

Character: Wednesday

Here are the rolled stats for my character: 18, 18, 17, 16, 15, 13. I seriously rolled that ^.^

Alignment: Lawful Evil

1 lvl - Wight Human (pg 40 Libris Mortis)

* +1 Bonus Feat from lvl 1 Wight

* +1 Bonus Feat from Human Race
(pg 8 Pathfinder RPG)

* Special: Made of Positive Energy

2 lvl - Ur-Priest (pg 70 Complete Divine)

1 lvl - Master of Shrouds (pg 46 Libris Mortis)

Plan: Take "Mother Cyst" feat as soon as it is available.

Effectively casts as a level 2 cleric. Each level of Master of Shrouds beyond the first increases the effective caster level of a divine caster, in this case the Ur-Priest. The levels of Master of Shrouds and Ur-Priest stack for an effective lvl 4 rebuke undead, but the extra levels of Master of Shroud do not grant higher level Ur-Priest abilities.

On page 7 of Libris Mortis there is an interesting assertion about the undead. Although most undead are made of negative energy, "Wizards speculate that magic might be able to link objects or corpses to the Positive Energy Plane.". Since even evil clerics use positive energy to turn or rebuke undead it's likely that Wednesday would need to be a positive energy Wight. As a positive energy wight, she wouldn't be immune or healed by the negative energy attacks, but neither would she be adversely affected by a cure spell or affected by cleric turning attempts.

Because she is made of positive energy interesting rules apply. For example, a positive energy cleric can't turn her. Cure spells and channel positive energy actually cure her while channel negative energy can harm her. Creatures which see positive energy sees her as if she is alive, but creatures with "life sense" still see her as something undead so won't be a usual target for undead. This all together makes it easier for her to blend in so the party doesn't know she is undead.

Doesn't sleep, but pretends to. She actually can eat and taste food because her organs haven't decayed, but doesn't have to. Simply put, she eats because she enjoys it. She particularly enjoys fine dining and comfort.

Equipment: Basic clothing, non-magical masterwork Dagger

Items: Bag of holding, Bedroll, rations, spell components, Soul in Larval Form(s)

"Soul in Larval Form" is an optional spell component added to evil spells that costs 250 GP, or can be found only in the lower planes. It increases the save DC by +2.

Special: Cursed ring of Undead Resurrection. Cannot be removed by any means. If you removed the hand wearing it the ring will simply find some other way to attach. When the character is destroyed the ring activates casting both "True Resurrection" and "Geas". She loses the 1 "Wight" level and regains the 1 "Wizard" level she had in life. She is compelled by the Geas to report to the Wizard tower that experimented on her. The ring is destroyed after activating.

From the SRD, Resurrection and True Resurrection: "You can revive someone killed by a death effect or someone who has been turned into an undead creature and then destroyed."

Wish List: (specific equipment she wants to have when available, or to start with if allowed)

- "Mace of Undead Prowess" valued at 7,812 GP - "This +1 Heavy Mace is capped with a carved obsidian skull. It allows a cleric (or other class that can rebuke undead) wielding or carrying it to rebuke or command undead as a cleric two levels higher than his actual class level."

[-Enslavement Rings](#)

Character Background: (as I wrote for another campaign she was made for, but can be adapted)

She's a little girl that appears to be a normal little girl, but is in fact a Wight. She is made of positive energy and isn't decayed so evades the detection of the clerics. It's unclear how long she has existed as a Wight, but in terms of knowledge she is clearly older than she looks. She herself has no memory of the time before she was a Wight, but was experimented on by Wizards at a Wizards tower. (should she ever be resurrected after being destroyed she would lose the lvl 1 Wight and gain lvl 1 Wizard).

In a given town she was adopted by a prestigious family. She frequently goes missing, but with the reports of undead in a nearby city growing in numbers her adopted family grows concerned and hires adventurers to save their little girl. Not knowing that she is the one responsible.

As an overall idea, this could work out as multiple possible adventures hooks. For starters, since my character has no knowledge of why she was experimented on it gives you a lot of wiggle room. Who else might be aware of this army she is building? At what point is the party able to figure out what she has been up to? How does the party respond if and when they eventually kill her, and see her true resurrected and compelled to go to a Wizard's tower? Where is the Wizard's tower? Is the tower even still standing, or is it in ruin? How does her adopted family respond?

As a side idea, she could command her army to never attack someone holding a necrotic cyst. She could attempt to bluff people and say she can "bless" them with a "protection" to keep them from attacking. When she delivers on the promise, everyone will want her "blessing". Of course, this blessing is just an excuse to give necrotic cysts to more people.

One problem with this angle though: She herself lacks the ability to create spawn. She would need to be at least lvl 5 to summon a shadow.

Also, even though she can use a shadow to kill someone to turn them into a shadow, she cannot maintain control of a summoned shadow for very long. The resulted spawn would become free willed unless she uses command undead which is permanent. So then she has a given undead with which to create her army with a series of generals. Well, she can only command so many undead (it's a hit die thing) and although she can control infinite undead through the first General (that she turned from a summoned undead), if she creates more undead with a summoned undead it creates another messy line so she has incentive to NOT summon undead to kill more than she has to or risk creating a number of free willed undead she can't control (sorry, I know that sounds really complicated.)

I'm thinking Lawful Evil would be a good alignment for her. Also, as a Wight, she has proficiency with every weapon despite being essentially a cleric. (at least until she loses the Wight template)

Additional Back-story Idea: The "Warmage". It's kind of like a Wizard, only they are restricted to a very limited list of combat spells. Basically, they have their own military base where they take children and flood their minds with spells they could have no hope of even comprehending. That way when they reach the appropriate level they could cast the spells in the service of their country. What better group of people to experiment on a little girl?

The Warmage's Military complex is clearly mapped out on the class sheet, but we could tweak it a bit and put a secret underground temple beneath it that only the highest ranking warmages and government officials know about. Initiates with no family in a cloistered setting who happen to have magical potential are easy targets for unsavory magical experimentation.

So it is essentially a government conspiracy that leads to Wednesday's creation as an undead. In that scenario she would become a lvl 1 Warmage instead of lvl 1 Wizard when resurrected, which makes her less versatile, but means that she will never have to learn any spell on any side which streamlines playing.

First encounter with party scenario idea:

Cast "desecrate" to give undead in the area +1 to attack and damage and +1 HP per HD. Cast "animate dead" to create a zombie. Then cast "boneblade" on it's arm to turn it's arm into a great sword made of bone which gives it an additional +1 to attack and damage and also gives it +1D6 damage to living targets and +1D6 damage to good aligned targets. (in addition to the normal damage a great sword can do). Then cast "eye of the zombie". There is also a spell to surround it in magical fire that doesn't harm it, but harms everyone who comes into contact with it, but that would be overkill.

All together you have a zombie with a giant cleaver arm. It gets a +2 bonus when attacking, and to good aligned targets it would deal +2D6 + 2 damage +normal damage. More so, my character would see through it's eyes and control it directly while her body remains slumped over motionless. The shadow would still obey her even in that state, and would also benefit from the +1 to attack and damage from the desecration. Of course, being a zombie it is staggered and slow so the party would be able to defeat it if they work together.

Basically, with the right spell combo the party can arrive in time to see her in what appears to be mortal peril. A zombie and a shadow standing over her body! It would cost 9 of her 15 magic points for the day, but would certainly make for an interesting first encounter. She could actually fight the party and be destroyed and then just wake up on the floor and act like the party saved her. lol. "