Archetypes

Death Knight (Kheshig)

These fearsome warriors call upon the power of death itself to bolster their bodies and their souls, their dark armaments allowing them to tear their way across the battlefield.

Death's Calling (Su): At 1st level, the death knight can tap into the powers of death brewing within them to curse a target with impending doom, empowering the death knight's ability to slay that creature and imbuing them with an unholy fervor. As a swift action, the death knight can mark a target within Medium range (100 feet + 10 feet per class level) for death. The death knight gains a +1 profane bonus to attack rolls, CMB, and weapon damage rolls against the marked creature, critical hits made against the marked creature automatically confirm, the marked creature automatically fails at all Constitution checks to stabilize while dying, and the death knight may perform a coup de grace against a helpless or unconscious marked target as a standard action without provoking attacks of opportunity. Additionally, this mark is treated as a doom mark for the purposes of effects and abilities. This mark can only be seen by the death knight and outsiders tied to death and entropy, such as psychopomps and daemons. Outsiders who can see a creature with a doom mark upon it always treat such creatures with hostility. This mark counts as a curse effect.

However, while the death knight has a creature marked using this ability they suffer a -1 penalty to AC and CMD against creatures other than the marked target.

The death knight may only have a single creature marked using this ability at a time. They may only mark a new creature when the first creature is slain, or after an hour has passed. Whenever a marked target is slain, the death knight may place their death mark on a new target as an immediate action.

The death knight may invest essence into this ability: for each point of essence invested, the profane bonus granted by this ability increases by +1, and the penalties imposed on the death knight by this ability worsen by -1.

At 5th level, whenever the death knight marks a target as an immediate action they move up to their speed towards that target without provoking an attack of opportunity. This movement must end them closer to their target than where they started this movement, but not every space they move must be one closer to the target.

At 9th level, whenever the target of the marked creature is reduced to 0 or fewer hit points, the marked creature must make a Fortitude saving throw or die. The DC of this saving throw is equal to 10 + the number of points of essence invested in this ability + the death knight's veilweaving modifier. This is a death effect. For every 3 negative hit points the creature has below 0 they suffer a -1 penalty to this saving throw.

At 13th level, whenever the death knight marks a creature as an immediate action, they may make an attack against that target using a weapon they are wielding. This attack can be made before, after, or during the movement granted by the 5th level upgrade of this class feature. The marked creature must be in the death knights reach or range with the weapon they choose to attack it with.

At 17th level, the death knight may perform a coup de grace against a helpless or unconscious marked target in place of any attack without provoking attacks of opportunity. Additionally, the profane bonuses to attack and damage granted by this ability are doubled when making an attack using coup de graces and when making the attack using this feature's 13th level upgrade.

At 20th level, whenever the death knight would be reduced to 0 or fewer hit points, or be killed or slain by HP damage while they have a creature marked, they are instead locked to 1 hit point for a number of rounds equal to their veilweaving modifier. During this time they are immune to all damage, and gain the benefits of *freedom of movement*. If the death knight's marked target is slain during this time, the death knight is restored to 50% of their maximum hit points and this effect ends. If the marked target is not slain during this time, the death knight is returned to the number of negative hit points they had before this ability activated, or they die or are destroyed if the ability triggered upon their death.

This replaces the kheshig's essence-bound duty and karmic justice class features.

Death's Curse (Su): At 1st level, the death knight's dark powers have both cursed and blessed them, warding them against death but corrupting their body's attunement to negative and positive energy. They are healed by negative energy and damaged by positive energy as if they were an undead creature. Whenever the death knight is reduced to 0 or fewer hit points they are warded by the powers of death, automatically stabilizing them. Coup de graces made against the death knight are not automatically critical hits.

At 3rd level, the death knight gains a +2 profane bonus on saving throws against curse and death effects. This increases by an additional +2 at 6th level, and every 3 levels thereafter. Additionally, the death knight takes no penalties from energy drain effects, though they can still be killed if he accrues more negative levels then they have Hit Dice. After 24 hours, any negative levels a death knight takes are removed without the need for an additional saving throw.

If the death knight is an undead creature, they instead gain 5 additional hit points at 3rd level, and every 3 levels thereafter rather than the above benefits normally gained at 3rd level and every 3 levels thereafter.

At 3rd level the death knight also gains 1 point of essence, plus an additional point of essence at 6th level and every 3 levels thereafter. This essence cannot be invested into veils, only non-veil essence receptacles.

At 6th level, this dark curse causes the death knight to become a beacon of corruption and disease. The death knight does not take any damage or take any penalty from diseases. They can still contract diseases and spread them to others, but they are otherwise immune to their effects.

At 9th level, the death knight gains immunity to poisons.

This replaces the kheshig's reinforced class feature.

Heart of the Machine (Helmsman Archetype)

The connection between some pilots and their vessel is deeper, flesh and metal melding together to form one singular living machine.

Special: Constructs without a Constitution score and incorporeal undead cannot take this archetype. If a heart of the machine becomes a construct or incorporeal undead, they can retrain this archetype automatically when they next level up.

Heartbound Veilweaving: The heart of the machine does not gain the ability to shape Interface veils, and does not have any helmsman interface veils on their veil list. Instead, the heart of the machine adds all veils with the [fleshwarp] descriptor and all Blood veils from the daevic veil list to their veil list. They also gain the ability to shape Blood slot veils.

This modifies the helmsman's veilweaving class feature.

Heartbound Vessel: The heart of the machine's bonded vessel is designed specifically to link with the heart of the machine and their body. The bonded vessel can only be piloted by the heart of the machine, and does not function while it is not being piloted by the heart of the machine.

Additionally, while the bonded vessel is being piloted by the heart of the machine it is infused with its pilot's blood and essence, granting it many properties of a living creature. While piloted, the bonded vessel is considered a living creature in addition to a construct, it can be affected by spells and effects as if it were a living creature, it can be healed by positive energy and damaged by negative energy and it loses its immunity to effects that require a Fortitude save.

If the heart of the machine is an undead creature, the bonded vessel is instead treated as an undead creature in addition to a construct, it can be affected by spells and effects as if it were an undead creature and it can be healed by negative energy and damaged by positive energy. It does not gain the undead type or any other benefits or penalties associated with that type.

If the bonded vessel is healed by magic while being piloted by the heart of the machine, the heart of the machine can choose to divide that healing between themself and their bonded vessel as they see fit. If that healing may only be used on a single creature a limited number of times per day, both the heart of the machine and bonded vessel are considered to have been healed by it when determining the ability's daily uses.

This modifies the helmsman's bonded vessel class feature, but not for the purposes of archetype compatibility.

Unleashed Flesh (Ex): The heart of the machine's bonded vessel is one partially built of flesh and blood, flesh which the heart of the machine can unleash in a variety of ways by tapping into their own blood. At 1st level, and every 2 levels thereafter, the heart of the machine learns one unleash from the list below. As a free action, even outside of their turn, the heart of the machine may damage themselves to activate one of their unleashes. If this unleash has a duration, it lasts for a number of rounds equal to 1 + the heart of the machine's veilweaving modifier (minimum 2). The heart of the machine may only use a specific unleash once per round, and the effects of unleashes do not stack with themself unless specified otherwise by the unleash.

The damage taken by the heart of the machine to activate an unleash is equal to their character level. This damage cannot be prevented and bypasses any temporary hit points the heart of the machine may possess. If the heart of the machine is benefitting from temporary hit points but taking damage in this way would reduce them to less than 0 HP they fall unconscious and begin dying (or are destroyed, if they are an undead creature).

At 1st level, a heart of the machine gains the ability to select the following hypercharges:

- **Bifurcate Limbs:** Two of the bonded vessel's limbs bifurcate, splitting down the middle to reveal the flesh and gore within and forming an additional pair of the same limbs. If used on a pair of arms, the bonded vessel gains an additional two arms for the duration. If used on a pair of legs, the bonded vessel gains an additional two legs, a +4 bonus to their CMD against bull rush and trip, and a +10 bonus to their base movement speed for the duration. If this unleash is used on a vessel that doesn't have limbs, it instead grows two limbs of the chosen type for the duration, gaining the above benefits based on the chosen limbs.
- **Bloody Sacrifice:** The bonded vessel regains a number of hit points equal to twice the heart of the machine's class level.
- **Eyes Within:** Eyes emerge from the bonded vessel, granting it and the heart of the machine piloting it all-around vision, darkvision 60 feet (or a 30-foot increase to their existing darkvision), and a +4 circumstance bonus on Perception checks.
- **Mass Expansion:** Muscles grow within the bonded vessel, straining the metal that makes it up to reveal the horrific creature within. The bonded vessel grows in size by one category, increasing any existing size bonuses to Strength it has by +4 (or gaining a size bonus, if it has none) and increasing its reach by 5 feet. It does not suffer any other benefits or penalties for its new size, and may wield weapons of its old size without penalty. The heart of the machine cannot activate this unleash if their bonded vessel is already Colossal in size.
- **Resilience of Flesh:** Whenever the bonded vessel makes a saving throw, the heart of the machine may activate this hypercharge to roll twice for that saving throw and take the higher value. They can choose to activate this ability after the first roll is revealed, if they wish.
- **Raging Machine:** Adrenaline-spiked blood rushes into the bonded vessel, driving it into a furious rage which causes it to act partly under a mind of its own. The bonded vessel gains a +2 bonus on attack rolls, CMB, and damage rolls, but a -2 penalty to AC and CMD. At 7th level, and again at 13th level, these bonuses increase by +1 and the penalties worsen by -1.

At 7th level, a heart of the machine gains the ability to select the following hypercharges:

- **Bloody Augmentation:** Flesh grows from the bonded vessel, expanding its abilities. The bonded vessel gains the benefits of one of the following mech enhancements: Advanced Armor Plating, Arcforge Armor, Cerebral Reinforcement, Modified Aerodynamics, Nautical Superiority, Powered Servomotors, Shielded Cockpit, Superior Arcforged Armor, Superior Armor Plating. Alternatively, it can gain one of the following mech enhancements granted by the Biomech Pilot feat: Adrenaline Surge, Accessible Physiology, Extreme Acclimation, Gushing Fluid, Instinctive Action, Oxygen Supply, Resilient Build. The bonded vessel must meet the prerequisites for any mech enhancements gained using this unleash. This unleash can be activated multiple times, choosing a different mech enhancement with each activation, and can be activated multiple times in a single turn.
- **Claws of the Beast:** The bonded vessel grows primary claw natural attacks from each of its hands that deal damage appropriate to its size. These claws have a critical threat range of 19-20/x2.

- **Grasping Tentacles:** Two fleshy tendrils burst from the bonded vessel. These act as two secondary tentacle natural attacks with the grab ability and have a reach equal to the bonded vessel's base reach + 10 feet.
- **Mechanical Hunger:** A portion of the bonded vessel splits open to reveal a maw of sharpened teeth. The bonded vessel gains a primary bite natural attack that deals damage equal to a creature two size categories larger than it (1d8 for a Small creature, 2d6 Medium, 2d8 Large). For vessels with a head this maw appears where their mouth would normally be, otherwise it appears on the front of the vessel most suitable to having a mouth.
- **Skittering Terror:** Dozens of insectoid limbs burst forth from the bonded vessel, allowing it to better support itself upon the ground and to crawl effortlessly upon surfaces. The bonded vessel gains immunity to trip, bull rush, drag, and reposition attempts, a climb speed equal to its base land speed, and gains the benefits of the *spider climb* spell as an extraordinary effect.

At 13th level, a heart of the machine gains the ability to select the following hypercharges:

- **Bloody Hunger:** The bonded vessel gains an unceasing hunger for the blood of living creatures. It can sense the location and distance to creatures that aren't immune to bleed damage within 120 feet of it as per blindsight.
- **Consuming Machine:** The bonded vessel gains the swallow whole ability. It does not need to be grappling a creature using a mouth to use this ability, the bonded vessel splits open to consume the grappled creature. The AC of the bonded vessel's interior is equal to 10 + 1/2 the heart of the machine's class level, and the inside of the bonded vessel benefits from its hardness or damage reduction. The swallowed creature suffers 1d6 points of piercing and bludgeoning damage per 2 class levels as it is crushed by the machinery and bone within, and takes this damage each round it remains swallowed. If the creature is still swallowed when this unleash ends, the heart of the machine can either reactivate this unleash to keep the creature swallowed, or that creature is ejected into a space adjacent to the bonded vessel of the heart of the machine's choice. If a creature cuts its way free, the bonded vessel does not need to be healed or repaired before it can swallow another creature.
- **Primal Rush:** By infusing the vessel with blood the bonded vessel can tap into a burst of primal fury, allowing it to move up to twice its speed. This movement provokes attacks of opportunity.
- **Savage Fury:** When the bonded vessel makes an attack with a weapon or natural attack, the heart of the machine may activate this unleash to allow the bonded vessel to make an additional attack using that weapon against the same target. This attack has the same bonuses and penalties to attack rolls as the triggering attack.

At 17th level, a heart of the machine gains the ability to select the following hypercharges:

- **Monstrous Fury:** The bonded vessel's limbs swell with a monstrous fury that allows it to crush past its targets defenses, allowing it to ignore any DR or Hardness possessed by the targets of its melee attacks.

This replaces the helmsman's hypercharge class feature.

Sidebar: Heart of the Machine Construct Shapers

If a heart of the machine takes the construct shaper archetype (granting them an akashic construct instead of a bonded vessel), in addition to the above benefits and penalties granted by the heartbound vessel class feature the akashic construct also gains the [fleshwarp] descriptor and all of the benefits and penalties associated with that descriptor.

A heart of the machine construct shaper may only use their unleashes while their akashic construct is enveloping them, and they gain the benefits of their unleashes rather than their bonded vessel.

Relentless Heart (Ex): At 3rd level, the heart of the machine gains Endurance as a bonus feat. If the heart of the machine's bonded vessel is a mech (or another ability that acts as armor), they can sleep in their bonded vessel without becoming fatigued.

6th level, the heart of the machine gains Diehard as a bonus feat. As long as they are piloting their bonded vessel it is not destroyed until reaching a number of negative hit points equal to the heart of the machine's Constitution score. Taking a standard or strenuous action while at 0 or fewer hit points deals 1 damage to the bonded vessel, or 1 damage to both the bonded vessel and the heart of the machine if they are both at 0 or fewer hit points. If the heart of the

machine stops piloting their bonded vessel while it is at 0 or fewer hit points, or if they die while their bonded vessel is at 0 or fewer hit points, the bonded vessel is destroyed as normal.

If the heart of the machine is an undead creature, this ability allows them to avoid being destroyed until reduced to a number of negative hit points equal to their Charisma score, and they use their Charisma score instead of their Constitution score when determining the effects of this class feature.

At 9th level, the heart of the machine is not staggered while reduced to 0 or fewer hit points. The same benefits apply to their bonded vessel while they are piloting it. They still suffer damage when taking a standard, full-round action, or strenuous action while at 0 or fewer hit points.

At 12th level, the heart of the machine no longer takes damage when taking actions at 0 or fewer hit points. The same applies to their bonded vessel while they are piloting it.

At 15th level, the heart of the machine only dies when they reach a number of negative hit points equal to twice their Constitution score. While piloting their bonded vessel it is only destroyed when reaching a number of negative hit points equal to twice the heart of the machine's Constitution score.

At 18th level, this increases to three times the heart of the machine's Constitution score.

This replaces the helmsman's adaptive response class feature.

Blood Binding: At 10th level the heart of the machine gains the ability to bind veils shaped in the Blood slot.

This replaces the helmsman's interface binding class feature.

Blood Rush (Ex): At 12th level, the heart of the machine can stoke the blood flowing within them to hasten the movements of themself and their bonded vessel. At the beginning of each turn, the heart of the machine can choose to inflict 5 points of damage to themself to gain the benefits of the *haste* spell until the beginning of their next turn. If they are piloting their bonded vessel, it gains the benefits of the *haste* spell until the beginning of their next turn as well. The effects of this special form of *haste* is an extraordinary effect.

This replaces the helmsman's turboboost class feature.

Improved Blood Rush (Ex): At 18th level, when the heart of the machine activates their blood rush, they can choose to suffer double the normal amount of damage to increase the bonuses to attack rolls, Dodge AC, and Reflex saves granted by the *haste* effect is increased by +1, the bonus to movement speed is increased by +20 (to to three times their base speed), and allowing them to make an additional attack as part of a full attack at a -5 penalty.

This replaces the helmsman's improved turboboost class feature.

One With The Machine (Ex): At 20th level, the heart of the machine masters the ability to infuse their machine with their blood. Once per turn, the heart of the machine can activate one of their unleashes without taking damage. If that unleash has a duration, it only persists until the beginning of the heart of the machine's next turn.

Additionally, the heart of the machine cannot be killed from hit point damage. If their hit points are reduced to an amount of negative HP greater than three times their Constitution score they fall unconscious, but aren't killed. As long as they are piloting their bonded vessel their bonded vessel cannot be destroyed from hit point damage as well, if it is reduced to a number of negative HP greater than three times the heart of the machine's Constitution score it may only take a single move action to move up to 5 feet each round.

If the heart of the machine is undead, they use their Charisma score instead of their Constitution score and cannot be destroyed from HP damage.

This replaces the helmsman's peerless strategist class feature.

Ruler of the Damned (Rajah Archetype)

With their divine blessings these rulers command the undead to rise at their behest and act as their servants, death itself obeying their every whim.

Entitle the Damned (Su): The ruler of the damned cannot entitle creatures normally using a title veil shaped using a rajah veil slot. Instead, they may only entitle corpses or undead creatures created using this class feature. Whenever the ruler of the damned entitles a corpse it is animated as per *lesser animate dead* with a caster level equal to the ruler of the damned's veilweaving level. The title is placed upon the created undead creature, and the created undead immediately stands up from prone without provoking attacks of opportunity. Undead created in this way count against the ruler of the damned's hit dice cap for *animate dead*, but do not require any material components to create. Mindless undead created in this way know how to and can be commanded to use the abilities of any veils that are entitled with.

If the ruler of the damned entitles a corpse during combat the created undead creature does not roll initiative, it instead treats it initiative as the ruler of the damned's current initiative -1 and acts after them in the turn order.

If a title veil entitling an undead creature in this way is suppressed or unshaped, or if that title is removed from the entitled undead creature, the entitled undead creature stops being animated by this veil and becomes a corpse once again. If such a creature is entitled with multiple title veils, it only stops being animated if all of those veils are suppressed or removed. If a title is applied to that same corpse once again, it is returned to unlife at the same hit points it had when the effect ended with the same choices made during the original use of this ability (whether it is a zombie or a skeleton, and so on). The same applies if it is animated as an undead through other sources as well. Corpses no longer animated by this ability can still be healed as if they were an undead creature, restoring any lost hit points dealt to them while they were animated.

If the undead created by entitling it would be destroyed, any veils entitled to it return to the ruler of the damned and can be entitled to a new corpse. As a full-round action you can also remove a title from an undead creature created using this class feature.

At 7th level, this ability instead animates the undead creatures it creates as per *animate dead*. This otherwise follows the same restrictions and gains the same benefits as per the base effects of this ability.

When creating variant undead using this ability the ruler of the damned does not need to be able to cast additional spells as part of their creation (such as the *haste* spell for a fast zombie). The ruler of the damned may only create mindless undead using this ability, they cannot create skeletal champions or zombie lords.

This modifies the rajah's veilweaving class feature.

Sidebar: Rulers of the Damned and The Risen Dead Veil.

> If the ruler of the dead shapes The Risen Dead veil, when they entitle a corpse using that veil the corpse risen by that veil follows the rules for that veil rather than those of their entitle the damned class feature. The created undead can be still entitled with their other veils, as per the entitle the damned feature, but if The Risen Dead is removed or suppressed the undead creature stops being animated, as per the effects of that veil.

Disciplines of the Ruler: Rather than disciplines normally available to a rajah, the disciplines available to the ruler of the damned are Black Seraph, Cursed Razor, Eternal Guardian, Unquiet Grave, and one discipline of the ruler of the damned's choice.

This modifies the rajah's maneuvers class feature, but not for the purposes of archetype compatibility.

Servants of Undeath: Whenever the ruler of the damned selects a heraldry that would grant an ability to their unseen servants, it instead grants those abilities to undead creatures they create using their entitle the damned class feature. Daily uses of these abilities are shared between all undead created by that feature.

This replaces the rajah's house of servants class feature.

Immortal Lord of Undeath (Ex): At 20th level, if the ruler of the damned is not already an undead creature they gain the lich template. If they are already an undead creature, they gain a phylactery and the *rejuvenation* ability of a lich. If they are a type of undead that can already restore themselves if destroyed, they may choose to restore themselves using their phylactery or through their other method of restoration upon their destruction.

Additionally, the ruler of the damned's veils and class features are always considered to have 1 more point of essence invested into them than they have, even if that would put the amount over her normal maximum.

This replaces the rajah's earthbound immortal class feature.

Ruler of the Damned Heraldries

The following heraldries may be selected by a ruler of the damned:

Lord Of Those Who Live In Death (Su)

Prerequisite: Ruler of the damned archetype
Benefit: As a standard action you can attempt to bend undead creatures within 30 feet of you to your will. Each undead creature within 30 feet must make a Will saving throw (DC 10 + 1/2 your rajah level + your initiation modifier). Undead creatures that fail this saving throw fall under your control, obeying your command to the best of your ability as if under the effects of *control undead*. Intelligent undead who succeed on this saving throw are immune to further attempts to control them by you for 24 hours, and intelligent undead who fail their saving throws against this ability may make a new saving throw every 24 hours, ending the effect and gaining immunity to further attempts by you for 24 hours on a successful save. You can control any number of undead using this ability, so long as their total Hit Dice do not exceed your rajah level. If an undead creature is under the control of another creature, you must make an opposed Charisma check whenever your orders conflict.
Special: If you have the Walk Freely Among The Dead heraldry, using this ability against a mindless undead creature does not count as threatening them and will not cause them to attack you.

The Dead Rise At My Behest (Sp)

Prerequisite: Ruler of the damned archetype
Benefit: You gain the ability to cast *lesser animate dead* as an at-will spell-like ability. When casting any spell granted by this heraldry you must spend the normal material components required to do so.

At 5th level, you may instead cast *animate dead* using this feature. When creating variant undead using this ability you do not need to be able to cast additional spells as part of their creation (such as the *haste* spell for a fast zombie).

Additionally, you may entitle undead you create using this class feature with your title veils shaped using rajah veil slots. As a full-round action you may remove a title veil from an undead creature you entitled using those title veils.

Special: This heraldry may be selected an additional time starting at 11th level and 15th level. Selecting this heraldry an additional time once grants you the ability to additionally cast *create undead* as an at-will spell like ability. Selecting this heraldry two additional instead grants you the ability to cast *create greater undead* using this feature.

Walk Freely Among The Death (Ex)

Prerequisite: Ruler of the damned archetype
Benefit: Mindless undead have their starting attitudes towards you and your allies within your presence increased to Indifferent and will not actively try to attack you or inflict harm upon you unless threatened by you or your allies or if ordered to by an intelligent creature that controls them. If you leave the presence of your allies, mindless undead return to their normal starting attitude towards that ally (normally Hostile).

Additionally, intelligent undead notice and respect your divine right to rule. They are less likely to openly attack you without reason and you gain a +5 bonus on Diplomacy and Intimidate checks made against them.

Shadowed Specter (Eclipse Archetype)

These specialized warriors combine spectral abilities with their powers of darkness.

Veils of the Specter: At 1st level, the shadowed specter gains the ability to shape one veil from the specter's vestments veil set. This veil does not count against the number of veils they may shape and it may be freely shaped alongside other veils in its veil slot. The shadowed specter may bind these veils as normal

The shadowed specter also gains a special pool of essence which may only be invested in these veils. This pool of essence contains 1 point of essence at 1st level, and the shadowed specter gains an additional point of this essence at 3rd level, and every 2 levels thereafter.

At 5th level, and again at 11th and 17th level, the shadowed specter gains the ability to shape an additional veil from the specter's vestments veil set, as per above.

This replaces the eclipse's occultations and advanced occultations class features.

Spectral Armor (Su and Sp): At 1st level, the shadowed specter can use their spectral power to protect themselves from harm and diffuse their visible form. When not in their *gaseous form* the shadowed specter gains a bonus to their AC and CMD equal to their veilweaving modifier and a +1 competence bonus on Stealth checks. If the shadowed specter is wearing armor they instead increase their existing armor bonus to AC by half their veilweaving modifier (rounded down, minimum 1). They still gain the full bonus to their CMD while wearing armor. These bonuses to AC apply even against touch attacks and when the shadowed specter is flatfooted. They lose these bonuses while immobilized or helpless. These bonuses do not stack with the monk AC bonus class feature, or similar features.

At 3rd level, and every 2 levels thereafter, the competence bonus on Stealth checks increases by +1.

At 4th level, and every 4 levels thereafter, the bonus to AC and CMD granted by this ability increases by +1.

At 7th level, as long as the shadowed specter is not in their *gaseous form*, they can use the Stealth skill even while being observed without the need for cover or concealment while they are within 10 feet of an area of dim or darker light.

At 13th level, the shadowed specter gains the ability to travel through dim light or darkness at will, as per the *dimension door* spell with a caster level equal to their class level. Teleporting using this ability must begin and end in an area of dim light or darkness. Additionally, the shadowed specter can use *shadow walk* 1/ day as a spell-like ability with a caster level equal to their class level, plus 1 additional time per day for every three levels they possess beyond 13th.

At 19th level, whenever the shadowed specter would be reduced to 0 or fewer hit points they may enter their *gaseous form* using one of their specter's vestments veils as a free action (even if it isn't their turn). While in this state the shadowed specter does not fall unconscious from being reduced to -1 or fewer hit points, is not staggered, automatically stabilizes themselves, and doesn't take damage for performing actions. For every hour they spend in this state they regain a number of hit points equal to their veilweaving modifier (minimum 1). If the specter leaves this form at -1 or fewer hit points they fall unconscious if they would normally fall unconscious while reduced to -1 or fewer hit points.

This replaces the eclipse's shadow armor class feature.

Shifter of Flesh (Huay Archetype)

Rather than calling upon the power of nature to fuel their veilweaving, these masters of change utilize their eldritch powers to directly modify their flesh into unique and horrifying forms.

Veil of Flesh: The shifter of flesh adds all veils with the [fleshwarp] descriptor to their veil list. Each day when they shape their veils they choose a single veil with the [fleshwarp] descriptor. This veil is considered to be shaped on the shifter of flesh, and does not count against their total veils shaped or veil slots. They may invest essence in it normally, as well as bind it if they have unlocked the bind slot for it. If bound, it likewise does not count against the bind slot.

This replaces the huay's veil of nature class feature.

Fleshwarped Skin Shift (Ex): The shifter of flesh's skin shift ability is an extraordinary ability rather than a supernatural ability. The effects of any spells gained through this ability are also considered extraordinary effects. Any supernatural or spell-like abilities granted by forms they take using this ability are still considered to be supernatural effects.

When choosing their skin forms each day, the shifter of flesh cannot choose the following options: Elemental Form, Fey Form, Form of the Dragon, Infuse Self, Magical Beast Shape, or Undead Anatomy.

In exchange, they may select the Aberrant Shape skin form. This functions as Monstrous Physique, and may be selected at the same levels as each level of Monstrous Physique, save that using this skin form they take the shape of aberrations rather than monstrous humanoid.

This modifies the huay's skin shift class feature.

Shifter of Flesh (Ex): At 3rd level, the shifter of flesh learns to alter the flesh of themselves and their allies through a process known as fleshsculpting. This functions as the fleshsculpter promethean's fleshsculpting class feature, treating the shifter of flesh's promethean level as their class level -2 and their Wisdom modifier in place of their Intelligence modifier when determining its effects. If the shifter of flesh gains this feature from multiple classes, levels in those classes stack when determining the feature's effects (to a maximum of their total character level). Whenever the shifter of flesh sculpts their own flesh using this ability, those abilities are maintained whenever the shifter of flesh polymorphs themselves using a skin shift.

At 7th level, this ability instead functions as per the improved fleshsculpting class feature.

At 15th level, this ability instead functions as per the greater sculpting class feature.

This replaces the huay's woodland stride and shifting touch class features.

Mastery of Flesh (Ex): At 20th level, the shifter of flesh gains the shapechanger subtype. Whenever they are subjected to a polymorph effect or other effect which would alter their physical form, they may ignore it if they do not wish to be affected.

Whenever the shifter of flesh fleshsculpts themselves, those fleshsculpts do not need to be maintained and their effects do not diminish over time.

Additionally, as long as they have 5 points of essence invested in their skin shift they may use it to gain the effects of one of the following skin forms without having to select those forms using their skin form slots: Aberrant Shape IV, Alter Self, Beast Shape IV, Giant Form II, Ooze Shape III, or Plant Shape III. The shifter of flesh can change their form once each round as a free action while under this effect.

This replaces the huay's mastery of form class feature.

Class Features

New Deavic Passion: Obsession

Daevas of obsessions seek out mortals who share their obsessive desires, amplifying the drive of those mortals for whom they form a bond to seek out knowledge and eldritch augmentations that would warp them into monsters more susceptible to the daeva's will. Obsession daevics develop a single eldritch obsession at first level that warps their body and mind, granting them forbidden powers and strange new abilities beyond the means of most daevics.

Passion Veils: The daevic's obsession is all consuming, devoting energy that would normally be spent towards shaping veils into modifying their very body. A daevic of the obsession passion does not gain passion veils, their

passion cannot be invested with essence, and they do not gain passion veil slots. Instead, they gain an additional daevic veil slot at 4th and 14th level, and gain an additional point of essence at 6th level, and every 3 levels thereafter. If a daevic archetype would replace or remove their passion veils, it replaces or removes these benefits as well.

Skills: Knowledge (arcana), Knowledge (dungeoneering), Knowledge (religion), Spellcraft

A daevic of obsession uses Intelligence instead of Charisma as their veilweaving modifier.

At 1st level, the obsession daevic chooses a single obsession available to the promethean. This obsession grants the obsession daevic two unique abilities at 1st level and as the daevic pursues their obsession they uncover further insights, granting them additional abilities or improvements at 5th, 9th, 13th, 17th, and 20th level.

The daevic treats their daevic level as their promethean level when determining the effects of this obsession.

Unlike other daevic, the an obsession daevic's passion is all consuming, causing their passion to not gain a new aspect at 6th level.

Daevic Aspect: Obsession Passion

When you shape the Daevic Aspect veil, you can choose the Obsession passion:

Obsession

When you shape this power a dark obsession takes root in your blood and affects your mind and bodily essence. You gain a single piece of forbidden knowledge of your choice, treating your veilweaving level as your effective promethean level and your veilweaving modifier as your effective Intelligence modifier when determining its effects. You cannot invest essence normally into this piece of forbidden knowledge, and it cannot be affected by a *forbidden tome.* While this veil is suppressed or unshaped you lose any benefits granted by this forbidden knowledge.

Additionally, you cannot select a piece of forbidden knowledge using this veil that would grant you the ability to craft items or that lets you spend gold pieces to otherwise create an effect (such as the Seeds of Life or Warper of Flesh), or pieces of forbidden knowledge that cannot be invested with essence (such as Shaper of Flesh).

Essence: Essence invested in this veil is treated as invested in the chosen piece of forbidden knowledge. If that piece of forbidden knowledge requires binding essence to utilize its effects, you may bind essence to this veil to use those effects.

Chakra Bind (Blood): Binding this veil to your Blood chakra allows you to treat your chosen piece of forbidden knowledge as if it were invested with 3 additional points of essence. The amount of additional essence you treat as invested in it may be changed each time you reinvest your essence (between 0 and 3), and this additional effective essence bypasses your normal essence capacity.

Additionally, by meditating for one hour you may open your mind to the akashic record to alter your obsession, allowing you to replace your piece of forbidden knowledge chosen with this veil to a different piece of forbidden knowledge. The new piece of forbidden knowledge must meet all the restrictions imposed by this veil. If you choose to do so, you suffer a -2 penalty on Will saves until you next rest to reshape your veils. This penalty persists even while this veil is suppressed or unshaped.

New Variant Avead Heritage: Obsession

The following variant heritage replaces the avead's ability modifiers and the veil granted by their innate veil racial feature:

Obsession-Born

Ability Modifiers: +2 Con, +Int, -2 Wis
Alternate Innate Veil: Daevic Aspect. An obsession-born avead must select the Obsession passion when they shape this veil. If they later gain levels in the daevic class, they may choose whether to use their selected passion or their daevic passion with the veil, chosen when they first take a level in the class. If the obsession-born avead has the

passion-bound racial trait and takes levels in daevic with the Obsession passion chosen, in addition to the normal benefits for that passion they increase the essence capacity of this veil at daevic level 9th, and daevic level 15th by 1. This replaces the normal benefit granted by the passion-bound racial trait.

Veilweaving

Corrupted Essence

Via the manipulation of dark magics or being inflicted by a deathly curse a creature may suffer the effects of having their essence corrupted. When a number of points of a creature's essence is corrupted, the corruption first affects their un-burned non-temporary essence, followed by their burned non-temporary essence, followed lastly by any temporary essence they possess. Essence that is already corrupted cannot be corrupted again.

Corrupted essence functions as normal for points of essence, save that it imposes the following drawbacks:

- A creature whose essence has been corrupted suffers a penalty to their Strength score equal to the total number of points of corrupted essence they possess. If a creature's Strength score is reduced to 0 while they have one or more points of corrupted essence, they die (or are destroyed, if they are a construct or undead creature). If non-temporary corrupted essence is burned, the creature still suffers the penalty to their Strength score while the corrupted essence is burned.
- While a creature has corrupted essence invested in one of their essence receptacles, at the end of each of their turns they suffer damage equal to the total number of points of corrupted essence they have invested in their essence receptacles. This damage cannot be prevented, transferred or split and ignores hardness, damage reduction, and resistances. If a creature has corrupted essence and doesn't invest it, they don't suffer damage from that essence.
- Whenever a creature's corrupted essence is burned, that creature suffers 2 points of damage for each point of corrupted essence burned. This damage cannot be prevented, transferred or split and ignores hardness, damage reduction, and resistances. A creature does not suffer this damage if their essence is corrupted while it is already burned.

The corruption of a creature's essence is normally permanent. This corruption can be removed from all of a creature's essence by casting a *restoration* spell on them (or a similar effect), and *lesser restoration* or an effect that can remove curses (such as *remove curse*) can remove the corruption from 1d4 points of essence of the affected creature's choice each time it is cast. A creature benefitting from a radiant's *renewal* vivification may choose to remove the corruption from 1 of their points of essence in place of restoring 1 point of ability damage.

If a creature gains a point of temporary corrupted essence, it otherwise functions as normal for temporary essence in addition to the penalties normally caused by corrupted essence (it is lost after its duration expires, and cannot be recovered if burned).

Sidebar: Black Templar Alternate Class Feature

In a game utilizing corrupted essence, a Black Templar may take the following ability in place of the poison essence class feature:

Corrupt Essence (Su): At 4th level, whenever a creature would suffer essence burn from the black templar's drain essence ability and have no essence left to burn, any additional essence burn inflicted by this veil instead corrupts that many points of the branded creature's essence (see corrupted essence). If all of the branded creature's essence is corrupted, they instead gain points of temporary corrupted essence for each point of essence that would be corrupted. This temporary corrupted essence persists for 1 minute per class level, and is ignored when the target suffers essence burn from the black templar's drain essence ability (or abilities that function similarly).

This replaces the black templar's poison essence class feature.

Veils

Bloodburst Transmission

Descriptors: Disease, Teleport

Class: Daevic, Promethean, Vizier

Slot: Shoulders, Chest, Blood

Saving Throw: Fortitude (see text), Reflex (see text)

Your veins bulge from your skin, your touch inflicting a similar condition upon your foes, your blood seeming to churn in time with those you infect.

Shaping this veil allows you to channel the powers of a virulent disease known as *bloodburst* to other creatures. Shaping this veil makes you immune to the disease (even if produced by another instance of this veil shaped by another creature). Whenever you successfully touch or hit a creature with an unarmed strike or natural attack, or whenever another creature successfully touches or hits you with an unarmed strike or natural attack, that creature must make a Fortitude saving throw or contract *bloodburst*. An individual creature only makes a saving throw to resist contracting *bloodburst* once each round, no matter how many times they come in contact with the disease in a single round. Suppressing this veil does not end ongoing infections, but it suppresses the visible and negative effects of the disease. Unshaping this veil ends the infection on all infected creatures. If a creature is willing, they can choose to automatically fail any Fortitude saving throws against this disease.

A creature infected with *bloodburst* has veins that protrude visibly from their skin, and their flesh takes on a hue similar to a bruise. These creatures suffer a -2 penalty on Diplomacy and Bluff checks, increasing by -1 per point of essence invested in this veil at the time of infection, but otherwise suffer no ill effects from the disease. Once infected, the creature makes a new Fortitude saving throw each hour (at the same DC as when initially infected) and ends the infection on a successful saving throw. Since *bloodburst* is a disease, it can be removed by effects that remove diseases. A creature infected with *bloodburst* also transfers the disease to creatures they touch or attack with natural weapons or unarmed strikes, and those who touch or attack them with natural attacks and unarmed strikes, as per above. The DC to resist this infection is the same as the creature's existing infection, and imposes the same penalties when infecting other creatures. Creatures infected in this way are still considered to be infected by you for the purposes of this veil.

As a standard action you can transmit your physical form through a creature infected by *bloodburst* you caused that you can see. Your body and equipment burst into a shower of blood, and then you explode outwards from that creature. The chosen creature, and each creature within 5 feet of them, is showered by shards of bone viscera as you explode from the chosen creature, dealing 1d6 points of bludgeoning and slashing damage. All creatures other than the chosen creature in this area may make a Reflex saving throw to halve the damage, and any creature not affected by your *bloodburst* in the area must make a Fortitude saving throw or contract the disease. This damage also ignores the chosen creature's damage reduction and resistances. You then teleport to a square within 5 feet of the chosen creature of your choice. If this teleportation is blocked or otherwise fails you do not deal damage with this ability, and do not teleport to a square adjacent to the target.

Essence: For each point of essence invested in this veil, the explosion caused by you teleporting using this veil deals an additional 1d6 points of damage. For every 2 points of essence invested, you may choose to increase the radius of the explosion created by this veil by 5 feet and the DC to resist being infected by your *bloodburst* increases by an additional +1.

Chakra Bind (Shoulders): Binding this veil to your Shoulders chakra allows you to sense the infection you have spread and explode from those creatures from a distance. You can sense the distance and direction to any creature infected with *bloodburst* created by you as long as they are on the same plane as you. If you cannot see them, you are considered to be automatically pinpointing their location at all times. You no longer need to be able to see the creature you wish to choose to explode from using this veil. Your target must be on the same plane as you to use this ability.

Additionally, when you explode from a creature you can choose to exclude that creature from the damage caused by the explosion.

Chakra Bind (Chest): Binding this veil to your Chest chakra grants you all the benefits of the Shoulders bind, causes your plague to linger longer in creatures, and allows you to transmute your body and soul into the infection that ravages your hosts.

Creatures only make new saving throws to cure themselves of your *bloodburst* once every 24 hours. Unshaping this veil still cures them of the disease, as normal.

As a standard action, as long as at least one creature is infected by your *bloodburst* you can eschew your physical form to become one with your *bloodburst* you have inflicted upon the world. Your body and equipment burst into blood and gore which quickly fades away into nothingness. While in this state you no longer have a space, cannot sense or interact with the world in any way, do not need to breathe to survive, and cannot be targetted or affected by abilities. You cannot willingly unshape this veil while in this state. Any effects that were affecting you when you entered this state continue to affect you as normal. You still get hungry, thirsty, and tired, and you still age while in this state. While in this state you sense the location of every creature infected with your *bloodburst*, even those on other planes.

Becoming one with your infection can be blocked as if it were a teleportation effect, in such a case your attempt to become one with your infection fails and the action is lost.

While you are one with your infection, the actions you take are very limited. You may only reallocate your essence as a swift action, sleep, rest, mediate (such as to recover essence burn, or to shape your veils for the day), or take one the following two actions:

- *Disease Vision:* Once per turn as a free action you can focus on a single infected creature, seeing the area within 5 feet of them as per blindsight until the beginning of your next turn. The range of this sight increases by 5 feet for every 2 points of essence invested in this veil. This ability requires almost no effort on your part and can be done while meditating or resting at no penalty (but not while you sleeping or otherwise unconscious).
- *Bursting Reappearance:* As a standard action you can explode from an infected creature (as per the base effects of this veil) and regain your physical form. If attempting to explode from a creature in this way is blocked by effects that would negate or forbid teleportation you do not leave this state and this action is lost.

If every creature you have infected is cured of the disease, you are ejected from the body of the last creature who was cured of the disease, causing you to appear in a space within 5 feet of that creature and stunning you for 1 round. If you would be knocked unconscious (other than by sleeping), killed, or destroyed while in this state your body is ejected from a random creature infected by your disease, causing you to appear in a space within 5 feet of them. If one or more of your allies are infected, you are ejected from a willing ally of your choice instead.

Chakra Bind (Blood): Binding this veil to your Blood chakra grants you all of the benefits of the Chest bind.

Mindspawn Parasite

Descriptors: Fleshwarp

Class: Promethean, Vizier

Slot: Head

Saving Throw: See text

The back of your head unfolds, portions of your brain expanding and breaking off to form a parasitic creature who shares your mind and goals.

Shaping this veil grants you a familiar with the parasite familiar archetype, treating your veilweaving level as your effective arcane caster level when determining its abilities. If this familiar is slain, you can return it to life at 1 hit point by spending 1 hour in meditation. This familiar's appearance resembles a horrific combination of brain and its normal appearance, and is immediately recognizable as an unnatural creature. Creatures can make Knowledge (arcane)

checks to identify the familiar using the DC of this veil, identifying both the abilities of the familiar and this veil on a successful check.

This familiar shares your memories and motivations, but otherwise uses the normal statistics for a familiar.

Unlike other parasite familiars, the familiar's parasite ability is an extraordinary effect and the familiar created by this veil can infest your body as a free action once per round. While infesting your body, it gains fast healing 1. When the familiar infests your body, you immediately gain knowledge of everything your familiar has experienced since it last infested you as if you experienced those events yourself. If your familiar is slain or destroyed before it next infests you, any memories acquired by your familiar are lost.

Unlike the effects of other veils, this familiar is not affected if this veil is suppressed. While this veil is suppressed the familiar instead doesn't gain the benefits of this veil's essence investment. If this veil is unshaped the familiar is immediately destroyed.

When using its puppeteer ability the familiar uses this veil's saving throw DC in place of those spells normal saving throw DCs, and the ability and the effects of the spells it emulates are considered to be extraordinary effects.

Essence: For every point of essence invested in this veil, the parasite familiar gains a +2 insight bonus on Stealth checks and Bluff checks made to hide its infestation from a host. For every four points of essence invested, the time required for the parasite familiar to infest a host other than you is reduced by 1 step to a minimum of a swift action (full round action -> standard action -> move action -> swift action).

Chakra Bind (Head): Binding this veil to your Head chakra grants the parasite familiar the ability to infest unwilling and unaware targets and empowers its ability to puppeteer their bodies. The parasite familiar can now use its parasite ability to infest a target unaware of it as if they were willing, but the parasite must make a combat maneuver check as part of the action that provokes attacks of opportunity to do so. This check is considered a grapple for the purposes of feats and bonuses that apply to it. On a successful check, the parasite infests the creature. On a failed check, the parasite is revealed to the creature and the infestation attempt fails.

Additionally, the parasite familiar may use its puppeteer ability a number of times each day equal to 1 + 1/2 your veilweaving modifier (minimum 2). If a creature succeeds on a save against this ability it is immune to further attempts from your parasite familiar for 24 hours.

Raiments of the Possessing Specter

Descriptors: None

Class: Eclipse, Kheshig, Nexus, Promethean, Vizier, Volur

Slot: Feet, Belt

Saving Throw: None

Shreds of ghostly cloth shroud your body, twisting outwards to connect your soul to objects and creatures.

As a move action, you may gain the effects of the *gaseous form* spell as a supernatural ability. These effects persist until you end the effect as a free action (even if it isn't your turn) or this veil is suppressed. While under the effects of this veil all of your other veils except for this one are suppressed, but you may still invest or reinvest your essence freely between them despite this. While in your *gaseous form* you can possess an adjacent unattended Small or Tiny object as per *lesser object possession* as a standard action. Unlike the spell, your body merges with the possessed object. While possessing an object in this way you cannot use your abilities, as per this veil's *gaseous form*, and you also suffer any damage taken by the object you are possessing. You do not suffer damage dealt to any temporary hit points the possessed object possesses. Damage taken in this way cannot be prevented or reduced in any way, and ignores any temporary hit points you possess. If the possessed object has its hit points restored while you are possessing it, you are also healed for that damage suffered. You can end your possession as a move action, reappearing in an adjacent space as either your base form or your *gaseous form*, and it automatically ends if you or the object you are possessing is reduced to 0 hit points or if this veil is sundered or suppressed. You cannot enter your *gaseous form* while possessing an object, doing so ends the possession.

If you have other veils from the Specter's Vestments veil set shaped, you gain the effects of those veils when entering the *gaseous form* provided by this veil, and none of those veils are suppressed by entering *gaseous form*. Those veils also aren't suppressed while you are possessing an object using this veil. The increase to the fly speed granted to your *gaseous form* by investing essence in each veil stacks.

Essence: For each point of essence invested in this veil the fly speed granted by its *gaseous form* increases by 5 feet, the object you are possessing gains 5 temporary hit points, gains a +2 increase to its natural armor, and you gain a +1 insight bonus to attack and damage rolls with a possessed object's natural attacks. If lost, these temporary hit points recover at a rate of 1 per minute. When the object's temporary hit points granted by this veil are dealt damage, you do not suffer that damage as well. If you have essence invested in this veil while possessing an object, that object gives off an aura of ghostly fog that can be identified as this veil.

When at least 3 points of essence are invested in this veil, the damage reduction provided by *gaseous form* becomes DR/cold iron and magic. At 6 essence, it improves to DR/epic and magic. (DR/epic can only be overcome by weapons with a +6 enhancement bonus or greater, including the enhancement value of weapon special abilities.) At 9 essence, it improves to DR/—.

Chakra Bind (Feet): Binding this veil to your Feet chakra empowers your ability to possess objects. Your ability to possess objects now functions as per *object possession* and you gain the ability to possess objects that are Large size or smaller (minimum Tiny).

Chakra Bind (Belt): Binding this veil to your Belt chakra grants you mastery over your ghostly abilities. Your ability to possess objects now functions as per *greater object possession* and you gain the ability to possess objects that are Gargantuan size or smaller (minimum Tiny). You cannot possess constructs using this ability.

Additionally, using the effects of this veil you can possess creatures as per *greater possession*, otherwise following the restrictions and benefits of this veil's object possession ability (the creature must be adjacent to you, you must be in *gaseous form* to initiate a possession, you also suffer any damage taken by the creature you are possessing, you receive the benefits for investing essence in this veil while possessing a creature and so on). An unwilling creature receives a Will saving throw to negate this possession (using this veil's save DC). An unwilling creature possessed by this veil receives a new saving throw against this effect every hour. Should a creature succeed on a saving throw against this veil any ongoing possession ends, and the creature becomes immune to further possession attempts for 24 hours.

Revenant's Tattered Cloak

Descriptors: Death
Class: Daevic, Eclipse, Kheshig, Promethean, Nexus, Vizier
Slot: Head, Shoulders
Saving Throw: None

Your eyes shine with an ominous red glow through the face-covering hood of this tattered translucent cloak.

Shaping this veil grants you the resilience and single-mindedness of a revenant, allowing you to overcome pain to accomplish your goals. You gain immunity to nonlethal damage, a +2 insight bonus on saving throws against pain effects, and the benefits of the Diehard feat. If you are already gaining the benefits from this feat (or a similar effect), you instead treat your Constitution score as 10 higher for the purposes of determining the amount of negative hit points you can reach before dying.

Additionally, when you take actions while at 0 or fewer hit points you do not suffer damage.

Essence: For each point of essence invested in this veil the insight bonus granted by this veil increases by +1, and you treat your Constitution score as 3 higher when determining the amount of negative hit points you can reach before dying.

Chakra Bind (Head): Binding this veil to your Head chakra allows you to briefly resist death when slain to hunt down the one who killed you, allowing you to feed on their life essence to restore yourself to life.

When a creature deals enough hit point damage to kill you or destroy you, instead of dying or being destroyed you enter a state of murderous bloodlust that sustains you through death for a number of rounds equal to your veilweaving modifier + 1 round per 2 points of essence invested in this veil (minimum 2 rounds). The round you enter this state does not counter against its duration. You can also choose to enter this state willingly whenever a creature reduces you to 0 or fewer hit points, even if that damage does not kill you or destroy you. You still suffer hit point damage while in this state, but taking hit point damage cannot kill you. You can still be killed through other means while in this state, such as by death effects or negative levels.

While in this state you gain a +2 profane bonus on attack and damage rolls against the creature who initially killed you, +1 per point of essence invested in this veil, and are treated as an undead creature in addition to your normal type for the purposes of how you are targeted and affected by effects (such as *control undead*). This does not change how positive or negative energy interacts with you. You are staggered in this state (even if you normally ignore the staggered condition from acting at 0 or fewer hit points, or if you are immune to the staggered condition), but you may ignore the staggered condition as long as the actions you take during your turn are hostile towards the creature who killed you (such as attacking them, or using the effects of a veil against them), if that action moves you closer to the creature who killed you, or if that action is required to move you closer to the creature (such as opening a door, using an effect that allows you to teleport closer to the creature, breaking a grapple or shackles that bind you, and so on). These actions require intent to harm the creature on your part.

If the creature that initially dealt enough damage to kill or destroy you is killed while you are in this state, this state ends and you are restored to 1 hit point. If this state ends and that creature is still alive, you die (even if you are no longer at enough negative HP to kill you). If this veil is suppressed or unshaped while you are in this state, you die.

Chakra Bind (Shoulders): Binding this veil to your Shoulders chakra grants you all the benefits of the Head bind, but further empowers your undead rage against the foe that killed you.

While in your state of murderous bloodlust you can always sense the direction and distance to the creature who killed you, and you can always pinpoint their location if they are within your line of sight (as per blindsense).

While you can sense the creature who murdered you and they are within a range equal to your base movement speed + 30 feet, you gain the benefits of the *haste* spell. When you aren't within that range, rounds you spend outside of that range don't count against the duration of your murderous bloodlust. Any round where you first enter into this range does not count as well. If you begin the round within this range and then later leave it, that round still counts against the duration.

Scythe of the Soul Reaper

Descriptors: Death, Enhanced (scythe)

Class: Daevic, Eclipse, Kheshig, Soulforge, Nexus, Vizier

Slot: Wrists

Saving Throw: None

The blade of this blackened scythe glows with a pale blue light that affects the souls of those it strikes.

Shaping this veil allows you to conjure a scythe that reaps the souls of those it kills, drawing them forth as a specter under your control. When used to attack an incorporeal undead creature, the scythe instead tears directly into the essence of their soul.

Whenever you kill a living creature using this scythe, you may create a specter from that creature's corpse that is under your control. You may only control a number of Hit Dice worth of specters using this veil equal to your veilweaving modifier. While this veil is suppressed the specters are stored within the veil, and emerge in spaces of your choice adjacent to you when the veil is no longer suppressed. If this veil is unshaped, those specters are instead stored within the akashic record, being stored within the scythe again the next time this veil is shaped. If you would create a specter that would put you beyond the limit of Hit Dice of specters you may control using this veil, you must destroy some of

your existing specters to reduce your current controlled Hit Dice to a value equal to or below your maximum Hit Dice limit. When creating a specter using this ability in combat it does not roll initiative, it instead acts directly after you in the turn order.

Whenever you attack an incorporeal undead using this scythe the scythe is treated as if it has the *ghost touch* property, and all of the damage it deals against incorporeal undead bypasses any damage reduction, hardness, or energy resistance they possess. This applies to any bonus damage dealt by the scythe as well.

If you reduce a living creature to 0 or fewer hit points using this scythe and the damage doesn't kill the creature outright, they must make a Fortitude saving throw or die. This is a death effect, and a creature dying through this ability counts as killing them with the scythe for the purposes of creating a specter.

Essence: For each point of essence invested in this veil, attacks made using this scythe and the damage dealt by your controlled specter's deadly touch gain a +2 insight bonus to damage rolls. For every odd point of essence invested, attacks made using this scythe gain a +1 insight bonus on attack rolls and the deflection bonus to AC of your controlled specters increases by +1.

Chakra Bind (Wrists): Binding this veil to your Wrists chakra empowers your ability to control specters and causes the scythe to emit an aura that reaps the souls of those who die within it.

You may control a number of Hit Dice worth of specters using this veil equal to twice your Hit Dice.

Additionally, while you are holding the scythe conjured by this veil you emit an aura of soul reaping out to a range of 10 feet + 5 feet per two points of essence invested in this veil.

Whenever a living creature dies within this aura, you may create a specter from its corpse. Whenever a living creature within this aura is reduced to 0 or fewer hit points and the damage doesn't kill the creature outright, you may force that creature to make a Fortitude saving throw or die. This is a death effect.

All incorporeal undead other than the specters you control within this aura are weakened. All damage dealt to them is treated as if it had the *ghost touch* property and ignores the incorporeal undead's damage reduction, hardness, or energy resistance it possesses.

Specter's Decaying Sleeves

Descriptors: None

Class: Eclipse, Kheshig, Nexus, Promethean, Vizier

Slot: Hands, Wrists

Saving Throw: None

Wisps of decaying cloth enshroud your hands and wrists, your limbs becoming ethereal and ghostly.

As a move action, you may gain the effects of the *gaseous form* spell as a supernatural ability. These effects persist until you end the effect as a free action (even if it isn't your turn) or this veil is suppressed. While under the effects of this veil all of your other veils except for this one are suppressed, but you may still invest or reinvest your essence freely between them despite this.

Additionally, you gain the ability to make a decaying grasp as a standard action. This decaying grasp is treated as a melee weapon attack, requires a free hand to use, and deals 1d6 points of damage on a successful hit. Abilities that increase the damage of weapon attacks can apply to this attack, as can abilities like Power Attack. Creatures immune to magical aging are immune to this damage, but otherwise this damage bypasses all forms of damage reduction. When used against an object, hardness is applied but the damage is not otherwise halved or reduced.

You may make this attack while in your *gaseous form*, but your damage reduction granted by your *gaseous form* is halved until the beginning of your next turn when you choose to do so.

If you have other veils from the Specter's Vestments veil set shaped, you gain the effects of those veils when entering the *gaseous form* provided by this veil, and none of those veils are suppressed by entering *gaseous form*. The increase to the fly speed granted to your *gaseous form* by investing essence in each veil stacks.

Essence: For each point of essence invested in this veil the fly speed granted by its *gaseous form* increases by 5 feet, you gain a +1 insight bonus to damage rolls with your decaying grasp, and the damage dealt by your decaying grasp increases by 1d6. This damage is multiplied on a critical hit.

When at least 3 points of essence are invested in this veil, the damage reduction provided by *gaseous form* becomes DR/cold iron and magic. At 6 essence, it improves to DR/epic and cold iron. (DR/epic can only be overcome by weapons with a +6 enhancement bonus or greater, including the enhancement value of weapon special abilities.) At 9 essence, it improves to DR/—.

Chakra Bind (Hands): Binding this veil to your Hands chakra grants your gaseous limbs surprising reach and the ability to pass beyond your foes armor as if they were incorporeal. The reach of your decaying grasp is increased by 5 feet, plus 5 feet per 3 points of essence invested in this veil. In addition, when you attack a creature using your decaying grasp you ignore any armor and shield bonuses to AC not granted by force effects, and you may use your decaying grasp to attack to attack incorporeal creatures without penalty. The *ghost touch* armor special ability allows armor and shields to apply against your decaying grasp attacks.

Chakra Bind (Wrists): Binding this veil to your Wrists chakra grants you all the benefits of the Hands bind, and further empowers your ability to use your decaying grasp. You may now use your decaying grasp as if it were a weapon attack instead of as a standard action. It is considered a one-handed light weapon for the purposes of two-weapon fighting but you may only wield it with one hand in any given round. The threatened area of your decaying touch is equal to your natural reach (ignoring the reach increases granted by the Hands bind effects of this veil).

Additionally, your damage reduction granted by *gaseous form* is no longer halved when you make attacks using your decaying grasp.

Specter's Hooded Guise

Descriptors: None

Class: Eclipse, Kheshig, Nexus, Promethean, Vizier, Volur

Slot: Head, Headband

Saving Throw: None

This hood of translucent silk obscures your features with its ghostly form, hiding your form and protecting you from harm.

As a move action, you may gain the effects of the *gaseous form* spell as a supernatural ability. These effects persist until you end the effect as a free action (even if it isn't your turn) or this veil is suppressed. While under the effects of this veil all of your other veils except for this one are suppressed, but you may still invest or reinvest your essence freely between them despite this. While in this form, your translucent body makes you difficult to perceive, making it easier to hide yourself and your appearance and granting you a +1 bonus to Disguise and Stealth. If you don't have an active disguise when you use this ability, you are considered to be disguised as if you took 10 on the skill check.

If you have other veils from the Specter's Vestments veil set shaped, you gain the effects of those veils when entering the *gaseous form* provided by this veil, and none of those veils are suppressed by entering *gaseous form*. The increase to the fly speed granted to your *gaseous form* by investing essence in each veil stacks.

Essence: For each point of essence invested in this veil the fly speed granted by its *gaseous form* increases by 5 feet, and the bonus to Disguise and Stealth checks granted by your *gaseous form* increase by 1. When at least 3 points of essence are invested in this veil, the damage reduction provided by *gaseous form* becomes DR/cold iron and magic. At 6 essence, it improves to DR/epic and magic. (DR/epic can only be overcome by weapons with a +6 enhancement bonus or greater, including the enhancement value of weapon special abilities.) At 9 essence, it improves to DR/—.

Chakra Bind (Head): Binding this veil to your Head chakra further empowers the veil's ability to hide you from sight. You may now enter *gaseous form* as a move, swift, or immediate action. While in *gaseous form* you gain concealment, causing attacks made against you to suffer a 20% miss chance and allowing you to use Stealth to hide while otherwise observed. The ability to see invisible creatures negates this concealment, and automatically reveals you to that creature if you attempt to hide from them without other sources of cover or concealment. You also gain the evasion ability while in *gaseous form*, as the rogue class feature. You may use the abilities of this veil to enter *gaseous form* as an immediate action in response to making a Reflex save, allowing you to apply the evasion ability provided by your *gaseous form* against that effect.

Chakra Bind (Headband): Binding this veil to your Headband chakra grants you all the benefits of the Head bind, save that the concealment it grants is increased to 50%, as if you had total concealment, and it now grants the improved evasion ability, as the rogue class feature. Unlike actual total concealment, this does not prevent enemies from targeting you normally. The concealment granted by your *gaseous form* is also more difficult to detect with magical effects, requiring *true seeing* or similar effects, rather than only the ability to see invisible creatures.

Shroud of the Specter

Descriptors: None

Class: Daevic, Eclipse, Kheshig, Nexus, Promethean, Vizier

Slot: Shoulders, Neck

Saving Throw: None

This flowing translucent shroud conceals your body within its ghostly folds, deceiving your foes and allowing you to strike when they least expect.

As a move action, you may gain the effects of the *gaseous form* spell as a supernatural ability. These effects persist until you end the effect as a free action (even if it isn't your turn) or this veil is suppressed. While under the effects of this veil all of your other veils except for this one are suppressed, but you may still invest or reinvest your essence freely between them despite this. You still threaten while in your *gaseous form*, but you must end the effects to make your attacks. Whenever you could make an attack while in your *gaseous form*, you can end your *gaseous form* as a free action (even if it isn't your turn) to gain a +2 insight bonus on that attack roll. You may only gain the benefits of this effect once per round.

If you have other veils from the Specter's Vestments veil set shaped, you gain the effects of those veils when entering the *gaseous form* provided by this veil, and none of those veils are suppressed by entering *gaseous form*. The increase to the fly speed granted to your *gaseous form* by investing essence in each veil stacks.

Essence: For each point of essence invested in this veil the fly speed granted by its *gaseous form* increases by 5 feet, and the insight bonus to attack rolls provided by this veil increases by +1. When at least 3 points of essence are invested in this veil, the damage reduction provided by *gaseous form* becomes DR/cold iron and magic. At 6 essence, it improves to DR/epic and magic. (DR/epic can only be overcome by weapons with a +6 enhancement bonus or greater, including the enhancement value of weapon special abilities.) At 9 essence, it improves to DR/—.

Chakra Bind (Shoulders): Binding this veil to your Shoulders chakra allows you to briefly flicker between your physical and *gaseous form* to strike your foes. You may make weapon attacks while in your *gaseous form*, briefly ending the effect to make your attack and then immediately regaining its effects. If this attack would provoke an attack of opportunity, or if a creature readies an attack to attack you as you attack, it is made against your physical form.

Additionally, when using the ability to end your *gaseous form* to gain an insight bonus to an attack roll, you may immediately regain your *gaseous form* after that attack is resolved. You may still only use that ability once per round.

Chakra Bind (Neck): Binding this veil to your Neck chakra grants you total mastery over your *gaseous form*, granting you all the benefits of the Shoulders chakra and allowing you to effortlessly change between your gaseous and physical forms. You may now briefly return to your physical form before taking any action rather than only when making weapon attacks, and then return to your *gaseous form* immediately after. This can allow you to use the abilities of your veils, cast spells, or interact with physical objects. Any objects you weren't carrying when you first entered *gaseous form* do

not become gaseous when you become gaseous again, instead falling to the ground in your space. If your space takes up more than one 5-foot square, you may drop it in a 5-foot square within your space of your choice.

The Risen Dead

Descriptors: Death, Title

Class: Rajah

Slot: Shoulders

Saving Throw: None

A cloak of darkness wraps around the corpse's neck, imbuing it with the powers of unlife.

This title cannot be placed on a creature, only on a corpse. It can be designated to a corpse you have line of sight to on a free action on your turn, exactly like you can apply a title veil to a creature.

When you entitle a corpse using this veil, it is animated as per *lesser animate dead* with a caster level equal to your veilweaving level and that corpse immediately stands up from prone without provoking attacks of opportunity. You cannot entitle a corpse if the undead you create using that corpse would have more Hit Dice than your veilweaving level (minimum 2). This created undead shares your alignment. Mindless undead created in this way know how to and can be commanded to use the abilities of any veils that are entitled with.

If the corpse you entitle and grant unlife would have fewer total Hit Dice after being animated than your veilweaving level, it gains bonus Hit Dice equal to the difference between its current Hit Dice and your veilweaving level. Recalculate its statistics for these bonus Hit Dice as normal. These Hit Dice are added after any granted by the template applied to that creature.

If you entitle a corpse during combat the created undead creature does not roll initiative, it instead treats it initiative as your current initiative -1 and acts after you in the turn order.

If this veil is suppressed or unshaped or if this title is removed from the entitled undead creature, the entitled undead creature stops being animated by this veil and becomes a corpse once again. If this title is applied to that same corpse once again, it is returned to unlife at the same hit points it had when the effect ended with the same choices made during the original use of this ability (whether it is a zombie or a skeleton, and so on). The same applies if it is animated as an undead through other sources as well, though in such a case it loses any bonus Hit Dice granted by this veil. Any damage it suffered remains despite losing these Hit Dice, if this damage would cause its hit points to be 0 or fewer it cannot be animated by effects other than this veil. Corpses no longer animated by this ability can still be healed as if they were an undead creature, restoring any lost hit points dealt to them while they were animated.

If the undead created by this veil would be destroyed, this title returns to you and can be entitled to a new corpse. As a full-round action you can also remove the title from the entitled undead.

If the entitled undead is entitled by any other title veils, those titles are also returned to the veilweaver who shaped them and can be entitled to new creatures if the undead is destroyed or if this title would be removed from it.

Essence: For each point of essence invested in this veil, the entitled undead creature gains a +2 profane bonus to its weapon damage rolls. For every 2 points of essence invested, the entitled undead gains a +1 profane bonus to their attack rolls and to their Channel Resistance.

Chakra Bind (Shoulders): Binding this veil causes corpses you entitle to be animated as per *animate dead*. This otherwise follows the same restrictions and gains the same benefits as per the base effects of this veil.

When creating variant undead using this ability you do not need to be able to cast additional spells as part of their creation (such as the *haste* spell for a fast zombie). You may only create mindless undead using this ability, you cannot create skeletal champions or zombie lords.

Torc of Corrupted Essence

Descriptors: Brand, Curse
Class: Promethean, Vizier, Volur
Slot: Neck
Saving Throw: See text

You may brand a creature using this veil in one of the following two ways as a standard action:

- *Corrupting Essence:* The target creature receives a Will saving throw to resist being branded by this veil. In addition to being branded, on a failed save the branded creature suffers 1 point of essence burn. At the end of each of their turns that branded creature must make an additional Will saving throw or suffer 1 point of essence burn.
- *Punishing Corruption:* The target does not receive a saving throw to resist being branded by this veil. Whenever the branded creature uses an ability that is invested with 1 or more points of essence, they suffer 1 point of essence burn. This essence burn is taken before the ability is resolved. For the purposes of this effect, using an ability requires taking an action (even a free action). An automatic or continuous effect of an ability invested with essence does not count (such as the effects of a veil that grants the branded creature an aura, or an essence receptacle that grants an entirely passive effect).

You cannot change the chosen effect while a creature is branded by this veil, you may only change the effect by removing the veil and branding the creature anew.

Essence: For every 2 points of essence invested in this veil, whenever the branded creature suffers essence burn from the effects of this veil they suffer 1 additional point of essence burn.

Chakra Bind (Neck): Binding this veil to your Neck chakra causes a branded creature that is fully drained of their essence to have their essence corrupted.

If the branded creature would suffer essence burn from this veil and they have no essence left to burn, any additional essence burn inflicted by this veil instead corrupts that many points of the branded creature's essence (see corrupted essence). If all of the branded creature's essence is corrupted, they instead gain points of temporary corrupted essence for each point of essence that would be corrupted. This temporary corrupted essence persists for as long as the creature is branded, is immediately lost if the brand is removed, and is ignored when the target suffers essence burn from the effects of this veil (or abilities that function similarly).

New Veil Sets

Specter's Vestments

This veil set contains the following veils: Raiments of the Possessing Specter, Specter's Decaying Sleeves, Specter's Hooded Guise, Shroud of the Specter.

Feats

Corrupted Ignition [Akashic]

You have learned to corrupt your essence rather than burn it to fuel your powers.
Prerequisites: Ability or veil that allows you to burn essence
Benefits: Whenever you would suffer essence burn, you can instead choose to corrupt an equivalent number of points of your own non-temporary essence (see corrupted essence) in place of suffering the essence burn. Unlike other corrupted essence, this self-inflicted corruption is removed from your essence the next time you rest and reshape your

veils. You cannot choose to corrupt your essence using this ability if all of your non-temporary essence is already corrupted. If you corrupt your essence as part of using an ability that requires you to burn essence, you are still treated as if you burned your essence when determining its effects. If multiple points of essence would be burned, you choose whether to burn essence or corrupt your essence individually for each point of essence burned.

You gain 1 point of essence.

Fleshwarped Construct [Akashic]

Your akashic construct is a fusion of akasha and your own flesh.
Prerequisites: Knowledge (nature) or Knowledge (dungeoneering) 1 rank, ability to shape an Akashic Construct
Benefits: Your Akashic Construct gains the fleshwarp descriptor and all of the benefits associated with that descriptor. Your Akashic Construct can now also be targeted by effects that affect living creatures, aberrations, and constructs. This otherwise functions as normal for effects that target and affect your Akashic Construct.

The following akashic upgrades can be selected by a Fleshwarped Construct in addition to the regular akashic upgrades:

- *Adrenaline Surge:* You gain the ferocity universal monster ability while enveloped by your Akashic Construct.
- *Extreme Acclimation:* The Akashic Construct has adapted to some form of extreme environment, granting itself immunity to fire or cold damage. Damage dealt to the Akashic Construct is still split between you and the construct before applying this immunity. You must have a veilweaving level of 9th to select this upgrade, and it may be selected up to two times.
- *Feral Construct:* When you invest essence in your Akashic Construct, you can choose to grant it two primary claw natural attacks instead of the normal slam natural attack. These claws deal the same dice of damage as the replaced slam attack.
- *Feral Mobility:* For each point of essence investedin the Akashic Construct, you gain a 5 foot increase to your base land speed.
- *Gushing Fluid:* When damaged the Akashic Construct violently pours forth vitriolic fluid that hoses its attacker. Once per round when the Akashic Construct takes damage from a slashing or piercing weapon, all creatures adjacent to you take 1d6 points of acid damage, plus an additional 1d6 points per 2 points of essence invested in the Akashic Construct. A successful Reflex save (DC 10 + the essence invested in the akashic construct + your veilweaving modifier) negates this damage.
- *Improved Feral Construct:* When you invest essence in your Akashic Construct it gains a primary bite natural attack. The damage dealt by this attack is treated as one size category larger than the slam attack normally dealt by the akashic construct. You must have selected the feral construct upgrade to select this upgrade.
- *Improved Feral Mobility:* You gain the pounce universal monster ability. You must have a veilweaving level of 11th and have selected the feral mobility upgrade to select this upgrade.
- *Instinctive Action:* If you become unconscious, stunned, or otherwise unable to take actions, your Akashic Construct acts instinctually to best protect you. It has a single standard action on your turn, which it uses to either attack an adjacent creature, move away from danger, or activate an ability of one of your veils. The construct is considered to have an intelligence score of - and a Wisdom score of 10 while acting in this way.
- *Redundant Organs:* While enveloped by your Akashic Construct you gain a 25% chance to negate critical hits and precision damage. This upgrade can be taken a second time to increase the chance to 50%, and a third time to grant you immunity to critical hits and precision damage.
- *Tissue Regeneration:* You only need to meditate for 1 minute to restore 5 hit points to your Akashic Construct. If your Akashic Construct is reduced to 0 hit points it still requires 1 hour in meditation to restore it to 5 hit points.

Resist Corruption [Akashic]

You have learned to partially resist the effects of corrupted essence.
Prerequisites: Constitution 15, essence pool 1
Benefits: You do not suffer a penalty to your Strength score from corrupted essence, and you are not killed (or destroyed) if your Strength is reduced to 0 while you have corrupted essence.

You gain 1 point of essence.

Well of Corruption [Akashic]

Through meditation you have learned to tap into concepts of darkness and corruption that lurk deep within the Akashic Record and imbue your soul with their power.
Prerequisites: Veilweaving level 5
Benefits: You can meditate in an area of dim light or darkness to gain a pool of temporary corrupted essence points up to a maximum of 1/2 your character level (rounded down). You must meditate for 1 minute for each point of temporary corrupted essence you gain in this way. These points of temporary corrupted essence persist until burned, and are lost if the corruption is removed from them.

Additionally, by focusing your soul and mind as a standard action that provokes an attack of opportunity you may burn 1 point of temporary corrupted essence without suffering the normal damage for doing so.

Bestiary

Essence Eater

These fearsome undead creatures are born from the corpse of a humanoid creature who died from essence corruption, that corrupted essence lingering after death to imbue their body with an undead will that hungers for the essence of other beings. When a living creature is killed from having their Strength reduced to 0 by corrupted essence, if their body is not otherwise destroyed or affected by a *restoration* spell they rise from the dead as an essence eater 1d4 hours after their death. This essence eater retains none of the memories or the personality that the creature had in life. An essence eater retains the appearance it had in life, save for its pale skin and glowing red eyes. The longer it goes without feeding, the more emaciated and monstrous it appears until it feeds.

Essence eaters are completely void of essence, and they have an unending hunger for that which they cannot possess. This void grants them resistance to essence and akasha, and allows them to best hunt their favored prey: veilweavers. Essence eater's are shrewd hunters, willing to stay out of sight while they stalk and single out their prey. Essence eaters prefer to hunt veilweavers, since they most often have the largest pools of essence for which an essence eater can gorge on, but when veilweavers are not common they will hunt any creature who can use essence. Essence eaters prefer to hunt their prey, savoring the chase and thrill of the hunt itself, but in areas where users of essence are particularly scarce an essence eater may capture a veilweaver and imprison it to repeatedly feed upon its essence.

Essence Eater - CR 4

The pale-skinned creature before you walks with a predator's gait, a baleful red glow emanating from its eyes.

XP 1,200
NE Medium Undead
Init +3, **Senses** darkvision 60 ft., essence sense; **Perception** +20

Defense

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)
Hp 68 (9d8+27)
Fort +6, **Ref** +6, **Will** +9 (+3 to saves vs akashic effects)
Defensive Abilities channel resistance +2, undead traits
Weaknesses essence hunger

Offense

Speed 30 ft.
Melee bite +9 (1d8+4) and 2 claws +9 (1d6+4 plus grab)
Special Attacks essence feast

Statistics

Str 19, **Dex** 16, **Con**—, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +10 (+14 with grapple); **CMD** 13 (+17 vs grapple)
Feats Blind-Fight, Skill Focus (Perception), Skill Focus (Stealth), Essence Rejection (+3 saves vs akashic abilities and effects), Essence Void (veilweaving check DC 24)
Skills Climb +16, Disguise +15, Intimidate +15, Knowledge (arcana) +14, Perception +18, Stealth +26; **Racial Modifier** +8 Stealth
Languages Common + 2 others
SQ create spawn

Ecology

Environment any
Organization solitary, pair, gang (3–6), or pack (7–12)
Treasure standard

Special Abilities

Create Spawn (Su): Any humanoid creature that has all of its un-corrupted essence burned by an essence eater and then is killed by an essence eater rises from the dead as an essence eater after 1d4 hours. Destroying the body or affecting it with a *restoration* spell halts this process. The essence eater created in this way is not under the original essence eaters control, and many essence eaters will intentionally destroy the bodys of creatures they feed upon to prevent overpopulation in areas where users of essence are scarce.

Essence Feast (Su): Whenever the essence eater attacks a creature they have grappled using their bite attack, whenever it maintains a grapple against a creature and choose to deal damage to them with their bite, or whenever it attacks a helpless creature using its bite, the damaged creature suffers 1d4 points of essence burn (2d4 on a critical hit). The essence eater gains 5 temporary hit points for every point of essence burned in this way. These temporary hit points persist for up to 24 hours and stack with themselves, up to a maximum of half the essence eater's maximum hit points.

If the target would suffer essence burn from this effect and have no essence left to burn, any additional essence burn inflicted by this ability instead corrupts that many points of the bitten creature's essence (see corrupted essence). If all of the creature's essence is corrupted, they instead gain points of temporary corrupted essence for each point of essence that would be corrupted. This temporary corrupted essence persists for 1 minute per each of the essence eater's Hit Dice, and is ignored when the target suffers essence burn from this ability (or abilities that function similarly).

Essence Hunger (Ex): The essence eater must consume the essence of other beings using its essence feast special attack to survive. If the essence eater goes 24 or more hours without burning at least a number of points of temporary essence equal to 1/4 its Hit Dice (minimum 1) essence using its essence feast attack, it becomes sickened until it does so. If the essence eater goes more than a week without feeding in this way, it is also staggered until it does so. If it goes without feeding for a month, it is confused until it does so. While confused, it was a 25% chance of acting normally each round, a 25% chance of doing nothing but babbling incoherently each round, and a 50% chance to attack the nearest creature each round (other than itself). If there are no nearby creatures, it instead has a 50% chance to mindlessly seek out a creature which it can attack.

Essence Sense (Su): The essence easter notices and locates any creature with at least 1 essence within 200 feet of it, as per blindsight. It also notices any veils, magic items, and other effects invested with at least 1 point of essence within that range as well. It may identify those invested veils, magic items, and effects as if it could see them while in this range.

Essence Vampires

An essence vampire is usually born when a creature who possesses an essence pool dies from having that essence corrupted but possesses an immense will that allows that essence to linger on after the death of their body. The creature's essence lives on in a state of unlife, feeding upon the essence of other creatures to persist after death. Essence vampires most commonly rise from the corpses of veilweavers slain by essence eaters, but they can occasionally arise spontaneously when particularly villainous and dark veilweavers are slain. Essence vampires are similar to essence eaters, though much rarer and often much more powerful. Unable to create spawn and unable to reliably be created, the number of essence vampires in the world remain relatively small.

In their true state and essence vampire resembles a cloud of dark corrupted essence that takes the vague shape the creature had in life, however, essence vampires possess the ability to forge themselves a body of pure akasha that they use to interact with the world known as an akashic shell. An essence vampire's akashic shell resembles the body they had in life, becoming more substantial and lifelike the more essence they imbue it with. A rarer variety of essence vampire, known as a corpse rider, instead possess corpses rather than forming themselves an akashic shell.

Creating an Essence Vampire

"Essence vampire" is an acquired template that can be added to any living creature with 5 or more Hit Dice (referred to hereafter as the base creature) and an essence pool of at least 5 points. Most essence vampires were once humanoids, fey, or monstrous humanoids. An essence vampire uses the base creature's statistics and abilities except as noted here.

Challenge Rating: Base Creature's CR +1.
Alignment: Any Evil.
Type: The creature's type changes to undead (augmented). Do not recalculate class Hit Dice, BAB, or saves.
Senses: An essence vampire gains darkvision to a range of 60 feet and the essence sense ability:

Essence Sense (Su)

The essence vampire notices and locates any creature with at least 1 essence within 200 feet of it, as per blindsight. It also notices any veils, magic items, and other effects invested with at least 1 point of essence within that range as well. It may identify those invested veils, magic items, and effects as if it could see them while in this range.

Hit Dice: Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. Unlike other undead creatures, an essence vampire does not use its Charisma modifier to determine bonus hit points, it instead adds no ability score modifier when determining its bonus hit points.
Defensive Abilities: An essence vampire gains channel resistance +4 and resistance to cold 10 and fire 10, in addition to all of the defensive abilities granted by the undead type. It also gains the akashic shell special ability:

Akashic Shell (Su)

The essence vampire is considered to have shaped and constantly gains the benefits of an Akashic Construct. It does not count against the number of veils they may have shaped in a day, and it does not count as shaped in any of their Chakra slots.

It uses its Hit Dice as its effective veilweaving level for its Akashic Construct, and the higher of its Intelligence, Wisdom, and Charisma scores when determining their veilweaving modifier for the Akashic Construct. The Akashic Construct also cannot be targeted by effects that normally affect constructs. The essence vampire's Akashic Construct gains a number of bonus hit points for each of its Hit Dice equal to the essence vampire's Charisma modifier, gains fast healing 5, and increases its armor bonus by +4. However, damage dealt to the Akashic Construct is not split between the Construct and the essence vampire. If the Akashic Construct is reduced to 0 hit points it is destroyed as normal, and can only be restored by the essence vampire meditating (fast healing does not apply).

The essence vampire's akashic shell resembles the appearance it had in life. Whenever the essence vampire envelopes itself in its akashic shell it can choose the appearance of the clothing that covers it, the clothing is considered to be a part of the akashic shell. Instead of being easier to identify when invested with essence, the DC to identify the akashic shell increases by +1 per point of essence invested in it.

When the essence vampire reaches 10 Hit Dice, they are treated as having their Akashic Construct bound to their Shoulders chakra when determining its effects.

When the essence vampire reaches 20 Hit Dice, they are treated as having their Akashic Construct bound to their Body chakra instead when determining its effects.

If the essence vampire has 21 or more Hit Dice, their Akashic Construct gains an additional Hit Die for every Hit Die the essence vampire has beyond 20. For every 2 of these additional Hit Dice, the Akashic Construct's armor bonus increases by +1.

Weaknesses: The essence vampire gains the Insubstantial Essence and Essence Hunger abilities:

Insubstantial Essence (Ex)

While not enveloped by its akashic shell the essence vampire takes the form of an insubstantial cloud of raw and tainted essence. It cannot directly interact with the world around it in this state, and it cannot attack or affect creatures or objects other than itself with any of their class features, spells, effects of their veils, or other abilities. While in this state it gains a Deflection bonus to AC equal to its Charisma modifier, and loses any bonuses to natural armor bonuses to natural armor it possesses. While in this state it is otherwise treated as an incorporeal creature for all purposes, save that it cannot pass through solid objects. It can however pass its insubstantial body through small cracks and other openings. While in this state, the essence vampire gains a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed. The essence vampire cannot wield weapons or wear armor while in this state, even weapons or armor with the *ghost touch* property. Unlike other incorporeal creatures an essence vampire has a Strength score, but while they are not enveloped by their akashic construct it treats its Strength score as —.

While unable to normally interact with objects, an essence vampire can incorporate non-legendary slotted magical items into its essence by touching such an item and meditating upon it for 1 hour. Once this meditation is complete, that item merges with the essence vampire. The essence vampire is treated as wearing that magic item, and it takes up the essence vampire's appropriate magic item slots. The essence vampire can expunge an item from its essence as a standard action, causing it to fall to the ground in a space adjacent to them (or into an open hand, if they are enveloped by their akashic shell). The essence vampire cannot incorporate a magic item if the magic item slot of that item is already filled by an incorporated item.

Essence Hunger (Ex)

The essence vampire must consume the essence of other beings using its drain essence special attack to survive. If the essence vampire goes 24 or more hours without gaining at least a number of points of temporary essence equal to 1/4 its Hit Dice (minimum 1) essence using its drain essence attack, it becomes sickened until it does so. If the essence vampire goes more than a week without feeding in this way, it is also staggered until it does so. If it goes without feeding for a month, it is confused until it does so. While confused, it was a 25% chance of acting normally each round, a 25% chance of doing nothing but babbling incoherently each round, and a 50% chance to attack the nearest creature each round (other than itself). If there are no nearby creatures, it instead has a 50% chance to mindlessly seek out a creature which it can attack.

Special Attacks: An essence vampire gains the drain essence special attack. The save DC is equal to 10 + 1/2 the essence vampire's Hit Dice + the essence vampire's Charisma modifier.

Drain Essence (Su)

A creature hit by one of the essence vampire's natural attacks or with a melee weapon produced by a veil it has shaped must make a Will saving throw or suffer 1d4 points of essence burn on a failed save. If the creature fails its saving throw, the essence vampire gains points of temporary essence equal to the amount burned. These points of temporary essence persist for 1 hour, and the essence vampire cannot have more temporary essence from this ability than 1/2 their Hit Dice.

If the target would suffer essence burn from this effect and have no essence left to burn, any additional essence burn inflicted by this ability instead corrupts that many points of the drained creature's essence (see corrupted essence). If all of the creature's essence is corrupted, they instead gain points of temporary corrupted essence for each point of essence that would be corrupted. This temporary corrupted essence persists for 1 minute per each of the essence vampire's Hit Dice, and is ignored when the target suffers essence burn from this ability (or abilities that function similarly).

This ability triggers only once per round, regardless of the number of attacks an essence vampire makes.

Ability Scores: Str +4, Dex +4, Int +2, Wis +2, Cha +4. As an undead creature, an essence vampire has no Constitution score.

Feats: Essence vampires gain Alertness, Combat Expertise, Dodge, Improved Initiative, and Iron Will as bonus feats.

Skills: Essence vampires gain a +8 racial bonus on Bluff, Perception, Sense Motive, and Stealth checks.

Variant Essence Vampires

Corpse Rider

A corpse rider has learned to utilize their essence to possess corpses rather than shape an akashic shell. They gain the possess corpse ability instead of the akashic shell ability. Whenever they aren't possessing a corpse, they suffer from their insubstantial essence ability.

Possess Corpse (Su)

A corpse rider can infuse the corrupted essence of their being with a corpse, infusing it with their dark power and allowing it to control the corpse as if it were their own body. The corpse rider must meditate while sharing a space with a corpse for 1 hour to infuse their essence into it. After this minute is completed, the corpse is reanimated as a zombie and the corpse rider is merged with it and controls it as per the *greater possession* spell. The corpse rider cannot possess a corpse in this way if the resulting zombie would have more Hit Dice than the corpse rider. While a corpse is possessed by a corpse rider it ceases to rot. If the possessed corpse had died within 24 hours of its possession, the corpse rider gains a +10 bonus on Disguise checks to disguise it as a living creature. The corpse rider gains a further +10 bonus on Disguise checks made to disguise itself as the corpse they are possessing.

The corpse rider can end this possession as a standard action. Ending the possession in this way causes the zombie to become an inanimate corpse once again, if it is later reanimated as an undead creature it maintains any damage it had previously suffered while possessed by the corpse rider. If the zombie is destroyed, the possession also ends.

Unlike other zombies, this zombie does not gain its own actions, is not staggered, and has an Intelligence, Wisdom, and Charisma score of —. It gains bonus HP based on the corpse rider's Charisma score. It gains the benefits of any veils the corpse rider has shaped (including the effects of any binds and the essence invested in those veils), and the corpse rider may deliver the effects of its drain essence special attack using the zombie's natural attacks. If the zombie suffers from any conditions, those conditions also apply to the corpse rider while it is possessing the corpse. If the zombie is affected by a spell or ability that requires a Will saving throw, it uses the corpse rider's Will save in place of its own. If the zombie could speak in life, the corpse rider may speak using its own voice, or the voice the zombie had in life (using the corpse rider's languages).

Variant Zombies

Undeath's Altar

The undead creature lumbering before you appears to lack any means of attacking, its arms and limbs bound by bone and flesh covered in carved runes glowing with profane power.

Creating an Undeath's Altar

To create an undeath's altar one you must cast the *desecrate* spell as part of creating it and you must worship a deity. In addition to the changes for the zombie template, make the following adjustments to the base creature:

Aura of Desecration: The undeath's altar emits an aura of desecration out to a range of 20 feet. Undead creatures within this aura, including the undeath's altar, gain a +2 profane bonus to attack rolls, damage rolls, and saving throws. Undead created within this aura gain an additional +2 maximum hit points for each of their hit dice. The undeath's altar also gains this increase to their maximum hit points. These bonuses do not stack with the *desecrate* spell or similar effects.

Additionally, anyone who casts *animate dead* within this area may create as many as double the normal amount of undead (that is, 4 HD per caster level rather than 2 HD per caster level).

Channel Resistance: The divine powers emitted by the undeath's altar grant it a +8 profane bonus to its Channel Resistance.

Mobile Altar: The undeath's altar is considered to be an altar of their creator's deity.

Bound Limbs: The undeath's altar does not gain the slam attack from the zombie template. If it is a bipedal creature its arms are bound, preventing it from wielding weapons or using its hands. The undeath's altar treats all of its natural attacks as secondary natural attacks, and suffers the penalty for attacking with secondary natural weapons even when only making attacks using natural weapons.

Abilities: Rather than the abilities of a standard zombie, an undeath's altar gains -2 Dex and -2 Str. An undeath's altar has no Con or Int score, its Wis becomes 10 and its Cha becomes 16.

Special Variant Undead

Essence Devourer

The corpse before you slowly rises from the ground, its jaw distending to reveal a maw of wickedly sharp teeth dripping with a foul ichor. It turns its dead eyes towards you, a red glow sparking within them as it seems to notice your veils.

Creating an Essence Devourer

An essence devourer can either be created as a variant skeleton or a variant zombie. Choose which type of undead you wish to create, and then apply that template to the corpse with the following modifications:

Natural Attacks: Rather than gaining a slam attack or two claw attacks, the essence devourer gains a bite attack appropriate for its size.

Devour Essence: Whenever the essence devourer deals damage to a creature with an essence pool using its bite attack, that creature must make a Fortitude saving throw or suffer 1 points of essence burn + 1 point for every 4 Hit Dice the essence devourer possesses. The essence devourer gains a number of temporary hit equal to 5 times the number of points of essence burned using this ability. These temporary hit points stack with themselves and last for 1 hour. The creature who suffered this essence burn cannot recover it through any means until these temporary hit points are lost, whether through dealing damage to the essence devourer, waiting for the duration of the temporary hit points to expire, or otherwise destroying the essence devourer.

The saving throw DC of this ability is equal to 10 + 1/2 the essence devourer's Hit Dice + the essence devourer's Charisma modifier.

Essence Hunger: The essence devourer can detect any creature with an essence pool that contains at least 1 point essence within 60 feet of it as per blindsight. An essence devourer gains a +1 insight bonus to attack rolls and to damage rolls with its natural weapons against creatures with an essence pool that contains at least 1 point of essence, increasing by +1 for every 5 points of essence in that creature's essence pool. When not actively directed by its creator an essence devourer will focus its attention and attacks against creatures with an essence pool above all others, focusing on the creature with the highest amount of essence in their pool if the essence devourer can sense multiple.

Abilities: In addition to the ability score adjustments provided by the skeleton or zombie template, the essence devourer gains a +4 bonus to its Charisma score.

Specters

A translucent, vaguely-humanoid shaped mass of ghostly energy floats in the air in the room ahead. As it notices you, it lets out a pained whine and charges in your direction.

This template can be applied to any living corporeal creature that has a Charisma score, referred to hereafter as the base creature.

Creating a Specter

Challenge Rating: Same as the base creature.

Alignment: Always neutral evil.

Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It gains the incorporeal subtype.

Armor Class: The specter loses any natural armor bonus to AC it possessed in life. It instead gains a Deflection bonus to AC equal to its Charisma modifier, plus an additional point of Deflection AC per 4 Hit Dice it possesses. If the specter could wear armor or use shields in life, it can wear ghost touch armor or wield ghost touch shields.

Hit Dice: Drop HD gained from class levels, change racial HD to d8s, gain a number of d8 racial HD equal to class levels lost. Specters use their Charisma modifier to determine bonus hit points (instead of Constitution).

Saves: Base save bonuses are Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2.

Defensive Abilities: A specter retains none of the base creature's defensive abilities. It gains all of the qualities and immunities granted by the undead type. Specters also gain the spectral incorporality ability.

Spectral Incorporality (Su)

The specter is an incorporeal creature, gaining the normal benefits and immunities associated with the special quality, however, their semi-physical nature allows them to be struck by non-magical forms of attack (though those attacks still deal 50% damage to the specter).

Speed: Specters lose their previous speeds and gain a fly speed of 30 feet (perfect), unless the base creature has a higher fly speed. In such a case, it uses that creature's fly speed with (perfect) maneuverability.

Melee and Ranged Attacks: A specter loses all of the base creature's attacks. If it could wield weapons in life, it can wield ghost touch weapons.

Special Attacks: A specter retains none of the base creature's special attacks. It gains the Deadly Touch special attack

Deadly Touch (Su)

The specter has a deadly touch attack that it can make as a standard action. On a successful hit, this touch attack deals 1d6 damage, plus an additional 1d6 damage per two Hit Dice of the specter. This damage is untyped and is not reduced by resistances or immunities.

Abilities: Dex +2; as a mindless incorporeal undead creature, a specter has no Str, Con, or Int score, and its Wis and Cha become 16.

BAB: A specter's base attack is equal to 3/4 its Hit Dice.

Skills: A specter loses all of its skill ranks. Specters have a +8 racial bonus on Stealth checks due to their translucent bodies.

Feats: A specter loses all feats possessed by the base creature, and does not gain feats as its Hit Dice increase, but it does gain Improved Initiative as a bonus feat.

Appendix

Brand Descriptor

A veil with the [brand] descriptor is placed by its veilweaver on a creature. When a veilweaver shapes a veil with the [brand] descriptor, it does not appear on their body, no matter how much essence they invest. It is instead stored, inert, until the veilweaver brands an enemy within Close range as a standard action. It then materializes on the branded creature. A brand occupies a slot on its veilweaver as normal, even if it has been used to brand an enemy, and are bound to chakra slots as normal. A veilweaver can attempt to place a brand they have already placed onto a new creature, but doing so removes it from the first. Additionally, they can choose to remove one or more of their brands from any creatures affected by them any time they reallocate their essence.

[Brand] veils are normally placed on a creature within Close range (25 feet plus 5 feet per two veilweaver levels) as a standard action, though some [brand] veils may have special ways to apply them, and some feats or class abilities may alter the way they are applied as well. Most veils have saving throws to avoid being branded (specified in the veil's description), and spell resistance applies to thwart a brand's application. A creature may have any number of brands applied to them at a time, and they do not occupy slots on the branded creature. A single creature cannot be branded by a specific veil more than once, even if that specific brand is applied by multiple veilweavers. Once a creature has been branded, the brand remains as long as the creature is within Close range of the veilweaver, unless otherwise specified by the veil. If the branded creature leaves that range, the brand persists until the end of the veilweaver's next turn, at which time the veil and its effects become suppressed until the veilweaver is once again within Close range of the creature. Even if the effects are suppressed, the veilweaver can still interact with the veil, such as by investing essence in or out of it or unshaping it.

Once a brand has been applied to a creature they can be identified and sundered as normal for veils. A creature who is affected by a brand knows they can sunder it to end the effects. When sundering a brand, it is considered to be shaped on the creature affected by it, but it uses the CMD of the veilweaver who shaped it. [Brand] veils can only be sundered while they are branding a creature. Attempting to sunder a brand does not provoke an attack of opportunity. Sundering or suppressing a brand removes it from the branded creature. If the veilweaver falls unconscious, the effects of their placed brands are suppressed. Destroying or killing the veilweaver removes the effects of their brands from all affected creatures.

Fleshwarp Descriptor

Rather than manifesting as constructs of magical energy, fleshwarp veils physically alter the body of the veilweaver who shapes them. Fleshwarp veils are extraordinary effects after being shaped, rather than supernatural. They are not subject to spell resistance, and cannot be dispelled or suppressed by effects that suppress magic. Fleshwarp veils can be used while polymorphed, modifying the flesh of any forms the veilweaver might take. When not invested with essence they almost-seamlessly merge with your body, rather than being nearly invisible, allowing them to be disguised as easily as a normal veil. Fleshwarp veils otherwise function using all the same properties as a normal veil.

Title Descriptor

A Title is a unique type of akashic veil shaped mostly by rajahs. Unlike other veils, a Title is shaped onto one of the veilweaver's allies (known as the entitled), and cannot be shaped onto the veilweaver themselves. Titles do not occupy veil slots (neither shaping nor binding), and there is no limit to the amount of Titles a creature can have shaped or bound onto them. Even though the veilweaver shaped it, a Title's effects are considered to originate from the entitled. A creature can only receive Titles from one veilweaver at once; if they already have a Title shaped onto them, different veilweavers cannot shape their own Titles onto them. Unlike other veils, a veilweaver can shape as many of a given Title as they wish, though they may not shape the same Title onto a creature multiple times, nor may they shape a veil that shares the same name onto a creature who already has that veil shaped.

A Title's effect is only applied to the entitled while the veilweaver who created it is within close range (25 feet + 5 feet per two veilweaver levels). If an entitled creature leaves that range, the title persists until the end of the veilweaver's turn, at which it becomes suppressed. Even if the effects are suppressed, the veilweaver can still interact with the veil, such as by investing essence in or out of it or unshaping it, but any class features, feats, and so on that require the veil to be shaped (such as the Rajah's Vassalage class feature) cannot function with the veil so long as its suppressed.

While a creature is entitled, the veilweaver can pinpoint the location of that creature, as long as the title is not suppressed. If it is, the veilweaver can only gain vague information about the entitled creature's location, as long as they are on the same plane. Titles can be identified and sundered as normal for veils, using the CMD of the entitled rather than that of the veilweaver. If the veilweaver falls unconscious, the title effects are suppressed. Destroying or killing the veilweaver removes their titles from allies, while destroying or killing an entitled ally removes the title from them.

Shared Veils and Titles

Titles can be shared using the Shared Veil feat and other abilities, just like normal veils. When a Title is shared by a veilweaver, they entitle the creature they shared it with, granting them the Title's benefits as if they had shaped it onto them. This does not interfere with the Title's normal function or the creature it is already shaped onto. For example, if a yaksa caller summoner's eidolon (see Chapter 2 of *Akashic Mysteries*) gains the ability to shape a Title with the Shape Veil feat, the eidolon would entitle another creature as normal, and the yaksa caller could then use their share veil class feature to gain that Title's benefits as well. Likewise, a buraq animal companion could both entitle a creature and share the effects of a Title with its master.

Hey, What's This About Slots?

Though Titles do not occupy veil slots, there is still a slot listed in each Title's description. Rajahs can always bind their Titles to gain their chakra effect so long as they have the empowered titles class feature, but any other character who gains access to Titles must be able to bind veils to the Title's associated slot in order to bind it for the chakra's effect. As they do not occupy veil slots, title veils are not affected by Akashic catalysts.

Early Morning Routines

Preparing Title veils for the day functions exactly like preparing normal veils (which requires a good night's rest followed by 1 hour of preparation). After this hour is finished, the Title veils are prepared to go, and the veilweaver may collect their allies to entitle them, only requiring line of sight and a free action to designate them as the entitled for the veil(s). The veilweaver may hold onto these title veils for as long as they wish, or until they shape their veils again. Thus, if the veilweaver is enjoying their stay at an inn, and the party's bard is in a jail cell for the night, the veilweaver may prepare the title for the bard in the comfort of the inn, then give it to the bard once they collect him from the local law enforcement.

Feats

Essence Void

You are an abyss of magic, swallowing up all power.

Prerequisites: Essence Rejection, character level 8th

Benefits: The veilweaver of any veil that targets you, includes you in its area of effect, or is used to attack you must make a veilweaver level check (DC 15 + your Hit Dice) or have that veil be suppressed for 1d4 rounds. Any purely akashic damage, such as from the Loyal Paladin's Spear of Light veil or a batal's sword of the sun king class feature, deals half damage to you.