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20
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NECROMANTIC LORE™



A BESTIARY OF
UNDEAD CREATURES

Requires the use of the
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Third Edition, published by Wizards of the Coast®

NECROMANTIC LORE

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UNDEAD BY SUBTYPE

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Incorporeal: dream phantom, fade, famine haunt, heirloom wraith, shadow parasite, unvanquished

Spirit: guiding spirit, legion of the dead, spirit steed, warning spirit

Water: red tide (necromental)

DEFINITION OF UNDEAD TYPE

Undead are once-living creatures animated by spiritual or supernatural forces.

Hit Die: d12.

Base Attack Bonus: As wizard (1/2 HD, rounded down).

Good Saving Throws: Will.

Skill Points: (3 x Int score) + (2 x EHD).

Feats: 1 + 1 per 4 EHD.

Notes: An undead has no Constitution score. It is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude

save unless it also works on objects. The creature is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain.

An undead with no Intelligence score cannot heal damage, though it can be healed. (An intelligent undead heals damage normally, despite its lack of Constitution.) Negative energy (such as an *inflict* spell) heals any undead creature. The fast healing special quality works for those undead that have it regardless of their lack of Constitution.

An undead is not at risk of death from massive damage (see Injury and Death in Chapter 8 of the PHB), but when reduced to 0 or fewer hit points, it is destroyed. It cannot be raised, and although *resurrection* can affect it, such attempts almost always fail because most undead are unwilling to be brought back to life.

An undead spellcaster uses its Constitution modifier (+0) or its Charisma modifier, whichever is higher, when making Concentration checks. Unless otherwise noted, an undead has darkvision with a range of 60 ft.

DEFINITION OF SPIRIT SUBTYPE

A spirit is a good or neutral-aligned incorporeal undead that is harmless or helpful to the living. Most spirits can only be destroyed upon the completion of a task or condition.

WELCOME!

Fantasy Flight Games is pleased to present *Necromantic Lore*, the second softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *Necromantic Lore* is a collection of undead creatures suited for any DM.

In this book, you'll find monsters to fill many roles in your game. Each was designed for a specific purpose, explained below.

Undead are challenging creatures to fight, but some of the undead in these pages are designed to be exceptionally challenging encounters. These "grudge monsters" can inflict permanent harm to a party of adventurers and should be used with care. The grudge monsters in this book include charnel wagon, dancing bones, famine haunt, grim stalker, horrid murder, shadow parasite, and pestilent queen. In particular, the grim stalker and the shadow parasite are potentially lethal encounters.

The next category of creatures in this book have adapted to fit a particular environment. These "terrain creatures" give you, as the DM, some alternatives when placing encounters in odd locales. The fever gaunt is designed to be encountered in a town or city, while the gravestone guardian is only encountered in cemeteries and other burial places.

Creatures that players wish to chase down and either tame or kill comprise one of the largest categories in this book. These "chase creatures" include the eternal confessor, foreverjack, and tomb guardian, which offer an alternate path to immortality to the other main classes besides the wizard. A cleric can become an eternal confessor as a reward from his or her god. A rogue can become a foreverjack through luck and skill upon dying, and a fighter can become a tomb guardian by volunteering to watch over a holy tomb or locale. While these characters are often removed from the campaign they're in, this can make a nice final reward for their players. Other chase monsters in the book can be inserted into a campaign to help the characters overcome a difficult challenge. These include the guiding spirit and legion of the dead. The pale masker and unvanquished can also be helpful to an adventurer, but in much smaller ways and under more limited circumstances. Finally, the necrocorn and spirit steed make good mounts for evil and good characters, respectively.

A few of the monsters in this book bring a plot with them when introduced into a cam-

paign. You can easily create an adventure around one of these "plot creatures" when short on ideas. The atrocity wight, blood pool, and hecatombe all seek revenge on their murderers, while dream phantoms feed on the sleeping inhabitants of a city. The heirloom wraith can cause a mysterious string of murders to follow the characters, or the warning spirit can be used to warn them of a terrible evil that is approaching. Both the grave master and the four necromentals are capable of raising huge undead armies, while the fade may inadvertently cause harm while seeking solitude and its final rest.

The next category of creatures can greatly change the flavor of a campaign or setting. Often, these "flavor creatures" can fill niches traditionally occupied by ordinary animals. You could choose to replace bloodhounds with bloodseekers in your campaign, for example. Bonecast creatures can be an interesting twist on more ordinary skeletal creatures, while grave leeches can create natural undead in the wilderness, uncontrolled by any spellcaster.

Finally, one species in this book is intended for use as PCs and NPCs. The damphir should prove popular with any player looking to play some form of half-vampire.

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ATROCITY WIGHT

Colossal Undead

Hit Dice: 32d12 (384 hp*)

Initiative: -1

Speed: 30 ft., burrow 10 ft.

AC: 31 (-8 size, -1 Dex, +30 natural), touch 1, flat-footed 31

Attacks: 2 slams +35 melee and 2-12 claws +33 melee

Damage: Slam 4d8+19, claw 2d8+9 plus 1d4 temporary Wisdom drain

Face/Reach: 40 ft. by 80 ft./15 ft.

Special Attacks: Clawing fingers, collective, improved grab, spells, project horror

Special Qualities: Damage reduction 25/+3, energy resistance, fear aura, grave resolve, murmur, resistant to damage, spell immunity, SR 34, tremorsense 120 ft., +4 turn resistance

Saves: Fort +10, Ref +9, Will +15

Abilities: Str 49, Dex 9, Con —, Int 6, Wis 5, Cha 3

Skills: Concentration +8, Hide +8, Intuit Direction +10, Listen +10, Move Silently +8, Spot +10

Feats: Blind-Fight, Great Fortitude, Improved Critical (bite), Iron Will, Multiattack, Power Attack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 24

Treasure: None

Alignment: Always neutral evil

Advancement: 33+ HD (Colossal)

A collection of rotting corpses merged to form an enormous body, atrocity wights rise from mass graves and other sites where great atrocities have taken the lives of hundreds of innocent people.

An atrocity wight is a depraved jigsaw puzzle pieced together out of dozens of humanoid corpses. Its eyes and mouth burn with an unholy fire, and each of its hands is made from the upper torsos of three corpses.

Atrocity wights are among the most feared and powerful undead. Stories persist of entire armies fleeing before them and even vampires and liches take care to avoid them. An atrocity wight is mindless and utterly savage. It seeks nothing less than the total destruction of those responsible for the death of its component bodies. Until it can fulfill this goal, it wanders aimlessly, destroying everything it

comes across in its unquenchable rage.

Atrocity wights babble incessantly. They cannot communicate, nor can they understand anything said to them. Spells that require the atrocity wight to understand the caster automatically fail.

COMBAT

Clawing Fingers (Ex): An atrocity wight's fingers are the emaciated remains of decaying humans. When the atrocity wight swings its enormous "hands," the grasping hands of the human bodies can also attempt to claw its opponent. Anyone struck by one of the atrocity wight's slam attacks is also targeted by 1d6 claw attacks.

Collective (Su): Those who fall before the might of the atrocity wight are doomed to become one with it. Any humanoid slain by an atrocity wight joins its massive structure in 1d6 rounds, becoming part of it. This process cures the atrocity wight of a number of hit points equal to twice the creature's HD.

Once absorbed, the creature cannot be healed, raised, resurrected, or otherwise returned from the dead.

Improved Grab (Ex): To use this ability, the atrocity wight must hit with at least three of its claw attacks. If it gets a hold, it automatically deals claw damage each round and is able to project horror as explained below.

Project Horror (Su): An atrocity wight that succeeds at a successful grapple check may project the nightmares of its own mind into its victim's mind. Once grappled, the opponent is visited by the horrific images of the atrocity wight's creation. Whatever event befell the victims is now made visible to the opponent from over 100 different angles and perspectives, revisited over and over until the target is dead.

Each round this ability is used, the target must make a successful Will save (DC 25) or suffer 1 point of permanent Wisdom drain and 1d3 points of permanent Constitution drain. In addition, the victim is stunned and cannot act for 1d6 rounds. Even if the Will save is successful, the target must still succeed at an opposed Strength check to break from the atrocity wight's grasp. Should the opponent fail to break free, the projected nightmare resumes the next round.

Spells: An atrocity wight may cast spells, drawing upon the fractured minds of its com-

ponent bodies. Each round it may cast one arcane spell and one divine spell from the list below. The spells are considered spell-like abilities and are cast at will as a 9th-level sorcerer.

Arcane — *burning hands, chain lightning, disintegrate, emotion, fireball, ghoul touch, ice storm, magic missile, shatter, vampire touch.*

Divine — *bestow curse, blindness/deafness, contagion, dispel magic, doom, hold person, insect plague, inflict serious wounds, poison.*

Energy Resistance (Ex): The decaying flesh of an atrocity wight provides it protection against most attacks. Atrocity wights have cold, fire, electricity, and sonic resistance 30.

Fear Aura (Su): An atrocity wight's true purpose is the destruction of those who brought about its existence. Such unearthly hate cannot be disguised. As a result, the mere presence of the atrocity wight is enough to leave men babbling fools or craven cowards. The mere sight of an atrocity wight causes all those failing a Fortitude save (DC 22) to become shaken for 2d6 rounds. Victims with less than 6 HD are so overcome with fear that they become panicked for 3d6 rounds and suffer 1 point of permanent Wisdom drain.

Creatures without sight are still affected by an atrocity wight's fear aura if they are within a 60 ft. radius of it.

Grave Resolve (Ex): Because of an atrocity wight's strength and resolve, it automatically receives the maximum hit points possible for its Hit Dice.

Murmur (Ex): An atrocity wight's incessant babbling is distracting and unnerving. All spellcasters attempting to cast spells within 120 ft. of the beast must succeed at a Concentration check (DC 15 + spell level) in order to maintain the presence of mind necessary to cast a spell. Failure means the spell is lost. In addition, the DCs of all other Concentration checks made in the presence of the atrocity wight are increased by 5.

Resistant to Damage (Ex): Physical attacks deal only half damage to atrocity wights. Apply this effect before damage reduction.

Spell Immunity (Ex): Due to the powerful magical energies coursing through an atrocity wight's body, spells and spell-like abilities of 5th level or lower have no effect on it, just as if the spellcaster had failed to overcome its spell resistance.



BLOODPOOL

Medium-Size Undead

Hit Dice: 6d12+10 (49 hp)

Initiative: +5

Speed: 30 ft, climb 30 ft.

AC: 17 (+6 natural, +1 Dex), touch 11, flat-footed 16

Attacks: Slam +3 melee

Damage: Slam 1d6

Face/Reach: 5ft. by 5ft./5ft.

Special Attacks: Bloodburst, burning blood

Special Qualities: Amorphous, possess

Saves: Fort +2, Ref +3, Will +8

Abilities: Str 10, Dex 12, Con —, Int 14, Wis 16, Cha 16

Skills: Intimidate +11, Bluff +13, Gather Information +13, Search +8, Move Silently +17*, Spot +7, Listen +7

Feats: Alertness, Dodge, Improved Grab, Improved Initiative

Climate/Terrain: Any Land

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 7–10 HD (Large), 11–14 HD (Huge), 15–18 HD (Gargantuan)

A bloodpool is created when innocents are killed en masse and their blood is allowed to collect and merge.

A bloodpool in its natural form resembles a roiling pool of bright crimson liquid, and can be mistaken for a new type of ooze or slime. It usually moves by flowing smoothly along the ground, but it can extend pseudopods and climb up sheer cliffs, or stretch across gaps no more than 10 feet wide.

Mass graves are a common breeding ground for bloodpools; the drainage systems beneath torture chambers are another. So much needless pain and suffering concentrated in one place can trigger a slow process that ultimately results in a bloodpool emerging.

There is only one thing that motivates a bloodpool—revenge on whatever it was that created it. The time it takes for the creation of a bloodpool can make this difficult—a bloodpool forms 3d4 years after the tragedy that began the process. During this time, a murderous warlord may have died, or a cruel tyrant may have been overthrown. The bloodpool will then turn its wrath on the next best thing—which might be, for example, the good son of the now-dead evil king, or the innocent family of a murderous general.

The bloodpool has no conscience, remorse, or feelings. It is pure liquid vengeance and it will allow nothing to stop it. If other innocents die as part of its quest for justice, then so be it.

COMBAT

If encountered in its natural form, a bloodpool will only attack if it is somehow being blocked from achieving its vengeance, or if attacked first. If faced by a combatant who displays great physical prowess, the bloodpool will attempt to possess him or her.

Bloodburst (Su): If it desires, the bloodpool can explode outwards from a possessed victim's body, tearing the victim open from the inside. It rarely does this, though it may threaten to do so to avoid having the victim's companions attempt to turn it, or to convince the victim to be more cooperative.

If the bloodpool uses this ability, the victim will take 3d6 points of temporary Con damage; half that if a Fort save (DC 16) is made.

A bloodpool cannot re-possess an individual once it has used this ability against him.

Burning Blood (Su): If the bloodpool

succeeds with a touch attack, it can cause the target's blood to literally boil and erupt. The target must then succeed at a Fort save (DC 16), or suffer 2d6 points of fire damage.

Amorphous: A bloodpool has no fixed form. It can flow through openings no more than an inch wide. It is immune to polymorphing, slashing and piercing damage, and takes half damage from bludgeoning attacks. It is not subject to flanking. The bloodpool also receives a +8 racial bonus to its Move Silently checks. (This is not in effect when it has possessed a victim.)

Possession (Su): If a bloodpool inflicts damage with its burning blood ability, it may attempt to possess the target. The bloodpool literally forces itself into the target's bloodstream, replacing a large portion of the target's blood with its own body. The bloodpool must grapple the target. For this purpose, the bloodpool is treated as having a Strength of 18. Once grappled, the bloodpool begins the process of replacing the victim's blood with its own body. Each round, the bloodpool rolls 1d6. When the total rolled is equal to or greater than the victim's Constitution, the bloodpool has insinuated itself completely. During this process, the bloodpool cannot attack or use any of its other powers, but it can defend normally.

A possessed victim retains his own mind and thoughts, but his body has become a helpless puppet as the bloodpool controls all muscle action. The bloodpool can utilize any physical abilities of the victim, including all combat skills, but cannot force the victim to cast spells. Note that the victim can cast spells on behalf of the bloodpool if he wishes to do so. The bloodpool cannot read the victim's mind, but can communicate with the victim if they share a common language.

A *cure disease* or *heal* spell will drive a bloodpool out of a victim. Likewise, reducing the victim to 0 or fewer hit points will expel it. Finally, a bloodpool that is successfully turned is expelled from its host's body.

The bloodpool will use a possessed individual to further its own ends. If the victim is slain in the process, the bloodpool will likely allow itself to appear to be just more of the victim's blood, until the opportunity to slink away or to possess someone new presents itself.

A bloodpool can possess a creature up to one size category larger or smaller than itself.

BLOODSEEKER

Medium-Size Undead

Hit Dice: 3d12 (19 hp)

Initiative: +2

Speed: 30 ft.

AC: 16 (+4 natural, +2 Dex), touch 12, flat-footed 14

Attacks: Bite +3 melee

Damage: Bite 1d6+1

Face/Reach: 5 ft. by 5ft./5ft.

Special Attacks: Terrifying howl

Special Qualities: Relentless tracker, induce nightmares, blindsight 60 ft., summoning howl

Saves: Fort +1, Ref +3, Will +6

Abilities: Str 13, Dex 15, Con —, Int 4, Wis 16, Cha 10

Skills: Wilderness Lore +11, Hide +5, Listen +7

Feats: Weapon Focus (bite)

Climate/Terrain: Any

Organization: Solitary, Pack (2–5)

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 4–7 HD (Medium-size), 8–9 HD (Large)

Bloodseekers, sometimes called skull wolves or hunting bones, are undead wolves with the ability to flawlessly track those whose flesh they have tasted.

A bloodseeker appears to be a rotting wolf. The body is fairly normal, though the fur will be matted in places and worn through in others, showing raw, maggot-infested flesh beneath. The head, however, has been thoroughly stripped—it is nothing but a clean, gleaming, skull, with a dim red light flickering in the empty eye sockets.

Originally created by druids who dabbled in necromancy, the formula for the creation of bloodseekers has since become more common. They are now favored as tools by those who dwell in the more isolated parts of the world where living henchmen are hard to come by.

The bloodseeker exists for one purpose—to hunt. Once it has tasted the flesh or blood of an individual, it is linked to that person and can seek him or her out so long as they are both on the same plane of existence. The bloodseeker cannot be distracted from its goal in any way while on the hunt. It will complete its mission or die in the attempt.

COMBAT

Once a bloodseeker finds its target, it attacks with the native cunning of the wolf. It tries to catch its target alone or attack while the target is least expecting it. The urge to attack is very strong, however, and if the target does not present such an opportunity quickly, the bloodseeker will fling caution to the wind and charge on in.

Induce Nightmares (Su): As the bloodseeker approaches its prey, a malevolent aura radiates outward from it. Once the bloodseeker has closed to within a week's travel of its prey, the prey begins to experience horrible dreams of being pursued by skeletal wolves. The victim must make a Will save (DC 12) each night or suffer the effects of not having slept (spellcasters cannot recover spells, for example).

Relentless Tracker (Su): The bloodseeker is bound to the creature whose flesh it has tasted most recently. Once this link has been forged, nothing can get it off the scent. It no longer needs to make Wilderness Lore checks to track a creature it is linked to—a bloodseeker always knows the location of its prey. It pursues by day and night, never sleeping or becoming distracted. If stymied by an obstacle it cannot pass (a cliff face or canyon, for example) it will seek a way around. Should the prey ever leave the plane of existence that the bloodseeker is on, the link is broken. However, the instant that its prey re-enters the bloodseeker's plane of existence, the link is reforged and the hunt may resume.

The bloodseeker may only use this ability on a creature that has a conventional anatomy—as a general rule, any creature immune to critical hits is immune to this ability.

A bloodseeker is very hard to turn or rebuke when it is in sight of its chosen prey. The bloodseeker gains turn resistance +4 when it can see its prey.

Summoning Howl (Su): Once per day, the bloodseeker can use this ability to unleash an odd, echoing howl. 1d4+1 normal wolves will arrive to answer the call within 1d3 rounds, provided there are any wolves in the general region at all. Summoned wolves will fight on behalf of the bloodseeker.

Terrifying Howl (Su): Once per day, the bloodseeker can concentrate all of its bloodlust into a single keening wail that it directs at its prey. If it is within 30 ft. of its prey when it uses this ability, then the victim must succeed at a Will save (DC 15) or be paralyzed for 2d4 rounds. This is a fear effect.



BONECAST

Bonecast creatures are undead or construct creatures that have been imbued with luck energy. They are difficult to destroy and doing so has unpredictable effects.

Bonecast creatures are nearly indistinguishable from other undead or constructs save for a series of runes etched on their body and limbs. These marks identify a creature as bonecast and contain the chaotic luck energy that courses through the creature's body.

Some bonecast creatures are formed spontaneously from the bodies of those who dabbled in the arts of luck, such as risk takers, gamblers, and thieves. Indeed, a creature cannot partake in such activities without at least some luck rubbing off on them. If sufficient luck energy is pent up within a creature's body, it continues to animate the creature long after death.

CONSTRUCTION

Some have learned how to harness this luck energy and instill it within their own creations. The process of creating a bonecast creature requires 1,000 gp, which includes 250 gp for items imbued with chaotic luck energies, such as used decks of cards, casino fixtures, or the

remains of small-time risk takers. Completing the process takes one day and drains $1d10 \times 100$ XP (an average of 500 XP per bonecast creature) from the creator, making the creation process itself a gambling proposition.

CREATING A BONECAST

“Bonecast” is a template that can be added to any corporeal undead or construct (referred to hereafter as the “base creature”). It uses all the base creature’s statistics and special abilities except as noted here.

Special Attacks: A bonecast creature retains all the base creature’s special attacks and gains those listed below. Saves have a DC of $10 + 1/2$ the base creature’s HD + the base creature’s Charisma modifier.

Bad Luck Aura (Su): Those within a 30-ft. radius of a bonecast creature must make a successful Will save or suffer a luck penalty to all attack rolls and saving throws. A bonecast creature with 1–3 HD causes a –1 luck penalty. One with 4–7 HD causes a –2 luck penalty; one with 8–11 HD causes a –3 penalty; and one with 12 or more HD causes a –4 luck penalty.

In addition, any attack against the creature has a miss chance due to the chaotic energies that surround the creature. To determine the miss chance, roll 3d10. The result is the miss chance for that particular attack. Thus, if you receive a result of a 16 on a roll of 3d10, then the character has a 16% miss chance for that attack. Bonecast creatures are immune to their own aura of bad luck, but not those of other bonecast creatures.

Roll the Bones (Sp): When a bonecast creature is destroyed (reduced to 0 hit points), it collapses and its rune-inscribed component parts are cast upon the ground in a random configuration. Depending upon the configuration of these remains, a different luck effect is released. Any creature within a radius of 45 ft. of the creature when its body collapses and touches the ground must make a Will save or be subject to the luck effect. Roll 1d12 for each affected creature and consult Table 1–1, entitled Roll the Bones Effects, to determine the applicable effect.

For the luck effect to be triggered, the bones or other components must come into contact with the ground or another surface. Furthermore, their markings must be intact and visible. If an opponent prevents a component from touching the ground, such as through the use of a well-timed *mage hand* spell, or if the creature is completely destroyed so that the



markings are no longer intact, such as through the use of the *disintegrate* spell or destruction by turning, the luck effect is not triggered.

Luck effects that mimic a named spell act as if the spell was successfully cast upon the target by a 5th-level cleric, regardless of the spell casting range, with the following exceptions. The target receives no saving throw (other than the initial Will save to avoid the effect) and the spell-like effects last only for the duration listed in Table 1–1.

Special Qualities: A bonecast creature retains all the base creature’s special qualities and gains those listed below.

Turn Resistance (Ex): A bonecast creature has +2 turn resistance. This value is added to the base creature’s turn resistance (if any).

Saves: Same as base creature +2.

Abilities: Bonecast have no Constitution score. Otherwise, same as the base creature.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any

Organization: Same as the base creature.

Challenge Rating: Same as base creature +1

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

TABLE 1-1: ROLL THE BONES EFFECTS

d12	Effect	Duration
1	Target suffers a -4 luck penalty on all attack rolls, saving throws, ability checks, and skill checks	5 rounds
2	Target is quickened as the spell <i>haste</i>	5 rounds
3	Target is reduced by 50% as the spell <i>reduce</i>	5 minutes
4	Target is held as the spell <i>hold person</i>	5 rounds
5	Target can fly as the spell <i>fly</i>	5 minutes
6	Target is transformed into an animal (DM's choice) as the spell <i>polymorph other</i>	5 minutes
7	Target suffers no effect	—
8	Target is concealed as the spell <i>blur</i>	5 minutes
9	Target is silenced as the spell <i>silence</i>	5 rounds
10	Target is enlarged by 50% as the spell <i>enlarge</i>	5 minutes
11	Target is slowed as the spell <i>slow</i>	5 rounds
12	Target receives a +4 luck bonus on all attack rolls, saving throws, ability checks, and skill checks	5 rounds

SAMPLE BONECAST

This example uses a large skeleton as the base creature.

Large Bonecast Skeleton**Large Undead****Hit Dice:** 2d12 (13 hp)**Initiative:** +5 (+1 Dex, +4 Improved Initiative)**Speed:** 40 ft.**AC:** 13 (-1 size, +1 Dex, +3 natural), touch 10, flat-footed 12**Attacks:** 2 claws +2 melee**Damage:** Claw 1d6+2**Face/Reach:** 5 ft. by 5 ft./10 ft.**Special Qualities:** Bad luck aura, roll the bones, turn resistance +2, immunities**Saves:** Fort +2, Ref +3, Will +5**Abilities:** Str 14, Dex 12, Con —, Int —, Wis 10, Cha 11**Feats:** Improved Initiative**Climate/Terrain:** Any**Organization:** Any**Challenge Rating:** 2**Treasure:** None**Alignment:** Always neutral**Advancement:** 3 HD (Large)

Bad Luck Aura (Su): Those within a 30-ft. radius of a large bonecast skeleton suffer a -1 luck penalty to all attack rolls and saving throws. An opponent who makes a successful Will save (DC 11) is not subject to this effect.

In addition, any attack against a large bonecast skeleton has a 3d10 percent miss chance. Large bonecast skeletons are immune to their own aura of bad luck, but not those of other bonecast creatures.

Immunities (Ex): Large bonecast skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Roll the Bones (Su): When a large bonecast skeleton is destroyed (reduced to 0 hit points), it collapses and its notched bones are cast upon the ground in a random configuration. Depending upon the configuration of these remains, a different luck effect is released. Any creature within a radius of 45 feet of the creature when its body collapses and touches the ground must make a Will save (DC 11) or is subject to the luck effect. Roll 1d12 for each affected creature and consult Table 1-1, entitled Roll the Bones Effects, to determine the applicable effect. For purposes of spell resistance and dispel checks only, the caster level of this effect is considered to be 5th.

For the luck effect to be triggered, the bones must come into contact with the ground or another surface. Furthermore, their markings must be intact and visible. If an opponent prevents a component from touching the ground or if the creature is completely destroyed so that the markings are no longer intact, the luck effect is not triggered.

CHARNEL WAGON

Huge Construct

Hit Dice: 20d10 (110 hp)

Initiative: -1 (Dex)

Speed: 50 ft.

AC: 29 (-2 size, +21 natural), touch 8, flat-footed 29

Attacks: —

Damage: —

Face/Reach: 20 ft. by 20 ft./10 ft.

Special Attacks: Ballista, ram, trample

Special Qualities: Construct, damage reduction 30/+2, magic immunity

Saves: Fort +6, Ref +5, Will +6

Abilities: Str 30, Dex 10, Con —, Int —, Wis 11, Cha 1

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 21–31 HD (Gargantuan)

A construct powered by necromantic magic, the charnel wagon is intended for use as both a troop transport and minor siege engine. Sick of seeing their undead minions cut down by ranged attacks (physical weapons or spells)

before ever being able to confront the enemy, resourceful necromancers designed the charnel wagon to combat this waste of minions. The charnel wagon has a crew of two intelligent undead (usually ghouls): one to instruct the wagon and guide its course, while the other mans a ballista on top of the wagon itself. The wagon can haul up to eight other Medium-size creatures within its protective walls. The construct has two levels, one inside which houses troops, and another on top for the two crew members and the bone ballista.

The wagon itself is a horrid-looking bone monstrosity. Resembling a huge, crude war wagon of sorts, it's comprised entirely of bones of all sizes and shapes. Depending on the style of the individual necromancer that creates it, the bones of the wagon can be clean and polished to an ivory sheen or can be covered with dirt, filth, blood, and meaty bits of dead flesh. It is common for two mammoth tusks to be attached to the front of the wagon, allowing a more damaging ram strike and adding to the already terrifying appearance of the wagon. If the troops inside of the wagon are intelligent undead capable of making ranged attacks, most necromancers will augment the sides of the wagon with arrow slits. Great bone wheels give the wagon easy movement across most terrain.



COMBAT

Charnel wagons are only capable of following the commands of the driver or necromancer that created it. The wagon can ram buildings and walls, trample smaller foes underneath its bone wheels, and has a great ranged attack if a gunner is available to man the bone ballista.

Ballista: The ballista on top of the charnel wagon makes its own attack roll without modifications except for range. Loading and cocking the ballista takes 3 full-round actions. The ballista attack has a range of 120 ft., a critical multiplier of $\times 3$, and deals 3d6 points of damage.

Ram: The ram strike of the wagon has a critical multiplier of $\times 3$ and deals 4d6+10 points of damage, due to the increased size and speed of the wagon. If the wagon is equipped with mammoth tusks or similar puncturing appendages, it deals 8d6 +10 points of damage instead.

Trample (Ex): A charnel wagon can trample Large or smaller creatures underneath its wheels for 1d8+10 points of damage. Opponents that do not make attacks of opportunity against the wagon can attempt a Reflex save (DC 30) to halve the damage.

Magic Immunity (Ex): A charnel wagon is immune to all spells, spell-like abilities, and supernatural effects, except as follows. *Cure* spells cause damage to the wagon (the amount that would have normally been cured) due to the negative energy empowering it, while *inflict* spells heal the wagon.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

CONSTRUCTION

A charnel wagon's body is chiseled and pieced together from at least 10,000 lbs. worth of bones.

The wagon costs 30,000 gp to create, which includes 1,500 gp for the body. Assembling the wagon requires a successful Craft (sculpting or masonry) check (DC 17).

The creator must be at least 14th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object*, and *chill touch*.

DANCING BONES

Medium-Size Undead

Hit Dice: 2d12 (13 hp)

Initiative: +1

Speed: 30 ft.

AC: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Attacks: 2 claws +3 melee

Damage: Claw 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Inflict curse

Special Qualities: Immunities

Saves: Fort +0, Ref +1, Will +4

Abilities: Str 12, Dex 12, Con —, Int —, Wis 12, Cha 10

Feats: Weapon Focus (claws)

Climate/Terrain: Any land

Organization: Solitary, gang (2–5), mob (6–20), drove (21–40), plague (41–60)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3–4 HD (Medium-size)

Dancing bones are a type of animated skeleton created by a virulent plague that can affect both the living and the dead.

Dancing bones resemble ordinary animated skeletons at first glance; a Spot check (DC 15) can be made to notice that the skeletons move in an odd fashion that is half-dance, half-seizure. There is also a faint reddish tinge to the bones, which might be taken for blood at first, but which is actually a crimson glow, as if the bones were burning from within.

Some time ago, a small village was ravaged by a plague carried to the village by a pestilent demon. Most of the village died; the few survivors buried the corpses of their families and moved on. Decades later, a necromancer looking for raw materials animated the plague-slain bodies for use as his servants and inadvertently created the dancing bones.

COMBAT

Dancing bones are as mindless as any other skeleton, and they attack without any real plan. Their only goal is to create others of their kind, which they do by attacking the living.

Immunities (Ex): Dancing bones have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.



Inflict Curse (Su): Anyone who takes damage from the claw attack of a dancing bones has a chance of contracting the plague that animates them. Each time a damaging hit is scored, the target must make a Fort save (DC 11) or become infected. This will not become apparent for 1d4 hours; if a *cure disease* is cast during that time, the curse is lifted. If the curse begins to take effect, only a *heal*, *limited wish*, *miracle*, or similar spell will cure it.

At the end of the onset time, the victim begins to sweat profusely and twitch oddly. This becomes progressively worse—every 10 minutes the character's Dexterity drops by 1 and the character suffers a cumulative -1 on all rolls due to the increasing pain and difficulty of controlling their own movement. When the character's Dexterity has dropped to 0, the character's skeleton rips itself out of his or her body, leaving the rest of the character's body behind to become a new dancing bones. The new undead attacks anyone nearby. If there is no one to attack, it begins wandering—looking for potential victims to infect or other dancing bones to accompany.

Anyone slain by a dancing bones whose body is not *blessed* will suffer the same fate, the skeleton of the corpse ripping itself out within 1d4 hours.

DAMPHIR

Though extremely rare, it is possible for a being to be born as a half-vampire, or "damphir." When a pregnant woman is blood drained by a vampire, but is not killed, she may pass on some of the vampire's nature to her children. Such children often display many of the qualities of vampires to a lesser degree. Their appearance may be pale and sallow compared to normal members of their race, and all have great difficulty fitting into society. Further, damphir are fascinating to vampires, and a damphir child may find that any vampires in the area will go out of their way to both protect and torment the half-vampire. As a result, few damphir are able to ignore their heritage, and many either embrace it fully or reject it entirely. As damphir age and gain experience, they have the option of developing their supernatural heritage or rejecting it and trying to regain some of their mortal heritage.

CREATING A DAMPHIR

"Damphir" is a template that can be applied to any humanoid or monstrous humanoid creature (referred to here after as the "character"). The character's type remains the same and it retains all of its statistics and special abilities except as noted here.

Hit Dice: Unchanged from the character.

Speed: +10 ft. Damphir possess an unnatural speed and grace unmatched by their mortal or undead ancestry.

AC: The character's natural armor improves by +2.

Attacks: The damphir retains all of the attacks of the character.

Special Attacks: The damphir retains all of the special attacks of the character, and gains the blood drain ability.

Blood Drain (Su): Damphir are able to recover health by drinking the blood of other humanoids and monstrous humanoids. After pinning an opponent with a successful grapple check, the damphir may begin sucking blood. This inflicts 1d4 points of damage each round the pin is maintained. The damphir gains 1 hit point per round while doing so. These hit points cannot exceed the damphir's normal maximum hit points.

Special Qualities: The damphir retains all of the special qualities of the base creature. In addition it gains those listed below.



Darkvision (Ex): Damphir can see in the dark up to 90 feet. Darkvision is in black and white only, but is otherwise like normal sight. Damphir may function just fine with no light at all.

Leap of the Clouds (Ex): The damphir's jumping distance (horizontal or vertical) is not limited according to his height.

Racial feats: Damphirs may acquire feats specific to their "race." This includes both those associated with the character, and those listed below.

Saves: As the character.

Abilities: Modify from the character as follows: Str +4, Dex +4, Cha -2.

Skills: Damphir receive a +2 racial bonus to Jump and Tumble checks. Otherwise as character.

Feats: Same as the character.

Climate/Terrain: Any land
Organization: Solitary or pair

Challenge Rating: Same as character +1

Treasure: Standard

Alignment: Any

Advancement: By character class

DAMPHIR WEAKNESSES

Like their vampiric "sires", damphir suffer from a variety of serious weaknesses.

Bloodthirst: The damphir must feed upon the blood of another humanoid or monstrous humanoid at least once a month. This is satisfied by using the damphir's blood drain special ability for at least 5 total rounds every month. Failure to do so causes the damphir to become weakened: The damphir loses -2 Str, -2 Dex, and the leap of the clouds ability until fed.

Light Intolerance: Damphir characters suffer a -2 penalty to all attack rolls and skill checks in direct sunlight.

Silver Susceptibility: Damphir are especially susceptible to contact with silver and silver weapons. Direct (flesh to metal) contact with silver for at least one full round causes the damphir great pain, giving the damphir a -2 penalty to all attack and damage rolls and all skill checks for 1d4 rounds thereafter. Attacks with silver weapons automatically inflict one additional point of damage, and the damage multiplier for critical hits is increased by 1 (e.g. $\times 2$ becomes $\times 3$) when attacking a damphir.

Turning Susceptibility: A damphir may be turned or rebuked (but not destroyed or commanded) as if the damphir were an undead of equal Hit Dice.

DAMPHIR CHARACTERS

Damphir can potentially be of any alignment, but very few are actually of good alignment. The damphir's near-undead qualities cause them to be shunned and feared in almost any culture. Their greatest chance for acceptance is among vampires, and as such they tend towards chaotic evil. As characters, the damphir template adds +1 ECL. Thus, a 1st-level damphir has an ECL of 2 and is the equivalent of a 2nd-level character.

SAMPLE DAMPHIR

This example uses a 5th-level human ranger as the base creature.

Damphir Ranger**Medium-Size Humanoid****Hit Dice:** 5d10+5 (32 hp)**Initiative:** +3**Speed:** 40 ft.**AC:** 19 (+2 natural armor, +3 Dex, +4 armor), touch 13, flat-footed 16**Attacks:** two shortswords +8/+8 melee (+4 strength, +1 masterwork, -2 two weapons); or halfspear +8 ranged (+3 Dex)**Damage:** Shortswords 1d6+4; halfspear 1d6+4**Face/Reach:** 5 ft. x 5 ft./5 ft.**Special Attacks:** Blood drain, favored enemy (undead) +2, favored enemy (magical beasts) +1, spells (1 1st level)**Special Qualities:** Bloodthirst, darkvision, leap of the clouds, light intolerance, silver susceptibility, turn susceptibility**Saves:** Fort +5, Ref +4, Will +3**Abilities:** Str 18, Dex 16, Con 12, Int 13, Wis 14, Cha 9**Skills:** Hide +10, Intuit Direction +6, Jump +10, Move Silently +10, Spot +10, Tumble +6, Wilderness Lore +10**Feats:** Ambidexterity, Expertise, Track, Two Weapon Fighting, Weapon Focus (shortsword)**Items Carried:** Chain shirt, 2 masterwork shortswords, 2 halfspears**Challenge Rating:** 6

Blood Drain (Su): The damphir ranger is able to recover health by drinking the blood of other humanoids and monstrous humanoids. After pinning an opponent with a successful grapple check, she may begin sucking blood. This inflicts 1d4 damage each round the pin is maintained. The damphir gains 1 hit point per round while doing so. These hit points cannot exceed the damphir's normal maximum hit points.

Leap of the Clouds (Ex): The damphir ranger's jumping distance (horizontal or vertical) is not limited according to her height.

Bloodthirst: The damphir ranger must feed upon the blood of another humanoid or monstrous humanoid at least once a month. This is satisfied by using her blood drain special ability for at least 5 total rounds every month. Failure to do so causes her to become weakened: The damphir loses -2 Str, -2 Dex, and her leap of the clouds ability until she has fed.

Light Intolerance: The damphir ranger suffers a -2 penalty to all attack rolls and skill checks in direct sunlight.

Silver Susceptibility: The damphir ranger is especially susceptible to contact with silver and silver weapons. Direct (flesh to

metal) contact with silver for at least one full round causes her great pain, giving her a -2 penalty to all attack and damage rolls and all skill checks for 1d4 rounds thereafter. Attacks with silver weapons automatically inflict one additional point of damage, and the damage multiplier for critical hits is increased by 1 (e.g. $\times 2$ becomes $\times 3$) when attacking her.

Turn Susceptibility: The damphir ranger may be turned or rebuked (but not destroyed or commanded) as if she were a 5 HD undead.

DAMPHIR RACIAL FEATS

As a damphir grows in power, he may choose between the light and the darkness. Once the journey is begun, however, there is no turning back.

DAYWALKER [GENERAL]

You have rejected the evil in your heritage, and struggle to strengthen your mortal nature rather than give into the thirst that plagues you.

Prerequisites: Damphir template, character level 9+

Benefit: The penalty for your light intolerance is reduced to -1. You may no longer be turned or rebuked. Finally, you need only feed every 6 months to satisfy the requirements of your bloodthirst.

Special: You may not take the Nightstalker feat after gaining the Daywalker feat.

NIGHTSTALKER [GENERAL]

You revel in the dark gifts of your ancestry, and seek to emulate the nature of the undead.

Prerequisites: Damphir template, character level 6+

Benefit: Your type becomes "undead," and you gain all of the immunities associated with that type. In addition, you are no longer subject to spells that affect only humanoid types (such as *hold person*). You gain a +8 racial bonus to Climb checks and gain temporary hit points equal to the number of hit points drained when using your blood drain ability.

You may be destroyed or commanded as a result of a turning attempt. You must now feed once a week to satisfy your blood thirst.

Special: You may not take the Daywalker feat after gaining the Nightstalker feat.



DREAM PHANTOM

Medium-Size Undead (Incorporeal)

Hit Dice: 9d12 (58 hp)

Initiative: +6

Speed: 40 ft., fly 60 ft. (good)

AC: 15 (+2 Dex, +3 deflection), touch 12, flat-footed 13

Attacks: Incorporeal touch +4 melee

Damage: Incorporeal touch 1d8 and 1d4 permanent Wisdom drain

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Wisdom drain, create spawn, dream trap

Special Qualities: Incorporeal, endure elements

Saves: Fort +3, Ref +5, Will +8

Abilities: Str —, Dex 15, Con —, Int 12, Wis 14, Cha 16

Skills: Bluff +9, Hide +12, Intuit Direction +9, Listen +12, Search +10, Spot +12

Feats: Alertness, Blind-fight, Improved Initiative

Climate/Terrain: Any land

Organization: Solitary, pair, gang (2–5), swarm (6–11)

Challenge Rating: 8

Treasure: None

Alignment: Usually chaotic evil

Advancement: 10–18 HD (Medium-size)

Dream phantoms are the souls of creatures who died in their sleep. These walking nightmares prey on the living in their dreams.

The features of a dream phantom are mutable and ever changing, as fleeting as the images of one's dreams. At times, they vaguely appear as they did in life or as they imagined they appeared.

Those unfamiliar with the nature of dreams often say that they wish to pass away in their sleep. However, the truth is that such deaths are quite traumatic to the dying souls. A soul that wanders from the body while dreaming suddenly finds itself lost and adrift when the body dies. Further, such deaths often result in words left unspoken or tasks left incomplete. Many poor spirits are driven insane while trying to navigate through dream images and nightmares. Others gain some sense of their new nature. Often they grow to despise the living whose dreams they are doomed to wander. These malignant souls become dream phantoms.

Dream phantoms invade the dreams of the living, causing nightmares. They may be attracted to a target by a familiar image or emotion they sense from a passing dream. Many are driven to complete some purpose, perhaps a final task that the dream phantom would have completed had it not died in its sleep. To that end, dream phantoms possess the bodies of the living as they sleep. This places the sleeper's body in a zombie-like state that many mistake for sleepwalking. Meanwhile, the displaced consciousness of the sleeper is trapped in the dream plane until it can force itself to awaken.

COMBAT

Dream phantoms are very focused on their chosen goals. They generally strike first by taking control of the body of an opponent or a loved one through the use of the dream trap ability. This allows a dream phantom to operate in relative secrecy and provides some protection, as most foes are unwilling to harm their loved ones, even when they are under a dream phantom's control. If this fails, or a more direct approach appears to be warranted, a dream phantom drains its foe of its sanity until it collapses into a coma. The dream phantom often continues to plague its victims, night after night, until they have been turned into dream phantoms as well.

Wisdom Drain (Su): Living creatures hit by a dream phantom's incorporeal touch attack must succeed at a Fortitude save (DC 17) or

suffer 1d4 points of permanent Wisdom drain. Those reduced to zero Wisdom by a dream phantom retreat into a comatose state, plagued by horrible nightmares. Once in this state, a victim loses 1d10 hit points every 24 hours.

Create Spawn (Su): Any humanoid slain by a dream phantom becomes a dream phantom in 1d8 hours. Spawn are under the command of the dream phantom that created them. They do not possess any of the abilities they had in life.

Dream Trap (Su): Once per round a dream phantom may merge its body with a dreaming creature on the Material Plane. This ability is similar to the spell, *magic jar*, as cast by a 10th-level sorcerer, but differs in the following manner. The target creature may resist being forced out of its body with a successful Will save (DC 18). If successful, the dream phantom cannot attempt to dream trap the target creature again for 24 hours. If the target creature fails its save, the dream phantom enters its body and the target creature is confined to the dream plane. This effect is permanent unless the dream phantom willingly leaves the target's body or the target awakens. A target confined to the dream plane may make a Will save (DC 18) once every eight hours. If successful, the target returns to its body on the Material Plane and the dream phantom is confined, once again, to the dream plane.

The dream phantom is considered to be an evil outsider for the purposes of dismissal or dispelling magic. When such spells, including *dismissal* or *dispel evil*, are cast upon the host body the dream phantom is driven back to the dream plane. However, doing so does not automatically return a victim to its host body. The victim must still awaken, as above, to return to its body, which remains in a coma-like state in the interim.

If the host body is slain, the dream phantom returns to the dream plane and the life force of the host departs (that is, it is dead).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Endure elements (Su): A dream phantom ignores the first 5 points of sonic, electrical, cold, fire, and acid damage each round.

ETERNAL CONFESSOR

An eternal confessor is an undead cleric kept in a state of undeath by its god to finish the holy work it began while alive. Eternal confessors are immensely powerful and singleminded. They have no fear of anything living or undead and use their powers for the single purpose of completing their gods' goals. An eternal confessor is a powerful enemy and a dangerous force of nature. Typically, eternal confessors are employed by gods of death, war, or destruction.

Eternal confessors look just like human clerics, shrouded from head to toe in full plate and brandishing a powerful mace. They can pass easily for humans and often work with other undead to mete out their deity's commands.

CREATING AN ETERNAL CONFESSOR

"Eternal confessor" is a template that can be applied to 10th-level or higher cleric with the death, destruction, or war domains (referred to hereafter as "the character"). The character's type changes to "undead." It uses all the character's statistics and special abilities except as noted here:

Hit Dice: Increase to d12 and add 4 HD.

Speed: Same as the character.

AC: Natural armor increases by 6.

Damage: Eternal confessors have slam attacks. If the character does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: As the original character in addition to those listed below. Saves have a DC of 10 + 1/2 eternal confessor's HD + eternal confessor's Charisma modifier unless noted otherwise.

Rebuke Undead (Su): An eternal confessor can command undead to his bidding. He may rebuke undead 6 times per day, per the rules for turning undead. Unless necessary, an eternal confessor never destroys undead under his control. Instead he commands them to fight with him. An eternal confessor with allies is an unstoppable force in battle.

Smite (Su): Three times per day, an eternal confessor may use a melee attack to smite an opponent. He gains a +3 bonus to the attack roll and deals an additional 10 points of damage. This damage is considered magical and ignores all damage reduction.

Thundering Mace (Su): Any mace the eternal confessor wields becomes a +5 *thundering heavy mace* in its hands. It deals an additional 1d8 sonic damage on a successful critical hit. In addition, the weapon is permanently blessed by his god and deals an additional +1d8 points of bonus damage to any opponent whose alignment is different from the eternal confessor's.

Unholy Touch (Su): An eternal confessor channels powerful, divine energy through him. On a successful slam attack, the eternal confessor drains 1d6 hit points from his opponent permanently. These hit points heal the eternal confessor, with any excess being lost. This damage cannot be restored by any means short of a *miracle* or *wish* spell.

Special Qualities: An eternal confessor retains all the special qualities of the character and those listed below.

Confessor Abilities: An eternal confessor is blessed with many powers from his god. He can *detect good or evil*, per the spell, at will, without concentration. He is constantly enchanted by *antipathy*, *freedom of movement*, *invisibility to animals*, *true seeing*, and *zone of truth*.

Energy Resistance (Ex): The eternal confessor is blessed by the hand of his god, protecting him from harm. Eternal confessors have cold, fire, electricity, and sonic resistance 25.

Spell Immunity (Su): An eternal confessor is not deterred by the magic of mortals.

His god has seen to it they have little effect on him. Spells and spell-like abilities of 5th level or lower have no effect on an eternal confessor, just as if the spellcaster had failed to overcome spell resistance.

Spell-Like Abilities: An eternal confessor may cast *augury*, *blindness/deafness*, *death knell*, *deeper darkness*, *dispel magic*, *dominate person*, *gaseous form*, *greater command*, *hold person*, *invisibility*, *locate creature*, *locate object*, *melf's acid arrow*, *produce flame*, *shatter*, *silence*, and *summon monster III* at will, once per round. Once per day, he may cast *circle of doom*, *disintegrate*, *feeblemind*, *finger of death*, *flesh to stone*, *forbiddance*, *geas/quest*, *haste*, *imprisonment*, *inflict serious wounds*, *iron body*, *lightning bolt*, *mark of justice*, *maze*, *polymorph other*, *prying eyes*, *righteous might*, *slow*, *spell turning*, *summon monster VII*, and *wall of force*. All spells are cast as a 20th-level cleric (save DC 13 + spell level).

Damage Reduction (Su): Eternal confessors have damage reduction 25/+3.

Fast Healing (Su): An eternal confessor heals 5 points of damage each round so long as it has at least 1 hit point remaining.

Spell Resistance (Su): Eternal confessors gain spell resistance equal to their CR + 10.

Turning Immunity (Ex): An eternal confessor cannot be turned or destroyed by a turn attempt.

Saves: Same as the character.

Abilities: Increase from the character as follows: Str +8, Wis +4. As undead creatures, eternal confessors have no Constitution score.

Skills: Eternal confessors receive a +8 racial bonus to Concentration. Otherwise, same as the character.

Feats: Eternal confessors gain Great Fortitude, Iron Will, and Improved Critical (heavy mace), assuming the character meets the prerequisites and doesn't already have these feats.



Climate/Terrain: Any land and underground

Organization: Solitary, or band (1 plus 7–12 ghastrs, 2–4 mohrg, 11–20 zombies)

Challenge Rating: Same as the base creature +6

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

SAMPLE ETERNAL CONFESSOR

This example uses a 10th-level human cleric as the character.

Eternal Confessor Cleric

Medium-Size Undead

Hit Dice: 10d12 (65 hp)

Initiative: +2

Speed: 20 ft. (full plate armor)

AC: 27 (+2 Dex, +6 natural, +9 full plate), touch 12, flat-footed 25

Attacks: Heavy mace +16/+11/+6/+1 melee, or slam +11 melee

Damage: Heavy mace 1d8+8 plus thundering, slam 2d6+3 plus unholy touch

Face/Reach: 5 ft. by 5ft./5 ft.

Special Attacks: Rebuke undead 6/day, smite, thundering mace, unholy touch

Special Qualities: Confessor abilities, damage resistance 25/+3, energy resistance, fast healing 5, spell immunity, spell-like abilities, SR 26, turn immunity

Saves: Fort +7, Ref +5, Will +13

Abilities: Str 18, Dex 14, Con —, Int 11, Wis 23 (*pearl of Wisdom* +2), Cha 8

Skills: Concentration +13, Spellcraft +13

Feats: Brew Potion, Combat Casting, Forge Wand, Great Fortitude, Improved Critical (heavy mace), Iron Will, Scribe Scroll

Climate/Terrain: Any land and underground

Organization: Solitary, or band (1 plus 7–12 ghastrs, 2–4 mohrg, 11–20 zombies)

Challenge Rating: 16

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Spells Prepared: 0—*inflict minor wounds* (3), *guidance*, *read magic*, *resistance*; 1st—*bane* (3), *command* (2), *divine favor* (2); 2nd—*aid*, *inflict moderate wounds* (2), *hold person* (2), *spiritual weapon* (2); 3rd—*animate dead*, *dispel magic* (2), *inflict serious wounds* (2); 4th—*dismissal*, *inflict critical wounds* (2), *poison* (2); 5th—*flame strike*, *righteous might*

(2), *slay living*. Save DC 10 + spell level.

Possessions: *pearl of Wisdom* +2, masterwork full plate armor, heavy mace.

Smite: Three times per day, an eternal confessor may use a melee attack to smite an opponent. He gains a +3 bonus to the attack roll and deals an additional 10 points of damage. This damage is considered magical and ignores all damage reduction.

Thundering Mace (Su): Any mace the eternal confessor wields becomes a +5 *thundering heavy mace* in its hands. It deals an additional 1d8 sonic damage on a successful critical hit. In addition, the weapon is permanently blessed by his god and deals an additional +1d8 points of bonus damage to any opponent whose alignment is different from the eternal confessor's.

Unholy Touch (Su): An eternal confessor channels powerful, divine energy through him. On a successful slam attack, the eternal confessor permanently drains 1d6 hit points from his opponent. These hit points heal the eternal confessor, with any excess being lost. This damage cannot be restored by any means short of a *miracle* or *wish* spell.

Confessor Abilities: An eternal confessor is blessed with many powers. He can *detect good or evil*, per the spell, at will, without concentration. He is constantly enchanted by *antipathy*, *freedom of movement*, *invisibility to animals*, *true seeing*, and *zone of truth*.

Energy Resistance (Ex): The eternal confessor is blessed by the hand of his god, protecting him from harm. Eternal confessors have cold, fire, electricity, and sonic resistance 25.

Spell Immunity (Su): Spells and spell-like abilities of 5th level or lower have no effect on the eternal confessor.

Spell-Like Abilities: An eternal confessor may cast *augury*, *blindness/deafness*, *death knell*, *deeper darkness*, *dispel magic*, *dominate person*, *gaseous form*, *greater command*, *hold person*, *invisibility*, *locate creature*, *locate object*, *melf's acid arrow*, *produce flame*, *shatter*, *silence*, and *summon monster III* at will, once per round. Once per day, he may cast *circle of doom*, *disintegrate*, *feeblemind*, *finger of death*, *flesh to stone*, *forbiddance*, *geas/quest*, *haste*, *imprisonment*, *inflict serious wounds*, *iron body*, *lightning bolt*, *mark of justice*, *maze*, *polymorph other*, *prying eyes*, *righteous might*, *slow*, *spell turning*, *summon monster VII*, and *wall of force*. All spells are cast as a 20th-level cleric (save DC 13 + spell level).



FADE

Medium-Size Undead (Incorporeal)

Hit Dice: 4d12 (26 hp)

Initiative: +8

Speed: fly 50 ft. (perfect)

AC: 18 (+4 Dex, +4 deflection), touch 14, flat-footed 14

Attacks: Incorporeal touch +7 melee

Damage: Incorporeal touch 0 plus sorrow and weakness

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fear, pain siphon, sorrow, weakness

Special Qualities: Eternal, spells, incorporeal, turn resistance +4

Saves: Fort +1, Ref +5, Will +2

Abilities: Str —, Dex 19, Con —, Int 13, Wis 7, Cha 6

Skills: Bluff +4, Hide +15, Listen +5, Spot +5, Search +5

Feats: Improved Initiative, Weapon Finesse (incorporeal touch)

Climate/Terrain: Any land and underground

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Usually neutral

Advancement: 5–20 HD (Medium-size)

Fades are the fragmented spirits of those who took their own lives out of despair or cowardice. While not overtly evil, they are a bane to the living.

A fade always appears as it did in the final moments of its life, its misery outwardly reflected by its ghostly form.

Fades most often haunt the place where they died, but may also seek refuge where they feel that others will not be able to find them. A fade often tries to find solace and peace, having been denied it in life. A fade might live in a quiet moor, an underground tomb, or any number of other forgotten places.

Although not malevolent, fades will defend themselves if necessary, causing horrible pain and sorrow to those who attempt to disturb them.

Fades are normally unable to communicate with the living. The creature is far more likely to spout mad gibberish than to pass on any useful information.

COMBAT

A fade does not openly attack its opponents, preferring to remain hidden from living eyes. Often, a fade will linger in the area it died, seeking a way to end its torment. Those encountering a fade often find it best to leave well enough alone, lest they anger the creature enough to actually give it the courage to attack.

Fear (Su): A fade's crippling fear radiates all around it. All opponents within 60 ft. of a fade must succeed at a Will save (DC 15) or become panicked for 1d8 rounds. Even those who succeed suffer a –2 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws while in the fade's presence. Even after the fade is destroyed, these effects linger for another 1d4 hours afterward.

Pain Siphon (Su): A fade draws upon the fears and anxieties of those around it. This ability is automatic rather than malevolent, and the fade is unable to turn off the ability voluntarily. Each time a living creature fails an attack roll, ability check, skill check, or takes any damage within 30 ft. of a fade, the creature suffers 1 point of damage and the fade gains 1 temporary hit point.

Sorrow (Su): A fade cannot remember much of its human life—only broken and disjointed memories of time spent wracked with indecision and fear remain. As a result, the fade speaks in mad half truths and insane ramblings. All who hear the fade's dementia must succeed

FAMINE HAUNT†

Medium-Size Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +6

Speed: 30 ft., fly 40 ft. (good)

AC: 14 (+2 deflection, +2 Dex), touch 12, flat-footed 12

Attacks: Famine touch +3 melee

Damage: 1d6 subdual and fatigue (see text)

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Famine touch, create spawn, spell-like abilities

Special Qualities: Incorporeal, +2 turn resistance, sustenance vulnerability

Saves: Fort +1, Ref +3, Will +5

Abilities: Str —, Dex 14, Con —, Int 13, Wis 12, Cha 14

Skills: Hide +12, Intuit Direction +9, Listen +13, Search +11, Spot +13

Feats: Alertness, Blind-fight, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, pair, gang (2–5), swarm (6–11)

Challenge Rating: 5

Treasure: None

Alignment: Usually chaotic evil

Advancement: 6–15 HD (Medium-size)

Famine haunts are spirits that prey on the living, leaving their victims weak and starving.

Famine haunts appear as spectral humanoids displaying the most extreme conditions of starvation—receding gums, rounded stomachs, and stretched skin that barely covers skeletal ribs and bones. These creatures are created by the passing of those who have died of starvation, often due to another's neglect or cruelty.

Unlike other forms of undead, famine haunts often wander far from the place of their death. They actively seek out victims in locations where opulence is flaunted, thriving livestock or agriculture is present, or wasteful habits predominate. A well-stocked pantry surrounded with skeletal victims is often the first indication that one or more famine haunts have laid claim to a particular area.

COMBAT†

Famine haunts are patient combatants. They prefer hit and run tactics that slowly weaken an opponent, subjecting it to

at a Will save (DC 15) or become paralyzed for 1d4 rounds and suffer 1d3 points of permanent Wisdom drain. Whether or not the save is successful, that creature cannot be affected again by that fade's sorrow ability for one day.

Weakness (Su): A fade's touch also delivers the paralyzing terror of a child's fears. Images of torment and powerlessness flood the victim, rendering him weak and feeble. Each touch from a fade causes 1 point of temporary Strength damage that can only be restored through rest.

Eternal (Su): Fades are extremely difficult to destroy. Their punishment for taking their own lives is to never truly find peace in death. A fade destroyed by any means short of a *miracle* or *wish* reforms in 1d6 days, fully healed. When a fade reforms, it has a 50% chance of permanently gaining 1 Hit Die, further ensuring that it remains a spirit forever.

Spells: Fades can cast arcane spells as a 4th-level sorcerer (save DC 11 + spell level). These spells are most often chosen from the schools of Abjuration, Conjunction, Evocation, and Illusion.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore damage from a corporeal source. Can pass through solid objects at will and own attacked pass through armor. Always moves silently.

Skills: Fades receive a +8 racial bonus to Hide checks.



great pain and hunger before the famine haunts choose to end its life. If given a choice of targets, they prefer striking at those who appear to be the most corpulent or stocky.

Famine touch (Su): The famine haunt's touch induces intense hunger within the target resulting in growing discomfort and eventual starvation. When a living creature is first touched by a famine haunt all forms of sustenance are immediately drained from its body just as if the creature had gone without food for four days. Each additional touch drains the target as if it had gone an additional day without food. In addition, whenever the famine haunt makes a successful touch attack against a living opponent, the opponent must make a Constitution check (DC 10, +1 for each previous check) or suffer 1d6 points of subdual damage. Creatures who have taken subdual damage from the famine haunt's famine touch ability are fatigued (see DMG, Chapter 3, Condition Summary). Subdual damage resulting from the famine touch, like starvation, cannot be recovered until the creature gets food, as needed. Curative magic that restores hit points (such as *cure light wounds*) does not heal this damage. The famine haunt's famine touch ability has no effect on non-living creatures or creatures who do not need to eat.

Create Spawn (Su): Any humanoid slain by a famine haunt becomes a famine haunt in 1d4 rounds. Spawn are under the command of the famine haunt that created them. They do not possess any of the abilities they had in life.

Spell-like abilities: A famine haunt can use both *insect plague* and *slay living* once per day each as a 9th-level cleric.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects, at will, and own attacks pass through armor. Always moves silently.

Sustenance Vulnerability (Ex): Famine haunts have a vulnerability to certain forms of sustenance magic. A famine haunt struck by a berry enchanted by the spell *goodberry* suffers 1d8 points of damage from the contact. Striking a famine haunt with a *Murlynd's spoon* deals 1d8 points of damage. Wearing a *ring of sustenance* allows one to inflict normal damage against a famine haunt with an unarmed strike. A famine haunt that comes into contact with a *clear ioun stone* suffers 5d10 points of damage.



FEVER GAUNT

Fever gaunts are a unique breed of undead. Though weak and dependent upon stronger undead to thwart the living, they are intelligent, single-minded, and driven in their quest to spread disease.

Fever gaunts appear old and weak, their frail bodies hunched over from disease and fever. However, their aged look helps to disguise them from suspicion. Their faces, horribly marred by disease and pustules, give them the appearance of ill elderly people rather than horrid undead creatures.

Fever gaunts work well with ghouls, wights, and any undead with human-like features. If an undead can be disguised to blend in with human society, it is a fitting addition to a fever gaunt's entourage. It is not unheard of for a fever gaunt to sneak into a city with four or five ghouls in tow, all wearing heavy robes and disguised as pilgrims. Once inside the city, these beasts spread disease and pestilence to every living thing they come in contact with.

COMBAT

Fever gaunts avoid combat at all costs, preferring to introduce their diseases into human society through other means. When forced into a corner, common gaunts summon rats and allies, while a gaunt king tries to dominate its opponent and use minor magical abilities.

	Common Gaunt Medium-Size Undead	Gaunt King Medium-Size Undead
Hit Dice:	3d12 (19 hp)	6d12 (39 hp)
Initiative:	+1	+4
Speed:	30 ft.	30 ft.
AC:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Attacks:	Bite +3 melee and 2 claws +0 melee	Bite +5 melee and 2 claws +2 melee
Damage:	Bite 1d6+1, claws 1d4 and fever	Bite 1d6+1, claws 1d4 and fever
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Fever	Fever
Special Qualities:	Ratmaster, spread fever	Ratmaster, spell-like abilities, spread fever, +2 turn resistance
Saves:	Fort +3, Ref +2, Will +8	Fort +4, Ref +3, Will +10
Abilities:	Str 12, Dex 12, Con —, Int 16, Wis 16, Cha 11	Str 13, Dex 12, Con —, Int 17, Wis 16, Cha 10
Skills:	Bluff +6, Disguise +8, Hide +9, Innuendo +4, Intimidate +4, Listen +9, Move Silently +9, Read Lips +4. Spot +9	Bluff +8, Disguise +9, Hide +10, Innuendo +4, Intimidate +6, Listen +10, Move Silently +10, Read Lips +4. Spot +10
Feats:	Great Fortitude, Iron Will, Multiattack	Great Fortitude, Improved Initiative, Iron Will, Multiattack
Climate/Terrain:	Any	Any
Organization:	Solitary, pair, gang (1 and 2–5 ghouls), or band (1 and 2–5 plague ghouls and 4–9 ghouls)	Solitary, pair, gang (1 and 2–5 common fever gaunts and 4–9 ghouls), or band (1 and 4–9 common fever gaunts and 4–9 plague ghouls and 7–12 ghouls)
Challenge Rating:	3	5
Treasure:	None	None
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	4–9 HD (Medium-size)	7–12 HD (Medium-size), 13–18 HD (Large)

Fever (Su): Crypt breath—bite or claws, Fortitude save (DC 24); incubation period 1d3 days; 1 point permanent Constitution drain per day until death.

Spread Fever (Su): A fever gaunt can also pass on its disease through continued exposure to humans. Handling their food or drink, coughing continuously in a crowded area, or bathing in a water source are all acceptable ways to spread the disease. Each hour of exposure to the disease requires a Fortitude save.

Ratmaster (Su): Fever gaunts can command rats and other disease-carrying vermin. Three times per day, a fever gaunt may call forth a pack of diseased rats, as per the spell *summon swarm*. However, only rats are summoned with this ability and all carry the same disease as the fever gaunt, transmitting it with their bite. Rats and vermin summoned in this

manner remain for 3d8 rounds and the fever gaunt is considered a 12th-level caster for all applicable effects.

GAUNT KING

The gaunt king is a more powerful version of the common fever gaunt. Having the ability to turn invisible for short durations and dominate weak-willed victims makes a gaunt king an exceptionally powerful opponent. Surrounded by an entourage of ghouls and wights, the gaunt king is nearly unstoppable.

Spell-Like Abilities: At will — *charm person*, *chill touch*, *spectral hand*, *locate person*; 3/day — *halt undead*, *hold person*, *invisibility*; 1/day — *alter self*, *dominate person*, *dream*, *suggestion*, *vampiric touch*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 10 + spell level).



FOREVERJACK

A foreverjack is a thief who has cheated Death. There aren't many of them, but those that exist are legends.

While bards are generally considered the masters of storytelling, it's a rare rogue who doesn't have a tale or two of his own to spin. Older rogues use tales to teach the next generation, knowing that a young thief is unlikely to sit still for a dull lecture on safety but might just learn something if the warning is couched in an entertaining story. Then there are the legends and myths told late at night or in hushed whispers in dark rooms, tales of rogues so cunning, so swift, and so lucky that they managed to steal life from Death...

CREATING A FOREVERJACK

"Foreverjack" is a template that can be applied to any non-undead, non-outsider (referred to hereafter as "the character"), provided it meets the requirements detailed below (see "Becoming a Foreverjack"). The character's type changed to "undead." It uses all the character's statistics and special abilities except as noted here:

Hit Dice: Increase to d12

Speed: Same as the character

AC: Same as the character

Damage: Same as the character.

Special Attacks: As per the original character, with the addition of the following abilities.

Intimate With Death (Su): The character's sneak attack can damage both incorporeal creatures (no miss chance with a sneak attack) and undead.

Spells: The foreverjack can cast any arcane spells it could cast while alive. If the character had any levels in classes that permitted the casting of divine spells, it is probable that such spellcasting is no longer possible unless the character's god was a god of death, trickery, or the like, in which case, at the DM's discretion, it might continue to grant divine magic to the character.

Special Qualities: A foreverjack retains all the character's special qualities and those listed below.

Eternal Existence (Su): The foreverjack cannot die in the normal fashion. It can be reduced to any number of negative hit points without dying. It heals at the normal rate, but cannot take any action, and is totally unaware of the world, until it has healed up to at least 1 hp. If the body is totally destroyed or mutilated, it still continues to "heal"; when enough time has passed to "heal" itself to 1 hit point, the body reforms. Even spells that specifically target undead will not permanently kill a foreverjack.

This does not mean that foreverjacks live an unlife free of fear, for they can be trapped—anything that would hold a corporeal being will hold a foreverjack. While most are extraordinarily skilled lockpickers and escape artists, there are still some traps that can keep them in place—being buried under tons of rock, for example, or being marooned on a barren demiplane. In addition, for each foreverjack, there is a grim stalker (see pg 30) assigned to destroy it. If the grim stalker reduces the foreverjack below 0 hp and uses its soul rend ability, then the foreverjack is permanently destroyed.

Skillmaster (Ex): The foreverjack becomes an intuitive master with one rogue class skill of the character's choice. It may take 10 with that skill even when under stress or in combat, and may take 20 with that skill under any circumstances that would normally permit taking 10 without this ability, at no extra cost in time.

Spell-Like Abilities: The character gains the following spell-like abilities: 3/day—*darkness*, *invisibility*, *knock*, *mage hand*; at will—*detect secret doors*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + foreverjack's Cha modifier + spell level).

Lightbane (Ex): A foreverjack is a creature of darkness. It takes double damage from all light and fire-based attacks. It cannot use any of its spell-like abilities if exposed to sunlight, and suffers a -4 morale penalty on all rolls.

Saves: Same as the character.

Abilities: Same as the character.

Skills: Save as the character, except as noted under "Skillmaster", above.

Feats: Same as the character.

Climate/Terrain: Any land and underground.

Organization: Solitary.

Challenge Rating: Same as the character's +2.

Treasure: Standard, double gems.

Alignment: Any chaotic.

Advancement: By character class.

BECOMING A FOREVERJACK

Unlike the process by which a wizard or sorcerer becomes a lich, no one plans or plots to be a foreverjack. Many foreverjacks had never even heard of such beings until they became one. To become a foreverjack, a character must meet the following criteria:

Alignment: Any chaotic.

Abilities: Charisma 15+, Intelligence 15+.

Class: At least 1 rogue level.

Special: When a particularly clever and charismatic rogue dies, there is a very slim chance that he or she may return to life as a foreverjack. This is a two part process.

First of all, not all rogues are given this opportunity. To determine if a rogue is eligible to become a foreverjack, roll d% three times. If the result is equal to or less than the rogue's class levels, then there is a chance that the rogue will return to life as a foreverjack.

The second part of the process requires the rogue to perform some task that allows the character to escape the afterlife. This task varies from rogue to rogue, but must involve confronting the god of the dead for the pantheon that the rogue worships. Worst yet, while in the afterlife, the rogue is stripped of any

magical items that he or she possessed while alive. Fortunately for the character, most gods of the dead enjoy gambling, and most of them are scrupulously honest in their terms. The task presented to the character is always incredible difficult, but never impossible.

As an example, a rogue might escape from an iron fortress in the afterlife, only to be confronted by the reigning god of the dead when stepping outside. The diety, being in a generous mood, might offer to let the rogue go if he or she steals a valuable item from another diety's kingdom. The item is surrounded by traps and guardians, but accessible to a clever thief. Should the character succeed in the task, he or she would return to life as a foreverjack.

SAMPLE FOREVERJACK

Here is a sample foreverjack using a human Rog10 as the base character.

Foreverjack Rogue

Medium-Size Undead

Hit Dice: 10d12 (65 hp)

Initiative: +7

Speed: 30 ft.

AC: 19 (+3 Dex, +6 armor), touch 13, flat-footed 16

Attacks: Rapier +9/4 melee, or composite shortbow +12/7 ranged

Damage: Rapier 1d6+2, or composite shortbow 1d6+3

Face/Reach: 5 ft. by 5 ft/5ft.

Special Attacks: Sneak attack +5d6

Special Qualities: Eternal existence, evasion, improved evasion, lightbane, skillmaster (Open Lock), spell-like abilities, uncanny dodge (Dex bonus to AC, can't be flanked)

Saves: Fort +5, Ref +13, Will +4

Abilities: Str 12, Dex 17, Con 13, Int 14, Wis 10, Cha 14

Skills: Hide +16, Move Silently +16, Tumble +16, Open Lock +18, Listen +15, Spot +15, Search +15, Appraise +15, Disable Device +17, Use Magical Device +12

Feats: Improved Initiative, Shield Proficiency, Alertness, Lightning Reflexes

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard, double gems

Alignment: Any chaotic

Advancement: By character class

Intimate With Death (Su): The foreverjack rogue's sneak attack can damage both incorporeal creatures (no miss chance with a sneak attack) and undead.

Eternal Existence (Su): The foreverjack rogue cannot die in the normal fashion. It can be reduced to any number of negative hit points without dying. It heals at the normal rate, but cannot take any action, and is totally unaware of the world, until it has healed up to at least 1 hp. If the body is totally destroyed or mutilated, it still continues to "heal"; when enough time has passed to "heal" itself to 1 hit point, the body reforms. Even spells that specifically target undead will not permanently kill a foreverjack rogue.

This does not mean that foreverjack rogues live an unlife free of fear, for they can be trapped—anything that would hold a corporeal being will hold a foreverjack rogue. While most are extraordinarily skilled lockpickers and escape artists, there are still some traps that can keep them in place—being buried under tons of rock, for example, or being marooned on a barren demi-plane. In addition, for each foreverjack rogue, there is a grim stalker (see pg 30) assigned to destroy it. If the grim stalker reduces the foreverjack rogue below 0 hp and uses its soul rend ability, then the foreverjack rogue is permanently destroyed.

Skillmaster (Open Lock) (Ex): The foreverjack rogue is now an intuitive master with the Open Lock skill. It may take 10 with that skill even when under stress or in combat, and may take 20 with that skill under any circumstances that would normally permit taking 10 without this ability, at no extra cost in time.

Spell-Like Abilities: The foreverjack rogue has the following spell-like abilities: 3/day—*darkness*, *invisibility*, *knock*, *mage hand*; at will—*detect secret doors*. These abilities are as the spells cast by a 6th-level sorcerer (save DC 12 + spell level).

Lightbane (Ex): A foreverjack rogue is a creature of darkness. It takes double damage from all light and fire-based attacks. It cannot use any of its spell-like abilities if exposed to sunlight, and suffers a -4 morale penalty on all rolls.

Possessions: +2 *buckler*, +1 masterwork rapier, +1 mighty masterwork composite shortbow, *cloak of resistance* +1, *bag of holding*, *bracers of armor* +2, *ring of protection* +1



GRAVE LEECH

Diminutive Vermin

Hit Dice: 1/4 d8 (1 hp)

Initiative: -5 (Dex)

Speed: 5 ft.

AC: 10 (+4 size, -5 Dex, +1 natural), touch 9, flat-footed 10

Attacks: Touch -5 melee

Damage: Touch life drain

Face/Reach: 1 ft. by 1 ft./0 ft.

Special Attacks: Life drain

Special Qualities: Blindsight 30 ft., bolster undead, create spawn, vermin traits

Saves: Fort +2, Ref -2, Will +2

Abilities: Str 1, Dex 1, Con 11, Int —, Wis 14, Cha 4

Skills: Hide +12, Listen +5, Spot +5

Climate/Terrain: Temperate and warm land and aquatic

Organization: Solitary or pack (2-8)

Challenge Rating: 1/6

Treasure: None

Alignment: Always neutral

Advancement: 1 HD (Diminutive)

Pale, disgusting offshoots of regular leeches, grave leeches are infected with negative energy, causing the corpses they feed upon to animate as undead.

Grave leeches closely resemble regular leeches, but their pale white coloration makes them easily identifiable. These diminutive creatures are roughly five to six inches in length, but weigh a hefty 1/4 lb. before feeding. A sated grave leech can weigh up to 3 lbs.

Grave leeches can be commonly found on various types of corporeal undead. Mindless undead acquire them through accidental contact, while intelligent undead often seek them out in hopes of growing strong upon the negative energy given off by the grave leech as it feeds.

COMBAT

Grave leeches don't participate in combat themselves, as they are mindless creatures that are only capable of slaying the smallest of beings, and that is only accomplished by slow and steady consumption. Once a grave leech attaches itself to a living being, it is quite difficult to remove and will continue feeding until the creature is slain. After this time, the leech leaves the host in search of undead of any kind.

Life Drain (Su): Any successful bite attack of the grave leech allows it to automatically attach itself to the flesh of the victim and begin to drain away their blood. The grave leech deals 1d4 points of temporary Constitution damage each round to any living creature that it is attached to.

Create Spawn (Su): A humanoid or monstrous humanoid that a grave leech feeds upon becomes infected with negative energy and will rise as a zombie within 24 hours of its death. A zombie created in this manner isn't under the control of the leech that spawned it, but may find itself empowered by the leech if the grave leech is still attached to the zombie after the transformation is complete.

Bolster Undead (Su): Undead that act as a host for grave leeches become augmented by the innate negative energies given off by it. Each grave leech attached to an undead confers +1 turn resistance (which stacks with any turn resistance the creature may already possess) and increases the undead's HD by +1. Bolstered undead should have a CR adjustment of +1 for every 3 leeches. No more than 6 grave leeches can bolster a single undead.

Vermin Traits: Immune to mind-influencing effects.

GRAVE MASTER

Medium-Size Undead (Earth)

Hit Dice: 10d12 (65 hp)

Initiative: +5

Speed: 30 ft.

AC: 19 (+1 Dex, +8 natural), touch 11, flat-footed 18

Attacks: Slam +10 melee

Damage: Slam 1d8+3 plus zombie rot

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fear gaze, stench, zombie rot

Special Qualities: Darkvision 120 ft., fast healing 3, fear aura, restore corpse, spell-like abilities, tremorsense, turn resistance +4

Saves: Fort +3, Ref +4, Will +8

Abilities: Str 17, Dex 13, Con —, Int 15, Wis 13, Cha 16

Skills: Hide +16*, Intuit Direction +13, Listen +11, Move Silently +16*, Spot +11

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Leadership

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 9

Treasure: Standard coins; 50% goods; 50% items

Alignment: Usually neutral evil

Advancement: 11–16 HD (Medium-size), 17–24 (Large), 25–30 (Huge)

The grave master is a powerful undead leader, capable of raising zombies from the dead and restoring their broken bodies.

Almost demonic in appearance, its black eyes and twisted horns form a grotesque and loathsome visage. Long, sinewy fingers and rotting flesh complete the image of a gruesome and inhuman beast.

The grave master is a true disciple of evil, committing atrocities in the name of whatever vendetta or cause it lays claim to. A grave master's true intentions can be as varied as the victims of its foul schemes.

GRAVE MASTER SOCIETY

The grave master does not engage its enemies head on. Instead, it uses its powerful magic and command over undead to besiege human communities. Often making its home near graveyards, the grave master is also comfortable near battlefields, ruins, catacombs, and tombs—anywhere it can draw upon the dead for its soldiers.



By digging its hand into the earth, the grave master worms its fingers to the remains of all dead with five miles and brings their soulless bodies to life. His power over the dead is all-reaching and absolute. So long as there are remains in the area, he can raise them as undead. Even spells that normally prevent a corpse from ever rising as undead are powerless against the grave master's might.

However, a grave master's true power lies in its anonymity. The grave master summons the dead to do its bidding, staying far from the prying eyes of adventurers and undead hunters. Stories tell of grave masters living hundreds of miles from a manor besieged by zombies bent on destruction and revenge. The grave master's power is so far reaching that it can even command the undead from half a nation away.

COMBAT

A grave master keeps its distance, using the summoned zombies at its disposal to slow its adversaries as it summons up its most devastating powers.

Fear Gaze (Su): Unlike most undead, the grave master's fearful presence does not halt its opponents in their tracks. Instead, its fearful presence inches them closer to death, reminding them of the undead's power over the living. As a standard action, the grave master may focus its gaze on one opponent, forcing

him or her to make a Will save (DC 18) or lose 1 hit point permanently. In addition, any arcane spellcaster affected by this ability loses one spell slot of his or her highest memorized level as though the spell had been cast. Divine spellcasters are immune to this effect.

Stench (Ex): Like ghosts and other gravediggers, the grave master is surrounded by the stench of death. Those within 30 ft. must succeed at a Will saving throw (DC 17) or be overcome with nausea and a sickening dread. Those affected suffer a -4 circumstance penalty to Strength and Dexterity ability checks and skill related checks. In addition, dodge bonuses to AC are negated for 2d6 minutes.

Fast Healing (Su): A grave master heals 3 points of damage each round so long as it has at least 1 hit point and remains in contact with the ground.

Fear Aura: Grave masters are shrouded in a dreadful, unholy aura. Just the sight of its pallor is enough to unnerve the staunchest fighter. Creatures of less than 6 HD in a 60-ft. radius must succeed at a Will save (DC 18) or suffer a -2 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks, and saving throws for 2d6 rounds. This effect continues even if the opponent moves out of the radius of the fear aura.

Restore Corpse (Su): The most potent of all the grave master's considerable powers is its ability to return the dead to life. But a grave master's power does not end there. It may heal destroyed zombies and increase their strength in combat, and fill them with purpose and intelligence.

The grave master's power to summon undead is different from the spell *animate dead* in many ways.

First, the grave master summons all corpses within 5 miles to become part of his army. There is no limit to the number of HD worth of undead that a grave master can summon in this manner and all of them serve the grave master loyally.

Second, skeletons under the earth are raised as well, but the grave master's powers over rotting flesh allow them to grow back skin and tissue where it has decayed. Because of this, all undead summoned by the grave master are considered zombies.

Third, zombies returned to life in this manner have maximum hit points and gain an additional 2 Hit Dice from the grave master's power over undeath.

GRAVESTONE GUARDIAN

Small Undead

Hit Dice: 2d12 (13 hp)

Initiative: +3

Speed: 30 ft., fly 60 ft. (clumsy)

AC: 20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17

Attacks: 2 claws +3 melee

Damage: Claw 1d2+2 and paralysis

Face/Reach: 5ft. by 5ft./5ft.

Special Attacks: Paralyzing touch

Special Qualities: Damage reduction 10/+1, statue form, yawning grave

Saves: Fort +0, Ref +3, Will +4

Abilities: Str 14, Dex 17, Con —, Int 11, Wis 12, Cha 12

Skills: Move Silently +11, Spot +12, Listen +12, Hide +10

Feats: Alertness

Climate/Terrain: Any Land (Graveyards)

Organization: Solitary or Squad (2–5)

Challenge Rating: 3

Treasure: Standard

Alignment: Always neutral

Advancement: 3–5 HD (Small)

A gravestone guardian is a statue animated by the will of the deceased, and it has only one purpose—to guard the tomb from desecration.

The gravestones of commoners are often nothing more than plain stone markers, assuming there is a gravestone at all and not just a mound of freshly turned dirt. The wealthy, however, mark their graves with ornate statuary. In folklore, the looming gargoyles or sword-wielding angels protect the grave from evil spirits, and such tales often have a basis in fact.

A gravestone guardian is the result of a strong-willed person being buried beneath an ornately decorated gravestone, one that prominently features one or more carved statues of winged creatures. The exact form does not matter—they can be gargoyles, demons, angels, or anything of a similar nature. Over time, the grave absorbs the will of the person and the stone responds. A small portion of the soul of the grave's inhabitant gradually begins to animate the statues, using them as a weapon against those who would disturb its rest.

Gravestone guardians often keep select items from those they kill, adding them to the wealth already present in the grave below.

Fourth, undead under the grave master's control are strong and resourceful. They no longer suffer the penalty of being able to only perform partial actions and their Int is increased to 10.

Fifth, all zombies within 120 ft. of the grave master (even those zombies that he has not summoned) are under his control and gain the benefits of the spells *desecrate* and *unhallow*.

Sixth, zombies slain within 5 miles of the grave master return within 24 hours, completely restored, no matter what is done to their body. Even burning a zombie to ash cannot stop it from rising again the next day. These powers persist so long as the grave master lives.

Lastly, zombies under the control of the grave master cannot be destroyed as the result of a turning check. They merely begin moving back toward the grave master until the effect wears off or the grave master bolsters them.

As should be apparent, a grave master is nearly undefeatable once it is in command of an army of undead, and only by slaying the grave master itself can anyone hope to stop its reign of terror.

Zombie Rot (Ex): A grave master's touch causes the victim's flesh to decay. On a successful slam attack, the victim must succeed at a Fortitude save (DC 20) or suffer 1 point of permanent Charisma drain and 1d3 points of permanent Constitution drain.

Charisma lost in this manner cannot be restored by any means short of a *miracle* or *wish* spell, but the Constitution drain can be restored normally.

Spell-Like Abilities: 1/round—*animate dead*, *desecrate*, *chill touch*, *control undead*, *ghoul touch*, *halt undead*, *unhallow*; 1/day—*circle of death*, *dominate person*, *emotion*, *enervation*, *inflict moderate wounds*, *suggestion*, *unholy aura*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 13 + spell level).

Tremorsense (Ex): A grave master's command of the soil allows him to sense everything around it. It can automatically sense the location of anything within 240 feet that is in contact with the ground.

Skills: Grave masters gain a +8 racial bonus to Hide and Move Silently checks at night.



COMBAT

Gravestone guardians appear as normal statues to passersby. They only attack if the grave they guard is disturbed. Most use their yawning grave ability to separate multiple attackers, then close in with their claws to finish the job.

Statue Form (Ex): The gravestone guardian is extremely difficult to tell apart from an ordinary inanimate statue when not moving. To do so requires a Spot check (DC 25).

Paralyzing Touch: Anyone struck by the gravestone guardian's claws must make a Fortitude save (DC 13) or be paralyzed for 1d6 minutes. While paralyzed, the victim's skin turns grey and takes on a rocky texture, rendering them indistinguishable from stone.

Yawning Grave (Su): Three times a day, a gravestone guardian can command the earth to open up and swallow a target individual. The target must make a Reflex save (DC 20) or fall into a 20-ft.-deep, 5-ft.-wide spiked pit trap that opens suddenly in the ground (see DMG, Chapter 4, Simple Mechanical Traps). The "spikes" in this case are actually jagged bones jutting up out of the ground below.

GRIM STALKER

Medium-Size Undead**Hit Dice:** 22d12 (143 hp)**Initiative:** +6**Speed:** 30 ft.**AC:** 18 (+2 Dex, +6 natural), touch 12, flat-footed 16**Attacks:** 2 slams +9 melee**Damage:** Slam 1d8+4**Face/Reach:** 5 ft. by 5 ft./5 ft.**Special Attacks:** Death aura, energy drain, frightful presence, rebuke undead, soul rend**Special Qualities:** Alter self, damage reduction 15/+1, fast healing 10, SR 25, +4 turn resistance**Saves:** Fort +7, Ref +9, Will +14**Abilities:** Str 18, Dex 15, Con —, Int 14, Wis 16, Cha 15**Skills:** Bluff +16, Climb +10, Hide +18, Intuit Direction +13, Listen +22, Move Silently +20, Search +17, Sense Motive +16, Spot +21, Wilderness Lore +17**Feats:** Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Power Attack, Track**Climate/Terrain:** Any land**Organization:** Solitary**Challenge Rating:** 14**Treasure:** None**Alignment:** Usually lawful evil**Advancement:** 23–50 HD (Medium-size)

Grim stalkers are powerful undead creatures that hunt down and kill those who rely too heavily on healing magic.

These fearsome hunters take various forms to avoid detection as they track and study their chosen prey. In their natural form, they appear as shadowy, gray humanoids with glowing red eyes. Whenever a grim stalker alters its appearance, its eyes briefly glow. Most grim stalkers alter their form in seclusion or cover their eyes to avoid detection.

The exact origins of these creatures are unknown. Some claim that they are the souls of those whose prayers for curative magic went ignored by the gods and their followers. Others claim these creatures are a product of death itself, sent to claim the souls of those who have cheated it for too long.

Regardless of their origins, grim stalkers are well known for their persistence. They tend to single out specific targets, often those who have died and returned to life or those who

have relied heavily upon curative magic. They have also been known to attack temples and other healing establishments or to target high-level clerics who practice the curative arts. They secretly track a target, often for long periods of time, before revealing their presence. Their pursuit of a chosen target is relentless and those who attempt to prevent the creature from seizing its prey are dealt with quickly and severely. Indeed, some communities are so fearful of the possible arrival of a grim stalker that they forbid those who have been resurrected from entering their villages or insist that temples to the gods of healing be placed far outside of their towns.

The most terrifying aspect of the grim stalker is its soul rend ability. If a grim stalker is close enough to a recently deceased soul, it can use its will to cause the soul to twist and warp until it is torn apart. A soul destroyed in such a manner ceases to exist and cannot be resurrected. Stories tell of some individuals who were so afraid of a grim stalker's soul rend ability, that they took their own lives rather than permit the grim stalker to destroy their souls.

An ancient legend speaks of a man who was able to destroy a grim stalker before it could kill him. One version claims the man became immortal. Another version claims that another grim stalker, or perhaps the same one, renewed the hunt several months later and destroyed the man's soul. Which of these stories is correct, if either, remains a subject of debate among scholars and adventurers alike.

Although generally untalkative, grim stalkers speak Common and often the native language of their chosen prey.

COMBAT

Grim stalkers are uncompromising when tracking their prey. They show little regard for other creatures unless they openly pose a threat to the grim stalker's unholy mission. Some grim stalkers have been known to track a target for months. Through the use of various disguises, the grim stalker studies a target and assesses its capabilities. Once the grim stalker determines the time is right to seize its prey, it reveals its true nature and attacks. If its initial assault fails, it continues to relentlessly pursue its prey. At that point, a grim stalker may use its command abilities to recruit additional undead creatures to assist it in its campaign. A grim stalker usually reserves its soul rend ability for its chosen target.



Death Aura (Sp): Once a day as a free action, a grim stalker can produce a death aura. This ability functions as the spell *slay living* as if cast by a 10th-level cleric, except that it affects all living creatures within a 15-foot radius around the grim stalker. Living creatures subjected to the death aura may avoid death with a successful Fortitude save (DC 18). If the creature succeeds, it instead suffers 3d6+5 points of damage.

Energy Drain (Su): Any living creature struck by a grim stalker gains 1d3 negative levels. For each negative level bestowed, the grim stalker heals 1d6+2 points of damage. If the amount of healing is more than the damage the grim stalker has already taken, it gains any excess as temporary hit points. If a negative level has not been removed (with a spell such as *restoration*) before 24 hours have passed, the afflicted opponent must succeed at a Fortitude save (DC 23) to remove it. Failure means the opponent's level (or Hit Dice) is reduced by one.

Frightful Presence (Ex): When a grim stalker charges, attacks, or shouts, it inspires terror in all creatures within 90 ft. that have fewer Hit Dice or levels than it has. Each potentially afflicted opponent must attempt a Will save (DC 23) or become shaken for 2d4 rounds. A successful save leaves that opponent immune to the grim stalker's frightful presence for 24 hours.

Rebuke Undead (Su): A grim stalker can rebuke and command undead as the class ability of a 10th-level cleric.

Soul Rend (Su): Three times per day, as a standard action, a grim stalker can rend the soul of a recently deceased creature through sheer force of will. To employ this ability, the grim stalker must be within five feet of the body of the deceased target creature within 1d3 rounds after the deceased target creature has died. The soul of the deceased target creature must make a Will save (DC 18) or be destroyed. A soul destroyed in this manner cannot be restored by any magical means. Any magical attempts to resurrect the deceased target creature, such as the spells *reincarnate*, *raise dead*, *resurrection*, and *true resurrection*, automatically fail.

The act of rending a soul is so terrifying that any creature that witnesses it must make a Will save (DC 23) or be panicked for 1d4 minutes.

Alter Self (Sp): At will, a grim stalker can alter its appearance and form as the spell *alter self*, as if cast by a 12th-level sorcerer. However, each time a grim stalker uses this ability to assume a new form, its eyes glow red for a brief instant.



HECATOMBE

Hecatombes are undead creatures that were used as living sacrifices in rituals to gods that either never existed, or to deities that declared the offered soul to be unworthy of acceptance. Hecatombes were not willing sacrifices when they lived, and this uncooperative nature followed them in death, only to be amplified to majestic levels of hatred in undeath. Only one goal drives the hecatombe: The complete death and destruction of all the clergy and any others responsible for its sacrifice as well as anything dedicated to the god that felt the hecatombe's soul unworthy (holy symbols, clerics, temples), thus binding it to this undead state.

A hecatombe looks like a preserved, but markedly pale creature. The white sheen of the hecatombe's flesh clearly illustrates the method in which it died: blood loss (often by large, jagged gashes in its throat, or by many precise incisions throughout its body). For the most part, the majority of hecatombes suffered their mortal wounds from their necks or abdomen. It is from these horrid wounds that blood continuously flows, dripping onto the ground below, leaving a trail of death and the stench of rust wherever a hecatombe walks. When sacrificed, the character is usually stripped of all possessions, but a risen hecatombe retains enough of its intelligence to try to regain some of its belongings, or to acquire new ones to replace them.

For the most part, the only person that needs to fear a hecatombe is its killer, but sometimes the seething hatred a hecatombe possesses for the religion that cost its life extends to any clergy or believers it meets on the path to its killer. The hecatombes that are this enraged in undeath will take every possible measure to cause suffering and slaughter.

CREATING A HECATOMBE

"Hecatombe" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature.

AC: As base creature and armor type. Hecatombes also gain a +3 natural armor bonus.

Attacks: A hecatombe retains all of the attacks of the base creature and also gains a slam attack if it didn't already have one.

Damage: Hecatombes have slam attacks. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Damage
Fine	1
Diminutive	1d2
Tiny	1d3
Small	1d4
Medium-size	1d6
Large	1d8
Huge	2d6
Gargantuan	2d8
Colossal	4d6

Special Attacks: A hecatombe retains all the special attacks of the base creature and also gains the abilities described below.

Energy Drain (Su): Living creatures hit by a hecatombe's slam attack receive 1 negative level.

Frightful Presence (Ex): The mere sight of a hecatombe is enough to possibly unnerve weaker opponents. Creatures with fewer HD than the hecatombe and who are within 30 ft. of it must make a Will save (DC of 10 + 1/2 the hecatombe's HD + the hecatombe's Charisma modifier) or be shaken for 5d6 rounds. Characters who are shaken suffer a -2 morale penalty on attack rolls, checks, and saving throws.

Smite the Zealots (Su): Once per day, a hecatombe may attempt to smite its killer or any member of its killer's faith with one melee attack. This use of the smite ability stacks with the natural slam damage of the hecatombe, or can be used in conjunction with any melee weapons the hecatombe possesses. The hecatombe gets to add its Charisma modifier (if positive) to its attack roll and deals 1 extra point of damage per HD. If the hecatombe accidentally smites a creature that is not its killer or not from its killer's faith, the smite has no effect, but is still used up for that day.

Special Qualities: A hecatombe retains all the special qualities of the base creature and also gains undead qualities and those listed below.

Damage Reduction (Su): Hecatombes have damage reduction 10/+1.

Resistance (Ex): A hecatombe has acid, cold, electricity, and fire resistance 20.

Locate the Quarry (Su): The hecatombe is always aware of its killer's general location and direction, even if the killer is on another plane of existence. Furthermore, the hecatombe will make every attempt to track and slay its killer. As the hecatombe gets closer to the killer, it is immediately drawn to its enemy like a moth to the flame—it will know the precise location of its killer if within 5 miles of him or her. This ability even extends to any others of the same faith as the hecatombe's killer that were present at its death.

Turn Resistance/Immunity (Ex): Hecatombes cannot be turned or rebuked by members of the faith responsible for their death. A hecatombe gains a +4 turn resistance against clerics and paladins of all other faiths.

Saves: Same as the base creature.

Abilities: A hecatombe gains +4 to both its Strength and Charisma scores and a +1 to its Intelligence score, but being undead, has no Constitution score.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Up to 7 HD, as base creature +1; 8+ HD, as base creature +2

Treasure: As base creature or none

Alignment: Always chaotic evil

Advancement: Same as the base creature

HECATOMBE CHARACTERS

Hecatombes are always chaotic evil, which can have great repercussions for characters with alignment restrictions due to their character class.

Hecatombe clerics and paladins lose the option of having their abilities powered by positive energy, instead becoming users of negative energy. These classes rebuke or command undead instead of turning them and always inflict harm instead of curing injuries with cure spells. Hecatombe wizards will probably find themselves without their spellbooks upon first rising from death, so spellcasting for them may be difficult. Both wizards and sorcerers that become hecatombes and had familiars will discover the connection severed and their familiar lost. Fortunately, they have the option of attempting to call another.

SAMPLE HECATOMBE

This example uses a drow War1 as the base creature.

Drow Hecatombe

Medium-size Undead

Hit Dice: 1d12 (6 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (+1 Dex, +3 natural), touch 11, flat-footed 13

Attacks: +3 slam

Damage: Slam 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Energy drain, frightful presence, smite the zealots, spell-like abilities

Special Qualities: Damage reduction 10/+1, darkvision 120 ft., drow traits, light blindness, locate the quarry, resistances, SR 12, turn resistance/immunity

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 14, Dex 13, Con –, Int 14, Wis 11, Cha 13

Skills: Climb +6, Intimidate +5, Ride +5

Feats: Dodge

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Always chaotic evil

Advancement Range: By character class

COMBAT

Drow Traits: Immune to sleep effects, low-light vision, +2 saves vs. Enchantment, automatically attempt Search check on secret doors within 5 ft., +2 racial bonus to Will saves against spells and spell-like abilities.

Energy Drain (Su): Living creatures hit by a hecatombe's slam attack receive 1 negative level.

Frightful Presence (Ex): The mere sight of a hecatombe is enough to possibly unnerve weaker opponents. Creatures with less HD than the hecatombe and who are within 30 ft. of it must make a Will save (DC of 10 + 1/2 the hecatombe's HD + the hecatombe's Charisma modifier) or be shaken for 5d6 rounds. Characters who are shaken suffer a –2 morale penalty on attack rolls, checks, and saving throws.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. In addition,

they suffer a –1 circumstance penalty to all attack rolls, saves, and checks while operating in bright light.

Locate the Quarry (Su): The hecatombe is always aware of its killer's general location and direction, even if the killer is on another plane of existence. Furthermore, the hecatombe will make every attempt to track and slay its killer. As the hecatombe gets closer to the killer, it is immediately drawn to its enemy like a moth to the flame—it will know the precise location of its killer if within 5 miles of him or her. This ability even extends to any others of the same faith as the hecatombe's killer.

Resistances (Ex): A hecatombe has acid, cold, electricity, and fire resistance 20. A hecatombe cannot be turned or rebuked by members of the faith responsible for its death.

Smite the Zealots (Su): Once per day, a hecatombe may attempt to smite its killer, or any member of its killer's faith with one melee attack. This use of the smite ability stacks with the slam damage of the hecatombe, or can be used in conjunction with any melee weapons the hecatombe possesses. The hecatombe gets to add its Charisma modifier (if positive) to its attack roll and deals 1 extra point of damage per HD. If the hecatombe accidentally smites a creature that is not its killer, or not from its killer's faith, the smite has no effect, but is still used up for that day.

Spell-Like Abilities: 1/day—*dancing lights*, *darkness*, *faerie fire* (all as Sor1). DC 11 + spell level.



HEIRLOOM WRAITH

Medium-Size Undead (Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +3

Speed: 30 ft., fly 60 ft. (perfect)

AC: 18 (+5 deflection, +3 Dex), touch 13, flat-footed 15

Attacks: 2 claws +2 melee

Damage: Claw 1d4+1d6 cold

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Constitution drain

Special Qualities: Heirloom home, homing beacon, incorporeal, suggestion

Saves: Fort +1, Ref +4, Will +6

Abilities: Str 10, Dex 17, Con —, Int 13, Wis 14, Cha 14

Skills: Hide +11, Sense Motive +8, Move Silently +12, Intimidate +9, Intuit Direction +5, Bluff +10, Spot +7, Listen +4

Feats: Dodge, Alertness

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Always chaotic evil

Advancement: 6–7 HD (Medium-size)

The first encounter with an heirloom wraith is usually not even recognized as such. Most commonly, the wraith is encountered as a piece of jewelry or clothing on a corpse or in a treasure hoard. The item is almost always well made, but not necessarily extremely valuable. A wedding ring, a scarf, a pair of well-made riding boots, a necklace, or even a child's favorite toy may all be homes to these creatures.

In life, the heirloom wraith was usually an individual who committed an act of evil in order to keep or obtain some item. In death, the individual's spirit was unable to leave that item behind and became trapped in it, growing even more bitter and hateful.

The first person in an adventuring party to touch or spot an item that is home to an heirloom wraith will be compelled to pick it up and keep it, always manufacturing a good reason for doing so. If it's valuable, the reason is obvious; if it is not, the character will have some other excuse. If the item is a piece of clothing or jewelry, the heirloom wraith can resize its home to fit any character of the same size category as the original owner.

Each night, the wraith leaves the item,

taking the form it had in life, albeit wispy and insubstantial. It seeks out a victim to kill—usually someone not a close friend of its new owner. It will then return. The owner of the item and his or her traveling companions may come to believe they are trailing a killer, as a murder will occur in each town they sleep in.

If no suitable victim is within range of the heirloom wraith, it turns on the owner of its item. If it succeeds in killing that person, it will return to its home and wait for someone else to find the body.

COMBAT

An heirloom wraith prefers sleeping or unaware victims, and will generally sneak into a room and wait for a suitable target. It will avoid direct conflict unless somehow compelled to stay and fight. Even in such a case, it will fight only until it can escape, unless it seems that victory is assured. Its hands are skeletal, and anyone scarred by its claws will experience bitter chills as well as bloody wounds.

Constitution Drain (Su): Living creatures hit by an heirloom wraith's claws must succeed at a Fortitude save (DC 14) or suffer 1d6 points of temporary Constitution damage.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Heirloom Home (Su): The heirloom wraith is bound to a single item that it cherished in life—so much that it killed for it, let an innocent die rather than part with the item, or otherwise committed some heinous act involving the item. The wraith can return to, or emerge from, the item as a free action. In the item, it is fully aware of its surroundings. The item will always have normal hardness and hit points, and can be destroyed by any normal means. (A ring can be melted down, a piece of clothing can be burned or shredded, etc.) When this is done, the heirloom wraith is permanently killed, whether or not it was present in the item at the time. So long as the item exists, the heirloom wraith cannot be truly killed; if it is destroyed in combat, it simply re-enters the item and will re-emerge unharmed 1d4 days later.

Suggestion (Sp): If the item in which the heirloom wraith dwells is abandoned, it will seek a new owner. As soon as someone sees the item, the heirloom wraith will use a powerful suggestion spell (DC 14) to compel that person to pick the item up and use it. The heirloom wraith can refine the suggestion over time; if someone points out that the murders began as soon as the item was found, it will suggest to its owner that this is mere coincidence, and note that other events occurred just prior to the murders. It may use this ability at will, but only on its owner, and only with regard to convincing the owner to hold onto and keep the item.

Homing Beacon (Ex): An heirloom wraith always knows where its item is. If its owner should happen to pack up and leave during the night while the wraith is out killing, the wraith will sense the item and will travel by night and day to reach it, not even stopping to kill until it has returned home. Should the owner leave the heirloom wraith's plane of existence while it is out hunting, then the wraith may be stranded and unable to return to its home. In this instance, the heirloom wraith is destroyed at the dawn of the seventh day since it was stranded. However, should the owner later return to the wraith's plane of existence, it will immediately sense it and attempt to return home to its item, as above.



HORRID MURDER

Huge Undead

Hit Dice: 25d12 (162 hp)

Initiative: +6

Speed: 20 ft., fly 40 ft. (good)

AC: 18 (-2 size, +2 Dex, +8 natural armor), touch 10, flat-footed 16

Attacks: 2 slams +11 melee

Damage: Slam 2d8+7

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Engulf 4d10+10

Special Qualities: All-around vision, ethereal soul, crow call, discorporation, unnatural aura, polymorph immunity, massive damage vulnerability

Saves: Fort +8, Ref +10, Will +14

Abilities: Str 24, Dex 15, Con —, Int 11, Wis 10, Cha 16

Skills: Concentration +17, Hide +11, Intuit Direction +17*, Listen +21*, Move Silently +13, Search +21, Spot +22, Wilderness Lore +10

Feats: Dodge, Flyby Attack, Improved Initiative, Mobility, Power Attack

Climate/Terrain: Any land

Organization: Solitary, pair, gang (2–5), pack (6–11)

Challenge Rating: 13

Treasure: None

Alignment: Usually chaotic evil

Advancement: 26–50 (Huge)

Horrid murders are formed from gatherings of crows dominated by a malevolent intelligence. Their ability to discorporate makes them very difficult to destroy.

Beings that have been brutally slain, especially those killed in the isolation of the wilderness, develop an immense hatred for the living and reach out to those that will aid them in their schemes. Crows, black by nature, are particularly receptive to domination by these souls. The result is a horrid murder.

A horrid murder is composed of one hundred or more crows. When at rest, they appear as any other flock of black birds, but when the horrid murder is on the move, the crows swarm around the horrid murder's ethereal soul in a formation that vaguely resembles the humanoid form that once housed the horrid murder's soul. The ethereal soul at the heart of the horrid murder can be seen only through magic.

The horrid murder's body is far more ten-

uous than those of other forms of undead, making a horrid murder quite vulnerable should too many of its component crows be destroyed. Most horrid murders are well aware of their limitations and choose to disincorporate and fight another day rather than be completely destroyed.

COMBAT

Horrid murders tend to rely more upon brute force than stealth and cunning. Yet occasionally, one may wait in a grove of trees or in tall grass in order to ambush a chosen target.

Engulf (Ex): As part of its movement, a horrid murder may fly into an area occupied by another Huge or smaller creature. When the horrid murder does so, it engulfs the creature and subjects the creature to the swarm of sharp beaks and razor-like talons of the crows that compose the horrid murder. The engulfed creature is subjected to 4d10+10 points of piercing damage. The engulfed opponent may attempt an attack of opportunity with a -4 penalty on the attack roll. An opponent that chooses not to make an attack of opportunity may instead attempt a Reflex save (DC 23) for half damage. An engulfed creature must make a Concentration check (DC 18) to cast spells.

All-Around Vision (Ex): As the horrid murder is composed of a large number of crows, it can see in all directions at once. It receives a +12 racial bonus to Spot and Search checks and it cannot be flanked.

Ethereal Soul: At the heart of every horrid murder is an ethereal soul, controlling the creature and binding it together. This soul can only be seen through the use of magic, such as the spell *true seeing*. The ethereal soul resides solely on the Ethereal Plane. The only influence it can exert upon the material plane is through the crows that compose the horrid murder. The soul cannot be affected by any material source.

On the Ethereal Plane, the horrid murder appears in humanoid form, as it did in life. Although its Hit Dice, attack bonus, AC, saves, and skills all remain the same, the horrid murder has no access to its other special abilities when confronted on the Ethereal Plane. In addition, the horrid murder is not subject to the massive damage vulnerability. If the ethereal soul of the horrid murder is destroyed or contained by magic, such as the spell *trap the soul*, the horrid murder ceases to exist on the material plane and its component crows resume their natural state.

Crow Call (Su): A horrid murder can gain complete control of any crow within a five mile radius. Any normal, non-magical crow within the area is subject to the will of the horrid murder unless it makes a successful Will save (DC 13). A horrid murder can establish a mental link and receive direct sensory input from any crow that is subject to its will. A horrid murder need not see the crow to control it. A subjected crow will carry out complex commands, including those that may be suicidal or self-destructive. Although a horrid murder is composed of one hundred or more crows, it is treated as a single humanoid creature unless it is disincorporated, as below.

Disincorporation: If a horrid murder feels threatened, then it may choose to disincorporate as a free action. A horrid murder is composed of four crows per Hit Die. Once disincorporated, a horrid murder cannot be recreated unless there are at least 33 crows present within a mile radius of the undead soul. Recreating a horrid murder is a full round action.

Recognizing a horrid murder for what it is prior to an attack requires a Spot check (DC 20). Creatures with five or more ranks in Wilderness Lore gain a +2 synergy bonus to this roll.

For the stats of the individual crows, use the raven found in the MM, Appendix 2.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a horrid murder at a distance of 90 ft. With the exception of crows, animals are unwilling to approach nearer than that and panic if forced to do so. They remain panicked as long as they are within range.

Polymorph Immunity (Ex): Due to its unique composition, a horrid murder is immune to polymorphing effects.

Massive Damage Vulnerability: Even though it is undead, the ability of the soul to maintain the horrid murder is at times tenuous. If the horrid murder suffers 70 points of damage during a single round, it must make a Concentration check (DC 22) or disincorporate. If a horrid murder loses two-thirds or more of its total hit points, it must make this check each round.

In addition, for each 40 points of damage that the horrid murder suffers, the damage that it can inflict while engulfing an opponent is reduced by 1d10.

Skills: *Horrid murders receive a +12 racial bonus to Intuit Direction and Listen checks.

NECROCORN

Large Undead

Hit Dice: 5d12 (32 hp)

Initiative: +5

Speed: 60 ft.

AC: 18 (–1 Size, +6 natural, +3 Dex), touch 12, flat-footed 15

Attacks: Horn +11 and 2 hooves +2

Damage: Horn 1d8+8, hooves 1d4+5

Face/Reach: 5 ft. by 10 ft./5 ft. (10 ft. with horn)

Special Attacks: Spell-like abilities, trample, life drain

Special Qualities: Dark rider's blessing, create spawn, damage reduction 10/+1, immunities

Saves: Fort —, Ref +2, Will +7

Abilities: Str 21, Dex 12, Con —, Int 16, Wis 16, Cha 16

Skills: Animal Empathy +5, Listen +15, Move Silently +15, Spot +15, Wilderness Lore +16

Feats: Improved Initiative, Alertness, Weapon Focus (horn), Mobility

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 5

Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Necrocorns are among the most horrific and evil beings known, for they represent the absolute corruption of an icon of purity and goodness, the unicorn.

A necrocorn is an undead unicorn, its soul twisted and warped beyond redemption. These creatures exist to spread evil, misery, and oppression, and seek out mortal or undead companions who will help them do so.

A necrocorn can be mistaken for a normal unicorn at first glance. It has the same shape and coloration it had in life, save that the healthy whiteness of the unicorn's hide has become a deathly pallor. The skin clings to the bone, as if the creature is badly emaciated, and the horn has a tinge of rot to it, with small chips of bone flaking off. The hooves look diseased, and grass withers where they touch it.

The origin of the necrocorn is a tale out of myth. Centuries ago, it is said, there was a ranger whose deeds on behalf of the people and the land had earned her widespread acclaim, and attracted to her service Niathallis, a unicorn druid. Together, they traveled the world and the outer planes, and legends grew in



their wake.

Then, something—each bard has his own version of the tale—happened. The ranger turned to darkness, and Niathallis, unwilling to abandon her longtime companion, did something no unicorn before had ever done—she joined her companion in evil. The two traveled on, giving birth now to nightmares, not legends.

Ultimately, they were confronted and slain, but evil of such intensity and passion is not easily killed. Niathallis rose as the first necrocorn.

It was only when Niathallis killed another unicorn that the true nature of the curse became apparent, for that unicorn arose as a necrocorn as well. Since then, the number of necrocorns has grown somewhat, but there have never been very many, as true unicorns and those allied with them devote tremendous effort to slaying them. This is another reason many necrocorns choose to associate themselves with powerful evil beings—protection. At most, a few dozen necrocorns roam the world at any one time. During some eras, this number has been as low as three or four.

Necrocorns advance by character class. Their favored class is ranger.

COMBAT

Necrocorns are intelligent. They will rarely charge stupidly into battle unless they are reasonably certain of an easy victory. If confronting a number of foes, they will try to catch one or two by themselves. Pretending to be an injured or sick unicorn is a good way to get a character of good alignment to drop his or her guard.

The horn of a necrocorn is considered to be a +3 magic weapon. This power fades if the horn is removed.

If serving as a riding beast, necrocorns will not balk at orders to attack, though they will try to convince their rider to use some caution.

Necrocorns tend to focus all their efforts on a single combatant. They especially hate good-aligned druids and rangers, and will target them first.

Spell-Like Abilities (Sp): Necrocorns can *detect good* at will as a free action. A necrocorn can use *inflict light wounds* three times per day and *inflict moderate wounds* once per day, as cast by a 5th-level druid. It can also cast *poison* once per day as an 8th-level druid. It may use these abilities each day only after it has inflicted damage to a living creature with its horn.

Immunities (Ex): Unicorns are immune to all *hold* spells or abilities, even those that specifically target undead.

Life Drain (Su): If maximum damage is rolled on a necrocorn's horn attack, the target must make a Fort save (DC 15) or receive one negative level.

Dark Rider's Blessing (Sp): If the necrocorn wishes, it can use its *inflict* abilities as *cure* abilities instead, casting them on its rider. The total number of spells per day does not change—if a necrocorn has used its *inflict light wounds* power twice in a day, it has only one use left to use as either *inflict* or *cure*.

Create Spawn (Su): Any unicorn slain by a necrocorn will rise as a necrocorn within 24 hours. The newly created necrocorn is free-willed and is not controlled by its creator in any way; however, it also feels no special ill-will towards its creator.

NECROMENTAL

Creatures composed of raw elements and negative energy, necromentals are deadly beings that make a mockery of traditional elementals. A single necromental can represent a dire threat to entire kingdoms if left unchecked. Necromentals are often physically slower than true elementals but display a ruthless and malicious intelligence. They are capable of patience (particularly blackhearts) but are always alert to opportunities to enhance their power or security. Because of this, they deliberately collect wealth and magic items to aid them or to bribe potential allies.

Necromentals are an abomination to true elementals, and any true elemental will attack a necromental in preference to all other opponents. If the elemental is too weak to challenge the necromental effectively (having less than 10 HD), it will flee. Necromentals of opposing elements are not automatically hostile, but they do understand their own natures well enough to be extremely suspicious of each other and unlikely to cooperate.

COMBAT

All necromentals possess the ability to animate large numbers of intelligent creatures that they have slain to serve them. If possible, a necromental will use this ability to build an army to carry out its goals rather than take personal action and reveal itself. They may also use their powers to create areas favorable to themselves and their servants, and will do so if planning an attack. These areas are beneficial to all undead, and intelligent undead may flock to the necromental's region or form alliances with them. Necromentals are cunning and intelligent opponents and will take full advantage of their abilities, terrain, servant, and allies to advance their agenda and protect themselves.

Damage Reduction: All necromentals are resistant to physical damage, having DR 15/+4.

Elemental Immunities: All necromentals are immune to damage of their elemental type (acid for earth, cold for water, electricity for air, heat/fire for fire).

Elemental Vulnerabilities: All necromentals suffer a -4 penalty on saves against effects or damage based on their opposing elemental type (air and earth are opposed, water and fire are opposed).



AZURE PHOENIX

Gargantuan Undead (Fire)

Hit Dice: 16d12 (104 hp)

Initiative: +7

Speed: 10 ft., fly 40 ft. (poor)

AC: 17 (+3 Dex, +8 natural armor, -4 size), touch 9, flat-footed 14

Attacks: Slam +8/+3 melee

Damage: Slam 2d8+4 plus 2d6 fire damage

Face/Reach: 40 ft. x 20 ft. / 10 ft.

Special Attacks: Brand of weakness, cold fire, flaming sphere

Special Qualities: Dread pyre, fiery animation, SR 37

Saves: Fort +5, Ref +8, Will +13

Abilities: Str 18, Dex 17, Con —, Int 22, Wis 17, Cha 13

Skills: Bluff +16, Intimidate +16, Listen +16, Sense Motive +16, Spot +20

Feats: Dodge, Flyby Attack, Improved Initiative, Mobility

Climate/Terrain: Any non-aquatic

Organization: Solitary (and swarm of 20–40 fiery zombies)

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral evil

Advancement: 15–22 HD (Gargantuan)

The azure phoenix is the necromental of fire. These enormous birds of flame raise hordes of burning zombies to terrorize the surrounding area.

These creatures resemble a classical phoenix—including crest feathers and long train—but they are composed entirely of crackling blue flame. They are both regal and terrifying, with wingspans approaching 50 feet. While an azure phoenix does give off some residual heat, this is not enough to cause damage unless the phoenix specifically attacks with its fire. The flames from an azure phoenix are primarily spiritual and only burn living beings, leaving inanimate objects miraculously untouched.

An azure phoenix can speak Common, Ignan, and most other humanoid languages commonly spoken in the vicinity of its lair, but will only do so with opponents who have inflicted at least 25% of its hit points in damage to it or to those it considers potential allies. It has no use for other creatures and does not waste time with idle chatter.

COMBAT

An azure phoenix won't hesitate to use its ability to fly to remain out of the reach of its opponents, preferring to soften them up with its zombie followers before moving in for the kill. Azure phoenixes like to attack villages and other potential sources of victims for its fiery animation ability. Their plots tend to be more

subtle than those of other necromentals, and only the blackheart is more patient in seizing territory. Azure phoenixes will only produce swarms of undead larger than their ability to control when they are ready to unleash a major offensive, in which case they use controlled undead to drive the wild zombies towards targets.

Brand of Weakness (Su): The azure phoenix may mark an opponent with spiritual flames that burn the souls of its foes. Four times per day as a standard action the phoenix may make a touch attack to apply the brand of weakness, which marks the character's back or chest with a brand composed of cold blue flames (about 8 inches across, and visible even through clothing or armor). Once in place, the branded character receives one negative level every night at midnight. Unlike normal energy drain, the saving throw against this effect occurs one week later, and if the azure phoenix that bestowed it is killed in that time the brand immediately dissipates and the levels are restored as if the character had made a successful save. Should enough time pass for the brand to dissipate on its own, the character must make a Fortitude save (DC 21) to remove each negative level. A character cannot be marked with a second brand of weakness while already so marked.

Cold Fire (Ex): As noted above, an azure phoenix's slam attacks inflict an additional 2d6 points of fire damage. There is no chance of this damage causing inanimate objects to catch on fire.

Dread Pyre (Su): Once per day, the azure phoenix may invest some of its essence into a large bonfire fueled by a pile of corpses. Doing so causes the azure phoenix 10 points of damage, which cannot be healed until the following day. Until the next day, the fire burns with fierce blue flames without consuming its fuel. All undead within a 2 mile radius of this flame gain a +2 morale bonus to damage and +2 turn resistance. A cleric or paladin may attempt to extinguish the pyre by making a turning attempt as if the pyre were an undead creature with HD equal to the necromental. The pyre does not grant itself turn resistance for this purpose. Whether or not the turning attempt succeeds, the pyre inflicts 2d6 points of profane damage to the turning character. In addition, if the check is successful, the pyre is immediately extinguished, ending its effects.

Fire Animation (Sp): The azure phoenix may reanimate humanoids and mon-

strous humanoids that it or its fiery zombies have slain as fiery zombies if using the *animate dead* spell. The phoenix may control a maximum of 100 HD worth of zombies using this ability.

Flaming Sphere (Sp): The azure phoenix may produce mobile goutts of flame once per round at will. These flames are identical to a *flaming sphere* spell cast by a 14th-level wizard. The azure phoenix may maintain and direct up to six such goutts of flame simultaneously without concentration.

FIERY ZOMBIES

Medium-Size Undead (Fire)

Hit Dice: 2d12+3 (16 hp)

Initiative: -1

Speed: 30 ft.

AC: 11 (-1 Dex, +2 natural), touch 9, flat-footed 10

Attacks: Slam +3 melee

Damage: Slam 1d6+2 plus 1d6 fire damage

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: partial actions only

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Mob (1 azure phoenix and 20-40), horde (40-80), army (80-100)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium-size)

Fiery zombies are normal zombies surrounded with a nimbus of blue flames.

Fiery zombies are created when a humanoid is raised by an azure phoenix using its fiery animation ability.

Fiery zombies are mindless, typically acting under the instruction of the azure phoenix that created them.

COMBAT

Fiery zombies attack without tactics, simply attempting to strike down their enemies using their burning fists.

Partial Actions Only (Ex): Fiery zombies can perform only partial actions.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.



BLACKHEART

Huge Undead (Earth)

Hit Dice: 16d12 (104 hp)

Initiative: -1

Speed: 40 ft., burrow 5 ft. (through earth or stone)

AC: 20 (-2 size, -1 Dex, +13 natural armor), touch 7, flat-footed 19

Attacks: slam +12/+7

Damage: 2d12+7 plus 2d6 acid damage

Face/Reach: 10 ft. x 10 ft. / 15 ft.

Special Attacks: Mark of pain

Special Qualities: Dread monolith, stone-shape, stony animation, SR 37

Saves: Fort +6, Ref +3, Will +16

Abilities: Str 25, Dex 8, Con —, Int 18, Wis 24, Cha 11

Skills: Bluff +12, Craft (sculpting) +15, Intimidate +18, Listen +12, Sense Motive +15, Spot +12

Feats: Cleave, Great Fortitude, Power Attack, Sunder

Climate/Terrain: Any

Organization: Solitary (and swarm of 20–40 stone zombies)

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral evil

Advancement: 15–22 HD (Huge)

The blackheart is the necromental of earth. These stone giants raise hordes of stone-studded zombies to terrorize the surrounding area.

A blackheart superficially resembles an earth elemental—a large, roughly humanoid figure composed of stone. However, a blackheart's make-up includes splintered bones and even whole skeletons that can be seen jutting from its body. The eyes glow with a distinctly malicious blue light. The most noticeable feature is a faceted black gemstone in the center of the creature's chest. While dull and oily in color, it does pick up a slight blue fire in its depths, reflected from the creature's eyes. This stone is about 20 inches long and turns to dust upon the creature's death.

A blackheart can speak Common, Terran, and most other humanoid languages commonly spoken in the vicinity of its lair. It delights in tormenting and taunting its enemies. Fortunately, it is possible to distract a blackheart with an interesting discussion or flattery.

COMBAT

The blackheart is the most aggressive of the necromentals, reveling in close combat and the physical destruction of its foes. It will use its Sunder feat to whittle away at particularly tough opponents. It prefers to lair in graveyards and other locations rich in buried dead. As such, a blackheart is more likely to terrorize cities than the other necromentals, using its dread monolith ability to blanket the entire area before encouraging ghouls, ghosts, and other "urban" undead to run amok in preparation for its attempt to seize the city and unleash a horde of stone zombies into the countryside.

Dread Monolith (Su): Once per day the blackheart may invest some of its essence into the earth, causing a narrow spire of black rock 40 ft. in height to burst from the ground. Doing so causes the blackheart 10 points of damage which cannot be healed until the following day. For the next 24 hours, the spire radiates a soft moaning wail (listen DC 20 to hear it from up to 100 ft. away) before crumbling to dust. All undead within a 1 mile radius of this stone gain a +2 morale bonus to all saves and +2 turn resistance. A cleric or paladin may attempt to shatter the monolith by making a turning attempt as if the monolith were an undead creature with HD equal to the necromental. The monolith does not grant itself turn resistance for this purpose. Whether or not the turning attempt succeeds, the monolith inflicts 2d6 points of profane damage to the turning character. In addition, if the check is successful, the monolith is immediately shattered, ending its effects.

Mark of Pain (Su): Four times per day as a standard action, the blackheart may make a touch attack to bestow the mark of pain upon a target. The mark is a long sliver of black stone thrust into the target's torso. This stone causes the target to suffer a -1 morale penalty to attack and damage rolls made by the character. This stone slowly works its way into the target's body over the following week, increasing the morale penalty by an additional -1 each day at midnight. At the end of that time the character may make a Fort save (DC 21) for each -1 penalty that has accumulated. If successful, each save reduces the total penalty by -1, dissolving the stone completely if the entire penalty is negated. If any of the penalty remains, the mark of pain has buried itself inside the character's body and can only be removed by a *miracle* or *wish* spell. If the blackheart is slain before the week is up, then the stone automati-

cally dissolves.

Stoneshape (Su): The blackheart may reshape rock once per round at will as if using a *stoneshape* spell cast by a 14th-level wizard.

Stony Animation (Sp): The blackheart may reanimate humanoids and monstrous humanoids that it has slain as stone zombies as if using the *animate dead* spell. The blackheart may control a maximum of 100 HD worth of stone zombies using this ability.

STONE ZOMBIES

Medium-Size Undead (Earth)

Hit Dice: 2d12+3 (16 hp)

Initiative: -1

Speed: 30 ft.

AC: 15 (-1 Dex, +6 natural), touch 9, flat-footed 14

Attacks: Slam +2 melee

Damage: Slam 1d6+1 plus 1d6 acid damage

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: partial actions only

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any land and underground

Organization: Mob (1 blackheart and 20-40), horde (40-80), army (80-100)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium-size)

Stone zombies are normal zombies with jagged stones jutting out of their flesh.

Stone zombies are created when a humanoid is raised by a blackheart using its stony animation ability.

Stone zombies are mindless, typically acting under the instruction of the blackheart that created them.

COMBAT

Stone zombies attack without tactics, simply attempting to strike down their enemies using their acidic fists.

Partial Actions Only (Ex): Stone zombies can perform only partial actions.



RED TIDE

Gargantuan Undead (Water)

Hit Dice: 16d12 (104 hp)

Initiative: +2

Speed: Swim 60 ft.

AC: 17 (−4 size, +2 Dex, +9 natural), touch 8, flat-footed 15

Attacks: Slam +8/+3

Damage: Slam 2d10+5 plus 1d6 cold damage

Face/Reach: 50 ft. x 50 ft./10 ft.

Special Attacks: Drowning, improved grab, seal of venom, stinking cloud.

Special Qualities: Bloody animation, dread flood, SR 37, watery animation

Saves: Fort +4, Ref +5, Will +14

Abilities: Str 20, Dex 14, Con —, Int 20, Wis 20, Cha 18

Skills: Bluff +12, Intimidate +10, Listen +20, Move Silently +17, Spot +17

Feats: Expertise, Improved Bull Rush, Improved Trip, Power Attack

Climate/Terrain: Any aquatic

Organization: Solitary (and swarm of 20–40 watery zombies)

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral evil

Advancement: 15–22 HD (Gargantuan)

The red tide is the necromental of water. These living maelstroms of blood raise hordes of watery zombies to terrorize the surrounding area.

A red tide's form resembles a murky red whirlpool within the water. It has glimmering blue slits that resemble eyes and sharp teeth at its base.

A red tide can speak Common, Aquan, and most other humanoid languages commonly spoken in the vicinity of its lair. They often pause to gloat over prisoners, defeated foes, and other helpless opponents before finishing them off, but become silent and focused if damaged by an enemy.

COMBAT

Red tides often use their alien appearance to escape detection, pretending to be some natural phenomena that has discolored the water. In personal combat they use their size and strength to topple and shove opponents into dangerous positions. They try to surround and immobilize ships smaller than themselves, at which time the watery zombies held within the blood tide's body can climb aboard. This is often done under the cover of the red tide's *stinking cloud* ability.

Dread Flood (Su): Once per day, the red tide may invest some of its essence into the water, filling it with thin streamers of blood.

Doing so causes the red tide 10 points of damage, which cannot be healed until the following day. In a lake or ocean this coloration fills an area within a 1 mile radius around the red tide. In a river this coloration fills the river and all its branches for 2 miles upstream and 4 miles downstream. For the next 24 hours, all undead within 500 ft. of these waters gain a +2 morale bonus to all attack rolls and +2 turn resistance. After this time the water returns to normal. A cleric or paladin may attempt to cleanse the water by making a turning attempt as if the water were an undead creature with HD equal to the necromental. The water does not grant itself turn resistance for this purpose. Whether or not the turning attempt succeeds, the water inflicts 2d6 points of profane damage to the turning character. In addition, if the check is successful, the water is immediately purified, ending its effects.

Drowning (Ex): A red tide that has succeeded in a grapple check may force the target to make drowning checks instead of inflicting damage.

Improved Grab (Ex): The red tide must hit with a slam to use this ability.

Seal of Blood (Su): Four times per day, the red tide may make a touch attack to bestow the seal of blood on a victim. The seal of blood is a glossy red mark on the character's chest or back. The target immediately suffers 2d6 points of damage that cannot be cured magically or by natural healing. The character suffers another 2d6 points of incurable damage each night at midnight. This effect lasts for one week. At the end of that time, the character may make a Fortitude save (DC 21). If successful, the damage may now be cured magically. If not, the seal settles into the character's flesh forming a massive scar, and one half of the damage it inflicted becomes permanent (though it may still be healed by a *wish* or *miracle* spell). If the red tide is slain before this time, the seal dissipates and the character may immediately begin to heal the damage normally or receive magical curing.

Stinking Cloud (Su): The red tide can emit a faintly reddish bank of mist once per round at will, acting as a *stinking cloud* spell cast by a 14th-level wizard. They will often use this ability to provide cover for their zombie servants' attacks or movements.

Watery Animation (Sp): The red tide may reanimate humanoids and monstrous humanoids that it has slain as watery zombies as if using the *animate dead* spell. The blood

may control a maximum of 100 HD worth of watery zombies using this ability.

WATERY ZOMBIES

Medium-Size Undead (Cold)

Hit Dice: 2d12+3 (16 hp)

Initiative: +0

Speed: 30 ft., swim 30 ft.

AC: 12 (+2 natural), touch 10, flat-footed 12

Attacks: Slam +2 melee

Damage: Slam 1d6+1 plus 1d6 cold damage

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Partial actions only

Saves: Fort +0, Ref +0, Will +3

Abilities: Str 13, Dex 10, Con —, Int —, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any aquatic or land

Organization: Mob (1 red tide and 20–40), horde (40–80), army (80–100)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3–6 HD (Medium-size)

Watery zombies are normal zombies with strangely translucent red-tinged flesh.

Watery zombies are created when a humanoid is raised by a red tide using its watery animation ability.

Watery zombies are mindless, typically acting under the instruction of the red tide that created them.

COMBAT

Watery zombies attack without tactics, simply attempting to strike down their enemies using their cold fists.

Partial Actions Only (Ex): Watery zombies can perform only partial actions.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Skills: Watery zombies receive a +8 competence bonus to Hide and Move Silently checks, which they will use at every opportunity with a greater cunning than their Intelligence would suggest.



SUNKILLER

Colossal Undead (Air)

Hit Dice: 16d12 (104 hp)

Initiative: +9

Speed: fly 80 ft. (good)

AC: 15 (–8 size, +5 Dex, +8 natural), touch 7, flat-footed 10

Attacks: Slam +5

Damage: 2d8+2 plus 1d6 electricity damage

Face/Reach: 50 ft. x 120 ft. / 25 ft.

Special Attacks: Sign of disease

Special Qualities: Dread eclipse, wind wall, stormy animation

Saves: Fort +4, Ref +7, Will +14

Abilities: Str 10, Dex 21, Con —, Int 20, Wis 21, Cha 12

Skills: Bluff +8, Intimidate +15, Listen +20, Move Silently +20, Spot +10

Feats: Combat Reflexes, Improved Initiative, Weapon Finesse (slam), Weapon Focus (slam)

Climate/Terrain: Any

Organization: Solitary (and swarm of 20–40 storm zombies)

Challenge Rating: 15

Treasure: Standard

Alignment: Always neutral evil

Advancement: 15–22 HD (Colossal)

The sunkiller is the necromental of air. These living thunderclouds raise hordes of storm zombies to terrorize the surrounding area.

Appearing as a malevolent black cloud with gleaming blue slits that resemble eyes, the sunkiller is the largest of the necromentals. While not agile fliers, there is no limit to the duration of a sunkiller's flight. They will typically drift with the wind like a real cloud unless attacking or pursuing other goals. Unlike air elementals, sunkillers attack with wispy tendrils of cloud.

A sunkiller can speak Common, Auran, and most other humanoid languages commonly spoken in the vicinity of its lair. While eloquent and well spoken, they only speak to issue commands, make demands, or to negotiate with a potential ally. Sunkillers never speak to opponents. As such, many scholars erroneously believe they are incapable of speech.

COMBAT

Sunkillers are the most reluctant of the necromentals to engage in direct confrontation, preferring to remain unseen and inspiring terror through their abilities. While not powerful combatants, their long reach and Combat Reflexes make direct attack upon them extremely dangerous. Sunkillers use their dread eclipse ability to prepare attacks on villages

and other small targets. This often leads to the sunkiller animating more zombies than it can control, allowing the excess to wander into surrounding areas. As few recognize their true nature, sunkillers frequently allow a handful of survivors to escape from these assaults and spread tales of a sudden darkness that hides the sun, and the slaughter that follows.

Dread Eclipse (Su): Once per day, the sunkiller may invest some of its essence into the air, causing a vast roiling black cloud to spill outward. This cloud has a radius of 5 miles from the point of its creation. Doing so causes the sunkiller 10 points of damage, which cannot be healed until the following day. For the next 24 hours, the region is blanketed in natural darkness (dim lighting) after which time the cloud dissipates. Undead within the cloud's shadow gain a +2 morale bonus to initiative and +2 turn resistance. A cleric or paladin may attempt to scatter the cloud by making a turning attempt as if the cloud were an undead creature with HD equal to the necromental. The cloud does not grant itself turn resistance for this purpose. Whether or not the turning attempt succeeds, the cloud inflicts 2d6 points of profane damage to the turning character. In addition, if the check is successful, the cloud is immediately scattered, ending its effects.

Sign of Disease (Su): Four times per day, the sunkiller may make a touch attack to bestow the sign of storms on a target. The sign of storms is a smoky glyph that floats over the character's chest or back. The target immediately suffers a -2 penalty to a random ability (roll 1d6: 1-Strength, 2-Dexterity, 3-Constitution, 4-Intelligence, 5-Wisdom, and 6-Charisma) which cannot be cured through magical or natural means. The character acquires another -2 penalty to a random ability every night at midnight for a one week period. At the end of that time the character may make a Fortitude save (DC 21) for each penalty. If successful, the ability damage is temporary, and begins to heal normally. If not, the ability damage becomes permanent. If the sunkiller is slain before this time, the sign dissipates and the character immediately recovers from it with all ability damage being considered temporary.

Stormy Animation (Sp): The sunkiller may reanimate humanoids and monstrous humanoids that it has slain as storm zombies as if using the *animate dead* spell. The blackheart may control a maximum of 100 HD worth of storm zombies using this ability.

Wind Wall (Sp): The sunkiller may stir up the air around itself once per round at will, acting as a *wind wall* spell cast by a 14th-level wizard. The sunkiller uses this ability to protect both itself and its zombie servants.

STORM ZOMBIES

Medium-Size Undead (Air)

Hit Dice: 2d12+3 (16 hp)

Initiative: -1

Speed: 30 ft., swim 30 ft.

AC: 11 (-1 Dex, +2 natural), touch 9, flat-footed 11

Attacks: Slam +2 melee

Damage: Slam 1d6+1 plus 1d6 electrical damage

Face/Reach: 5 ft. by 5 ft./5 ft.

Saves: Fort +0, Ref -1, Will +3

Abilities: Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1

Feats: Toughness

Climate/Terrain: Any land

Organization: Mob (1 sunkiller and 20-40), horde (40-80), army (80-100)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium-size)

Storm zombies are normal zombies whose clothes and hair are constantly stirred by a phantom wind.

Storm zombies are created when a humanoid is raised by a sunkiller using its stormy animation ability.

Storm zombies are mindless, typically acting under the instruction of the sunkiller that created them.

COMBAT

Storm zombies attack without tactics, simply attempting to strike down their enemies using their crackling fists. Unlike most zombies, storm zombies do not suffer from the partial actions only ability.



PALE MASKER

Tiny Undead

Hit Dice: 1d12 (6 hp)

Initiative: +6

Speed: 20 ft., climb 10 ft.

AC: 17 (+2 size, +2 Dex, +3 natural armor), touch 14, flat-footed 15

Attacks: None

Damage: None

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Qualities: Symbiotic bond, +4 turn resistance

Saves: Fort +0, Ref +2, Will +3

Abilities: Str 9, Dex 15, Con —, Int —, Wis 8, Cha 8

Skills: Climb +11*, Hide +14*, Listen +15*, Move Silently +14*, Swim +3*

Feats: Improved Initiative

Climate/Terrain: Any land or underground

Organization: Solitary, pair, gang (3–5), brood (6–11) or colony (12–21)

Challenge Rating: 1/2

Treasure: None

Alignment: Usually neutral

Advancement: 2–3 HD (Tiny)

Pale maskers are undead creatures that form symbiotic relationships with the living creatures that wear them. In exchange for sustenance in the form of life energy, these creatures grant their wearer certain undead abilities.

Pale maskers appear as a humanoid skull attached to a serpentine body, usually about two feet in length. When not bonded with a larger creature, they move by writhing their bodies back and forth like snakes. Their flexible torsos also make them skillful climbers.

Scholars and necromancers of all alignments seek out these creatures to advance their own research and understanding of the nature of death and its influence on their respective arts. Adventurers and other travelers also value pale maskers as they greatly reduce the need for rations and allow their wearers to travel underwater or into gas-filled caves and other locales that are otherwise inhospitable to life.

COMBAT

Pale maskers are helpless in a battle on their own. One reason they seek symbiotic relationships with larger creatures is to gain protection. Once joined with a creature, a pale masker relies upon the wearer's skills in combat, assisting only with its deathmask ability. If forced to fight alone, a pale masker seeks cover, keeping to the shadows. Often a masker will try to use its climbing ability to escape a persistent predator.

Symbiotic Bond (Su): As a full round action, a pale masker may attempt to form a symbiotic bond with a living creature that wears it. To do so, the pale masker must be in contact with the creature's face. In addition, the creature must fail a Fortitude save (DC 12). Creatures can choose not to make the save in order to be automatically bonded.

Once bonded with a wearer, the pale masker is physically attached to the skull and internal organs of the wearer. As such, the pale masker is no longer a separate creature, instead merely augmenting its wearer. Any damage sustained by the pale masker is dealt instead to its wearer. If the wearer is reduced to 0 hps, the symbiotic bond is immediately severed and the pale masker is destroyed (also see backlash, below).

The pale masker may sever the symbiotic bond at will, but is typically uninclined to do so unless it receives a physical shock, such as having holy water splashed on it. Its wearer must make a Will save (see seduction, below) before being able to intentionally sever the bond.

Any wearer bonded to a pale masker gains the following special qualities:

Deathmask (Ex): A wearer in symbiotic contact with the pale masker enters a death-like state and his or her type changes to “undead.” This has many benefits, including not needing to breathe, eat, or sleep.

However, there are some disadvantages as well. First, the wearer registers as undead to detection spells such as *detect undead* and can be turned or rebuked as an undead, although the wearer shares the mask’s +4 turn resistance, and cannot be destroyed as the result of a turning attempt.

Second, the wearer suffers 2d8 damage if splashed with holy water while wearing the masker. Any holy damage inflicted to the wearer will immediately cause the pale masker to break the symbiotic bond and flee for its life.

Third and worst of all, once a wearer is bonded to a pale masker, the wearer immediately receives two negative levels. These negative levels remain as long as the pale masker is worn and disappear when it is taken off. These negative levels never result in actual level loss, but they cannot be overcome in any way (including *restoration* spells) while the pale masker is worn. This life energy is the fee the pale masker charges for the use of its abilities.

Backlash (Ex): If someone is reduced to 0 hp while wearing a pale masker, the pale masker is destroyed and turned to ash. Its wearer in turn receives an enormous jolt of negative energy before passing out. This bolt of energy can disable or even kill the wearer depending on how close to death he or she was to begin with. The wearer must immediately make a Fort save (DC 18) or suffer an addition 1d6 points of profane damage before falling unconscious for 1d4 hours. If the save is successful, the wearer receives no extra damage, but still falls unconscious for 1d10 minutes. During this time, nothing can wake the wearer, although he or she can still be healed as usual. The wearer’s body needs some time to rest in order to recover from the shock it has received.

Seduction (Ex): The DC for the Will save to intentionally break the symbiotic bond with a pale masker is equal to 10 + the number of days the mask has been worn in the last month. Anyone who wears a pale masker for 30 days in a row is transformed, mind and body, into a wight at midnight on the thirtieth day.

Skills: *When worn, a pale masker cannot use its skills.



PESTILENT QUEEN

Large Ooze

Hit Dice: 10d10+35 (90 hp)

Initiative: —

Speed: —

AC: 4 (–1 size, –5 Dex), touch 4, flat-footed 4

Attacks: —

Damage: —

Face/Reach: 5 ft. by 10 ft./10 ft.

Special Attacks: Create pestilent spawn

Special Qualities: Adhesive, blindsight 60 ft., create pestilent spawn, ooze traits, pestilent birth

Saves: Fort +4, Ref –2, Will –2

Abilities: Str 13, Dex —, Con 15, Int —, Wis 1, Cha 1

Climate/Terrain: Any land and underground

Organization: Solitary or troop (1 plus 1–6 pestilent spawn)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 11–13 HD (Large); 14–20 HD (Gargantuan)

A pestilent queen is a magically warped and twisted creature that was once either an ochre jelly or black pudding.

Pestilent queens are large, amorphous creatures that live only to serve, whether they are capable of realizing that fact or not. The pestilent queen's "body" somewhat resembles that of a jelly, but its original form has been transmuted into a lumpy, fleshy mass with pustules on the sides. Instead of pus-filled interiors, these pustules eventually form pestilent bats that serve the queen.

Infused with negative energy, the pestilent queen has become a favored guardian among necromancers. These creatures are incapable of movement or attacks of any sort, but whenever an intruder draws near, they immediately spawn a number of pestilent bats—creatures that swarm the intruder and attempt to drain them of their strength. These creatures then return to the queen, ready to funnel the stolen life energy into it. The queen grows in strength with this new life energy, and if given enough of it, forms a pestilent spawn. This special offspring then leaves the queen, searching for ground nearby in which to implant itself to wait for its own eventual transformation into a new pestilent queen.

COMBAT

A pestilent queen is unable to make any attacks of its own, but whenever it detects a creature with its blindsight, the queen quickly forms a number of pestilent bats to combat the intruder and bring back sustenance.

Adhesive (Ex): The fleshy mass that comprises the queen's form is very adhesive and it gives off a great deal of negative energy. Any creatures, weapons, or objects in general that come into physical contact with the queen must succeed at a Reflex save (DC 19) or become stuck against the disgusting flesh and begin to suffer 1d6 points of profane damage a round, ignoring hardness. Each round thereafter, a creature may pull itself or an object free of the pestilent queen by making a successful Escape Artist check (DC 23) or Strength check (DC 19). If a creature fails to pull itself free three times in a row, it is hopelessly stuck and must receive assistance from an outside source.

Create Pestilent Bat (Su): Whenever a pestilent queen senses another creature within the range of its blindsight, it quickly spawns tiny flying creatures composed of the same fleshy material as itself to dispatch the intruder and feed from it. Each spawn creat-

ed drains 2 hp from the queen. A pestilent queen can form up to 6 pestilent bats each round.

Pestilent Birth (Su): If a pestilent queen accumulates 45 or more temporary hit points by being fed drained life energy from its bats, the queen creates a special pestilent bat that forms within 1d4 rounds. After this time, the new spawn separates from the queen and searches for a safe patch of ground in which to implant itself. Once safely buried in the earth, the spawn begins a long, three-month transformation, after which it oozes up from beneath the soil as a fully formed pestilent queen.

Ooze Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

PESTILENT BAT

Tiny Undead

Hit Dice: 1d12 (6 hp)

Initiative: +4

Speed: 10 ft., fly 40 ft. (average)

AC: 18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14

Attacks: Touch +6 melee

Damage: Touch 1d3–4

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attack: Attach, Constitution drain

Special Qualities: Deliver energy, merge, limited lifespan

Saves: Fort +0, Ref +4, Will +2

Abilities: Str 3, Dex 19, Con —, Int —, Wis 10, Cha 1

Feats: Weapon Finesse (touch)

Climate/Terrain: Any land and underground

Organization: Clutch (2–4), swarm (5–8) or flock (9–13)

Challenge Rating: See below

Treasure: None

Alignment: Always neutral

Advancement: 3–6 HD (Medium-size)



Pestilent bats are grotesque creatures created by a pestilent queen. They exist to steal energy from living creatures to feed their queen.

Pestilent bats are created through a pestilent queen's create pestilent bat ability.

Pestilent bats are mindless, typically acting under the primitive instruction of the pestilent queen that created them.

COMBAT

Pestilent bats attempt to attach to an opponent, drain off a little Constitution, and flee back to their queen. When encountered with a pestilent queen, pestilent bats do not add to the CR of the encounter—they are factored into the queen's CR. However, if encountered alone, they are considered to be CR 1.

Attach (Ex): If a pestilent bat hits with a touch attack, it clings tenaciously to its opponent's body. An attached pestilent bat has an AC of 12.

Constitution Drain (Ex): An attached pestilent bat deals 1d6 points of temporary Constitution damage, then immediately detaches and flies away to deliver the stolen life energy to its queen.

Deliver Energy (Ex): When in physical contact with the pestilent queen that created it, a pestilent bat can transfer all the life energy it has stolen into the queen as a standard action. This heals the queen of 5 hp per point of drained Constitution, with the queen receiving any excess as temporary hit points.

Merge (Ex): When in physical contact with the pestilent queen that created it, a pestilent bat can merge with the queen as a full action. This acts as the deliver energy ability above, but also heals the queen of the original 2 hp used to create the pestilent bat. As with the deliver energy ability, the queen gains any excess healing as temporary hit points.

Limited Lifespan (Ex): All pestilent bats must merge back into their queen within 4 hours of their birth or melt away, unable to sustain the energy necessary to keep them alive. This duration is extended by 4 hours for each point of Constitution a bat has drained, but each additional 4 hours of life expends 1 point of drained Constitution.



SHADOW PARASITE

Small Undead (Incorporeal)

Hit Dice: 4d12 (26 hp)

Initiative: +8

Speed: 20 ft.

AC: 17 (+4 Dex, +1 size, +2 deflection), touch 15, flat-footed 13

Attacks: Incorporeal touch +3

Damage: Incorporeal touch 1d6

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Shadow meld, flesh grind, soul grind

Special Qualities: Incorporeal

Saves: Fort +1, Ref +5, Will +4

Abilities: Str —, Dex 18, Con —, Int 6, Wis 12, Cha 8

Skills: Escape Artist +9, Hide +20, Listen +6

Feats: Improved Initiative

Climate/Terrain: Any land

Organization: Solitary or nest (2d4)

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic evil

Advancement: 5–7 HD (small), see text

Shadow parasites are malicious creatures capable of merging with the shadow of an intelligent being.

When found on their own, shadow parasites resemble 2 to 3 ft. long black beetles, covered in hooked spines. While merged with a shadow they are virtually invisible, appearing only as an occasional ripple in the shadow or a faint pair of glowing eyes.

Shadow parasites may be found singly or in groups and prefer areas rich in prey.

COMBAT

Shadow parasites are barely intelligent, but possess a cunning sense of timing, waiting to attack when a potential host's back is turned. They are extremely stealthy, and will flee from any combatant who injures them, preferring defenseless prey.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Shadow Meld (Su): When the shadow parasite successfully uses its touch attack on an intelligent creature, it may merge with that creature's shadow. While merged, it takes a Spot check (DC 35) to detect the shadow parasite. The shadow parasite may reshape the host's shadow at will, causing it to grow larger or smaller regardless of lighting, though it rarely does so if it is as yet undetected. Once identified, it may be attacked normally (by attacking the shadow). Attacks on the merged shadow parasite inflict an equal amount of subdual damage upon the host.

While merged with a host's shadow, the shadow parasite gains turn resistance equal to the host's character level or HD.

Flesh Grind (Su): Once a shadow parasite has melded with a host, it begins to siphon the host's health. The host takes 1 point of damage per day from this effect. The shadow parasite also prevents the host from benefiting from any natural or magical healing. The host is effectively doomed to a slow death unless the parasite is identified and driven off or slain.

Soul Grind (Su): Once a shadow parasite's host has died, the parasite begins to feed upon the soul. After 4 hours, the soul has been consumed (the host may no longer be restored to life by any means) and the shadow parasite permanently gains 1 Hit Die. Once the shadow parasite reaches 7 HD, the next feeding instead results in the shadow parasite dividing into two 4 HD shadow parasites.



SPIRIT, GUIDING

Medium-Size Undead (Incorporeal, Spirit)

Hit Dice: 5d12 (32 hp)

Initiative: +5

Speed: 30 ft., 60 ft. fly (good)

AC: 13 (+1 Dex, +2 deflection), touch 11, flat-footed 12

Attacks: Incorporeal touch +2 melee

Damage: Incorporeal touch 1d6

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Incorporeal touch, improved invisibility

Special Qualities: Incorporeal, accept ward, glowing presence, see invisibility, spells, +2 turn resistance

Saves: Fort +1, Ref +2, Will +5

Abilities: Str —, Dex 12, Con —, Int 10, Wis 13, Cha 16

Skills: Concentration +9, Diplomacy +10, Listen +8, Search +4, Sense Motive +4, Spot +8

Feats: Improved Initiative

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 3

Treasure: None

Alignment: Usually neutral good

Advancement: 5–8 HD (Medium-size) or by character class

Guiding spirits are benevolent beings that watch over and protect their loved ones from beyond the grave.

To most, guiding spirits appear as apparitions that resemble their form in life. To their chosen wards, they take on an appearance that more closely resembles the ward's fondest memories of the guiding spirit.

It is generally believed that guiding spirits are formed from beings that had a heightened sense of duty to family, friends, or lovers while alive. Likewise, those that were focused upon completing a particular task or achieving a certain goal may also become guiding spirits in order to ensure that the living are able to complete that which the guiding spirit was unable to do. It is this sense of dedication that drives guiding spirits to seek out living creatures and to offer them protection. Yet, there are some who believe that guiding spirits are instead manifestations sent by the gods or other powerful beings. They say the guiding spirits assume a form that is comforting to potential wards in order to convince the ward to accept their assistance. Followers of this theory see guiding spirits as creatures who seek to manipulate mortals through deception in order to convince the living to embark on a mission that they would not otherwise undertake.

In any event, guiding spirits tend to approach living creatures that seem willing to accept their protection. They make these creatures their wards. A guiding spirit often accompanies a ward—sometimes in secret—until the ward is able to achieve a particular objective, then it departs. However, some guiding spirits remain with their wards even after a stated goal has been achieved. Whether this is due to the guiding spirit's fondness for its ward or a desire to employ the ward for a future mission is unclear.

COMBAT

Guiding spirits are loath to engage in direct combat, preferring to use their abilities to bolster the prowess of their wards. They are particularly wary of invisible opponents who would threaten their wards and use their glowing presence to reveal an enemy in order to allow the ward to confront it. If driven to engage in combat, the guiding spirit will attempt to subdue opponents with its incorporeal touch.

Incorporeal Touch (Su): A guiding spirit that hits a target with an incorporeal attack deals 1d4 points of damage.

Improved Invisibility (Sp): As a standard action, a guiding spirit may make itself invisible until it chooses to once again become visible. Otherwise, this ability is as the spell, *improved invisibility*.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects, at will, and own attacks pass through armor. Always moves silently.

Accept Ward (Su): As a full round action, the guiding spirit may form a supernatural link with a living creature that allows the guiding spirit to grant it certain abilities. The living creature—often an descendant or a friend—is thereafter considered to be the ward of the guiding spirit. The link is automatically destroyed upon the destruction of the guiding spirit or the ward, or when either wills the link to be severed. A guiding spirit has the ability to select 1d4 wards at once. Before a guiding spirit can accept an additional ward beyond this limit, it must dismiss one of its present wards. A guiding spirit employs the following special abilities to assist its wards:

Telepathic Link (Su): The supernatural link between the guiding spirit and ward allows the two creatures to communicate telepathically, as the spell *telepathic bond*. The guiding spirit and ward must be within 30 feet of each other to use this ability. This ability does not allow one ward to communicate telepathically with another, although a ward may send messages to the guiding spirit who can then transmit it to another ward.

Guiding Aura (Su): Any ward within a 15-ft. radius of the guiding spirit receives a +1 competence bonus to attack rolls, saving throws, and spell checks.

Healing Touch (Su): A guiding spirit can heal its wards of their wounds by touching them. Each day, the spirit can cure a total of 15 hit points. The guiding spirit may divide this healing any way it chooses. The use of this ability is a standard action.

Protect Ward (Sp): As an incorporeal creature, the guiding spirit may occupy the same area as a ward. When it does so, the ward receives protection from various creatures and effects. This ability acts as if the ward were subject to the spell *protection from evil* except that the +2 deflection bonus to AC and the +2 resistance bonus on saves apply against attacks made by creatures of any align-

ment. Likewise, the protection against contact by summoned or conjured creatures applies to all such creatures, regardless of their alignment. The protection imparted by this ability lasts as long as the ward and guiding spirit occupy the same area and ends as soon as either one leaves the area. This effect acts as a spell cast by a 4th-level cleric.

Spell Subject (Su): Although incorporeal, a guiding spirit may cast spells with the touch range upon its ward. This does not inflict its touch damage.

Reminiscent Appearance (Su): When seen by a ward, a guiding spirit appears in a form that adheres to the ward's fondest memories of the guiding spirit in life or a particular image the ward associates with the guiding spirit. This appearance may differ for each ward. One may see the guiding spirit as a vibrant young teen, while another may see it as a wise old man. To a ward that never met the guiding spirit while it was alive, the guiding spirit may appear as an image of another relative or even an animal or object, as the guiding spirit sees fit.

Glowing Presence (Su): As an incorporeal creature, the guiding spirit may occupy the same area as a living creature. When it does so, it creates a soft, white glow around the creature. This glow ends immediately once the guiding spirit and the creature cease to occupy the same area.

Living creatures that are invisible are not immune to this affect. If a guiding spirit occupies the same area as an invisible creature, even if the creature is the guiding spirit's ward, the invisible creature is visibly outlined by a soft, white glow. This glow reveals the general shape of the creature and its size. If the invisible creature is of Large size or larger, only part of the creature is outlined. In this case, treat attacks against the creature as if the non-outlined portions of the creature's body were subject to cover.

See Invisibility (Sp): At will, a guiding spirit can see any objects or beings that are invisible, as well as any that are astral or ethereal, as if they were normally visible.

Spells: A guiding spirit can cast spells as a 4th-level cleric with the healing, luck, and protection domains, though it does not gain the granted powers of these domains and cannot use the cleric's spontaneous casting ability.

SPIRIT, LEGION OF THE DEAD

The spirits of fallen heroes are sometimes bound to the defense of a sacred charge. As such, they remain unseen and inactive until such time as that charge is threatened. Sometimes rousing the legion of the dead requires the use of a magic item, spell, or the performance of an otherwise non-magical ritual (such as speaking the full text of an ancient pact or story involving the legion). Most legions are bound to a place, but some are associated with a family or magical item. In any event, once called into service, they are terrifying opponents to those who have threatened their charge, attacking relentlessly until either they are destroyed or the threat is driven off.

When manifesting, members of the legion resemble idealized versions of their living selves, decked out in the full armor and regalia they possessed in life. They are somewhat translucent and surrounded by a glimmering nimbus of white light. Those that had a strong bond to an animal or mount in life will be accompanied by that animal, but it has no effect on their abilities. Mounted legion members move no faster than those on foot, and animal companions may not attack or otherwise influence the living. Because legion members may attack while incorporeal, it is not uncommon for them to wipe out swarms of lesser foes. Humanoid hordes invading cities guarded by a legion of the dead have been obliterated in a single night by these shining defenders.

CREATING A LEGION MEMBER

"Legion member" is a template that can be applied to any good aligned humanoid who has died defending a sacred charge or sacrificed him or herself to become a legion member (referred to here after as the "base creature"). The base creature must also have a Charisma of 10 or higher at the time of death. The creature's type becomes "undead" (with the Incorporeal and Spirit subtypes), though it retains all of its statistics and special abilities except as noted here.

Hit Dice: Increased to d12.

Speed: Same as the base creature.

AC: Natural armor is the same as the base creature, but only applies to ethereal attackers. When the legion member manifests (see below) it loses any natural armor bonus, but gains a deflection bonus equal to its Charisma modifier.

Attacks: The legion member retains all of the attacks of the base creature, although those relying on physical contact do not affect non-ethereal opponents.

Special Attacks: The legion member retains all of the special attacks of the base creature, and gains the holy arms and manifestation abilities.

Holy Arms (Su): Weapons held by a legion member gain the ghost touch and holy magical weapon properties. Any unarmed attacks made by a legion member also benefit from these properties.

Manifestation (Su): All legion members may partially manifest on the material plane when their charge is threatened. While ethereal, they cannot affect or be affected by anything in the material world. When they manifest, they become visible, but remain incorporeal. A manifested legion member may strike with ghost touch weapons or unarmed attacks. While manifested, the legion member remains on the ethereal plane, and may be attacked by opponents on both the material and ethereal planes. When not manifested, any spells cast by the legion member may only affect ethereal targets. While manifesting, the legion member may target both material and ethereal targets with spells, except for those requiring touch, which cannot

ever target material opponents.

Spectral Gear: Legion members retain ethereal copies of their gear, of up to medium encumbrance in life. This gear represents items most commonly used in the pursuit of their goals (e.g. spell books for casters, armor for warriors, lock picks for rogues, etc.) or items of deep sentimental value. This gear gains the ghost touch quality while the legion member is manifesting.

Special Qualities: The legion member retains all of the special qualities of the base creature. Additionally it gains those listed below.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Leap of the Clouds (Ex): While legion members do not fly, they are capable of long, floating leaps. The legion member's jumping distance (horizontal or vertical) is not limited according to his height.

Rejuvenation (Su): Legion members are notoriously difficult to destroy—even after being defeated and dispersed, a legion member



will restore itself in 2d4 days. A slain legion member can manifest earlier if its sacred charge is threatened and it succeeds at a level check (DC 16, roll 1d20 and add the legion member's level or HD). The only way to kill a legion member with certainty is to obliterate its sacred charge (i.e., destroy the protected object, slay all members of a protected bloodline, flatten a guarded city, etc.) This destruction is more effective than defeating the legion, as without a sacred charge, the legion dies anyway.

Spell Resistance (Su): Legion members gain spell resistance equal to their CR + 10.

Turn Resistance (Ex): A legion member gains turn resistance equal to its Charisma bonus (if any).

Saves: As the base creature.

Abilities: Modify from the base creature as follows: Str +4 (when manifested), Con —, Cha +4.

Skills: Soul champions receive a +8 racial bonus to Jump checks. Otherwise as base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land or underground (only where bound or summoned)

Organization: Solitary, warband (5–9), or host (20–200)

Challenge Rating: Same as base creature +2

Treasure: Standard

Alignment: Any good

Advancement: By character class

SAMPLE LEGION MEMBER

This example uses a 6th-level human paladin as the base creature.

Legion of the Dead Paladin Medium-Size Undead (Incorporeal, Spirit)

Hit Dice: 6d12 (39 hp)

Initiative: +0

Speed: 30 ft.

AC: 15, 20 while manifested (+5 breastplate, +5 deflection while manifested), touch 10, flat-footed 15, 20 while manifested

Attacks: Ghost touch and holy longsword +8/+3 melee

Damage: Ghost touch and holy longsword 1d8+2

Face/Reach: 5 ft. x 5 ft./5 ft.

Special Attacks: Holy arms, manifestation, smite evil, turn undead 8/day, spectral gear

Special Qualities: Aura of courage, detect evil, divine grace, incorporeal, lay on

hands, rejuvenation, remove disease 1/week, SR 18, +5 turn resistance

Saves: Fort +10, Ref +7, Will +7

Abilities: Str 16, Dex 11, Con —, Int 12, Wis 11, Cha 20

Skills: Concentration +6, Diplomacy +11, Jump +9, Knowledge (religion) +9, Ride +9

Feats: Cleave, Power Attack, Weapon Focus (longsword)

Challenge Rating: 8

Manifestation (Su): The legion of the dead paladin may partially manifest on the material plane when its charge is threatened. While ethereal, it cannot affect or be affected by anything in the material world. When it manifests, it becomes visible, but remains incorporeal. A manifested legion of the dead paladin may strike with ghost touch weapons or unarmed attacks. While manifested, the legion of the dead paladin remains on the ethereal plane, and may be attacked by opponents on both the material and ethereal planes. When not manifested, any spells cast by the paladin may only affect ethereal targets. While manifesting, the paladin may target both material and ethereal targets with spells, except for those requiring touch, which cannot ever target material opponents.

Incorporeal: Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Leap of the Clouds (Ex): The legion of the dead paladin's jumping distance (horizontal or vertical) is not limited according to its height.

Rejuvenation (Su): Even after being defeated and dispersed, the legion of the dead paladin will restore itself in 2d4 days. It can manifest earlier if its sacred charge is threatened and it succeeds at a level check (DC 16, roll 1d20+6). The only way to eliminate the legion of the dead paladin with certainty is to obliterate its sacred charge

Possessions: *Ghost touch masterwork breastplate.*

Spells Prepared: 1st—*command, doom, shield of faith.* Save DC 16.



SPIRIT STEED

Large Undead (Incorporeal, Spirit)

Hit Dice: 3d12 (19 hp)

Initiative: +1

Speed: 60 ft.

AC: 12 (-1 size, +1 Dex, +1 deflection), touch 11, flat-footed 11

Attacks: 2 incorporeal hooves, +4 melee; incorporeal bite -1 melee

Damage: Incorporeal hoof 1d4+3; incorporeal bite 1d3+1

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Qualities: Incorporeal, misty rider, rejuvenation, scent, +4 turn resistance

Saves: Fort +1, Ref +2, Will +4

Abilities: Str —, Dex 13, Con —, Int 2, Wis 12, Cha 6

Skills: Listen +7, Spot +7

Feats: Run

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always lawful neutral

Advancement: 4–6 HD (Large)

Spirit steeds were once living horses with a bond to their riders so strong that even death couldn't separate them.

Spirit steeds appear exactly as they did in life with a slightly misty and transparent cast.

These mounts are extremely loyal—they will not abandon their rider even if faced with their own possible destruction. Spirit steeds never tire, and can travel over any terrain without hindrance. Finally, a spirit steed also confers the ability of becoming incorporeal to its rider; the rider immediately becomes incorporeal when ready to mount the creature.

A loyal riding horse may have become a spirit steed after its death in a number of ways: Its rider could have perished in battle and the will of the beast was so strong that it rose again to become the steed of its deceased rider's family or companions; the animal itself could have died in a conflict and it awakened as a spirit steed to reunite with its rider; or a spirit steed might have found itself lost in the world, devoid of a rider and in search of a new master.

COMBAT

Unless facing an incorporeal opponent, a spirit steed doesn't involve itself in combat, leaving that to its rider instead. However, if the steed must fight, it will launch two brutal hoof attacks and a powerful bite against its foe.

Rejuvenation (Su): It is very difficult to destroy a spirit steed through combat. "Slain" steeds reform within 1d4 days. The only known method of permanently killing a spirit steed is through a turning attempt that destroys it. Also, if a spirit steed is able to serve its rider until the rider's death, it dissipates into fog.

Misty Rider (Su): Three times per day as a free action, when a spirit steed's rider desires to ride the steed, the rider's body and up to 300 lbs. of carried equipment becomes incorporeal when within 5 ft. of the creature. The rider must be willing and the effect lasts until the rider dismounts from the steed. This effect is the same as the incorporeal nature of the steed, as described below.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

SPIRIT, WARNING

Medium-Size Undead (Incorporeal, Spirit)

Hit Dice: 6d12 (39 hp)

Initiative: +8

Speed: 30 ft., fly 60 ft. (perfect)

AC: 15 (+4 Dex, +1 deflection), touch 14, flat-footed 11

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal touch 1d6

Face/Reach: 5 ft. by 5 ft./5ft.

Special Qualities: Incorporeal, rejuvenation, turn immunity, final fight

Saves: Fort +1, Ref +5, Will +6

Abilities: Str —, Dex 18, Con —, Int 14, Wis 14, Cha 15

Skills: Hide +11, Diplomacy +10 Intuit Direction +8, Listen +10, Search +10, Sense Motive +10, Spot +10

Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Track

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Any

Advancement: 7–11 HD (Medium-size)

The foreboding, insubstantial remains of deceased heroes and relatives, warning spirits lay legendary tasks upon the shoulders of their chosen champions.

These tasks always involve a powerful enemy that the deceased swore to overcome. Perhaps the warning spirit was slain by this enemy. Perhaps the enemy was defeated, but has now returned to life in some manner. Whatever the case, the warning spirit rises in one final attempt to stop its ancient enemy. The warning spirit searches for a suitable hero or relative, greets and gives the hero important information about the enemy, and promises to aid the hero in any possible way that it can, but warns that it is somewhat limited by its current weakened state. Should the hero refuse the task, the warning spirit is powerless to force the issue, and will renew its search, hoping to find a more willing champion.

Warning spirits appear exactly as they did at the moment of their death, but are incorporeal creatures, very much like a ghost. Unlike some undead, warning spirits do not display the wounds that killed them.

Warning spirits can speak any language they knew in life.



COMBAT

Warning spirits aren't the most powerful of combatants. Their true power is only displayed at the final battle between their charges and their ancient enemies.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Final Fight (Su): When the warning spirit's champion faces its ultimate enemy in final combat, the warning spirit merges its essence temporarily with that of its champion. The champion gains the following benefits: total HD, base attack bonus, and saving throws increase as if the character gained four levels; the character gains fast healing 1, and it gains a +1 deflection bonus to AC. The champion must be willing, and this merging lasts as long as the final battle between the two combatants rages.

Rejuvenation (Su): It is very difficult to destroy a warning spirit by simple combat. "Slain" warning spirits will reform within 1d4 days. A warning spirit cannot be destroyed until the final battle against its nemesis. If its sworn enemy defeats it in battle (possibly for the second time), the warning spirit is utterly destroyed—blasted to pieces and scattered on the wind. If its champion completes the duty that the warning spirit gave it, then the warning spirit is finally allowed to rest and passes into whatever next life its deeds warranted.

TOMB GUARDIAN

Tomb guardians are corporeal undead that willingly chose undeath to watch over and safeguard the tombs of royal families, heroes, etc. The majority of all tomb guardians were created in ages past, when the ideals of sacrificing one's life for the protection of the resting places of the dead were much more common. These noble beings have unselfishly given their lives for this immortal task and are truly honored among their people. Should they fall in battle, they are often afforded a special rank in the afterlife by the deities they worshipped in life. Even evil-aligned tomb guardians are given some grudging respect by paladins and other beings of good alignment.

Tomb guardians appear much as they did in life. The only notable change occurs when the guardian is confronted by intruders of the tomb it protects, in which case the eyes of the guardian blaze with a fiery blue light, totally enveloping their eye sockets in the process, while their weapons glow powerfully with the same unnerving blue rays.

While tomb guardians can come from any class, the majority of them were fighters, barbarians, and other combative classes while they lived. These types of tomb guardians are usually adorned with massive, ornate, and ancient armor of all varieties. Many of them prefer to wield two-handed weapons that can deal great amounts of damage to the interlopers of their lairs. These undead defenders can lie perfectly still for centuries, ever watchful and waiting for the slightest disturbance. Encountered tomb guardians are typically entangled in the silken threads of cobwebs, and are usually covered with the accumulated dust of ages gone by.

Tomb guardians can speak any language they knew in life. They only leave their tombs when treasure is stolen from within, or if their deceased charges are defiled in some manner. If either of these events occurs, the tomb guardian will hunt the offender until either it or its prey is destroyed.

CREATING A TOMB GUARDIAN

"Tomb guardian" is a template that can be added to any humanoid creature (referred to hereafter as the "base creature"), provided that the *create tomb guardian* spell can be cast on it (detailed below.) The creature's type changes to "undead." It uses all the character's statistics and special abilities except as noted here.



Hit Dice: Increases to d12.

Speed: Same as base creature.

AC: The base creature's natural armor improves by +8.

Attacks: A tomb guardian retains all the attacks of the base creature.

Damage: As base creature and weapon.

Special Attacks: A tomb guardian retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of $10 + 1/2$ tomb guardian's HD + tomb guardian's Charisma modifier unless noted otherwise.

Fear Aura (Su): Tomb guardians are shrouded in an aura of power and radiate a foreboding warning so intense that any creatures within a 60-ft. radius of 5 HD or less are automatically frozen, paralyzed with fear as a mummy's despair ability, but the effect lasts for 1d8 rounds. Creatures of greater than 5 HD are allowed a Will save, those that fail are panicked and driven away, as per a *fear* spell cast by a sorcerer of the guardian's level.

Life Drain (Su): At will, as a free action, a tomb guardian can make a gaze attack that saps the vigor of living creatures. Once initiated, the gaze can be maintained for as long as the tomb guardian desires. Each creature that possesses a Constitution score within 30 ft. of the gaze attack must attempt a Fortitude saving throw, with failure

resulting in 1d4 points of Constitution drain. For every point of Constitution drained in this manner, the tomb guardian heals 5 points of damage to itself. Hit points gained in this fashion cannot exceed the maximum hit points of the guardian.

Spell-Like Abilities (Sp): 1/day – *power word blind*, *power word stun*, *symbol (any)*. These abilities are as the spells cast by a 20th-level sorcerer. The following abilities are always active on the guardian's person, as the spells cast by a 20th-level sorcerer: *detect lies*, *detect magic*, and *true seeing*.

Special Qualities: A tomb guardian retains all the special qualities of the base creature and those listed below.

Damage Reduction (Su): Tomb guardians have damage reduction 15/+1.

Fast Healing (Ex): A tomb guardian heals 2 points of damage each round so long as it has at least 1 hit point.

Turn Immunity (Ex): A tomb guardian cannot be affected by a turn attempt.

Immunities (Ex): Tomb guardians are immune to cold and electricity attacks.

Rejuvenation (Su): In most cases, it's difficult to destroy a tomb guardian through simple combat: The "destroyed" guardian will often restore itself in 24 hours. Even the most powerful spells are often only temporary solutions.

The only known method to permanently destroy a guardian is to defile or destroy the tomb it guards. Once this is completed, the tomb guardian's body instantly crumbles to dust, its spirit sent to the realm of the deity it worshipped in life.

Saves: Same as base creature.

Abilities: Increase from the base creature as follows: +4 to its Strength, Dexterity, and Charisma scores. As undead creatures, tomb guardians do not possess a Constitution score.

Skills: Tomb guardians receive a +6 racial bonus to Listen, Spot, and Sense Motive checks. Otherwise, all skills are same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground (tombs and other resting places)

Organization: Solitary or pair

Challenge Rating: Same as the base creature +3

Treasure: Standard

Alignment: Any lawful

Advancement: By character class

SAMPLE TOMB GUARDIAN

This example uses a human Ftr6 as the base creature.

Tomb Guardian Fighter

Medium-size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +6 (Dex, Improved Initiative)

Speed: 30 ft.

AC: 27 (+2 Dex, +8 natural, +5 chainmail, +2 large steel shield), touch 12, flat-footed 25

Attacks: Longsword +10/+5 melee

Damage: Longsword 1d8+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fear aura, life drain, spell-like abilities

Special Qualities: Damage reduction 15/+1, fast healing 2, immunities, rejuvenation, turn immunity

Saves: Fort +5, Ref +6, Will +2

Abilities: Str 16, Dex 14, Con –, Int 10, Wis 11, Cha 15

Skills: Climb +6, Jump +11, Listen +12, Sense Motive +6, Spot +14

Feats: Alertness, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Lightning Reflexes, Quick Draw, Skill Focus (Spot), Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful

Advancement Range: By character class

COMBAT

Fear Aura (Su): Tomb guardians are shrouded in an aura of power and radiate a foreboding warning so intense that any creatures within a 60-ft. radius of 5 HD or less are automatically frozen, paralyzed with fear as a mummy's despair ability, but the effect lasts for 1d8 rounds. Creatures of greater than 5 HD are allowed a Will save (DC 16), those that fail are panicked and driven away, as per a *fear* spell cast by a sorcerer of the guardian's level.

Immunities (Ex): Tomb guardians are immune to cold and electricity attacks.

Life Drain (Su): At will, as a free action, a tomb guardian can create a gaze attack that saps the vigor of living creatures. Once initiated, the gaze can be maintained for as long as

the tomb guardian desires. Each creature that possesses a Constitution score within 30 feet of the gaze attack must attempt a Fortitude save (DC 16), with failure resulting in 1d4 points of Constitution drain. For every point of Constitution drained in this manner, the tomb guardian heals 5 points of damage to itself. Hit points gained in this fashion cannot exceed the maximum hit points of the guardian.

Rejuvenation (Su): In most cases, it's difficult to destroy a tomb guardian through simple combat: The "destroyed" guardian will often restore itself in 24 hours. Even the most powerful spells are often only temporary solutions.

The only known method to permanently destroy a guardian is to defile or destroy the tomb it guards. Once this is completed, the tomb guardian's body instantly crumbles to dust, its spirit sent to the realm of the deity it worshipped in life.

Spell-Like Abilities: 1/day—*power word, blind, power word, stun, symbol (any)* (all as Sor20). Save DC 12 + spell level. The following abilities are always active on the guardian's person, as spells cast by a 20th level sorcerer: *detect lies, detect magic, and true seeing.*



UNVANQUISHED

Unvanquished are beings that have never been defeated in their chosen form of competition in life. They seek out and challenge those they feel can finally defeat them in a fair contest, letting them find rest at last.

Unvanquished appear as they did in life. For various reasons, they have never been bested while alive in their chosen field of competition. They have an unearthly need to be defeated by a worthy opponent before they can move on to their respective afterlives. The reasons why an unvanquished may remain unbeaten vary. While many were endowed with extraordinary ability, others simply never encountered worthy opponents because they lived too far from other competitors or died before they ever met an opponent with considerable skill. Many unvanquished are children who died before facing an experienced challenger.

Unvanquished seek out and confront those that they feel can offer them a challenge in their chosen form of competition. If the unvanquished is bested, it is finally able to move on to the afterlife. As a parting gift, the unvanquished bestows upon the challenger who defeated it a residual part of its energy, granting its recipient greater skill.

NEW SPELL

Create Tomb Guardian Necromancy

Level: Clr 8, Death 8

Components: V, S, DF, XP

Casting Time: 1 hour

Range: Close (25 ft. + 5ft./2 levels)

Target: One humanoid corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

This spell allows you to transform a willing humanoid into a tomb guardian to safeguard and protect a family grave, royal tomb, or other resting place of the dead.

Any humanoid creature that desires to become a tomb guardian must first gain the permission of its religious order. Once accepted, these petitioners peacefully ingest a painless poison that robs their body of life. Within 24 hours after their passing, the newly formed tomb guardians quickly rise and assume their eternal vigil.

XP Cost: 2,000 XP plus 100 XP per every HD above 10 of the tomb guardian to be created.

The exact nature of an unvanquished's competition is not always clear to the challenger. One popular account tells of an adventurer who was challenged by an unvanquished to a variety of games and physical ordeals. After three days of winning each competition, the exhausted adventurer finally realized that the unvanquished was not engaging in a competition of physical skills, but of deceit. The unvanquished had never been defeated because it had never been caught in a lie. When the adventurer uncovered the unvanquished's deception, the unvanquished disappeared and imparted its gift upon the challenger.

CREATING AN UNVANQUISHED

"Unvanquished" is a template that can be added to any living humanoid or monstrous humanoid creature with either the Skill Focus or Weapon Focus feat (referred to hereafter as the "base creature"). The creature's type changes to "undead." It otherwise uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Change to d12

Speed: All unvanquished gain a fly speed of 30 feet, unless the base creature has a higher flight speed, with perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters unless the unvanquished manifests corporeally, as below. Otherwise, when the unvanquished manifests (see below), the armor value is +0, but it gains a deflection bonus equal to its highest ability modifier.

Attacks: The unvanquished retains all the attacks of the base creature. Those that rely on physical contact do not affect nonethereal creatures unless the unvanquished manifests corporeally.

Damage: Against ethereal creatures, an unvanquished uses the base creature's damage ratings. Against nonethereal creatures the unvanquished cannot deal physical damage at all, unless the unvanquished manifests corporeally. It can use its special attacks, if any, whenever it manifests.

Special Attacks: An unvanquished retains the base creature's special attacks, although those relying on physical contact do not affect nonethereal creatures, unless the unvanquished manifests corporeally. Saves have a DC of 10 +1/2 unvanquished's HD + the unvanquished's primary ability modifier.

Manifestation (Su): All unvanquished

have this ability. As ethereal creatures, they cannot affect or be affected by anything in the material world. When they manifest, unvanquished become visible but remain incorporeal. However, a manifested unvanquished can strike with its touch attack or ghost touch weapon. A manifested unvanquished stays on the Ethereal Plane but can be attacked by opponents on both the Material and Ethereal planes. When a spellcasting unvanquished is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting unvanquished manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested unvanquished's touch spells don't work on material targets.

In addition, unvanquished can manifest corporeally at will. Doing so places the unvanquished creature on the Material Plane and the creature receives none of the benefits of being on the Ethereal Plane, including use of the incorporeal touch ability. In this state, it interacts with material creatures as it would ethereal ones when incorporeal. If destroyed while corporeal, the unvanquished's body turns to dust, however, the unvanquished may restore itself, as below.

Incorporeal Touch (Su): An unvanquished that hits a target with an incorporeal attack deals 1d4 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against material opponents, it adds its Dexterity modifier to attack rolls only.

Demoralizing Aura (Su): The unvanquished exude an unnatural confidence that weak-willed individuals find demoralizing. All creatures within a 30-ft. radius must succeed at a Will save or suffer a -1 morale penalty to all attack rolls, skill checks and saving throws.

Final Reward (Su): If an unvanquished is defeated, then it imparts part of its energy to the creature responsible for its defeat. The recipient gains a temporary increase to an ability score of the DM's choice, appropriate to the challenge faced. This increase is equal to unvanquished's highest ability modifier plus one. In addition, the recipient gains temporary hit points equal to the unvanquished's highest ability modifier multiplied by its total Hit Dice. If two or more creatures simultaneously cause the defeat of the unvanquished, the final reward is divided equally between them. All enhancements gained through the final reward have a duration of 2d6 hours.

Special Qualities: An unvanquished retains all the base creature's special qualities and gains those listed below.

Tongues (Su): An unvanquished can use *tongues* at will, as the spell, often preferring to taunt potential competitors in their native language.

Turn Resistance (Ex): An unvanquished has a +4 turn resistance.

Unvanquished (Su): It is impossible to destroy an unvanquished through simple combat unless the unvanquished has chosen that form of combat as its focus. The "destroyed" spirit will often restore itself in 2d4 days, often choosing to seek out its "destroyers" and challenge them to a fair competition or taunt their inadequacies. The only means of ending the existence of an unvanquished is to defeat it in its chosen form of competition.

Saves: Same as base creature.

Abilities: Same as the base creature, except that the unvanquished has no Constitution score, and its highest ability score increases by +4. If Constitution was the base creature's highest ability in life, then replace the base creature's Charisma score with its Constitution score while living before making the above ability adjustments.

Skills: Unvanquished receive a +8 racial bonus to Hide, Listen, Search and Spot checks. Otherwise same as the base creature.

Feats: Unvanquished receive the Improved Initiative feat. Otherwise same as the base creature.

Climate/Terrain: Any land or underground.

Organization: Solitary, gang (2–5), or team (6–11)

Challenge Rating: Same as the base creature +2

Treasure: Same as base creature.

Alignment: Same as base creature.

Advancement: Same as base creature.

UNVANQUISHED EQUIPMENT

When an unvanquished forms, all its equipment and carried items usually become ethereal along with it. The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. Weapons with a +1 or better enchantment, however, can harm material creatures when the unvanquished manifests, and enchanted weapons can harm the unvanquished.

The original material items remain behind, just as the unvanquished's physical

remains do. If another creature seizes the original, the ethereal copy fades away. To avoid such thefts, unvanquished who can manifest corporeally often remain close to their original possessions and employ them in their contests when they take corporeal form.

SAMPLE UNVANQUISHED

This example uses a 3rd-level human commoner with the Skill Focus [Profession (chess player)] feat as the base creature.

Unvanquished Commoner

Medium-Size Undead (Incorporeal)

Hit Dice: 3d12

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 30 ft. (perfect)

AC: 16 (+2 Dex, + 4 deflection); or 12 (+2 Dex)

Attacks: Incorporeal touch +1 melee (or sickle +1 melee)

Damage: Incorporeal touch 1d4 (1d4+1 vs. ethereal); or club 1d6

Face/Reach: 5 ft. by 5 ft./5 ft

Special Attacks: Manifestation, incorporeal touch, demoralizing aura, final reward

Special Qualities: Tongues, turn resistance +4, unvanquished, undead

Saves: Fort +1, Ref +3, Will +1

Abilities: Str 12, Dex 15, Con —, Int 18, Wis 10, Cha 8

Skills: Hide +12, Listen +16, Profession (Chess player) +12, Search +15, Sense Motive +3, Spot +13

Feats: Alertness, Improved Initiative, Skill Focus [Profession (Chess player)]

Challenge Rating: 4

Demoralizing Aura (Su): The unvanquished exudes an unnatural confidence that weak-willed individuals find demoralizing. All creatures within a 30-foot radius must succeed at a Will save (DC 17) or suffer a –1 morale penalty to all attack rolls, skill checks and saving throws.

Final Reward (Su): If an unvanquished is defeated in a game of chess, then it imparts part of its energy to the creature responsible for its defeat. The recipient gains a temporary +5 point increase to its Intelligence score. In addition, the selected creature gains 15 temporary hit points. If two or more creatures simultaneously cause the defeat of the unvanquished, the final reward is divided equally between them. All enhancements gained through the final reward have a duration of 2d6 hours.

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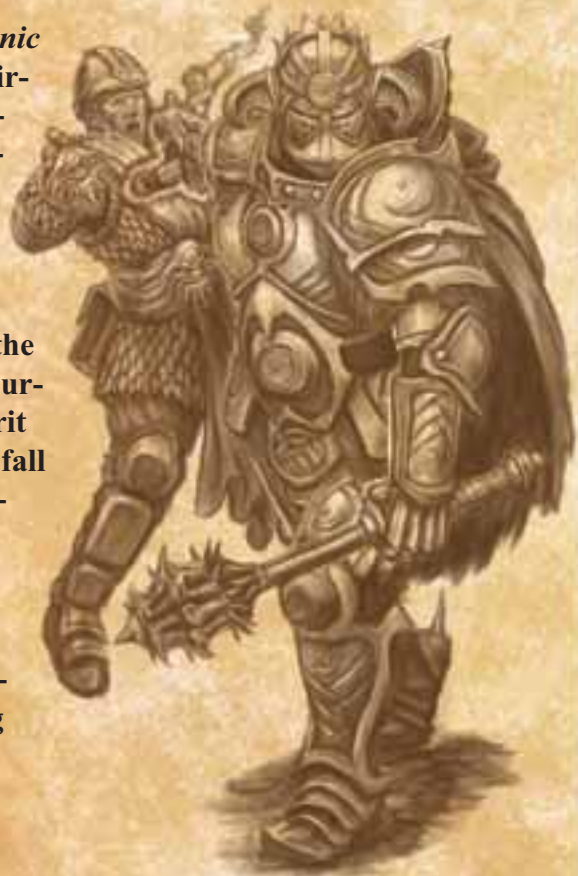
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