

**FURi7-01**

# **The Girding of Bronzeblood – Creature Appendixes**

**A One-Round Dungeons & Dragons<sup>®</sup> Living  
Greyhawk<sup>™</sup>  
Interactive Adventure**

Version **0.4**

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Bronzeblood Haunt has been a plague upon the face of Furyondy. Recently, the Master has shown his hand and his desire to destroy King Belvor and his kingdom. Because of this, you have been tasked with moving to Bronzeblood and ensuring that nothing leaves. A one-round combat intensive Furyondy Interactive for characters level 1-8 (APLs 2-6)

Blaspheme CR 9  
NE medium undead  
**Init** +1; **Senses** Listen +10, Spot +10, darkvision 60 ft  
**Aura**

**Languages** Common

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**AC** 20, touch 11, flat-footed 19  
(+1 Dex, +9 natural)

**Miss Chance**

**hp** 147 (18 HD); regeneration/fast healing; DR

**Immune** cold

**Fort** +6, **Ref** +7, **Will** +13

**Weakness**

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**Speed** 40 ft. (8 squares),

**Melee** bite +18 (1d8+13+blasphemous contact)

**Space** 5 ft.; **Reach** 5 ft.

**Base Atk** +9; **Grp** +18

**Atk Options**

**Special Actions** blasphemous contact, erratic charge

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**Abilities** Str 28, Dex 12, Con -, Int 5, Wis 15, Cha 10

**SQ** Darkvision 60 ft, inescapable craving, undead traits, DR 5/slash

**Feats** Improved Natural Attack (bite), Improved Toughness, Toughness (4), Track

**Skills** Listen +10, Spot +10, Survival +7

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**Blasphemous contact (Su):** Each time a blaspheme bites a nonevil creature, the creature is dazed for one round and takes 1d6 points of Strength damage. There is no saving throw against this effect.

**Erratic charge (Ex):** When a blaspheme charges, it can make one turn of up to 90 degrees during its movement. All other restrictions on charges still apply. For instance, it cannot pass through a square that blocks or slows movement or one that contains a creature. A blaspheme must have line of sight to a targeted opponent at the start of its turn.

**Inescapable Craving:** A blaspheme has an inescapable craving for Strength, which it satisfies by using its blasphemous contact ability.

*Physical Description:* Blasphemes stand about seven feet in height and appear as surgically modified corpses.

**Bloodrot:** CR 7; Medium undead; HD 10d12; hp 65; Init -5; Spd 20 ft., climb 20 ft.; AC 5, touch 5, flat-footed 5; BAB/Grp +5/+8; Atk +8 melee (1d6+4 plus blood fever, slam); Full Atk +8 melee (1d6+4 plus blood fever, slam); Space/Reach 5 ft./10 ft.; SA blood fever, constrict 1d6+4, improved grab, sanguineous mount; SQ blindsight 60 ft., DR 5/-, immunities, split, track infected, undead traits; AL N; SV Fort +3, Ref -2, Will +2; Str 17, Dex 1, Con -, Int -, Wis 1, Cha 14.

*Skills and Feats:* Climb +11.

**Blood Fever (Su):** Supernatural disease – physical contact (including slam, grappling, or striking a bloodrot with unarmed attacks), Fortitude DC 17, incubation period 1 minute, damage 1d6 Con and 1d4 Cha.

Unlike normal diseases, blood fever continues until the creature reaches 0 Constitution (and dies) or is cured. Blood fever is a powerful curse, not a natural disease. A character attempting to cast and conjuration (healing) spell on a creature afflicted with blood fever must succeed on a DC 20 caster level check, or the spell has no effect.

To eliminate blood fever, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the creature, and the blood fever can be magically cured as any normal disease.

An afflicted creature who dies of blood fever – or who dies of any other cause while infected with blood fever – dissolves into a puddle of thick blood and liquefied flesh and organs. A bloodrot feeds on these remains.

**Constrict (Ex):** A bloodrot deals automatic slam damage with a successful grapple check, in addition to possibly infecting the target with blood fever.

**Improved Grab (Ex):** To use this ability, a bloodrot must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Creatures who have not already contracted blood fever must make a new save every round while grappled to avoid contracting the disease.

**Sanguineous Mount (Su):** If a bloodrot is losing a battle, it might attempt to hide within the body of anyone already infected with blood fever. The bloodrot need merely touch someone it has already infected, and it can then seep into his body. The individual can resist this invasion with a DC 17 Fortitude save. Failure on the save means the bloodrot occupies the target's bloodstream, and the target is nauseated as long as the bloodrot remains within him. The bloodrot can be expelled through the use of *remove disease* or *heal*, if the caster succeeds on a DC 20 caster level check. Otherwise, it can remain for up to 24 hours before it must depart, gushing forth from the host's various orifices.

**Split (Ex):** Slashing and piercing weapons deal no damage to a bloodrot. Instead the creature splits into two identical bloodrots, each

with half the original's current hit points (round down). A bloodrot with 10 or fewer hit points cannot be further split and dies if reduced to 0 hit points. Splitting only occurs if an attack would deal actual damage; blows that are completely nullified by a bloodrot's damage reduction do not cause it to split.

**Track Infected (Su):** A bloodrot can sense the distance and direction to anyone currently infected with blood fever, so long as he is within a number of miles equal to the bloodrot's Hit Dice and not within an *antimagic field* or similar effect.

**Skills:** A bloodrot has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

**Bone Rat Swarm:** CR 3; Tiny undead (swarm); HD 4d12; hp 26; Init +3; Spd 15 ft., climb 15 ft.; AC 15, touch 15, flat-footed 12; Base Atk/Grp +2/-; Atk swarm (1d6); Full Atk swarm (1d6); SA distraction; SQ DR 5/bludgeoning, darkvision 60 ft, half damage from slashing and piercing, immunity to cold, swarm traits, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str 2, Dex 17, Con --, Int --, Wis 10, Cha 1

*Skills and Feats:* Improved initiative

**Distraction (Ex):** Any living creature that begins its turn with a bone rat swarm in its space must succeed on a DC 15 Fortitude save or be nauseated for one round. The save DC is Constitution based.

### BONECLAW (*LIBRIS MORTIS*, P. 17)

Boneclaws are bloodthirsty undead that enjoy using their extendable claws to bring death to the living. The lore of the dead does not reveal from what dark necromancer's laboratory or fell nether plane boneclaws entered the world. The boneclaw is an intelligent skeletal undead that possesses exceptional control over the length of its claws. At will, a boneclaw can extend one or two of its finger-claws out to a distance of 20 feet, neatly skewering fleshy creatures that stand in the way. A bone claw stands about 8 feet tall and weighs about 500 pounds. Boneclaws speak Common and Abyssal.

#### **Large Undead**

**Hit Dice:** 10d12+40 (105 hp)

**Initiative:** +8

**Speed:** 40 ft.

**AC:** 16 (–1 size, +4 Dex, +3 natural); touch 13, flat-footed 12

**Base Attack:** +5/+14

**Attack:** +9 melee (2d6+5, piercing claw)

**Full Attack:** +9 melee (2d6+5, 2 piercing claws)

**Space/Reach:** 10 ft./20 ft.

**Special Attacks:** Reaching claws

**Special Qualities:** Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, +2 turn resistance, undead traits, unholy toughness.

**Saves:** Fort +3, Ref +7, Will +9

**Abilities:** Str 21, Dex 18, Con –, Int 14, Wis 14, Cha 19

**Skills:** Hide +13, Intimidate +17, Listen +15, Move Silently +15, Search +15, Spot +15

**Feats:** Combat Reflexes, Improved Initiative, Improved Natural Attack (claw), Power Attack

**Climate/Terrain:** Any

**Organization:** Solitary, skewer (2-4) or marrow (6-11)

**Challenge Rating:** 5

**Treasure:** None

**Alignment:** Always chaotic evil

**Advancement:** 11–22 HD (Large)

**Reaching Claws (Ex):** A boneclaw can make melee attacks with its bone claws, instantly extending them as part of an attack to a distance of up to 20 feet (thereby allowing the boneclaw to threaten more squares than even its Large size would otherwise indicate). A boneclaw likes to get the drop on its enemies, especially when its foes are still at range, surprising them with an attack of opportunity by extending its claws as its enemies close to melee range.

**Unholy Toughness (Ex):** A boneclaw gains a bonus to its hit points equal to its Charisma modifier times its Hit Dice.

**Undead Traits:** Boneclaws are immune to all mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, necromantic effects and any effect that requires a Fortitude save (unless effect works on objects or is harmless). They are not subject to critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, death from massive damage, fatigue and exhaustion effects. When reduced to 0 hit points or less, they are destroyed. Boneclaws use its Charisma modifier for Concentration checks and do not eat, breathe or sleep.

**Dessicator:** CR 2; Small undead (water); HD 4d12; hp 26; Init +5; Spd 20 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk/Grp: +2/+1; Atk +6 melee (1d6+fatigue, slam); Full Atk +6 melee (1d6+fatigue, slam); SA

Desiccating breath, fatiguing touch; SQ Darkvision 60ft., elemental turning vulnerability, inescapable craving, undead traits; AL NE; SV Fort +1, Ref +2, Will +4; Str 16, Dex 12, Con -, Int 8, Wis 11, Cha 13.

*Skills and Feats:* Listen +7, Search +7, Spot +7; Ability Focus (desiccating breath), Improved Initiative.

**Desiccating breath (Su):** 15 ft cone of desiccating air every 1d4 rounds, damage 1 Con, DC 15 Fort save negates. Creatures with water subtype take -4 penalty on this save.

**Fatiguing Touch (Su):** The slam of a desiccator, in addition to dealing 1d6 points of damage, makes living creatures fatigued. A DC 13 Fort save negates the fatigue but not the damage. Creatures with a water subtype take -4 penalty on this save. If the victim fails the save, the desiccator gains 5 temporary hit points, which last for up to one hour. A creature already fatigued cannot become exhausted as a result of this touch.

**Elemental Turning Vulnerability (Ex):** A character who can turn undead and also turn water creatures gains a +2 bonus on turning checks against the desiccator. A character who can rebuke undead and also rebuke water creatures gains a +2 bonus on turning checks to rebuke a desiccator.

**Inescapable Craving:** A desiccator has an inescapable craving for water, which it absorbs using its fatiguing touch ability.

**Entomber:** CR 5; Medium undead; HD 8d12; hp 52; Init +0; Spd 30 ft., burrow 10 ft.; AC 21, touch 10, flat-footed 21; BAB/Grp +4/+11; Atk +10 melee (1d6+9 plus entomb, slam); Full Atk +10 melee (1d6+9 plus entomb, slam); SA entomb, exhume; SQ DR 5/silver, darkvision 60 ft., undead traits; AL LE; SV Fort +4, Ref +4, Will +8; Str 23, Dex 10, Con -, Int 6, Wis 14, Cha 15.

*Skills and Feats:* Hide +7, Listen +8, Move Silently +7, Spot +8, Alertness, Great Fortitude, Lightning Reflexes.

**Entomb (Su):** Whenever an entomber succeeds on a slam attack, it can attempt to entomb its foe. The foe must make a DC 16 Reflex save or be pounded bodily into a shallow grave. This ability doesn't work in locations with a basement or open level immediately below, nor can the creature entomb victims in a magical, living, or animate materials, or materials with a hardness higher than 8.

The upthrust bulge of cracked flooring material, earth, or stone reveals the location of the victim to compatriots. Two standard actions spent clearing away the broken flooring material reveals the entombed victim, who can use his or her next action to stand from a prone (and dusty) position. Attempting to rescue a friend in this way can provoke attacks of opportunity.

The victim is treated as if pinned by an opponent (the earth) with a grapple check of 20. Breaking free first of the "pin" and then the "grapple" allows the victim to stand from a prone position on his or her next round. If the compatriots of the victim have partially cleared away the covering material, then the victim need only make a single check before standing from the prone position. Each round the victim spends fully or partially entombed is a round in which the victim suffocates (see Suffocation, page 304 of the *Dungeon Master's Guide*).

**Exhume (Su):** When an entomber spends a standard action and touches the top of a grave or space where a creature is buried no deeper than 10 feet, the body immediately rises to the surface, leaving no hole or tunnel. A body is not harmed when brought to the surface in this manner.

**Evolved Spellstitched Slaughter Wights:** CR 10; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; BAB/Grp: +9+17; Atk +12 melee (1d8+16/17-20+energy drain, slam); Full Atk +12 melee (1d8+16/17-20+energy drain, slam); SA create spawn, energy drain; SQ Augmented Critical, DR 10/magic and silver, fast healing, inescapable craving, spell like ability, +2 turn resistance, undead traits, vicious slammer, darkvision 60', SR 14; AL CE; SV Fort +8, Ref +13, Will +13; Str 26, Dex 21, Con -, Int 10, Wis 11, Cha 18.

*Skills and Feats:* Climb +18, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +14, Daunting Presence\*, Death Master\*, Eviscerator\*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

Note: A Slaughter Wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

**Augmented Critical (Ex):** A slaughter Wight's threat range is increased to 17-20.

**Create Spawn (Su):** Any humanoid slain by a Slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

**Energy Drain (Su):** A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 22 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

**Fast Healing (Ex):** An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

**Inescapable Craving:** Needs life force....

**Daunting Presence\*:** The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Int score. If the opponent fails a DC 23 Will save they are shaken for 10 minutes.

**Death Master\*:** Whenever the Slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear affect.

**Eviscerator\*:** Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear affect.

**Spell Like Ability (Sp):** The evolved undead can use its spell like ability once per day with a Caster Level of 18. The save DCs are Charisma-based. The Slaughter Wights can cast the following spells, each one casts one of these: 1/day- *greater dispel magic*, *greater invisibility*, *haste*.

**Spell Like Ability (Sp):** Due to its spellstitched nature, the slaughter wights can cast the following spells: 2/day – *mage armor*, *chill touch*, *false life*, *scorching ray*. Caster level 18<sup>th</sup>.

*Physical Description:* A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

**Ghast, Advanced:** Ftr 2: CR 6; Medium undead; HD 8d12+2d12+3; hp 67; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; BAB/Grp: +6/+10; Atk +11 melee (1d8+4 plus Paralysis plus disease, bite); Full Atk +11 melee (1d8+4 plus paralysis plus disease, bite) and +6/+6 melee (1d4+2 plus paralysis, claws); SA: Ghoul fever, paralysis, stench SQ Darkvision 60 ft; undead traits; +2 turn resistance; AL CE; SV Fort +5, Ref +5, Will +8; Str 18, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Balance +7, Climb +9, Hide +8, Intimidate +9, Jump +9, Move Silently

+8, Spot +8; Ability Focus: Disease, Ability Focus: Paralysis, Multiattack, Power Attack, Toughness, Weapon Focus: Bite

**Ghoul Fever (Su):** Disease—Bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma based.

**Paralysis (Ex):** Those hit by a ghaſt's bite or claw attacks must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is charisma based.

**Stench (Ex):** The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude Save or be sickened for 1d6+4 minutes. A creature that saves successfully cannot be affected again by the same ghaſt's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The DC is charisma based.

**Hooded pupil ogre mage:** CR 9; Large giant; HD 5d8+15; hp 40; Init +4; Spd 40 ft., fly 40 ft. (good); AC 21, touch 10, flat-footed 21; BAB/Grp: +3/+13; Atk: +8 melee (3d6+8/19-20, greatsword); Full Atk: +8 melee (3d6+8/19-20, greatsword) or +2 ranged (2d6/X3, longbow); Space/Reach 10 ft./10 ft.; SA spell-like abilities, clutch of orcus, drink blood; SQ darkvision 90ft, low light vision, regeneration 5, cold resistance 5, spider climb; SR 19; AL LE; SV Fort +7, Ref +3, Will +4; Str 23, Dex 10, Con 17, Int 14, Wis 16, Cha 19.

*Skills and Feats:* Concentration +11, Hide +2, Listen +15, Move Silently +2, Spellcraft +10, Spot +15; Alertness, Combat Expertise, Improved Initiative, Lightning Reflexes.

*Possessions:* Cloak of displacement – minor, greatsword, longbow, chain shirt, ring of protection +1, ioun stone-clear spindle.

**Spell-Like Abilities:** At will – *darkness*, *invisibility*, *charm person* (DC 15), *cone of cold* (DC 19), *gaseous form*, *polymorph*, *sleep* (DC 15). Caster Level 9<sup>th</sup>. Save DCs are Charisma based.

**Flight (Su):** An ogre mage can cease or resume flight as a free action. While using gaseous form it can fly at its normal speed and has perfect maneuverability.

**Regeneration (Ex):** Fire and acid deal normal damage to an ogre mage. An ogre mage that

loses a limb or body part can re-attach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be re-attached within 10 minutes or the creature dies. An ogre mage cannot re-grow lost body parts.

**Clutch of Orcus (Sp):** Once per day, a hooded pupil can use the spell clutch of orcus (see new rule items). Caster Level 10<sup>th</sup>. The save DC is Charisma based.

**Drink Blood (Su):** Once per day, a hooded pupil can suck blood from a living victim who has damage that is yet unhealed (the hooded pupil doesn't have exceptionally sharp teeth, unless the base creature has a bite attack, so it must sip from wounds). It does so by making a successful grapple check (it usually prefers to use this ability on foes that are already helpless). Against a pinned or helpless foe, it drinks blood dealing 2 points of Constitution damage.

**Spider Climb (Su):** Hooded pupils can climb sheer surfaces as though with a spider climb spell.

**Skills:** Hooded pupils have a +2 racial bonus on Hide, Listen, Move Silently and Spot checks.

**Ooze Paraelemental:** CR 5; Large Elemental (Earth, Water; Native); HD 8d8+40; hp 88; Init +2; Spd 20 ft., swim 50 ft.; AC 20 (touch 11, flat-footed 18) [-1 size, +2 Dex, +9 natural]; BA/G +6/+15; Atk +10 melee (2d8+7 and 1d6 acid, slam); Full Atk +10/+5 melee (2d8+7 and 1d6 acid, slam); Space/Reach 10 ft./10 ft.; SA Acid; SQ DR 5/-, darkvision 60 ft., elemental traits; AL NE; SV Fort +10, Ref +4, Will +2; Str 20, Dex 14, Con 20, Int 6, Wis 11, Cha 11.

**Skills and Feats:** Listen +6, Spot +5; Ability Focus (Acid), Improved Sunder, Power Attack.

**Elemental Traits:** Elementals are immune to poison, sleep effects, paralysis and stunning. They are not subject to critical hits or flanking. Elementals do not eat, sleep or breathe. See MM, p. 308, for more information on elemental traits.

**Acid (Ex):** An ooze paraelemental's muck is highly acidic and can rapidly dissolve organic material and metal. Any melee hit deals acid damage. The paraelemental's acid deals 40 points of damage per round to metal or wooden objects. Armor or clothing dissolve and become useless immediately unless it succeeds at a Reflex save (based off of paraelemental's size; DC 18). A metal or wooden weapon that strikes an ooze paraelemental also dissolves immediately unless it succeeds at a Reflex save.

*If an ooze paraelemental successfully grapples an opponent, the opponent's armor must likewise make a Reflex save at a -4 penalty or dissolve into uselessness*

**Plague Blight:** CR 6; Medium Undead (Evil); HD 6d12+6; hp 45 Init +5; Spd 30 ft; AC 23, touch 15, flat-footed 18; Base Atk/Grp: +3/+7; Atk Slam +7 melee (1d6+6 [+2 against good-aligned foes] and gangrenous touch); Full Atk Slam +7 melee (1d6+6 [+2 against good-aligned foes] and gangrenous touch); SA: Gangrenous Touch SQ Damage reduction 5/slashing, darkvision 60 ft, gangrenous stench, resistant to blows, undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +7, Will +7; Str 19, Dex 21, Con -, Int 14, Wis 14, Cha 15.

**Skills and Feats:** Balance +7, Escape Artist +12, Hide +14, Jump +6, Listen +13, Move Silently +14, Spot +13, Tumble +14; Alertness, Cleave, Improved Toughness, Power Attack.

**Gangrenous Stench (Ex):** Whenever a plague blight desires, it causes a horrible odor of rot to emanate from the folds of its wrappings. All living creatures within 10 feet of the plague blight must make a DC 15 Fortitude save or take 1d6 points of Strength damage and become nauseated. The save DC is Charisma-based

**Gangrenous Touch (Su):** Supernatural disease (accelerated)—slam, Fortitude DC 15, incubation period instant; damage 1d4 Con. Unlike normal diseases (see Disease, page 292 of the Dungeon Master's Guide), gangrenous touch requires a saving throw every round. It visibly progresses over a period of seconds, turning the afflicted area putrescent and gangrenous. The rot continues until the victim makes two successful saving throws in a row, the victim reaches Constitution 0 (and dies), or the victim receives a *remove disease* spell or similar treatment. Once it is infected or it successfully saves, a creature can't be infected by gangrenous touch again for 24 hours. The body of a victim claimed by gangrenous touch sloughs into a brittle, stinking mass of putrescent ruin that molders to nothing over the course of 24 hours, unless *remove disease* is cast on the remains within that time.

Reference: *Libris Mortis*, pg. 115-116

**Quell:** CR 3; Medium Undead (Incorporeal); HD 5d12; hp 32 Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk/Grp: +2/-; Atk Incorporeal touch +5 melee (1d4); Full Atk Incorporeal Touch +5 melee (1d4); SA: Coupled

Intercession, intercession SQ Darkvision 60 ft; daylight powerlessness; undead traits; +4 turn resistance; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

**Skills and Feats:** Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse.

**Coupled Intercession (Su):** Whenever a quell takes a standard action to aid another quell in an intercession attempt, the effective cleric level of the quell increases by 1. Several quells could all take a standard action to aid a single quell's intercession attempt, each increasing the effective cleric level of the intercession attempt.

**Daylight Powerlessness (Ex):** Quells are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Intercession (Su):** A quell can cut divine spellcasters off from their source of power. To do so, the quell makes a turning check as if it were a cleric of a level equal to the quell's Hit Dice (5<sup>th</sup> level). The result indicates the highest-level divine spellcasters the quell can cut off from their deity. The turning damage result indicates the maximum total Hit Dice of divine spellcasters within 60 feet the ability can affect. The quell's intercession affects the closest divine spellcasters it can affect first. Normally, affected divine spellcasters cannot turn undead or cast divine spells for 1 minute; however, if the quell however, if the quell has twice as many HD as the spellcaster has divine levels, the divine spellcaster loses the ability to cast divine spells for 24 hours. If the quell attacks an affected divine spellcaster in any way, or the affected spellcaster receives an *atonement* spell, the intercession ends. The quell's allies and other creatures can attack the divine spellcaster without breaking the intercession. A quell can use this ability a number of times per day equal to 3 + its Charisma modifier (five times for a typical creature)

Reference: *Libris Mortis*, pg 116-117

**Skeleon, Spellstitched Titan;** CR 9; Huge Undead; HD 20d12; hp 108; Init +6; Spd 60 ft.; AC 14 (touch 11, flat-footed 11) [-2 size, +2 Dex, +3 natural]; BA/G +10/+34; Atk +26 melee (4d6/x3+24, gargantuan warhammer); Full Atk +26/+21 melee (4d6+24/x3, gargantuan warhammer) or +26 melee (1d8+16, 2 claws); Space/Reach 15 ft./15 ft.; SA Spell-like abilities; SQ DR 5/bludgeoning or DR 10/magic and silver, immunity to cold, SR 10, turn resistance,

undead traits; AL NE; SV Fort +8, Ref +10, Will +12; Str 43, Dex 14, Con -, Int -, Wis 10, Cha 1.

**Skills and Feats:** No skills; Improved Initiative.

**Spell-like Abilities:** 3/day-ray of enfeeblement; 1/day-magic missile. As 20<sup>th</sup> level Sorcerer.

**Turn Resistance (Ex):** A spellstitched skeleton is treated as an undead with 22 HD for the purpose of turn, rebuke, command and bolster attempts.

**Undead Traits:** Undead have darkvision 60 ft. and are immune to all mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), poisons, sleep effects, paralysis, stunning, disease, death effects and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are also not subject to critical hits, nonlethal damage, ability drain, energy drain and death from massive damage, and are immune damage to its physical ability scores (Strength, Dexterity, Constitution), as well as to fatigue and exhaustion effects. Undead use its Charisma modifier for Concentration checks and do not eat, sleep or breathe.

**Possessions:** 2 gargantuan war hammers.

**Skeleton, Glabrezu, Awakened, Vicious:** CR 8; Huge Undead; HD 12d12; hp 78; Init +5; Spd 40 ft.; AC 12, touch 9, flat-footed 11; Base Atk/Grp: +6/+24; Atk +14 melee (2d8+10, pincers); Full Atk +14/+14 melee (2d8+10, pincers) and +9/+9 melee (2d6+5, claws) and +9 melee (1d8+5 bite); Space/Reach: 15 ft./15 ft.; SQ DR 5/bludgeoning, darkvision 60ft., immunity to cold, +2 turn resistance, undead traits, +2 Will save vs. *control undead*; AL NE; SV Fort +5, Ref +6, Will +9; Str 31, Dex 12, Con -, Int 8, Wis 10, Cha 1.

**Skills and Feats:** Listen +3, Spot +3; Improved Critical (Claw), Improved Initiative; Abyssal, Celestial, and Draconic.

**Improved Grab (Ex):** To use this ability, the vicious skeleton must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

**Rend (Ex):** If a vicious skeleton hits with at least two claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals extra damage equal to 2d6+7

**Slaughter Wight:** CR 8; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 19, touch 15, flat-footed 14; BAB/Grp: +9/+16; Atk

+11 melee (1d8+15/17-20+energy drain, slam); Full Atk +11 melee (1d8+15/17-20+energy drain, slam); SA create spawn, energy drain; SQ Augmented critical, inescapable craving, undead traits, darkvision 60'; AL CE; SV Fort +6, Ref +11, Will +11; Str 24, Dex 21, Con -, Int 10, Wis 11, Cha 16.

**Skills and Feats:** Climb +17, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +13, Daunting Presence\*, Death Master\*, Eviscerator\*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

**Note:** A Slaughter Wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

**Augmented Critical (Ex):** A slaughter Wight's threat range is increased to 17-20.

**Create Spawn (Su):** Any humanoid slain by a slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

**Energy Drain (Su):** A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 21 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

**Inescapable Craving:** Needs life force....

**Daunting Presence\*:** The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Intelligence score. If opponent fails a DC 22 Will save they are shaken for 10 minutes.

**Death Master\*:** Whenever the slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear affect.

**Eviscerator\*:** Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear affect.

**Physical Description:** A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's quick movements despite being lifeless parchment.

**Slaughter Wights, Evolved:** CR 9; Medium Undead; HD 18d12+18; hp 135; Init +9; Spd 30 ft.; AC 20, touch 15, flat-footed 15; BAB/Grp: +9/+17; Atk +12 melee (1d8+16/17-20+energy drain, slam); Full Atk +12 melee (1d8+16/17-20+energy drain, slam); SA create spawn,

energy drain; SQ Augmented Critical, fast healing, inescapable craving, spell like ability, undead traits, darkvision 60'; AL CE; SV Fort +6, Ref +11, Will +11; Str 26, Dex 21, Con -, Int 10, Wis 11, Cha 18.

**Skills and Feats:** Climb +18, Hide +22, Listen +15, Move Silently +22, Spot +19, Swim +14, Daunting Presence\*, Death Master\*, Eviscerator\*, Improved Critical, Improved Initiative, Improved Toughness, Power Attack.

**Note:** A Slaughter Wight normally attacks using its Power Attack feat, taking a -5 penalty on its attack rolls and gaining a +5 bonus on damage rolls. This has already been calculated in its stat block above. The slaughter wight does, however, forego this penalty if consistently unable to hit its foe.

**Augmented Critical (Ex):** A slaughter Wight's threat range is increased to 17-20.

**Create Spawn (Su):** Any humanoid slain by a Slaughter Wight becomes a normal Wight in 1d4 rounds under control of the slaughter Wight.

**Energy Drain (Su):** A living creature hit by the Slaughter Wight's natural attack gains a negative level. Removing it requires a DC 22 Fortitude save. The Slaughter Wight gains 5 hp each time this negative level gets bestowed.

**Fast Healing (Ex):** An evolved undead heals 3 points of damage each round so long as it has at least 1 hit point.

**Inescapable Craving:** Needs life force....

**Daunting Presence\*:** The Slaughter Wight may take an action to awe an opponent. Opponent must be within 30 feet and have an Int score. If the opponent fails a DC 23 Will save they are shaken for 10 minutes.

**Death Master\*:** Whenever the Slaughter Wight successfully hits a living being with a critical attack, it becomes shaken for 10 rounds. This is a mind affecting fear affect.

**Eviscerator\*:** Whenever the slaughter Wight successfully hits a living being with a critical attack, all allies of the target within 30 feet are shaken. This is a mind affecting fear affect.

**Spell Like Ability (Sp):** The evolved undead can use its spell like ability once per day with a caster level of 18. The save DCs are Charisma-based. The Slaughter Wights can cast the following spells, each one casts one of these: 1/day- *greater dispel magic*, *greater invisibility*, *haste*.

**Physical Description:** A slender wiry corpse moves toward you, supernatural agility obvious in its motions. Its leathery, desiccated flesh ripples across its body, tolerant of the creature's



quick movements despite being lifeless parchment.

**Vasuthant:** CR 2; Small undead; HD 2d12+4; hp 17; Init +3; Spd fly 30 ft. (perfect); AC 17, touch 14, flat-footed 14; BAB/Grp: +1/+1; Atk: +2 melee (1d4, slam); Full Atk: +2 melee (1d4, slam) plus up to four enervating crushes; SA Enervating crush, improved grab, reality distortion; SQ +2 turn resistance, blindsight 60 ft., darkvision 60 ft., immunity to acid and cold, immunity to light, fire resistance 5, electric resistance 5, trap light, undead traits, unholy toughness; AL CE; SV Fort +0, Ref +3, Will +4; Str 10, Dex 16, Con -, Int 4, Wis 12, Cha 14. *Skills and Feats:* Hide +9, Listen +4, Spot +5; Flyby Attack, Improved Grapple.

**Enervating crush (Su):** A successful grapple attempt by a vasuthant against a living creature of the same size or smaller pulls the victim into the center of the vasuthant. In that round and every round thereafter, a grappled victim takes 1d4 points of damage plus 1d4 points of Strength damage. A creature reduced to 0 Strength by a vasuthant dies. This is a negative energy effect.

Every point of Strength damage dealt by a vasuthant heals the creature of 1 point of damage or gives it 1 temporary hit point if the creature is at full normal hit points. These temporary hit points last for 10 minutes.

A vasuthant can grapple with only one creature of its size or can simultaneously grapple one or two creatures one size smaller or up to four creatures two or more sizes smaller. Creatures that become pinned are suspended inside the vasuthant while their life energy is crushed out of their bodies.

The use of the enervating crush ability does not prevent a vasuthant from making slam attacks or using its spell-like abilities.

**Improved Grab (Ex):** To use this ability, a vasuthant must first hit with its slam attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity. If it wins the grapple check, a vasuthant immediately employs its enervating crush attack.

**Reality Distortion (Ex):** A vasuthant has limited influence over the forces of time and reality. Three times per day (but only once per round), a vasuthant can take a free action to reroll any unfavorable die roll or force its opponent to reroll a favorable die roll. The vasuthant must accept the result of the reroll.

**Immunity to Light (Ex):** Unlike many other undead creatures, a vasuthant is immune to any

harmful effect of light, either natural or magical. All cleric spells of the Sun domain as well as other spells with the light descriptor (such as daylight) produce no adverse effects on a vasuthant.

**Trap Light (Ex):** A vasuthant effectively absorbs nearby magical and nonmagical light, creating a 60 ft. emanation of shadow. All creatures within this area, including the vasuthant, gain concealment. Creatures with low-light vision or darkvision can see normally within the area of the emanation. Light sources within the area are suppressed, not dispelled. If a vasuthant moves out of range before the light source's duration expires, the light source illuminates again (although its illumination still cannot extend within the area of the vasuthant's trap light effect).

**Unholy Toughness (Ex):** A vasuthant gains a bonus to its hit points equal to its Charisma modifier X its hit dice.

**Skills:** Vasuthants have a +2 racial bonus on Listen checks and Spot checks. A vasuthant gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In areas of bright illumination it takes a -4 penalty on Hide checks.

**Voidwraith:** CR 6; Medium undead (air, incorporeal); HD 6d12; hp 39; Init +9; Spd fly 60 ft. (perfect); AC 22, touch 17, flat-footed 17; Base Atk/Grp: +3/+4; Atk +8 melee touch (1d4+1d2 Con drain, incorporeal touch); Full Atk +8 melee (1d4+1d2 Con drain, incorporeal touch); SA Steal breath; SQ Airless aura, darkvision 60ft., elemental turning vulnerability, incorporeal traits, inescapable craving, undead traits; AL NE; SV Fort +2, Ref +7, Will +6; Str 12, Dex 21, Con -, Int 8, Wis 13, Cha 15.

*Skills and Feats:* Hide +18, Listen +10, Spot +10; Improved Initiative, Lightning Reflexes, Weapon Finesse.

**Airless Aura (Su):** A voidwraith's body is surrounded by an aura of near vacuum at all times. This means that any creatures adjacent to the voidwraith have no air to breathe and must hold their breath (see Suffocation, p. 304 DMG).

**Elemental Turning Vulnerability (Ex):** A character who can turn undead and also turn air creatures gains a +2 bonus on turning checks against the voidwraith. A character who can rebuke undead and also rebuke air creatures gains a +2 bonus on turning checks to rebuke a voidwraith.

**Steal Breath (Su):** Living creatures hit by a voidwraith's touch attack must succeed on a DC

15 Fortitude save or take 1d2 points of Constitution drain. When a voidwraith drains a victim's Constitution, it gains 5 temporary hit points. Temporary hit points gained this way last for up to one hour.

If the target creature is holding its breath and fails the save, the number of rounds of remaining breath is reduced by 2 per point of Constitution drained. If this reduction exhausts all of the victim's remaining breath, they must begin making Constitution checks or start to suffocate (see Suffocation, DMG p. 304).

**Inescapable Craving:** A voidwraith has an inescapable craving for Constitution, which it satisfies using its steal breath ability.

**Skills:** A voidwraith has a +4 racial bonus on Hide checks.

**Zombie, Dire Ape:** CR 3; Large Undead; HD 10d12+3; hp 85; Init +1; Spd 30 ft., climb 15 ft.; AC 17, touch 10, flat-footed 17; Base Atk/Grp: +5/+16; Atk +11 melee (1d6+7, claw) or +11 melee (1d8+3, bite) or +11 melee (1d8+7, slam); Full Atk +11 melee (1d6+7, claw) or +11 melee (1d8+3, bite) or +11 melee (1d8+7, slam); Space/Reach: 10 ft./10 ft.; SQ Damage reduction 5/slashing, darkvision 60ft., single actions only, undead traits; AL NE; SV Fort +3, Ref +4, Will +7; Str 24, Dex 13, Con –, Int –, Wis 10, Cha 1.

*Skills and Feats:* None; Toughness.

**Zombie, Dire Boar, Fast:** CR 5; Large Undead; HD 14d12+3; hp 112; Init -1; Spd 70 ft.; AC 19, touch 10, flat-footed 17; Base Atk/Grp: +7/+20; Atk +15 melee (1d8+13, gore) or +15 melee (1d8+9, slam); Full Atk +15 melee (1d8+13, gore) or +15 melee (1d8+9, slam); Space/Reach: 10 ft./5 ft.; SQ Dr 5/slashing, darkvision 60ft., fast zombie traits, undead traits; AL NE; SV Fort +4, Ref +3, Will +8; Str 29, Dex 8, Con –, Int –, Wis 10, Cha 1.

*Skills and Feats:* None; Toughness.

**Fast Zombie Traits:** A fast zombie is not restricted to taking single actions only. However, it still cannot attack more than once per round. Fast zombies can run normally.