

Netherseer

This white mage uses the power of darkness over the power of light. Choosing to wield the power of life and death is sometimes a hard choice to make.

The netherseer is an archetype of the white mage class.

Dark Magic: Netherseers gain access to all dark spells from the black mage spell list and lose access to all light spells from the white mage spell list, but is otherwise unchanged. All dark spells learned by the netherseer uses his Wisdom modifier instead of Intelligence modifier used for all spells' effects.

This ability modifies the white mage's spellcasting ability.

Harm Touch (Su): At 2nd level, a netherseer surrounds her hand with a fiendish flame, causing terrible wounds to open on those she touches. Each day, she can use this ability a number of times equal to half her white mage level + her Wisdom modifier. As a touch attack, a netherseer can cause 1d6 points of damage for every two white mage levels she possesses after 2nd. Using this ability is a standard action that does not provoke attacks of opportunity. Alternatively, a netherseer can use this power to heal undead creatures, restoring 1d6 hit points for every two white mage levels she possesses after 2nd.

This ability replaces lay on hands.

Mage Talents: The netherseer may take the following mage talent:

Bolster Undead (Ex): Whenever the netherseer uses her harm touch ability, any undead touched receives a +1 bonus to attack rolls, saving throws, skill checks, and damage rolls and an additional +1 per four white mage levels for a duration of 1 round per white mage level.

This mage talent replaces the mage talent (Ward Undead).

Living Sacrifice (Su): At 20th level, the netherseer learns the rite of living sacrifice. With this powerful rite, the netherseer sacrifices a living creature — possibly even a sentient humanoid — and gains power through an energy transfer. The netherseer must first cast her circle, then she and the creature to be sacrificed must be within the circle. The creature to be sacrificed must be alive and in good health, but need not be awake and conscious (though many netherseers prefer the victim to be awake and conscious because of their evil natures). For 2 full hours, the netherseer must chant the required words to the rite, then using her boline (a sacred knife used for actual cutting) the netherseer slits the sacrificial victim's throat. As the creature dies, its life energy is transferred to the netherseer. The netherseer gains bonus temporary hit points equal to the number of hit points of the sacrifice (maximum of 30 hit points). These bonus hit points fade at a rate of 1 hit point per day. The netherseer also receives a +2 bonus to her Wisdom and Charisma for 1 month. The living sacrifice rite can only be performed once per month, and must be performed under a new moon. If it is performed at any other time of the month, the rite does not work.

This ability replaces white wizard.