The order member may use this ability a number of times per day equal to his Charisma modifier +1 (minimum of 1).

**Wight's Gaze (Su)** Beginning at 8<sup>th</sup> level, the order member's eyes gain a reddish glow that can be seen clearly in the dark and dim light. This light grants the order member the constant effects of the *Deathwatch* spell. In addition, any living creature with less hit dice than the order member's class level that attacks the order member in melee must make a *Will* save prior to the attack or become *shaken* for 1d4 rounds. The DC to resist the effect is 10 + ½ the order member's class level + his Charisma modifier and this is a mind-affecting fear based effect. Opponents are only subject to this effect once per 24 hour period when exposed to the same order member.

**Cold as the Grave (Su)** At 15<sup>th</sup> level, the order member gains *energy resistance* 10 cold. He also emanates an aura of cold with a 10 ft radius that he may initiate or deactivate as a *swift action*. Those within the area of effect once it is activated suffer 1d6 points of cold damage each round. Creatures of the undead type or cold subtype, heal damage for the same amount while within the order member's aura.

The order member may generate this aura a total number of rounds per day equal to

his class level, but they do not need to be consecutive.

## Order of the Wraith

Unfathomable hate and loathing for the living is the singular purpose for those that take up the mantle from the Order of the Wraith. Order members believe life is a pale reflection of the true order of the cosmos, and only through the complete consumption of undeath can true freedom be found.

**Edicts** Members of the Order of the Wraith must battle the forces of the living whenever possible. Order members are expected to show no mercy, especially against those who shine the light of life the brightest such as the innocent and agents of good and law.

**Challenge** The cavalier's melee attack causes 1 point of Constitution damage in addition to the normal damage caused to the target of his challenge unless the target successfully makes a **Fortitude** saving throw. The DC is  $10 + \frac{1}{2}$  the cavalier's class level + his Charisma modifier. If the target is reduced to 0 Constitution, it dies and does not rise as a wraith.

**Skills** Members of the Order of the Wraith gain **Knowledge** (planes) as a class skill. Order members almost seem to have the ability to sense life, gaining  $\frac{1}{2}$  their class level to any **Perception** checks to sense the presence of a living creature as well as the same bonus while using **Survival** to track living creatures.

## Order Abilities

Members belonging to the Order of the Wraith gain the following abilities as they increase in level.

**Life Sense (Ex)** At 2<sup>nd</sup> level, the order member gains the ability to sense living creatures that are within 30 feet. As a result, the order member may reroll any failed **concealment** check while making a melee attack against a concealed living opponent. If an invisible living opponent makes a melee attack against the order member, he does not lose her Dexterity bonus to his **armor class**. Nor does the living opponent gain the normal +2 bonus for being invisible.

**Spiteful Aura (Su)** At 8<sup>th</sup> level, the order member exudes an undying aura of spiteful hate up to 10 feet away. As a result, Any living creature with an Intelligence less than 3 will not willingly approach the order member. Trained animals and **animal companions** may be pushed to attack the order member if it can overcome their fear by making a **Will** save (DC  $10 + \frac{1}{2}$  the order member's class level + his Charisma modifier).

Living creatures of higher Intelligence within 10 feet of him must make a **Will** save (see DC above) or become **shaken** while remaining within the order member's aura. This is a mind-affecting fear based effect.

**Hateful Penance (Su)** At 15<sup>th</sup> level, the order member gains the ability to transform his body into that of a wraith as a **move action**. He may maintain the wraith form a number of rounds equal to his class level and may initiate this ability once per day, gaining an additional usage every odd level thereafter (maximum of 3 times at 19<sup>th</sup> level).

While in wraith form, the order member gains the incorporeal special quality and may make melee **touch attacks** that drain 1d2 points of Constitution. A target reduced to a 0 Constitution are dead, but do not rise up as spawn of the order member. He may not make other attacks other than his Constitution drain **touch attack**, though he may cast spells normally (with the same chance of the spell affecting a corporeal creature as spells have affecting him).

The order member does not gain the ability to fly but he may pass through most physical borders. He loses any **armor class** bonuses granted from armor, shields, or natural armor, but the order member does add his Charisma modifier as a **deflection bonus** (minimum of +0). The order member is still susceptible to critical strikes and precision based damage.

If the order member is slain while in wraith form, he returns 1d4 days later as a wraith. If divine magic is used in the attempt to return him to life, the order member is destroyed in a fashion similar to the wraith's resurrection **vulnerability**, though the order member is allowed a **Will** save to avoid being destroyed.

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