



## Credits

**Design** Scott Gable, Will McCardell, Matthew Pauze

**Editing** Will McCardell, Scott Gable, Dora Wang

**Illustration** Crystal Frasier, Cory Trego-Erdner

**Graphic Design** Scott Gable

*Mysteries of the Dead Side* is compliant with the Open Game License (OGL).

**Product Identity** for this product is identified as artwork, characters, dialogue, locations, plots, proper names (characters, deities, etc.), storylines, tradenames, and trademarks.

**Open Content** for this product is identified as the game mechanics, except for material designated as Product Identity, as defined in the Open Gaming License version 1.0a. No portion of this work other than material designated as Open Game Content may be reproduced in any form without prior written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Zombie Sky Press, *Mysteries of the Dead Side*, and associated marks and logos are trademarks of Zombie Sky Press.

**Zombie Sky Press**  
[www.zombieskypress.com](http://www.zombieskypress.com)  
Tattlebox © 2012 Zombie Sky Press.  
All rights reserved.

# The Sacred Necromancer

Death isn't some distant, far off black spot we're all racing toward. Rather, it is always with us. Our connection to it grows constantly until it ultimately consumes us all.

The Other Side. The Veil. Oblivion. Call it what you will. Most offer nothing to it but fear and ignorance. They stumble along never realizing just how integral it is.

Turns out, it really is all black and white—there's death and there's life. And so it turns.

And yet, death comes in so many shades. None who find it see it in quite the same way. We all react to it differently.

Awe, hate, devotion, fear. Death gives, and it takes. Those who explore the boundaries of death, willingly or not, seek only truth. They are death's soldiers, scholars, lovers. They are sacred necromancers.

**Role:** Sacred necromancers are all so very different from one another. For some, it starts with the discovery of lost knowledge, descending in a cascade of darkest truths. For others, it is personal experience, being dragged to

the very edge of life and pulling back. Yet others still have plunged fully through and are even now clawing their way back. For all, though, it is an obsession.

Each has a rationale for what he or she does, and none could stop if they tried. They rarely ever fully connect with those not sharing their obsession. Some are cold and distant, quietly reflecting. Others find a renewed life in death, embracing it with vitality that few not of the path could ever muster.

It is a path of discovery. It is confronting the darkness on one's own terms. It is crossing and erasing the boundaries, of acknowledging the role of the darkness.

**Alignment:** Any.

**Hit Dice:** d8.

## Additional Design & Patronage

Thank you to those that helped to bring this project to life. Their support, creativity, and patience have meant the world:

Adan M. Maskery, Alexander Deel, Ben McFarland, Brian Fitzpatrick (Fitz)—Game Knight Reviews, Brooke Perini, Catherine Dolan, Charles Stacy II, Christina Stiles, David DeRocha, George "Loki" Williams, goblins85, Hyperion (Brent Stires), J. Michael Matkin, Jennifer "Tanelis" Wheatley, Jeremy Buch, John "Dudemeister" Karatovic, Jonathan McAnulty, Ken Marable, Lora Hilemon, Mark Gedak, Matthew "Kassil" Craft, Matthew Pauze, Michael Brewer, Patrick Curtin, and Tom Edwards.

Table 1: Sacred Necromancer

Level	BAB	Fort	Ref	Will	Special	Spells per Day								
						1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+0	+2	+0	+0	Calling, connection, insights	3	—	—	—	—	—	—	—	—
2nd	+1	+3	+0	+0	Channel energy +1d6	4	—	—	—	—	—	—	—	—
3rd	+2	+3	+1	+1	Whisper	5	—	—	—	—	—	—	—	—
4th	+3	+4	+1	+1	Channel energy +2d6	6	3	—	—	—	—	—	—	—
5th	+3	+4	+1	+1		6	4	—	—	—	—	—	—	—
6th	+4	+5	+2	+2	Channel energy +3d6	6	5	3	—	—	—	—	—	—
7th	+5	+5	+2	+2	Field, whisper	6	6	4	—	—	—	—	—	—
8th	+6/+1	+6	+2	+2	Channel energy +4d6	6	6	5	3	—	—	—	—	—
9th	+6/+1	+6	+3	+3		6	6	6	4	—	—	—	—	—
10th	+7/+2	+7	+3	+3	Channel energy +5d6	6	6	6	5	3	—	—	—	—
11th	+8/+3	+7	+3	+3	Whisper	6	6	6	6	4	—	—	—	—
12th	+9/+4	+8	+4	+4	Channel energy +6d6	6	6	6	6	5	3	—	—	—
13th	+9/+4	+8	+4	+4		6	6	6	6	6	4	—	—	—
14th	+10/+5	+9	+4	+4	Channel energy +7d6	6	6	6	6	6	5	3	—	—
15th	+11/+6/+1	+9	+5	+5	Field, whisper	6	6	6	6	6	6	4	—	—
16th	+12/+7/+2	+10	+5	+5	Channel energy +8d6	6	6	6	6	6	6	5	3	—
17th	+12/+7/+2	+10	+5	+5		6	6	6	6	6	6	6	4	—
18th	+13/+8/+3	+11	+6	+6	Channel energy +9d6	6	6	6	6	6	6	6	5	3
19th	+14/+9/+4	+11	+6	+6	Whisper	6	6	6	6	6	6	6	6	4
20th	+15/+10/+5	+12	+6	+6	Sacred awareness	6	6	6	6	6	6	6	6	6

## Class Skills

Your class skills are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), and Stealth (Dex).

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

## Class Features

The following are the class features of the sacred necromancer.

**Weapon and Armor Proficiency:** You are proficient with all simple weapons. You are also proficient with light armor. You can cast spells while wearing light armor without incurring the

normal arcane spell failure chance. Like any other arcane spellcaster, if you wear medium armor, heavy armor, or a shield, you incur a chance of arcane spell failure if the spell in question has a somatic component. Some sacred necromancer callings grant additional proficiencies.

**Spells:** You cast both arcane and divine spells drawn from all spells of the necromancy school. Your spell list is the necromancy school, and you cannot cast any other spells. You are able to cast any spell you know without preparing it ahead of time. Further, once a day, you can choose the spells you know. (In this way, you have a limited number of spells that you can cast whenever you want, like an oracle. But each day, you can choose which spells that you know, like a wizard. Always remember that you are limited to only necromancy spells.) When choosing spells

each day, you must spend 1 hour meditating and communing with the afterlife. Once your spells are known, you treat your magic like a spontaneous spellcaster. To learn or cast a spell, you must have a Charisma score equal to at least 10 + the spell level. The DC for a saving throw against your spells is 10 + the spell's level + your Charisma modifier.

Like other spellcasters, you can cast only a certain number of spells per day of each spell level. Your base daily spell allotment is given in Table 1. In addition, you receive bonus spells per day if you have a high Charisma score (see Table 1–3 of the Pathfinder Roleplaying Game Core Rulebook).

Your selection of spells is limited. You begin play knowing four 0-level spells and two 1st-level spells of your choice. At each new sacred

**Table 2: Sacred Necromancer Spells Known**

		Spells Known								
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	4	2	—	—	—	—	—	—	—	—
2nd	5	2	—	—	—	—	—	—	—	—
3rd	5	3	—	—	—	—	—	—	—	—
4th	6	3	1	—	—	—	—	—	—	—
5th	6	4	2	—	—	—	—	—	—	—
6th	7	4	2	1	—	—	—	—	—	—
7th	7	5	3	2	—	—	—	—	—	—
8th	8	5	3	2	1	—	—	—	—	—
9th	8	5	4	3	2	—	—	—	—	—
10th	9	5	4	3	2	1	—	—	—	—
11th	9	5	5	4	3	2	—	—	—	—
12th	9	5	5	4	3	2	1	—	—	—
13th	9	5	5	4	4	3	2	—	—	—
14th	9	5	5	4	4	3	2	1	—	—
15th	9	5	5	4	4	4	3	2	—	—
16th	9	5	5	4	4	4	3	2	—	—
17th	9	5	5	4	4	4	3	3	2	—
18th	9	5	5	4	4	4	3	3	2	1
19th	9	5	5	4	4	4	3	3	3	2
20th	9	5	5	4	4	4	3	3	3	3

necromancer level, you gain one or more new spells, as indicated in Table 2. Unlike spells per day, the number of spells you know is not affected by your Charisma score; the numbers in Table 2 are fixed. However, each day, you can choose new spells known.

Unlike a cleric or wizard, you need not prepare your spells in advance (though you can change them each day). You can cast any spell you know at any time, assuming you have not yet used up your spells per day for that spell level.

Yours is a unique blending of arcane and divine energies, and you gain some of the benefits and limitations of each. You are able to channel both arcane and divine magic as if they were identical. For mechanical purposes, each and every spell

you cast is considered both arcane and divine in origin no matter the spell: anything that specifically affects either arcane or divine magic affects your magic in full. You are a reservoir and a focus. As such, you do not need to provide a divine focus to cast spells that list divine focus (DF) as part of the components. Additionally, you gain Eschew Materials as a bonus feat. However, all your spells require discipline and suffer from armor check penalties: this applies to both arcane and divine spells.

**Calling:** Each sacred necromancer has a certain calling—this is your diagram to the great hereafter and the source of your abilities. Each calling is representative of intense study and complex ritual, demanding long hours,

mastery of knowledge arcane and divine, and a willingness to push the limits of sensibility that would make most pale. Each calling is but a link to the afterlife, to the great beyond, to death itself. You must pick one calling upon taking your first level of sacred necromancer. Once made, this choice cannot be changed.

**Channel Energy (Su):** You can channel energy like a cleric (see *Pathfinder Roleplaying Game Core Rulebook*) although you are more limited than a cleric in how you can use the energy. Each calling will specify whether you can channel positive or negative energy and whether you can heal or cause damage with the energy. Despite these limitations when you choose a calling, you are not prevented from learning how to channel and use the energy by other means at later levels, such as through a whisper, even by your choice of alignment. You can begin channeling energy at 2nd level, and it increases in potency every two levels thereafter, as shown in Table 1.

**Insights:** You learn a number of insights, or o-level spells. These spells are cast like any other spell, but they do not consume any slots and may be used again. (For you, these consist of all cantrips and orisons. You are encouraged to choose primarily from the necromancy school.)

**Connection:** Each calling has a specific connection, tying it to death and the life unliving. This connection defines you and your abilities.

**Whispers:** At 3rd level and every 4 levels thereafter (7th, 11th, and so on), you begin to understand yourself and the universe more deeply, gaining power in the process. You must choose a whisper from the list of whispers available to your callings and fields. If a whisper is chosen at a later level, you gain all of the abilities and bonuses granted by that whisper based on your current level. Unless otherwise

noted, activating the power of a whisper is a standard action.

**Fields:** Each calling has a list of whispers all its own, but there are additional whispers that all sacred necromancers can choose from. These are grouped by theme into fields. At 7th and 15th levels, you can choose a field in which to branch out your studies. From then on, when you choose a new whisper, you can choose from either those of your calling or those of one of your fields.

## Callings

Each sacred necromancer must choose from among the following callings. Unless otherwise noted, the DC to save against these abilities is equal to 10 + 1/2 your sacred necromancer level + your Charisma modifier.

## Chirurgion

**Channel Energy:** As a chirurgion, you can only channel negative energy. Further, you can only use it for healing, not for dealing damage.

**Connection:** You are a master of the macabre, a tinkerer of life, and a scientist at heart. Drawn to the corporeal mysteries of necromancy, you experiment with flesh both living and dead to gain a greater understanding of life. As part of your studies, you have created a monster as a loyal companion and test subject. See “Monster Companions” below for more information.

**Whispers:** A sacred necromancer with the chirurgion calling can choose from any of the following whispers.

**Cadaver Crafter (Su)**—Necromancy spells that create undead lose the evil descriptor when you cast them. Mindless undead created by your

magic are of neutral alignment, while intelligent undead share your alignment. Undead you create are still affected by positive and negative energy as normal. In addition, when creating undead, you can perform a special ritual on one corpse to be animated. This ritual takes 8 hours and uses special reagents and materials that cost 25 gp/HD of the creature to be animated and allows you to spend construction points as per an animated object of the creature’s size. You may not apply the following abilities: metal or stone. You may only have one such crafted corpse in existence at a time. (See Pathfinder Roleplaying Game *Bestiary* and *Ultimate Magic* for more information on construction points.)

**Field Experimentation (Su)**—You are known for your experiments with life. While most such experiments take place in the laboratory, you often must take your experiments abroad. As a standard action, that provokes attacks of opportunity, you may make a touch attack against one creature. If successful, roll 3d4 and consult the following table for each die.

Result	Modification to Ability
1	–2 penalty
2	No modification
3	+2 alchemical bonus
4	+4 alchemical bonus

The first die applies to Strength, the second to Dexterity, and the third to Constitution. The creature you experiment on also gains the berserk ability of a flesh golem, except as follows: the cumulative chance to go berserk is equal to the net bonus to all abilities that this whisper granted (minimum 1%), and no one may attempt to regain control over the creature. When using this ability, the chirurgion may

sacrifice one spell as a swift action to alter the cumulative chance of going berserk. By doing so, the chirurgion may decrease or increase the chance by an amount equal to the spell level to a minimum of 1%. The chirurgion must decide to do this before rolling to determine the effect.

For example, if Frederick uses this ability on an orc, he would roll 1d4 three times. If he gets 4 on the first roll, the orc gains a +4 alchemical bonus to Strength. If he gets 1 on the second roll, the orc takes a –2 penalty to Dexterity. If he gets 2 on the third roll, the orc gains no bonus or penalty to Constitution. The cumulative chance per round of going berserk is 2% since that is the net bonus granted. If Frederick had sacrificed a 2nd level spell as part of the action to use this ability, the chance to go berserk would instead be either 1% or 4%.

These experiments last for a number of rounds equal to your Charisma score after which the creature is no longer berserk.

**Healing Lore (Ex)**—You add all spells with “cure” in their name (such as *cure light wounds*) to your spell list and treat them as necromancy spells. In addition, you add half your sacred necromancer level to all Heal checks.

**It Lives! (Su)**—You can temporarily bring corpses back to life. As a standard action once per day that provokes attacks of opportunity, you can touch a creature that has died within the last hour and give it new life. The creature is brought back to life for a number of minutes equal to your level, after which it dies again. During this time, the creature is confused, as the spell *confusion*, and no magic can alleviate this confusion. However, you may make an opposed Charisma check when you first reanimate the dead creature. If you succeed, the creature is temporarily not confused, and you can give



## Mysteries of the Dead Side: The Sacred Necromancer

it simple commands for a number of rounds equal to your Charisma modifier. The confusion returns after this period, and you cannot reassert control. You must be at least 7th level to take this whisper. At 11th level and every 4 levels thereafter (that is, 15th and 19th levels), you may use this ability an additional 1/day.

**Mad Knowledge (Ex)**—Your studies have brought you unprecedented lore. Treat all Knowledge skills as class skills, and you may add your Charisma bonus (in addition to your Intelligence bonus) to all Knowledge checks. You may also make Knowledge checks untrained.

**Miasma (Su)**—Through your study of diseases, you have learned the secrets of how they spread and, more importantly, how to call a disease down on those who have slighted you. As a standard action, you can sicken one creature within 25 ft. + 5 ft./2 levels for a number of rounds equal to your Charisma modifier (Fort save negates). This is a disease effect.

Each round the target is sickened by this ability, you may take a move action to spread the contagion. By doing so, each enemy adjacent to the original target at the start of its turn is sickened for 1 round (Fort save negates). You may use this ability a number of times per day equal to your Charisma modifier (minimum 1). In addition, you are immune to disease (as an extraordinary ability).

**Monster Modification (Ex)**—You gain one additional construction point that you may apply to your monster. You may select this whisper multiple times but only once for every 7 sacred necromancer levels you possess.

**Sacred Awareness:** At 20th level, you learn the secrets of giving sentience to your creations. Your monster gains an Intelligence score of 13 (or increases to 13, if it already

possesses an Intelligence score). In addition, undead or constructs you create have at least an Intelligence of 7 (or higher, if the undead would normally have a higher Intelligence). You may have a number of sentient undead or constructs, not including your monster, equal to your Intelligence modifier, and you may only add sentience to the creature when you create it.

**Monster Companions:** At 1st level, you create a creature known as the “monster.” While some surgeons choose to give their creations a name, most are simply known as the surgeon’s Monster (such as Frederick’s Monster).

However, you do not have perfect control over your creation. You may use the Diplomacy skill to control your monster in much the same way a druid uses Handle Animal to control an animal companion. For example, to get the monster to attack a specific target, you must make a “handle monster” check using Diplomacy. (See “Bonus Tricks” and “Link” below for more information.)

All such monsters are constructs, created from the body parts of other creatures. Its abilities and statistics are determined by your level and by its construct traits. (See Table 3.) Since it is a construct, it is mindless. In spite of this, the monster is treated as if having an Intelligence of 1 for determining the number of starting tricks it possesses. The body parts that constitute the monster do contain the memories of skills used, and for this reason, the monster may still take any skill it qualifies for, despite being mindless. See below for more details. If the monster gains an ability score increase, you can apply this increase to the monster’s Intelligence, changing it from “—” to “1,” at which point the monster loses the mindless quality and can take feats and its base skill ranks per level becomes 2 + its



Intelligence modifier.

**Class Level:** This is your sacred necromancer level.

**HD:** This is the total number of ten-sided (d10) HD the monster possesses. Since the monster does not have a Constitution score, it does not add any bonus modifiers to this die roll. At 1st level, the monster does not gain the size bonus to hp that constructs normally possess.

**BAB:** This is the monster’s BAB. The monster does not gain additional attacks using natural weapons (if any) for a high BAB.

**Saves:** This is both the base Reflex and Will

# Mysteries of the Dead Side: The Sacred Necromancer

save of the monster. As a construct, it does not have a Fortitude saving throw. (See construct traits for more information.)

**Skills:** Unlike most constructs, the monster's body parts have faint memories of the skills their previous possessors had. At each level, the monster can spend 1 skill point, but it has no class skills. While mindless, it may not put any skill ranks into skills whose key ability is Intelligence.

**Natural Armor Bonus:** The number noted here is an improvement to the monster's existing natural armor bonus.

**Str Bonus:** Add this value to the monster's Strength score.

**Bonus Tricks:** The value given in this column is the total number of "bonus" tricks that the monster knows in addition to any that you might

choose to teach it (see the Handle Animal skill). These bonus tricks do not require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the monster. You select these bonus tricks, and once selected, they can't be changed.

**Link (Ex):** You can handle your monster as a free action or push it as a move action, even if you don't have any ranks in the Diplomacy skill. Unlike a druid's link, you do not gain a +4 circumstance bonus on all Handle Animal checks made regarding your monster.

**Share Spells (Ex):** You may cast a spell with a target of "you" on your monster (as a ranged touch spell) instead of on yourself. You may cast a spell on your monster even if the spell normally doesn't affect constructs.

**Shock Therapy (Su):** A magical attack that deals electricity damage heals the monster of 1 point of damage for every 2 points of damage the attack would otherwise deal. The monster is immune to electricity damage but receives no saving throw against attacks that deal electricity damage (for determining other effects).

**Spell Resistance (Su):** The monster gains SR equal to 5 plus its HD. This can be lowered as a standard action and reactivated as a swift action. Spells cast by you are not affected by this SR.

**Ability Score Increase:** At 3rd level, the monster can increase one of its ability scores by +1, except for Constitution.

**Bonus HP from Size:** At 3rd level, the monster gains bonus HP due to its size.

Table 3: Monster Companions

Class Level	HD	BAB	Saves	Skills	Natural Armor Bonus	Str Bonus	Bonus Tricks	Special
1st	2	2	0	2	1	0	1	Link, Share Spells, Shock Therapy, Spell Resistance
2nd	3	3	1	3	2	0	1	
3rd	4	4	1	4	2	1	2	Ability Score Increase, Bonus HP from Size
4th	5	5	1	5	3	1	2	Construction Point
5th	6	6	2	6	4	2	2	
6th	7	7	2	7	5	2	3	
7th	8	8	2	8	5	3	3	Ability Score Increase
8th	9	9	3	9	6	3	3	Construction Point
9th	10	10	3	10	7	4	4	
10th	11	11	3	11	7	4	4	
11th	12	12	4	12	8	5	4	Ability Score Increase
12th	13	13	4	13	9	5	5	Construction Point
13th	14	14	4	14	9	6	5	
14th	15	15	5	15	10	6	5	
15th	16	16	5	16	11	7	6	Ability Score Increase
16th	17	17	5	17	11	7	6	Construction Point
17th	18	18	6	18	12	8	6	
18th	19	19	6	19	13	8	7	
19th	20	20	6	20	13	9	7	Ability Score Increase
20th	20	20	6	20	14	9	7	Construction Point