

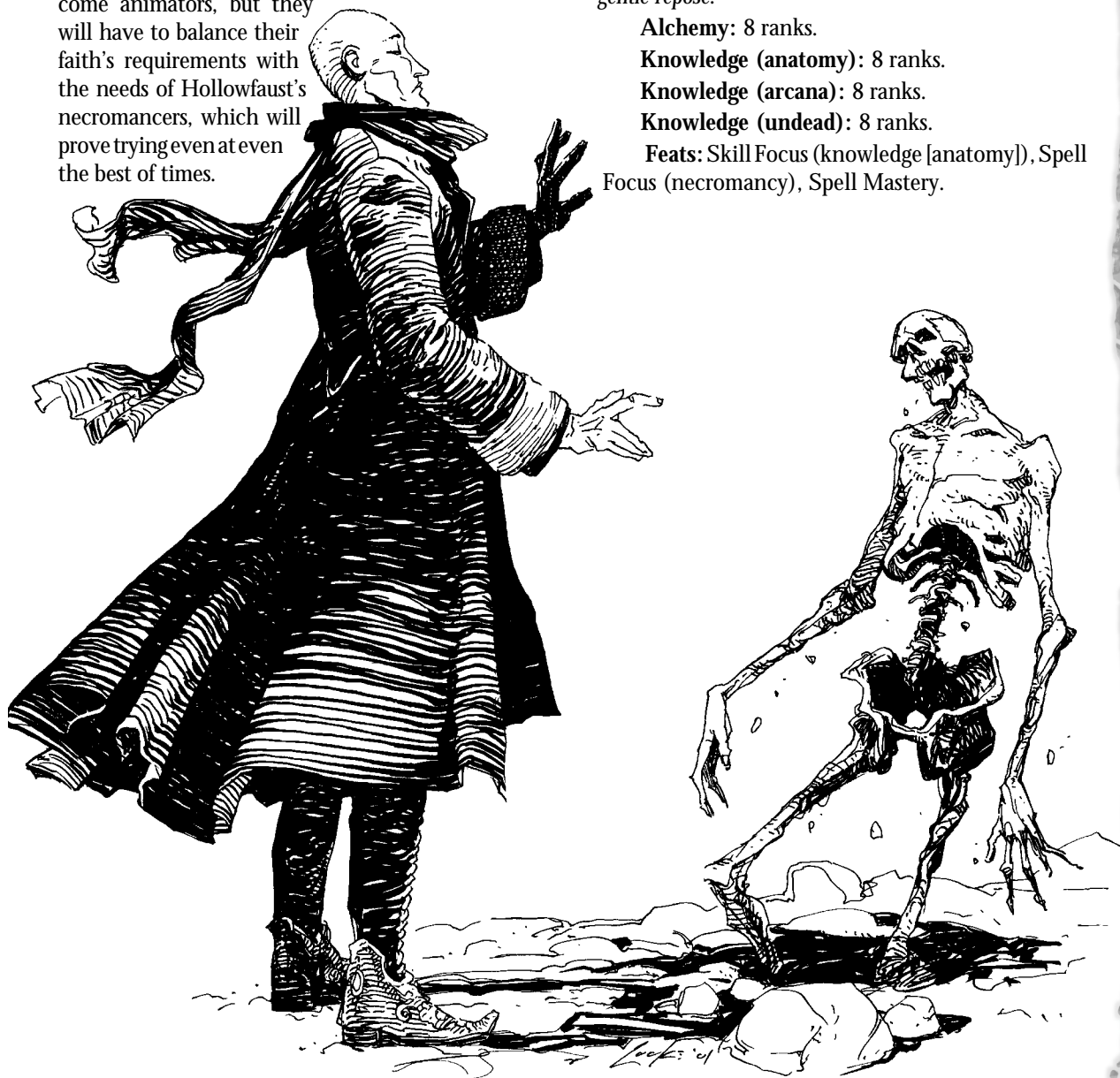
Appendix

This appendix contains new prestige classes and monsters native to Hollowfaust, including the city's secret weapon: the Bonewrack Dragon!

Animator

Necromancers with a special aptitude for raising and controlling corporeal forms of undead become animators. Hollowfaust's Animators create and maintain the undead minions that guard and otherwise serve the city-state; as such, they enjoy a role of central importance to the city's authorities.

Characters without a spellcasting ability will gain little benefit becoming an animator. Clerics may become animators, but they will have to balance their faith's requirements with the needs of Hollowfaust's necromancers, which will prove trying even at even the best of times.



NPC animators are typically arcane spellcasters, and the average person fears them, due to their unusual abilities' nature. Even Hollowfausters view their Animators with some trepidation, as every living soul knows their bodies might one day fall victim to the wizard's tender mercies.

Hit Die: d4.

Requirements

To qualify to become an animator, a character must fulfill all of the following criteria.

Spellcasting: Ability to cast seven necromantic spells, including *animate vermin*, *cadaver dance* and *gentle repose*.

Alchemy: 8 ranks.

Knowledge (anatomy): 8 ranks.

Knowledge (arcana): 8 ranks.

Knowledge (undead): 8 ranks.

Feats: Skill Focus (knowledge [anatomy]), Spell Focus (necromancy), Spell Mastery.

Table A-1: The Animator

Class Level	Base		Ref Save	Will Save	Special	Spells per Day
	Attack Bonus	Fort Save				
1st	+0	+0	+0	+2	Turn/Rebuke Undead	+1 level of existing class
2nd	+1	+0	+0	+3		+1 level of existing class
3rd	+1	+1	+1	+3	Animate Dead	+1 level of existing class
4th	+2	+1	+1	+4	Extra Turning	+1 level of existing class
5th	+2	+1	+1	+4		+1 level of existing class
6th	+3	+2	+2	+5	Create Undead	+1 level of existing class
7th	+3	+2	+2	+5	Control Undead	+1 level of existing class
8th	+4	+2	+2	+6		+1 level of existing class
9th	+4	+3	+3	+6	Golem Creation	+1 level of existing class
10th	+5	+3	+3	+7	Destruction	+1 level of existing class

Class Skills

The animator's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Heal (Wis), Knowledge (all; Int), Profession (Int) and Spellcraft (Int). See "Chapter 4: Skills" in *core rulebook I* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the animator prestige class.

Weapon and Armor Proficiency: Animators gain no proficiency in any weapon or armor.

Spells per Day: Animators continue to advance in spellcasting ability as if they were a level equal to the total of their animator level plus their previous class level. Animators do not gain any other benefit a character of that class would gain (i.e., improved chance of controlling or rebuking undead, metamagic or item creation feats, etc.).

Spells learned as an animator must focus on necromancy, specifically the manipulation and control of the dead. Spells from schools other than necromancy may be learned, but animators focus on necromantic spells whenever possible and will typically (though not always) eschew spells lying outside their realm of expertise.

Turn/Rebuke Undead (Su): Beginning at 1st level, an animator may turn or rebuke undead as a cleric of the same level. Unlike the cleric, however, the animator may both turn *and* rebuke undead. While lacking the raw power of the cleric, the animator's greater understanding of life energy grants her increased flexibility over that of a cleric.

Animate Dead (Sp): At 3rd level, the animator may cause skeletons to rise and do her bidding, exactly like the spell of the same name. Note: the animator needs no material component to fuel this ability; her knowledge of the dead fuels it, not magical incantations.

Extra Turning (Su): At 4th level, the animator may take the feat Extra Turning. This feat allows the animator to turn undead four more times per day than normal. An animator may take this feat multiple times, gaining four extra daily turning attempts each time.

Create Undead (Sp): At 6th level, the animator may create undead, as per the spell. This ability creates only corporeal undead. Note: this ability is rarely used in Hollowfaust; the Guilds generally disapprove of creating free-willed undead. The ability proves quite useful as a deterrent, given that the thought of being transformed into a ghoul, wight or something even more unpleasant horrifies would-be criminals. As with Animate Dead above, the necromancer needs no material components to fuel this ability.

Control Undead (Sp): At 7th level, the animator gains the ability to control corporeal undead of all types, as per the spell *control undead*.

Golem Creation (Sp): At 9th level, the animator may create and control undead golems of all types, including flesh golems and those unique to the Scarred Lands (such as Ash and Bone golems), ignoring normal level requirements. The actual process involved varies from golem to golem; see individual entries for exact procedures.

Destruction (Su): The animator gains her most potent ability at 10th level: she may destroy undead beings with a single touch — even lichs and other forms of greater undead. The animator must successfully touch her victim (a simple touch attack), whereupon the creature crumbles to dust — its body destroyed. Its life force irrevocably snuffed. Life essences tied to phylacteries or similar items must succeed in a Will save (DC 10 + Int bonus + animator's level) or be permanently destroyed. Use of this ability may only be attempted once per month and reduces the animator's Strength to 3, and she recovers one point per week.