

## NEW PRESTIGE CLASS

### PURVEYOR OF MORTALITY

Owing allegiance to the Dark One or Thanatos, the Purveyors of Mortality are the priests of the ancient Thracian deity Thanatos. A manifestation of this deity lurks the upper caverns of Thracia. Where other manifestations and pockets of this religion exist is up to the Judge. However, these should be by feral or boorish folk living upon the marrow of a once great civilization that worshiped the death god.

Purveyors of Mortality seek to understand the end of life. Caring little for the afterlife or frankly the enjoyment of existence, the Purveyors of Mortality are fascinated and completely occupied with the transformation from life to death. Due to the knowledge required to experiment with this transformation, entrance into the priesthood requires one to know the skill Healing. Through this science of life one becomes more familiar with and thus an understanding of death.

Being a Thracian deity, all prayers to the deity must be made in Thracian. If the Judge adapts this prestige class for another setting or scenario, eliminating this requirement might be necessary. However, a similar nearly dead or modern equivalent of a language where Thanatos is worshipped should be substituted.

Purveyors of Mortality are mostly adepts and clerics who dedicate their lives to Thanatos. Most have a view upon the ordered nature of the universe and the end of mortality lends a lawful component to the cult. Preoccupation with death, the destruction of others to experiment with this end and the use of human sacrifice denotes an evil component. However, death may work through any non-good alignment, although most are lawful evil. The PC must also be able to rebuke undead.

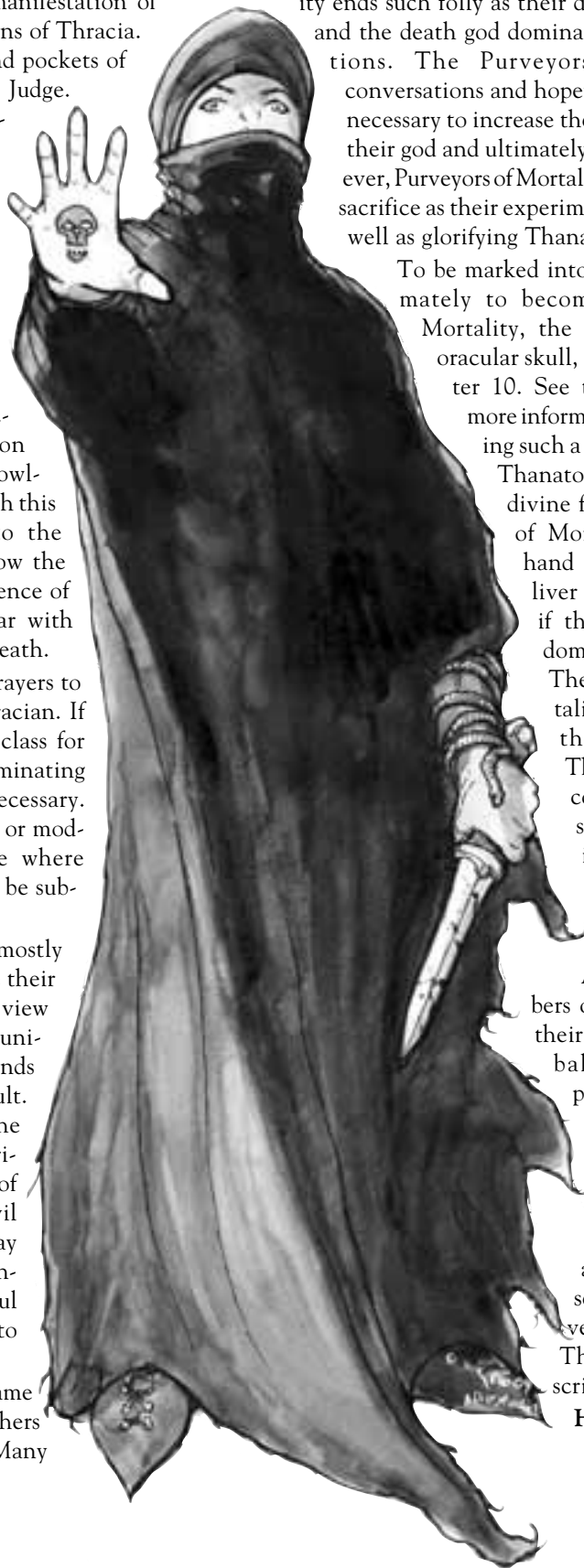
The Purveyor of Mortality name comes from the education of others about the end of existence. Many

live their lives without much thought about their own existence. The company of a Purveyor of Mortality ends such folly as their dedication to death and the death god dominates their conversations. The Purveyors believe these conversations and hopeful conversions are necessary to increase the power of the cult, their god and ultimately themselves. However, Purveyors of Mortality use ritual human sacrifice as their experiments about death as well as glorifying Thanatos.

To be marked into the cult and ultimately to become a Purveyor of Mortality, the PC must visit an oracular skull, such as in Encounter 10. See this encounter for more information about obtaining such a mark. The Mark of Thanatos is the object of divine focus for Purveyors of Mortality and is the hand in which they deliver their Death Touch if they use the Death domain (see sidebar). The Purveyors of Mortality encountered in the Caverns of Thracia have not discovered the oracular skull. Thus they use inks to permanently tattoo themselves with the visage of a skull.

Also, many members of the cult prepare their own coffins, embalm others and provide various rites. Thus those taking the prestige class may learn the Profession (undertaker) skill. There are various levels of service to the Purveyors of Mortality. Their titles are described below.

**Hit Die:** d8.



Class Level	Title	Base				Special
		Attack Bonus	Fort Save	Ref Save	Will Save	
1	Acolyte of Bereavement	+0	+2	+0	+2	Thanatosian death
2	Priest of the Demise	+1	+3	+0	+3	<i>Deathwatch</i>
3	Adept of Annihilation	+2	+3	+1	+3	Thanatosian death II
4	Vicar of Fatality	+3	+3	+1	+3	<i>Animate dead</i>
5	Curate of Casualty	+3	+4	+1	+4	<i>Create undead</i>
6	Lama of Loss	+4	+5	+2	+5	<i>Speak with dead</i>
7	Canon	+5	+5	+2	+5	<i>Finger of death</i>
8	Patriarch	+6	+6	+2	+6	Thanatosian death III
9	Celebrant of Death	+6	+6	+3	+6	<i>Create greater undead</i>
10	High Priest	+7	+7	+3	+7	<i>Power word, kill</i>

## REQUIREMENTS

To qualify to become a Purveyor of Fatality, a character must fulfill all the following criteria.

**Alignment:** Any non good

**Base Save Bonus:** Will +3

**Heal Skill:** 4 Ranks

**Language Required:** Thracian (modern)

**Patron:** Thanatos

**Special:** First, the character must be able to rebuke undead. Second, Thanatos must have marked the character either in a ritual of the Judge's choosing or by the oracular skull in Encounter 10 of the Caverns of Thracia.

**Class Skills:** The base class skills of a Purveyor of Mortality are Concentration (Con), Craft (alchemy) (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (undertaker), and Spellcraft (Int).

**Skill Points at Each Level:** 2 + Int modifier.

## CLASS FEATURES

The following are class features of the Purveyor of Mortality prestige class:

**Weapon and Armor Proficiency:** The Purveyor of Mortality gains no weapon or armor proficiencies.

**Spells per Day/Spells Known:** At each Purveyor of Mortality level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class level. He does not, however, gain any other benefit a character of that class would have gained (metamagic, or item creation feats, and so on). One exception to this is that the Purveyor of Mortality *does* increase with each level an improved chance of turning or destroying undead. If the character had more than one

spellcasting class before becoming a Purveyor of Mortality, the player must decide which class to add each Purveyor of Mortality level for purpose of determining spells per day and spells known.

**Thanatosian Death:** When a Purveyor of Mortality is within 3 hit points or less of death (-7 or fewer hp), an Incarnation of Death (see New Monsters) appears. The Incarnation seeks to embrace the Purveyor of Mortality. It is the Purveyors goal in the priesthood to openly receive this dark embrace. However, greater goals in the service of the deity may make, at the Judge's discretion, either the Incarnation not appear meaning that the time of death has not come. If the Purveyor of Mortality refuses the embrace she immediately loses all special abilities of the prestige class and loses favor with Thanatos.

The benefit of this ability is that a Purveyor of Mortality is protected from all death spells and magical death effects. At third level, the Purveyor of Mortality automatically saves against massive damage (i.e. does not die due to massive damage). At eighth level, the Purveyor of Mortality may shrug off any attack that reduces her hit points below 1 by making a Will save DC 10 + damage. If successful, her hit points are reset to 1.

**Spell Abilities:** At higher levels, a Purveyor of Mortality receives the abilities to cast as spell-like abilities a number of spells. This spell in every way functions as the spell of the same name except they require only one action to cast and only the only component is divine focus. Thus the spells are cast with a thought, not verbally, somatically or with materials. Each spell may only be used once per day. The spellcaster level is equal to 5 + levels of Purveyor of Mortality.

The spells are: 2nd— *deathwatch*; 4th— *animate dead*; 5th— *create undead*; 6th— *speak with dead*; 7th— *finger of death*; 9th— *create greater undead*; 10th— *power word, kill*.

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