

## Maa'Kheru, Osirian Necromancer

The Maa'Kheru belongs to an ancient Osiriani death cult that is dedicated to a deeper understanding of the Veil between life and death. They mostly follow Nethys (though sometimes Urgathoa), and are opposed to (and by) Pharasma. There are rumors that they only pay lip service to Nethys, though, and secretly worship a power far older, and far darker.

The term Maa'Kheru is Osirian for "true of voice", which is the state of a soul which has been judged and found worthy to enter the afterlife. It is used here in the sense of one who can not only enter the afterlife, but return from it bringing hidden knowledge.

Role - Maa'Kheru are primarily crowd control and debuff, with a secondary presence in the utility and damage fields.

Alignment - any nongood

Hit Die - D6

Starting Wealth -  $1d6 \times 10$  gp (average 35 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills - Craft, Heal, Intimidate, Knowledge (Arcana, Nature, Religion), Profession, Spellcraft, Survival, Use Magic Device

Skill Ranks -  $2 + \text{Int modifier}$

Weapon and Armor proficiency - Maa'Kheru are proficient with all simple weapons. They are not proficient with any armor or shields, and suffer from ASF penalties just like sorcerers.

Magic - A Maa'Kheru casts arcane effects from the Veil Magic list. Charisma is the Maa'Kheru casting stat, and save DCs are based on it ( $10 + \text{effect tier} + \text{Cha mod}$ ). In order to cast an effect, a Maa'Kheru must have a Cha score of  $10 + \text{the effect's tier rating}$ . Maa'Kheru do not gain bonus castings per day or effects known from having a high attribute. Maa'Kheru are spontaneous casters, and do not need to prepare their effects.

Ka Pool (Su) - Maa'Kheru fuel their magic with the pure essence of life itself, pulled from their own soul. Maa'Kheru gain a Ka Pool from which they can draw to power their abilities, the size of this pool is equal to  $1/2 \text{ Maa'Kheru level (round down, minimum 1)} + \text{Constitution modifier}$ . This pool refreshes every day after a period of rest, in a manner identical to that of a sorcerer's spell slots.

Veil Magic (Su) - Maa'Kheru are spontaneous casters whose effects are drawn exclusively from the Veil Magic list. At every odd level, the Maa'Kheru gains access to an additional tier of Veil Magic (equivalent to spell level). A Maa'Kheru selects Veil Magic effects known according the Maa'Kheru "Effects Known" table. Veil Magic effects are cast using Ka Points. The cost of an effect is equal to its tier. 0th-tier Veil Magic effects, like cantrips and orisons, can be cast an unlimited number of times with no cost, so long as the caster has at least 1 Ka Point in his pool. Veil Magic effects cannot be made into wands or potions. Sustainable Veil Magic effects can be maintained indefinitely, so long as the Maa'Kheru has sufficient Ka points to spend each round. A Maa'Kheru can sustain a number of effects equal to his Charisma modifier.

[based on <http://www.d20srd.org/srd/variant/classes/specialistWizardVariants.htm#skeletalMinion>]

Minion - The Maa'Kheru has constructed a servant of bone, imbued with a small part of his own

soul. This minion is not truly undead, although to the untrained eye it appears to be. Mechanically, the minion begins as a Medium Skeleton (see PFSRD), and gains an Int score of 10, HD equal to the Maa'Kheru class level, Natural Armor bonus equal to half the Maa'Kheru level, and an inherent bonus to Str and Dex equal to 1/3 the Maa'Kheru level. The minion can be outfitted with weapons and armor (it is considered proficient with all simple and martial weapons, all armor, and all shields), though it has none when created. If the minion is reduced to 0 hp, it is destroyed. The minion can be replaced by crafting a new one, requiring one hour, materials costing 100gp per Maa'Kheru level, and a DC 15+Maa'Kheru level Spellcraft check. A Maa'Kheru may only have one minion active at a time, although it is possible to have a suspended minion in reserve. Because it contains a part of the Maa'Kheru's own soul, the minion is not subject to being turned/rebuked or commanded. The minion is commanded telepathically by spending a move action focusing mentally on what task it should perform (move to a location, guard a location/creature/object, attack a creature/object), it will continue to perform that task until further commanded or destroyed. If the Maa'Kheru has additional controlled undead (such as raised skeletons), he may command them all in the same move action.

Shadow of Death (Ex) - At 2nd level, the Maa'Kheru fully accepts the risks to his own soul inherent in tampering with the Ka, and is less likely to be affected by any attempt to terrify him. He gains a +4 insight bonus on all saves vs Fear effects, including intimidation.

Death Pact (Su) - At 3rd level, as a standard action the Maa'Kheru may touch the Veil of Death, which makes him partially ethereal (no mechanical effect) and begins draining his life energy. Each round, he loses 1hp (treat this as normal damage that cannot be prevented by any means short of a Limited Wish and cannot be drawn from temporary hit points), and in return he gains 1 Ka point. Any Ka points gained in excess of the Maa'Kheru's Ka pool size are lost with no benefit (although he still loses the HP). Ending the Pact is a full-round action. If the Maa'Kheru is reduced to 0hp during this time, make the stabilization roll as normal. If the roll fails, he immediately dies. If the roll succeeds, the Pact ends, reducing the Maa'Kheru to -1hp and causing him to begin dying. Subsequent stabilization rolls are made as normal. At 6th level and every 3 Maa'Kheru levels thereafter (9, 12, 15, 18), this ability increases in power and risk - trading 1 more HP for 1 more Ka point each round, and incurring a -1 penalty on stabilization rolls made while the Pact is in use.

Swap Effect - At 3rd level and every odd level thereafter (when the Maa'Kheru gains the ability to use a new tier of Veil Magic effects), he may replace any one effect he knows, from any effect tier, with a new effect from any tier he can currently access.

Craft Ka Fetish (Su) - At 4th level, the Maa'Kheru gains the ability to craft a Ka Fetish, a slotless trinket (like an Ioun Stone or a Metamagic Rod) that allows him to sustain a single Veil Magic effect without paying the Ka cost to do so. These fetishes are attuned to a particular effect (including meta-effect versions of that effect), and cannot be used to sustain any other effects. Crafting a fetish takes 1 full day of work (8 hours), costs 1000g plus 500g per point of sustain cost for the chosen effect, and requires a Spellcraft check with a DC equal to 5 + twice the effect level. A Maa'Kheru may use one fetish for every 4 class levels he possesses. A Fetish-sustained effect still counts against the Maa'Kheru's limit of sustained effects. Sustained effects automatically end when the Maa'Kheru's Ka Pool refreshes each day.

[based on Shrink Item]

Suspend Minion (Su) - At 7th level, the Maa'Kheru becomes able to put his minion into suspended animation as a full-round action, shrinking it to the size of a toy (approximately five inches tall). This allows the Maa'Kheru to travel more easily into areas which frown upon undead, as well as the capability to have a backup minion ready should the first fall in battle. The minion and all its equipment is shrunk to approximately 6" tall, and emits a moderate aura of alteration, in addition to any auras from its equipment. Any spells and effects affecting the minion are

suspended as well (they are paused, and resume their normal duration countdown when the suspended minion is reactivated). Reactivating the minion is a standard action.

Death Holds No Terror (Ex) - At 8th level, the Maa'Kheru has become so inured to the risks of tampering with life force and souls, not to mention the horrific acts he performs, that he becomes completely immune to fear effects.

Heart of Darkness (Ex) - At 10th level, the Maa'Kheru has gained sufficient mastery over minor Veil Magic effects that he may cast tier 1 effects with no Ka cost, so long as he has 1 Ka point remaining in his pool. At 13th level he can cast tier 2 effects at no Ka cost, so long as he has at least 2 Ka points remaining in his pool. At 16th level, he can cast tier 3 effects at no Ka cost, so long as he has at least 3 Ka points remaining in his pool. At 19th level, he can cast tier 4 effects at no Ka cost, so long as he has at least 4 Ka points remaining in his pool. The sustain cost for any effects must still be paid normally (or via Ka Fetish).

Meta-effects - At 11th level, the Maa'Kheru has gained sufficient mastery of his art that he can apply metamagic feats to his Veil Magic effects. Metamagics increase the effect level of Veil Magic (and thus their casting cost and sustain cost) identically to the spell level of affected spells.