

Terrors of the Dead Lands



A monstrous supplement for Dark Sun world.

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Terrors of the Dead Lands

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Introduction: Homecoming

Upon my life, esteemed templar, I had no intention of robbing or dishonoring the honored dead of the mausoleum. All I was trying to place in the opening were a child's bones—belonging to the daughter of one of your honored dead. I think they would want it this way.

Ah! Forgive my presumption. No I do not pretend to speak for your dead. Only for this little one, whose bones lay in my arms. Yes, she has been dead for many ages, but she speaks to me...

I see that a story is in order ...will you do me the courtesy of hearing me out?

Eight weeks ago, as my companions and I labored on the Azeth road, we discovered a cave in some nearby hills. One of my companions—Narah, she was called—was hit by a poisoned dart from a trap—a very cleverly rigged crossbow attached to a trap plate. As we tried to patch her up, Narah says that she hears some voice coming out of a crack in the cave wall. Well, before you know it, Narah and the others have bullied me into climbing into the crack. Let the skinny elf look into it, they say.

The crack led me into a tunnel, and before long, I thought that I heard the voice that Narah had told me about, except it was saying "shh", as if trying to silence someone. For some reason the sound chilled me and I lay still in the narrow tunnel trying to gather up the courage to go forward or to turn backwards. Only the tunnel was too narrow to turn. Have you ever tried to crawl backwards up a tunnel? No? Well I suppose you have less demanding friends than I, lady templar!

Well finally I start forward again, only it's not out of courage but out of fear and hope—I was hoping that this damned tunnel is going to open up again, or that there's a way out. Come to think of it, I thought that I saw a light of some sort flickering dimly in the tunnel. So I stretched and I crawled... and I turned a bend in the tunnel—really thought that I was out. But I slipped down, and got stuck. Legs out, face down, the rock pressing against my belly and my back ... I really thought that I was done for! I could move my fingers and toes, wiggle my left ankle, but that was it. I screamed, as you can imagine, but my body was so tightly sealed against the tunnel that I don't think they heard anything. Finally my eyes adjusted to the light.

Yes, we elves have good eyes, but we need some light to make anything out. There was definitely faint light at the end of the tunnel. But there was also something blocking it. Bones. Bones of a child. If I wasn't held so tight by the tunnel, I would have jumped out of my skin. A child had tried to crawl down this tunnel before me, and had come to a bad end.

Well then she shows up. Yes, *this* girl. She crawls right up the tunnel, all ghostly-like and translucent, crawls right through the bones. And she looks at me, and I'm seeing the light right through her, only it's coming from her, too. I'm too petrified to say anything, and of course still too stuck to move. Then she puts her fingers on my lips—through my lips, actually, so cold my front teeth almost broke. And she says—

"Shh!"

Which of course startled me so much that I even says something. "Why?" I asks, wondering what a ghostly girl who crawls through snake-holes has to be afraid of.

"They might hear you," she says, still whispering.

Then I wonder if she is afraid or planning to ambush my so-called friends who are sitting back in the cave behind me, all

comfortable-like. Only she doesn't seem like she's threatening me. Just looking at me, kind of grim and intense, but scared. "Who's they?" I whisper.

"The bandits," she says, all solemn. "I got away from them the same way you did."

"Oh," I whispers. "So that's who left the trap."

"Trap?" she says. And I tell her how that cave was so dusty and the crossbow parts so weathered that had to be that no one was in that cave for months at least. "Yes," she says, "I've been here for a very long time. Can you take me home?"

"Where's home", I asks.

"Tanner's grove," she tells me. Yes, my lady templar, I know now that was the old name of this Fort Stench of yours. Only not being Kurnan, how was I to know that then? The ghostly girl, she gets kind of irate when I tells her that there was nothing south of Kurn except for Conak's Rock and Fort Stench.

So I turn her attention to my predicament. "Hey," I says, "you get me out of this and I'll take you home. Maybe I got them northern names mixed up. I'm a southerner, only I'm not a bandit."

"I know you're not a bandit," she says, "otherwise I'd let you sit here and die awful."

"Well what happened to you," I asks, starting to get comfortable to the idea of talking to this spirit—well as comfortable as I could get with my ass over my head stuck in that damned tunnel.

"I HAD to get away from those bandits," she says. Just talking about it was scaring her, I could tell, and I felt an unpleasant tingle run up the moist walls of the tight tunnel and she started glowing kind of blue. Go on, I tells her, forget about the bandits. Then she calms down, goes a comfortable kind of green, and goes on with her story.

"Well I got farther than you before I got stuck," she says. "I crawled down around the loop and looked down, and although I don't have the elf-eyes I thought I saw a shimmer—like away out. I knew it was what my father always called the point of no return because I couldn't climb straight up and backwards, except I just could not go back to..." Here she chokes.

"Look," I says, trying to distract her from whatever fate worse than death that she had escaped. "If there's an opening down there, I still can't squeeze down. Even you didn't make it all the way."

"I did make it," she insists. "Yes I got stuck, even worse than you here, but I pushed and pulled until even my fingers were stuck ahead of me. I rested a while, then I started pushing in my head. Kind of like hoping, you know? Only I could feel the strain, like muscles in my hope, pushing and stretching, and right when every muscle of my body was hard as the rocks around me, and right as my head was about to bust open with the strain—POP! I made it out. I couldn't even feel the walls around my shoulders. It was like sliding down a sandy hill. I didn't look back until I reached the bottom, slipped through a hole less than a foot wide, into the cavern beneath. Then I looks up, see? And you know what I sees?"

By this point her face is so close to me that I can feel cold sparks leaping from her nose to mine. In the light of her glowing aura, I can see the hipbones of the child's skeleton just twenty feet beneath her translucent spirit, the bony legs still clawing at the unyielding walls.

"I sees," she says, a wry smile pulling at the corner of her ghostly mouth, "that in all that squeezing, that I had gone and left my body behind!"

Lady Templar, that was just the beginning of my troubles. And unless you let me put this girl's sweet bones into that mausoleum with the rest of her kith and kin, well, I reckon that will be the beginning of your problems. The lass is bent on going home to rest, and I suggest that you not stand in her way.



Chapter I: Undeath under the Dark Sun

The word “undeath” conjures up images of skeletons or desiccated corpses walking, searching, and seeking the flesh of the living. It conjures up images of terror and unending pain, of beings that know no rest, whose hatred of the living burns eternally in their unliving bodies. Across the wastes, stories abound of foolhardy treasure-seekers that enter ancient ruins, looking for gold or the rare piece of steel, only to have their spirits devoured by the creatures of the Gray. In some stories, these would-be heroes rise again, forever serving a new master, their lives a long, cold, unending night of pain and hunger. They hunger for the living, hunger for a taste, a smell, anything that reminds them of what they lost forever.

Athasian undead differ from their counterparts in other campaign settings. Intelligent undead usually retain the memories and abilities they had in life, gaining new abilities that often include the power to control lesser undead. Intelligent undead are all unique: no two should be alike. A creature’s death determines which type of undead it becomes and what special powers or weaknesses it acquires in undeath.

Athas has its mindless undead, of course, animated automatons created to serve their masters. These undead are usually skeletons and zombies animated from any bones, huge beasts or small rodents, fallen warriors or spellcasters, returned in undeath to serve as slaves.

Few undead can tolerate the presence of the living. This hatred—coupled with their unending hunger—causes most of them to attack the living on sight. Nonevil undead are rare, though rumors persist that such creatures may be found in distant lands. A few undead, mostly creatures who were good during their lives, can tolerate the living for a short period of time.

Most undead require no food or water or any sort of sustenance. They are immune to the harsh Athasian sun and climate but prefer to dwell in dark caves or ruins. Their powers grant many of them immunity to normal weapons, and they can sustain massive amounts of damage without being slowed down.

CATEGORIES OF UNDEAD

In Dark Sun, the distinction between corporeal and incorporeal undead often takes on a critical importance, as it explains the creature’s connection to the Gray, and hence the way in which it can be killed. Many incorporeal undead share the ability to reform unless killed in a particular way, often requiring the destruction of a special phylactery holding their life force.

The Walking Dead: Zombies, skeletons, and exoskeletons are examples of what the Wanderer calls the “walking dead”. This term indicates little other than their utter unintelligence, but it helps to explain that the spirits of the creatures that the bodies once belonged to have passed into the Gray and are completely disconnected from the acts of the body. The walking dead are animated and sustained by mindless Gray forces, usually under the animator’s control.

Intelligent Corporeal Undead: The spirits of corporeal undead are linked to the Gray, providing them with continued existence and sometimes necromantic magic. While their existence depends on their link to the Gray, however, they often know little more about the Gray than most living creatures, since their perception is wholly confined to their physical bodies. Most corporeal undead can be destroyed by obliterating their physical forms; while killing some undead may be difficult, it is usually possible.

With the notable exceptions of kaishargas, morgs and t’lizes, who seek out undeath as a means of immortality, most corporeal undead linger in life for a special purpose or to serve a special duty. Their special link with the Gray compels many of them to “give back” to the spirit world; thus, many of these creatures feel a void that they can never fill but attempt to satiate with food, the flesh of the dead, or even the flesh of the living.

Incorporeal Undead: Some incorporeal undead never leave the Gray and have a distant connection to Athas. Others can travel back and forth between the spirit plane at will; most of these undead share certain abilities. For instance, the life force of many such undead is held in an outside focus. For a wraith, the focus is an object, such as a gem or a candle; a wraith can be obliterated by crushing the special object. A dhaot’s focus is the creature’s dead remains; it can be brought to rest by taking its remains home or by destroying the remains. A banshee is sustained by its dwarven focus, the unaccomplished task that drove it to undeath. A banshee can be permanently released from undeath by fulfilling or destroying its focus.

Many incorporeal undead share the following special abilities:

Enduring Focus (Su): The undead’s life force is tied to a focus, either an object or an unfulfilled task. As long as this object (usually called a phylactery) is intact or the task unfinished, the undead cannot be permanently killed; it reforms a number of days after its apparent death, depending on the type of undead. Killing the undead in the Gray prevents it from returning to life.

Temporary Corporeality (Su): The undead can become corporeal as a [standard action](#), seemingly becoming flesh and blood. In corporeal form, it loses the [incorporeal subtype](#), its [deflection bonus](#) to [armor class](#) becomes a [natural armor](#) bonus, and it has a [Strength](#) score (which varies by undead type). A corporeal undead makes 2 claw attacks instead of an incorporeal touch attack, using the same damage as its touch attack (adjusted by its [Strength](#)), and it can still use special attacks, except for heart grip. It can grapple creatures and manipulate objects. The undead can become incorporeal again as a [standard action](#).

In the Gray, undead with this ability are forced into corporeal form; they cannot exist there in incorporeal form.

MAJOR UNDEAD TYPES

The type of undead a creature becomes depends on the cause of its death or the motive behind it. The following categories of intelligent undead exist on Athas. Some undead exist outside these categories and do not share similar traits.

Banshee: Banshees are dwarves that died with their focus unfinished. The concept of a focus is so ingrained in dwarven philosophy that if a dwarf dies while his focus is unfinished, he will return to haunt his unfinished work.

Cursed Dead: These undead are dwarves that were cursed by the dread king Dregoth for daring to rebel against his invasion. None have been found outside of Giustenal, where Dregoth cursed them into their twisted, unnatural forms.

Dhaot: A dhaot is an incorporeal creature that died far from its home. The impulse to return home is strong enough to sustain the creature into undeath. When the dhaot returns home, it finds it cannot rest until its remains also have been returned.

Dune Runner: A dune runner is an elf that died while running to complete a mission or quest. Unable to complete its important task, it rises again as undead, compelled to run one last journey, forever running through the night. Dune runners are a bane to

caravans, because they attempt to compel other humanoids to join them.

Fael: Faels are creatures whose gluttony in life was unsurpassed. Their hunger for the excesses they had in life makes them appear anywhere food is present, eating and drinking as much as possible. Most faels come from the upper echelons of Athasian society, and are usually elves or humans.

Fallen: These are warriors who died unjustly, returning as angry spirits able to take corporeal form and fight, lusting for battle: the only passion they have left. They often inhabit deserted forts or fall under the command of more powerful undead, forming entire legions of undead warriors.

Ioramh: These creatures were weak-willed servants and henchmen of more powerful beings in life; when their masters rose to undeath, the master's will prevailed and pulled them back from the Gray to serve in undeath as they did in life. Ioramhs are mere shadows of what they once were, unspeaking and hearing only the voice of their masters. They tend not to get involved in direct combat, but rather hurl weapons, shut doors, and move objects to the disadvantage of their master's enemies. After the death of their masters, the force holding them onto Athas no longer binds them and they simply cease to exist.

Kaisharga: These creatures are among the most powerful undead on Athas. They are creatures that voluntarily chose undeath, believing it to be a form of immortality. A kaisharga is extremely powerful and rare.

Meorty: Guardians of crypts and ancient burial grounds are meorties, beings buried in tombs to protect their domains. They strictly uphold ancient laws and hunt down any who would violate their domain. These ancient laws are long forgotten by the current residents of the Tablelands, yet the meorty upholds them, and a transgressor's ignorance of these old laws does not excuse him from a death sentence.

Morg: A morg is a powerful, free-willed undead usually created by a Sorcerer-King or being of similar power. The morg-birth is usually a reward for years of service—a means to extend the life of a favorite general or bodyguard to serve beyond his normal lifespan.

Namech: These creatures are the victims of more powerful intelligent undead such as meorties, wraiths, zhens, or raaigs. Namechs have either by coercion or trickery agreed to serve their undead master in exchange for eternal undeath. Namechs retain most of the abilities they had in life. Upon the death of their master they are free—either to die or remain as independent undead. Meorties and raaigs most frequently use namechs as subordinates.

Raaig: A raaig is an ancient, incorporeal spirit sustained by its belief and faith in long-lost gods. Raaigs serve as protectors of ancient temples and shrines. They defend their temples from any whose morals differ from their own. Occasionally they reveal themselves to creatures they deem worthy, mostly those of similar alignment. All raaigs are at least 2000 years old and are of the ancient races: dwarf, elf, human, halfling, and giant.

Racked Spirit: Guilt fuels the racked spirit's existence. Racked spirits are creatures whose guilt over committing an offense contrary to their basic nature sustains them in undeath. These spirits suffer eternally and find joy only in destruction and chaos. A dwarven banshee is a type of racked spirit.

Thinking Zombie: Thinking zombies are creatures that died before being able to complete an important quest or task. They can be easily identified by the spark of hatred that burns in their eyes. Even in undeath, they relentlessly try to fulfill their task, never allowing themselves to be diverted from their goal.

T'liz: T'lizes are powerful defilers whose search for knowledge and power compelled them to seek undeath to complete their studies. They are a great source of information, as they exist for many King's Ages. Their hatred for the living is amongst the strongest, and any living being seeking knowledge from a t'liz should beware.

Venger: A venger is the animated corpse of a being wronged in life by an intelligent being. The venger is animated by its hatred and rage, and exists for the sole purpose of slaying the being that wronged it. Unlike many other undead, a venger has no interest or hatred of the living and ignores anyone not actively preventing it from reaching the single individual it lusts to destroy.

Wraith: Wraiths are creatures that either voluntarily sought out undeath as a form of immortality or were created by another undead creature. They exist primarily in the Gray but can manifest themselves on Athas and take possession of an object or creature. A wraith's spirit is tied to something on Athas, often a gem or book, to serve as a magnet.

Zhen: Zhens are undead created by the dark, twisted energies of the Dead Lands. They were created when the boiling liquid obsidian unleashed by the gate to the plane of magma consumed their bodies. Their transformation has endowed them with great strength and many powerful abilities.

UNDEAD CHARACTERS

The following rules apply to undead clerics and druids:

A **cleric** who becomes undead can only retain his spells and class features if he worships a paraelemental force (magma, rain, silt, or sun). An undead **cleric** who worships elemental air, earth, fire, or water can choose to lose his spells and class features (except for proficiencies) or switch to an adjacent paraelement (changing domains as necessary). The **cleric** loses any ability to turn undead but gains the ability to rebuke undead.

A **druid** who becomes undead loses his spells and class features (except for proficiencies).

Chapter 2: Into the Gray

In the Gray, spirits of the dead gradually dissolve into oblivion. Some spirits, whether because of insatiable desires, unfulfilled goals, maddening trauma, supernatural forces, or sheer force of will, are unable or unwilling to “go gently into the Gray.”

Some of the more fortunate ones have actually managed to pull themselves back from the brink of death by sheer force of will¹, but this is rarely possible. Usually, such creatures discover that while their spirit retains the will or compulsion to live, life has slipped irrevocably from their mortal bodies. Unable to remain in their natural existence, these restless spirits find a continued existence of sorts in undeath.

ATHASIAN PLANES

A critical part of the Dark Sun cosmology, the Gray is one of three planes of existence that reside parallel to Athas on the Material Plane. The Black and the Astral Plane are the others. Some standard planes do not exist at all in the Athasian cosmology.

Athasian Plane	Analogous to...
The Gray	Ethereal Plane Negative Energy Plane
The Black	Plane of Shadow
Astral Plane	Astral Plane
Elemental Planes & Paraelemental Planes	Elemental Planes Positive Energy Plane
The Deep	Outer Planes

IN THE EMPTY GRAY

When a character enters the Gray², its vast emptiness stretches out before him. It can be extremely hard to keep one's bearing in the Gray, especially without a reference point. Distances are hard to determine, and even figuring out which direction one is moving can be a challenge!

The Gray is coexistent with the Material Plane but separate from the Elemental Planes. The Material Plane itself is visible from the Gray, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy. The Gray is usually invisible to those on the Material Plane, and creatures in the Gray cannot normally attack creatures on the Material Plane, and vice versa. A traveler in the Gray is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Gray is infinite; moving “away” from the Material Plane brings a creature to the negative energy-infused Deep Gray.

The Gray has the following traits. Some traits apply only within the Deep Gray and are noted as such.

No gravity. Gravity does not exist in this plane of nothing. There is no concept of up or down in the Gray. The effect can be extremely disorienting.

Mildly neutral-aligned.

No Elemental or Energy Traits. The Gray does not pose an immediate danger to living creatures traveling within it.

Deep Gray: Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.

Enhanced magic. In the Gray, a **wizard** can draw energy for a spell from an incorporeal undead (whether or not it has been

forced into corporeal form). So potent is the undead that it acts as a battery of energy. As part of casting a spell, a wizard can make a touch attack against the undead, dealing **1d6** points of damage per level of the spell to be powered by its energy. This touch attack is a free action that provokes **attacks of opportunity**.

Deep Gray. Spells and spell-like abilities that use negative energy are maximized (as if the **Maximize Spell** metamagic feat had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already maximized are unaffected by this benefit. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine **Hit Dice** affected.

Impeded magic and psionics. Spells and powers that draw upon the power of the Black are completely useless, for there is no light or shadow in the Gray. Spells and powers of the shadow subschool or with the light or darkness descriptors fail, absorbed into the surroundings. This light absorption does not affect psionic displays, which are visible as normal.

Since the Gray contains no plant life, wizards in the Gray cannot draw magic for their spells. Items that contain magical charges (**rods, staves, wands and scrolls**) still function, as the energy powering the magical effect is contained within the item.

Deep Gray: Spells and spell-like abilities that use positive energy, including **cure** spells, are impeded. Characters on this plane take a -10 penalty on **Fortitude** saving throws made to remove **negative levels** bestowed by an energy drain attack.

Low visibility. Visibility is reduced to twilight levels, but the dimness does not grant concealment to creatures. **Low-light vision** and **darkvision** function normally. A creature's range of vision to the Material Plane is limited to 60 feet in any direction.

Living, corporeal creatures cast a faint glow that, though perceptible, fails to illuminate any of the ashen drear of the Gray. However, the warm body of a living creature appears as a beacon, visible up to a mile and often drawing spirits near³.

Deep Gray: Vision of the Material Plane becomes more obscured the farther one moves into the Deep Gray. Each minute a traveler moves deeper, his range of vision shrinks by 10 ft. (min 10 ft).

Restricted movement. Creatures move at half speed in the Gray, though they may move in any direction.

Deep Gray: Returning to the part of the Gray coexistent with the Material Plane takes **1d10** minutes. Finding a specific object or mindscape takes **1d10 × 100** hours.

Alterable morphic. The plane contains little to alter, however.

MINDSCAPES

Some spells, powers, and undead abilities enable creatures to create mental duplicates of themselves, similar to the **astral projection** spell. The creature enters a mindscape, a temporary demiplane constructed by its mind that floats in the Astral Plane.

A mindscape has finite size and is coterminous with the Astral Plane. Whenever a creature enters a mindscape, its spirit takes a physical form as though the character were using astral projection, except the creature cannot travel to planes beyond the Astral, and it lacks a silver cord; it dies if its spiritually traveling body is slain.

A character can use a spell or power to form a mindscape, in which case it appears as a landmark, building, or room important to the creator. A creature with the possession ability (detailed in **Chapter 3: Special Attacks, Qualities and Weaknesses**) can also create a mindscape by mentally attacking its victim⁴; in this case,

¹ As Rikus does in *The Verdant Passage*.

² As Tithian does in *The Obsidian Oracle*.

³ As Tithian discovers in *The Obsidian Oracle*.

⁴ As happens to Sadira in *The Cerulean Storm*.

the mindscape's form has significance for the victim, but the possessing creature decides the mindscape's boundaries, sky, etc.

At the edges of a mindscape, the Astral Plane's vast emptiness becomes apparent. A victim of possession is often lured, tricked, or coerced from its mindscape and into the void, where it is naked and unprotected. Separation from a mindscape forces a spiritual traveler to make a **Will save** (DC 20 + the number of previous saves) each round or perish, physically and spiritually.

Mindscales have the planar traits as normal for the mindscape's environment (usually somewhere from the Material Plane), except for alignment traits.

Mildly aligned. A mindscape is aligned to each component of its creator's alignment.

ATHASIAN PLANES: MAGIC AND PSIONICS

Many spells and psionic powers affect or make use of the planes of existence. The following spells and powers are linked to Athasian planes.

Listed with spells and powers tied to the Gray are the following subcategories:

Ectoplasm power (E). Ectoplasm comes from mindscapes.

Force effect (F). Force spells and powers affect incorporeal creatures.

Extradimensional space (X). These spells and powers (and magic items) create or access an extradimensional space located within the Gray.

Spells and powers from the *Dark Sun Core Rules* are marked with an asterisk (*). New spells and powers found in this chapter are marked with a dagger (†).

THE BLACK

Spells

Contact other plane
Dimensional anchor
Shades
Shadow conjuration
Shadow conjuration, greater
Shadow evocation
Shadow evocation, greater
Shadow walk
Summon monster (I-IX)

Powers

Shadow body

THE GRAY

Spells

Blink
Contact other plane
Dimensional anchor
Ethereal jaunt
Etherealness
Explosive runes (F)
Floating disk (F)
Forcecage (F)
*Gray beckoning**
*Gray rift**
Invisibility purge
Mage armor (F)
Mage's sword (F)
Magnificent mansion (X)

Magic missile (F)
Maze (F, X)
Open the Gray gate†
Resilient sphere (F)
Rope trick (X)
Secret chest
See invisibility
Sepia snake sigil (F)
Shield (F)
Spiritual weapon (F)
Summon monster (I-IX)
Telekinetic sphere (F)
Tiny hut (F)
True seeing
*Unliving identity**
Wall of force (F)

Powers

Concussion blast (F)
Duodimensional claw
Ectoplasmic cocoon
Ethereal jaunt, psionic
Etherealness, psionic
Force screen (F)
Inertial armor (F)
Phase door, psionic
Telekinetic force (F)
Telekinetic maneuver (F)
Telekinetic sphere, psionic (F)
Telekinetic thrust (F)
Wall of ectoplasm

Magic Items

Bag of holding (X)
Efficient quiver (X)
Handy haversack (X)
Mirror of life trapping (X)
Portable hole (X)

ASTRAL PLANE

Spells

Astral projection
Dimensional anchor
Dimension door
Teleport
Teleport, greater
Teleport object
Teleportation circle
Word of recall

Powers

Astral caravan
Astral construct (I-IX) (E)
Astral seed (E)
Astral traveler
Baleful teleport
Bolt (E)
Call weaponry
Dimension slide
Dimension door, psionic
Dimension swap
Dimensional anchor, psionic
Dismiss ectoplasm (E)
Dismissal, psionic
Dissipating touch
Divert teleport
Ecto protection (E)
Ectoplasmic cocoon (E)
Ectoplasmic cocoon, mass (E)

Ectoplasmic form (E)
 Ectoplasmic shambler (E)
 Energy burst (E)
 Energy wall (E)
 Energy wave (E)
 Entangling ectoplasm (E)
 Evade burst (E)
 Fusion
 Genesis (E)
 Grease, psionic (E)
 Hail of crystals (E)
 Metamorphosis (E)
 Metamorphosis, greater (E)
 Retrieve
 Teleport, psionic
 Teleport, psionic greater
 Teleport trigger
 Teleportation circle, psionic
 Wall of ectoplasm (E)

ELEMENTAL PLANES

Spells

Commune
 Contact other plane
 Elemental Swarm
 Summon monster (I-IX)

PLANAR TRAVEL

Spells

Gate
 Plane shift

Powers

Dream travel
 Plane shift, psionic

AFFECTING EXTRAPLANAR CREATURES

Spells

Banishment
 Blasphemy
 Dictum
 Dismissal
 Forbiddance
 Holy word
 Magic circle against chaos/evil/good/law
 Planar ally
 Planar ally, greater
 Planar ally, lesser
 Planar binding
 Planar binding, greater
 Planar binding, lesser
 Protection from chaos/evil/good/law
 Summon monster (I-IX)
 Trap the soul
 Word of chaos

Powers

Banishment, psionic
 Dismissal, psionic

NEW SPELLS

The following new spells involve undead or the Gray in some regard.

CLERIC SPELLS

6th-Level Cleric Spells

Create Undead^M: Create ashens, creeping claws, ioramhs, and salt zombies.

7th-Level Cleric Spells

Unliving Identity^X: Transform a zombie into a thinking zombie.

8th-Level Cleric Spells

Create Greater Undead^M: Create Gray zombies, shadows, Athasian wraiths, and tormented with special abilities.

TEMPLAR SPELLS

6th-Level Templar Spells

Create Undead^M: Create creeping claws, ioramhs, salt zombies, and ashens.

8th-Level Templar Spells

Create Greater Undead^M: Create Gray zombies, shadows, Athasian wraiths, and tormented with special abilities.

WIZARD SPELLS

6th-Level Wizard Spells

Create Undead^M: Create ashens, creeping claws, ioramhs, and salt zombies.

7th-Level Wizard Spells

Gray Beckoning: Summon one Gray zombie per caster level.

Unliving Identity^X: Transform a zombie into a thinking zombie.

8th-Level Wizard Spells

Create Greater Undead^M: Create Gray zombies, shadows, Athasian wraiths, and tormented with special abilities.

Open the Gray Gate: Create an unstable portal to the Gray.

SPELL DESCRIPTIONS

Create Greater Undead

Necromancy [Evil]

Level: Clr 8, Wiz 8, Tem 8

This spell functions like *create undead*, except that you can create more powerful and intelligent sorts of undead: Gray zombies, shadows, Athasian wraiths, and tormented. The type or types of undead you can create is based on your caster level, and each type gains additional special abilities described in **Chapter 3: Special Attacks, Qualities and Weaknesses**, as shown on the table below.

Caster Level	Undead Created	Special Abilities	CR
15th or lower	Gray zombie	Paralysis	3
16th–17th	Shadow	Despair, spell resistance	5
18th–19th	Athasian wraith	Life disruption	7
20th or higher	Tormented	Death gaze, reflect physical attacks	11

Create Undead

Necromancy [Evil]

Level: Clr 6, Wiz 6, Tem 6

Components: V, S, M

Casting Time: 1 hour

Range: Close (25 ft. + 5 ft./2 levels)

Target: One corpse

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

A much more potent spell than *animate dead*, this evil spell allows you to create more powerful sorts of undead: creeping claws, ioramhs, salt zombies, and ashens. The undead do not gain any additional special powers described in **Chapter 3: Special Attacks, Qualities and Weaknesses**. The type or types of undead you can create is based on your caster level, as shown on the table below.

Caster Level	Undead Created
11th or lower	Creeping claws*
12th–14th	Ioramh
15th–17th	Salt zombie
18th or higher	Ashen

*Up to four creeping claws can be created per corpse, and they are two sizes smaller than the corpse.

You may create less powerful undead than your level would allow if you choose. Created undead are not automatically under the control of their animator. If you are capable of commanding undead, you may attempt to command the undead creature as it forms.

This spell must be cast at night.

Material Component: A clay pot filled with grave dirt and another filled with brackish water. The spell must be cast on a dead body. You must place a black onyx gem worth at least 50 Cp per HD of the undead to be created into the mouth or eye socket of each corpse. The magic of the spell turns these gems into worthless shells.

Gray Beckoning

Conjuration (Summoning) [Evil]

Level: Dead Heart 6, Wiz 7

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Targets: One or more corpses

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

This spell briefly opens a conduit to the Gray, allowing negative energy to slip through and form Gray zombies (see **Chapter 5: Monsters**). You may summon one Gray zombie per caster level. Summoned zombies attack you unless you promise them payment for their services; the undead can be satisfied by devouring living victims with total HD equaling the number of zombies summoned. When destroyed or when the spell ends, the summoned zombies become insubstantial and melt back into the Gray.

Material Component: A gray cloth and a piece of bone.

Open the Gray Gate

Conjuration (Creation, Summoning) [Evil]

Level: Wiz 8

Components: V, S

Casting time: 10 minutes

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (10-ft. radius, 30-ft. high)

Duration: 1 min./level (D)

Saving Throw: None

Spell Resistance: No

You open a one-way gate from the Gray, allowing energy from that plane to seep out onto Athas. The gate appears as a swirling column of gray mist, cold even in full sunlight. Its area does not block movement, but it does provide *concealment*, as the *obscuring mist* spell.

If you do not anchor the gate within 1 minute of casting the spell, the gate begins to move 40 feet per round in a random direction. Anchoring the gate requires a *permanency* spell, though this application neither costs XP nor makes the gate permanent; it simply holds it in place for the duration.

A living creature that comes into contact with the gate gains one *negative level* per round of contact. A creature drained killed by the gate rises as an uncontrolled Athasian wraith in 3 rounds.

All other corpses within 30 ft. of the gate become temporarily animated as uncontrolled skeletons and zombies, as *animate dead* except that they cease animating when the duration ends. Buried corpses animate and crawl to the surface as long as they are buried no more than 6 feet deep.

Each minute, the massive release of energy from the Gray has a 50% chance of catching the attention of one or more undead seeking temporary escape from the spirit plane. The spell summons a random number of undead to the gate's location according to the following table. The undead do not gain any additional special powers described in **Chapter 3: Special Attacks, Qualities and Weaknesses**.

1d6	Undead Summoned
1	3d6 undissolved spirits
2	2d6 Gray zombies
3	1d6 shadows
4	1d3 Athasian wraiths
5	1 tormented
6	1 crimson

Though the summoned undead recognize you as the caster, they mercilessly attack you and other living creatures. If an undead has the possession ability, it tries to possess your body if given the opportunity. The undead may not roam farther than 10 miles from the portal. They vanish into the Gray when the spell ends. If the spell ends while your body is possessed, you die.

Casting a *dimensional lock* spell so that its area encompasses the gate's area prevents creatures from traveling from the Gray.

Unliving Identity

Necromancy [Evil]

Level: Clr 7, Dead Heart 5, Wiz 7

Components: V, S, M, XP

Casting Time: 1 round

Range: Touch

Target: One zombie

Duration: Instantaneous

Saving Throw: See text

Spell Resistance: See text

You recall a mindless zombie's consciousness from the Gray, transforming it into a thinking zombie (see **Chapter 6: Undead Templates**).

This spell restores personality, memory, identity, skills, class levels — everything but life. The creature remains undead, and if you previously controlled the zombie, you may elect to retain control of it, but its **HD** count against the total you can control with *animate dead*; if you exceed that number, excess undead from previous castings become uncontrolled.

Many creatures prefer not to return from the Gray to inhabit an undead body. If the creature is unwilling to return, it can make a **Will save** using its save bonus from life (not that of the target zombie). The spirit's **spell resistance**, if any, also applies.

Some **clerics** and all **druids** transformed into thinking zombies become ex-members of their class (see the *DS3 core rules*). The "good vs. evil" component of the thinking zombie's alignment becomes evil, but creatures who were nonevil in life usually gain the death wish weakness described in **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Material Component: An item significant to the zombie's former life, such as an article of clothing, a favorite piece of equipment, etc.

XP Cost: 20 XP per **HD** of the thinking zombie to be created.

Chapter 3: Special Attacks, Qualities and Weaknesses

Athasian free-willed undead are all unique: they have special powers and weaknesses that make them different from each other. A dhaot may have a special weakness that makes it easier to kill, but there is no certainty that another dhaot will have the same weakness. In fact, it may even have some special advantage that makes it almost impossible for the same party to destroy!

Undead typically have a base of 1d3 special abilities. To determine the type of special ability, roll d%. The ability has an equal chance of being a weakness (01-33), a special attack (34-66), or a special quality (67-00). Then, for each condition appropriate to the undead, add or subtract the corresponding number of special attacks, special qualities, or weaknesses (to a minimum of 0).

Table 3-1: Special Ability Modifiers

Creature...	Special Attacks or Qualities	Weaknesses
Has less than 4 HD	-1	+0
Has 4 HD to 7 HD	+0	+0
Has 8 HD to 13 HD	+1	+0
Has more than 13 HD	+1	+1
Died of natural causes	-1	+0
Died violently	+1	+0
Originates in the Dead Lands	+1	+0
Was raised as spawn	+0	-1

The DM may randomly determine special abilities by rolling d% for each special ability. Reroll duplicate rolls or rolls that don't make sense, such as Enhanced Spells for a nonspellcaster.

Each special attack, special quality, and weakness affects an undead creature's **Challenge Rating** and **Level Adjustment**. The tables of special abilities list the **CR** and **LA** increase or decrease tied to each. Round down all fractions as normal. Undead presented in this book have **Challenge Ratings** and **Level Adjustments** based on no additional special abilities, except for samples of templates, which account for the special abilities in their stat blocks.

SPECIAL ATTACKS

Saves have a **DC** of 10 + 1/2 undead's **HD** + undead's **Charisma** modifier unless noted otherwise.

Certain types of undead often have particular abilities, and these types are noted after each entry.

Ability Damage (Su) [CR +I, LA +I]

Living creatures hit by the undead's natural attacks must succeed on a **Fortitude** save or take 1d6 points of ability damage. On each such successful attack, the undead gains 5 temporary **hit points**. The ability damaged varies by undead.

1d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

Ability Drain (Su) [CR +2, LA +1]

Living creatures hit by the undead's natural attacks must succeed on a **Fortitude** save or take 1d6 points of ability drain. On each such successful attack, the undead gains 5 temporary **hit points**. The ability damaged varies by undead (see Ability Damage).

Table 3-2: Undead Special Attacks

d%	Special Attack	CR	LA
01-03	Ability Damage	+1	+1
04-06	Ability Drain	+2	+1
07-09	Blinding Touch	+1/3	+1
10-12	Brand	+1/3	+1/2
13-15	Breath Weapon	+1	+1
16-18	Charm Person	+1/3	+1
19-21	Claws	+1/3	+1/2
22-24	Create Spawn	+1/3	+2
25-27	Curse	+1/3	+0
28-30	Death Cry	+1	+1
31-33	Death Gaze	+2	+2
34-36	Deeper Darkness	+1/3	+1
37-39	Defiling Adept	+1/3	+1/2
40-42	Dehydrating Touch	+1	+1
43-45	Despair	+1	+1/2
46-48	Disease	+1/3	+1/2
49-51	Fangs	+1/3	+1/2
52-54	Fear Aura	+1/3	+1/2
55-57	Guilt Gaze	+1	+1
58-60	Heart Grip	+1	+1
61-63	Immolation	+1	+1
64-66	Insanity	+1	+1
67-69	Life Disruption	+1	+1
70-72	Paralysis	+1	+1
73-75	Paralyzing Gaze	+1	+2
76-78	Possession	+1	+1
79-80	Psionic Gift	Special	+2
80-82	Putrefying Touch	+1/3	+1/2
83-85	Rotting Touch	+1/3	+1/2
86-88	Spell-Like Abilities	+1	+1
89-91	Taint Weapon	+1	+1/2
92-94	Teleport Victim	+1	+2
95-97	Tongue Attack	+1	+1
98-00	Transmit Curse	+1/3	+0

Blinding Touch (Su) [CR +1/3, LA +1]

The undead can make a touch attack as a **standard action** that doesn't provoke an **attack of opportunity**. The touch causes blindness in the victim for 2d4 rounds. A **Fortitude** save negates the effect.

Brand (Su) [CR +1/3, LA +1/2]

Up to three times per day, the creature can trace a lasting mark on a creature's skin with its fingers by making a touch attack. This touch deals 1d8 points of damage and inflicts a -2 penalty on any interaction checks the victim makes (such as *Bluff*, *Diplomacy*, *Intimidate*, and *Sense Motive*); the brand leaves a disturbing impression on anyone who sees it. Both the damage and penalty are permanent. A *remove curse* or *heal* spell removes the brand and its negative effects.

Breath Weapon (Su) [CR +1, LA +1]

The creature has a breath weapon. Depending on the terrain and the circumstances of the creature's death, the type of attack can vary. Some undead spew cones of superheated sand, while others will issue forth great gouts of flames from their mouths.

The creature can breathe in a cone up to three times per day, dealing 1d6 points of damage per CR (adjusted by special abilities and weaknesses). A successful *Reflex save* halves the damage. The size of the cone varies by the damage type, as noted below.

Damage Type	Cone Size
Acid	30 ft.
Fire	30 ft.
Ice (half bludgeoning, half cold)	15 ft.
Obsidian shards (piercing)	15 ft.
Poison gas (1d6 Con initial and secondary, Fort negates)	15 ft.
Salt (slashing)	15 ft.
Silt (nonlethal bludgeoning)	30 ft.
Superheated sand (half slashing, half fire)	15 ft.

Faels often spit acid.
Zhens often spew shards of obsidian.

Charm Person (Sp) [CR +1/3, LA +1]

The undead, adept at moving unseen among the living, may use *charm person* up to 3 times per day.

Claws (Ex) [CR +1/3, LA +1/2]

The undead has claws that deal 1d6 points of damage (for *Medium* undead). If the undead already has claws, increase the damage dice by one step.

Create Spawn [CR +1/3, LA +2]

The undead can perform a short ritual over a helpless humanoid as a full-round action. The ritual involves a *coup de grace*, and if the creature dies, it rises after 48 hours as a namech under the original undead's control. At any one time, the undead can have namech spawn with total HD equal to its own.

Curse (Su) [CR +1/3, LA +0]

The undead can curse an individual when it is destroyed. As the final blow is made that kills the creature, the undead can curse its destroyer, as the *bestow curse* spell.

Death Cry (Su) [CR +1, LA +1]

The sound of the undead's voice is enough to kill lesser creatures. Twice per day as a *standard action*, the undead can scream and

wail. This unholy scream slays a total number of HD equal to half the undead's HD, affecting a 30-ft. radius and killing creatures with the least HD first unless they make a *Fortitude save*. Deaf creatures are immune to this power.

For example, Asus (a kaisharga with 20 HD) screams out a death cry while in the presence of two silt spawn, a 1st-level defiler, two 2nd-level fighters, a 9th-level silt cleric and a 13th-level psion. First, the defiler fails his save, dying. The silt spawns and one fighter fail their saves, meaning 7 total HD of creatures have been affected. No other creatures need save, as that would bring the total over 10 HD.

Death Gaze (Su) [CR +2, LA +2]

The undead can kill lesser beings with a single gaze. Twice per day as a *standard action*, the undead can stare at a creature within 30 ft., killing the creature if it fails a *Fortitude save*. This is similar to a gaze attack, except that those merely looking at it are not affected. On a successful save, the creature suffers 3d6 points of damage plus 1 point per HD of the undead.

Deeper Darkness (Su) [CR +1/3, LA +1]

The undead can create a *globe of darkness* at will. Treat this as a *deeper darkness* spell cast by a wizard of caster level 5 or the undead's HD, whichever is greater.

Defiling Adept (Ex) [CR +1/3, LA +1/2]

If the undead casts spells as a defiler, it gains any three of the following feats as bonus feats: Destructive Raze, Efficient Raze, Exterminating Raze, Fast Raze, and Path Sinister.

Dehydrating Touch (Su) [CR +1, LA +1]

The undead can drain the moisture from a living creature (except for creatures that do not require water to survive). As a *standard action*, the undead makes a touch attack that does not provoke an *attack of opportunity*. If it hits, the victim suffers 1d6 points of nonlethal damage per CR (adjusted by special abilities and weaknesses) and becomes fatigued. A creature that makes a *Fortitude save* reduces the damage by half. The nonlethal damage cannot be recovered until the creature drinks its daily requirement of water.

Despair (Su) [CR +1, LA +1/2]

At the mere sight of the undead, the viewer must succeed on *Will save* or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same undead's despair ability for 24 hours.

Disease (Su) [CR +1/3, LA +1/2]

The undead's natural attacks infect their victims with a disease. A creature dealt damage by the undead must make a *Fortitude save* or contract either *filth fever* (50%) or *red ache* (50%).

Fangs (Ex) [CR +1/3, LA +1/2]

The creature has a bite attack that deals 1d4 points of damage (for *Medium* undead). If the undead already has a bite attack, increase the damage dice by one step.

Fear Aura (Su) [CR +1/3, LA +1/2]

The undead is shrouded in a dreadful aura of death and evil. Creatures in a 60-foot radius that look at the undead must make a

Will save. Creatures with fewer than 5 **HD** that fail their save become **panicked**. Creatures with fewer **HD** than the undead that fail their save become **shaken**. Whether or not the save is successful, that creature cannot be affected again by the same undead's aura for 24 hours.

T'lizes always have this ability.

Guilt Gaze (Su) [CR +1, LA +1]

The undead's gaze attack causes grief to intelligent creatures within 30 ft. Unless a victim makes a **Will save**, its most painful memories surface, wracking the victim with guilt over small incidents that happened years ago in its life. The guilt nauseates a creature for **1d4** rounds.

Racked spirits often have this power and delight in torturing their victims in much the same way their own existence is torture to them.

Heart Grip (Su) [CR +1, LA +1]

Only incorporeal undead can have this ability. The undead can reach into a victim and grasp its heart as a **standard action** that doesn't provoke an **attack of opportunity**. The victim makes a **Will save**. If it fails, the victim is helpless, and the undead can tell when it is lying and can read its surface thoughts. The heart grip cannot be broken except by dealing damage to the undead, which causes it to release its grasp. An undead can't use heart grip while temporarily corporeal.

Immolation (Su) [CR +1, LA +1]

The undead has the fire subtype. Once per day as a **standard action**, it can cause itself to burst into flames, dealing **1d6** points of fire damage per **CR** (adjusted by special abilities and weaknesses) to creatures within 5 ft. (**Reflex save** for half damage).

The undead continues to burn for 5 **rounds**, during which time its natural attacks deal **1d6** points of fire damage in addition to their normal damage. Those hit by the undead's attacks also must succeed on a **Reflex save** or catch on fire. The flame burns for **1d4** rounds. A burning creature can take a move action to put out the flame. Creatures hitting the undead with natural weapons or unarmed attacks take fire damage as though hit by it, and also catch on fire unless they succeed on a **Reflex save**.

Insanity (Su) [CR +1, LA +1]

The undead's natural attacks afflict its victim with temporary insanity. If the creature fails a **Will save**, it is **confused** for **2d10** minutes. The victim has no sense of right or wrong and behaves unpredictably.

Life Disruption (Su) [CR +1, LA +1]

Only incorporeal undead posses this power, which momentarily disrupts the victim's life force. A creature hit by the undead's incorporeal touch attack is **stunned** for **2d4** rounds unless it makes a **Fortitude save**.

Paralysis (Su) [CR +1, LA +1]

Those hit by the undead's natural attacks must succeed on a **Fortitude save** or be paralyzed for **2d4** rounds.

Paralyzing Gaze (Su) [CR +1, LA +2]

The undead's gaze attack paralyzes creatures within 30 ft. for **2d6** rounds unless they make a **Fortitude save**.

Possession (Su) [CR +1, LA +1]

Only incorporeal undead with the ability to become corporeal may have this special attack. Once per round, the undead can merge its body with a helpless creature (typically one incapacitated through ability damage). This ability is similar to a **magic jar** spell (caster level 10th or the undead's **Hit Dice**, whichever is higher), except that it does not require a receptacle. To use this ability, the undead must move into the target's space, which does not provoke **attacks of opportunity**. The target can resist the attack with a successful **Will save**. A creature that successfully saves is immune to that same undead's possession for 24 hours, and the undead cannot enter the target's space. If the save fails, the undead vanishes into the target's body. The undead cannot use supernatural special attacks while possessing a creature.

When possessing a creature, the undead forces it to spiritually enter a mindscape (see **Chapter 2: Into the Gray**). The undead can also enter or leave the mindscape as a **standard action**. When in the mindscape, the victim's physical body falls lifeless. Defeating the undead's spiritual form in the mindscape allows a possessed creature to return to its body. Only those able to travel to the Astral Plane can aid the creature, except that dispelling the possession or using **protection from evil** or similar spells returns the creature's spiritual form to its own body. In the mindscape, the undead becomes corporeal, and if its spiritual copy is killed, the undead is permanently destroyed. The undead can also be used as an energy battery as though it were in the Gray.

Psionic Gift [CR Special, LA +2]

Only an undead that doesn't have the psionic subtype can have this ability. The creature gains the phrenic template.

Putrefying Touch (Su) [CR +1/3, LA +1/2]

A touch from the undead causes flesh to develop boils and sores that ooze sickly yellow-colored pus. Creatures struck by the undead's natural attacks must make a **Fortitude save**. Creatures that fail receive a -4 penalty to **Dexterity** and a -4 penalty on interaction checks (such as **Bluff**, **Diplomacy**, **Intimidate**, and **Sense Motive**). The wounds last **1d8** days or until cured by a **remove disease** or **heal** spell.

Rotting Touch (Su) [CR +1/3, LA +1/2]

The creature's touch turns living plants into a useless, rotting mess. Within hours of the undead's touch, plants wither and die, fruits become inedible, and water even becomes sulfurous, dealing a creature that drinks it **1d4** points of nonlethal damage per gallon.

The undead can make a touch attack against a plant creature, dealing **1d4** points of damage per **CR** (adjusted by special abilities and weaknesses).

Spell-Like Abilities (Sp) [CR +1, LA +1]

The undead can use a number of spell-like abilities at will. The maximum spell level is 6th, and the total number of spell levels depends on the undead's **HD**.

HD	Total Spell Levels
1 HD to 3 HD	1d3 spell levels
4 HD to 6 HD	1d4 spell levels
7 HD to 9 HD	1d6 spell levels
10 HD to 12 HD	2d4 spell levels
13 HD to 15 HD	3d4 spell levels
16 or more HD	4d4 spell levels

Taint Weapon (Su) [CR +1, LA +1/2]

The undead can taint magic and psionic weapons by touching them. It makes a touch attack against the weapon. The touch does not provoke an **attack of opportunity**. If the undead hits, the weapon or its wielder must make a **Will save**. Failure means the weapon permanently loses one point of its **enhancement bonus**. A weapon drained to a +0 **enhancement bonus** loses all other magic and psionic properties.

Teleport Victim (Sp) [CR +1, LA +2]

The undead can grab hold of a creature and teleport it into its lair. This ability functions just like the *greater teleport* spell, except unwilling creatures can be teleported if they fail a **Will save**. The undead can use this attack three times per day.

Tongue Attack (Ex) [CR +1, LA +1]

Only corporeal undead can possess this ability. The undead gains a tongue attack that deals **1d4** points of damage (for **Medium** undead). The undead has the **Improved Grab** ability that functions when its tongue hits a foe, and it can use **Constrict** to deal automatic tongue damage to a grappled opponent.

Transmit Curse (Su) [CR +1/3, LA +0]

The undead carries particular objects of some value (magical or monetary) that carry on its curse after death. A creature taking these objects after the undead's death must make a **Will save** every 24 hours they remain in its possession. Once the creature fails a save, it becomes compelled to carry out the task previously belonging to the undead. The compulsion is so strong that over a period of **2d10** days the victim abandons his current pursuits to fulfill the undead's task. A *remove curse* spell breaks the curse any time after the creature picks up the objects.

Raags, meorties, and other tasked undead most commonly have this ability. A creature might find itself bound to enforce the meorty's laws, or protect the raag's shrine, or to carry out the task of an intelligent zombie, etc.

SPECIAL QUALITIES

Certain types of undead often have particular abilities, and these types are noted after each entry.

Ambulatory Limbs (Ex) [CR +1, LA +1]

Only corporeal undead can have this ability. The undead can detach a hand or foot as a **standard action**, the separated part becoming a creeping claw (see **Chapter 5: Monsters**). The claw is two size categories smaller than the undead. Detaching a limb deals the undead damage equal to the creeping claw's **hit points**; when reattaching it, the undead regains the claw's current **hit points**. A creeping claw is under its owner's control as long as the owner is animated and within 100 ft. Otherwise, it behaves as a mindless undead.

Change Shape (Su) [CR +1/3, LA +1]

Only corporeal undead can have this ability. The undead can mimic the voice and appearance of any humanoid creature of the same size. In humanoid form, the undead loses its natural attacks. It can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but the undead reverts to its natural form when killed. The undead gains a +10

circumstance bonus on **Disguise** checks while in another form. A true seeing spell or ability reveals its natural form.

Table 3-3: Undead Special Qualities

d%	Special Quality	CR	LA
01-04	Ambulatory Limbs	+1	+1
05-09	Change Shape	+1/3	+1
10-14	Create Undead	+1/3	+1
15-18	Damage Reduction	+1	+1/2
19-24	Enduring Focus	+1/3	+2
25-28	Enhanced Ability	+1/3	+0
29-32	Enhanced Senses	+1/3	+0
33-37	Enhanced Spells	+1/3	+1/2
38-41	Fast Healing	+1/3	+2
42-46	Flight	+1	+1
47-51	Gaseous Form	+1/3	+1
52-56	Gray Toughness	+1/3	+1/2
57-61	Immunity to Bane	+1	+1
62-66	Immunity to Turning	+1/3	+1/2
67-70	Necromant	+0	+1/2
71-73	Nondetection	+1/3	+1/2
74-77	Rebuke Undead	+1/3	+1/2
78-81	Reflect Physical Attacks	+1	+2
82-86	Spell Immunity	+1/3	+1/2
87-91	Spell Resistance	+1	+1
92-95	Spell Turning	+1	+1
96-98	Spirit Master	+1/3	+0
99-00	Tap the Gray	+1	+1

Create Undead (Sp) [CR +1/3, LA +1]

The undead can create other undead creatures from bones or corpses. It gains the following spell-like abilities at the appropriate **Hit Dice**.

Hit Dice	Spell-Like Abilities
1 HD to 6 HD	—
7 HD to 10 HD	<i>Animate dead</i> 1/day
11 HD to 14 HD	<i>Create undead</i> 1/day
15 HD or more HD	<i>Create greater undead</i> 1/day

Damage Reduction (Su) [CR +1, LA +1/2]

The undead has **damage reduction** 5/magic in addition to any other **damage reduction**. If it already has **damage reduction** bypassed only by magic, the amount of the **damage reduction** increases by 5.

Enduring Focus (Su) [CR +1/3, LA +2]

The undead's life force is tied to a focus, either an object or an unfulfilled task. As long as this object (usually called a phylactery) is intact or the task unfinished, the undead cannot be permanently killed; it reforms **1d100** days after its apparent death. The phylactery has the hardness and **hit points** of a normal object of its kind.

Killing the undead in the Gray prevents it from returning from destruction.

Incorporeal undead tend to have this ability.

Wraiths are all bound to an object, such as a gem or candle, which must be destroyed or extinguished in order for them to die.

Dhaots are bound to their physical remains, obsessed with having them returned to their home land; disturbing the remains usually attracts the dhaot's attention.

Enhanced Ability (Ex) [CR +1/3, LA +0]

The undead has an increased ability determined by the table below.

1d8	Improved Ability
1	1 additional skill point per HD
2	Bonus feat for which it meets the prerequisites
3	+10 ft. base land speed (or fly speed if incorporeal)
4	+2 natural armor
5	+1 profane bonus on saving throws
6	+1 profane bonus on damage rolls
7	+1 profane bonus on attack rolls
8	+2 to an ability score

Enhanced Senses (Ex) [CR +1/3, LA +0]

The undead gets a +2 **racial bonus** on **Spot** and **Listen** checks.

Enhanced Spells (Su) [CR +1/3, LA +1/2]

Any damage-dealing spell cast by the undead inflicts +1 damage per die. The spell's defiling radius increases by 5 ft.

Fast Healing (Ex) [CR +1/3, LA +2]

The undead has **fast healing** 3. If it already has **fast healing**, it heals an additional 3 **hit points** per round.

Flight (Ex) [CR +1, LA +1]

The undead can fly at a speed of 60 ft. (good maneuverability). If it can already fly, it uses the better speed and/or maneuverability class.

Gaseous Form (Su) [CR +1/3, LA +1]

Only corporeal undead have this power. The undead can assume **gaseous form** at will, as the spell.

Gray Toughness (Ex) [CR +1/3, LA +1/2]

The undead has a strong tie to the Gray. It has **Gray toughness** 1, gaining 1 bonus **hit point** per HD. If it already has **Gray toughness**, increase its bonus **hit points** by 1 per HD.

Immunity to Bane (Ex) [CR +1, LA +1]

Some creatures can't be killed the same way twice. An undead with this ability is immune to whatever originally killed it. The undead has immunity to one weapon type (bludgeoning, piercing, or slashing), immunity to one energy type, or spell immunity to one spell per 4 HD. Alternatively, the DM may devise a specific immunity of similar power.

Immunity to Turning (Ex) [CR +1/3, LA +1/2]

The undead cannot be **turned** or **rebuked**.

Necromant (Ex) [CR +0, LA +1/2]

The undead draws energy for arcane spells from the Gray instead of from plant life. This ability negates the defiling radius and terrain modifiers on spell **DCs** and caster level checks. It also allows the undead to draw spell energy within the Gray.

Many undead from the Dead Lands are necromants.

All crimsones and wraiths have this ability.

Nondetection (Su) [CR +1/3, LA +1/2]

The undead is difficult to detect using divination spells, as though it were protected by the **nondetection** spell. The **DC** to detect the undead equals 10 + HD.

Rebuke Undead (Su) [CR +1/3, LA +1/2]

The undead can **rebuke** or command undead as an evil cleric of level equal to its HD. If the undead could already **rebuke** undead, its effective cleric level equals its HD + 4.

Reflect Physical Attacks (Su) [CR +1, LA +2]

The undead can reflect a melee or ranged attack back on the attacker. Once per **round**, the undead takes no damage from an attack and instead makes an attack roll against the attacker. The undead uses its own **base attack bonus** plus any modifiers from the attacker's weapon.

Spell Immunity (Ex) [CR +1/3, LA +1/2]

The undead is immune to 1d4 spells of 4th level or lower, as the **spell immunity** spell.

Spell Resistance (Ex) [CR +1, LA +1]

The undead has **spell resistance** equal to 11 + its CR. If it already has better **spell resistance**, increase its **spell resistance** by 5.

Spell Turning (Su) [CR +1, LA +1]

The undead is protected from 1d4+6 spell levels per day, as the **spell turning** spell. The undead can suppress this ability as a **free action**.

Spirit Master (Su) [CR +1/3, LA +0]

Only undead under the control of another can have this power.

The master psychically offers knowledge and advice, allowing the creature to use precognition once per day.

T'lizes often gain this ability from their patrons.

Tap the Gray (Sp) [CR +1, LA +1]

Up to three times per day, the undead can tap the Gray for energy when threatened, mimicking a **transformation** spell at a caster level equal to the undead's **Hit Dice**.

SPECIAL WEAKNESSES

Weaknesses, though a type of special quality, are listed separately here for the DM's convenience.

Undead weaknesses are often the flip side of their strengths, and even more often directly tied to how or why they became undead. For example, a meorty, a creature raised in undeath in order to protect an area, is usually bound to that area.

Table 3-4: Undead Weaknesses

d%	Special Quality	CR	LA
01-07	Bound to Area	-1/3	-1
08-13	Cast No Shadow	-1/3	+0
14-19	Code of honor	-1/3	+0
20-26	Craving	-1/3	-1/2
27-34	Death Wish	-1/3	+0
35-40	Delusional	-1/3	+0
41-47	Deterioration	-1/3	-1/2
48-53	Distractible	-1/3	+0
54-60	Phobia	-1/3	+0
61-67	Stench	-1/3	+0
68-73	Turn Submission	-1/3	-1/2
73-79	Vulnerability to Energy	-1/3	-1/2
80-88	Vulnerability to Material	-1/3	+0
89-94	Vulnerability to Mind-Affecting Effects	-1/3	-1/2
95-00	Vulnerability to Sunlight	-1/3	-1/2

Bound to Area (Su) [CR -1/3, LA -1]

The undead cannot leave a particular area without weakening its connection to the Gray. The area may range from one room to several square miles. Each day the undead is away, it gains a **negative level**. When its **negative levels** equal its **HD**, the undead is destroyed. If it returns, it recovers 1 **negative level** per day.

Raais and meorties are usually bound to the areas that they guard.

Dwarven banshees are typically bound to the area where their focus failed.

Krags are often bound to the site of their death or to a similar area dominated by the same element.

Cast No Shadow (Su) [CR -1/3, LA +0]

The undead casts no shadow and does not show a reflection in a mirror. It has a -4 circumstance penalty on **Disguise** checks when its weakness is observable, such as in sunlight.

Undead that believe they are still alive or attempt to deceive others that they are alive sometimes have this weakness. For other undead, this weakness would not serve as a disadvantage—in fact, for a flying creature it could be an advantage!

A t'liz often has this special weakness.

Code of Honor (Ex) [CR -1/3, LA +0]

The undead has a code that it must follow. This code can be used to coerce the undead into service.

This trait is more common to undead guardians, such as raais and meorties. The undead follows an ancient code of honor or set of laws and never deviates from it. The undead follows its ancient code to the letter. Common codes of honor among undead include not attacking certain noncombatants (such as children or the elderly), granting a request for single combat, etc.

Meorties often were deliberately created to serve as enforcers of Green Age legal and social structures. The codes with which the meorty was originally programmed remain with it for the duration of its undeath, and may offer knowledgeable individuals a means to manipulate it.

Craving (Ex) [CR -1/3, LA -1/2]

Only corporeal undead may have this weakness. At least once a day, the undead must drink blood (50%) or eat flesh (50%), living or dead. Each day it doesn't feed, the undead takes a cumulative -2 penalty to **Strength**. At 0 **Strength**, the undead is destroyed.

The creature's life force cannot be sustained on its own and needs the blood of living creatures. Starving these undead will kill them, but they usually have minions that bring them life-giving food.

Death Wish (Ex) [CR -1/3, LA +0]

The creature wishes to die forever but is cursed to live on as undead until it carries out a duty. If given an opportunity to permanently defeat the curse that binds it to undeath, such a creature may actually assist others on condition that they end its existence. Once its task is done, the undead will aid any creature that attempts to destroy it.

A death wish is common to all iorams, most intelligent zombies, and many namechs, banshees, and meorties.

Delusional (Ex) [CR -1/3, LA +0]

The undead believes that it is still alive, or thinks that it is still the time of the Green Age, or believes another falsehood. Typically, its strong desire for that fact to be true causes it to delude itself into believing the lie. Characters aware of the undead's beliefs, possibly by knowing its origins, can reason with and manipulate the creature. The undead receives a -4 penalty on **Sense Motive** checks against such characters.

Meorties often delude themselves, enforcing long-obsolete laws, and can be avoided or even taken advantage of by those versed in Green Age lore and, more importantly, the particular laws that the meorty enforces.

Some dhaots have also been known to fall into this category, telling strangers they want to go home, and referring to their bones as their baggage that must be taken along.

Deterioration (Ex) [CR -1/3, LA -1/2]

Only corporeal undead may have this weakness. The undead's body deteriorates rapidly unless the undead applies special preserving oils. Without this oil, its skin becomes dry and flaky, and its bones snap with heavy exertion. Each day the undead fails to apply one ounce of the oil, it takes a cumulative -2 penalty to **Dexterity**. At 0 **Dexterity**, the undead becomes **paralyzed**. For each day it receives oil thereafter, it regains 2 points of **Dexterity**. This oil costs the undead 100 Cp per ounce.

Some undead do not fare well in the harsh Athasian landscape.

Distractible (Ex) [CR -1/3, LA +0]

The undead is easily distracted by a creature, object, or action that aggravates it to the point of rage. In combat, the undead rids itself of the distraction, eliminating the source even before dealing with prominent threats.

Undead that exist for thousands of years tend to develop interesting quirks. For example, a meorty that hates music may attack a singing bard even though a **wizard** presents a greater threat. A t'liz that hates insects or the sound of clicking chitin might even seek to kill its enemies' kanks before turning its attention to the warrior cutting into it with a heartpick.

Phobia (Ex) [CR -1/3, LA +0]

The undead is terrified of a particular object or creature and flees from it as though affected by the aversion power. If the object of the phobia is an individual or a physical object, the undead prefers not to approach within 30 feet of it. If it is a word, the undead tries not to utter it; if it is an action, the undead does not willingly attempt to perform it; and if it is an event, the undead does not willingly attend it. The undead takes reasonable steps to avoid the object of its aversion, but will not put itself in jeopardy by doing so.

If the undead is forced into taking an action it has an aversion to, it takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

Some undead preserve fears and superstitions they had in life, while others become terrified of objects or creatures that terrorized them in dying. Others may simply fear objects or creatures because of their undead status.

For example, someone who lived in a culture where a spice was symbolic for life might fear that spice or avoid fighting a character that smelled of that spice. Another undead may fear cats because his religion taught him that cats were the guardians of the underworld.

Stench (Ex) [CR -1/3, LA +0]

The creature's flesh is rotten and putrefying, emitting a foul stench easily identifiable as undead.

For some undead, the flesh is weak, and the true power lies in its soul. These undead creatures often carry disease.

Turn Submission (Ex) [CR -1/3, LA -1/2]

Certain undead individuals have a weaker link to the Gray. The undead is turned or rebuked as if it were 4 HD lower.

This weakness is standard for namechs.

Turn submission is least common among t'lizes, who have a special pact with spirits in the Gray.

Vulnerability to Energy (Ex) [CR -1/3, LA -1/2]

The undead has vulnerability to an energy type to which it doesn't have immunity.

Vulnerability to Material (Ex) [CR -1/3, LA +0]

The undead can be harmed by nonmagical weapons of a particular material. No matter the type of **damage reduction**, it is overcome by these common weapons. Determine the weakness on the following table.

1d3	Material
1	Obsidian
2	Stone
3	Wood

Just as some undead cannot stand the light of day, some can be harmed by mundane weapons. Sometimes, wounds created by these weapons cause the undead great pain and anguish; their screams often paralyze living creatures for a split-second.

Vulnerability to Mind-Affecting Effects (Ex)

[CR -1/3, LA -1/2]

The undead, unlike most others of its type, is susceptible to mind-affecting effects, which affect the undead as though its type were the same as that of a living version of the creature (or as a humanoid, if it has no living analog).

In life, these undead were often creatures easily swayed by their peer's opinions or commands; this low self-esteem translates into a susceptibility to enchantments and telepathic powers.

Vulnerability to Sunlight (Ex) [CR -1/3, LA -1/2]

Direct sunlight deals the undead 1d6 points of damage each round.

The bright light of the dark sun reminds the creature of its former life; the creature cannot stand the brightness of the sun when compared to its eternal existence of pain and hunger.

Chapter 4: Paths to Eternal Undeath

Three types of undead creatures are different from the rest: the t'liz, the kaisharga, and the morg. Such warped beings voluntarily sought undeath, believing it a form of immortality. In eternal undeath, these creatures continue to expand their knowledge and power.

KAISHARGA

Asus watched the sun rise over the horizon from the mouth of the cave. The air was still cold from the night, but the sun's rays were already beginning to warm it. He watched in satisfaction as the sun finally crested the hills at the end of the plateau and became fully visible. Today was the day of immortality. After 1,001 days, the fruit he had been growing inside his cave was finally ready. He had spent many years researching the correct technique to achieve everlasting life, had murdered countless people, and had razed so many fields he could no longer count them. Not that he cared. Today he would achieve the ultimate victory; today he would become a kaisharga.

Taking one last look at the sun, Asus turned and slowly walked inside the cave. The cave was warm and slightly humid, and a hole in the ceiling let in the sun's rays. And growing in the center of the cavern was his tree. It stood eight feet tall, with gray-green leaves on its branches. Its roots were gnarled and twisted, as if cramped with arthritis. The trunk was the color of ash, and its branches seemed to pulse with a grayish fluid beneath the bark. And growing on one branch was a single fruit, its perfect black surface reflecting an almost blinding beam of sunlight.

Asus walked toward the tree and carefully grasped the fruit in his strong hands, being careful not to pluck it from the tree. Not yet. He had a few precautions to take before he could eat this forbidden morsel. Asus slowly walked around the cavern, checking the spells he had cast the preceding night. The casting of these protection spells had tired him, but he was a strong man. Anyone looking at him might have thought him a short mul. He was finely muscled and walked with a strong gait, his face smooth as marble and just as cold. The sunlight reflecting from the fruit failed to warm his features in any way.

Asus had come from a noble family and was handsome enough to have any woman he desired, but the lure of defiling, the rush of magical power, had been all the young man ever needed. Now, to gain the greatest power of all, Asus had embarked on the path to undeath. Soon, even death could not touch him.

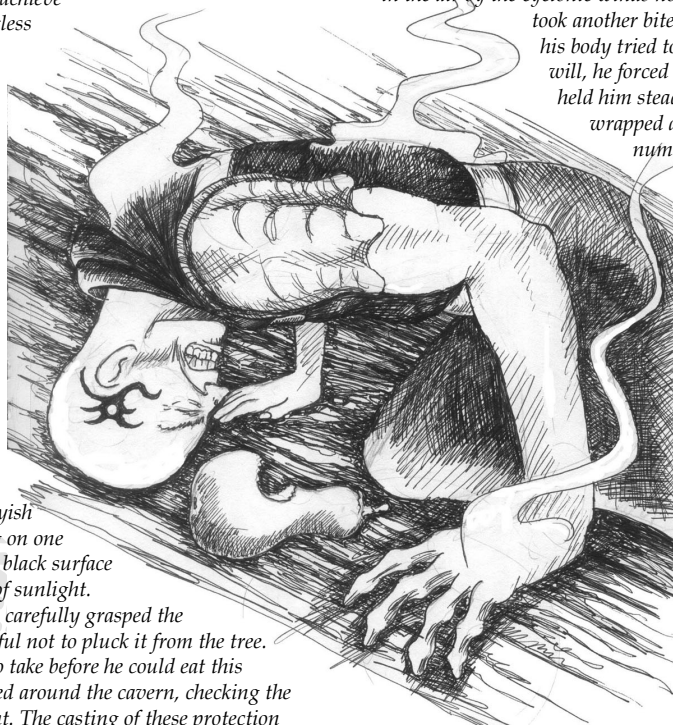
The process was nearly complete. When Asus finished checking his spells, he looked outside the cave to see the sun nearly at its zenith. It was time. Asus grasped the fruit in his hand, and, with a mighty pull, jerked it off the tree.

A loud ripping sound filled the air. Gray fog drifted up from the tree's roots, gathering into a small cyclone of growing proportions. The air suddenly chilled, changing from hot to cold in an instant. Knowing he did not have much time, Asus took a bite from the fruit. It tasted terrible, but Asus forced himself to swallow its putrid flesh. As soon as he took a bite, the wind and fog increased, lifting him off the ground. Held ten feet in the air by the cyclonic winds now whipping around the cave, Asus took another bite and nearly gagged on his own vomit as his body tried to reject the cursed fruit. With extreme will, he forced the pulp down his throat. The winds held him steady, and now small gray tendrils of fog wrapped around his body. The fog was bone-numbingly cold and pulsing with energy.

Asus's body convulsed as it absorbed the energy being forced into him. The wind tore at him, and Asus heard a popping sound as his shoulder was pulled from its socket.

Then pain erupted from his stomach. Asus felt the sting of the fruit's bitter acids as they slowly dissolved his innards. The pain grew unbearable; the wizard's mind could scarcely encompass the torment inside and out, and he knew that he had to regain control of himself or go mad. Asus tried to move, but the wind and fog still held him in place. His fists were clenched at his sides, veins bulging along his arms. His head was thrown back, mouth open and tongue sticking out. Now that he had eaten the fruit, Asus could scream. His shrieks of terror and pain filled the cavern with a resonant discord, breaking even over the howling of the wind. The fog passed through his body and mind, spewing forth from his open mouth in a torrent of gray power.

As suddenly as it had begun, the wind ceased. Asus dropped



Behind the Curtain: Transformation Requirements

Each transformation ritual in this chapter has requirements that must be filled for the character to become undead. Some requirements are monetary, requiring the creation of a magic item, while others demand the character adventure to find special components.

The reason the second type of requirement exists is to control which characters can become undead. To preserve game balance in a party with an undead character, all one really needs is the correct [Level Adjustment](#) for the undead. Or, to prevent easy acquisition of templates, the DM can attach additional "story" or "flavor" requirements to the rituals. Individual campaigns can expand or relax the prerequisites to best fit the game's style or need.

Kaisharga: The tree of death represents the most significant requirement for kaisharga transformation, and the mixture used for watering it contains several rare ingredients. In the interest of saving time, some DMs may hand-wave the requirement of "water from the central fountain in Bodach," while some may find that too easy. To make kaisharga particularly rare, introduce more steps in the tree of death creation; perhaps the sapling must grow from a seed of the Seventh Tree of the Dead Lands—a tree the Dead Lands' inhabitants are not even aware exists!

Morg and T'liz: These two transformations demand less time and expense, but each involves the creation of a magic item from unusual ingredients. On one hand, most components in a *morg wrapping* or *t'liz oil* cost no additional ceramic pieces, so a DM can assume the item's creation includes finding or purchasing the odd ingredients. Alternatively, the creator may have to spend adventuring time hunting down the rare flower of the rock cactus, which blooms only once a year.

unceremoniously to the floor, his body still convulsing from the energy coursing through it. Knowing he had not quite finished the ritual, Asus rose to his feet. He had to close the gate to the Gray, or its energy would destroy him forever. He looked toward the gate with eyes aglow with a sickly green and dispelled the magic keeping the portal open. Grabbing the necessary components from an alcove, Asus began the chant to close the gate. Just as he was about to finish, a loud wail echoed from the gate. Asus stopped chanting just as a streak of gray emerged from the portal and bowled him over. The spirit flew toward the cave mouth, stopping suddenly as it struck an invisible barrier. As Asus rose, a cold smile appeared on his dead lips. He dropped the spell components as the spirit cried in fear. Asus pointed a finger at it and spoke one word and a beam of light leapt from his fingertip to strike the spirit. It screamed in ear-shattering agony as the light consumed it in a puff of gray smoke.

Asus dropped to his knees as a wave of agony coursed through his body. He was much weaker than he had expected and needed to finish closing the gate before another spirit ventured through. With the last of his energy he managed to spit out the words of sealing, and as exhaustion and pain finally claimed his body, he watched in satisfaction as the portal to the Gray collapsed. He had done it...

BECOMING A KAISHARGA

To become a kaisharga, one must simply eat a fruit. It sounds easy, but the fruit must come from a tree of death that has been specially tended for this purpose. To become a kaisharga, a character must be 15th level, and a wizard must complete the following transformation ritual.

When a wizard transforms another character into a kaisharga, the wizard controls the undead unconditionally – there is no chance to resist on the kaisharga's part. The Dragon used this process to create his kaishargas.

PREPARATION

For a tree of death to bear fruit, it must meet special requirements. The tree must be no more than three days old when the wizard begins preparing it, and the wizard should take care to protect the tree from extraneous spellcasting, for it is vulnerable to defiling. The tree must receive eight hours of sunlight per day, so the wizard's chamber must permit the sun's rays to enter. Finally, the tree must be tended for 101 days and watered with a special mixture.

The mixture contains the prospective kaisharga's blood, water from the central fountain in Bodach, a flawless obsidian orb crushed into powder, and the ashes of a preserver of at least 15th level. (One preserver's ashes and one orb are enough for 101 days. The orb costs 1,000 Cp.)

THE TRANSFORMATION

After 101 days, the wizard tending the tree of death may conduct the transformation ritual. The wizard must cast *open the Gray gate* to open a portal overlapping the tree. A *permanency* spell anchors the gate to the tree and prevents it from moving randomly about. The gate provides the tree a steady supply of negative energy to draw upon for the creation of a single fruit.

After 1d4 minutes, a single, beautiful jet-black fruit grows from the tree. While the pear-shaped fruit looks and smells very appetizing before its skin has been broken, it is beyond terrible in taste and smell once bitten into.

When the fruit is plucked from the tree, the gate to the Gray is rent open, flooding the area with a tremendous amount of negative energy visible as tendrils of gray fog whipping about in a tempestuous sirocco. The act of picking the fruit tears open the portal to the Gray and dispels any abjurations cast on the portal, such as *dimensional lock*. The possibility again exists that spirits

from the Gray will seek to use it to enter the Material Plane. A prudent wizard will cast *dimensional lock* to protect himself a second time.

When the prospective kaisharga eats the fruit, he becomes the focus of this energy, drawing in such power as to nearly defy the mind. He must make a *Fortitude save* (DC 20) or be killed, his dying body eradicated by the incredible forces coursing it. The caster of *open the Gray gate* must concentrate to will the energy into the transforming character over a period of 1 minute. If he breaks concentration during this time, he may attempt the ritual again, but the subject must save again.

After the character absorbs the negative energy, he becomes a kaisharga, but is extremely weakened by the transformation. The kaisharga's current *hit points* total 1 per *Hit Die*, but it regains *hit points* normally.

The gate closes when *open the Gray gate* ends, irrevocably slaying the tree of death.

HAZARDS

When casting *open the Gray gate*, the wizard is advised to secure it with the *dimensional lock* spell. Otherwise, while the tree still draws energy through the portal and grows the fruit as required, the wizard has no assurance that entities from the Gray will not use the portal to enter Athas. Also, the spell has its normal effect on corpses within its area.

Consuming even a piece of the tree of death's fruit not watered by one's own blood likely proves deadly to most creatures, for it is deadly poison to all but the prospective kaisharga. However, if another humanoid survives eating the fruit and the other complications of the ritual, it can become a kaisharga, despite the fruit being intended for another. See **Chapter 5: Monsters** for details on the tree of death.

MORG

From the rooftop terrace he surveyed his city. The good people of the city, his subjects, served him faithfully, if fearfully. He liked it that way. Stone cities, however rough-hewn, were a luxury in these times, when wars yet raged, but his people needed to recover, to produce a new generation of warriors, before the next wave of cleansing could begin. With such amenities he bought their loyalty – some more loyal than others, mused the king, a toothy smile playing across his features. And one of those most loyal would receive a great gift this day.

Below his roof, the warlord, the Neksos of the people, strode like a god. Perhaps he was a god, a god of death as the little people thought when his armies hunted them. He smiled at that, at the power he wielded, as he stalked through the cool semi-darkness, entering deeper chambers carved from the stone at the roots of the hill. Yet another reason to build, even in these times of war – such gifts as he bestowed today could not be granted in some tent or ramshackle hovel. The sorcery required stone, well-sealed and warded, and that took time. It was worth it, even if the chamber could only be used once.

The tunnel led to a heavy stone portal opening upward. Without effort the Neksos lifted the heavy door, testing it for weight and balance – it must seal perfectly when the birth pangs begin, the sheet of obsidian covering it falling flush with the obsidian floor, walls, and ceiling. A table, gray and grainy, deliberately unfinished and unpolished, stood empty in the center of the room. The Neksos knelt and ran his clawed fingers along the precise grooves of each inscription on the underside of the table, once again assuring himself that they were perfectly carved and correctly positioned. When Sekdo lay on the table, he would rise from it reborn.

Aside from the table only two other surfaces in the room lacked the shine of obsidian. The sun-shaped, almost flowerlike symbol on the far wall was carved through the obsidian sheeting and into the gray basalt wall behind. Less elegant was the rectangular stone basin off to one side.

The Neksos stepped over to it, sniffing the salty mass within. The unguent smelled right and was the right color – the linens should be ripe.

It was what only he could see that most interested the Neksos. His eyes slowly traced their way around the room, searching for the dweomers he had placed there, the wards against the dead spirits of the Gray. He knew his protective spells to be strong, for had he not renewed them this very dawn? But the chamber must be secure, lest some spirit flee past him in the gloom, seeking new life in the bosom of one of his warriors. Carefully, the warlord checked every corner, satisfying himself that the birth chamber was whole and ready to witness his act of creation.

COME! The Neksos's voice echoed not through the palace above but in the minds of his chosen minions. The servants would hasten to him, eager to please him despite being terrified of their task. Sekdo too would arrive swiftly, ready to be reborn.

The seroants, frightened whelps, taken captive at the last human town they had passed, did indeed appear first. The Neksos curtly gestured for them to place the heavy sealed cask they bore next to the entrance, just outside the portal. They set it down, grateful to be rid of it, and then stood stiffly aside as Sekdo staggered down the hall. The man who had been the army's great war-chieftain, loyal servant to the Neksos, came to receive his reward. Sekdo was gaunt and haggard, his belly sunken from two days without food or drink. His face was pale from his being bled this morning.

Ever proud, Sekdo breathed deeply and knelt before his warlord. His eyes never left those of the Neksos, even as his knees bent. "Your loyal servant," he rasped, willing his body to obey him, knowing it would soon feel a new strength greater than he had ever possessed in the mightiest days of his youth.

Silently willing the servants to neither see nor hear, the Neksos smiled down on his favored war-chief and said, "What do you seek, my servant?"

"The strength of the new birth, the new life of endless years, serving the cause," hissed Sekdo, his eyes bright with lust. Truly he did want to regain the strength and power of his youth.

"How shall you serve me better?" growled the Neksos, looking down expectantly.

"Grant me the purity of the new birth, that I may live forever!"

"As we purify the world through death, so shall you be purified." The words were irrevocable, like the clang of a steel gate.

"Cleanse me, that I may serve you always," groaned Sekdo, forcing himself to speak the words.

"Stand; your wish is granted." The Neksos grinned, knowing he had chosen well. Sekdo would indeed serve him faithfully through uncounted ages. He released the servants, instructing them through the Way.

Sekdo stood before his master, shrugging off his simple tunic as the servants pulled it away. He breathed deeply, suddenly afraid as they pulled the large vat of foul-smelling linens over to him. The servants reached into the vat, their hands hissing as they drew forth the first heavy linen strip, dripping with mingled whitish and red ooze. He recognized his own fear, having seen it in the eyes of countless enemies, foes that knew they had reached the end of their lives.

The first linen slapped against him, a servant twisting up and around his leg. Another servant applied a reeking strip of cloth to the other. Sekdo steeled himself. He would live forever! His body held rigid as the servants wrapped his legs thoroughly, then began working up his torso. They moved quickly but precisely, under the mental command of the Neksos. Then a burning began, as if the cloth were on fire and was crisping his skin beneath its cool embrace. He tried not to move but could not control his body. A foot shook, then the other, trembling as if trying to shrug off the clammy linen.

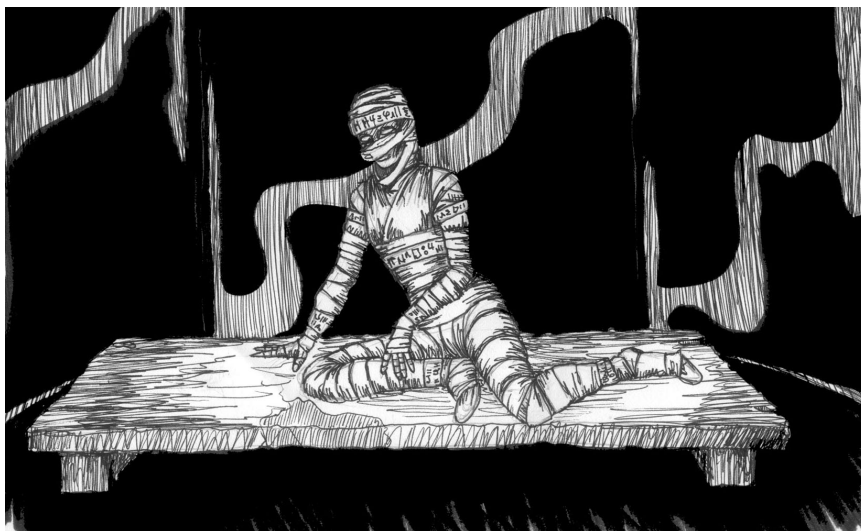
The Neksos smiled. Yes, it was time for the pain to begin. Sekdo resisted, but he would fail just like all the others. The Neksos could use the Way to control his body, to make it easier for him and the servants, but it entertained him to merely watch. He would intervene if he had to,

but for now he simply ordered the servants to hurry. They had already reached the chest.

Sekdo began to thrash, fitfully at first, fighting for control. The pain was spreading. His flesh was rancid, turning hot and hideous beneath the wrappings. He could feel his life leeching away and smell some terrible stench – the stench of his death. His struggles became desperate; he screamed and tried to throw himself to the floor, to escape the heavy wet cloth that somehow brought such fiery pain. But his body stayed upright, held by the Neksos's mind, as the servants wound linen around his neck. They ignored his screams as they bundled his head.

The Neksos could see the servants would need help, so he used the Way to lift Sekdo's tightly bound body onto the stone table. Positioning it just so, aligning the head, heart, and hands, above the incised marks on the underside of the table. He ordered the servants to hold the cocooned body in place as he himself pulled out the particularly thick cloth strips and tied Sekdo to the table. The noxious unguent on the linen burned his hands, but he cleansed them with a thought. The servants, though, were beyond use – their hands were now just stumps, smoking fitfully. The Neksos directed them out to the tembo pit.

Sekdo could no longer move, but his screams rent the air. The Neksos had heard them before. He heaved the steaming vat of unused linen outside and waited. Sekdo screamed on and on as his body was boiled from the inside out. Hissing flumes of steam rose here and there from the wrappings, the sweet smell of death. The Neksos watched clinically and again glanced over the room's wards. He waited until the last spasms and desperate gasps of pain were over, then stepped forward and prodded the corpse with the Way.



The ritual had been perfect. Sekdo was dead, his life force never to return, but his mind remained trapped in the lifeless husk. The Neksos permitted himself a moment's amusement, letting his mind tease the terrified intellect of his deluded, helpless war-chief. The man's mind was in unutterable pain, still feeling the death-pangs that had wracked his body and aghast as he realized that his living mind was trapped in a desecrated corpse. The foul unguent that killed him now filled his body completely.

The Neksos turned and carefully closed the portal, checking the seal once, then twice. It must be done quickly, while the corpse was still fresh. He began the Graybirth incantation that Rajaat had taught him. On the far wall, the flowerlike runes flickered to life, glowing with an uneven, pallid light. The intense light filled the black room, brightening as the Neksos chanted faster and more urgently. As he reached the final words of the first colophon, he swept his hands down and eyed the runic symbol. The symbol appeared to liquefy, bulging until it burst open, the inscription lost behind a flash of swirling gray fog. The fog plunged to the floor, rocking up off the obsidian in a swiftly moving wave and lapping against the Neksos's feet. He shuddered as the grim darkness of the Gray touched him, but breathed calmly when he felt his wards shield him. The gloomy fog oozed up his leg and across the table. Foggy tendrils whirled

up from the rising flood on the floor, reaching for the engraved symbols under the table and curling around to caress Sekdo's corpse.

The Neksos resumed his chant with the second colophon, rhythmically forcing the waves of gray fog to enter the corpse. The fog thickened until the Neksos had to wade through it to reach the table. His wards were holding, but he knew the true test was coming; the Gray rift he made would soon attract the spirits. The Gray energy was too thick to see through, so he placed his hands on Sekdo's corpse, channeling the waves into the body.

There! The Neksos felt the spirit more than saw it, sensed its grasping hunger for his warm, living flesh. His defenses held, freeing him to force more energy into the lifeless remains of Sekdo. He raised his voice in the Graybirth chant, feeling the poisonous unguents of the linen wrappings burn his hands. He could not prevent the burning and make the spell work, so he bore the pain.

Another spirit brushed against him, caressing his back with languorous arms, reaching seeking fingers into his defenses. He'd never felt two come through at once! The cold touch of death ran through the Neksos like a shock, forcing him to concentrate to keep up the rhythm. So long as he maintained the chant and his wards held, the spirits could claim neither him nor Sekdo, nor could they escape the birth chamber.

The corpse trembled beneath the Neksos's hands. Without skipping a beat, he shifted to the spell's third and final colophon, knowing that Sekdo had been filled with Gray energy. The spirits screamed in agony and hatred, feeling the portal to the Gray reverse its pull and force them from the birth chamber.

Suddenly, the flow of energy back into the Gray became a torrent. The Neksos grasped desperately at the straps holding Sekdo's body in place, holding on as the whipping wind sucked him up, lifting his feet up to the runic gate. First one spirit, then both, grasped him desperately, their insubstantial fingers somehow stronger and more real as the Gray energy flowed around them. The spirits tried to pull him into the Gray with them! One of the straps frayed as he screamed out the last words of the incantation. The spirits' wails mingled with his own before the gate suddenly snapped shut like a kes'trekel's beak.

The Neksos crashed to the floor and lay there a moment. He had never felt such a strong pull to the Gray before. Breathing heavily, he limped to the sealed door. With a last look around, he lifted the obsidian-faced portal, reaching for the cask the servants had left there. It was still warm. Leaving the door open, the warlord limped back to the table, where Sekdo's corpse was shaking uncontrollably but still tightly bound. The Neksos ripped the stone lid off the cask, hearing it shatter on the floor. He splashed the hot blood – Sekdo's own blood harvested just this morning – over the shuddering corpse. With a gout of foul-smelling steam, the linens disintegrated, aging in an instant into discolored tatters. Incoherent sounds rattled in Sekdo's throat as his mind suddenly discovered that his body held life. The war-chief's eyes flashed open, and he struggled to sit up. The Neksos tossed the empty cask aside, stepping back. The poisoned carcass fell back, befouled with its own blood and gibbering wildly. A morg was born.

BECOMING A MORG

To become a morg, all one has to do is die – something countless slaves do every day in every city of Athas. But the effort of transforming a corpse into a morg begins a year before the morg's death and is supervised at every stage by a mentor, most often a sorcerer-king. The mentor often refers to the transformation as "morgbirth." The mentor must be a wizard of at least 15th level, his subject a humanoid of at least 10th level.

PREPARATION

The prospective morg must go on a strict regimen, eating little save dried fruits and meats, and purging his body with venomous teas brewed from his own blood. A month before morgbirth, the candidate begins to fast, though he continues to yield blood for use in preparing a special unguent. Two days before morgbirth, he not

only eats nothing but drinks nothing as well. One day before morgbirth, the mentor casts *hypnotism* to focus the candidate's psyche, ensuring that it will not follow his life-force to the Gray when he dies.

The mentor must also create a birth chamber to house the ritual of morgbirth. The birth chamber must be built of stone, its interior walls faced with obsidian at least an inch thick. In the center of the room is a plain stone table, long and wide enough for the corpse of the morg. Inscriptions related must be carved into the underside of the table, at precisely the points where the candidate's head, heart, and hands will be laid. One wall, usually opposite the entrance, is marked with the runic symbols, the "mandala," required for morgbirth. The birthing chamber with rune-carved table and mandala costs no less than 3,500 Cp.

In addition, the mentor must prepare hundreds of yards of linen cloth, thickly saturated with the morg unguent to produce a magical wrapping. On the day of morgbirth, the candidate enters the prepared birth chamber and is bound in the linen wrapping and left to die. It takes about an hour.

Morg Wrapping: An important piece of the morg-birth transformation, this wrapping consists of hundreds of yards of linen cloth saturated with a syrupy unguent. Upon being bound within these wrappings, a living creature quickly dehydrates, its fluids replaced by the foul unguent. Entwining a creature in the wrapping requires 10 minutes, during which time the creature must be either willing or helpless. Beginning with the first minute of wrapping, the creature suffers a cumulative 1d6 points of damage per minute of exposure (2d6 the second minute, 3d6 the third, and so on). The damage continues until the wrapped creature dies, its body completely dehydrated and suffused by the unguent. If the creature was the one whose blood was mixed in the unguent (see below), the body can now receive the Gray energy necessary for transformation into a morg.

The morg wrapping unguent is composed of the following ingredients (included in the price): a vial of the prospective morg's blood, the remains of a silt paraelemental, juice and pulp from the crushed fruit of a brain seed, the twice-boiled flesh of a white silt horror (rendered into a gel), the ashes of at least two mature t'chowbs, several pounds of costly spices, and a flawless obsidian orb, which must be crushed into powder and sprinkled into the mixture.

Strong necromancy; CL 15th; *Craft Wondrous Item*, *horrid wilting*, creator must have 12 ranks in the *Knowledge (nature)* skill; Price 5,000 Cp.

THE TRANSFORMATION

The morg candidate is bound tightly in the morg wrapping, and swiftly – it takes only moments for the foul balm to begin eating into the candidate's flesh. Before this happens, the mentor straps the candidate to the stone table, ensuring that the subject is positioned over the inscriptions carved into the underside of the table. For the next hour, the mentor focuses on ensuring that his wards are complete; beyond that, he watches the candidate struggle against his bonds as the poisonous unguent consumes the last fluids from his body. These fluids boil off, creating a hideous stench, and the candidate dies in excruciating pain from massive system shock as the deadly unguent settles into the body.

The mentor ensures that the candidate has died, his spirit gone to the Gray. He then casts open the Gray gate around the mandala. As the last words are spoken, the symbols on the wall burst into an eerie and unfocused light, and suddenly the wall erupts in roiling waves of what looks like thick gray liquid. Negative energy floods through the gate, swirling around the birth chamber, lapping at the feet of the table and wizard. Gray wisps rise from the undulating mass on the floor, curling around the prepared corpse.

The mentor then concentrates, calling to mind the symbols inscribed on the underside of the table. He must force the Gray energy into the corpse while the gate remains open. Focusing the energy requires a **Concentration check** each minute (DC 15 + 1 per previous check) for 15 minutes. Failing a check ruins the transformation ritual.

As the mentor concentrates, the flood of negative energy soon fills the room to the ceiling. Motion becomes difficult as the Gray energy forms an ever-thickening fog, blinding the caster and forcing him to plant his hands on the morg's corpse to complete the ritual. The unguent in the morg wrapping burns the caster's bare hands, dealing 1d6 points of damage per minute.

When the chant ends, so does *open the Gray gate*, violently snapping shut and sucking up incorporeal undead and physical creatures and objects in a fierce wind. The straps holding the morg body in place are designed for the mentor to hold on as well; he and any other creatures in the chamber must make a **Strength check** (DC 15) or be sucked into the Gray.

When the gate is sealed, the mentor uses the last and freshest of the morg candidate's blood to bathe the revivifying corpse. At the touch of the blood, the unguent-laden linens age in an instant into mere tatters which are easily removed, and the morg, born in a bath of his own blood, rises from morgbirth to meet his maker.

HAZARDS

During the time that the Gray gate remains open, there is a chance that the massive expenditure of energy from the Gray catches the attention of a powerful undead spirit seeking escape from the Gray. If an undead creature with the possession ability slips through the gate, it seeks the morg's body for possession. If successful, the results are catastrophic – the morgbirth succeeds, but the creature born is a hideous amalgam of the personality of the morg candidate and that of the possessing spirit, the resultant being's powers far greater than those of a simple morg. Such an abomination is described on a tablet in the ruined royal library of Yaramuke, but no such creature is actually known to exist on Athas today. To create such a creature, apply the morg template to a corporeal version of the undead; it cannot regain incorporeal form.

If spirits from the Gray escape the gate, they swirl through the birth chamber, lustfully seeking to possess the morg's corpse or the caster's living body. The mentor cannot stop to battle the spirits, nor can he close the gate without ending the morg's reanimation. For this reason, the mentor should ensure in advance that his wards are sufficient. A *dimensional lock* spell prevents spirits from entering from the Gray, and *protection from evil* and similar spells bar a mind against possession.

T'LIZ

A long, winding corridor opened before her eyes. All she could see within it was a mass of swirling gray mist. As tendrils of the mist escaped the tunnel, they quickly evaporated in the warm Athasian air.

Daahm stepped into the tunnel's entrance and stopped. It felt strange; the chill from the Gray sent tiny prickles up her arms and face, but the warm air at her back made her sweat. The defiler looked back, and then extended her palm downward toward the ground. She drew in life energy, watching in pleasure as nearby plants crumbled and turned to ash, her body elated from the gift she was offering it. She watched the veins in her arms pulse with a greenish glow, but she cut off the flow of energy. She wanted to pull more, to let her body revel in the power, but she had to be careful. She didn't know how long she would remain in the Gray, and she didn't want to burst from the energy stored within her before she had completed her task. Soon, she thought, she would no longer have such limitations; her flesh would die, but she would live on forever. For now,

she needed to power a spell or two in case something went wrong in the Gray, for one should never trust the undead.

Daahm walked the length of the tunnel, a dizzying experience as the mist swirled around her and seemed to make the corridor spin. Soon she reached the end and entered a world of gray, a boundless plane of nothing. All around her everything was gray, and she saw neither buildings nor terrain – no sun, no sand, nothing. The Gray was a vast, ashen haze. Daahm could feel the chill of the dead though; she hadn't spent her whole life near the dead without being able to recognize their presence. She knew it wouldn't take long for the spirit to contact her. Her body stood out in this plane of death like an elven magic-seller at a templar gathering. And Zar-okan was expecting her. The spirit with which she had made her pact knew that now was the time to make the deal.

As Daahm pondered her situation, a pair of gray eyes darker than the haze appeared before her. A hand materialized out of the air, trying to grab her throat. Before it touched her body, the hand struck a barrier. When the hand could go no further, Daahm felt a surge of anger from the presence before her. Its hatred for the living was palpable, the spirit was so close that Daahm could reach out and grab it. Its gray eyes darkened to almost black.

Knowing she had little time, and now that she had proven she could stand up to him, Daahm said, "Listen, Zar-okan, your tactics won't work against me. You will surrender your power to me, or else I will make sure you fade away to nothing! There are others like you, and I'm sure some would like the chance to touch the world again!"

The spirit's eyes narrowed, and Daahm heard a voice inside her head. "Very well," it whispered, "I accept. Return to the world and send your soul up to me so that I may feed upon its corrupted energy."

The force in Daahm's head numbed her with an evil cold. Its putrid presence nearly made her swoon, and now that she had let it enter, she had to complete the pact before the spirit killed her. When Daahm stepped back into the tunnel, she felt a force pressing onto her barrier – Zar-okan checking to see if he could break through. The hungry spirit was once again trying to absorb her before the pact was complete.

The hot Athasian air struck Daahm's face, and she realized how cold she was. She looked at her hands and found them a pale gray color, almost as lifeless as the plane she had just departed. The planar travel had left her fatigued, but Daahm still had the stored energy inside her. She had time to cast the ritual's final spell, and Zar-okan's presence in her mind urged her to move quickly. Daahm knew better than to rush through the ritual; the smallest wrong detail would deny her immortality. Gathering the two eyes of the tembo she had killed earlier, Daahm clipped a few of her nails, then jabbed her finger into her eye. The pain made her wince, and tears spilled onto her face. Quickly collecting the tears, Daahm began her chant.

As her voice rose higher and higher with the spell's eerie words, Daahm felt a strange emptiness inside her. At first barely noticeable, the feeling increased as she kept chanting. When Daahm crushed the tembo's eyes between her palms, as the spell demanded, the emptiness became pain. The pain increased as she dropped her tears into her slime-coated palms, growing into an almost unbearable nausea. Through gritted teeth she managed to chant the final syllables; then Daahm dropped to her knees, the pain overwhelming her. She felt her very soul being torn from her body, as if her skin were peeled from her bones, only a hundred times more intense. Her mouth opened in a scream, a primal, almost animal sound. Her hands were stretched tight, palms turned upward towards the sky. As her soul abandoned her body, a gray haze settled over her mind, clouding her eyes and her thoughts. She could feel her body dying; already she had lost feeling in her hands and feet. The numbness of death slowly crept up her body, but Daahm's final thoughts before she collapsed from the pain were not of fear. They were of exultation. She had done it! She was now immortal!

BECOMING A T'LIZ

The process of becoming a t'liz is a long and arduous one, with the ultimate result never certain. To become a t'liz, a wizard of at least 15th level must create a link between himself and the Gray. The

t'liz receives its powers from the Gray, so a strong link with this plane is absolutely necessary.

PREPARATION

To link to the Gray, the wizard must forge a pact with a dishonored spirit. This spirit permanently infuses the caster with the energy needed to become an undead. To forge the pact, the wizard must first locate a dishonored spirit willing to enter into a pact with him. The wizard can call a spirit to Athas or travel to the Gray to search for one. This process is dangerous, for most spirits refuse to aid the supplicant until he answers its challenge to single combat; if the wizard cannot defend himself, he is probably not worthy of entering into a pact.

The pact stipulates that the wizard gives up his soul, which is sucked into the Gray and added to the spirit's, allowing it to grow stronger. The spirit gains influence in the Gray, remains separate and more powerful than its neighbors, and fends off dissolution longer.

THE TRANSFORMATION

Once the pact is agreed upon, the t'liz must cast a series of spells:

- o *Protection from time*, to preserve the wizard's body.
- o *Open the Gray gate*, to connect the patron spirit's Gray energy to Athas.
- o *Finger of death*, cast on the wizard to slay himself.

A *finger of death spell* would normally prove fatal to the target, but the transformation ritual leaves the wizard's body animated by energy supplied by the spirit from the Gray, combined with his own force of identity. The wizard expels his soul to the Gray and becomes a t'liz.

HAZARDS

A wizard casting open the Gray gate takes the usual risks associated with the spell. A *dimensional lock* spell prevents undead from entering from the Gray, and *protection from evil* and similar spells bar a mind against possession by incorporeal undead.

A t'liz exists in perpetual danger of degeneration, as the loss of the soul slowly dissolves the bonds that hold body and mind together. The t'liz must anoint itself each week with the magical oil described below. Failure to do so causes its identity to slowly unravel, ultimately destroying the t'liz. See the t'liz template in **Chapter 6: Undead Templates** for details.

T'liz Oil: A t'liz anoints itself with this oil to prevent the separation of its body and soul. A t'liz using an ounce of this oil need not make a save for its degeneration ability for one week. The following ingredients make up t'liz oil (and are included in its price). The base mixture combines the tree sap from a Dead Tree of the Dead Lands with bone dust or dried blood from the body of the spirit with whom the t'liz holds a pact; other ingredients include the melted fat of a thrax, the crushed pulp of bloodgrass, sap from a burnflower, one esperweed leaf, the flower of a rock cactus, and the crushed berries of a zombie plant.

Strong abjuration and necromancy; CL 15th; **Craft Wondrous Item**, *protection from time*, creator must have 12 ranks in the **Knowledge (nature)** skill; Price 2,000 Cp per ounce.

Chapter 5: Monsters

ASHEN

Medium Undead

Hit Dice: 11d12 (71 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +5/+7

Attack: Slam +7 melee (1d6+3)

Full Attack: Slam +7 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Defiling, plant corruption, sorcerous blast

Special Qualities: Ash rebirth, darkvision 60 ft., immunity to rebuking, undead traits, unnatural aura

Saves: Fort +5, Ref +5, Will +11

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

Skills: Diplomacy +5, Hide +16, Intimidate +17, Listen +16, Search +16, Sense Motive +16, Spot +16

Feats: Combat Reflexes, Great Fortitude, Improved Initiative, Iron Will

Environment: Any

Organization: Solitary

Challenge Rating: 8 (5 after Ash Rebirth)

Treasure: Standard

Alignment: Always neutral evil

Advancement: 12-22 HD (Medium); 23-33 HD (Large)

Level Adjustment: —

This creature is the walking remains of a humanoid looking as if it has burned from the inside. Its greasy, bloated flesh seems to slowly break down into ashen flakes. The undead's face mixes a grimace of pain and a smile of bliss.

An ashen is a defiler that died consumed by life energy kept for too long without discharging. The bliss of life energy coursing through one's body proves too addictive to some defilers with low self-control. They do not fight the addiction hard, letting it weaken their will until they eventually prefer reveling in the sensation of roaring life energy to shaping it into a spell. Some defilers succumb completely to this temptation, perishing as the unfocused energies consume them from the inside. Others, slain in the process of gathering spell energy, die at the very moments the energy fills them.

Burned corpses of these defilers rise as the walking dead, wielding arcane power and an insatiable appetite for life energy. In this state, they abandon themselves completely to the addiction, seeking plant life to defile and ignoring anything not preventing them from reaching their goal. Some will even enter a druid-protected region. Although still intelligent, ashens have a single-minded drive apparent only when dealing with obstacles. As a side effect of their new state, ashens suck life from the very ground as they walk, leaving behind ashen footsteps.

Combat

Ashens defile plant life wherever they find it, reveling in the pleasure of vibrant life energy coursing through their bodies. An ashen blasts anything in its path.

A creature tracking an ashen gains a +10 **circumstance bonus** on its **Survival** check.

Defiling (Su): Ashens seek out fertile terrain to defile, though when necessary they can gather energy no matter the terrain, blasting at barriers and people in their path. The ashen angles its

palms toward the ground and gathers energy as a full-round action, leaving behind a 30-ft. radius circle of defiler's ash. Creatures caught within the radius suffer the effects of defiling magic (described in Chapter 8: Magic and Psionics in the DS3 Core Rules). After defiling, the ashen becomes satiated and wanders away from living beings.

The energy gathered in this process seethes within the ashen's bloated corpse, lighting up its eyes and the holes in its flesh even as it slowly seeps back into the ground. While the ashen holds energy within itself, its footsteps no longer leave defiled marks on the ground.

Though the ashen must replenish its energy each day, it also expends the gathered energy in combat with sorcerous blasts. If the ashen spends any of its life energy in shaping sorcerous blasts, it seeks fertile ground immediately after the battle to replenish itself.

If the ashen passes more than a day without gathering energy, it unceremoniously crumbles to the ground in a heap of bones and ash.

Plant Corruption (Su): A plant creature damaged by an ashen's defiling ability but not destroyed acquires the Defiled template (see Terrors of Athas).

Sorcerous Blast (Su): An ashen can shape life energy it gathers through defiling into two of the following sorcerous blasts. The energy gathered from a single defiling can power a number of blasts depending on the terrain from which it was gathered. The ashen has one blast for each terrain category better than desolate. For each terrain category better than desolate, a non-instantaneous attack lasts for an additional round, or the **DC** of an instantaneous attack increases by 1. The save **DCs** are **Charisma-based**.

The attacks a particular ashen uses vary according to its personality in life, but all ashens know at least one instantaneous attack (heat blast or life sap) and one non-instantaneous attack (fiery tendrils or lightning serpent).

Fiery Tendrils: Six writhing, fiery tendrils spring from the ashen's palms, allowing the undead to spray fire for 5 rounds or until it uses a different sorcerous blast. Each round, each of the 6 fiery tendrils becomes a ray with 40-ft. range that deals **2d6** points of fire damage.

Heat Blast: A shower of heat wells from the palm of the ashen, filling a cone 40 ft. long. The blast deals **6d6** points of damage to each creature in its path. Half of the damage is fire damage, and the rest is force damage and not subject to energy resistance. Creatures in the cone can make a **Reflex save** (**DC 19**) to take only half damage.

Life Sap: A death field emanates from the ashen, sapping life from all living creatures within a 40-ft. radius centered on the ashen. Each creature within the field gains a **negative level** unless it makes a **Fortitude save** (**DC 19**). For each **negative level**, the ashen gains 5 **temporary hit points**.

Lightning Serpent: The ashen creates an autonomous, writhing band of electrical energy, reminiscent of a serpent, which flies through the air and attacks the ashen's enemies. Treat the serpent as a giant constrictor snake, except that it is undead and incorporeal, has a fly speed of 60 ft. (average maneuverability), and its bite is a touch attack dealing **6d6** points of electricity damage. The serpent can be dispelled with an area dispel as though it were a spell effect. The ashen must concentrate to maintain the serpent, which lasts up to 5 rounds.

Ash Rebirth (Ex): If destroyed on a patch of defiled ground (usually during a battle in which it used its defiling ability), or when destroyed by a rival defiler's spell, an ashen reforms within **1d12** days as a creature made of loose ash. This new form is short-

lived; each day it must make a **Fortitude save** (DC 10 + number of days since reforming). If it fails a save, it loses consolidation and blows away in the wind. Treat the ash form as a **Large** fire elemental with all the ashen's special attacks. The **DC** to resist its ashen attacks is 14.

Immunity to Rebuking (Ex): An ashen cannot be rebuked or commanded, though it can still be turned.

Unnatural Aura (Su): Animals, whether wild or domesticated, sense the unnatural presence of an ashen at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

BLIGHT

Diminutive Undead

Hit Dice: 1/4 d12 (1 hp)

Initiative: +5

Speed: Fly 60 ft. (good)

Armor Class: 19 (+4 size, +5 Dex), touch 19, flat-footed 14

Base Attack/Grapple: +0/-14

Attack: Bite +2 melee (1d2-2 plus poison)

Full Attack: Bite +2 melee (1d2-2 plus poison)

Space/Reach: 1 ft./0 ft.

Special Attacks: Poison, silent image

Special Qualities: Darkvision 60 ft., illusory body, undead traits

Saves: Fort +0, Ref +7, Will +2

Abilities: Str 6, Dex 20, Con —, Int 11, Wis 11, Cha 14

Skills: Hide +20, Listen +4, Move Silently +6, Search +4, Spot +4

Feats: Lightning Reflexes

Environment: Obsidian Plains

Organization: Gang (2-4), band (6-11), or tribe (20-80)

Challenge Rating: 1

Treasure: None

Alignment: Always evil (any)

Advancement: 1-2 HD (Diminutive)

Level Adjustment: —

A tiny being made of glowing light flies through the air, a faintly visible skull floating atop its transparent form.

Blights are the undead remnants of pixies. Only the pixie's head remains, floating around in search of the warmth of the living. The head continually emits light, forming an illusion of a humanoid shape about 2 or 3 feet high. The illusion masks the blight's skull, and most creatures believe the blight to be an incorporeal undead.

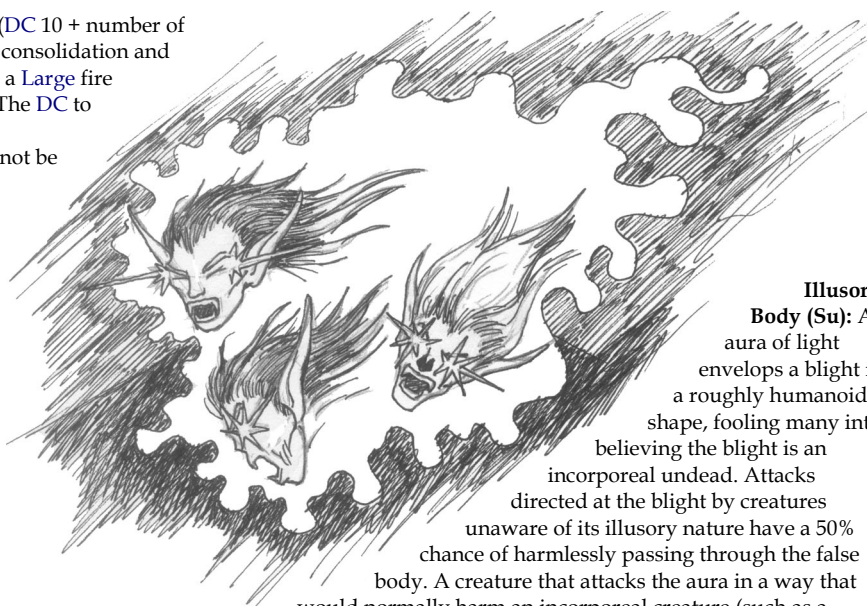
Creatures that recognize the blight's corporeal nature (see below) can see its tiny bone head, with eye sockets filled with mold and fungus, teeth rotten and decaying, and fangs unusually sharp. In the dead of night, the fungus in a blight's eyes sometimes glows a pale green hue.

Combat

Blights use their illusory powers to lure victims into a surprise attack. The heads bite with sharp fangs, injecting a paralytic poison into their prey. Poisoned victims must watch as the blights slowly devour their flesh.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage paralysis for 2d6 minutes. The save DC is Constitution-based.

Silent Image (Sp): Blights can use silent image at will (Will save DC 13). They use this ability to lure victims, usually creating an illusory banquet. The save DC is Charisma-based.



Illusory Body (Su): An aura of light envelops a blight in a roughly humanoid shape, fooling many into believing the blight is an incorporeal undead. Attacks directed at the blight by creatures unaware of its illusory nature have a 50% chance of harmlessly passing through the false body. A creature that attacks the aura in a way that would normally harm an incorporeal creature (such as a magic weapon) receives a **Will save** (DC 12) to disbelieve the aura. The save DC is Charisma-based.

CALLER IN DARKNESS, GIUSTENAL

Huge Undead (Incorporeal, Psionic)

Hit Dice: 20d12 (130 hp)

Initiative: +7

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 21 (-2 size, +3 Dex, +10 deflection), touch 21, flat-footed 18

Base Attack/Grapple: +10/—

Attack: Incorporeal touch +11 melee (3d6)

Full Attack: 4 incorporeal touches +11 melee (3d6)

Space/Reach: 15 ft./15 ft.

Special Attacks: Psi-like abilities, steal essence

Special Qualities: Darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits, unnatural aura

Saves: Fort +6, Ref +9, Will +15

Abilities: Str —, Dex 16, Con —, Int 19, Wis 16, Cha 19

Skills: Bluff +27, Diplomacy +8, Disguise +4 (+6 acting), Hide +18, Intimidate +29, Listen +28, Search +27, Sense Motive +26, Spot +28, Survival +26 (+28 following tracks)

Feats: Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Power Penetration, Wounding Attack

Environment: Giustenal

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

A ghostly mass of swirling, silently screaming faces whirls about as a column of grayish energy. The humanoid faces are twisted into masks of rage and terror, suggesting that these spirits died horribly.

The caller in darkness of Giustenal is a collection of those who died in the great carnage inflicted upon Giustenal when Dregoth was killed. The souls of the humanoid creatures killed in that bloodbath slowly assembled themselves together to form this tortured creature.

The caller seeks out those with psionic potential or who manifest psionic powers and tries to kill them in order to absorb their energy.

Combat

Using detect psionics, the caller in darkness searches for creatures that manifest psionic powers. The caller attempts to absorb the souls of the creatures it kills, helping it to grow stronger.

Psi-Like Abilities: At will—*clairvoyant sense*, *concussion blast* (up to three targets within 15 ft., 6d6*), *crisis of life* (kill creature up to 16 HD, DC 21*), *demoralize* (70-ft. radius, DC 23*), *detect psionics*, *psionic suggestion* (up to 8 targets within 15 ft., DC 16*), *recall agony* (17d6, DC 10*). Manifest level 18th. The save DCs are Charisma-based.

*Includes augmentation for the Giustenal caller in darkness's manifest level.

Steal Essence (Su): Any living, intelligent creature slain by the Giustenal caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 **temporary hit points**, and a permanent new screaming face appears within its cloud.

Giustenal's caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or sleeping, or that are helpless due to having a mental ability score reduced to 0. Doing so is a **standard action** that provokes **attacks of opportunity**. The victim dies, and the caller gains 12 **temporary hit points**.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of Giustenal's caller in darkness at a distance of 1000 feet. Such an animal refuses to move closer, and if forced to do so, it becomes panicked unless it makes a **Will save** (DC 24). It remains panicked until it leaves the area of effect. A panicked creature that is cornered begins cowering. The save DC is Charisma-based.

CREEPING CLAW

A creature's severed limb scuttles independent of its owner.

Creeping claws are severed hands or feet, animated through necromancy or torn off another undead creature with the Ambulatory Limb ability (see **Chapter 3: Special Attacks, Qualities and Weaknesses**). An undead with this ability produces a claw two size categories smaller than the creature.

The limbs have sharp claws that inflict ghastly wounds and allow the claws to climb any surface.

Combat

A creeping claw follows the whim of its owner, or it attacks on its own if not controlled by another.

Damage Reduction (Ex): A creeping claw has **damage reduction 5/bludgeoning** if skeletal, or **damage reduction 5/slashing** if fleshy.

CRIMSON

Huge Outsider (Evil, Extraplanar, Incorporeal, Psionic)

Hit Dice: 22d8+110 (209 hp)

Initiative: +9

Speed: Fly 40 ft. (perfect)

Armor Class: 23 (-2 size, +5 Dex, +6 deflection, +4 insight), touch 23, flat-footed 14

Base Attack/Grapple: +22/—

Attack: Incorporeal touch +25 melee (2d6 plus 1d4 Constitution drain)

Full Attack: Incorporeal touch +25 melee (2d6 plus 1d4 Constitution drain)

	Creeping Claw, Tiny Undead	Creeping Claw, Small Undead	Creeping Claw, Medium Undead
HD:	2d12 (13 hp)	4d12 (26 hp)	6d12 (39 hp)
Initiative:	+2	+1	+0
Speed:	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+1/-8	+2/+0	+3/+7
Attack:	Claw +2 melee (1d4-1)	Claw +5 melee (1d6+3)	Claw +7 melee (1d8+6)
Full Attack:	Claw +2 melee (1d4-1)	Claw +5 melee (1d6+3)	Claw +7 melee (1d8+6)
Space/Reach:	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	—	—
Special Qualities:	Damage reduction 5/(see below), darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/(see below), darkvision 60 ft., immunity to cold, undead traits	Damage reduction 5/(see below), darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +2, Will +3	Fort +1, Ref +2, Will +4	Fort +2, Ref +2, Will +5
Abilities:	Str 8, Dex 14, Con —, Int —, Wis 10, Cha 1	Str 14, Dex 12, Con —, Int —, Wis 10, Cha 1	Str 18, Dex 10, Con —, Int —, Wis 10, Cha 1
Skills:	Climb +7	Climb +10	Climb +12
Feats:	—	—	—
Environment:	Any	Any	Any
Organization:	Any	Any	Any
Challenge Rating:	1/2	2	3
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3 HD (Tiny)	5 HD (Small)	7-9 HD (Medium); 10-12 HD (Large)
Level Adjustment:	—	—	—

Space/Reach: 15 ft./15 ft.

Special Attacks: Aura of death, Constitution drain, grayfog, psi-like abilities, spells

Special Qualities: Damage reduction 15/silver and magic, darkvision 60 ft., fast healing 10, incorporeal traits, necromant, spell resistance 32

Saves: Fort +19, Ref +18, Will +17

Abilities: Str —, Dex 20, Con 22, Int 20, Wis 14, Cha 22

Skills: Bluff +31, Concentration +31, Diplomacy +10, Hide +30, Intimidate +31, Knowledge (arcana) +30, Knowledge (the planes) +30, Listen +27, Psicraft +30, Search +30, Sense Motive +27, Spellcraft +32, Spot +27, Survival +27 (+29 other planes or following tracks)

Feats: Combat Casting, Empower Spell, Flyby Attack, Improved Initiative, Iron Will, Maximize Spell, Silent Spell, Spell Mastery* (B), Spell Penetration

Environment: The Gray

Organization: Solitary or group (1 plus 1-6 tormented)

Challenge Rating: 22

Treasure: None

Alignment: Always evil (any)

Advancement: 23–44 HD (Huge); 45–66 HD (Gargantuan)

Level Adjustment: —

A massive cloud of dense, gray fog billows silently in the gray void.

Crimsons are incorporeal creatures dwelling deep in the Gray. The results of experiments by Rajaat, these creatures resist the draining effects of the Gray and even feed off the souls of other creatures. They have virtually no interest in the Material Plane of Athas and live out their nearly immortal lives in the plane of the dead, leeching off its energies.

Crimsons appear in the Gray as clouds of gray fog, floating tranquilly but seeming to boil when the creature is riled. Within the clouds, visible if the crimson desires, floats a glittering crown above a black or dark gray robe. Beneath the crown, a pair of hideously intense red eyes burn brightly with hatred. Crimsons have no other visible features.

Crimsons can remain dormant for years or decades, or even King's Ages, as some have speculated, although no one has ever confirmed this. Presumably, after feeding, a crimson rests until the tug of mortal life force alerts it to the need to feed again.

Rarely, a crimson ventures onto the Material Plane when it is disturbed while trying to feed. If someone attempts to resurrect a crimson's victim, the crimson manifests on Athas and attempts to dissuade the mortal. If that doesn't work, it draws the mortal to the Gray, where it uses more potent abilities to devour their souls.

Crimsons often have tormented or wraiths as servants.

Combat

Crimsons fight primarily through their minions, preferring the anonymity of distance and indifference. They rarely engage in combat on the Material Plane. Should a crimson be threatened in the Gray, though, its resistance is sudden and relentless.

A crimson can cast a spell and use any psi-like ability in the same round if it has activated schism. It can manifest defensive precognition as a swift action, and it activates that power whenever it is in combat and not flat-footed.

Aura of Death (Su): A crimson's countless ages spent in the Gray have given it a stench of the dead, palpable to the living. A living creature that comes within 300 ft. of a crimson is shaken unless it makes a **Will save** (DC 27). Whether or not the save is successful, that creature cannot be affected again by the same crimson's aura for 24 hours. The save DC is **Charisma-based**.

Constitution Drain (Su): Living creatures hit by a crimson's incorporeal touch attack must succeed on a **DC 27 Fortitude save** or take **1d4** points of **Constitution** drain. The save DC is **Charisma-based**. On each such successful attack, the crimson gains 5

temporary hit points. When a crimson drains a creature's **Constitution** to 0, the victim is irrevocably killed and cannot be raised or resurrected by any means.

Grayfog (Su): When on Athas, a crimson can release a burst of Gray energy as a **standard action**. This swirling energy draws creatures within 80 ft. into the Gray unless they make a **Will save** (DC 27). Affected creatures suffer 2d8 points of damage and are dazed for **1d4** rounds. The save DC is **Charisma-based**.

Psi-Like Abilities: At will — *brain lock* (any target, DC 18*), *defensive precognition* (+4 bonus, swift action*), *detect psionics*, *mind probe* (DC 21*), *psionic dominate* (up to three targets of any type, DC 25*), *psionic plane shift*, *recall agony* (17d6, DC 23*), *schism*, *ultrablaster* (18d6, DC 23*). Manifest level 18th. The save DCs are **Charisma-based**.

*Includes augmentation for the crimson's manifest level.

Spells: A crimson casts spells as a 20th-level wizard (defiler).

*When a crimson absorbs the soul of a dead wizard, it learns all spells that wizard had prepared before dying, as though with the **Spell Mastery** feat.

Typical Wizard Spells Prepared (4/6/5/5/5/5/4/4/4/4): 0 — *detect magic* (4); 1st — *comprehend languages*, *mage armor*, *magic missile*, *protection from good*, *ray of enfeeblement* (+25 ranged touch), *shield*; 2nd — *detect thoughts*, *false life*, *fox's cunning*, *mirror image*, *see invisibility*; 3rd — *invisibility sphere*, *protection from energy*, *ray of enfeeblement* (Empowered) (+25 ranged touch), *slow* (DC 18), *suggestion* (DC 18); 4th — *black tentacles*, *dispel magic* (Silenced), *enervation* (+25 ranged touch), *phantasmal killer* (DC 19), *solid fog*; 5th — *feeblemind* (DC 20), *mind fog* (DC 20), *vampiric touch* (Empowered) (+25 melee touch), *wall of force*, *waves of fatigue*; 6th — *circle of death* (DC 21), *disintegrate* (+25 ranged touch, DC 21), *greater dispel magic*, *repulsion* (DC 21); 7th — *control undead* (DC 22), *finger of death* (DC 22), *greater teleport*, *reverse gravity* (DC 22); 8th — *create greater undead*, *maze*, *protection from spells*, *symbol of insanity* (DC 23); 9th — *energy drain* (+25 ranged touch, DC 24), *summon monster IX*, *time stop*, *wail of the banshee* (DC 24).

Necromant (Ex): A crimson draws energy for arcane spells from the Gray instead of from plant life. This ability negates the defiling radius and terrain modifiers on spell **DCs** and caster level checks. It also allows the crimson to draw spell energy within the Gray.

ECOLOGY OF THE CRIMSON

Crimsons are so powerful that, even as incorporeal beings largely indifferent to the world of mortals, they greatly affect the world of Athas. Some sages believe that the actions of crimsons in absorbing dead spirits have disrupted the normal flow of energy in the Gray. They believe causes the Gray to enlarge, although no one can prove or disprove this theory.

Within the Gray itself, the crimsons exercise a huge and undeniable influence. Vast numbers of the Gray's denizens owe allegiance to one crimson or another and respond to its call. Through pacts with the t'lizes, they even extend their reach to the Material Plane.

GOLEM

Golems are automatons created with great strength through the use of powerful magic. They obey simple commands from their creator, and their magical nature grants them immunity to some magic.

Combat

A golem's creator can command it if the golem is within 60 feet and can see and hear its creator. If uncommanded, a golem usually follows its last instruction to the best of its ability, though if attacked it returns the attack. The creator can give the golem a simple command to govern its actions in his or her absence. The

golem's creator can order the golem to obey the commands of another person (who might in turn place the golem under someone else's control, and so on), but the golem's creator can always resume control over his creation by commanding the golem to obey him alone.

Immunity to Magic (Ex): Golems are immune to any spell or spell-like ability that allows [spell resistance](#), except when otherwise noted.

CONSTRUCTION

Construction of a golem is a long process involving powerful magical and elemental forces. Each golem's construction requires considerable materials and spell components. The creator must also be able to build the golem's body or find someone to do so. Athasian golems are not animated by an elemental spirits but are simply driven by magical energies.

The characteristics of a golem that come from its nature as a magic item (caster level, prerequisite feats and spells, market price, cost to create) are given in summary form at the end of each golem's description.

Note: The market price of an advanced golem (a golem with more [Hit Dice](#) than the typical golem described in each entry) is increased by 5,000 Cp for each additional [Hit Die](#), and increased by an additional 50,000 Cp if the golem's size increases. The [XP](#) cost for creating an advanced golem is equal to 1/25 the advanced golem's market price minus the cost of the special materials required.

ASH GOLEM

Large Construct (Fire)

Hit Dice: 8d10+30 (74 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 16 (-1 size, -1 Dex, +8 natural), touch 8, flat-footed 16

Base Attack/Grapple: +6/+16

Attack: Slam +11 melee (3d8+6)

Full Attack: 2 slams +11 melee (3d8+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Ashen trail, burning grasp, improved grab, scorching ray

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to fire and magic, low-light vision, vulnerability to cold

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

Abilities: Str 23, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 9–16 HD (Large); 17–24 HD (Huge)

Level Adjustment: —

A tall humanoid seemingly composed of ash, this creature has finely detailed, humanlike facial features. A trail of ash follows the creature's silent march.

Ash golems are magically created animations of gray ash. When they walk, they leave behind a trail of corrosive ash.

An ash golem stands 8 feet tall but weighs very little (only 150 pounds). It has a humanoid appearance, with a full-featured face, unlike many other golems.

Combat

The ash golem attacks by grasping its opponent and pressing the victim into its burning body. The golem can also hurl flames at its enemies.

Ashen Trail (Su): For up to two hours after an ash golem passes, any creature that touches the ash left behind by the golem suffers 1d4 points of acid damage immediately and every 10 minutes thereafter. A [heal](#) or [remove curse](#) spell cures a creature of the corrosive ash. Once per hour, the creature can also attempt a [Fortitude save](#) (DC 14) to remove the ash. The save DC is [Constitution-based](#). A creature tracking an ash golem gains a +10 [circumstance bonus](#) on its [Survival](#) check.

Burning Grasp (Ex): A creature grappled by an ash golem suffers 1d10 points of damage every round it is caught in the golem's hold.

Improved Grab (Ex): To use this ability, an ash golem must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Scorching Ray (Su): An ash golem can use [scorching ray](#) once per day as an 8th-level wizard.

Immunity to Magic (Ex): An ash golem is immune to any spell or spell-like ability that allows [spell resistance](#). In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold damage harms an ash golem as normal.

A magical attack that deals fire damage heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal [hit points](#), it gains any excess as [temporary hit points](#). For example, an ash golem hit by a [fireball](#) gains back 6 [hit points](#) if the damage total is 18 points. An ash golem gets no saving throw against fire effects.

Construction

An ash golem is created by mixing the ash and blood of a fire drake, which is then poured into a mold to create the golem. Special acids and incense worth 500 Cp are also required.

Assembling the body requires a DC 14 [Craft \(sculpting\)](#) check.

CL 9th; [Craft Construct](#), [burning hands](#), [geas/quest](#), [limited wish](#), [scorching ray](#), caster must be at least 9th level; Price 25,000 Cp; Cost 13,000 Cp + 1,000 XP.

BONE GOLEM

Large Construct

Hit Dice: 9d10+30 (79 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +6/+15

Attack: Claw +10 melee (2d8+5)

Full Attack: 2 claws +10 melee (2d8+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Shards

Special Qualities: Construct traits, damage reduction

5/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision

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

Abilities: Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: None
Alignment: Always neutral
Advancement: 10–18 HD (Large); 19–27 HD (Huge)
Level Adjustment: –

Made of the misshapen bones of a dozen or more humanoids and beasts, this skeletal monster lurches forward stiffly, its arms ending in jagged claws.

A bone golem is made of bits and pieces of bones from many creatures. It usually stands 8 to 10 feet high but weighs only around 300 pounds. Some bone golems have parts of bone fused together in the creation process, or other bone pieces jutting out at odd angles. Their hands are almost always shaped like claws. The bone golem cannot speak, and its walking may be stiff and unnatural.

Combat

A bone golem's misshapen frame can rarely wear clothing or armor of any kind. The creature attacks only with its claws and does not use weapons.

Shards (Su): As a free action once every three rounds, a bone golem can spray shards of bone in a 25-foot cone by slapping its hands together. Creatures caught in the cone suffer 2d10 points of damage (Reflex save half DC 14). The save DC is Constitution-based.

Immunity to Magic (Ex): A bone golem is immune to any spell or spell-like ability that allows **spell resistance**. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals sonic damage harms a bone golem as normal, and the golem suffers any effects from sonic spells as though it were crystalline. For example, *shatter* deals the golem 1d6 points of damage per caster level (to a maximum of 10d6).

Construction

A bone golem is created using at least eight skeletons from Medium creatures. Special incense and magical powders worth 500 Cp are also required. Note that creating a bone golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 13 Craft (sculpting) check or a DC 13 Heal check.

CL 9th; **Craft Construct**, *animate dead*, *bull's strength*, *geas/quest*, *limited wish*, caster must be at least 8th level; Price 20,000 Cp; Cost 10,500 Cp + 780 XP.

CHITIN GOLEM

Large Construct

Hit Dice: 11d10+30 (90 hp)

Initiative: -1

Speed: 30 ft. (6 squares)

Armor Class: 20 (-1 size, -1 Dex, +12 natural), touch 8, flat-footed 20

Base Attack/Grapple: +8/+17

Attack: Claw +12 melee (2d10+7 plus poison)

Full Attack: Claw +12 melee (2d10+7 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Poison

Special Qualities: Construct traits, damage reduction

5/adamantine, darkvision 60 ft., immunity to magic, low-light vision

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

Abilities: Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: 12–22 HD (Large); 23–33 HD (Huge)
Level Adjustment: –

Humanoid and built from the carapaces of many large insects, this 10-foot monster reeks of death and decay. Though it has several limbs, it hefts one mighty claw in determination.

A chitin golem is constructed from the shells of many large Athasian insects. It stands 10 feet tall but weighs only 200–250 pounds. Though humanoid in shape, the golem can have many appendages, each with a claw or pincer. It walks in a slow and unstable manner, its gangly arms hanging at its side.

An odor of death and decay clings to all chitin golems. Often their chitin will appear rotten and moldy, but it is strong. Chitin golems cannot speak; they can make only growling sounds.

Combat

Chitin golems use their claws or pincers to attack their victims. Any creature hit by the chitin golem must beware its poison.

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d4 Str. The save DC is Constitution based.

Immunity to Magic (Ex): A chitin golem is immune to any spell or spell-like ability that allows **spell resistance**. In addition, certain spells and effects function differently against the creature, as noted below.

The *delay poison* spell deals 1d4 points of damage and slows the golem (as the *slow* spell) for 2d6 rounds.

Casting *giant vermin* heals the golem's wounds and breaks any slow effect on it.

Repel vermin affects the golem as though it were of the vermin type.

Construction

A chitin golem is created using at least eight dead insect shells; most defilers use kank shells to create their golems, but other large insects are also used. A poultice worth 500 Cp containing the blood of an earth drake is also required. Note that creating a chitin golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 14 Craft (sculpting) check or a DC 14 Heal check.

CL 9th; **Craft Construct**, *animal growth*, *contagion*, *geas/quest*, *limited wish*, *scorching ray*, caster must be at least 9th level; Price 25,000 Cp; Cost 13,000 Cp + 1,000 XP.

OBSIDIAN GOLEM

Large Construct

Hit Dice: 15d10+30 (112 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armor Class: 28 (-1 size, -1 Dex, +20 natural), touch 8, flat-footed 28

Base Attack/Grapple: +11/+25

Attack: Slam +16 melee (4d10+15)

Full Attack: Slam +16 melee (4d10+15)

Space/Reach: 10 ft./10 ft.

Special Attacks: Stun

Special Qualities: Construct traits, damage reduction

10/adamantine, darkvision 60 ft., immunity to magic, low-light vision

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

Abilities: Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: Hide -5*

Feats: —**Environment:** Any**Organization:** Solitary**Challenge Rating:** 11**Treasure:** None**Alignment:** Always neutral**Advancement:** 16–30 HD (Large); 31–45 HD (Huge)**Level Adjustment:** —

This massive obsidian statue towers overhead, its twelve-foot body shaped like a giant human with huge, unwieldy fists that cannot open.

An obsidian golem measures 12 feet and weighs over 900 pounds. The obsidian golem is slow, but its great strength makes up for its lack of movement. It cannot speak.

Combat

An obsidian golem can do massive amounts of damage with its fists. Although it can only attack with one fist at a time, this is often enough to fell even the hardiest of foes.

Stun (Su): As a **standard action**, an obsidian golem can slam its fists together, releasing a loud sonic shockwave and a spray of sharp obsidian. Creatures within a 20-ft. radius centered on the golem are stunned for 1d4 rounds if they fail a **Fortitude save** (DC 17) and suffer 5d6 points of slashing damage (Reflex half DC 17). The save DCs are **Constitution-based**.

Immunity to Magic (Ex): An obsidian golem is immune to any spell or spell-like ability that allows **spell resistance**. In addition, certain spells and effects function differently against the creature, as noted below.

Repel metal or stone pushes the golem to the limit of the spell's range.

The *shatter* spell damages the golem as a crystalline creature, dealing 1d6 points of damage per caster level (maximum 10d6).

Casting *stoneskin* on the golem heals it to maximum **hit points**.

Skills: *An obsidian golem can hide on the Obsidian Plain, receiving a +20 **racial bonus** on **Hide** checks while standing still in obsidian.

Construction

An obsidian golem's body is chiseled from a single block of obsidian weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 Cp. Note that creating an obsidian golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 17 **Craft (sculpting)** check or a DC 17 **Craft (stonemasonry)** check.

CL 14th; **Craft Construct**, *animate dead*, *geas/quest*, *symbol of stunning*, caster must be at least 14th level; Price 90,000 Cp; Cost 50,000 Cp + 3,400 XP.

SAND GOLEM**Large Construct****Hit Dice:** 10d10+30 (85 hp)**Initiative:** -1**Speed:** 20 ft. (4 squares)**Armor Class:** 24 (-1 size, -1 Dex, +16 natural), touch 8, flat-footed 24**Base Attack/Grapple:** +7/+16**Attack:** Slam +11 melee (4d10+7)**Full Attack:** Slam +11 melee (4d10+7)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Engulf**Special Qualities:** Construct traits, damage reduction

10/adamantine and bludgeoning, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +3, Ref +2, Will +3**Abilities:** Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1**Skills:** —**Feats:** —**Environment:** Any**Organization:** Solitary**Challenge Rating:** 11**Treasure:** None**Alignment:** Always neutral**Advancement:** 11–20 HD (Large); 21–30 HD (Huge)**Level Adjustment:** —

An eight-foot-tall construct of sand, this humanoid figure has faint indentations where its eyes should be, and its open mouth makes unintelligible growls. The creature leaves a trail of sand in its wake.

A sand golem is a humanoid construct of sand standing over 8 feet tall.

Combat

A sand golem is very difficult to harm, since its sandy body absorbs many blows. It can also suffocate a creature it manages to grab hold of.

Engulf (Ex): A sand golem can try to wrap a **Medium** or smaller creature in its body as a **standard action**. The golem attempts a grapple that does not provoke an **attack of opportunity**. If it wins the grapple check, it establishes a hold and slams the engulfed victim with a +4 bonus on its attack roll.

Attacks that hit an engulfing golem deal half their damage to the monster and half to the trapped victim. An engulfed creature cannot breathe and begins to suffocate.

Immunity to Magic (Ex): A sand golem is immune to any spell or spell-like ability that allows **spell resistance**. In addition, certain spells and effects function differently against the creature, as noted below.

Stone shape slows the golem (as the *slow* spell) for 2d6 rounds.

The *whirlwind* spell damages the golem, dealing 1d6 points of damage per caster level (maximum 25d6).

Casting *soften earth and stone* on the golem heals 1d6 **hit points**.

Construction

The sand golem is created by pouring sand into a damp clay or mud mold. The mold must be shaped in the form of the golem. The liquids mixed into the sand cost 5,000 Cp.

Assembling the body requires a DC 17 **Craft (sculpting)** check or a DC 17 **Craft (pottery)** check.

CL 14th; **Craft Construct**, *geas/quest*, *limited wish*, *slow*, caster must be at least 14th level; Price 90,000 Cp; Cost 50,000 Cp + 3,400 XP.

WOOD GOLEM**Large Construct****Hit Dice:** 8d10+30 (74 hp)**Initiative:** -1**Speed:** 20 ft. (4 squares)**Armor Class:** 20 (-1 size, -1 Dex, +12 natural), touch 8, flat-footed 20**Base Attack/Grapple:** +6/+15**Attack:** Slam +10 melee (2d8+5)**Full Attack:** 2 slams +10 melee (2d8+5)**Space/Reach:** 10 ft./10 ft.**Special Attacks:** Spell-like abilities**Special Qualities:** Construct traits, damage reduction

5/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +2, Ref +1, Will +4**Abilities:** Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: Hide -5*

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always neutral

Advancement: 9–16 HD (Large); 17–24 HD (Huge)

Level Adjustment: —

A wooden, humanoid-shaped creature lurks silently in the trees, its face featureless save for two wooden knobs where its eyes would be.

Wood golems stand 10 to 11 feet tall and are assembled from pieces of different trees bound together with vines or sinew. They weigh close to 500 lbs. They are difficult to see and can make no sounds, not even growling.

Combat

Wood golems attack by hammering with their fists or casting druidic spells.

Spell-Like Abilities: At will—*entangle* (DC 11), *flame strike* (DC 14), *flaming sphere* (DC 12), *rusting grasp* (+10 melee touch), *warp wood* (DC 12). Caster level 8th. The save DCs are Wisdom-based.

Immunity to Magic (Ex): A wood golem is immune to any spell or spell-like ability that allows **spell resistance**. In addition, certain spells and effects function differently against the creature, as noted below.

Repel wood pushes the golem to the limit of the spell's range and also deals it 2d6 points of damage.

Warp wood stuns the golem for one round.

Casting *plant growth* on the golem heals it to maximum **hit** points.

Skills: *The wood golem is capable of hiding while in a forest, since it is his natural surroundings. The wood golem receives a +20 competence bonus to on **Hide** checks while standing still in a forest.

Construction

Wood golems must be assembled from at least 5 different trees, one of which must be agafari and another one must be oak. Special woods and oils cost 500 Cp.

Assembling the body requires a DC 14 **Craft** (carpentry) check or a DC 14 **Craft** (sculpting) check.

CL 9th; **Craft Construct**, *commune with nature*, *entangle*, *ironwood*, *plant growth*, caster must be at least 9th level; Price 25,000 Cp; Cost 13,000 Cp + 1,000 XP.

IORAMH

Medium Undead

Hit Dice: 3d12 (19 hp)

Initiative: -4

Speed: 30 ft. (6 squares)

Armor Class: 14 (+4 natural), touch 10, flat-footed 14

Base Attack/Grapple: +1/+3

Attack: Claw +4 melee (1d4+2)

Full Attack: 2 claw +4 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Despair, telekinesis

Special Qualities: Darkvision 60 ft., death wish, immunity to cold and electricity, undead traits, vulnerability to raise dead

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

Abilities: Str 14, Dex 10, Con —, Int 6, Wis 10, Cha 9

Skills: Hide +6, Move Silently +6

Feats: Ability Focus (despair), Weapon Focus (claws)

Environment: Any

Organization: Solitary, pair, or group (1-12)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral evil

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: —

This almost skeletal figure has dark yellow skin stretched taunt over its bones and is speckled with patches of mold and liver spots. A permanent expression of agony twists its face, and its dark eyes stare lifelessly.

Ioramhs are former servants of powerful masters. When their master died and became undead, the master's will was strong enough to bring his servants back from the Gray and raise them as undead. Ioramhs are mere shadows of what they once were. They cannot speak or hear, and have a limited sense of their environment. The experience of being pulled back against their will from the Gray has left a permanent mark on their faces.

An ioramh's existence is tied to that of its master. The master can communicate telepathically with his servants no matter where the ioramh is. Ioramhs always obey their master. Should their master die, they are released from their bondage and immediately destroyed.

Combat

Ioramhs do not engage in combat directly unless cornered. They prefer to use their telekinetic powers to hurl objects at their master's foes.

Deaf (Ex): An ioramh's detachment from its environment causes its deafness. The undead takes a -4 penalty on initiative checks, automatically fails **Listen** checks, and has a 20% chance of spell failure when casting spells with verbal components. Ioramhs are immune to language-dependant effects and sonic effects that rely on hearing.

Despair (Su): On approaching within 30 ft. of an ioramh, the viewer must succeed on a DC 12 **Will save** or be shaken for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same ioramh's despair ability for 24 hours. The save DC is **Charisma-based**. For every two ioramh present, the **Will save DC** increases by +1, to a maximum of +6.

Telekinesis (Su): Ioramhs can use *telekinesis* at will to hurl objects as a **standard action**. They can hurl objects weighing up to 50 lb., moving them up to 20 ft. or dealing up to 2d6 points of damage, depending on the material thrown. An ioramh makes telekinetic combat maneuvers with a +0 bonus.

Death Wish (Ex): An ioramh wishes to die forever but is cursed to live on as undead until its master releases it. If given an opportunity to permanently defeat the curse that binds it to undeath, and as long as it doesn't contradict its master's commands, the ioramh may actually assist others in destroying it.

Vulnerability to Raise Dead (Ex): A spellcaster can target an ioramh with a *raise dead* spell, temporarily destroying the creature with a successful touch attack. The ioramh's master's compulsion causes it to rise again in 1d6 days.



KRAG

Medium Undead (Psionic, see text)

Hit Dice: 11d12 (71 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 18*

Base Attack/Grapple: +5/+7

Attack: Claw +7 melee (1d6+2)

Full Attack: 2 claws +7 melee (1d6+2) and bite +2 melee (2d6+1 plus elemental infusion)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, elemental blast, elemental infusion, psi-like abilities

Special Qualities: Darkvision 60 ft., elemental bond, turn resistance, ubiquitous vision, undead traits

Saves: Fort +3, Ref +5, Will +10

Abilities: Str 15, Dex 14, Con —, Int 15, Wis 17, Cha 16

Skills: Climb +4, Concentration +17, Hide +12, Intimidate +12, Listen +13, Move Silently +12, Search +16*, Sense Motive +12, Spot +17*

Feats: Alertness, Combat Manifestation (B), Combat Reflexes, Improved Initiative, Power Attack

Environment: Any

Organization: Solitary or group (1 plus 1-12 kraglings)

Challenge Rating: 7

Treasure: Standard items

Alignment: Always evil (any)

Advancement: 12-22 HD (Medium-size); 23-33 HD (Large)

Level Adjustment: —

A krag is a cleric that died at the hands of the element he most despised. A water cleric dying in the Sea of Silt, for example, may rise as a silt krag; the anguish of dying to a force the cleric spent his life combating is sometimes enough to create a wicked and cruel undead creature.

Krags appear much as they did in life, though they take on the features of the element they died in. A magma krag, for example, would be a mass of molten dripping rock, while a silt-krag would have dry, leathery skin.

Combat

Krags are dangerous creatures, as they are usually encountered with a group of kraglings, victims of the krag's elemental

Element	Subtype(s)	Blast Type	Blast Description
Air	Air	20-ft.-radius sphere	The air krag creates a maelstrom of winds centered on its body, whipping debris and sand into a swirling fury. The attack deals 5d6 points of slashing damage per round for 1d4 rounds. (Fort)
Earth	Earth	20-ft.-radius sphere	An earth krag creates a storm of obsidian shards centered on its body, dealing 5d6 points of slashing damage per round for 1d4 rounds. (Fort)
Fire	Fire (immunity to fire, vulnerability to cold)	30-ft. cone of fire	A cone of flame bursts from the fire krag's mouth, inflicting 11d6 points of fire damage on all creatures in the cone. (Ref)
Water	Water	20-ft.-radius sphere	A water krag forms water inside its enemies' lungs, affecting breathing creatures as the <i>crisis of breath</i> power. (Will negates; Fort partial)
Magma	Earth, Fire (immunity to fire, vulnerability to cold)	60-ft. line of fire	The magma krag creates a stream of flowing obsidian. Anyone caught in this inferno suffers 8d6 points of fire damage in the first round, 6d6 in the next round, then 4d6 and, finally, 2d6. (Fort)
Rain	Air, Water	60-ft. line of lightning	Lightning is the rain krag's favorite weapon. The bolt does 11d6 points of electricity damage. (Ref)
Silt	Earth, Water	20-ft.-radius sphere	A silt krag forms a choking cloud of silt centered on its body for 1d4 rounds, dealing 5d6 points of nonlethal bludgeoning damage per round and granting concealment to creatures within. (Fort)
Sun	Air, Fire (immunity to fire, vulnerability to cold)	60-ft. line of fire	A sunbeam emerges from the sun krag's finger, dealing 11d6 points of fire damage. The beam also ignites combustible materials in its path. (Ref)

transfusion attack. A krag can also control the element that killed it.

Create Spawn (Su): Any animal, humanoid, giant, magical beast, or monstrous humanoid slain by a krag's elemental infusion has a 50% chance of rising as a kragling after 1d4 days. Spawn are under the command of the krag that created them and remain enslaved until its death. At any one time, the krag can have spawn with total HD equal to twice its own.

Elemental Blast (Su): A krag can manipulate elemental energy twice per day as a **standard action**. The attack varies by krag type as noted below. Each attack allows the specified type of saving throw for half damage (DC 18) unless otherwise noted. The save DC is Charisma-based.

Elemental Infusion (Su): The victim of a krag's bite must make a **Fortitude save** (DC 18) or become cursed with a painful and fast-spreading elemental transformation. The creature suffers 1d6 points of damage per round until it dies or is cured. The type of damage varies by krag: acid damage for earth and silt; cold damage for water; electricity damage for air and rain; and fire damage for fire, magma, and sun. A *remove curse* or *heal* spell stops the infusion. The save DC is Charisma-based.

Psi-Like Abilities: At will — *anchored navigation, clairvoyant sense, conceal thoughts, control light, inflict pain (up to five targets within 15 ft., DC 19*), mindlink (up to six unwilling targets within 15 ft., DC 14*), precognition, telekinetic thrust (550 lb., DC 16*); 1/day — ultrablaster (ML 13th, DC 20)*. Manifest level 11th. The save DCs are Charisma-based.

*Includes augmentation for the krag's manifest level.

Elemental Bond (Ex): A krag gains the subtypes associated with its element or paraelement and has the appropriate immunities and vulnerabilities (see the table).

Turn Resistance (Ex): A krag has +2 turn resistance versus a cleric of the same element the krag worshipped in life. A cleric of the element the krag died to, however, has a +2 bonus on his **turning** or **rebuking** check against the krag. An evil cleric cannot **rebuke** or **command** a krag.

Ubiquitous Vision (Ps): *A krag's continuous ubiquitous vision power causes it to retain its **Dexterity** bonus when flat-footed. The krag also has a +4 enhancement bonus on **Spot** and **Search** checks.

Obsidian Beast

Large Elemental (Earth, Extraplanar, Fire)

Hit Dice: 8d8+8 (44 hp)

Initiative: -1

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14

Base Attack/Grapple: +6/+15

Attack: Claw +10 melee (2d6+7)

Full Attack: 2 claws +10 melee (2d6+7)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constrict 2d10+7, improved grab

Special Qualities: Darkvision 60 ft., earth mastery, elemental traits, immunity to fire, obsidian transfer, vulnerability to cold

Saves: Fort +7, Ref +1, Will +4

Abilities: Str 21, Dex 9, Con 13, Int 6, Wis 11, Cha 11

Skills: Hide +0*, Listen +3, Spot +3

Feats: Cleave, Iron Will, Power Attack

Environment: Obsidian Plains

Organization: Solitary

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 9–16 HD (Large); 17–24 HD (Huge)

Level Adjustment: —

This humanoid figure made of black glass stands nearly ten feet tall, its thick body covered with razor-sharp shards of obsidian jutting out at every angle.

Obsidian beasts are elementals native to Athas's Paraelemental Plane of Magma, existing there in peace until wrenched onto Athas. The catastrophe that created the Dead Lands pulled many elementals from their plane, warping them in the process. It is believed that beings with strong ties to the Dead Lands can summon such elementals, similarly warping them. The Dead Lands are the only known place where these beasts have been seen, most often in the lands of the Disciples.

When summoned, an obsidian beast appears as a two-legged, roughly humanoid giant. Obsidian forms most of its body, though bits and pieces of earth or stone often can be seen. Obsidian beasts usually stand 9 feet tall and weigh close to 1200 pounds.

Combat

Obsidian beasts attack with their fists, which are covered with razor-sharp obsidian and deal considerable damage.

Constrict (Ex): On a successful grapple check, an obsidian beast deals 2d10+7 points of damage.

Improved Grab (Ex): To use this ability, an obsidian beast must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking

an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Earth Mastery (Ex): An obsidian beast gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the obsidian beast takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Obsidian Transfer (Su): The mysterious nature of the Dead Lands allows an obsidian beast to transfer itself from place to place on (or in) obsidian at will. As a full-round action, the beast can teleport from one obsidian surface to another or use *meld into stone* to hide within solid obsidian. When close to death, a beast hides until it can heal itself or return to its lair.

Skills: *An obsidian beast has a +10 racial bonus on Hide checks while standing still in obsidian.

Scarlet Warden

Huge Undead

Hit Dice: 12d12 (78 hp)

Initiative: +8

Speed: 40 ft. (8 squares)

Armor Class: 22 (-2 size, +4 Dex, +10 natural), touch 12, flat-footed 18

Base Attack/Grapple: +6/+21

Attack: Claw +12 melee (2d6+7)

Full Attack: 2 claws +12 melee (2d6+7) and bite +7 melee (1d6+3 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Create spawn, improved grab, poison, spells

Special Qualities: Darkvision 60 ft., spell resistance 20, undead traits

Saves: Fort +4, Ref +8, Will +10

Abilities: Str 24, Dex 18, Con —, Int 15, Wis 14, Cha 16

Skills: Concentration +18, Diplomacy +5, Hide +11, Listen +17, Move Silently +19, Search +6, Sense Motive +17, Spot +21

Feats: Alertness, Combat Reflexes, Deflect Arrows (B), Improved Initiative, Weapon Focus (bite, claw)

Environment: Obsidian Plains

Organization: Solitary, pair, pack (3-12), or pilgrim lineage (20-100)

Challenge Rating: 12

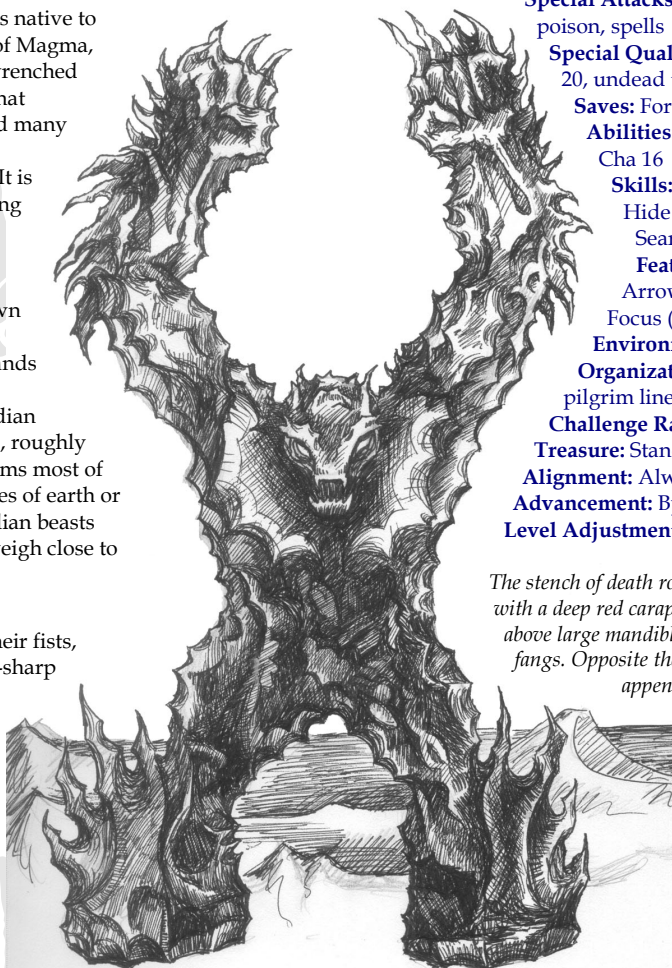
Treasure: Standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: —

The stench of death rolls off this crab-like, eight-legged beast with a deep red carapace. Its head sports two whip-like antennae above large mandibles that open sideways to reveal sharp fangs. Opposite the head, a tail stump suggests some lost appendage. Eight legs support the shelled body.



"Scarlet warden" is the name given to the most common undead s'thag zagaths by their northern humanoid enemies. Scarlet wardens are not really scarlet at all, but a deep red, burnished and nearly black. Like their living precursors, scarlet wardens possess an eye cluster that allows them full 360-degree vision without moving their

heads. When they cast spells, their eyes glow scarlet, hence their name.

Protruding from the warden's abdomen, directly above the web spinnerets, is a tail stump or knob. Most humanoid undead believe this stump the only tail wardens ever had, but in fact the stump is all that remains of the undead s'thag zagath's third whip after its reanimation.

Combat

A scarlet warden augments its physical attacks with spells, often making multiple chill touch attacks per round. Its poison is far more horrific than that of a live s'thag zagath, causing slain foes to rise in undeath. Most prey, however, is quickly consumed as food.

A scarlet warden often uses its prominent tail stump to make an irritating, buzzing noise in combat. Though this noise causes no injury, it is highly disconcerting, and several wardens buzzing in the same area can make verbal communication almost impossible.

Create Spawn (Su): A humanoid reduced to 0 Constitution by scarlet warden poison dies but continues to breathe shallowly as if alive. After 1d6 days, the corpse rises as a namech under the scarlet warden's command.

Improved Grab (Ex): To use this ability, a scarlet warden must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

Spells (Sp): A scarlet warden casts spells as a 10th-level necromancer (defiler).

Typical Wizard Spells Prepared (5/6/6/4/4/3): 0 – *dancing lights*, *disrupt undead* (+8 ranged touch) (3), *detect magic*; 1st – *alarm*, *chill touch* (+11 melee touch) (2), *mage armor*, *ray of enfeeblement* (+8 ranged touch), *shocking grasp* (+11 melee touch); 2nd – *command undead* (DC 14), *false life*, *ghoul touch* (+11 melee touch, DC 14), *mirror image*, *see invisibility*, *spectral hand*; 3rd – *clairaudience/clairvoyance*, *halt undead* (DC 15), *haste*, *invisibility sphere*; 4th – *animate dead*, *dimension door*, *fire shield*, *shout* (DC 16); 5th – *cone of cold* (DC 17), *magic jar* (DC 17), *overland flight*.

All-Around Vision (Ex): A scarlet warden's eyes give it 360-degree vision, granting a +4 racial bonus on Spot and Search checks and preventing the beast from becoming flanked.

Spell Resistance (Ex): Scarlet wardens have spell resistance equal to 20 + class levels.

ECOLOGY OF THE SCARLET WARDEN

S'thag zagaths return swiftly from death, rising as scarlet wardens. When they first rise, they are mindless, maddened, and likely to attack fellow lineage-mates or even to strike out at the birthstones themselves. Living s'thag zagaths must perform a complicated ritual on them, amputating their whip-tails and psionically altering their minds. The result is an undead scarlet warden that is obedient to the living s'thag zagaths, with proper, if perfunctory, reverence for the Successor and the birthstones.

Though as undead creatures the scarlet wardens require neither food nor water, they often consume the corpses of living and undead humanoids they kill; the act seems to gratify memories of their living existence. They often also mutilate the corpses of fellow wardens slain in battles between pilgrim lineages, though they rarely eat their own dead. Scarlet wardens are instinctively loyal to their lineage-mates and retain enough of their memories and personalities from life that they can still communicate as individuals in undeath.

Scarlet wardens organize into bands called pilgrim lineages. All the wardens in a band are related, though exactly how is unknown. For every 100 members of a pilgrim lineage, there is a 5th-level necromancer chief and two 3rd-level lieutenants. They make no peace, no treaties, and no trade, and they take no prisoners, save for food. Scarlet wardens eat anything but avoid

consumption of undead insects, preferring the flesh of undead humanoids or, better still, the flesh of living victims killed in battle. Constantly on the move, scarlet wardens are the driving force behind the bugdead of the Dead Lands.

S'THAG ZAGATH

Huge Magical Beast (Psionic)

Hit Dice: 12d10 (66 hp)

Initiative: +11

Speed: 50 ft. (10 squares), climb 20 ft.

Armor Class: 20 (-2 size, +7 Dex, +5 natural), touch 15, flat-footed 13

Base Attack/Grapple: +12/+25

Attack: Claw +15 melee (2d6+5) or tentacle +14 melee (1d4+5)

Full Attack: 4 claws +15 melee (2d6+5) and bite +10 melee (1d6+5 plus poison) and 3 tentacles +9 melee (1d4+5)

Space/Reach: 15 ft./10 ft. (15 ft. with tentacles)

Special Attacks: Poison, psi-like abilities

Special Qualities: All-around vision, immunity to mind-affecting effects, spell resistance 15

Saves: Fort +8, Ref +15, Will +5

Abilities: Str 20, Dex 24, Con 10, Int 20, Wis 12, Cha 7

Skills: Climb +13, Concentration +15, Diplomacy +0, Hide +14, Intimidate +13, Jump +28, Listen +16, Search +9, Sense Motive +16, Spot +20

Feats: Combat Reflexes, Deflect Arrows (B), Improved Initiative, Psionic Fist, Weapon Focus (bite, claw)

Environment: Obsidian Plains

Organization: Solitary, pair, pack (3-12), or pilgrim lineage (20-100)

Challenge Rating: 11

Treasure: Double standard

Alignment: Always lawful evil

Advancement: By character class

Level Adjustment: –

Enormous and crab-like, this eight-legged beast wears a deep red carapace. On one end, its head sports two whip-like antennae above large mandibles that open sideways to reveal sharp fangs. Opposite the head, a third antenna sprouts like a tail. Eight legs support the shelled body, their color shading to brown beneath the beast.

The s'thag zagath are an ancient race that, like the kreen, was fortunate enough to avoid notice by Rajaat during the Cleansing Wars. During the Green Age, these denizens of the south were not well known. Larger than thri-kreen, the zagath evidently owe their ancestry to spiders or crabs.

S'thag zagath deep, burnished red carapaces are thick and smooth, giving them great protection. They can balance on their middle pairs of legs, leaving the front and rear pairs free to make vicious strikes. Their overdeveloped jaws can equally crush prey or manipulate tools. Two flexible, antenna-like whips rise from their heads, while another sprouts from a rounded stump above the web-spinnerets on their rears. Many less-intelligent humanoid undead refer to s'thag zagath simply as "lashbugs" because of their dangerous antennae.

The carapace of a living s'thag zagath is bright red, shading to brown on the undersides. This coloration and the whip-tail mark the only discernable differences between a living s'thag zagath and its undead, "scarlet warden" brethren.

The cluster of eyes atop a s'thag zagath's head gives it 360-degree vision without moving its head. The translucent, nictitating lenses that shield its eyes from desert sand, sun dazzle, and obsidian shards may have served another purpose in some far distant aquatic origin during Athas's Blue Age.

TORMENTED

Combat

A s'thag zagath has incredible speed, and its arrow-dodging ability lets it escape ranged attacks. The beast is formidable in melee, attacking with its front and rear appendages. Its savage bite delivers a paralytic poison.

Poison (Ex): Injury, Fortitude DC 21, initial damage 1d4 Dex, secondary damage paralysis for 1 minute. The save DC is Constitution-based.

Psi-Like Abilities: 3/day — burst, catfall (120 ft.*), claws of the vampire, mind probe, mindlink (up to eight unwilling targets within 15 ft., DC 9*), psionic blast (4 rounds, DC 11*), schism. Manifest level 12th. The save DCs are Charisma-based.

*Includes augmentation for the s'thag zagath's manifest level.

All-Around Vision (Ex): A s'thag zagath's eyes give it 360-degree vision, granting a +4 racial bonus on Spot and Search checks and preventing the beast from becoming flanked.

Spell Resistance (Ex): S'thag zagaths have spell resistance equal to 15 + class levels.

Skills: S'thag zagaths have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

ECOLOGY OF THE S'THAG ZAGATH

S'thag zagaths rule the Buglands, the wild southern reaches of the Dead Lands. They are all loyal to other zagaths of the same pilgrim lineage, most often living in separate "cities" of webbing strung high on stone or obsidian pylons. Though the pilgrim lineages compete ruthlessly against one another, all s'thag zagaths serve the living emperor, called the Successor, revering him and his lineages without question. Few pilgrim lineages count more than 100 living members; most are led by a 5th-level psion chief and two 3rd-level lieutenants. S'thag zagaths dominate their far more numerous undead brethren, and, through them, the hordes of mindless bugdead that fill the Buglands, always focused on achieving the Vengeance: destroying the humanoid undead realms of the northern Dead Lands.

S'thag zagaths are born, or spawned, from the birthstones, mysterious artifacts from the Green Age. A birthstone consumes life-energy from the zagath resting upon it and produces dozens of tiny clones of that zagath; the young issue forth, small and soft-shelled, from the holes around the stone's lower edges. Before the obsidian overwhelmed their lands, s'thag zagaths lived for up to 150 years. However, the great sheet of obsidian on which they now live has shortened their life-span, such that today most zagaths do not live past 40 years before they succumb to death, and then undeath. Zagaths were never a mining species; today the living zagath never venture below the surface of the obsidian, since this increases their exposure to it and reduces their life-spans even more.

S'thag zagaths are natural omnivores, able to eat nearly anything. They most often consume the undead flesh of lesser insects, but when possible they prefer the softer flesh of undead humanoids, or (better still) the sweet taste of living flesh. S'thag zagath rarely engage directly in wars with the humanoids, preferring to remain behind the lines as commanders, directing their undead peers to lead on the battlefield. Indeed, the humanoid undead are not even aware that there are living zagaths, believing that undead scarlet wardens are in sole command of the Buglands.

Medium Undead (Extraplanar, Incorporeal)

Hit Dice: 8d12 (52 hp)

Initiative: +5

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 19 (+5 Dex, +4 deflection), touch 19, flat-footed 14

Base Attack/Grapple: +4/ — (+6 when corporeal)

Attack: Incorporeal touch +9 melee (1d6 plus energy drain)

Full Attack: Incorporeal touch +9 melee (1d6 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, improved grab

Special Qualities: Arcane vulnerability, darkvision 60 ft., incorporeal traits, temporary corporeality, undead traits

Saves: Fort +2 Ref +7, Will +9

Abilities: Str —, Dex 20, Con —, Int 12, Wis 16, Cha 18

Skills: Bluff +14, Diplomacy +6, Disguise +4 (+6 acting), Intimidate +15, Knowledge (arcana) +10, Listen +13, Search +8, Spot +13

Feats: Alertness, Combat Reflexes, Dodge

Environment: The Gray

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always evil (any)

Advancement: 9-16 HD (Medium); 17-24 HD (Large)

Level Adjustment: —

A half-formed shape of a human with glowing, green eyes floats within a dark gray mist, only its upper body visible.

The tormented are spirits that reside in the Gray. Their origins are unknown, as is their ability to resist the Gray's inexplicable pull on dead souls. Some scholars have posited that the tormented are actually part of a greater creature residing in the Gray, but no proof has ever been found. Tormented have little connection to the Material Plane and rarely appear on Athas unless raised by a necromancer.

Tormented appear near anyone that tries to enter the Gray, seeking sustenance from the living. They do not hesitate to attack any creature they believe weaker than they are, but are easily scared when living creatures make a show of power.

Tormented wear faces of excruciating pain and anguish, silently screaming over their twisted existence. Their eyes glow a strange green, malevolence clear in their dark orbits.

Combat

The tormented slash with incorporeal claws.

Energy Drain (Su): Living creatures hit by a tormented's natural attacks gain two negative levels. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the tormented gains 5 temporary hit points.

Improved Grab (Ex): A tormented has improved grab only when corporeal (see temporary corporeality). To use this ability, the tormented must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the grappled creature is automatically subjected to the tormented's energy drain each round.

Arcane Vulnerability (Ex): An arcane spellcaster who draws energy for a spell can expend a spell slot without casting a spell, instead repelling all tormented for 1 round per level of the expended slot. The arcane energy prevents tormented from making bodily contact with any creature the spellcaster touches, as though the tormented were summoned creatures warded by a protection from evil spell.

Temporary Corporeality (Su): A tormented can become corporeal as a [standard action](#), seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype and its [deflection bonus](#) to armor class, and has [Strength](#) 14 and +2 [natural armor](#), giving it an [armor class](#) of 16. A corporeal tormented makes 2 claw attacks with a +6 attack bonus (1d6+2 points of damage), has improved grab, and makes grapple checks with a +6 bonus. It can still use special attacks. The tormented can become incorporeal again as a [standard action](#).

In the Gray, tormented are forced into corporeal form; they cannot exist there in incorporeal form.

TREE, MAGIC

Magic trees are living plants suffused with great amounts of life energy and cultivated to serve spellcasters. The creator of a magic tree magically grows the sapling to maturity, and the tree continues to increase in power as it ages. A magic tree can live for king's ages.

GROWING A MAGIC TREE

Creating a magic tree is essentially similar to creating any sort of magic item, and clerics, druids, and wizards can all undertake the process (though druids cannot create a tree of death). Completing the tree's creation drains the appropriate [XP](#) from the creator and requires casting any spells on the final day. The creator must cast the spells personally, but they can come from outside sources, such as scrolls.

Note: The market price of an advanced magic tree (a tree with more [Hit Dice](#) than the typical magic tree) is increased by 1,000 Cp for each additional [Hit Die](#). The [XP](#) cost for creating an advanced tree is equal to 1/25 the advanced tree's market price minus the cost of the [plant growth](#) spell.

TREE OF DEATH

Large Plant

Hit Dice: 14d8+42 (105 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 14 (-1 size, -5 Dex, +10 natural), touch 4, flat-footed 14

Base Attack/Grapple: +10/ -

Attack: -

Full Attack: -

Space/Reach: 10 ft./10 ft.

Special Attacks: -

Special Qualities: Aura of desecration, backlash, boost spells, death of retribution, death ward, low-light vision, plant traits, regrowth

Saves: Fort +12, Ref -, Will +4

Abilities: Str -, Dex -, Con 16, Int -, Wis 11, Cha 10

Skills: -

Feats: -

Environment: Forests

Organization: Solitary, pair, or grove (3-12)

Challenge Rating: 6

Treasure: None

Alignment: Always neutral

Advancement: 15-18 HD (Large); 19-29 HD (Huge); 30-44 HD (Gargantuan); 45-60 HD (Colossal)

Level Adjustment: -

The large tree seems both dead and alive, its strong branches spotted with mold, its leaves brown and black yet seemingly vibrant with energy. A chill aura emanates from the tree.

A tree existing partway between life and undeath, a tree of death serves as a powerful tool for necromancers. The tree both empowers arcane spells with negative energy and strengthens undead that dwell near it.

A specially grown tree of death is required for the creation of a kaisharga (see [Chapter 4: Paths to Eternal Undeath](#)).

Combat

A tree of death offers no protection to nearby plant life and suffers damage from a defiler's ashen radius as normal for a plant creature. Still, a defiler may sacrifice the tree through defiling before allowing it to fall into enemy hands.

Aura of Desecration (Su): A tree of death extends an aura over nearby undead in a radius depending on the tree's age, as noted on the table below. The aura functions as a [desecrate](#) spell, imposing a -3 [profane penalty](#) on checks to turn undead, and granting undead a +1 [profane bonus](#) on attack rolls, damage rolls, and saving throws, and +1 [hit point](#) per [HD](#). An [animate dead](#) spell cast within this area creates as many as double the normal amount of undead.

Backlash (Su): A tree of death receives partial nourishment from the Gray and damages a wizard who includes it in his defiling radius. Any attempt to draw energy from a tree of death deals the defiler 1d4+1 points of damage per [HD](#) of the tree ([Fortitude](#) half [DC](#) 17). The defiler must make a [Concentration](#) check ([DC](#) 10 + spell level + damage dealt) to continue casting the spell. The damage is [negative energy](#), and it cures an undead defiler instead of harming it. The save [DC](#) is [Charisma-based](#).

Boost Spells (Su): A wizard within 5 ft. of a tree of death can infuse his spells with additional energy, as though using a metamagic rod. Such spells deal 50% more damage to living creatures, though they deal 50% less to undead, constructs, and objects. This extra damage is negative energy from the Gray and is not subject to energy resistance. Each day, up to four wizards can receive this benefit three times each.

Death of Retribution (Ex): When killed, a tree of death explodes in a burst of [negative energy](#), dealing 1d6 points of damage per [Hit Die](#) to all living creatures within 60 feet ([Reflex](#) half [DC](#) 17). Undead creatures within the radius heal that much damage. The save [DC](#) is [Charisma-based](#).

Death Ward (Ex): A tree of death is immune to all death spells, magical death effects, energy drain, and any negative energy effects.

Regrowth (Ex): Every hour, a tree of death heals a number of [hit points](#) and [negative levels](#) depending on its age (see the table below). The tree grows back damaged branches, roots, and leaves, fully restoring itself in a week.

Growing a Tree of Death

A tree of death must be grown from the seed of a forest tree and nurtured by a skilled hand, requiring a [DC](#) 25 [Knowledge \(nature\)](#) check. The tree must then be magically grown, requiring a [plant growth](#) spell focused solely on the tree (an expenditure of 150 Cp if the creator cannot cast that spell himself). Over a period of many weeks, the grown tree is then magically transformed into a tree of death.

[CL](#) 17th; [Craft Construct](#), caster must be at least 17th level, [animate dead](#), [deeper darkness](#), [greater dispel magic](#), and [miracle or wish](#); Price 160,150 Cp; Cost 80,150 Cp + 6,400 XP.

Tree of Death Fruit

A defiler preparing for transformation into a kaisharga has a special method of bringing the tree to bloom. A tree of death grows a single black, pear-shaped fruit that, while it looks and smells appetizing, contains a poison. To any but the prospective kaisharga, eating a piece of the fruit may prove lethal. The fruit is large enough for 8 pieces with poison dosage this strong.

Poison (Ex): Ingested, Fortitude DC 22, initial and secondary damage 4d6 Con. The save DC is Constitution-based and includes a +2 racial bonus.

For each piece of fruit beyond the first eaten by a creature within 24 hours, the poison save DC increases by 1.

TREE OF LIFE

Large Plant

Hit Dice: 14d8+42 (105 hp)

Initiative: -5

Speed: 0 ft.

Armor Class: 14 (-1 size, -5 Dex, +10 natural), touch 4, flat-footed 14

Base Attack/Grapple: +10/ -

Attack: -

Full Attack: -

Space/Reach: 10 ft./10 ft.

Special Attacks: -

Special Qualities: Aura of protection, bonus spells, low-light vision, plant traits, regrowth

Saves: Fort +12, Ref -, Will +4

Abilities: Str -, Dex -, Con 16, Int -, Wis 11, Cha 10

Skills: -

Feats: -

Environment: Forests

Organization: Solitary, pair, or grove (3-12)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 15-18 HD (Large); 19-29 HD (Huge); 30-44 HD (Gargantuan); 45-60 HD (Colossal)

Level Adjustment: -

The wizard turns his palm toward the ground to draw energy for a spell. Suddenly, a force wrenches his arm upward, and a brilliant stream of life energy flows to it from a nearby tree, its vibrant leaves and strong branches suggesting huge stores of energy within.

A living tree grown from a magical process, the tree of life protects the natural world from the devastation of defiler magic. By quickly replenishing its vast supply of life energy, the tree can power a defiler's spells without harming other wildlife. A tree of life is an achievement of both arcane and divine magic and is used by guardians of the wilderness and powerful sorcerer-kings alike.

Combat

The main purpose of a tree of life is to preserve the surrounding vegetation. An arcane spell cast near the tree draws its power from the tree and leaves other flora and fauna unharmed.

Age in Years	Hit Dice	Size	Aura Radius	Regrowth hp/Hour	Regrowth Neg. Lvl./Hour
0-5	14	Large	300 ft.	10	1
6-15	15	Large	400 ft.	10	1
16-25	17	Large	500 ft.	10	1
26-50	19	Huge	600 ft.	20	2
51-100	21	Huge	700 ft.	20	2
101-200	23	Huge	800 ft.	20	2
201-400	25	Huge	900 ft.	20	2
401-600	30	Gargantuan	1,000 ft.	30	3
601-800	35	Gargantuan	1,500 ft.	30	3
801-1,000	40	Gargantuan	2,000 ft.	30	3
1,001-1,200†	45	Colossal	2,500 ft.	30	3
+200 years†	+5 (up to 60)	Colossal	+500 ft.	30	3

† A tree of life older than 1,000 years prevents the negative effects of even a dragon's defiling radius.

Aura of Protection (Su): A tree of life extends a protective aura to nearby vegetation in a radius depending on the tree's age, as noted on the table below. The aura has two effects.

A tree of life amplifies arcane spells cast near it as though they were cast in abundant terrain, but it nullifies the effects of a wizard's defiling radius on plants and living creatures. Each time the tree provides energy for a spell cast by a defiler, it takes one **negative level** per spell level. The energy for a spell cast within range of multiple trees of life is supplied evenly by all the trees, and any **negative levels** are divided among them.

In addition, the ground within the radius is able to sustain vegetation, as the *rejuvenate* spell, growing a carpet of green grass at the very least. The ground is fertile regardless of previous damage by a defiler's radius. Weather does not harm the tree or any terrain within its protective aura.

Bonus Spells (Su): A cleric or druid who prepares spells within 5 ft. of a tree of life can cast the following spells as bonus spells: *augury*, *divination*, *heal*, and *scrying*. The cleric or druid receives only spells he could normally prepare, and the bonus spells last until the next time he prepares spells. Up to four spellcasters can receive this benefit each day.

Regrowth (Ex): Every hour, a tree of life heals a number of **hit points** and **negative levels** depending on its age (see the table below). The tree grows back damaged branches, roots, and leaves, fully restoring itself in a week.

Growing a Tree of Life

A tree of life must be grown from the seed of a forest tree and nurtured by a skilled hand, requiring a DC 25 **Knowledge (nature)** check. The tree must then be magically grown, requiring a *plant growth* spell focused solely on the tree (an expenditure of 150 Cp if the creator cannot cast that spell himself). Over a period of many weeks, the grown tree is then magically transformed into a tree of life.

CL 17th; **Craft Construct**, caster must be a non-defiler and at least 17th level, *control weather*, *daylight*, *greater dispel magic*, and *liveoak*, *miracle*, or *wish*; Price 100,150 Cp; Cost 50,150 Cp + 4,000 XP.

UNDISSOLVED SPIRIT

A translucent humanoid spirit wearing a pained expression on its well-defined features floats in the grayness.

Undissolved spirits are lingering ghosts of beings killed or otherwise wronged in life. The spirits resist the Gray's pull towards oblivion but are not strong enough to manifest on the

Material Plane. If a being enters the Gray, creatures he has wronged in life attack him to remind him of his wrongs.

Combat

So strong is an undissolved spirit's curse that it cannot be destroyed by conventional means.

Enduring Focus (Su): An undissolved spirit's life force lingers until it is slain in the same manner as it originally died. Whenever the spirit is destroyed another way, it reforms 1d12 days after its apparent death. Unlike with most undead, killing the spirit in the Gray does not prevent it from returning to life.

UNDISSOLVED SPIRIT

Small Undead (Extraplanar, Incorporeal)

Hit Dice: 1/2 d12+3 (6 hp)

Initiative: -1

Speed: Fly 30 ft. (good) (6 squares)

Armor Class: 11 (+1 size, -1 Dex, +1 deflection), touch 11, flat-footed 11

Base Attack/Grapple: +0/—

Attack: Incorporeal touch +0 melee (1d4 nonlethal)

Full Attack: Incorporeal touch +0 melee (1d4 nonlethal)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., enduring focus, incorporeal traits, undead traits

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

Abilities: Str —, Dex 9, Con —, Int 10, Wis 11, Cha 12

Skills: Intimidate +3, Sense Motive +2

Feats: Toughness

Environment: The Gray

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Always evil (any)

Advancement: —

Level Adjustment: —

These tormented spirits have little ability in combat, preferring to torment and taunt their enemy.

DISHONORED SPIRIT

Medium Undead (Extraplanar, Incorporeal)

Hit Dice: 20d12 (130 hp)

Initiative: +7

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 28 (+3 Dex, +15 deflection), touch 28, flat-footed 25

Base Attack/Grapple: +10/—

Attack: Incorporeal touch +13 melee (1d8 plus energy drain plus insanity)

Full Attack: Incorporeal touch +13 melee (1d8 plus energy drain plus insanity)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy drain, insanity

Special Qualities: Code of honor, damage reduction 10/chaotic, darkvision 60 ft., deflective aura, enduring focus, fast healing 3, incorporeal traits, spell resistance 26, undead traits

Saves: Fort +6, Ref +9, Will +17

Abilities: Str —, Dex 16, Con —, Int 18, Wis 17, Cha 20

Skills: Bluff +28, Diplomacy +32, Disguise +5 (+7 acting), Hide +26, Intimidate +30, Knowledge (arcana) +27, Knowledge (history) +27, Listen +20, Search +8, Sense Motive +15, Spot +20

Feats: Alertness (B), Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack

Environment: The Gray

Organization: Solitary

Challenge Rating: 15

Treasure: None

Alignment: Always lawful evil

Advancement: 21-40 HD (Medium)

Level Adjustment: —

Dishonored spirits were once honorable people who broke their code of honor and were cursed with undeath. They float about the Gray, forever prisoners of the empty void. Being trapped in the Gray drives these creatures insane, and they delight in spreading that insanity to those who provoke them. They never initiate combat, however, instead challenging foes to a one-on-one duel that follows their ancient code of honor. Nevertheless, they fiercely defend themselves when attacked first.

Many believe that dishonored spirits are the remnants of holy warriors and paragons of virtue from the Green Age who transgressed a code of honor so strict that they were cursed to an eternity of undeath for their sins.

Some speculate that the spirits know the secret to becoming a dreaded t'liz. The spirits not only know, but are obligated by their curse to reveal the transformation process to a wizard they deem worthy. A wizard who survives a spirit's test of worthiness can trust in its code of honor; the spirit will not break the pact necessary in the wizard's transformation into a t'liz (see **Chapter 4: Paths to Eternal Undeath**).

Combat

These tormented spirits do not strike unless provoked. Each follows the strict code of honor that it adhered to in life.

Energy Drain (Su): Living creatures hit by a dishonored spirit's incorporeal touch gain two **negative levels**. The **DC** is 25 for the **Fortitude** save to remove a **negative level**. The save **DC** is **Charisma-based**. For each such **negative level** bestowed, the dishonored spirit gains 5 temporary **hit points**.

Insanity (Su): The dishonored spirit's incorporeal touch afflicts its victim with temporary insanity. If the creature fails a **Will** save (**DC** 25), it is confused for 2d10 minutes. The victim has no sense of right or wrong and behaves unpredictably. The save **DC** is **Charisma-based**.

Code of Honor (Ex): A dishonored spirit follows the code of honor it held when alive. The code varies by spirit, but all such codes prevent the spirit from attacking first in combat. When confronted by foes, the spirit demands to battle them honorably in single combat. If refused or if attacked in number, the spirit can fight with any tactics it chooses, but it usually elects to flee. In single combat, the spirit never uses tactics its code deems cowardly.

When a dishonored spirit is questioned, it answers truthfully, though it may not answer to its best ability. While the spirit will not outright lie, it dislikes revealing information easily, usually making the questioner work hard for the answer. In some perverse way, the spirit seeks to be sure that the questioner meets its own distorted standards of honorable behavior. Wily defilers take advantage of the spirit's code to bind the spirit into revealing the secrets of becoming a t'liz.

Deflective Aura (Su): A dishonored spirit is protected by a powerful aura of negative energy fueled by its own emotions. This aura increases the spirit's **deflection bonus** to **AC** by 10 (in addition to the +5 **deflection bonus** provided by its **Charisma** modifier). This adjustment is included in the statistics block.

WAR BEETLE, UNDEAD

Gargantuan Undead

Hit Dice: 16d12 (104 hp)

Initiative: -2

Speed: 20 ft. (4 squares)

Armor Class: 14 (-4 size, -2 Dex, +10 natural), touch 4, flat-footed 14

Base Attack/Grapple: +8/+25

Attack: Bite +10 melee (2d10+9)

Full Attack: Bite +10 melee (2d10+9)

Space/Reach: 20 ft./15 ft.

Special Attacks: —

Special Qualities: Frightful presence, undead traits

Saves: Fort +5, Ref +3, Will +10

Abilities: Str 22, Dex 7, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

The animated remains of an immense beetle, this plodding hulk houses a group of soldiers.

Undead war beetles are created when the rezhatta beetles of the Great Ivory Plain are hunted down and killed, then reanimated to serve as war machines. Rezhatta beetles are immense versions of their normal counterparts, possessing six legs and great pincers on their jaws.

These huge beetles can carry 18 warriors in two levels within their carapace, plus one driver (a wizard or cleric) and a watcher. Undead war beetles require a wizard or cleric to control them. They possess no intelligence and obey only the commands of their master. An undead war beetle disintegrates after about a month of use and cannot be animated again.

Combat

The undead war beetle bites with its powerful mandibles to devastating effect. The bug is mostly used to carry troops, however, giving the warriors inside improved cover (+6 bonus to armor class and +4 bonus on Reflex saves).

Fear Aura (Su): The war beetle is a truly ugly and devastating sight to behold for its enemies. When an undead war beetle attacks, enemies within 30 ft. with fewer HD than it must make a Will save (DC 13). Affected creatures with less than 8 HD become frightened, and those with 8 or more HD become shaken. The fear lasts 5d6 rounds. Creatures that successfully save remain immune to that beetle's frightful presence for 24 hours. The save DC is Charisma-based.

WORM OF BONES

Huge Undead

Hit Dice: 12d12 (78 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 18 (-2 size, +10 natural), touch 8, flat-footed 18

Base Attack/Grapple: +6/+23

Attack: Bite +13 melee (3d6+13)

Full Attack: Bite +13 melee (3d6+13)

Space/Reach: 15 ft./10 ft.

Special Attacks: Trample

Special Qualities: Damage reduction 10/bludgeoning and magic, darkvision 60 ft., immunity to cold, undead traits

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

Abilities: Str 28, Dex 11, Con —, Int —, Wis 10, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral evil

Advancement: 13-24 HD (Gargantuan); 25-36 HD (Colossal)

Level Adjustment: —

Slithering through the shadows comes an immense worm fashioned from the interlocking bones of hundreds, if not thousands, of dead things. It makes a dreadful clacking sound as it slides over the stone, and its twisted head weaves from left to right before homing in on you, as if sensing your very life force.

A worm of bones is an undead beast created from the bones of other dead beings. Mindless and relentless, a worm of bones pursues and attacks any creature it encounters. Often used as guardians, worms of bones can be given a single order to guide it in its task. Usually, it is instructed not to attack those wearing a specific uniform or bearing a certain symbol. Beyond this single exception, a worm of bones is an unthinking killer that exists only to lay low its creator's foes—and any others unfortunate enough to cross its path.

A worm of bones is thirty feet long and colored an off-white or bleached ivory hue, often stained with the detritus of its home and the remnants of its victims.

Combat

A worm of bones single-mindedly bites whatever creature is in front of it. If the worm of bones is attacked by more than one opponent, it rolls over to crush all its foes at once. It repeatedly tramples enemies until only a single target remains, at which time it reverts to biting.

Trample (Ex): Reflex half DC 25. The save DC is Strength-based.

WRAITH, ATHASIAN

Medium Undead (Incorporeal)

Hit Dice: 7d12 (45 hp)

Initiative: +8

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 18 (+4 Dex, +4 deflection)

Base Attack/Grapple: +3/— (+8 corporeal)

Attack: Incorporeal touch +7 melee (1d4 plus 1 Strength damage)

Full Attack: Incorporeal touch +7 melee (1d4 plus 1 Strength damage)

Space/Reach: 5 ft./5 ft.

Special Attacks: Animate object, heart grip, possession, Strength damage, taint weapon

Special Qualities: Darkvision 60 ft., enduring focus, incorporeal traits, necromant, temporary corporeality, undead traits, vulnerability to raise dead

Saves: Fort +2, Ref +6, Will +7

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

Skills: Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14,

Feats: Alertness, Combat Reflexes, Improved Initiative

Environment: Any

Organization: Solitary

Challenge Rating: 6

Treasure: None

Alignment: Any evil

Advancement: 8-14 HD (Medium); 15-21 HD (Large)

Level Adjustment: —

A swirling mass of black smoke forms into a grayish shade before your eyes.

An Athasian wraith resides on Athas but can spiritually enter the Gray by possessing an intelligent being. It can also possess any nonliving object or unintelligent corporeal creature (such as a slime, scorpion, or cilops) without connecting to the Gray. A wraith appears as a gray or green shade, or as a swirling mass of black smoke. Its eyes burn brightly, either blood-red or deep purple.

A wraith needs a physical attachment to the Material Plane. This can be any object—a gem or a book, for example—and serves as a magnet for its spirit.

Combat

A wraith is a deadly creature. Its drain attack can leave a victim weak and unable to defend itself.

Animate Object (Su): As a **standard action**, a wraith can inhabit a single inanimate object. This functions as an *animate objects* spell (caster level 10th or the wraith's **Hit Dice**, whichever is higher), except the wraith merges with the object and the duration lasts as long as the wraith concentrates.

Heart Grip (Su): A wraith can reach into a victim and grasp its heart as a **standard action** that doesn't provoke an **attack of opportunity**. The victim makes a **Will save** (DC 17). If it fails, the victim is helpless, and the wraith can tell when it is lying and can read its surface thoughts. The heart grip cannot be broken except by dealing damage to the wraith, which causes it to release its grasp. The save **DC** is **Charisma-based**.

Possession (Su): Once per round, an Athasian wraith can merge its body with a non-intelligent creature. This ability is similar to a *magic jar* spell (caster level 10th or the wraith's **Hit Dice**, whichever is higher), except that it does not require a receptacle. To use this ability, the wraith must move into the target's space, which does not provoke **attacks of opportunity**. The target can resist the attack with a successful **Will save** (DC 19). A creature that successfully saves is immune to that same wraith's possession for 24 hours, and the wraith cannot enter the target's space. If the save fails, the wraith vanishes into the target's body. The wraith cannot use supernatural special attacks while possessing a creature. The save **DC** is **Charisma-based**.

When possessing a creature, the wraith forces it to spiritually enter a mindscape (see **Chapter 2: Into the Gray**). The wraith can also enter or leave the mindscape as a **standard action**. When in the mindscape, the victim's physical body falls lifeless. Defeating the wraith's spiritual form in the mindscape allows a possessed creature to return to its body. Only those able to travel to the Astral Plane can aid the creature, except that dispelling the possession or using protection from evil or similar spells returns the creature's spiritual form to its own body. In the mindscape, the wraith becomes corporeal, and if its spiritual copy is killed, the wraith is permanently destroyed. The wraith can also be used as an energy battery as though it were in the Gray.

Strength Damage (Su): Living creatures hit by an Athasian wraith's incorporeal touch attack suffer an additional point of temporary **Strength** damage. On each such successful attack, the wraith gains 2 temporary **hit points**.

Taint Weapon (Su): A wraith's connection to the Gray is so strong that it can taint magic and psionic weapons by touching them. The wraith makes a touch attack against the weapon; if successful, the weapon or its wielder must make a **Will save** (DC 17). Failure means the weapon permanently loses one point of its **enhancement bonus**. A weapon drained to a +0 **enhancement bonus** loses all other magic and psionic properties. The save **DC** is **Charisma-based**.

Enduring Focus (Su): A wraith's life force is stored in a focus object called its phylactery. As long as this object—typically a gem or book—is intact, a wraith cannot be permanently killed. Unless

its phylactery is located and destroyed, a wraith reforms 1d100 days after its apparent death. The phylactery has the hardness and **hit points** of a normal object of its kind. Killing a wraith in the Gray prevents it from returning to life.

Necromant (Ex): A wraith draws energy for arcane spells from the Gray instead of from plant life. This ability negates the defiling radius and terrain modifiers on spell **DCs** and caster level checks. It also allows the wraith to draw spell energy within the Gray.

Temporary Corporeality (Su): The wraith can become corporeal as a **standard action**, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its **deflection bonus** to **armor class** becomes a **natural armor** bonus, and it has a **Strength** score of 20. The wraith makes 2 claw attacks instead of an incorporeal touch attack (damage 1d4+5), and it can still use special attacks, except for heart grip. It can grapple creatures and manipulate objects. The wraith can become incorporeal again as a **standard action**.

In the Gray, wraiths are forced into corporeal form; they cannot exist there in incorporeal form.

Vulnerability to Raise Dead (Ex): A spellcaster can target a wraith with a *raise dead* spell, destroying the creature with a successful touch attack unless the wraith makes a **Will save**. On a successful save, the wraith still takes 6d6 points of damage.

ZOMBIE, GRAY

Medium Undead (Extraplanar)

Hit Dice: 4d12 (26 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

Base Attack/Grapple: +2/+5

Attack: Claw +5 melee (1d6+3)

Full Attack: 2 claws +5 melee (1d6+3) and bite +0 melee (1d4+1)

Space/Reach: 5 ft./5ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., gray fog, immunity to cold, undead traits

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

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

Skills: Climb +10, Hide +9, Listen +8, Move Silently +9, Spot +8

Feats: Blind-Fight, Combat Reflexes

Environment: Any

Organization: Solitary, pair, or group (2-5)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 5-8 HD (Medium-size), 9-12 HD (Large)

Level Adjustment: —

This zombie's gray skin hangs loosely from its thin frame, appearing as though the flesh has been stretched beyond its original shape.

Gray zombies are summoned forth from the Gray by wizards using the Gray beckoning spell. The zombies obey the summoner's commands but usually demand payment for their services. Payment is usually in the form of a body or two, to be brought back to the Gray when the zombies return.

A gray zombie's loose skin does not impede its movement in any way. The zombie's eyes glow a bright green color. When gray zombies are destroyed, they disappear in a puff of gray smoke.

Combat

Gray zombies attack their victims with their claws and teeth. They enter combat only using their gray fog ability, since they can see normally inside the fog.

Gray Fog (Su): A gray zombie can exhale a thick, obscuring fog as a **standard action**. The fog has a radius of 30 feet and follows the gray zombie wherever it moves. The fog blocks vision as an *obscuring mist* spell, except that gray zombies can see normally.

ZOMBIE, LIGHTNING

Medium Undead
Hit Dice: 2d12 (13 hp)
Initiative: +7
Speed: 60 ft. (12 squares)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +1/+2
Attack: Claw +2 melee (1d6+1)
Full Attack: 2 claws +2 melee (1d6+1) and bite -3 melee (1d4)
Space/Reach: 5 ft./5ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., immunity to cold, *skate*, undead traits
Saves: Fort +0, Ref +3, Will +4
Abilities: Str 12, Dex 16, Con —, Int 8, Wis 12, Cha 12
Skills: Hide +8, Jump +3, Listen +3, Move Silently +6, Spot +4
Feats: Improved Initiative
Environment: Naggaramakam
Organization: Solitary, pair, or group (3-12)
Challenge Rating: 1
Treasure: None
Alignment: Always chaotic evil
Advancement: 3-4 HD (Medium)
Level Adjustment: —

A zombie dashes rapidly from the shadows, its open mouth emitting blue light and its eyes burning with hatred.

Lightning zombies are a peculiar creation of the Zwuun and the energies of Sorcerer-King Nibenay's fortress, the Naggaramakam. These undead creatures possess great speed and agility. They prefer to hide in shadows before striking.

Combat

A lightning zombie attacks swiftly, their skate power to swiftly rush in, attack, and rush out in the blink of an eye. A lightning zombie often hides and watches potential victims, determining the strongest one (usually the most physically built creature) before attacking it.

Skate (Ps): Lightning zombies continually manifest *skate* (the enhancement bonus to speed is included in the stat block).

ZOMBIE, SALT

Medium Undead
Hit Dice: 4d12 (26 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+4
Attack: Claw +4 melee (3d6+2)
Full Attack: 2 claws +4 melee (3d6+2) and bite +2 melee (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Blood drain, improved grab
Special Qualities: Damage reduction 5/magic and slashing, darkvision 60 ft., sense living, undead traits, vulnerability to fire and water
Saves: Fort +1, Ref +1, Will +4
Abilities: Str 14, Dex 10, Con —, Int 6, Wis 10, Cha 11
Skills: Hide +5, Listen +3, Move Silently +3, Spot +3

Feats: Multiattack, Power Attack
Environment: Salt Flats
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral evil
Advancement: 5-8 HD (Medium-size); 9-12 HD (Large)
Level Adjustment: —

A shrunken, shriveled husk, this zombie has eyes set deep in its skull and dry, cracked lips. Its massive claws seem able to rend the flesh from a giant.

The salt zombie is the result of a humanoid creature dying of thirst on the Great Ivory Plain or other salt flats. They possess great hatred for the living and roam the salt flats in search of water to quench their eternal thirst.

Salt zombies appear as shriveled husks, almost like mummies, though their hands have grown to enormous claws in undeath. These semi-intelligent zombies have sunken eyes, cracked lips, and piercing fangs.

Combat

Salt zombies are eternally searching for water. They attack anyone that comes close, sucking the creature dry of blood. Once a zombie has drawn blood, it drinks until none is left.

Blood Drain (Ex): A salt zombie drains blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of **Constitution** damage each round the pin is maintained. On each such successful attack, the zombie gains 5 temporary **hit points**.

Improved Grab (Ex): To use this ability, a salt zombie must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and can drain blood from its opponent.

Sense Living (Su): A salt zombie can sense the presence of living beings up to 5 miles away. This ability works as *detect undead*, except the zombie detects living creatures.

Vulnerability to Water (Ex): A salt zombie takes half again as much (+50%) damage as normal from blessed rain or water. Salt zombies also absorb water they come into contact with, to a maximum of 10 gallons. Once it has absorbed 10 gallons of water, a salt zombie is sated and becomes indifferent to living creatures for 1d6 days unless provoked.

ZOMBIE PLANT

Medium Plant
Hit Dice: 3d8+6 (19 hp)
Initiative: -5
Speed: 0 ft.
Armor Class: 8 (-5 Dex, +3 natural), touch 5, flat-footed 8
Base Attack/Grapple: +2/—
Attack: —
Full Attack: —
Space/Reach: 5 ft./0 ft.
Special Attacks: Attraction, berries
Special Qualities: Plant traits
Saves: Fort +5, Ref —, Will +3
Abilities: Str —, Dex —, Con 15, Int 6, Wis 10, Cha 16
Skills: Diplomacy +5, Sense Motive +6
Feats: Iron Will, Psionic Hole
Environment: Forests and plains
Organization: Solitary or group (1 plus 1-2 slaves)
Challenge Rating: 3
Treasure: None

Alignment: Always neutral evil

Advancement: 4-6 HD (Medium); 7-9 HD (Large)

Level Adjustment: –

This tall bush grows bright-red, sweet-smelling berries the size of a cherry.

A zombie plant produces highly nutritious and delicious berries that are very addictive, and creatures that eat from the plant become enslaved to its will. The plant defends itself with its enslaved creatures, who provide it with water and attack those seeking to destroy it. Zombie plants do not tolerate other zombie plants and send their slaves to destroy any rival plants within one mile.

The zombie plant smells pleasant, a smell enhanced by the plant's attraction power, which helps it lure potential victims. Its cherry-sized berries are a vibrant red and grow in clumps of two or three. The plant produces enough berries to feed two or three slaves. If it has more slaves, they fight and eventually kill each other for the berries. A slave needs ten berries per day to survive.

Combat

A zombie plant cannot attack, but its slaves defend it with their lives. The plant communicates with its slaves telepathically.

Attraction (Ps): A zombie plant can manifest *attraction* at will (DC 14). Manifest level 3rd. The save DC is **Charisma-based**.

Berries (Ex): A zombie plant's berries are highly nutritious yet very addictive. Ten berries provide enough water for a **Medium** creature for one day. Each berry also heals 1 point of damage. These benefits do not come without a price, however. One minute after consuming the berries, a creature must make a **Will save** (DC 12 +1 per berry eaten) or become the plant's slave. The save DC is **Constitution-based**.

Zombie plant slaves are affected as though by a charm monster spell and defend the plant with their lives. The plant drains 1 point of **Intelligence** from its slaves per day; at 0 **Intelligence**, a slave remains conscious and charmed, but it is immune to all other mind-affecting effects. If a zombie plant is destroyed while any of its slaves remains alive, the slaves are incapable of feeding and caring for themselves until they regain their **Intelligence**, and they most often die of hunger or exposure.

Chapter 6: Undead Templates

To create an Athasian undead, add the corresponding template to the creature. The following rules set out the procedure for building a templated creature.

BANSHEE, DWARVEN

A dwarven banshee is a dwarf that died before completing a major focus. The dwarf's spirit haunts its life's work, terrorizing its former friends and all those that still work on the focus.

The dwarven banshee is a gruesome sight to behold. All its skin peels away, revealing the muscle underneath. This muscle may turn brown in the sunlight or become gray and moldy if the banshee remains under ground. The banshee's eyes burn like flames.

The banshee retains its memories and speaks the same languages it did in life.

SAMPLE DWARVEN BANSHEE

This example uses a 7th-level dwarf fighter as the base creature.

Kirahm Mulfather

Dwarf Banshee, 7th-Level Fighter

Medium Undead (Augmented Humanoid, Psionic)

Hit Dice: 7d12+14 (59 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

Armor Class: 26 (+3 Dex, +5 natural, +8 +3 shell armor), touch 13, flat-footed 23

Base Attack/Grapple: +7/+14

Attack: +1 flaming carrikal +16 melee (1d8+13/x3 plus 1d6 fire) or slam +14 melee (1d6+10)

Full Attack: +1 flaming carrikal +16/+11 melee (1d8+13/x3 plus 1d6 fire) or slam +14 melee (1d6+10)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dehydrating touch, gaze of frenzy, psi-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., dwarf traits, enduring focus, Gray toughness 2, resistance to fire 10

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

Abilities: Str 24, Dex 16, Con —, Int 10, Wis 8, Cha 14

Skills: Climb +10, Craft (blacksmith) +5, Intimidate +5, Jump +10, Listen +9, Search +10

Feats: Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Power Attack, Weapon Focus (carrikal), Weapon Specialization (carrikal)

Environment: Any

Organization: Unique

Challenge Rating: 11

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +7

Combat

Kirahm wields "Smolderfang," the magic carrikal he fought with as a living dwarf. His abilities include an additional special attack (dehydrating touch) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Dehydrating Touch (Su): Kirahm can drain the moisture from a living creature (except for creatures that do not require water to survive). As a **standard action**, the undead makes a touch attack. If it hits, the victim suffers 11d6 points of nonlethal damage and becomes fatigued. A creature that makes a **Fortitude save** (DC 15) reduces the damage by half. The nonlethal damage cannot be recovered until the creature drinks its daily requirement of water. The save DC is **Charisma-based**.

Gaze of Frenzy (Su): Living creatures within 30 ft. that meet Kirahm's gaze must make a **Will save** (DC 15) or enter an uncontrollable frenzy for 2d6 minutes. During this time, victims attack the nearest creature as though confused; if no creatures are nearby, a victim goes in search of foes. Affected creatures never attack the banshee while in a frenzy. Whether or not the save is successful, that creature cannot be affected again by the same banshee's gaze for 24 hours unless the banshee actively gazes at it. The save DC is **Charisma-based**.

Once per day as a full-round action, the banshee can actively gaze at all creatures within 30 ft. Each must make a **Will save** or frenzy.

Psi-Like Abilities: 3/day — *hostile empathic transfer* (70 hp, DC 15*), *inflict pain* (3 targets, DC 16*), *recall agony* (6d6, DC 16*).

Manifest level 7th. The save DCs are **Charisma-based**.

*Includes augmentation for the dwarven banshee's manifester level.

Enduring Focus (Su): Even if Kirahm is destroyed, he rises again the following sunset. The only way to permanently destroy a dwarven banshee is to complete the task it could not (see below). Killing a banshee in the Gray prevents it from returning to life.

Gray Toughness 2 (Ex): Kirahm gains 2 bonus **hit points** per HD.

Possessions: +1 flaming carrikal, +3 shell armor, *cloak of resistance* +2.

Personality

Kirahm Mulfather's last focus in life was to guard the cave where his young nephews and cousins were hiding from slavers. Thanks to his notorious attraction to human females,

Kirahm was led away from his post and his young kin were sold into slavery. Kirahm spend the rest of his long miserable life trying to track down the slavers and his lost kin, but was only able to recover one of his cousins. He died a broken man in a far away land, but his spirit, racked with guilt, has returned to the place of his first failure.

The easiest way to set Kirahm at peace would be to collapse the mouth of the cave where he stands guard, rendering it permanently impassible and hence pointless to guard. Another way would be more difficult: locate and bring descendants of Kirahm's lost nephews and cousins to the cave.

CREATING A DWARVEN BANSHEE

"Dwarven banshee" is an acquired template that can be added to any dwarf that died unable to complete a major focus.

A dwarven banshee uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points.

The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future **Hit Dice** become d12s.

Armor Class: A dwarven banshee has a +5 **natural armor** bonus or the base creature's **natural armor** bonus, whichever is better.

Attack: Dwarven banshees gain a slam attack. A banshee armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A dwarven banshee armed with a weapon usually uses the weapon as its primary attack along with a slam as a natural secondary attack, provided it has a free hand.

Damage: The slam attack deals 1d6 points of damage.

Special Attacks: A dwarven banshee retains all the base creature's special attacks and gains those described below. Save **DCs** are equal to 10 + 1/2 banshee's **HD** + banshee's **Cha** modifier unless otherwise noted.

Gaze of Frenzy (Su): Living creatures within 30 ft. that meet a dwarven banshee's gaze must make a **Will save** or enter an uncontrollable frenzy for 2d6 minutes. During this time, victims attack the nearest creature as though confused; if no creatures are nearby, a victim goes in search of foes. An affected creature never attacks the banshee while in a frenzy. Whether or not the save is successful, that creature cannot be affected again by the same banshee's gaze for 24 hours unless the banshee actively gazes at it.

Once per day as a full-round action, the banshee can actively gaze at all creatures within 30 ft. Each must make a **Will save** or frenzy.

Psi-Like Abilities: 3/day — *hostile empathic transfer**, *inflict pain**, *recall agony**. Manifest level equals the creature's **HD**.

*Power can be augmented.

Special Qualities: A dwarven banshee retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): The magically toughened form of a banshee gives it **damage reduction 10/magic**. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Enduring Focus (Su): Even if the banshee is destroyed, it rises again the following sunset. The only way to permanently destroy a dwarven banshee is to complete the task it could not. Killing a banshee in the Gray prevents it from returning to life.

Gray Toughness 2 (Ex): A dwarven banshee has a strong tie to the Gray. It gains 2 bonus **hit points** per **HD**.

Resistance to Fire 10 (Ex): A dwarven banshee is fire-resistant.

Abilities: Increase from the base creature as follows: **Str** +10, **Cha** +4. Being undead, a dwarven banshee has no **Constitution** score.

Skills: A banshee has a +10 **racial bonus** on **Listen** and **Search** checks.

Environment: Any

Organization: Solitary or group (2-4)

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +6.

BUGDEAD

"What might be worse than the shambling bones of our own dead?" asks the ancient Balican scholar, faced with horrifying losses against the slave armies of Tyr and Nibenay. Those who roam the deserts and skirt the distant Obsidian Plain know all too well what might be worse — the dread exoskeletons of the insectoid undead.

In my experience, all intelligent undead on our world are in some way unique. Oh, they may be organized into groups according to their anguish during their moment of death or their appearance or their terrible magical or psionic powers. But these divisions are merely to comfort fools and children, I assure you. Free-willed undead know no such boundaries,

and any who rely too closely on wives-tale definitions had best have good iron or magic at their side when they are proved inevitably wrong.

But when creatures of the hive mind are reanimated to undeath with newfound, hideous intelligence, no creature of our cast can fathom their motives. You see, evil, or our sense of it, has no true definition among the insectoid undead. Indeed, what is evil in our minds is everyday practice among the thri-kreen and the giant wasps of the desert lands. What is evil to an insect mind? Does the concept make any sense? All I can say is that, in all my encounters, I've found no discernible pattern.

— The Wanderer's Journal

The nature of bugdead is open to debate, for few have seen them and fewer still lived to tell of them. The single obvious common factor is that the mindlessness of insects renders them incapable of grasping the intense evil thrust upon them when transformed to undeath. This transformation leaves some bugdead erratic or frenzied. Their lack of intelligence, however, leaves them immune to the madness that afflicts their more intelligent counterparts in the Black Basin. Zombie and exoskeleton bugdead are content to follow the whims of their free-willed masters, swelling their ranks for warfare, construction, and other dark purposes. They often exist on the whim of the scarlet wardens, a higher order of insectoid undead that controls bugdead.

An undead insect carries its flesh inside its chitin shell, so its presence or absence is blocked from view. A bugdead that retains at least half of its flesh within its chitin is considered a zombie. Those with most of their flesh rotted away are termed exoskeletons. Exoskeletons are extremely fragile, lacking the flesh to hold them in together, whereas zombies are much more able to withstand damage than even their living counterparts.

BUGDEAD KANKS

Bugdead kanks are possibly the most numerous large creatures in the southern Dead Lands. Like their living counterparts elsewhere on Athas, bugdead kanks organize in enormous hives or nests, following the hive instincts they had in life but with a malevolent temperament not seen in living bugs. Whereas a living kank queen rules the nest, reproductive prowess means nothing to the undead — there is no queen in a bugdead nest. Instead, the most savage bug dominates the nest. Succession is achieved through frequent challenges. A nest leader faces several challenges per day, and commonly the leadership of a nest changes just as frequently.

Tunnels interconnect the warrens of different bugdead kank hives, the scent of individual hives forming the barriers between them. The nests themselves consist of complex patterns of passages and chambers beneath the ground. A single nest holds 200-1,200 individual bugdead kanks. The trappings of living kank society are mimicked by the undead, including the growth and subsequent storage of kank globes, though in the case of the bugdead kanks these are actually foul-smelling, dried husks. The grotesque globes are gathered nonetheless and piled high in special chambers; useless though they are, the globes are defended with the tenacity of living kanks defending their own accumulated globes. The rest of the nest bustles with similar activity, the traditions necessary to the maintenance of a living nest imitated by the mindless bugdead.

On the surface, swarms of kanks scour the obsidian surface, searching for carrion or other waste, retaining this instinct of living kanks. During the daylight hours, the surface of the Kank Nests region comes virtually alive with a single sheet of milling bugdead kanks. By nightfall, they return to their underground nests, leaving the surface cold and empty.

Underground kank lairs are extremely difficult to navigate for humanoid explorers. Powerful kank jaws have roughly hewn the tunnels, making them jagged and difficult to traverse. Also, since the tunnels are three-dimensional in layout, some have steep climbs and drops, making progress slow. The tunnels are roughly

	Exoskeleton Bugdead Domestic Worker Kank Medium Undead	Zombie Bugdead Domestic Soldier Kank Large Undead
Hit Dice:	1d12 (6 hp)	2d12 (13 hp)
Initiative:	-1	-1
Speed:	15 ft. (3 squares)	40 ft. (6 squares)
Armor Class:	12 (-1 Dex, +3 natural), touch 9, flat-footed 12	14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+0/+1	+1/+10
Attack:	Bite +1 melee (1d6+1)	Bite +5 melee (1d8+7 plus poison)
Full Attack:	Bite +1 melee (1d6+1)	Bite +4 melee (1d8+7 plus poison)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Improved grab	Improved grab, poison
Special Qualities:	Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits
Saves:	Fort +0, Ref -1, Will +2	Fort +0, Ref -1, Will +3
Abilities:	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 20, Dex 9, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	—	—
Environment:	Any	Any
Organization:	Solitary, pair, or hive (50-500)	Solitary, pair, or hive (50-500)
Challenge Rating:	1	3
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	—	—
Level Adjustment:	—	—

cylindrical, varying from 4 to 7 feet in diameter; only at the widest, tallest spots can a humanoid stand to his full height. There is, of course, no natural lighting, since the kanks do not need it, nor is there any special ventilation. Without the latter, the stench of bugdead kanks and their foul piles of globe husks can be overwhelming. Breathing creatures must make a **Fortitude save** (DC 12) upon entering the lair and every 10 minutes after, becoming sickened on a failed save. The sickness lasts until the creatures reach fresh air.

The stench of bugdead kanks has a different effect on thri-kreen, filling a kreen with a blood rage it may be unable to control. The thri-kreen must make a **Will save** (DC 12) upon entering the lair and every 10 minutes after. After failing one save, a thri-kreen is overcome with a desire to slay bugdead kanks, charging forward to engage them in battle regardless of the odds or tactical situation. After failing a second save, the thri-kreen is confused, except that it either attacks the nearest kank (50%) or the nearest creature (50%), fighting even its comrades in order to destroy more bugdead. Thri-kreen are aware of the effect dead kank stench has on them and can warn their companions ahead of time.

Bugdead Kank Broy

Some bards use the foul nectar from undead kanks to make a special kind of broy—a highly poisonous kind. The neurological poison distilled from bugdead kank globes fetches a high price in cities of the southern Tablelands.

Bugdead broy poison: Injury, **Fortitude** DC 18, initial damage 1d6 Int, secondary damage 2d6 Int, price 600 Cp.

EXOSKELETON BUGDEAD

Undead insects that have lost more than half of their fleshy body mass become exoskeletons. Hollow exoskeletons are slower and more fragile than when they were alive, and they retain few special abilities. However, exoskeleton bugdead tend to congregate in even greater numbers than living bugs, and there are

colonies and hordes of insects in the Dead Lands—wasp clouds, for example, filled with exoskeleton wasps.

Sample Exoskeleton Bugdead

This example uses a domestic worker kank as the base creature. See **Appendix 2: Undead Vermin of the Obsidian Plains** for more sample bugdead.

Combat

A kank without internal organs becomes a slow-moving husk in undeath.

Improved Grab (Ex): To use this ability, an exoskeleton bugdead kank must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Creating an Exoskeleton Bugdead

“Exoskeleton bugdead” is a template that can be added to any vermin that is insect-like.

It uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. Size is unchanged.

Hit Dice: Raise all racial **Hit Dice** to d12s.

Speed: The base creature’s base land speed decreases by half, to a minimum of 5 ft. If the base creature had a fly speed, the bugdead flies at half that speed and with poor maneuverability.

Armor Class: The base creature’s **natural armor** bonus decreases by 2, to a minimum of +0.

Attacks: An exoskeleton bugdead retains all the natural weapons of the base creature, except for attacks that can’t work without flesh. Its base attack bonus is equal to 1/2 its **Hit Dice**.

Special Qualities: An exoskeleton bugdead retains the special qualities of the base creature and gains the following special qualities.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Immunity to Cold (Ex): Exoskeleton bugdead are unharmed by cold.

Saves: Base save bonuses are **Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2**.

Abilities: An exoskeleton bugdead's **Dexterity** decreases by 2, it has no **Constitution** or **Intelligence** score, its **Wisdom** changes to 10, and its **Charisma** changes to 1.

Skills: A bugdead has no skills.

Feats: A bugdead has no feats.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: **HD 1** or less, as base creature divided by 2; **HD 2** or more, as base creature -1.

Treasure: None

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

ZOMBIE BUGDEAD

Zombie bugdead are much more able to withstand damage than their living insect counterparts. Undead insect flesh rots and coagulates into a dense, rubbery material that is difficult to hack through or even burn. Zombie bugdead are insects whose flesh remains inside their bodies, decaying to form a thick, rubbery mass.

Sample Zombie Bugdead

This example uses a domestic soldier kank as the base creature. See **Appendix 2: Undead Vermin of the Obsidian Plains** for more sample bugdead.

Combat

A soldier kank's poison grows stale after its death, becoming less potent but retaining its ability to paralyze.

Improved Grab (Ex): To use this ability, a zombie bugdead kank must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**.

Poison (Ex): Injury, Fortitude DC 11, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Creating a Zombie Bugdead

"Zombie bugdead" is a template that can be added to any vermin that is insect-like.

It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype. Size is unchanged.

Hit Dice: Raise all racial **Hit Dice** to d12s.

Attacks: A zombie bugdead retains all the natural weapons of the base creature. Its base attack bonus is equal to 1/2 its **Hit Dice**.

Special Qualities: The zombie bugdead retains the special qualities of the base creature and gains the following special qualities.

Damage Reduction 3/Metal (Ex): Undead insect flesh becomes rubbery and difficult to cut with nonmetal weapons.

Immunity to Cold and Electricity (Ex): These elements do not affect zombie bugdead.

Resistance to Fire 5 (Ex): Zombie bugdead flesh is hard to burn.

Saves: Base save bonuses are **Fort +1/3 HD, Ref +1/3 HD, and Will +1/2 HD + 2**.

Abilities: A zombie bugdead's **Strength** increases by +2, it has no **Constitution** or **Intelligence** score, its **Wisdom** changes to 10, and its **Charisma** changes to 1.

Skills: A bugdead has no skills.

Feats: A bugdead has no feats.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Same as creature +1

Treasure: None

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

CURSED DEAD

Cursed dwarven dead are known to exist in only one place, the Groaning City beneath the ruins of Giustenal, though they may dwell elsewhere. There may also be similar undead of other races, though none have been reported. The cursed dead in the Groaning City were created by a curse spoken by Dread-King Dregoth, after he had led his troops in vanquishing the last dwarven resistance under his city. As the captured dwarves were hanged, Dregoth cursed them, and they remain hideous undead creatures to this day.

Dwarven cursed dead look much as they did in life, though they bear the wounds they suffered when dying. Nearly all of those in the Groaning City have broken necks from their hanging, and the nooses by which they were hanged still dangle from many a neck, even among those whose ropes have broken and who are thus able to move freely about the cavern. Though these cursed dead understand the languages of Green Age Giustenal and Dwarven, they rarely speak, most often groaning hideously instead.

Though the cursed dead were not evil in life, their transformation to undeath has made them so. They exist only to harm any that disturb their lair, gaining some small, temporary solace from their torment as they inflict pain on the living.

SAMPLE CURSED DEAD

This example uses a 10th-level dwarf fighter as the base creature.

Smuchog Bob-Neck

Dwarf Cursed Dead, 10th-Level Fighter

Medium Undead (Augmented Humanoid, Psionic)

Hit Dice: 10d12+10 (75 hp)

Initiative: +2

Speed: 20 ft. (4 squares)

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

Base Attack/Grapple: +10/+15

Attack: Slam +15 melee (1d8+5) or sinew +12 ranged (1d4 plus drag)

Full Attack: 2 slams +15 melee (1d8+5), or 4 sinews +12 ranged (1d4 plus drag)

Space/Reach: 5ft./5 ft.

Special Attacks: Blinding touch, drag, moan, psi-like abilities, sinews

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., dwarf traits, gaseous form, Gray toughness 1, immunity to rebuking, undead traits, vulnerability to sunlight

Saves: Fort +7, Ref +5, Will +6

Abilities: Str 21, Dex 14, Con —, Int 8, Wis 12, Cha 15
Skills: Climb +8, Craft (weaponsmithing) +6, Jump +8
Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Bull Rush, Improved Sunder, Iron Will, Mobility, Power Attack, Spring Attack
Environment: Giustenal
Organization: Unique
Challenge Rating: 12
Treasure: Standard
Alignment: Chaotic evil
Advancement: By character class
Level Adjustment: +4

Combat

Smuchog rarely uses weapons, since he has none at hand and prefers unarmed attacks. Smuchog's abilities include an additional special attack (blinding touch), special quality (gaseous form), and weakness (vulnerability to sunlight) from **Chapter 3:**

Special Attacks, Qualities and Weaknesses.

Blinding Touch (Su): Smuchog can make a touch attack as a **standard action** that doesn't provoke an **attack of opportunity**. The touch causes blindness in the victim for **2d4** rounds. A **Fortitude save** (DC 17) negates the effect. The save DC is **Charisma-based**.

Drag (Ex): If Smuchog hits with a sinew attack, the sinew latches onto the opponent's body. This deals **1d4** points of damage and drags the stuck opponent 10 feet closer each subsequent round (provoking no **attack of opportunity**) unless that creature breaks free, which requires an **Escape Artist** check or a **Strength** check (DC 20). Smuchog can draw a creature within reach and attack in the same round. A sinew has **8 hit points** and can be attacked by making a successful **sunder** attempt. However, attacking a cursed dead's sinew does not provoke an **attack of opportunity**. If the sinew is currently attached to a target, the cursed dead takes a -4 penalty on its opposed attack roll to resist the **sunder** attempt. Severing a sinew deals no damage to a cursed dead. The save DC is **Strength-based**.

Moan (Su): A cursed dead moans and wails in its anguish, especially when it senses living beings. Creatures with fewer **HD** than Smuchog who hear it moan must make a **Will save** (DC 17) or be shaken as long as they remain within its lair. Whether or not the save is successful, that creature cannot be affected again by the same cursed dead's moan ability for 24 hours. The save DC is **Charisma-based**.

The moans are autonomic and can barely be suppressed enough for the cursed dead to speak. The creature cannot master its pain and hatred enough to cast spells with verbal components.

Psi-Like Abilities: 3/day—*crisis of breath (any living and breathing target, DC 17*)*, *destiny dissonance*, *ectoplasmic form*; 1/day—*swarm of crystals (10d4*)*. Manifestor level 10th. The save DCs are **Charisma-based**.

*Includes augmentation for the cursed dead's manifestor level.

Sinews (Ex): Every five rounds, Smuchog can make a ranged attack. Moaning terribly, it opens its legs and arms wide, and its

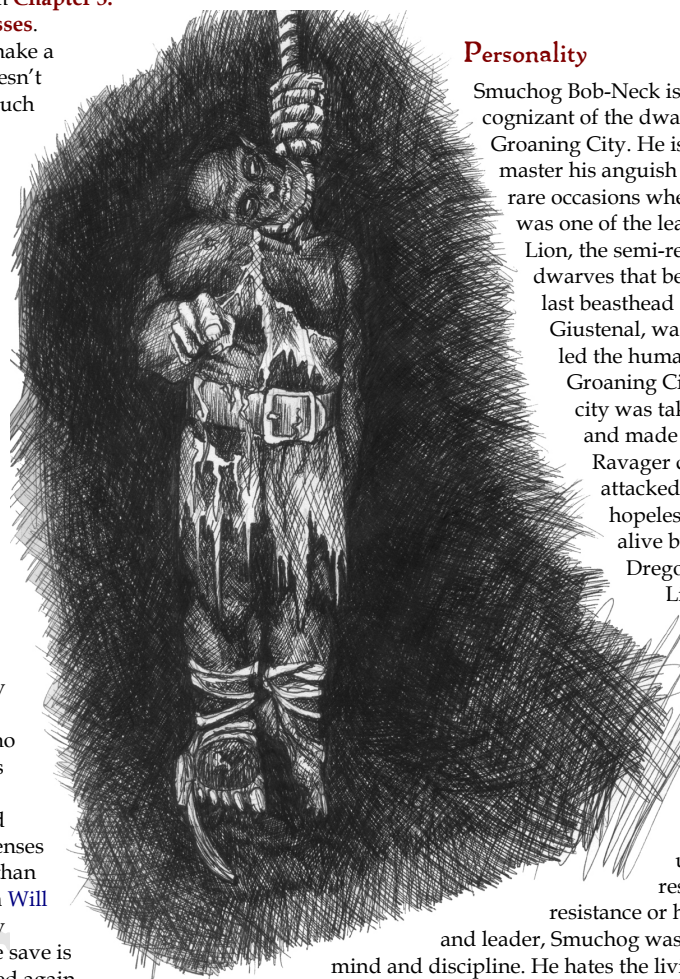
sinews explode outward in a mass of tangled cords. Smuchog uses up to four sinews at a time, striking up to 30 ft. away (no range increment). In between sinew attacks, the cursed dead reconstitutes its body, but it otherwise acts as normal. If a sinew is severed, the undead regenerates it after 24 hours.

Gaseous Form (Su): Smuchog can assume *gaseous form* at will, as the spell.

Gray Toughness 1 (Ex): Smuchog gains 1 bonus **hit point** per **HD**.

Immunity to Rebuking (Ex): The nature of the powerful curse that created Smuchog prevents him from being **rebuked** or controlled by clerics. However, Smuchog can be **turned** or destroyed.

Vulnerability to Sunlight (Ex): Direct sunlight deals Smuchog **1d6** points of damage each round. The bright light of the dark sun reminds the creature of its former life; the creature cannot stand the brightness of the sun when compared to its eternal existence of pain and hunger.



Personality

Smuchog Bob-Neck is perhaps the most cognizant of the dwarven cursed dead in the Groaning City. He is one of the few who can master his anguish enough to speak on those rare occasions when he so desires. Smuchog was one of the leaders of the Order of the Lion, the semi-religious brotherhood of dwarves that believed that Taraskir, the last beasthead giant king of Green Age Giustenal, was in fact a god. The Order led the humanoids sheltered in the Groaning City after the aboveground city was taken by Dregoth's troops and made into his capital. When the Ravager discovered them and attacked, Smuchog organized a last, hopeless resistance, and was taken alive by Mon Adderath, Dregoth's confidant.

Like the other captured survivors of the Order of the Lion, Smuchog was strung up and hanged for the amusement of Dregoth's troops. The terrible curse Dregoth visited upon them brought Smuchog back in undeath as surely as the rest, but because of his innate resistance or his strength as a believer and leader, Smuchog was able to retain more of his mind and discipline. He hates the living no less than his brethren, and since the first foolish adventurer cut his hanging rope and released him to hunt the cavern freely, he has killed many.

Smuchog could be persuaded to talk first and kill later, but not if any of those approaching him are wearing holy symbols of Dregoth. Indeed, Smuchog reacts favorably to non-humans (who gain a +2 **circumstance bonus** on **Diplomacy** checks), for he remembers that Dregoth's army was composed wholly of humans. If adventurers present themselves as enemies of Dregoth, Smuchog might tell them what he knows of the Dread-King's activities—but if the same adventurers return to the Groaning City without having slain Dregoth, Smuchog will not speak to them again and will instead attack.

Normally, Smuchog has little reason to seek leadership over his former Order members, but if he were to try, he could become extraordinarily dangerous. Smuchog remains within the Groaning City, cursed to guard it so long as Dregoth dwells there—the wording of the curse was such that, so long as the Ravager maintains his throne in Giustenal or New Giustenal, the dwarven cursed dead are bound to the Groaning City. Whether the curse will continue to bind them there if Dregoth moves his throne elsewhere is unknown.

CREATING A CURSED DEAD

“Cursed dead” is an acquired template that can be added to any giant, humanoid, or monstrous humanoid (though dwarves are the only known cursed dead). The creature must have been cursed at its time of death to rise as undead.

A cursed dead uses all the base creature’s statistics and special abilities except as noted here.

Size and Type: The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Armor Class: A cursed dead’s natural armor bonus improves by +4.

Attack: Cursed dead gain a slam attack with each fist. A cursed dead armed with a weapon uses its slam or a weapon, as it desires. The creature also attacks with its sinews as a ranged attack (see below).

Full Attack: A cursed dead armed with a weapon usually uses the weapon as its primary attack along with a slam as a natural secondary attack, provided it has a free hand. The creature can make up to four ranged attacks with its sinews (see below).

Damage: The cursed dead’s bare hands are strengthened with supernatural hatred and pain. If the base creature does not have slam attacks, use the appropriate damage value from the table below according to its size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better. Use the sinew damage value for the cursed dead’s ranged attacks.

Size	Slam Damage	Sinew Damage
Fine	1d2	—
Diminutive	1d3	1
Tiny	1d4	1d2
Small	1d6	1d3
Medium	1d8	1d4
Large	2d6	1d6
Huge	2d8	1d8
Gargantuan	4d6	2d6
Colossal	4d8	2d8

Special Attacks: A cursed dead retains all the base creature’s special attacks and gains those described below.

Drag (Ex): If a cursed dead hits with a sinew attack, the sinew latches onto the opponent’s body. This deals damage depending on the undead’s size (see above) and drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires an Escape Artist check or a Strength check (DC 10 + 1/2 cursed dead’s HD + cursed dead’s Str modifier). A cursed dead can draw a creature within reach and attack in the same round. A sinew has 8 hit points and can be attacked by making a successful sunder attempt. However, attacking a cursed dead’s sinew does not

provoke an attack of opportunity. If the sinew is currently attached to a target, the cursed dead takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a sinew deals no damage to a cursed dead.

Moan (Su): A cursed dead moans and wails in its anguish, especially when it senses living beings. Creatures with fewer HD than the cursed dead who hear it moan must make a Will save (DC 10 + 1/2 cursed dead’s HD + cursed dead’s Cha modifier) or be shaken as long as they remain within its lair. Whether or not the save is successful, that creature cannot be affected again by the same cursed dead’s moan ability for 24 hours.

The moans are autonomic and can barely be suppressed enough for the cursed dead to speak. The creature cannot master its pain and hatred enough to cast spells with verbal components.

Psi-Like Abilities: 3/day — *crisis of breath**, *destiny dissonance*, *ectoplasmic form*; 1/day — *swarm of crystals**. Manifest level equals the creature’s HD. The save DCs are Charisma-based.

*Power can be augmented.

Sinews (Ex): Every five rounds, a cursed dead can make a ranged attack. Moaning terribly, it opens its legs and arms wide, and its sinews explode outward in a mass of tangled cords. The undead uses up to four sinews at a time, striking up to 30 ft. away (no range increment). In between sinew attacks, the cursed dead reconstitutes its body, but it otherwise acts as normal. If a sinew is severed, the undead regenerates it after 24 hours.

Special Qualities: A cursed dead retains all the base creature’s special qualities and gains those described below.

Damage Reduction (Su): A cursed dead has damage reduction 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Gray Toughness 1 (Ex): A cursed dead has a strong tie to the Gray. It gains 1 bonus hit point per HD.

Immunity to Rebuking (Ex): The nature of the powerful curse that creates a cursed dead prevents it from being rebuked or controlled by clerics. However, a cursed dead can be turned or destroyed.

Abilities: Increase from the base creature as follows: Str +6. Being undead, a cursed dead has no Constitution score.

Environment: Any

Organization: Solitary

Challenge Rating: Same as character +2.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

DHAOT

A dhaot is an incorporeal undead sometimes created when a creature dies far from its homeland. The compulsion to return home is so strong that it keeps the spirit alive. Dhaots often wander the wastelands lost, since they have limited senses.

Dhaots appear as they did in life but have an expression of weariness and sadness on their faces. Their faces appear dusty and sweaty. They are incorporeal but can manifest themselves and leave footprints in the sand when they wish. They can turn invisible at will. Dhaots attempt to return home and often stop travelers to ask for directions.

Dhaots speak the same languages they did in life.

SAMPLE DHAOT

This example uses a 1st-level human child commoner as the base creature.

Mithia

Human Dhaot, 1st-Level Commoner

Small Undead (Augmented Humanoid, Incorporeal)

Hit Dice: 1d12 (6 hp)
Initiative: +0
Speed: 30 ft. (6 squares)
Armor Class: 15 (+1 size, +4 deflection), touch 15, flat-footed 15
Base Attack/Grapple: +0/ – (-5 corporeal)
Attack: –
Full Attack: –
Space/Reach: 5ft./5 ft.
Special Attacks: Brand, guilt gaze, spell-like abilities
Special Qualities: Damage reduction 5/magic, darkvision 60 ft., death wish, delusional, enduring focus, phobia, spell resistance 6, temporary corporeality
Saves: Fort +0, Ref +0, Will +0
Abilities: Str –, Dex 10, Con –, Int 14, Wis 6, Cha 18
Skills: Diplomacy +18, Listen +6, Search +10, Sense Motive +2, Spot +2
Feats: Iron Will
Environment: Trembling Plains
Organization: Unique
Challenge Rating: 3
Treasure: None
Alignment: Neutral evil
Advancement: By character class
Level Adjustment: +6

Combat

Mithia's abilities include additional special attacks (brand and guilt gaze) and weaknesses (death wish and phobia) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Brand (Su): Up to three times per day, Mithia can trace a lasting mark on a creature's skin with her fingers by making a touch attack. This touch deals 1d8 points of damage and inflicts a -2 penalty on any interaction checks the victim makes (such as **Bluff**, **Diplomacy**, **Intimidate**, and **Sense Motive**); the brand leaves a disturbing impression on anyone who sees it. Both the damage and penalty are permanent. A **remove curse** or **heal** spell removes the brand and its negative effects.

Guilt Gaze (Su): Mithia's gaze attack causes grief to intelligent creatures within 30 ft. Unless a victim makes a **Will save** (DC 14), its most painful memories surface, wracking the victim with guilt over small incidents that happened years ago in its life. The guilt nauseates a creature for 1d4 rounds.

Spell-Like Abilities: At will – *dream*, *hallucinatory terrain* (DC 18), *invisibility*, *major image* (DC 17), *nightmare* (DC 19). Caster level 1st. The save DCs are **Charisma**-based.

Death Wish (Ex): Mithia wishes to die forever but is cursed to live on as undead until her bones are put to rest. The dhaot aids any characters attempting to reunite her corpse with those of her family.

Enduring Focus (Su): A dhaot's life force is tied to its mortal remains. As long as the dhaot's remains have not been returned to its home, the undead cannot be permanently killed; it reforms 1d12

days after its apparent death. Killing the undead in the Gray prevents it from returning to life.

Phobia (Ex): Mithia has a phobia about the male body. If any male character so much as removes his shirt or changes armor in front of her, she shrieks in terror and flees; she never speaks to that male character again. Mithia's phobia affects her as the aversion power, preferring not to approach within 30 feet of it. The undead takes reasonable steps to avoid the object of its aversion, but will not put itself in jeopardy by doing so. If Mithia is forced into taking an action she has an aversion to, she takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

Temporary Corporeality (Su): Mithia can become corporeal as a **standard action**, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its **deflection bonus** to **armor class** becomes a **natural armor** bonus, and it has a **Strength** score of 8. A corporeal dhaot makes 2 claw attacks (damage 1d4-1). It can grapple creatures and manipulate objects. The undead can become incorporeal again as a **standard action**. In the Gray, dhaots are forced into corporeal form; they cannot exist there in incorporeal form.

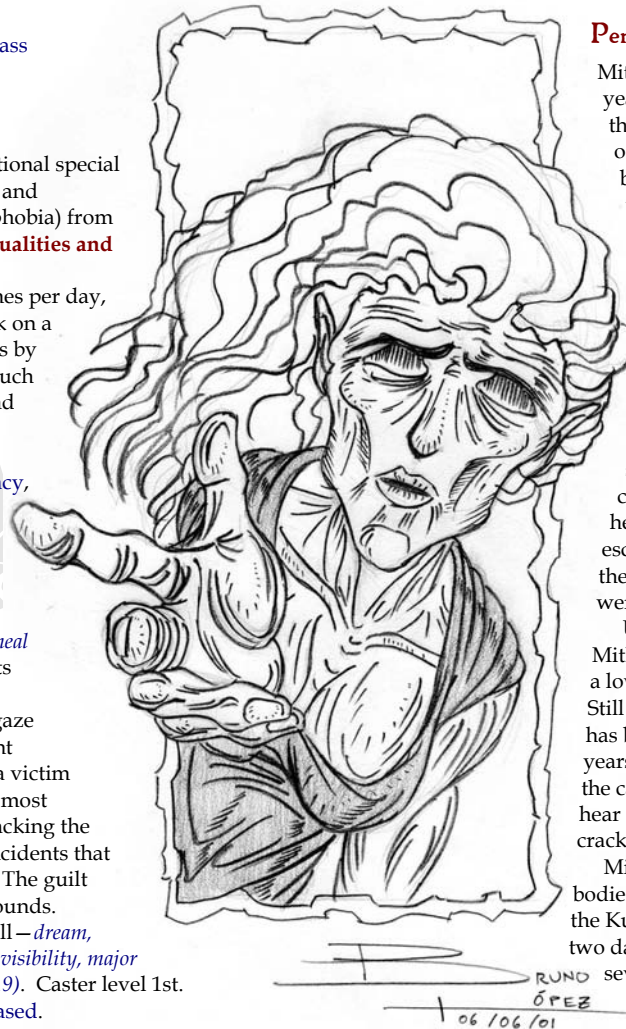
Personality

Mithia was captured by bandits six hundred years ago during a raid on the Kurnan oasis that is now named Fort Stench. Eleven years old at the time, Mithia was taken to the bandits' cave just north of Fort Ral and treated cruelly until she managed to escape the cave by slipping through a crack in the wall. Unfortunately for Mithia, the crack led to a tunnel that gradually narrowed. Considering remaining with the bandits a fate worse than death, Mithia continued down the tunnel until her body became stuck. Fearing to make a sound lest the bandits should hear her, Mithia remained silent, and she died of starvation and thirst within earshot of her captors calling her name and searching for her. Finally, believing that Mithia had escaped and would lead enemies to their cave, the bandits rigged the cave with traps and went in search of a new hideout.

Unwilling to understand that she had died, Mithia's spirit escaped down the thin tunnel to a lower cavern she was unable to reach in life. Still terrified that the bandits may find her, she has been waiting in that cavern for six hundred years, talking to herself. If adventurers explore the cave above, after triggering the traps, they hear a faint mumbling sound coming from the crack in the cave.

Mithia wants her body reunited with the bodies of her parents, who perished long ago in the Kurnan town now called Fort Stench, an oasis two days due south of the city of Kurn and several days southwest of Eldaarich. If the PCs assist her, they eventually learn that the bodies of those that died in

that raid were placed together in a large mausoleum inside Fort Stench. Kurnans have no traffic with undead and will be extremely alarmed and uncooperative if they find out that the PCs have brought a dhaot into their town! A sentry is traditionally on duty guarding the mausoleum, but it should not be a difficult matter to bypass the sentry and place Mithia's bones inside. When the PCs place her bones in the Mausoleum, Mithia will be able to rest—but first she will reward them by "branding" the arm of her favorite



PC with the map to the area where the bandits buried their treasure, an ancient Eldaarish cemetery now buried three feet beneath the sea of silt.

If the PCs do not offer to help at first, Mithia promises to share her knowledge of the bandits' treasure if the party brings her bones to Fort Stench; if this does not work, she uses her gaze, branding, and nightmare abilities to extort their cooperation.

CREATING A DHAOT

"Dhaot" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid that died far from its homeland and feels a strong compulsion to return home.

A cursed dead uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It gains the incorporeal subtype. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Dhaots have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: The dhaot gains a bonus to its AC equal to +1 or its Charisma modifier, whichever is greater. It loses its natural armor bonus.

Attack: A dhaot can make no physical attacks unless temporarily corporeal (see below), when it can make claw attacks or use a weapon, as it desires.

Full Attack: A dhaot can make no physical attacks unless temporarily corporeal (see below), when it can make claw attacks or use a weapon, as it desires.

Damage: Dhaots that become corporeal deal claw damage based on their size:

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

Special Attacks: A dhaot retains all the base creature's special attacks and gains those described below.

Spell-Like Abilities: At will—*dream*, *hallucinatory terrain*, *invisibility*, *major image*, *nightmare*. Caster level equals the creature's HD. The save DCs are Charisma-based.

Special Qualities: A dhaot retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): A dhaot has damage reduction 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Enduring Focus (Su): A dhaot's life force is tied to its mortal remains. As long as the dhaot's remains have not been returned to its home, the undead cannot be permanently killed; it reforms 1d12 days after its apparent death. Killing the undead in the Gray prevents it from returning to life.

Spell Resistance (Ex): A dhaot has spell resistance equal to its Hit Dice + 5.

Temporary Corporeality (Su): A dhaot can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its deflection

bonus to armor class becomes a natural armor bonus, and it has a Strength score equal to the base creature's Strength in life. A corporeal dhaot makes 2 claw attacks (adjusted by its Strength). It can grapple creatures and manipulate objects. The undead can become incorporeal again as a standard action.

In the Gray, dhaots are forced into corporeal form; they cannot exist there in incorporeal form.

Abilities: Increase from the base creature as follows: Cha +4. Being undead, a dhaot has no Constitution score. An incorporeal dhaot has no Strength score, but when corporeal it has the base creature's Strength.

Skills: A dhaot receives a +10 racial bonus on Diplomacy checks and a +4 racial bonus on Listen and Search checks.

Environment: Any

Organization: Solitary or troupe (2-4)

Challenge Rating: Same as character +2.

Treasure: None.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +5.

DUNE RUNNER

The dune runner is an elf that died unable to complete his mission. The elf died while running to deliver a message or complete an important task. Some sages argue that dune runners, like dwarven banshees and possibly vengers, are forms of racked spirits.

A dune runner runs night after night, forever doomed to repeat its hopeless mission. Dune runners appear almost skeletal, their grayish skin pulled tight across their muscles.

A dune runner remembers the languages it spoke in life and often talks to travelers, harassing them into joining its fruitless run.

SAMPLE DUNE RUNNER

This example uses a 3rd-level elf ranger as the base creature.

Sothaer

Elf Dune Runner, 3rd-Level Ranger

Medium Undead (Augmented Humanoid, Psionic)

Hit Dice: 3d12+3 (22 hp)

Initiative: +6

Speed: 50 ft. (10 squares)

Armor Class: 20 (+6 Dex, +2 natural, +2 bracers of armor +2), touch 16, flat-footed 14

Base Attack/Grapple: +3/+5

Attack: Masterwork small macahuitl +6 melee (1d6+2/19-20)

Full Attack: Masterwork small macahuitl +4 melee (1d6+2/19-20)

and masterwork small macahuitl +4 melee (1d6+1/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Brand, combat style (two-weapon fighting), compulsion gaze, create spawn, favored enemy (monstrous humanoids +2), psi-like abilities, spell-like abilities

Special Qualities: Cast no shadow, darkvision 60 ft., elf traits, gray toughness 1, undead traits, wild empathy

Saves: Fort +3, Ref +9, Will +1

Abilities: Str 14, Dex 23, Con —, Int 13, Wis 10, Cha 12

Skills: Diplomacy +5, Disguise +1 (-3 in sunlight), Handle Animal +7, Hide +13, Knowledge (nature) +9, Listen +10, Move Silently +13, Perform +3, Search +5, Spot +8, Survival +6 (+8 aboveground)

Feats: Dodge, Endurance, Run, Track, Two-Weapon Fighting

Environment: Hinterlands

Organization: Unique

Challenge Rating: 6

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class
Level Adjustment: +4

Combat

When those who resist Sothaer's gaze oppose the dune runner, he fights back with dual macahuitls, the weapons he wielded as a living elf. Sothaer's abilities include additional special attacks (brand and spell-like abilities) and a weakness (cast no shadow) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Brand (Su): Up to three times per day, Sothaer can trace a lasting mark on a creature's skin with his fingers by making a touch attack. This touch deals 1d8 points of damage and inflicts a -2 penalty on any interaction checks the victim makes (such as **Bluff**, **Diplomacy**, **Intimidate**, and **Sense Motive**); the brand leaves a disturbing impression on anyone who sees it. Both the damage and penalty are permanent. A *remove curse* or *heal* spell removes the brand and its negative effects.

Compulsion Gaze (Su): Sothaer compels all who see him run into joining him. Any humanoid, monstrous humanoid, or giant within 30 ft. of the dune runner must make a **Will save** (DC 12) or join the run. Sothaer can affect creatures with 15 total HD. Unless forcibly restrained, victims run until they fall dead, for a dune runner compels them beyond the safe limits of their endurance. The save DC is **Charisma-based**.

After a creature has run a number of rounds equal to its **Constitution** score, it must make a **Fortitude save** each additional round (DC 10 + number of previous saves). When a creature fails this save, it does not stop to rest, but instead suffers 2 points of temporary **Constitution** damage and can attempt another **Will save** to break the compulsion. If at any time the creature can't run, the compulsion ends; if the creature suffered **Constitution** damage during the run, it is now fatigued.

Create Spawn (Su): An elf that dies under a dune runner's compulsion gaze becomes a dune runner without missing a step, following the runner as its eternal companion. Sothaer can have spawn with 6 total **Hit Dice**.

Psi-Like Abilities: At will – *attraction* (+5 *interaction bonus*, DC 13*), *mindlink* (3 *targets*); 2/day – *psionic dominate* (ML 7th, DC 15). Manifest level 3rd. The save DCs are **Charisma-based**.

*Includes augmentation for the dune runner's manifest level.

Spell-Like Abilities: At will – *jump*, *shocking grasp* (+5 *melee touch*). Caster level 3rd.

Cast No Shadow (Su): Sothaer casts no shadow and does not show a reflection in a mirror. He has a -4 circumstance penalty on

Disguise checks when its weakness is observable, such as in sunlight.

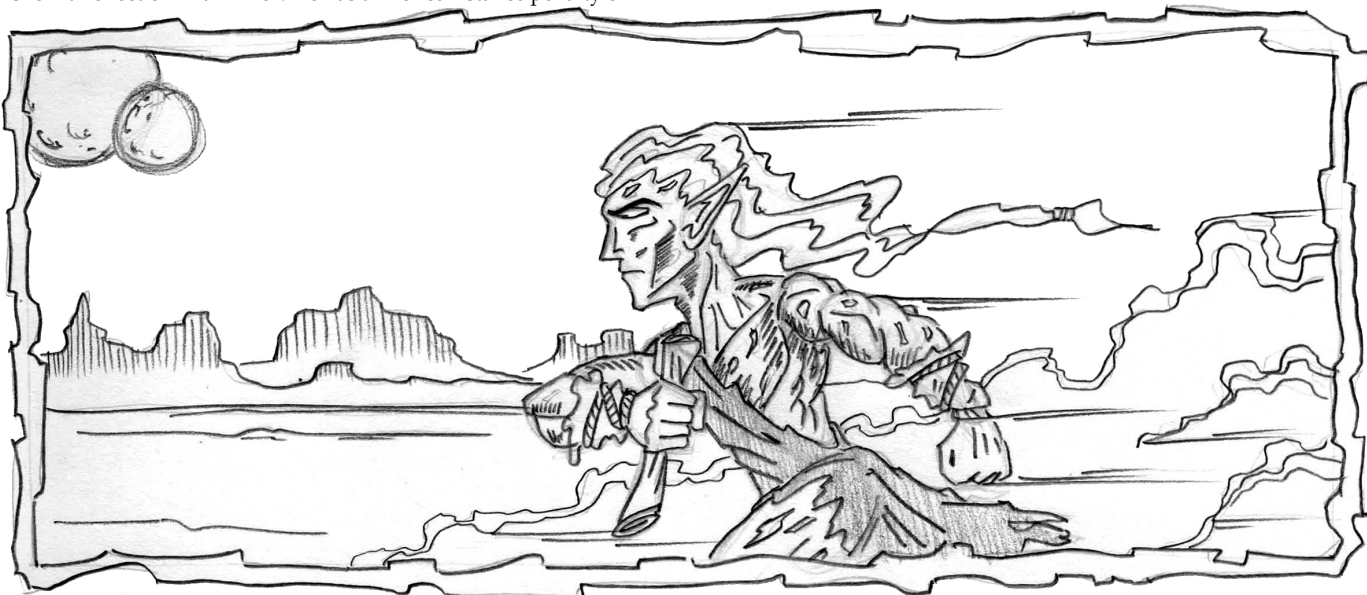
Gray Toughness 1 (Ex): Sothaer gains 1 bonus **hit point** per HD.
Possessions: Masterwork small macahuitls (2), *bracers of armor* +2.

Personality

King's Ages ago, Sothaer was a messenger in the now-extinct tribe of the Trin Harriers, living in the central Hinterlands north of what is now Lost Scale. Kalak of Tyr made rare forays into the Hinterlands in those days, before eventually concluding that the area was too distant for effective control and not worth the casualties his men suffered trying to repel trin and other attacks. One day, a massive army arrived in the Hinterlands near Sothaer's clan's encampment. The chief of the Swift-as-Thought clan, Asdrae, ordered Sothaer to speed across the Hinterlands and gather the tribe's other clans. If the elves could unite, they could form a strong enough rear guard to protect their escape as they fled the Tyrant's army; otherwise, Kalak's forces would hunt down the scattered clans and destroy them utterly.

Sothaer took off across the wastes, seeking the other Trin Harrier clans. He found the encampment of the Chitin Snappers and warned them, but did not linger, instead speeding off into the rock shelves in search of the next clan, the Wind Gliders. He never made it. A band of thri-trin, his tribe's mortal enemies, ambushed him in the twisting rocks and tore his body limb from limb while he was still alive. Sothaer gasped out his last in the sure knowledge that the Wind Gliders and Chitin Snappers were doomed, and that the other six clans would surely also perish, unwarned, as Kalak's raiders fanned out across the Hinterlands.

Sothaer rose soon after as a dune runner, his body restored by eldritch means he could not imagine. He is compelled to make a desperate circuit through the Hinterlands, transcribing a circle from the western edge of the Forest Ridge, north halfway to Dej, and then around again, seeking the camps of his long-dead tribe mates. Sothaer is well aware of the futility of his effort – there have been no Trin Harriers in the Hinterlands for King's Ages – and is convinced that his own failure to warn them led directly to their extinction. He blames not himself, however, but the trin. These creatures were his tribe's totem-enemy, and his own murderers; whenever he finds trin, he dragoons them into his run, detouring through the most difficult terrain, delighting as their chitinous limbs crack and shatter on rocks and sheer drops.



● DUNE RUNNER

CREATING A DUNE RUNNER

"Dune runner" is an acquired template that can be added to any elf that died on an important run, trying to complete a mission for his tribe or someone dear to him.

A dune runner uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Increase the base creature's land speed to 50 ft.

Armor Class: A dune runner's natural armor bonus improves by +2.

Special Attacks: A dune runner retains all the base creature's special attacks and gains those described below.

Compulsion Gaze (Su): The dune runner compels all who see it run into joining it. Any humanoid, monstrous humanoid, or giant within 30 ft. of the dune runner must make a Will save (DC 10 + 1/2 dune runner's HD + dune runner's Cha modifier) or join the run. A dune runner can affect creatures with total HD 5 times its own HD. Unless forcibly restrained, victims run until they fall dead, for a dune runner compels them beyond the safe limits of their endurance.

After a creature has run a number of rounds equal to its Constitution score, it must make a Fortitude save each additional round (DC 10 + number of previous saves). When a creature fails this save, it does not stop to rest, but instead suffers 2 points of temporary Constitution damage and can attempt another Will save to break the compulsion. If at any time the creature can't run, the compulsion ends; if the creature suffered Constitution damage during the run, it is now fatigued.

Create Spawn (Su): An elf that dies under a dune runner's compulsion gaze becomes a dune runner without missing a step, following the runner as its eternal companion. A dune runner can have spawn with Hit Dice totaling twice its own.

Psi-Like Abilities: At will – attraction*, mindlink*, 2/day – psionic dominate*. Manifest level equals the creature's HD. The save DCs are Charisma-based.

*Power can be augmented.

Special Qualities: A dune runner retains all the base creature's special qualities and gains those described below.

Gray Toughness 1 (Ex): A dune runner has a strong tie to the Gray. It gains 1 bonus hit point per HD.

Abilities: Increase from the base creature as follows: Dex +6. Being undead, a dune runner has no Constitution score.

Skills: A dune runner gains a +4 racial bonus on Diplomacy, Listen and Search checks.

Feats: The dune runner gains Improved Initiative as a bonus feat.

Environment: Any

Organization: Solitary or troupe (1-4)

Challenge Rating: Same as character +2.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

FAEL

A fael is an undead whose thirst for material possessions and excesses in life fuels its existence. The fael is a ravenous creature that seeks out feasts and banquets, where it devours all the food it can.

A fael's clothing is usually stained with food and drink. Many faels are obese, and they rarely hold a conversation, since they are too busy eating.

SAMPLE FAEL

This example uses an 8th-level human rogue as the base creature.

Fortrumpp

Human Fael, 8th-Level Rogue

Medium Undead (Augmented Humanoid)

Hit Dice: 8d12+16 (68 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 21 (+3 Dex, +4 natural, +4 +1 studded leather), touch 13, flat-footed 18

Base Attack/Grapple: +6/+8

Attack: +1 steel rapier +10 melee (1d6+4/18-20) or slam +9 melee (1d6+2)

Full Attack: +1 steel rapier +10/+5 melee (1d6+4/18-20) and slam +4 melee (1d6+1) and bite +4 melee (2d6+1/18-20/x3), or 2 slams +9 melee (1d6+2) and bite +4 melee (2d6+1/18-20/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Death cry, maw, sneak attack +4d6

Special Qualities: Craving, damage reduction 5/magic, darkvision 60 ft., evasion, Gray toughness 2, improved uncanny dodge, spell immunity, trap sense +2, trapfinding, uncanny dodge, undead traits

Saves: Fort +2, Ref +8, Will +5

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

Skills: Appraise +13, Bluff +17, Climb +13, Diplomacy +21, Disguise +17 (+20 acting), Hide +13, Intimidate +8, Listen +18, Move Silently +13, Search +17, Sense Motive +16, Spot +18, Survival +1 (+3 following tracks)

Feats: Alertness, Dodge, Iron Will, Weapon Finesse

Environment: Any

Organization: Unique

Challenge Rating: 10

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +4

Combat

Fortrumpp usually consumes his enemies before giving them a chance to deal peaceably. His abilities include an additional special attack (death cry), special quality (spell immunity), and weakness (craving) from Chapter 3: Special Attacks, Qualities and Weaknesses.

Death Cry (Su): The sound of Fortrumpp's voice is enough to kill lesser creatures. Twice per day as a standard action, the undead can scream and wail. This unholy scream slays 4 HD, affecting a 30-ft. radius and killing creatures with the least HD first unless they make a Fortitude save (DC 17). Deaf creatures are immune to this power. The save DC is Charisma-based.

Maw (Ex): A fael has an incredibly strong jaw and can extend its jaw by as much as a foot, taking a huge bite out of its victim. The bite's natural threat range and critical multiplier is 18-20/x3.

Craving (Ex): At least once a day, Fortrumpp must drink blood. Each day he doesn't feed, the undead takes a cumulative -2 penalty to Strength. At 0 Strength, the undead is destroyed.

Gray Toughness 2 (Ex): Fortrumpp gains 2 bonus hit points per HD.

Spell Immunity (Ex): Fortrumpp is immune to the spells fireball, magic missile, scorching ray, and slow.

Possessions: +1 steel rapier, +1 studded leather armor, gauntlets of ogre power, circlet of persuasion, ring of feather falling.

Personality

Fortrump spent most of his life as a dissolute noble in Nibenay. His family predated the arrival of the famous Champion, and held rights not only to several hot springs but also to numerous caves in the cliffs north of the city. Fortrump originally fancied himself a merchant, gaining fame and fortune to win his stingy father's praise. But his father, Kalnrar, forbade Fortrump from such a demeaning pursuit, and instead the young noble was made a resident supervisor on the family's sharecropped holdings outside the city.

Here, isolated from his father, young Fortrump again sought to realize his dream. He transformed the family manor into a caravan area, bringing the merchants to him, as he could not go to them. He learned much from them: of the vagaries of trade, of the wide lands of other cities, of the Dragon and his predations. From these last stories came Fortrump's own inspiration. He too would be a Dragon, in his own small way. As the Dragon consumed the lives of slaves in all the cities, so Fortrump would consume the lives of the slaves on his property.

Month by month, Fortrump's excesses grew greater. He wore out the slaves on his fields providing for his luxuries and lusts, selling the broken remnants of these once loyal men to finance yet more debauchery. Merchants began to spread tales of the young noble's grand events, such that even Fortrump's father heard them. His rage at seeing his son cavorting with traders knew no bounds. Kalnrar had his son divested of his sinecure, savagely punished, and banished to one of the family's caves in the cliffs. He had other sons, worthier ones, and soon forgot about the young man he had sealed in the cave.

But Fortrump did not forget. He died soon enough of starvation and dehydration, but he did not forget. He rose into undeath as a fael, a terrifying monster lusting after the food and pleasure to which it was used in life. Fortrump chewed his way out of the cave, escaping to find a path back to the family compound. He ate his father and most of his brothers; his sisters he claimed for other uses. Fortrump's family collapsed after the terrible visitation, the survivors fleeing far from Nibenay to escape the fael's vengeance.

Fortrump haunts the cliff-side to this day, lurking in the darkness and emerging by night to hunt. Most often, he seeks escaped slaves or foolish adventurers, who imagine that the caves offer sanctuary from the justice or expenses of the city. He frequently eats these unfortunates, though he sometimes bargains with the bolder ones and those quick enough to provide him with other pleasures not easily found in the caves.

CREATING A FAEL

"Fael" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid.

A fael uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Armor Class: A fael's natural armor bonus improves by +4.

Attack: Faels gain a slam attack with each fist and a secondary bite attack. A fael armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A fael armed with a weapon usually uses the weapon as its primary attack along with a slam and bite as a natural secondary attack, provided it has a free hand.

Damage: If the base creature does not have slam attacks, use the appropriate damage value from the table below according to its size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Slam Damage	Bite Damage
Fine	1	1d3
Diminutive	1d2	1d4
Tiny	1d3	1d6
Small	1d4	1d8
Medium	1d6	2d6
Large	1d8	2d8
Huge	2d6	4d6
Gargantuan	2d8	4d8
Colossal	4d6	8d6

Special Attacks: A fael retains all the base creature's special attacks and gains those described below.

Maw (Ex): A fael has an incredibly strong jaw and can extend its jaw by as much as a foot, taking a huge bite out of its victim. The bite's natural threat range and critical multiplier is 18-20/x3.

Special Qualities: A fael retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): A fael has **damage reduction 5/magic**. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Gray Toughness 2 (Ex): A fael has a strong tie to the Gray. It gains 2 bonus **hit points** per **HD**.

Abilities: Change from the base creature as follows: **Str** +2, **Dex** -2, **Cha** +2. Being undead, a fael has no **Constitution** score.

Skills: Faels receive a +4 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any

Organization: Solitary

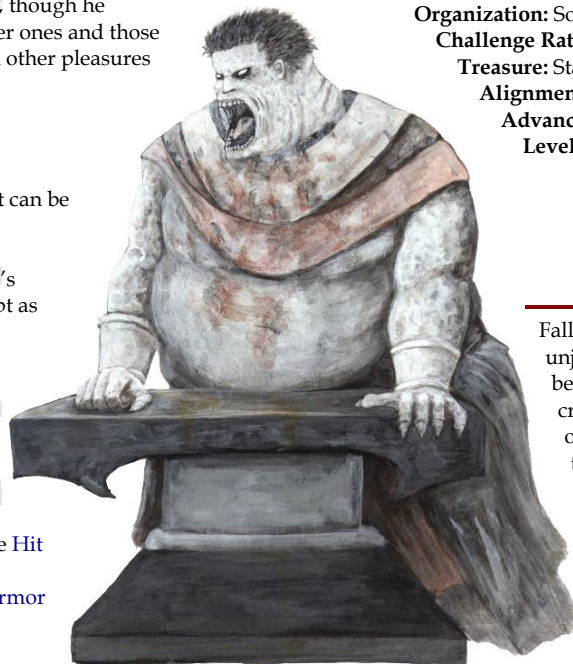
Challenge Rating: Same as character +1.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +3.



FALLEN (DARK LEGIONNAIRE)

Fallen are the spirits of dead warriors who died unjustly, were sacrificed in battle, or who have been created by other fallen. The disaster that created the Dead Lands also spawned hordes of such undead, many of whom served under the Champions of Rajaat.

The fallen appear almost as they did in life and from a distance could be mistaken as a patrol of soldiers. Up close, they betray their true nature: blasted bodies bearing gruesome wounds and shattered armor.

All have pale white, glowing eyes. Some manifest more visible indications of their

deaths, bodies wreathed in flame, flesh like obsidian, skeletons blackened. Fallen usually share a mindlink with their creator, forming a tightly organized unit.

Fallen use the weapons and armor they did in life, and remember the same tactics and strategies. Most work in groups that thirst for battle and the chance to recruit new undead for their legions. Powerful fallen sometime challenge the group's leader for authority.

SAMPLE FALLEN

This example uses an 11th-level human fighter as the base creature.

Reklez

Human Fallen, 11th-Level Fighter

Medium Undead (Augmented Humanoid, Psionic)

Hit Dice: 11d12+22 (93 hp)

Initiative: +2

Speed: 30 ft. (4 squares)

Armor Class: 27 (+2 Dex, +8 natural, +7 +2 steel breastplate), touch 12, flat-footed 25

Base Attack/Grapple: +11/+16

Attack: +2 short sword +20 melee (1d6+9/17-20) or shortspear +13 ranged (1d6+5)

Full Attack: +2 short sword +18/+13/+8 melee (1d6+9/17-20) and +2 short sword +18 melee (1d6+6/17-20), or shortspear +13 ranged (1d6+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, create spawn, despair, psi-like abilities

Special Qualities: Code of honor, damage reduction 5/magic, darkvision 60 ft., Gray toughness 2, immunity to turning, nondetection, undead traits

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 20, Dex 15, Con —, Int 13, Wis 10, Cha 12

Skills: Climb +14, Craft (armorsmithing) +10, Craft (weaponsmithing) +10, Jump +19, Listen +6, Move Silently +6, Search +7, Sense Motive +8, Spot +6

Feats: Cleave, Combat Expertise, Greater Weapon Focus (short sword), Improved Bull Rush, Improved Critical (short sword), Improved Disarm, Improved Sunder, Power Attack, Two-Weapon Fighting, Weapon Focus (short sword), Weapon Specialization (short sword)

Environment: Any

Organization: Unique

Challenge Rating: 13

Treasure: Standard

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +5

Combat

Reklez's abilities include an additional special attack (breath weapon), special qualities (immunity to turning, nondetection), and a weakness (delusional) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Breath Weapon (Su): Reklez has a breath weapon, a 15-ft. cone of obsidian shards. He can breathe in a cone up to three times per day, dealing 13d6 points of piercing damage. A successful **Reflex save** (DC 16) halves the damage.

Create Spawn (Su): A giant, humanoid, or monstrous humanoid slain by Reklez's death knell power rises as fallen after 1d4 rounds. He can have spawn with 22 total **Hit Dice**.

Despair (Su): Reklez radiates an aura of doom and hopelessness, causing creatures within 10 ft. to make a **Will save** (DC 10 + 1/2 fallen's HD + fallen's Cha modifier). Creatures that

fail are shaken. Whether or not the save is successful, that creature cannot be affected again by the same undead's aura for 24 hours. Fallen can suppress or reactivate this ability as a **standard action** in order to achieve surprise in close quarters. The save DC is **Charisma-based**.

Psi-Like Abilities: At will — *call weaponry* (+2 **enhancement bonus**), *death knell* (DC 13), *deathwatch*, *mindlink* (11 **willing targets** or 7 **unwilling targets**, DC 12*); 1/day — *recall agony* (10d6, DC 17*). As the power or spell. Manifest level 11th. The save DCs are **Charisma-based**.

*Includes augmentation for the fallen's manifest level.

Code of Honor (Ex): Fallen are bound to follow a code of honor reflecting idealized rules of war. Evil fallen attempt to break or twist codes to avoid getting killed.

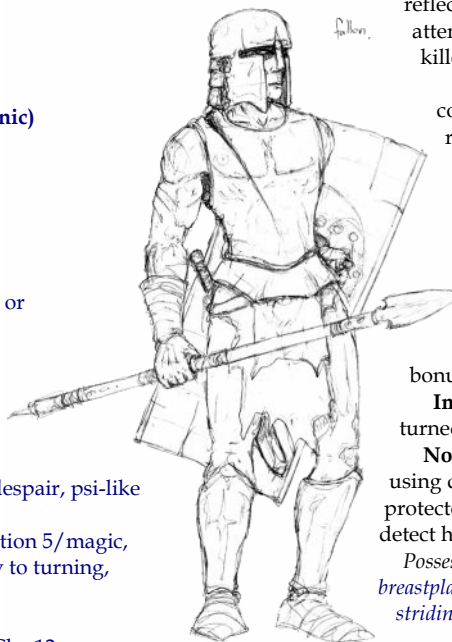
Delusional (Ex): Reklez is a senior commander in the armies of Deshentu. He remains convinced that he is alive, not undead, and in fact persists in believing that nearly all undead — any in reasonably undamaged condition — are still alive. Reklez believes the obsidian has granted him and many others eternal life, and he finds the doctrines of the Disciples curiously compelling.

Gray Toughness 2 (Ex): Reklez gains 2 **bonus hit points** per HD.

Immunity to Turning (Ex): Reklez cannot be turned or rebuked.

Nondetection (Su): Reklez is difficult to detect using divination spells, as though he were protected by the **nondetection** spell. The DC to detect him is 21.

Possessions: +2 short swords (2), +2 **steel breastplate**, **amulet of natural armor** +2, **boots of striding and springing**.



Personality

Sergeant-commander Reklez was in the morgue when the Dark Tide struck. He had been serving in the personal guard of Sthonkho, one of Gretch's minions, at Charnalhouse, the necromancer's outpost on the site of the Battle of Tforkatch River. Gretch had built the fort soon after the battle, using it as a factory to reanimate corpses harvested from the battlefield, and later as a warehouse for corpses brought back from the siege of Nagarnos. Sthonkho preferred having living guards monitor the labors of the dead, and Reklez had found the pay better and the duty easier than serving with any of the Champions.

Reklez's skills had led him to promotions and increased responsibility, which was why he was at the forefront of the melee when the guards were called to quell a disturbance in Barracks 2. A thinking zombie had somehow gotten in with the usual crowd of zombie laborers and was leading them in a riot. Reklez waded in, proud of his combat skills and determined to show Sthonkho's new recruits that zombies were nothing to be feared. He killed a dozen zombies, but the recruits hadn't followed, and the lone sergeant-commander was overborne by the undead. He thought he'd slain their leader, just before he himself was killed by the press of sallow-faced zombies.

When Charnalhouse's other sergeants finally marshaled the recalcitrant recruits and led them into Barracks 2, they found Reklez's body, torn and trampled. Knowing that Sthonkho would surely want the corpse reanimated, they placed him in the morgue along with the salvageable remains of as many of the slain zombies as could be feasibly reanimated. The sergeant-commander was still there, lying on a stone slab, when the obsidian flooded from the east. Charnalhouse's watchman clanged the alarm, but the

steaming, shining wave burst over the walls before the guards could even form up on the parade ground. The troops were scattered, boiled or burned or drowned, and borne under the obsidian, never to return.

Reklez found himself returning to consciousness in a dark space. Slowly, he concluded that he had been wounded but had survived and was stuck in some kind of strange necromantic healing shell. It took him weeks to claw his way out of the cyst, before he finally broke through the hardened obsidian and emerged into the light of day. There were others, his subordinates and fellow sergeants of the guard, who had also survived, but the world they knew had not. No matter; Reklez knew his rank and his role. Discipline conquered all. He ordered the other fallen to form up, assigned sub-leaders, and chose a direction to march.

Today, the Grand Vizier disapproves of the obsidian clerics, and Reklez's sense of duty is far too strong for him to defy his superior, but Reklez remains fascinated by the possibility that he's walking on the face of a god.

CREATING A FALLEN

"Fallen" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid.

A fallen uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future **Hit Dice** become **d12s**.

Armor Class: A fallen's **natural armor** bonus improves by +6.

Special Attacks: A fallen retains all the base creature's special attacks and gains those described below.

Create Spawn (Su): A giant, humanoid, or monstrous humanoid slain by a fallen's death knell power rises as fallen after **1d4** rounds. A fallen can have spawn with **Hit Dice** totaling twice its own.

Despair (Su): Fallen radiate an aura of doom and hopelessness, causing creatures within 10 ft. to make a **Will save** (DC 10 + 1/2 fallen's **HD** + fallen's **Cha** modifier). Creatures that fail are shaken. Whether or not the save is successful, that creature cannot be affected again by the same undead's aura for 24 hours. Fallen can suppress or reactivate this ability as a **standard action** in order to achieve surprise in close quarters.

Psi-Like Abilities: At will—*call weaponry**, *death knell*, *deathwatch*, *mindlink**; *1/day*—*recall agony**. As the power or spell. Manifest level equals the creature's **HD**. The save **DCs** are **Charisma-based**.

*Power can be augmented.

Special Qualities: A fallen retains all the base creature's special qualities and gains those described below.

Code of Honor (Ex): Fallen are bound to follow a code of honor reflecting idealized rules of war. Evil fallen attempt to break or twist codes to avoid getting killed.

Damage Reduction (Su): A fallen has **damage reduction 5/magic**. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Gray Toughness 2 (Ex): A fallen has a strong tie to the Gray. It gains 2 bonus **hit points** per **HD**.

Abilities: Increase from the base creature as follows: **Str** +4. Being undead, a fallen has no **Constitution** score.

Skills: Fallen receive a +6 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any

Organization: Solitary, patrol (5-20), cohort (100-500), or legion (1,000+)

Challenge Rating: Same as character +1.

Treasure: Standard.

Alignment: Always lawful (neutral or evil)

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

KAISHARGA

Kaishargas are extremely powerful undead. They voluntarily embraced this existence through a complicated ritual in order to prolong their life and increase their power. They come from all classes: fighters, wizards, gladiators, psions, and even evil clerics.

Gaunt, skeletal beings, kaishargas gain incredible powers through undeath. Their eyes burn with green fire of hatred for the living, and their connection to the Gray gives their skin a grayish tint. Kaishargas dress as they did in life.

A kaisharga's transformation gives it great strength and agility, as well as deep cunning and wisdom. The defiler becoming or creating a kaisharga must be able to cast 8th-level arcane spells.

SAMPLE KAISHARGA

This example uses a 15th-level human defiler as the base creature.

Asus

Human Kaisharga, 15th-Level Wizard (Defiler)

Medium Undead (Augmented Humanoid, Psionic)

Hit Dice: 15d12+30 (127 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

Armor Class: 28 (+4 Dex, +9 natural, ring of protection +5), touch 19, flat-footed 24

Base Attack/Grapple: +7/+10

Attack: Touch +10 melee (1d10 cold plus paralyzing touch)

Full Attack: Touch +10 melee (1d10 cold plus paralyzing touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear aura, paralyzing touch, psi-like abilities, spells

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., Gray toughness 2, immunity to cold and electricity, nondetection, spell resistance 20, undead traits, vulnerability to fire

Saves: Fort +10, Ref +14, Will +17

Abilities: Str 16, Dex 19, Con —, Int 22, Wis 16, Cha 18

Skills: Concentration +22, Craft (alchemy) +22, Decipher Script +12, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (psionics) +12, Listen +13, Move Silently +9, Search +16, Sense Motive +13, Spellcraft +26, Spot +13

Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Destructive Raze, Empower Spell, Exterminating Raze, Fast Raze, Forge Ring, Improved Initiative, Quicken Spell, Scribe Scroll, Silent Spell, Spell Mastery (*feeblemind*, *greater dispel magic*, *invisibility*, *true seeing*), Widen Spell.

Environment: Any

Organization: Unique

Challenge Rating: 19

Treasure: Standard coins, double goods, double items

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +5

This gaunt, wasted humanoid has grayish skin stretched thinly over an angular skeleton like so much brittle parchment. It wears the tattered robes of a scholar and its eyes blaze with a baleful emerald fire.

Combat

Asus prefers not to enter direct combat and seems almost timid when confronted with the possibility of battle, for he highly values his existence. His reluctance soon vanishes, however, once he has

the measure of his foe. He responds to threats with rapid psionic attacks, using *dimension slide* and *dimension door* to strike with his paralyzing touch and then flee. Asus favors this hit-and-run strategy, wearing down his opponents' defenses and then finishing them off with overwhelmingly powerful spells. His abilities include an additional special attack (defiling adept), special quality (nondetection), and weakness (vulnerability to fire) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Fear Aura (Su): Asus's connection to the Gray generates a powerful aura of fear. Creatures of less than 8 HD within 60 ft. who view the kaisharga must make a *Will save* (DC 21) or be frightened for 5d4 rounds. A creature that successfully saves cannot be affected again by the same kaisharga's aura for 24 hours. Creatures with 8 HD or more are immune to the kaisharga's aura. The save DC is Charisma-based.

Paralyzing Touch (Su): Any living creature Asus hits with his touch attack must succeed on a *Fortitude save* (DC 21) or be paralyzed for 2d4 minutes. *Remove paralysis* or any spell that can remove a curse can free the victim (see the *bestow curse* spell description). The effect cannot be dispelled. Anyone paralyzed by a kaisharga seems dead, though a DC 20 *Spot* check or a DC 15 *Heal* check reveals that the victim is still alive. The save DC is Charisma-based.

Psi-Like Abilities: At will – *aversion* (16 hours, DC 20*), *conceal thoughts*, *control air* (up to 60 mph*), *control object*, *detect psionics*, *dimension slide* (move action*), *mass missile* (range 1,040 ft., DC 20*), *mindlink* (12 willing or 8 unwilling targets, DC 15*), *psionic dimension door*, *psionic dimensional anchor*, *psionic levitate*, *psionic teleport*, *telekinetic force* (425 lb., DC 17*); 3/day – *control body* (Huge or smaller, DC 18*), *dispel psionics* (+20 bonus*), *matter manipulation*, *psionic dominate* (any target, DC 20*), *psionic mind blank*, *psychic crush* (4d6, DC 19*). Manifest level 12th. The save DCs are Charisma-based.

*Includes augmentation for the kaisharga's manifest level.

Typical Wizard Spells Prepared (4/6/6/5/5/5/4/2/1): 0 – *arcane mark*, *detect magic*, *ghost sound*, *read magic*; 1st – *charm person* (DC 17), *disguise self*, *hold portal*, *magic missile*, *true strike*, *unseen servant*; 2nd – *alter self*, *invisibility*, *locate object*, *misdirection* (DC 18), *see invisibility*, *shatter* (DC 18); 3rd – *displacement*, *gentle repose*, *hold person* (DC 19), *major image* (DC 19), *sepia snake sigil* (DC 19); 4th – *animate dead*, *dispel magic* (Silenced), *enervation* (+11 ranged touch), *fear* (DC 20), *ice storm*; 5th – *blight* (DC 21), *feeblemind* (DC 21), *magic jar* (DC 21), *overland flight*, *vampiric touch* (Empowered) (+10 melee touch); 6th – *disintegrate* (+11 ranged touch, DC 22), *greater dispel magic*, *invisibility* (Quickened), *true seeing*; 7th – *black tentacles* (Widened), *spell turning*; 8th – *power word stun*.

Gray Toughness 2 (Ex): Asus gains 2 bonus hit points per HD.

Nondetection (Su): Asus is difficult to detect using divination spells, as though he were protected by the *nondetection* spell. The DC to detect him is 25.

Possessions: *amulet of natural armor* +4, *ring of protection* +5, *cloak of resistance* +5, *bone staff of frost*, *bead of force*, *scrolls of greater teleport* (2), *potion fruit of invisibility*.

Personality

Asus was born a noble, fated for the pampered and sheltered existence of a Nibenese aristocrat. His parents had high hopes for him and enrolled him at a young age to learn to manage the family's estate and business dealings. Although a good student, Asus had no love for the political and commercial affairs that his family required he perform. What he liked, though, was the feeling of power his station brought him: mastery over slaves and the ability to order things and see them made so. Slaves would report his activities to

his father, though, or could be suborned by other noble houses or even the despised templars; surely there was a better way to exploit the many advantages of power. Asus found what he was looking for in the practice of wizardry. A wizard controlled great powers, yet was free from unreliable slaves.

Asus purchased a battered spellbook and taught himself all he could of its secrets. He was frustrated, however, for much of its knowledge he could not comprehend. It took him years to find a defiler willing to teach him more. Carefully, Asus maintained the façade of an eager student; he concealed his spellbook, adopting the uncharacteristic and very unpleasant role of obedient pupil. However, Asus's aptitude with magic quickly enabled him to learn as much as the old defiler knew. Asus took what he learned from the old man and unlocked many more of his spellbook's secrets, and soon his skills surpassed those of his teacher. The old man grew suspicious, then fearful, of his student, and began to withhold information from him. When Asus learned of his master's duplicity, he quickly poisoned the old fool and stole his spells.

His craving for power growing ever stronger, Asus studied years and years through ancient texts borrowed or stolen from all over the Tablelands. He remained in his family's good graces as long as he could, secretly using their money to buy contraband spellbooks and components, and smuggle them into Nibenay. In the city, the family's secluded compound provided him with an excellent sanctuary for study. At last, his father confronted him, but Asus overcame him almost without effort. He proceeded to loot the family coffers, clear his family's memories of his activities, and depart. He could have easily killed the lot of them, but that would have raised suspicions, and Asus was a long-term planner; he figured he might need or want to return to Nibenay someday. His family's compound would be waiting for him if he did.

No one marked Asus's passage out of Nibenay. He vanished into the wilderness, using the hidden bolt-holes he had prepared in advance. He continued to amass magical texts and gather lore, always seeking to expand his knowledge and power. The most valuable treasure of all, however, the thought that came increasingly to obsess the aging defiler, was that of immortality. Asus labored long and hard to procure the spells and procedures for cheating death, and when he found those secrets, he studied them with a fierce single-mindedness. When Asus finally deciphered the rituals for extending his life beyond death, he immediately embarked upon that dark, twisted path. After many more years of small successes and numerous failures, Asus finally realized his quest to become immortal – he became a kaisharga. His thirst for power, however, remains undiminished.

CREATING A KAISHARGA

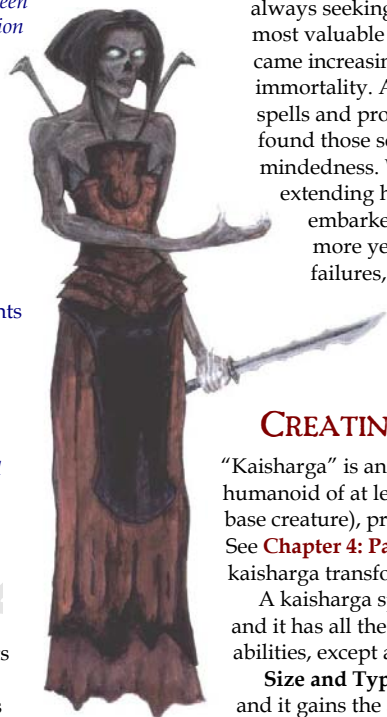
"Kaisharga" is an acquired template that can be added to any humanoid of at least 15th level (referred to hereafter as the base creature), provided it can complete the transformation. See **Chapter 4: Paths to Eternal Undeath** for details of the kaisharga transformation process.

A kaisharga speaks all of the languages it knew in life, and it has all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead and it gains the augmented subtype. Do not recalculate base attack bonus, saves or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future *Hit Dice* become d12s.

Armor Class: A kaisharga's *natural armor* bonus improves by +5.



Attack: A kaisharga has a touch attack that it can use once per round. If the base creature can use weapons, the kaisharga retains this ability. A creature with natural weapons retains those natural weapons. A kaisharga fighting without weapons uses either its touch attack or its primary natural weapon (if it has any). A kaisharga armed with a weapon uses its touch or a weapon, as it desires.

Full Attack: A kaisharga fighting without weapons uses either its touch attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a touch as a natural secondary attack, provided it has a way to make that attack (either a free hand or a natural weapon that it can use as a secondary attack).

Damage: A kaisharga without natural weapons has a touch attack that uses energy from the Gray to deal **1d10** points of cold damage to its target. A kaisharga with natural weapons can use its touch attack or its natural weaponry, as it prefers. If it chooses the latter, it deals an additional **1d10** points of cold damage with one natural weapon attack.

Special Attacks: A kaisharga retains all the special attacks of the base creature and gains those described below. Saves have a **DC** of $10 + 1/2$ kaisharga's **HD** + kaisharga's **Cha** modifier unless noted otherwise.

Fear Aura (Su): The kaisharga's connection to the Gray generates a powerful aura of fear. Creatures of less than **8 HD** within **60 ft.** who view the kaisharga must make a **Will save** or be frightened for **5d4** rounds. A creature that successfully saves cannot be affected again by the same kaisharga's aura for **24** hours. Creatures with **8 HD** or more are immune to the kaisharga's aura.

Paralyzing Touch (Su): Any living creature a kaisharga hits with its touch attack must succeed on a **Fortitude save** or be paralyzed for **2d4** minutes. **Remove paralysis** or any spell that can remove a curse can free the victim (see the *bestow curse* spell description). The effect cannot be dispelled. Anyone paralyzed by a kaisharga seems dead, though a **DC 20 Spot** check or a **DC 15 Heal** check reveals that the victim is still alive.

Psi-Like Abilities: At will—*aversion* (16 hours, +4 **DC***), *conceal thoughts*, *control air* (up to 60 mph*), *control object*, *detect psionics*, *dimension slide* (move action*), *mass missile* (range 1,040 ft., +4 **DC***), *mindlink* (12 willing or 8 unwilling targets*), *psionic dimension door*, *psionic dimensional anchor*, *psionic levitate*, *psionic teleport*, *telekinetic force* (425 lb.*); 3/day—*control body* (Huge or smaller*), *dispel psionics* (+20 bonus*), *matter manipulation*, *psionic dominate* (any target, +2 **DC***), *psionic mind blank*, *psychic crush* (4d6*). Manifest level 12th. The save **DCs** are **Charisma**-based.

*Includes augmentation for the kaisharga's manifest level.

Special Qualities: A kaisharga retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): A kaisharga's undead nature gives it **damage reduction** of 15/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Gray Toughness 2 (Ex): A kaisharga has a strong tie to the Gray. It gains 2 bonus **hit points** per **HD**.

Immunity to Cold and Electricity (Ex): Kaishargas are immune to cold and electricity.

Master's Voice (Su): A kaisharga created by another wizard is vulnerable to mental control by its creator. The creating wizard can mentally control the kaisharga as an undead commands its spawn.

Spell Resistance (Ex): A kaisharga has **spell resistance** equal to its **Hit Dice** + 5.

Abilities: Increase from the base creature as follows: **Str** +6, **Dex** +6, **Int** +4, **Wis** +4, **Cha** +4. Being undead, a kaisharga has no **Constitution** score.

Skills: Kaishargas receive a +10 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any

Organization: Solitary

Challenge Rating: Same as character +4.

Treasure: Standard coins, double goods, double items.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +6.

KRAGLING

A kragling is an undead creature created by a krag's elemental infusion. The humanoid or animal rises as a skeleton under the krag's control. Kraglings share the same elemental bond as the krag that spawned them, and their appearance reflects this link. For example, creatures killed by a silt krag rise as skeletons with dried, grayish bones, while a water krag's victims appear as moldy, fungus-ridden skeletons.

Kraglings have a telepathic link to the krag that created them and follow that krag's mental commands at any distance.

SAMPLE KRAGLING

This example uses a 2nd-level mul warrior as the base creature.

Mul Warrior Fire Kragling

Medium Undead (Fire)

Hit Dice: 1d12 (6 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 16 (+1 **Dex**, +5 natural), touch 11, flat-footed 15

Base Attack/Grapple: +0/+5

Attack: Alhulak +5 melee (1d6+5/x3) or claw +5 melee (1d4+5)

Full Attack: Alhulak +5 melee (1d6+5/x3) and bite +0 melee (2d6+2 plus energy bite), or 2 claws +5 melee (1d4+5) and bite +0 melee (2d6+2 plus energy bite)

Space/Reach: 5 ft./5 ft.

Special Attacks: Energy bite

Special Qualities: Damage reduction 5/bludgeoning, darkvision 60 ft., elemental bond, immunity to fire, turn resistance, undead traits, undying, vulnerability to cold

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

Abilities: Str 21, Dex 13, Con —, Int —, Wis 10, Cha 12

Skills: —

Feats: —

Environment: Any

Organization: Any

Challenge Rating: 1

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

An undead gladiator clatters forward, its skeletal maw wreathed in flame.

Combat

This kragling can fight with its favored weapon even in undeath.

Energy Bite (Su): A mul fire kragling's bite deals an additional **1d6** points of fire damage unless the victim makes a **Fortitude save** (**DC** 11). The save **DC** is **Charisma**-based.

Elemental Bond (Ex): A fire kragling has the fire subtype.

Turn Resistance (Ex): The kragling has +2 turn resistance versus a water cleric. A fire cleric, however, has a +2 bonus on his **turning** or **rebuking** check against the kragling.

Undying (Su): A destroyed kragling rises again after **1d12** days if its master survives. A kragling destroyed by a cleric's **turning** or whose remains are annihilated is permanently destroyed.

CREATING A KRAGLING

"Kragling" is an acquired template that can be added to any corporeal animal, humanoid, giant, magical beast, or monstrous humanoid size Huge or smaller that has a skeletal system (referred to hereafter as the base creature).

It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It retains any subtype except for alignment subtypes (such as good) and subtypes that indicate kind. It does not gain the augmented subtype, but it gains elemental subtypes depending on its associated element (see below). Size is unchanged.

Hit Dice: Drop any **Hit Dice** gained from class levels (to a minimum of 1) and raise the remaining **Hit Dice** to d12s.

Speed: Winged kraglings can't use their wings to fly. If the base creature flew magically, so can the kragling.

Armor Class: Natural armor bonus changes to a number based on the kragling's size:

Size	Bonus
Fine	+0
Diminutive	+0
Tiny	+1
Small	+3
Medium	+5
Large	+8
Huge	+11

Attacks: A kragling retains all the natural weapons, manufactured weapon attacks, and weapon proficiencies of the base creature, except for attacks that can't work without flesh. A kragling's base attack bonus is equal to 1/2 its **Hit Dice**.

A creature with hands gains one claw attack per hand; the kragling can strike with each of its claw attacks at its full attack bonus. A kragling also bites as a secondary attack.

Damage: Natural and manufactured weapons deal damage normally. Attacks deal damage depending on the kragling's size. (If the base creature already had claw or bite attacks, use the kragling damage only if it's better.)

Size	Claw	Bite
Fine	1	1d3
Diminutive	1d2	1d4
Tiny	1d3	1d6
Small	1d4	1d8
Medium	1d6	2d6
Large	1d8	2d8
Huge	2d6	4d6

Special Attacks: A kragling retains none of the base creature's special attacks. It gains the following special attacks.

Energy Bite (Su): A kragling's bite deals additional damage unless the victim makes a **Fortitude save** (DC 10 + 1/2 **HD** + **Cha** modifier). The damage is the same as the kragling's claw attack, except the type of damage varies by kragling: acid damage for earth and silt; cold damage for water; electricity damage for air and rain; and fire damage for fire, magma, and sun.

Psi-Like Abilities: A kragling has psi-like abilities depending on its **Hit Dice**, as indicated on the table below. The abilities are cumulative. Abilities are usable at will. Manifest level equals the creature's **HD**, and the save **DC** is **Charisma**-based.

HD	Abilities
1-2	—
3-4	Synesthete
5-6	Inflict Pain*
7-8	Ego Whip*
9+	Id Insinuation*

*Power can be augmented.

Special Qualities: A kragling loses most special qualities of the base creature. It retains any extraordinary special qualities that improve its melee or ranged attacks. A kragling gains the following special qualities.

Damage Reduction 5/Bludgeoning (Ex): Kraglings lack flesh or internal organs.

Elemental Bond (Ex): A kragling gains the subtypes associated with its element or paraelement and has the appropriate immunities and vulnerabilities.

Element	Subtype(s)	Immunities	Vulnerabilities
Air	Air	—	—
Earth	Earth	—	—
Fire	Fire	Fire	Cold
Water	Water	—	—
Magma	Earth, Fire	Fire	Cold
Rain	Air, Water	—	—
Silt	Earth, Water	—	—
Sun	Air, Fire	Fire	Cold

Turn Resistance (Ex): A kragling has +2 **turn resistance** versus a cleric of the element its master worshipped in life. A cleric of the kragling's element, however, has a +2 bonus on his **turning** or **rebuking check** against the kragling.

Undying (Su): A destroyed kragling rises again after 1d12 days if its master survives. A kragling destroyed by a cleric's turning or whose remains are annihilated is permanently destroyed.

Saves: Base save bonuses are **Fort** +1/3 **HD**, **Ref** +1/3 **HD**, and **Will** +1/2 **HD** + 2.

Abilities: A kragling gains +4 **Strength** and +2 **Dexterity**. It has no **Constitution** or **Intelligence** score, and it has a **Wisdom** of 10 and a **Charisma** of 12.

Skills: A kragling has no skills.

Feats: A kragling has no feats.

Environment: Any, usually same as base creature.

Organization: Any.

Challenge Rating: Depends on **Hit Dice**, as follows:

Hit Dice	CR
1/2	1/2
1	1
2-3	2
4-5	3
6-7	4
8-9	5
10-11	6
12-14	7
15-17	8
18-20	9

Treasure: None.

Alignment: Always neutral evil.

Advancement: As base creature (or — if the base creature advances by character class).

Level Adjustment: —.

MEORTY Combat

A meorty is an undead guardian of a long-lost domain who continues to watch and enforce its ancient laws. A transgressor is calmly informed of its transgression, often in an ancient language, and asked to accept his punishment with honor. One who refuses is immediately attacked and killed by the meorty.

A meorty appears as a gaunt figure wrapped in rotting clothes. Though the clothing appears finely made, as benefited the meorty's station, it is moldy and ragged. A meorty also wears jewelry of fine craftsmanship and often wields metal weapons. Even with their skeletal appearance, meorties moves with grace and have a deep, reverberating voice. A meorty knows only the ancient languages it knew in life. Its eyes glow with bright green lights.

Content to rest in peace, a meorty does not attack those who avoid transgressing its laws. It follows its ancient code to the letter, however, and enforces it mercilessly.

Meorties were created in ancient, complex rituals whose knowledge has been lost to the ages. All meorties were created over 2000 years ago.

SAMPLE MEORTY

This example uses a human 10th-level telepath/6th-level cleric as the base creature.

T'lor-Nefer-Shu

Human Meorty, 10th-Level Telepath/6th-Level Cleric

Medium Undead (Augmented Humanoid, Psionic)

Hit Dice: 16d12+48 (152 hp)

Initiative: +2

Speed: 30 ft. (6 squares)

Armor Class: 30 (+2 Dex, +10 natural, +9 +5 breastplate), touch 12, flat-footed 28

Base Attack/Grapple: +9/+13

Attack: +3 wounding steel scimitar +16 melee (1d6+9/15-20 plus 1 Constitution damage) or slam +13 melee (1d6+4)

Full Attack: +3 wounding steel scimitar +16/+11 melee (1d6+9/15-20 plus 1 Constitution damage), or 2 slams +13 melee (1d6+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, psi-like abilities, psionic powers, rebuke undead, spells, transmit curse

Special Qualities: Bound to area, damage reduction 15/magic, darkvision 60 ft., Gray toughness 3, immunity to cold and electricity, spell resistance 26, stench, undead traits

Saves: Fort +8, Ref +7, Will +18

Abilities: Str 19, Dex 15, Con —, Int 24, Wis 18, Cha 14

Skills: Bluff +12, Concentration +21, Diplomacy +17, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +16, Knowledge (psionics) +17, Knowledge (religion) +16, Listen +16, Psicraft +19, Search +17, Sense Motive +18, Spellcraft +18, Spot +16

Feats: Alertness, Improved Critical (scimitar), Martial Weapon Proficiency (scimitar), Power Penetration, Psicrystal Affinity, Psicrystal Containment, Psionic Meditation, Psionic Weapon, Scribe Tattoo, Twin Power, Weapon Focus (scimitar)

Environment: Southern Tablelands

Organization: Unique

Challenge Rating: 20

Treasure: Standard

Alignment: Lawful neutral

Advancement: By character class

Level Adjustment: +5



T'lor-Nefer-Shu has a resolved psicrystal, gaining **Alertness** and a +2 bonus on **Will saves**. His abilities include an additional special attack (transmit curse), special quality (Gray toughness), and weakness (stench) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Create Spawn (Su): Any humanoid slain T'lor-Nefer-Shu becomes an ioramh 1d4 days after death if it has less than 5 HD. If it has 5 HD or more, it becomes a namech. Spawn are under the command of the meorty that created them and remain enslaved until death. At one time, T'lor-Nefer-Shu can control spawn with 32 total HD.

Psi-Like Abilities: At will — *aura sight* (range 80 ft.*), *body equilibrium*, *catfall* (160 ft.*), *clairvoyant sense*, *detect remote viewing*, *mindlink* (16 willing targets or 12 unwilling targets, DC 13*); 3/day — *body adjustment* (6d12*), *crisis of breath* (4 living and breathing targets within 20 ft. radius, DC 20*), *dissolving touch* (10d6*), *psionic dimensional anchor*. Manifest level 16th. The save DCs are **Charisma-based**.

*Includes augmentation for the meorty's manifest level.

Psion Powers Known (123 power points/day): 1st — *control light*, *deceleration**, *defensive precognition**, *detect psionics*, *vigor**; 2nd — *brain lock** (DC 19), *concealing amorpha*, *ego whip** (DC 19), *psionic identify*; 3rd — *energy retort** (DC 20), *hostile empathic transfer** (DC 20), *psionic keen edge*, *time hop** (DC 20); 4th — *psionic dimension door**, *psionic dominate** (DC 21), *psionic freedom of movement*, *schism*; 5th — *ectoplasmic shambler*, *psionic true seeing*, *psychic crush** (DC 22), *shatter mind blank** (DC 22).

*Power can be augmented.

Rebuke Undead (Su): T'lor-Nefer-Shu can rebuke undead as a 16th-level cleric. The meorty can rebuke undead 5 times per day and has a +4 bonus on his rebuking check.

Typical Cleric Spells Prepared (5/5/5/4): 0 — *detect magic* (3), *read magic*, *resistance*; 1st — *burning hands** (DC 15), *command* (DC 15), *comprehend languages*, *protection from chaos*, *shield of faith*; 2nd — *bull's strength*, *death knell* (DC 16), *pyrotechnics** (DC 16), *silence* (DC 16), *zone of truth* (DC 16); 3rd — *blindness/deafness* (DC 17), *flaming sphere** (DC 17), *invisibility purge*, *resistance to energy*.

*Domain spell. Element: Fire. Domains:

Smoldering Spirit (rebuke fire creatures, finger of fire 1/day [as *ray of frost* except fire damage]), Wrath of the Fire Lord (torch grants +2 shield bonus to AC).

Transmit Curse (Su): T'lor-Nefer-Shu's mask of the skull carries on his curse after death. A creature taking this object after the undead's death must make a **Will save** (DC 20) every 24 hours they remain in its possession. Once the creature fails a save, it becomes compelled to guard Tar-elon. The compulsion is so strong that over a period of 2d10 days the victim abandons his current pursuits to fulfill the undead's task. A *remove curse* spell breaks the curse any time after the creature picks up the objects.

Bound to Area (Su): T'lor-Nefer-Shu cannot leave the ruins of Tar-elon without weakening his connection to the Gray. Each day he is away, he gains a **negative level**. When his **negative levels** equal his HD, he is destroyed. If he returns, he recovers 1 **negative level** per day.

Gray Toughness 3 (Ex): T'lor-Nefer-Shu gains 3 bonus **hit point** per HD.

Stench (Ex): T'lor-Nefer-Shu's flesh is rotten and putrefying, emitting a foul stench easily identifiable as undead.

Possessions: +3 *wounding steel scimitar*, +5 *breastplate*, *gloves of Dexterity* +6, *headband of intellect* +6, *major cloak of displacement*, *mask of the skull*.

Personality

T'lor-Nefer-Shu was born in the city of Tar-elon, a vibrant and beautiful city of the Green Age. Tar-elon's position on the coastal islands of the Sunrise Sea made it a trade emporium and brought much wealth to the city and its priest-like kings. The culture in Tar-elon revolved around reverence for the kings, and despite the flow of merchants and ships from many lands, change came slow among the people. T'lor-Nefer-Shu rebelled against their resistance to change. He was the scion of one of the city's great families, and was blessed with the best education a man of his station could expect. He knew the city's history and that of nearby cities and dynasties, and was skilled in the Way and in the rites of the clerics.

T'lor-Nefer-Shu defied his culture's reluctance to change by rejecting the faith of water, which was most the prevalent on the island city, instead embracing that of fire. His family disapproved, and his marriage prospects dimmed, but T'lor-Nefer-Shu believed he was meant for greater things than familial approval and marital bliss. Other siblings could carry on the family line. T'lor-Nefer-Shu spent his days among the foreigners on the docks, or deep in the hidden libraries of the fire temple, always seeking knowledge and expanding his understanding of the world without and his mind within.

In time, T'lor-Nefer-Shu's impressive skills and knowledge became well known, so much so that, despite his unpopular and vaguely distrusted faith, he was invited to joint the inner council of the realm. The mindbending cleric, no longer young, accepted this as his due, but he was not arrogant. Maturity had come with the years, and T'lor-Nefer-Shu understood that the customs of foreign lands were indeed not necessarily better than his own. He did not regret the iconoclasm of his early years, but he recognized that there were virtues in patience and constancy as well as in haste and change.

T'lor-Nefer-Shu helped lead Tar-elon's campaigns against the marauding lizardmen in the surrounding waters, and later played a major role in negotiating a temporary truce with them. He married and sired children. As his old age crept upon him, he judged that his life had been well spent, and found himself satisfied with his choices. The senior psion and cleric could not know that yet another major decision was rapidly approaching.

In the Green Age, knowledge of creating meorty guardians was a closely hidden secret. Only the most important leaders of cities possessed the knowledge to bring such powerful beings into existence, and only did so with reluctance and great care. The priest-kings of Tar-elon first gained knowledge of the rituals during T'lor-Nefer-Shu's declining years. The rulers considered carefully whether they should create such a guardian, but when one of their number prophesied coming doom, the decision was made: T'lor-Nefer-Shu was summoned to the palace, and there, amid the forest of columns, the kings made their request of him.

For more than a month, T'lor-Nefer-Shu wrestled with his decision. His young wife, An-Lotis, advised him to accept, preferring to see her husband transformed to watching his health and skills decline with age, and T'lor-Nefer-Shu took her recommendation. The rituals were performed with the utmost secrecy, and T'lor-Nefer-Shu soon took his place as Tar-elon's first and only meorty. His responsibilities were few, since the priest-kings still held power and imagined that they would continue to do so for uncounted generations to come. For King's Ages their rule did stand, and T'lor-Nefer-Shu was little needed. The meorty ritual, apparently unnecessary, was forgotten.

When the Champions came, Tar-elon could not stand against them. Many of the humans in the city deserted to Keltis, since he promised to eliminate the lizardfolk threat once and for all. Those citizens who remained were unprepared when other armies, more interested in slaying them than lizardfolk, came. Tar-elon was besieged. T'lor-Nefer-Shu rose like a pillar of fire and smote many of the attackers, but Tar-elon's had grown too small, and the city

soon fell. The attackers had no stomach to occupy and plunder, however, for T'lor-Nefer-Shu's vengeful rage made him a terror within the city walls. The army departed, leaving T'lor-Nefer-Shu alone in a ruin to be slowly but surely consumed by the encroaching silt.

For many years T'lor-Nefer-Shu was alone. He rebuilt what he could and used his powers to keep the silt from completely choking the city. He contemplated for years on end whether any of his people had survived—some had been abroad with trade ships at the time of the siege, others had been enslaved by the victors, and of course there were those who had enlisted with Keltis a few years earlier. He wondered but could not know, for the ritual that created him had bound him to the island, and he had no wish to scry abroad and thus draw the enemy's attention back to the ruins he had labored to partially rebuild.

And then the other came. A strange creature, not undead but vibrantly alive, its bright eyes illuminating the darkness. T'lor-Nefer-Shu did not understand the strange creature, but he challenged it all the same, and matched his mind and spells against it. The struggle was fierce and ended—to T'lor-Nefer-Shu's rage—when the creature escaped. Its voice returned, however, and the claims it made astounded the ancient dead. The being claimed to be a survivor of Tar-elon, skilled in wizardry and the Way, and it sought the meorty's permission to enter the city.

T'lor-Nefer-Shu's major responsibilities when made a meorty included protection of the sanctity of the city's tombs, defense of the royal precinct against foreign invaders, and assurance that the city's psionic masters instructed the young in all the intricacies of the Way. He could not see how holding counsel with the stranger contradicted his instructions. Carefully, preparing many hidden defenses, T'lor-Nefer-Shu released his wards and allowed the stranger to return openly to speak to him.

The creature named itself Rama-Thot-Re and claimed to have lived in the last days of Tar-elon. T'lor-Nefer-Shu could not recall him by name or sight, but he had been largely inactive until the invasion, so that was no surprise. The stranger knew well Tar-elon's ancient customs, however, and brought news that descendants of the city's citizens had indeed survived through the King's Ages elsewhere in the Tablelands. Indeed, he offered to bring some of them back to settle in the beautiful city, at first below ground and protected from the choking silt, then above ground, near the fallen earth temple. Much work could be done if T'lor-Nefer-Shu would agree.

Long years later, when the stranger returned, T'lor-Nefer-Shu had his answer. So long as the city's tombs were untouched and venerated, in accordance with ancient custom, and the royal precincts were rebuilt in original style and purpose, and psionic instruction was made compulsory, he would permit the stranger to begin repopulating the city. T'lor-Nefer-Shu had other desires as well—he wanted to hear the ancient language spoken again—but these could wait. Soon the people came, first dwarves and then humans, and some of them were indeed descendants of Tar-elon's ancient citizens! The former cultural rebel, turned pillar of society and then undead guardian, found himself welcoming home and rebuilding the society of his youth.

CREATING A MEORTY

"Meorty" is an acquired template that can be added to any humanoid of a race alive in ancient times (referred to hereafter as the base creature).

A meorty has all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Armor Class: The base creature's **natural armor** bonus improves by +10.

Attack: A meorty retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the meorty retains this ability. A creature with natural weapons retains those natural weapons. A meorty fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A meorty armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A meorty fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Meorties have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the meorty's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

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

Special Attacks: A meorty retains all the special attacks of the base creature and gains those described below.

Create Spawn (Su): Any humanoid slain by a meorty becomes an ioramh **1d4** days after death if it has less than **5 HD**. If it has **5 HD** or more, it becomes a namech. Spawn are under the command of the meorty that created them and remain enslaved until death. At one time, a meorty can control spawn with **HD** totaling twice its own.

Psi-Like Abilities: At will—*aura sight**, *body equilibrium*, *catfall**, *clairvoyant sense*, *detect remote viewing*, *mindlink**; 3/day—*body adjustment**, *crisis of breath**, *dissolving touch**, *psionic dimensional anchor*. Manifest level equals **Hit Dice**. The save DCs are **Charisma-based**.

*Power can be augmented.

Rebuke Undead (Su): A meorty can rebuke undead as a cleric of level equal to its **Hit Dice**. The meorty can rebuke undead a number of times per day equal to 3 + its **Charisma** modifier. If the meorty could already rebuke undead, this ability increases its effective turning level to its **HD** but otherwise has no effect.

Special Qualities: A meorty retains all the base creature's special qualities and gains those described below.

Bound to Area (Su): The undead cannot leave the area it guards without weakening its connection to the Gray. The area may range from one room to several square miles. Each day the undead is away, it gains a **negative level**. When its **negative levels** equal its **HD**, the undead is destroyed. If it returns, it recovers 1 **negative level** per day.

Damage Reduction (Su): The strong magic that created the meorty gives it **damage reduction** of 15/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Gray Toughness 2 (Ex): A meorty has a strong tie to the Gray. It gains 2 bonus **hit points** per **HD**.

Immunity to Cold and Electricity (Ex): A meorty takes no damage from cold and electricity attacks.

Spell Resistance (Ex): A meorty has **spell resistance** equal to its **Hit Dice** + 10.

Abilities: Increase from the base creature as follows: **Str** +6, **Int** +2, **Wis** +2, **Cha** +2. Being undead, a meorty has no **Constitution** score.

Skills: Meorties receive a +10 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any.

Organization: Solitary or group (1 plus 1-6 namechs or ioramhs).

Challenge Rating: Same as character +4.

Treasure: Standard.

Alignment: Always lawful (neutral or evil).

Advancement: By character class.

Level Adjustment: +5.

MORG

A morg is a powerful undead similar to a kaisharga or t'liz but with one critical difference: a morg cannot bring himself into the eternity of undeath. The process of creating a morg is extremely complex and requires that the subject be dead before it commences. The lore of creating morgs was developed by Gretch and passed by Rajaat to his Champions during the wars; Kalid-Ma improved the spells. How many others know the secret is unknown, but certainly very few.

Morgs' desiccated, near-mummified features and brown-gray pallor mark them as noticeably dead. Their bodies often appear emaciated but not skeletal, for the mummification process leeches most of the liquids from the body, replacing them with spiced unguents and balms. The result is a smooth-skinned, sweet-smelling corpse, with flesh tight but not shriveled around the bones. Unlike t'lizes, which must constantly anoint their corpses with oils, morgs' bodies are preserved fully during the initial mummification and require no further application of unguents or balms.

Morgs are created only rarely by the sorcerer-kings, the process being most often perceived as a gift bestowed on servants of great power and unquestioned loyalty. Especially since the development of spells to create kaishargas, in which the kaisharga's loyalty can be magically guaranteed, fewer morgs have been created.

The process of creating a morg involves a considerable amount of time and effort. The unguents that initially preserve a morg's body require very expensive materials.

SAMPLE MORG

This example uses a 14th-level human fighter as the base creature.

Sekdo Azeg

Human Morg, 14th-Level Fighter

Medium Undead (Augmented Humanoid)

Hit Dice: 14d12+28 (119 hp)

Initiative: +7

Speed: 30 ft.

Armor Class: 28 (+3 Dex, +8 natural, +7 +4 studded leather), touch 13, flat-footed 25

Base Attack/Grapple: +14/+21

Attack: +2 keen dwarfbane bronze longsword +25 melee (1d8+14/17-20) or tongue +21 melee (1d4+7 plus disease and energy drain)

Full Attack: +2 keen dwarfbane bronze longsword +25/+20/+15 melee (1d8+14/17-20) and tongue +21 melee (1d4+7 plus disease and energy drain)

Space/Reach: 5 ft./5 ft.

Special Attack: Constrict 1d4+7, create spawn, disease, energy drain, fear aura, improved grab

Special Qualities: Ambulatory limbs, damage reduction 10/magic, darkvision 60 ft., deterioration, fast healing 1, Gray toughness 2, light sensitivity, resistance to cold 10, undead traits

Saves: Fort +9, Ref +7, Will +5

Abilities: Str 25, Dex 16, Con —, Int 11, Wis 12, Cha 15

Skills: Climb +14, Craft (leatherwork) +6, Craft (weaponsmithing) +17, Jump +15, Intimidate +9, Listen +7, Move Silently +12, Search +6, Sense Motive +10, Spot +7

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (longsword), Improved Bull Rush, Improved Initiative, Improved Sunder, Mobility, Power Attack, Run, Weapon Focus (longsword), Weapon Specialization (longsword)

Environment: Ringing Mountains

Organization: Solitary

Challenge Rating: 18

Treasure: Standard coins, standard goods

Alignment: Lawful evil

Advancement: By character class

Level Adjustment: +6

The warrior's skin is smooth and bronzed with an oily sheen where it lies tight and slick his bones. He moves with a dancer's grace and a warrior's poise as he raises an ancient blade of bronze in an archaic salute. A preternaturally long tongue licks his cold lips in anticipation of what is to come, and he nods once with curious respect. And then his long-dead form comes whirling towards you in a flurry of deadly intent, and you know that you fight for your very life – and your very soul.

Combat

Sekdo Azeg is a veritable whirling terror in battle. He fights in an ancient style long forgotten in the Tablelands and complements his fearsome prowess with a blade with lashes from his tongue and savage bites from his undead jaws. If he grabs hold with his tongue, Sekdo chokes the life from his enemy while drinking its essence with his energy drain. His abilities include an additional special attack (disease), special quality (ambulatory limbs), and weakness (deterioration) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Constrict (Ex): A morg that successfully grapples with its tongue attack deals 1d4+7 points of damage.

Create Spawn (Su): Any humanoid slain by a morg's energy drain becomes a namech 1d4 days after death. Spawn are under the command of the morg that created them and remain enslaved until death. At one time, a morg can have namech spawn with HD totaling twice its own.

Disease (Su): Filth fever – tongue, Fortitude DC 19, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Energy Drain (Su): Living creatures hit by Sekdo's tongue attack gain one negative level. For each negative level bestowed, Sekdo gains 5 temporary hit points. Sekdo can use his energy drain ability once per round. The DC for the Fortitude save to remove the negative level after 24 hours is 19. The save DC is Charisma-based.

Fear Aura (Su): A morg generates a powerful aura of evil and death. Creatures of less than 5 HD within 60 feet that look at a morg are panicked and flee. Creatures with 5 HD or more are allowed a Will save (DC 19) to avoid being panicked. If the save is successful, the creature is instead shaken for one round. A creature that successfully saves cannot be affected again by the same morg's aura for 24 hours. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, Sekdo must hit an opponent of up to one size larger with its tongue attack. He can then attempt to start a grapple as a free action without provoking

an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Ambulatory Limbs (Ex): Sekdo can detach a hand or foot as a standard action, the separated part becoming a creeping claw (see **Chapter 5: Monsters**). The claw is size Small. Detaching a limb deals the undead damage equal to the creeping claw's hit points; when reattaching it, the undead regains the claw's current hit points. A creeping claw is under its owner's control as long as the owner is alive and within 100 ft. Otherwise, it behaves as a mindless undead.

Deterioration (Ex): Sekdo's body deteriorates rapidly unless the undead applies special preserving oils. Without this oil, its skin becomes dry and flaky, and its bones snap with heavy exertion. Each day the undead fails to apply one ounce of the oil, it takes a cumulative -2 penalty to Dexterity. At 0 Dexterity, the undead becomes paralyzed. For each day it receives oil thereafter, it regains 2 points of Dexterity. This oil costs the undead 100 Cp per ounce.

Gray Toughness 2 (Ex): Sekdo gains 2 bonus hit points per HD.

Light Sensitivity (Ex): Morgs are dazzled in bright sunlight or within the radius of a daylight spell.

Possessions: +2 keen dwarfbane bronze longsword, +4 studded leather, amulet of natural armor +4, gloves of Dexterity +4, carpet of flying (5 ft. x 5 ft.).

Personality

In life, Sekdo Azeg was a war-chief of the armies of the Neksos, one of Rajaat's Champions. During the period when Sekdo lived, the Neksos was trying to improve the discipline and focus of his troops, so names were discouraged and ranks used instead. Azeg was known as Sekdo – "Commander of the First Thousand" – for most of his adult life. Sekdo was one of his master's most loyal, and most successful, commanders, leading assaults on some of the most inaccessible dwarf-holds of the southern Tablelands. He personally slew the Stone-King of Knorhay, charging far ahead of the main body to hunt down the fleeing dwarven host and its commander.

As he grew older, Sekdo feared that he would be cast aside like so many of his peers, abandoned by the Neksos once his energetic years were over. He petitioned to receive the gift of morgbirth, hoping to renew the strength of his youth and ensure his place of honor by his master's side for eternity.

When reborn as a morg, Sekdo was a well-trained warrior. He wields a magic bronze longsword, a weregild he claimed from a rival officer after that officer allowed a cohort of Sekdo's troops to be ambushed while clearing a dwarven mine. Sekdo is also proficient with most ancient weapons and has a lovingly maintained armory of finely crafted metal weapons in his lair.

Sekdo is aware of his master's death and long since replaced his loyalty to his fallen master with his only other remaining passion – weapons play. Sekdo has little patience for nonhumans of any race, and he attacks any dwarf he encounters. The only exception is the skilled dwarven warrior, whom Sekdo proudly challenges to single combat and seeks to slay "the old-fashioned way." In fact, Sekdo has no respect for anyone but warriors, considering clerics (including druids and templars, which he sees as other varieties of priests) and rogues as insignificant, and wizards as dangerous but unworthy. He respects mindbenders who use their psionic abilities to enhance physical prowess (i.e., psychometabolists) but only considers warriors his equals. He challenges warriors to single combat and has been known to offer fine weapons from his collection to any who can best him. Sekdo likes to obtain and practice with new weapons; if he can get a perfect dragon's paw or cahulaks, even if made of inferior material, he will take it, and then craft his own weapon from metal stock he keeps in his smithy.

CREATING A MORG

"Morg" is an acquired template that can be added to any humanoid (referred to hereafter as the base creature), provided it has a powerful patron who can perform the preservation rituals of morg creation. See **Chapter 4: Paths to Eternal Undeath** for details of the morg transformation process.

Morgs can speak all the languages they knew in life, but their voices are often raspy due to a lack of internal moisture. A morg has all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves or skill points. The creature gains the augmented subtype. Size is unchanged.

Hit Dice: All current and future **Hit Dice** become **d12s**.

Armor Class: The base creature's **natural armor** bonus improves by +4.

Attack: A morg retains all the attacks of the base creature and also gains a tongue attack. If the base creature can use weapons, the morg retains this ability. A creature with natural weapons retains those natural weapons. A morg fighting without weapons uses either its tongue or its primary natural weapon (if it has any). A morg armed with a weapon uses its tongue or a weapon, as it desires.

Full Attack: A morg fighting without weapons uses either its tongue attack (see above). If armed with a weapon, it usually uses the weapon as its primary attack along with a tongue or other natural weapon as a natural secondary attack.

Damage: Morgs have tongue attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the morg's size. Creatures that already have a tongue attack retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Tongue
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	2d6
Colossal	2d8

Special Attacks: A morg retains all the special attacks of the base creature and gains those described below. Saves have a **DC** of 10 + 1/2 morg's **HD** + morg's **Cha** modifier unless noted otherwise.

Constrict (Ex): A morg that successfully grapples with its tongue attack deals automatic tongue damage.

Create Spawn (Su): Any humanoid slain by a morg's energy drain becomes a namech **1d4** days after death. Spawn are under the command of the morg that created them and remain enslaved until death. At one time, a morg can have namech spawn with **HD** totaling twice its own.

Energy Drain (Su): Living creatures hit by a morg's tongue attack (or any other natural weapon the morg might possess) gain one **negative level**. For each **negative level** bestowed, the morg gains 5 temporary **hit points**. A morg can use its energy drain ability once per round.

Fear Aura (Su): A morg generates a powerful aura of evil and death. Creatures of less than 5 **HD** within 60 feet that look at a morg are panicked and flee. Creatures with 5 **HD** or more are allowed a **Will save** to avoid being panicked. If the save is successful, the creature is instead **shaken** for one round. A creature

that successfully saves cannot be affected again by the same morg's aura for 24 hours.

Improved Grab (Ex): To use this ability, a morg must hit an opponent of up to one size larger with its tongue attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and can constrict.

Special Qualities: A morg retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): The powerful Gray energies that infuse the morg give it **damage reduction** of 10/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Fast Healing 1 (Ex): The morg heals 1 **hit point** per round.

Gray Toughness 2 (Ex): A morg has a strong tie to the Gray. It gains 2 bonus **hit points** per **HD**.

Light Sensitivity (Ex): Morgs are **dazzled** in bright sunlight or within the radius of a **daylight** spell.

Resistance to Cold 10 (Ex): A morg resists cold.

Abilities: Increase from the base creature as follows: **Str** +6, **Int** +2, **Wis** +2, **Cha** +2. Being undead, a morg has no **Constitution** score.

Skills: Morgs receive a +10 **racial bonus** on **Move Silently** checks and a +6 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any.

Organization: Solitary or troupe (1 plus 2-4 ioramhs or namechs).

Challenge Rating: Same as character +3.

Treasure: None.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: +5.

NAMECH

Namechs are creatures that were tricked or coerced into undeath by more powerful undead. They are bound to their master and must obey any command, though they are still capable of independent thought. They often express resentment of their servitude, sometimes even baiting their masters to put an end to their existence.

A namech appears as it did in life, though the back of each of its hands has grown a long, bony spike, which the namech uses to impale its enemies. Other than slightly purple skin and small fangs, the namech looks like a starved version of its former self.

Namechs speak the languages they did in life. Upon the death of their master, they are free to roam wherever they choose.

SAMPLE NAMECH

This example uses an 8th-level half-elf rogue as the base creature.

Pad'runas

Half-Elf Namech, 8th-Level Rogue

Medium Undead (Augmented Humanoid)

Hit Dice: 8d12 (52 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 23 (+4 Dex, +4 natural, +5 +2 studded leather), touch 14, flat-footed 23

Base Attack/Grapple: +6/+10

Attack: +1 keen carrikal +12 melee (1d8+7/19-20/x3) or claw +10 melee (1d6+4)

Full Attack: +1 keen carrikal +12/+7 melee (1d8+7/19-20/x3) and bite +5 melee (1d4+2), or 2 claws +10 melee (1d6+4) and bite +5 melee (1d4+2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charm person, revulsion, sneak attack +4d6

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., enhanced ability, evasion, half-elf traits, improved uncanny dodge, trap sense +2, trapfinding, turn submission, uncanny dodge, undead traits, vulnerability to acid and mind-affecting effects

Saves: Fort +4, Ref +11, Will +4

Abilities: Str 18, Dex 18, Con —, Int 12, Wis 10, Cha 14

Skills: Climb +15, Craft (leatherworking) +12, Disguise +2 (+4 elf or human), Handle Animal +9, Hide +12, Jump +17, Listen +10, Move Silently +14, Ride +11, Search +11, Sense Motive +6, Sleight of Hand +15, Spot +10, Survival +2, Tumble +17

Feats: Blind-fight, Mounted Combat, Weapon Focus (carriakal)

Environment: Silt Sea

Organization: Unique

Challenge Rating: 9

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +3

Combat

In life, Pad'runas honed his skills of stealth and preferred to adventure alone, relying on his ability to move quickly and quietly until the time for combat came. His abilities include an additional special attack (*charm person*), special quality (enhanced ability), and two weaknesses (vulnerability to acid and vulnerability to mind-affecting effects) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Charm Person (Sp): Pad'runas may use *charm person* up to 3 times per day (DC 13). The save DC is **Charisma**-based.

Revulsion (Su): A powerful aura of revulsion surrounds Pad'runas. Any creature within 30 ft. that fails a **Fortitude save** (DC 16) becomes nauseated for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same namech's aura for 24 hours.

Enhanced Ability (Ex): Pad'runas has a +1 **profane bonus** on saving throws.

Turn Submission (Ex): Namechs have a weak link to the Gray. The undead is turned or rebuked as if it were 4 HD lower.

Vulnerability to Mind-Affecting Effects (Ex): Pad'runas, unlike most other undead, is susceptible to mind-affecting effects, which affect the undead as though its type were humanoid.

Possessions: +1 keen carriakal, +2 studded leather.

Personality

Pad'runas had every intention of dying a wealthy and powerful man, and his desire was fulfilled. The half-elven warrior was a skilled if not famous adventurer many King's Ages ago. He accumulated a considerable fortune in his native city of Raam but was determined to acquire still more before entering a well-earned retirement.

Pad'runas was lurking at the back of a Raamese tavern when he heard tales of the ruins of Aweeas. A dwarven adventurer was showing off the pottery shards he had uncovered there, claiming he was the first explorer to find and plunder the ruins. Pad'runas eyes widened when he saw the dwarf pay for his meal with a large gold coin—the barkeep tried to empty the till to make change when the dwarf told him not to worry about it, saying, “There’s plenty more where that came from.”

Those words sealed the dwarf's fate. He was a burly fighter but no match for cat-footed Pad'runas. The half-elf followed the dwarf out, killed the other interested parties (foolish words in a bar attract all sorts of vultures), and then hunted the dwarven adventurer himself. Two days of exquisite torture revealed for

Pad'runas all the dwarf knew: where to find the ruins of the Green Age city of Aweeas. The dwarf, sadly, knew little more than that, for he had explored only the very edges of the ruins. When Pad'runas had extracted every useful fact, he left the dwarf in a pool of blood and set off for the coast.

Aweeas had apparently been a port city, once in the mythical past, and now its ruins lay buried in rough sand and blown silt, with a section recently exposed by the mysterious ebb tides that occasionally play along portions of the Silt Sea's shore. Pad'runas found the ruins easily enough—the dwarf, like most of his kind, had an excellent memory—though they were remote and unlikely to be discovered by anyone without precise directions. The half-elf slipped on his soft shoes and confidently entered the ruined city. He had explored many such places before and emerged wealthy.

Pad'runas was less fortunate in Aweeas. He passed down buried streets and through wrecked buildings. He found the wheel-less silt skimmers amusing, their wood petrified by the years, and began to loot caches of coins and gems that Aweeas's final inhabitants had vainly buried in their earthen floors. The dwarf had examined only the outer reaches of the city; Pad'runas, sensing there was enough loot here to complete his retirement, pressed on into the center. He found many public buildings and stood in the wreck of some temple, or perhaps library or council chamber, holding a pulsing crystal star in his hand, when it came. The figure, terribly imposing in its rotten robes, seemed tall but wasn't. A steel mace glimmered in its bony hands, and angry fire glowed in the ragged holes where its eyes and nose should have been. The figure barked at Pad'runas imperiously in a language he didn't understand, but Pad'runas had looted enough ancient remains to know an undead guardian when he saw one. This creature was different than any he'd encountered before, but it carried a mace, and he knew how to deal with creatures that carried weapons. The fight was short. The meorty (for such it was) parried the half-elf's strokes with ease, then struck Pad'runas down with such psionic fury as the rogue had never felt before. The last sight in Pad'runas's living eyes was the meorty's skeletal face looming over him, a cold laugh echoing from its decayed mouth.

Undeath brought understanding; though Pad'runas still could not speak the meorty's ancient language, he could comprehend its commands, sometimes without even hearing them spoken. He became a loyal guardian of Aweeas's secrets, slaying other grave robbers and looters with his weapons or with the bone spikes newly sprouted from the backs of his hands. The Silt Sea's capricious tides rolled back a few years later, and adventurers became few and far between as Aweeas was buried and its location forgotten.

Pad'runas found himself a lonely namech, waiting in an empty city surrounded by unimaginable wealth. The irony of his intended retirement did not elude him, but he was not amused. It was perhaps King's Ages later when the mighty wizard came. Pad'runas reported his breaching the borders of the central city, then stood aside. His meorty master did not order him to fight, instead engaging the wizard himself. Pad'runas watched with interest; if the wizard were victorious, he would be free, but also vulnerable to the wizard's further anger. The battle, a furious exchange of psionics against magic, ended in a devastating draw. Neither the wizard nor the meorty rose from the courtyard before Aweeas's treasury. The rush of power, the feeling of energy, the joy of freedom—in the moment of the meorty's death, these feelings and more washed over Pad'runas, leaving him gasping on the cold stone floor. He was no longer a slave but a free-willed creature, no longer alive but restored to the autonomy he enjoyed in life.

At first, Pad'runas expected he would be out of the ruin and on his way to Raam in just as long as it took to gather up the loot. Yet the inertia of King's Ages weighed down him. As an undead, what was there for him in Raam? What needs did he have that wealth

could buy there? Aweeas, the ruins all around him, was now his home. Pad'runas was torn, lusting after both the city of his life and the city of his death. There were dangers in both, for he was not the only undead stalking the streets of Aweeas (though he fancied himself the mightiest). Perhaps he would stay, and take the meorty's place as proprietor of the buried ruin. When he tired of such a life, then he could go to Raam; the Vizier and her city were as immortal as he now was, and he could wait.

CREATING A NAMECH

"Namech" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid (referred to hereafter as the base creature).

A namech has all the base creature's statistics and special abilities, except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves or skill points. The creature gains the augmented subtype. Size is unchanged.

Hit Dice: All current and future **Hit Dice** become **d12s**.

Armor Class: The base creature's **natural armor** bonus improves by +4.

Attack: Namechs gain a claw attack with each hand and a secondary bite attack. A namech armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A namech armed with a weapon usually uses the weapon as its primary attack along with a slam and bite as a natural secondary attack, provided it has a free hand.

Damage: If the base creature does not have claw attacks, use the appropriate damage value from the table below according to its size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

Size	Claw Damage	Bite Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	2d8	2d6
Colossal	4d6	2d8

Special Attacks: A namech retains all the special attacks of the base creature and gains those described below.

Revulsion (Su): A powerful aura of revulsion surrounds a namech. Any creature within 30 ft. that fails a **Fortitude** save (DC of 10 + 1/2 namech's **HD** + namech's **Cha** modifier) becomes nauseated for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same namech's aura for 24 hours.

Special Qualities: A namech retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): The strong magic that created the namech gives it **damage reduction** of 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Turn Submission (Ex): Namechs have a weak link to the Gray. The undead is turned or rebuked as if it were 4 **HD** lower.

Abilities: Increase from the base creature as follows: **Str** +4, **Cha** +2. Being undead, a namech has no **Constitution** score.

Skills: Namechs receive a +6 **racial bonus** on **Listen**, **Move Silently**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any.

Organization: Solitary, pair, or troupe (3-20).

Challenge Rating: Same as character +1.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: +3.



RAAIG

A raaig is a guardian of an ancient temple or shrine devoted to a long-lost god or religion. It allows those with similar beliefs to enter their temple, usually a grotto, stone building, or underground complex. The raaig warns any trespasser that enters its guarded area, often in an ancient language or through signs the raaig considers clear. If the warning goes unheeded, the raaig attacks swiftly.

Raaigs appear as ghostly versions of their living selves. They are usually dressed as priests or warriors in the clothing or their old religion. They can take corporeal form and do so when attacking.

Raaigs were created millennia ago to protect temples or religious grounds. Though no ritual is known, some raaigs have the ability to create other raaigs, but only if the creature is willing to become one.

SAMPLE RAAIG

This example uses a 6th-level elf fighter as the base creature.

Nevalaeg

Elf Raaig, 6th-Level Fighter

Medium Undead (Augmented Humanoid, Incorporeal)

Hit Dice: 6d12+12 (51 hp)

Initiative: +7

Speed: Fly 50 ft. (perfect)

Armor Class: 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; or (Corporeal) 22 (+3 Dex, +2 natural, +5 +1 scale mail, +2 +1 light steel shield), touch 13, flat-footed 19

Base Attack/Grapple: +6/— (+9 corporeal)

Attack: (Corporeal only) +1 steel flail +10 melee (1d8+5) or claw +9 melee (1d6+3 plus disease and putrefying touch)

Full Attack: (Corporeal only) +1 steel flail +10/+5 melee (1d8+5), or 2 claws +9 melee (1d6+3 plus disease and putrefying touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, putrefying touch

Special Qualities: Bound to area, damage reduction 10/magic, darkvision 60 ft., delusional, elf traits, Gray toughness 2, invisibility, temporary corporeality, tongues, undead traits, vulnerability to electricity

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

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

Skills: Hide +7, Intimidate +4, Knowledge (religion) +5, Listen +11, Perform +3, Search +7, Sense Motive +7, Spot +11

Feats: Alertness, Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Iron Will, Weapon Focus (flail)

Environment: Any

Organization: Unique

Challenge Rating: 8

Treasure: Standard

Alignment: Neutral

Advancement: By character class

Level Adjustment: +4

Combat

Nevalaeg tends to remain corporeal so that he can wear the armor he wore in life. His abilities include an additional special attack (putrefying touch) and two weaknesses (delusional and vulnerability to electricity) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Disease (Su): Red ache — claw, Fortitude DC 14, incubation period 1d3 days, damage 1d6 Str.

Putrefying Touch (Su): A touch from Nevalaeg causes flesh to develop boils and sores that ooze sickly yellow-colored pus. Creatures struck by Nevalaeg's natural attacks must make a Fortitude save (DC 14). Creatures that fail receive a -4 penalty to Dexterity and a -4 penalty on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). The wounds last 1d8 days or until cured by a *remove disease* or *heal* spell.

Bound to Area (Su): A raaig that strays more than 500 ft. from its temple begins to weaken its bond to the Gray. Each day the raaig is away, it gains a negative level. When its negative levels equal its HD, the raaig is destroyed. A raaig that returns to its temple recovers 1 negative level per day.

Delusional (Ex): Nevalaeg believes that he is still alive. Characters aware of his belief can reason with and manipulate the creature. The undead receives a -4 penalty on Sense Motive checks against such characters.

Gray Toughness 2 (Ex): Nevalaeg gains 2 bonus hit points per HD.

Invisibility (Sp): Nevalaeg can use *invisibility* at will. Caster level 6th.

Temporary Corporeality (Su): Nevalaeg can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its deflection bonus to armor class becomes a natural armor bonus, and it has a Strength score of 17. A corporeal raaig makes 2 claw attacks (damage 1d6+3). It can grapple creatures and manipulate objects. The undead can become incorporeal again as a standard action. In the Gray, raaigs are forced into corporeal form; they cannot exist there in incorporeal form.

Tongues (Su): A raaig can speak and understand any language as the *tongues* spell.

Possessions: +1 steel flail, +1 scale mail, +1 light steel shield, gloves of arrow snaring, phylactery of faithfulness.

Personality

Nevalaeg never expected to be a holy warrior. He lived in the dark days when his people, and many peoples, were refugees fleeing the genocidal armies of the terrible Champions. His devotion was to survival, not religion. Yet the wise spirit that guided his people, a mysterious being called Iliandrim, directed his elven band upriver to a place secret from the armies of Albeorn. The City of Strong Walls the elves called it, though those who lived there before had other names.

And such wondrous beings! There were humans there, to be sure, but also many gangly insect-men, kreen they called themselves, tall and sharp-edged with nipping claws. Hidden in forbidden enclosures halfling miracle-workers closeted themselves. Over all ruled two kings, one a winged halfling and the other the greatest kreen Nevalaeg could imagine. Both were mindbenders beyond peer, and together they contrived to grant spells to those that served them most directly.

Nevalaeg knew that he owed his and his people's survival to these Great Ones. He petitioned his chief and was permitted worship the Great Ones, swearing his eternal loyalty to them and their kingdom. He joined the border guards of the City of Strong Walls. Nevalaeg was proud and bold, and he soon won a reputation as one of the kingdom's most ardent warriors. Even

among the kreen, who viewed his kind strangely, Nevalaeg was treated as an honored companion.

The time of peace, like all such times, came to a grim end. Nevalaeg led a cadre of troops in the fighting retreat west to the City of Strong Walls, where he defended them against a brutal siege. He found the city's enemies had holy warriors as well, and matched his blade and faith against more than a few of them. But Nevalaeg could see that his society was falling apart. The halfling-like Great One had vanished before the invasion, and the kreen Great One was overwhelmed with keeping its fellow kreen from eating the other citizens in their hunger. When the enemy broke through, Nevalaeg fought alongside the kreen Great One, slaying many foes before finally succumbing, arrows in his chest and both eyes, the victorious army trampling his corpse.

Nevalaeg's faith survived his death, however. He returned much later, an insubstantial shade, to survey the scene of ruin and desolation. The City of Strong Walls was destroyed, its remnants buried by the ravenous sands. Nevalaeg could sense, though, that the power of the Great Ones was still very much alive, but somewhere he could not reach. He decided to stay at the city's ruined temple, biding his time until the Great Ones return. The sands closed over him, and King's Ages passed, yet still he waits.

Nevalaeg dwells in the ruins of the Great Ones' palace, which he has partially restored. The palace, like the ruined city, is buried deep in the sands of the central Hinterlands, unknown outside of dusty records in Tyr and Kalidnay. Nevalaeg would be surprised to see visitors, and he questions any that come about the Great Ones. He is particularly interested in any news of avangion-like beings or the G'lathuk. He attacks without mercy anyone bearing a templar's emblem signifying service to Kalak, Kalid-Ma, or Borys.

CREATING A RAAIG

"Raaig" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid of a race alive in ancient times.

A raaig uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It gains the incorporeal subtype. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Speed: Raaigs have a fly speed of 50 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: The raaig gains a bonus to its AC equal to +2 or twice its Charisma modifier, whichever is greater. It loses its natural armor bonus.

Attack: A raaig can make no physical attacks unless temporarily corporeal (see below), when it can make claw attacks or use a weapon, as it desires.

Full Attack: A raaig can make no physical attacks unless temporarily corporeal (see below), when it can make claw attacks or use a weapon, as it desires.

Damage: Raaigs that become corporeal deal claw damage based on their size:

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

Special Attacks: A raaig retains all the base creature's special attacks and gains those described below.

Disease (Su): A raaig's corporeal claw attacks deliver one of the following diseases (50% chance of either). The save DC is 10 + 1/2 raaig's HD + raaig's Cha modifier.

Filth fever—claw, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Red ache—claw, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Special Qualities: A raaig retains all the base creature's special qualities and gains those described below.

Bound to Area (Su): A raaig that strays more than 500 ft. from its temple begins to weaken its bond to the Gray. Each day the raaig is away, it gains a **negative level**. When its **negative levels** equal its HD, the raaig is destroyed. A raaig that returns to its temple recovers 1 **negative level** per day.

Damage Reduction (Su): A raaig has **damage reduction 10/magic**. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Gray Toughness 2 (Ex): A raaig has a strong tie to the Gray. It gains 2 bonus **hit points** per HD.

Invisibility (Sp): A raaig can use **invisibility** at will. Caster level equals **Hit Dice**.

Temporary Corporeality (Su): A raaig can become corporeal as a **standard action**, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its **deflection bonus** to armor class becomes a **natural armor** bonus, and it has a **Strength** score equal to the base creature's **Strength** in life +2. A corporeal raaig makes 2 claw attacks (adjusted by its **Strength**). It can grapple creatures and manipulate objects. The undead can become incorporeal again as a **standard action**.

In the Gray, raaigs are forced into corporeal form; they cannot exist there in incorporeal form.

Tongues (Su): A raaig can speak and understand any language as the **tongues** spell.

Abilities: Increase from the base creature as follows: **Cha** +2. Being undead, a raaig has no **Constitution** score. An incorporeal raaig has no **Strength** score, but when corporeal it has the base creature's **Strength** + 2.

Skills: A raaig receives a +6 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any

Organization: Solitary or sentinel (2-20)

Challenge Rating: Same as character +2.

Treasure: Standard.

Alignment: Always neutral or evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

RACKED SPIRIT

A racked spirit is a creature whose guilt sustains its existence. In life, it committed a crime or deed so despicable to its own nature that the wrongdoing fueled its transformation into undeath. A racked spirit cannot appease its conscience and can only suppress its agony for a short while by inflicting pain on others.

Racked spirits torment individuals whose lives they have ruined, attempting to make them act contrary to their nature. If the individuals do so, they become racked spirits themselves.

A racked spirit looks like a slightly transparent version of its living self. Part of the racked spirit exists in the Gray, giving it a slightly grayish tint to its skin.

The dwarven banshee is a specialized example of a racked spirit.

SAMPLE RACKED SPIRIT

This example uses an 8th-level halfling cleric as the base creature.

Pru-harta

Halfling Racked Spirit, 8th-Level Cleric

Small Undead (Augmented Humanoid, Incorporeal, Psionic)

Hit Dice: 8d12+8 (60 hp)

Initiative: +7

Speed: Fly 60 ft. (perfect)

Armor Class: 18 (+1 size, +3 Dex, +4 deflection), touch 18, flat-footed 15

Base Attack/Grapple: +6/—

Attack: Incorporeal touch +10 melee (1d6 plus energy drain)

Full Attack: Incorporeal touch +10 melee (1d6 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Create spawn, energy drain, psi-like abilities, rebuke undead, spell-like abilities, spells

Special Qualities: Darkvision 60 ft., enhanced ability, Gray

toughness 1, halfling traits, incorporeal traits, reflect physical attacks, resistance to cold 8, undead traits, vulnerability to *raise dead*, vulnerability to mind-affecting effects

Saves: Fort +6, Ref +6, Will +11

Abilities: Str —, Dex 16, Con —, Int 14, Wis 18, Cha 16

Skills: Concentration +14, Hide +12, Knowledge (nature) +8,

Knowledge (religion) +8, Listen +10, Search +8, Sense Motive +10, Spot +10, Survival +4 (+6 aboveground).

Feats: Dodge, Improved Initiative, Silent Spell

Environment: Any

Organization: Unique

Challenge Rating: 12

Treasure: None

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +9

Combat

Depending on her mood, she may welcome rain clerics and druids or curse them, but no matter her mood she hates priests of water, sun, and silt, and attacks them without parlay. Even in a good mood, Pru-harta is vindictive and petty; she only becomes more dangerous when her mood inevitably shifts. Her abilities include additional special attacks (create spawn and spell-like abilities), special qualities (enhanced ability and reflect physical attacks), and a weakness (vulnerability to mind-affecting effects) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Create Spawn (Su): Pru-harta can perform a short ritual over a helpless humanoid as a full-round action. The ritual involves a coup de grace, and if the creature dies, it rises after 48 hours as a namech under her control. At any one time, Pru-harta can have namech spawn with 16 total HD.

Energy Drain (Su): Living creatures hit by a Pru-harta's incorporeal touch attack gain one **negative level**. For each **negative level** bestowed, the racked spirit gains 5 temporary **hit points**. A racked spirit can use its energy drain ability once per round. The DC for the **Fortitude save** to remove the **negative level** after 24 hours is 17. The save DC is **Charisma-based**.

Psi-Like Abilities: At will—*aura sight*, *empathy* (8 hours, 55 ft. radius), *mindlink* (8 willing targets or 4 unwilling targets, DC 14*), *psionic dominate* (DC 17); *3/day—recall agony* (6d6, DC 17*), *telekinetic force* (325 lb., DC 16*). Manifester level 8th. The save DCs are **Charisma-based**.

*Includes augmentation for the racked spirit's manifester level.

Rebuke Undead (Su): Pru-harta can rebuke undead 6 times per day and has a +5 bonus on her rebuking check.

Spell-Like Abilities: At will—*scare* (DC 15). The save DC is **Charisma-based**.

Typical Cleric Spells Prepared (6/6/5/5/4): 0—*create element, detect magic* (3), *read magic, resistance*; 1st—*chill touch** (+10 *melee touch*, DC 15), *command* (DC 15), *divine favor, doom* (DC 15), *entropic shield, obscuring mist*; 2nd—*chill metal** (DC 16), *darkness, shatter* (DC 16), *sound burst* (DC 16), *spiritual weapon*; 3rd—*blindness/deafness* (DC 17), *dispel magic, enervation** (+10 *ranged touch*), *invisibility purge, summon monster III*; 4th—*discern lies* (DC 18), *gust of wind** (DC 18), *spell immunity, summon monster IV*.

*Domain spell. Element: Rain. Domains: Cold Malice (gain cleric level in cold resistance), Refreshing Storms (once per day, create a rain cloud that stabilizes dying creatures).

Enhanced Ability (Ex): Pru-harta has a +10 ft. speed increase.

Gray Toughness 1 (Ex): Pru-harta gains 1 bonus *hit point* per HD.

Reflect Physical Attacks (Su): Pru-harta can reflect a *melee* or *ranged* attack back on the attacker. Once per round, the undead takes no damage from an attack and instead makes an attack roll against the attacker. Pru-harta uses her own *base attack bonus* plus any modifiers from the attacker's weapon.

Vulnerability to Mind-Affecting Effects (Ex): Pru-harta, unlike most other undead, is susceptible to mind-affecting effects, which affect the undead as though its type were humanoid.

Vulnerability to *Raise Dead* (Ex): A spellcaster can target a racked spirit with a *raise dead* spell, destroying the creature with a successful *touch* attack unless the racked spirit makes a *Will save*. On a successful save, the racked spirit still takes 6d6 points of damage.

Personality

Pru-harta wanted to be a rain priestess since she was smaller than a *loi-fungus*. Her parents, hunter-gatherers in the verdant jungle of the Forest Ridge, at first tried to dissuade her, but Pru-harta's stubborn insistence finally won them over. At the age of apprenticeship she was bound over to the closest rain priest: Crossto the Skydrinker, an itinerant cleric based three valleys north in the village of Or-zacnil. Pru-harta's leave-taking from her parents was sad, but simultaneously the most joyous moment of her life.

The life of an acolyte rain priestess was not easy. Crossto was a hard taskmaster, requiring Pru-harta to memorize reams of dogma about the primacy of rain, the perfidy of water, and the wickedness of sun and silt. The lore of the jungles she already knew, but Crossto required still more study of the minutiae of plants. For days, the acolyte would lay on the forest floor, examining droplets of rain as they were absorbed by rootlets of ferns and cycads. She mastered the rituals of the faith and accompanied her superior on visits to the ill and the faithful.

After years of tutelage, Pru-harta stood one morning in Or-zacnil as a proud priestess. She had survived her pact-making, and Crossto proclaimed her consecrated to rain. She still had much to learn but knew that her place was no longer in the village. Pru-harta set off into the jungle, a journeyman cleric seeking the wisdom of experience as she ministered to the faithful in isolated tribes and clans. Her efforts to proselytize came to naught, however, for the uncompromising dogma Crossto had taught her alienated most adherents of the other elemental faiths.

Pru-harta was deep in the eastern Forest Ridge, in the narrow spurs and draws of the foothills, when she encountered her first druid. Nelsro Valleykeep held as his guarded lands a draw high up in the foothills, nearly to the edge of the forest and the beginning of bare rock. Rare showers in the Ringing Mountains looming above brought life to the trickling stream that ran through his valley. Pru-harta fell deeply in love with Nelsro, but she could not forget the teachings of Crossto the Skydrinker: druids were perfidious—devoted not to purity but to the diluted elements found on their limited patches of land.

Nelsro found Pru-harta beautiful, requiting her love and seeking to teach her how druidic stewardship supported the land and, through this, the balance and unity of all the elements. Pru-harta saw his arguments as patently false, the claims made by the deluded. Surely Nelsro could see that life-giving rain was all that sustained his narrow valley? Rain was alone worthy of worship. Nelsro sorrowed, struggling to overcome Pru-harta's fervent sermons, but to no avail. Finally he banished his beloved, casting her out of his guarded lands. Pru-harta was surprised, then enraged, to be banished. If her beloved would not see the superiority of rain, she would prove it to him. His druid tricks to hide his lands from her could not withstand the cleansing, purifying power of rain. Determined to show the strength of her element and her faith, Pru-harta climbed. She stood on a jutting peak overlooking Nelsro's narrow valley and summoned forth the mightiest rainstorm she could. The fervent priestess poured out her faith in a mighty prayer, and rain answered.

The storm gathered in black clouds, massing right over the head of Nelsro Valleykeep's guarded lands. Great gouts of rain lashed down, accompanied by flashes of bitter lightning and the rage of thunder. Pru-harta laughed with joy and pride to see it, just before the lightning split the peak on which she stood and plunged her down into the raging torrent below. The stream in Nelsro's valley had indeed become a furious flood, uprooting trees, eroding hillsides, and carrying all before it.

Pru-harta woke up sprawled in a mudbank. The sun beat down on her, for the fertile valley had been scoured clean by her rainstorm. Occasional rocks jutted from the bare muddy earth, now slowly baking dry. Pru-harta staggered up, found a broken branch to use as a crutch, and limped around the valley. Stumps and smashed tree boles were all that remained of the lush vegetation Nelsro had tended so carefully. She found his body near the head of the valley, where he had obviously tried to stem the onslaught. She fell down beside him and cried. She never got up.

Pru-harta remains to this day a racked spirit, obsessed by self-hatred. She alternately despises rain, the element she once worshiped, convincing herself that the destruction she caused was somehow not her fault but the element's. Then she just as suddenly concludes that rain was blameless, and only her foolishness caused the disaster.

Pru-harta buried the corpse of Nelsro after his death and hunted down her dogmatic instructor Crossto the Skydrinker, but neither act assuaged her guilt and anger for long. Pru-harta continues to lurk in the Forest Ridge, seeking redress for her loss.

CREATING A RACKED SPIRIT

"Racked spirit" is an acquired template that can be added to any humanoid, monstrous humanoid, or giant.

A racked spirit uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. It gains the incorporeal subtype. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future *Hit Dice* become d12s.

Speed: Racked spirits have a fly speed of 50 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: The raaig gains a *deflection bonus* to its AC equal to +1 or its *Charisma* modifier, whichever is greater. It loses its *natural armor* bonus.

Attack: A racked spirit makes an incorporeal touch attack that delivers its energy drain.

Full Attack: A racked spirit makes an incorporeal touch attack that delivers its energy drain.

Damage: Racked spirits deal damage based on their size:

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

Special Attacks: A racked spirit retains all the base creature's special attacks and gains those described below.

Energy Drain (Su): Living creatures hit by a racked spirit's incorporeal touch attack gain one **negative level**. For each **negative level** bestowed, the racked spirit gains 5 temporary **hit points**. A racked spirit can use its energy drain ability once per round. The DC for the **Fortitude** save to remove the **negative level** after 24 hours is 10 + 1/2 racked spirit's HD + racked spirit's Cha modifier.

Psi-Like Abilities: At will—*aura sight**, *empathy**, *mindlink**, *psionic dominate**; 3/day—*recall agony**, *telekinetic force**. Manifest level equals the creature's HD. The save DCs are Charisma-based.

*Power can be augmented.

Special Qualities: A racked spirit retains all the base creature's special qualities and gains those described below.

Gray Toughness 1 (Ex): A racked spirit has a strong tie to the Gray. It gains 1 bonus **hit point** per HD.

Vulnerability to Raise Dead (Ex): A spellcaster can target a racked spirit with a *raise dead* spell, destroying the creature with a successful touch attack unless the racked spirit makes a **Will** save. On a successful save, the racked spirit still takes 6d6 points of damage.

Abilities: Increase from the base creature as follows: **Int** +2, **Wis** +2, **Cha** +2. Being incorporeal undead, a racked spirit has no **Strength** or **Constitution** score.

Skills: A racked spirit receives a +6 racial bonus on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any

Organization: Solitary or group (1-4 plus 3-12 wraiths).

Challenge Rating: Same as character +2.

Treasure: None.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +5.

T'LIZ

T'lizes are powerful defilers whose spirits have outlived their bodies. They choose to extend their life into undeath, seeking knowledge and magical power above all else. A defiler who becomes a t'liz quite literally sacrifices her own soul to achieve immortality.

The prospective t'liz seeks out a powerful spirit of the Gray and renders her soul to it as a sacrifice. From this point on, only the defiler's intellect and willpower animate her body—it has no spiritual component at all. Without continual use of magical unguent, this state of spiritual dissonance destroys the t'liz, and the undead passes into oblivion forever. For this reason, a t'liz must keep its body functional by anointing it with special oils. The more powerful the t'liz, the harder this process of self-maintenance becomes. Thus, a t'liz is forever torn between its desire for greater power and its fear of its own demise.

T'lizes appear as they did in life and so are able to move about the population. They have unusually pale skin and often appear

gaunt, almost skeletal. T'lizes move in virtual silence, and many cast no shadow.

Becoming a t'liz is a process few power-hungry defilers undertake. The fact that the t'liz must continually anoint itself with magic oils means that only the most driven individuals seek this path. See **Chapter 4: Paths to Eternal Undeath** for details on the t'liz oils and transformation process.

SAMPLE T'LIZ

This example uses a 17th-level elf defiler as the base creature.

Daahm

Elf T'liz, 17th-level Wizard (Defiler)

Medium Undead (Augmented Humanoid)

Hit Dice: 17d12+34 (144 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 32 (+5 Dex, +9 natural, +8 bracers of armor +8), touch 15, flat-footed 27

Base Attack/Grapple: +8/+10

Attack: Slam +10 melee (1d6+2 plus energy drain)

Full Attack: 2 slams +10 melee (1d6+2 plus energy drain)

Space/Reach: 5 ft./5 ft.

Special Attack: Create spawn, energy drain, fear aura, spells

Special Qualities: Cast no shadow, damage reduction 15/magic, darkvision 60 ft., degeneration, elf traits, enhanced spells, fast healing 2, Gray toughness 2, light blindness, rebuke undead, resistance to cold 10 and electricity 10, undead traits, unnatural aura, vulnerability to raise dead

Saves: Fort +10, Ref +12, Will +20

Abilities: Str 14, Dex 20, Con —, Int 27, Wis 16, Cha 12

Skills: Concentration +21, Craft (alchemy) +28, Disguise +1 (–3 in sunlight), Knowledge (arcana) +28, Knowledge (history) +28, Listen +9, Move Silently +16, Perform +3, Search +11, Sense Motive +9, Spellcraft +30, Spot +9

Feats: Combat Casting, Craft Staff, Empower Spell, Enlarge Spell, Fast Raze, Heighten Spell, Iron Will, Scribe Scroll, Spell Mastery (hold monster, identify, summon monster VIII, zombie berry), Spell Penetration

Environment: Any

Organization: Solitary

Challenge Rating: 20

Treasure: Double coins, double goods, standard items

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +6

Pale and beautiful, this slender elven maid regards you curiously. As she draws closer, however, you realize that you can neither hear the sound of her footsteps, nor see any shadow cast by her body. And something about her gaze reminds you of the interest a spider shows in a web-tangled fly before it extends its fangs to dine.

Combat

Daahm is a brutal and unforgiving combatant who uses deception to gain her victim's trust before closing to drain their essence. She seldom uses her spells in battle, instead relying on her undead abilities to carry the fight. Daahm prefers to use magic to further her own existence and ensure her survival as a t'liz. Her abilities include an additional special attack (deeper darkness), special quality (enhanced spells), and weakness (cast no shadow) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Create Spawn (Su): Any humanoid slain by Daahm's energy drain becomes a namech 1d4 days after death. Spawn are under the command of the t'liz that created them and remain enslaved until death. At one time, a t'liz can have namech spawn with HD totaling twice its own.

Deeper Darkness (Sp): Daahm can create a globe of darkness at will. Treat this as a *deeper darkness* spell cast by a wizard of caster level 17.

Energy Drain (Su): Living creatures hit by Daahm's slam attack (or any other natural weapon the t'liz might possess) gain two **negative levels**. For each **negative level** bestowed, Daahm gains 5 temporary **hit points**. Daahm can use her energy drain ability once per round. The **Fortitude** save to remove a **negative level** after 24 hours is **DC 19**. The save **DC** is **Charisma-based**.

Fear Aura (Su): Daahm is shrouded in a dreadful aura of death and evil. Creatures in a 60-foot radius that look at the t'liz must make a **Will save** (**DC 19**). Creatures with fewer than 5 **HD** that fail their save become **panicked**. Creatures with fewer **HD** than the t'liz that fail their save become **shaken**. Whether or not the save is successful, that creature cannot be affected again by the same t'liz's aura for 24 hours. The save **DC** is **Charisma-based**.

Typical Wizard Spells Prepared (4/6/6/6/6/5/5/4/3/1): 0 – *detect magic, mage hand, read magic, resistance*; 1st – *chill touch* (+10 *melee touch*, **DC 19**), *expeditious retreat, hypnotism* (**DC 19**), *identify, mage armor, magic missile*; 2nd – *darkness, eagle's splendor, fox's cunning, false life, magic mouth, mirror image*; 3rd – *arcane sight, fly, protection from energy, slow* (**DC 21**), *tongues, zombie berry* (**DC 19**); 4th – *bestow curse* (**DC 22**), *charm monster* (**DC 22**), *contagion* (+10 *melee touch*, **DC special**), *dimensional anchor* (+13 *ranged touch*), *greater invisibility* (2); 5th – *hold monster* (**DC 23**), *lightning bolt* (*empowered*) (**DC 21**), *major creation, sending, waves of fatigue*; 6th – *eyebite* (**DC 24**), *greater dispel magic, legend lore, mislead* (**DC 24**), *sands of time* (**DC 24**); 7th – *Gray bekloning, greater scrying, spell turning, summon monster VII*; 8th – *protection from time, symbol of death* (**DC 26**); 9th – *gate*.

Cast No Shadow (Su): Daahm casts no shadow and does not show a reflection in a mirror. She has a -4 circumstance penalty on **Disguise** checks when its weakness is observable, such as in sunlight.

Degeneration (Ex): Bereft of spiritual essence, Daahm must regularly anoint herself with magical oils. Failure to apply oil each week causes the connection between the t'liz's mind and body to degenerate, eventually destroying it. Each week the t'liz fails to anoint itself, it must make a **Will save** (**DC 22**) or permanently lose 1 point of **Charisma** as its very identity unravels. Even if the t'liz maintains itself every week, it must also make this **Will save** once per year. When the t'liz's **Charisma** is reduced to 0, its mind and body are separated, and it is permanently destroyed.

Enhanced Spells (Su): Any damage-dealing spell cast by Daahm inflicts +1 damage per die. The spell's defiling radius increases by 5 ft.

Fast Healing 2 (Ex): A t'liz that is reduced to 0 or fewer **hit points** does not die but becomes inert until it returns to a positive **hit point** total. A t'liz can only be slain if its body is burned to ashes and the ashes scattered. Otherwise, it heals and becomes active once more.

Gray Toughness 2 (Ex): Daahm gains 2 bonus **hit points** per **HD**.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds t'lizes for 1 round. On subsequent rounds, they are **dazzled** as long as they remain in the affected area.

Rebuke Undead: Daahm can **rebuke** undead as a 17th-level cleric. She can **rebuke** undead 4 times per day.

Unnatural Aura (Su): Animals, whether wild or domesticated, sense the unnatural presence of a t'liz at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain **panicked** as long as they are within

that range.

Vulnerability to Raise Dead (Ex): A spellcaster can target a t'liz with a *raise dead* spell, destroying the creature with a successful touch attack unless the t'liz makes a **Will save**. On a successful save, the t'liz still takes 6d6 points of damage.

Possessions: *Bracers of armor* +8, *amulet of natural armor* +4, *cloak of resistance* +5, *gloves of Dexterity* +6, *headband of intellect* +6, *bag of holding* (type II), *blessed book, pearl of power* (3rd-level).

Personality

The only thing that Daahm cares about is knowledge. Her whole life has been a greedy quest for more and more knowledge.

Daahm was born as member of a now long destroyed tribe of running elves. She followed the tribal customs, running with them, free of the burdens of the city. Or so she was taught. Life was strict, the desert unforgiving of any mistake, the dark sun merciless during the day, the cold of night bringing chills to young Daahm.

Daahm's parents were killed when strange creatures of black skin and eerie glowing eyes set upon the tribe. The Plain Hopper tribe had gone far south of their usual routes, hearing tales of magic and power in a land composed only of black glass. The leader of the tribe, Foralan, had been unusually greedy and wanted to see these riches. He promised the tribe they would reap great rewards if they could only capture a small piece of the great wealth in the mysterious place. But they had found only death on the plains of endless black glass. The dreadful black creatures blasted most of the tribe with powerful magic, and the survivors ran for their lives.

As Daahm watched her parents die in a torrent of magical flames, she envied the power of the black creatures. If her tribe had been more powerful, they would have defeated the creatures. And so she decided that she would learn this magic, this power, and be able to use it. Thus, when Daahm and the remaining Plain Hoppers finally reached a city, she left them to find a mentor who could teach her magic. After a few months of relentless searching, she found a wizard who taught defiling. Since then, she has never looked back, even though her path demanded the ultimate price—that of her very soul.

Daahm now dwells on the western edge of the Tablelands, away from the cities and villages so that she may experiment and learn at ease. She returned once to the Dead Lands, seeking

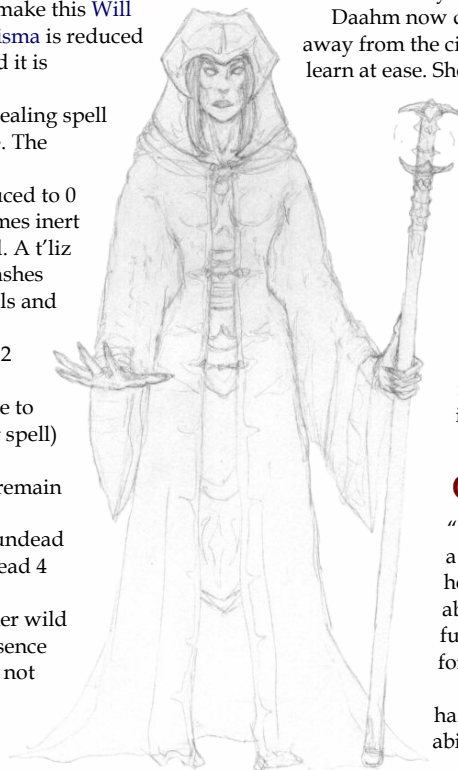
knowledge from the same creatures that laid low her people. She survived the ordeal and learned a way to extend her life so she can pursue her studies. She willingly underwent the excruciating ritual of becoming a t'liz, knowing it would mean an existence of unending fear married to unending desire.

Daahm is a self-centered person, and will very rarely help someone that manages to find her lair. She is extremely knowledgeable about magic and about Athas's past. Anyone who asks Daahm for information should be wary, as she could kill an intruder as easily as killing a fly.

CREATING A T'LIZ

"T'liz" is an acquired template that can be added to a humanoid wizard of at least 15th level (referred to hereafter as the base creature). The t'liz must be able to create the oils required to keep its body functional. See **Chapter 4: Paths to Eternal Undeath** for details of the t'liz transformation.

A t'liz speaks any languages it knew in life and has all the base creature's statistics and special abilities, except as noted here.



Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves or skill points. The creature gains the augmented subtype. Size is unchanged.

Hit Dice: All current and future **Hit Dice** become **d12s**.

Armor Class: The base creature's **natural armor** bonus improves by +5.

Attack: A t'liz retains all the attacks of the base creature and also gains a slam attack if it didn't already have one. If the base creature can use weapons, the t'liz retains this ability. A creature with natural weapons retains those natural weapons. A t'liz fighting without weapons uses either its slam attack or its primary natural weapon (if it has any). A t'liz armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A t'liz fighting without weapons uses either its slam attack (see above) or its natural weapons (if it has any). If armed with a weapon, it usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: T'lizes have slam attacks. If the base creature does not have this attack form, use the appropriate damage value from the table below according to the t'liz's size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

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

Special Attacks: A t'liz retains all the special attacks of the base creature and gains those described below. Saves have a **DC** of 10 + 1/2 t'liz's **HD** + t'liz's **Cha** modifier unless noted otherwise.

Create Spawn (Su): Any humanoid slain by a t'liz's energy drain becomes a namech **1d4** days after death. Spawn are under the command of the t'liz that created them and remain enslaved until death. At one time, a t'liz can have namech spawn with **HD** totaling twice its own.

Energy Drain (Su): Living creatures hit by a t'liz's slam attack (or any other natural weapon the t'liz might possess) gain two **negative levels**. For each **negative level** bestowed, the t'liz gains 5 temporary **hit points**. A t'liz can use its energy drain ability once per round.

Fear Aura (Su): A t'liz is shrouded in a dreadful aura of death and evil. Creatures in a 60-foot radius that look at the t'liz must make a **Will save**. Creatures with fewer than 5 **HD** that fail their save become **panicked**. Creatures with fewer **HD** than the t'liz that fail their save become **shaken**. Whether or not the save is successful, that creature cannot be affected again by the same t'liz's aura for 24 hours.

Special Qualities: A t'liz retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): The strong magic that created the t'liz gives it **damage reduction** of 15/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Degeneration (Ex): Bereft of spiritual essence, a t'liz must regularly anoint itself with magical oils. Failure to apply oil causes the connection between the t'liz's mind and body to degenerate, eventually destroying it. Each week the t'liz fails to anoint itself, it

must make a **Will save** (**DC** 5 + t'liz's **HD**) or permanently lose 1 point of **Charisma** as its very identity unravels. Even if the t'liz maintains itself every week, it must also make this **Will save** once per year. When the t'liz's **Charisma** is reduced to 0, its mind and body are separated, and it is permanently destroyed.

Fast Healing 2 (Ex): A t'liz that is reduced to 0 or fewer **hit points** does not die but becomes inert until it returns to a positive **hit point** total. A t'liz can only be slain if its body is burned to ashes and the ashes scattered. Otherwise, it heals and becomes active once more.

Gray Toughness 2 (Ex): A t'liz has a strong tie to the Gray. It gains 2 bonus **hit points** per **HD**.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a **daylight** spell) blinds t'lizes for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Rebuke Undead: A t'liz can rebuke undead as a cleric of level equal to its **Hit Dice**. The t'liz can rebuke undead a number of times per day equal to 3 + its **Charisma** modifier. If the t'liz could already rebuke undead, this ability increases its effective turning level to its **HD** but otherwise has no effect.

Resistance to Cold 10 and Electricity 10 (Ex): A t'liz resists cold and electricity attacks.

Unnatural Aura (Su): Animals, whether wild or domesticated, sense the unnatural presence of a t'liz at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Vulnerability to Raise Dead (Ex): A spellcaster can target a t'liz with a **raise dead** spell, destroying the creature with a successful touch attack unless the t'liz makes a **Will save**. On a successful save, the t'liz still takes **6d6** points of damage.

Abilities: Increase from the base creature as follows: **Str** +6, **Int** +2, **Wis** +2, **Cha** +2. Being undead, a t'liz has no **Constitution** score.

Skills: T'lizes receive a +10 **racial bonus** on **Move Silently** checks and a +6 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any.

Organization: Solitary or troupe (1 plus 2-4 namechs).

Challenge Rating: Same as character +3.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: +5.

VENGER

A venger was killed by an act of betrayal or otherwise deeply wronged while alive. The intelligent being that inflicted the wound or betrayal must survive beyond the death of the individual who becomes a venger. At the moment of death, the consciousness of the wronged person is trapped by its rage and frustration within its corpse, and it rises as an undead venger **2d6** days later. Some sages argue that vengers, like dwarven banshees and possibly dune runners, are forms of racked spirits.

The venger has a single goal: it seeks to destroy the being that willfully wronged it in life. Typically, the venger hunts down this individual, but in rare cases, the venger's quarry dies (and isn't raised into undeath, in which case the venger continues pursuit). In such a case, the venger is immediately aware of the event and must determine another method to redress its wrong. A venger in this position often haunts a group of adventurers, seeking to coerce them into helping complete its quest.

Vengers show any wounds or mutilations it suffered while dying. They also continue to decay after their death and reanimation, though the process is considerably slowed by the creature's tie to the Gray. A venger wears or carries any items it possessed when it died, though it tends to ignore these items,

leaving even powerful weapons sheathed until time or battle breaks their straps or clips and they fall away. The venger fights with its bare hands, strengthened in its transformation to undeath, and it focuses single-mindedly on hunting the being that wronged it.

SAMPLE VENGER

This example uses a 6th level gnome fighter as the base creature.

Kozor the Bereaved

Gnome Venger, 6th-Level Fighter

Small Undead (Augmented Humanoid, Psionic)

Hit Dice: 6d12+6 (45 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

Armor Class: 23 (+1 size, +3 Dex, +1 deflection, +2 natural, +6 +2 chain shirt), touch 15, flat-footed 20

Base Attack/Grapple: +6/+6

Attack: Slam +12 melee (1d6+5)

Full Attack: 2 slams +12 melee (1d6+5)

Space/Reach: 5 ft./5 ft.

Special Attacks: Curse, flesh detonation, guilt-gaze, moan, psi-like abilities, vengeful grasp

Special Qualities: Darkvision 60 ft., enduring focus, enhanced senses, gnome traits, Gray toughness 1, stench, undead traits

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

Abilities: Str 18, Dex 16, Con —, Int 13, Wis 10, Cha 12

Skills: Climb +10, Craft (armorsmithing) +9, Craft (weaponsmithing) +9, Handle Animal +6, Listen +5, Spot +2, Survival +0 (+4 tracking)

Feats: Combat Reflexes, Dodge, Great Fortitude, Mobility, Skill Focus (armorsmithing), Skill Focus (weaponsmithing), Spring Attack

Environment: Any

Organization: Unique

Challenge Rating: 9

Treasure: None

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +4

Combat

Kozor fights with his bare hands, dreaming of the day he can close his vengeful grip around the throat of Althabno, his great enemy. His abilities include additional special attacks (curse, guilt-gaze), a special quality (enhanced senses), and a weakness (stench) from

Chapter 3: Special Attacks, Qualities and Weaknesses.

Curse (Su): Kozor can curse an individual when it is destroyed. As the final blow is made that kills the creature, Kozor can curse his destroyer, as the *bestow curse* spell (DC 14).

Flesh Detonation (Ex): When Kozor's quarry destroys it, the venger's body explodes in fearsome rage, spraying flesh and bone fragments in a 30-ft. radius. The fragments deal 5d6 points of piercing damage to anything within the radius (Reflex DC 14 half). The supernatural explosion deals double damage to the individual that slew the venger, if within range. The save DC is Charisma-based.

Guilt Gaze (Su): Kozor's gaze attack causes grief to intelligent creatures within 30 ft. Unless a victim makes a Will save (DC 14), its most painful memories surface, wracking the victim with guilt over small incidents that happened years ago in its life. The guilt nauseates a creature for 1d4 rounds.

Moan (Su): Kozor moans and wails in his anguish, especially when he senses living beings. Creatures with fewer HD than the cursed dead who hear him moan must make a Will save (DC 14) or be shaken as long as they can hear it. Whether or not the save is

successful, that creature cannot be affected again by the same venger's moan ability for 24 hours. The save DC is Charisma-based.

The moans are autonomic and can barely be suppressed enough for the venger to speak. The creature cannot master its pain and hatred enough to cast spells with verbal components.

Psi-Like Abilities: At will — *body equilibrium*, *inflict pain* (2 targets, DC 14*); 1/day — *energy adaptation*, *recall agony* (5d6, DC 14*). Manifest level 6th. The save DCs are Charisma-based.

*Includes augmentation for the venger's manifest level.

Vengeful Grasp (Su): When a venger fights the being that wronged it, it attempts a vengeful grasp. As a standard action that doesn't provoke attacks of opportunity, the venger initiates a grapple. Each round the grapple is maintained, the venger's prey must make a Fortitude save (DC 17) or die. If it makes the save, the victim still suffers the venger's slam damage. The save DC is Strength-based.

Enduring Focus (Su): Kozor's life force is tied to a focus, its revenge against Althabno. As long as Althabno lives, Kozor reforms 1d6 days after his apparent death. He will be permanently destroyed when he slays Althabno or is slain by him. Killing Kozor by other means only temporarily reduces him to a putrid mass of flesh.

Gray Toughness 1 (Ex): Kozor gains 1 bonus hit point per HD.

Stench (Ex): Kozor's flesh is rotten and putrefying, emitting a foul stench easily identifiable as undead.

Possessions: +2 chain shirt, amulet of mighty fists +1, ring of protection +1.

Personality

Kozor was born a gnome in the city of Olnak, south of Small Home in Ulyan. He grew up in that mainly human city, becoming a bonesmith, and devoting himself to the calling of crafting fine bone tools and weapons. He married and raised a family, and was still in the prime of his life when the army came. Many of Olnak's humans left, answering the call of the Prophet of the Gray Tower, and business suffered. Kozor and his wife had saved over the years, though, so they had money for food and essentials; surely, they thought, the quarrel of the vast army and the city of Nagavros would pass, and life would return to normal.

Rumors of battle and war came to Olnak, and some claimed that the great army and its terrifying Champions were bent not only on ruining the city of Nagavros, but that they slew any nonhumans they found. Kozor and his wife grew afraid, for the teachings of the Gray Tower's Prophet had become more popular among Olnak's humans over the last decades. But their human neighbors in Olnak, especially Althabno the Merchant, remained friendly enough, and Kozor decided not to join his brother Ozrol and several other gnomish families when they quietly left the city.

A month after Ozrol's flight, word came that Nagavros had fallen. Rumors flew that the entire city had been put to the sword. Kozor had many relatives in Nagavros, and he could not accept that such a thing was possible. He entrusted his wife and children to Althabno, their neighbor and good friend, and struggled through the chaotic streets to find someone who could dispel this terrible rumor.

Kozor was in the antechamber of the city council chambers when it began. The massacre swept through the city, riding shouts of "Cleanse the shortbeards!" and "Purify for the Prophet!" Kozor dove into the wine cellar and hid among the casks, awaiting darkness, when the rioters retired to their homes and taverns to celebrate their triumph. Slowly he picked his way through the streets, avoiding the areas lit by burning homes where gnomes, orcs, and other non-humans had lived. Surely Althabno had protected his family?

Kozor's house was a blackened ruin, his bonecrafting shop demolished and his tools broken on the cobblestones. Across the

street, the mansion of Althabno stood tall and regal, though the pennon indicating the merchant was home did not fly. On the gateposts hung Kozor's wife, Grasna, her body naked and mutilated. His children, spitted beside her, he could not look at. Kozor smashed his fist against Althabno's doors, demanding to be let in. The servants, when they came, carried cudgels. The bonesmith killed two with his bare hands before he himself was surrounded and beaten to death.

But death's warm welcome could not hold Kozor's tormented soul. He rose soon afterward, his body remade whole, his mind pared of all thoughts but one: finding the treacherous merchant Althabno, who had surrendered his family to the pogrom, and visiting upon him the death he deserved. Kozor terrified the merchant's staff, slaying those who sought to stay him, making the man's home a horror from which he fled. Kozor followed, pursuing his quarry as best he was able, and continues to do so.

Althabno, however, is long dead—he was a very old man when the obsidian washed over Ulyan, and he was slain by it, returning as a zhen. Kozor neither knows nor cares that his betrayer is now undead, and he hunts him still. Althabno is a servant in Gretch's Obsidian Tower, though Kozor has yet to get that far. The obsidian trapped him inside the ruins of Olnak, where he remains, unable to escape because Olnak's rulers have kept the passage back to the surface sealed. If he can ever break free, he will make a beeline for the Obsidian Tower, hunting his former friend.

CREATING A VENGER

"Venger" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid. The creature must have been deeply wronged, either at the time of death or before, by an intelligent being. Often, vengers are formed by betrayals of long-held loyalties.

A venger uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Armor Class: A venger's natural armor bonus improves by +2.

Attack: Vengers gain a slam attack with each fist. A venger armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A venger armed with a weapon usually uses the weapon as its primary attack along with a slam as a natural secondary attack, provided it has a free hand.

Damage: The venger's bare hands are strengthened with supernatural hatred and pain. If the base creature does not have slam attacks, use the appropriate damage value from the table below according to its size. Creatures that have other kinds of natural weapons retain their old damage values or use the appropriate value from the table below, whichever is better.

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

Special Attacks: A venger retains all the base creature's special attacks and gains those described below. Saves have a DC of 10 + 1/2 venger's HD + venger's Cha modifier unless noted otherwise.

Flesh Detonation (Ex): When a venger's quarry destroys the venger, the venger's body explodes in fearsome rage, spraying flesh and bone fragments in a 30-ft. radius. The fragments deal 5d6 points of piercing damage to anything within the radius (Reflex save half). The supernatural explosion deals double damage to the individual that slew the venger, if within range.

Moan (Su): A venger moans and wails in its anguish, especially when it senses living beings. Creatures with fewer HD than the cursed dead who hear it moan must make a Will save or be shaken as long as they can hear it. Whether or not the save is successful, that creature cannot be affected again by the same venger's moan ability for 24 hours.

The moans are autonomic and can barely be suppressed enough for the venger to speak. The creature cannot master its pain and hatred enough to cast spells with verbal components.

Psi-Like Abilities: At will—body equilibrium, inflict pain*; 1/day—energy adaptation*, recall agony*. Manifest level equals the creature's HD. The save DCs are Charisma-based.

*Power can be augmented.

Vengeful Grasp (Su): When a venger fights the being that wronged it, it attempts a vengeful grasp. As a standard action that doesn't provoke attacks of opportunity, the venger initiates a grapple. Each round the grapple is maintained, the venger's prey must make a Fortitude save or die. If it makes the save, the victim still suffers the venger's slam damage. The save DC is Strength-based.

Special Qualities: A cursed dead retains all the base creature's special qualities and gains those described below.

Enduring Focus (Su): A venger's life force is tied to a focus, its revenge against the one who wronged it. As long as that person lives, a venger reforms 1d6 days after its apparent death. A venger is permanently destroyed when it slays its target or is slain by that target. Killing a venger by other means only temporarily reduces it to a putrid mass of flesh.

Gray Toughness 1 (Ex): A venger has a strong tie to the Gray. It gains 1 bonus hit points per HD.

Abilities: Increase from the base creature as follows: Str +6. Being undead, a cursed dead has no Constitution score.

Skills: A venger receives a +4 bonus on Survival checks made while tracking. It can always sense the direction of its quarry.

Environment: Any.

Organization: Solitary.

Challenge Rating: Same as character +2.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

ZHEN

Zhens are powerful undead created by the boiling liquid obsidian that poured out of the gate to the Plane of Magma in the Dead Lands over 2,000 years ago. This mysterious, black, boiling death created unique undead.

A zhen looks much as it did in life, except that its gaunt skin is black and shining. A zhen's skin is stretched tight over its skeletal frame and emits a strange purple glow in complete darkness. The glow is very faint but still discernable.

A zhen's appearance is ugly but fascinating. Its black, glistening skin, cool and smooth as glass, has no hair at all except atop the zhen's head. Each palm is pierced by a single barbed suction cup that enables a zhen to climb obsidian like a spider, or even cross ceilings using its hands. A zhen's eyes burn a deep scarlet color that sometimes changes in the sunlight.

SAMPLE ZHEN

This example uses an 18th level human cleric as the base creature

Volldrager

Human Zhen, 18th-Level Cleric

Medium Undead (Augmented Humanoid, Psionic)

Hit Dice: 18d12+18 (135 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

Armor Class: 28 (+10 natural, +8 bracers of armor +8), touch 10, flat-footed 28

Base Attack/Grapple: +13/+19

Attack: Slam +19 melee (1d8+10)

Full Attack: Slam +19 melee (1d8+10)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities, rebuke undead, rotting touch, spells

Special Qualities: Create undead, damage reduction 5/magic, darkvision 60 ft., fast healing 3, Gray toughness 1, obsidian climb, resistance to acid 18 and cold 18, undead traits, vulnerability to mind-affecting effects and obsidian

Saves: Fort +16, Ref +13, Will +24

Abilities: Str 23, Dex 10, Con —, Int 14, Wis 27, Cha 16

Skills: Concentration +21, Heal +19, Hide +10, Knowledge (religion) +13, Knowledge (the planes) +23, Listen +19, Search +14, Sense Motive +19, Spellcraft +23, Spot +17, Survival +8 (+10 other planes)

Feats: Brew potion, Combat Casting, Enlarge Spell, Empower Spell, Extend Spell, Heighten Spell, Lightning Reflexes, Spell Penetration

Environment: Any

Organization: Unique

Challenge Rating: 20

Treasure: Standard

Alignment: Chaotic evil

Advancement: By character class

Level Adjustment: +7

Combat

Zhens have a special zeal for combat. Volldrager's abilities include an additional special attack (rotting touch), special quality (create undead), and weakness (vulnerability to material) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Psi-Like Abilities: At will — *aura sight* (range 110 ft.*), *body adjustment* (7d12*), *body equilibrium*, *catfall* (180 ft.*), *control light*, *elfsight***, *false sensory input* (7 targets, DC 16*), *psionic charm* (any target, duration 18 days, DC 22*), *psionic daze* (21 HD, DC 14*), *psionic suggestion* (8 targets, DC 15*), *ubiquitous vision***. Manifest level 18th. The save DCs are Charisma-based.

*Includes augmentation for the zhen's manifest level.

Elfsight and ubiquitous vision continually grant the zhen a +6 bonus on **Spot and **Search** checks. The zhen also has low-light vision, can detect secret doors without actively searching, and retains its **Dexterity** bonus when flat-footed.

Rebuke Undead (Su): Volldrager can rebuke undead 6 times per day. He has a +5 bonus on his rebuking check.

Rotting Touch (Su): Volldrager's touch turns living plants into a useless, rotting mess. Within hours of the

undead's touch, plants wither and die, fruits become inedible, and water even becomes sulfurous, dealing a creature that drinks it 1d4 points of **nonlethal damage** per gallon.

Volldrager can make a touch attack against a plant creature, dealing 20d4 points of damage.

Typical Cleric Spells Prepared (6/8/8/8/8/6/5/5/3): 0 — *detect magic* (4), *resistance* (2); 1st — *bane* (DC 19), *chill touch** (+19 melee touch, DC 19), *curse water*, *doom* (DC 19), *hide from undead* (DC 19), *sanctuary* (DC 19), *shield of faith* (2); 2nd — *bull's strength* (2), *death knell* (DC 20), *eagle's splendor*, *resist energy* (2), *rusting grasp**, *shatter* (DC 20); 3rd — *animate dead*, *contagion** (DC 21), *deeper darkness*, *dispel magic* (2), *locate object*, *protection from energy* (2); 4th — *dimensional anchor* (+13 ranged touch), *divine power*, *freedom of movement*, *greater magic weapon*, *ice storm**, *repel vermin* (DC 22), *spell immunity*, *tongues*; 5th — *break enchantment*, *cone of cold** (DC 23), *greater command* (DC 23), *righteous might*, *screaming* (DC special), *true seeing*; 6th — *antilife shell*, *blade barrier* (DC 24), *cerulean hail** (DC 24), *harm* (DC 24) (2), *word of recall*; 7th — *blasphemy*, *destruction* (DC 25), *freezing sphere** (DC 25), *repulsion* (DC 25), *symbol of stunning* (DC 25); 8th — *antimagic field*, *dimensional lock*, *horrid wilting** (DC 26), *summon monster VIII*, *symbol of death* (DC 26); 9th — *energy drain* (+13 ranged touch, DC 27), *storm of vengeance* (DC 27), *time stop**.

*Domain spell. Element: Rain. Domains: Cold Malice (gain cleric level in cold resistance), Dance of Decay (no aging penalties, gain cleric level in acid resistance).

Create Undead (Sp): Volldrager can use *animate dead*, *create undead*, and *create greater undead* each once per day.

Gray Toughness 1 (Ex): Volldrager gains 1 bonus hit point per HD.

Obsidian Climb (Ex): The strange process that created a zhen gives it the ability to cling to any obsidian surface. The zhen can climb any obsidian surface as easily as it walks.

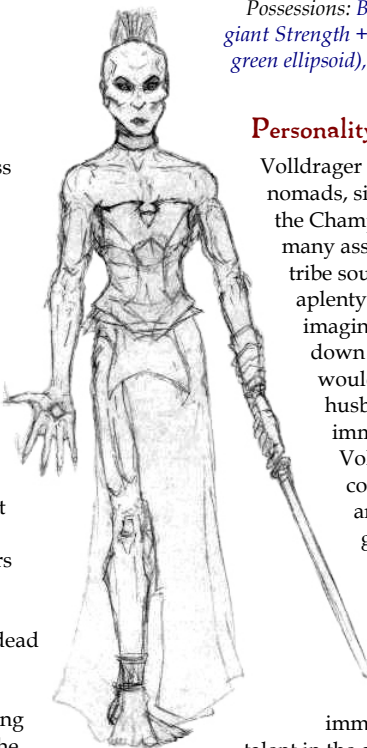
Vulnerability to Mind-Affecting Effects (Ex): Unlike most undead, Volldrager can be affected by mind-affecting effects.

Vulnerability to Obsidian (Ex): Volldrager can be harmed by nonmagical weapons of obsidian. Obsidian weapons bypass his damage reduction.

Possessions: Bracers of armor +8, cloak of resistance +5, belt of giant Strength +4, periapt of Wisdom +6, ioun stone (lavender and green ellipsoid), ring of chameleon power, strand of prayer beads.

Personality

Volldrager was born in the central Tablelands to a family of nomads, simple people fleeing the chaos as the armies of the Champions emerged from the south and began their many assaults on humanoids everywhere. Volldrager's tribe sought to avoid the fighting — they had quarrels aplenty with wemics, as did every herder — but imagined that soon enough the warfare would die down and the rhythms of calving and slaughtering would resume as before. Were not the cycles of a husbandman's life the cycles of all life, since time immemorial? But fate held another future for young Volldrager. His parents guided the family to the coast, where the only humanoids were lizardmen, and these supposedly fled far from shore. But giants lived on the islands offshore, and the army of the Ravager hunted them. Dregoth himself came across young Volldrager as he herded his flock — the mighty Champion crushed the animals beneath him, oblivious to them, but he paused when he saw the young man minding them. Dregoth had not become immortal by ignoring talent, and he sensed magical talent in the angry herder. Volldrager's parents received a small stipend and were dragooned into Dregoth's army as settlers, while the boy himself was sent to the Pristine Tower.



Dregoth recognized talent, but he was far too engaged in the war against the giants to train Volldrager. Neither did the young man find tutelage at Rajaat's knee, for the War-Bringer was deeply involved in the study of arcane magic of surpassing potency. Volldrager was instead delivered to the hands of Ohanok, a water cleric responsible for the upkeep of the gardens around the Pristine Tower. In only a few short months he himself became a water cleric, employing his considerable talents as a priest of the elements.

Volldrager might have remained there in the gardens, simmering in his resentment at Dregoth's and then Rajaat's rejections, but for Qwith. Not long after Volldrager made his pact with water, Rajaat's powerful subordinate sorceress Qwith returned to the Tower to recruit more spellcasters for a secret project in the south. The project had been underway for some years, but recent disasters had claimed many lives, and replacements were needed. As the work involved the elemental planes, clerics were required in addition to wizards and psions. Volldrager leapt at the opportunity—not that he had much choice, of course. The journey south took months, for Qwith also secured wagonloads of spell components and supplies before she headed back to the place she called the Navel. Volldrager found himself staring down the cliffs of Ulyan into a land devastated by war. The ruined towns and farmsteads testified to the passage of the Champions, but regions of ash were interspersed with green patches of open plains. The winds were cold as they rode east, passing the defiled scenes of great battles, discovering ever more ashen lands until they approached the Navel itself. Built in the middle of the shattered ruins of a great city, the Navel was a small walled compound, home to a thousand or more researchers. Qwith led them on a project to discover the paths to the planes, and travel there to harness the powerful energies. Such powers were the traditional purview of priests, but Qwith sought to find arcane routes to access the planes' great power. Volldrager was at first enthusiastic: as a priest, he enjoyed great prestige among the wizards and mindbenders, for he was already able to do much that they sought to master. Volldrager joined the cadre of elemental priests serving as advisors to the laboring wizards, rapidly gaining experience as he employed his skills to advance the work. Volldrager fancied himself an important man, however, and the role of advisor and assistant to the wizards began to chafe him. He gained power as a priest and began to agree with those of his clerical brethren who quietly wondered why it was that wizards required access to the elements—surely anything the clumsy wizards could do, clerics could do better? Many of the water and rain clerics agreed with Volldrager, though, like him, they were careful not to voice such opinions publicly. Accidents, some of them ruinous, claimed more lives, and with each death Volldrager became more convinced that wizards should simply not be meddling in the arena properly reserved for priests.

But Volldrager's stand was not as secret as he imagined. The stance that he and many of his fellow water priests took prompted the priests of rival faiths, such as magma and the new religion devoted to silt, to automatically oppose such views. The leading priest of silt, one Anaryys, began carefully monitoring Volldrager's activities, and soon she had conclusive proof of his lack of utter devotion to the project. Anaryys alerted Qwith, and the sorceress had Volldrager publicly humiliated and cast into her dungeons. He was slated to be an unwilling test subject on the effort to access an obsidian-rich region of the Plane of Magma, when events overtook him.

Volldrager was sprawled in his dungeon when the earth of the Navel shook in anger. He strained to make sense of the sounds of battle in the courtyards and chambers above, but could make out only the shouts of the living and the screams of the dying. Then the world vanished. Volldrager was slammed against the back wall of his cell by a wash of liquid such as no water cleric could ever love. The molten obsidian killed the cleric instantly, washing

away the restraints that had prevented him from using his divine magic to escape imprisonment and leaving his body spinning in the slowly solidifying obsidian of the dungeons below the Navel.

As water brings life, obsidian brought death—or undeath, in this case. Such were Volldrager's thoughts as he emerged back into consciousness, reborn as a zhen. He was half encased in obsidian, half exposed to an air pocket trapped in the dungeon. Volldrager despised himself for being undead—water is the blood of life, after all—but soon concluded that the obsidian was the result of wizards meddling in the purview of priests, and that as a priest, albeit a dead one, it was his duty to the elements to do what he could end the ignorant tinkering of Qwith and her fellow researchers.

Volldrager need not have bothered, which became clear to him as he clawed his way to the shiny obsidian surface far above what used to be the Navel. Qwith and her project were truly over—at least here. Volldrager wanted to make sure, however, and he also felt increasingly inclined to wreak vengeance on the idiot wizards, so he journeyed across the glass to locate the Navel's survivors. He found a few wizards, clerics, and psions who had contributed to the project's work. From them he learned about the meorties that had assaulted the Navel and the explosion of obsidian from the gate the wizards had been laboring over. Once he gained all the information he could from these unfortunates, Volldrager killed them. Qwith herself, and Gretch, whom rumors claimed had been somehow involved in the disaster with the gate, were beyond Volldrager's vengeance. Though he found them, he knew he was too weak to confront them, and in the end he returned to the Navel. There, the former water cleric found a new city being built, a city much like the ruins on which the Navel had been built—he claimed residence there and set to work gathering together the undead bodies of those who, before the obsidian disaster, had agreed with him about the inappropriateness of wizardly meddling.

Volldrager has become one of the leaders of the City of a Thousand Dead. His faction is composed mostly of zhen who were water priests before the Dark Tide, though they have converted to the parelement of rain in their undeath. A few former wizards and psions also adhere to Volldrager's philosophy of priestly ascendancy in the planes, and many lesser undead serve him and his fellow zhens. Volldrager considers himself above the factional fighting that wracks the city, though he has led his people to intervene in cases where wizardly zhens gain too much power.

CREATING A ZHEN

"Zhen" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid. The base creature's race must have existed in ancient times.

A zhen uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented and psionic subtypes. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12s.

Armor Class: A zhen's natural armor bonus improves by +10.

Attack: Zhens gain a slam attack. A zhen armed with a weapon uses its slam or a weapon, as it desires.

Full Attack: A zhen armed with a weapon usually uses the weapon as its primary attack along with a slam as a natural secondary attack, provided it has a free hand.

Damage: If the base creature does not have a slam attack, use the damage value in the table below. Otherwise, use the value below or the base creature's damage value, whichever is greater.

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

Special Attacks: A zhen retains all the base creature's special attacks and gains those described below.

Psi-Like Abilities: At will—*aura sight**, *body adjustment**, *body equilibrium*, *catfall**, *control light*, *elfsight***, *false sensory input**, *psionic charm**, *psionic daze**, *psionic suggestion**, *ubiquitous vision***. Manifest level equals the creature's HD. The save DCs are Charisma-based.

*Power can be augmented.

**Elf-sight and ubiquitous vision continually grant the zhen a +6 bonus on *Spot* and *Search* checks. The zhen also has low-light vision, can detect secret doors without actively searching, and retains its *Dexterity* bonus when flat-footed.

Rebuke Undead: A zhen can rebuke undead as a cleric of level equal to its *Hit Dice*. The zhen can rebuke undead a number of times per day equal to 3 + its *Charisma* modifier. If the zhen could already rebuke undead, this ability increases its effective turning level to its HD but otherwise has no effect.

Special Qualities: A zhen retains all the base creature's special qualities and gains those described below.

Damage Reduction (Su): A zhen has **damage reduction** 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming **damage reduction**.

Fast Healing (Ex): A zhen has fast healing 3.

Gray Toughness 1 (Ex): A zhen has a strong tie to the Gray. It gains 1 bonus *hit point* per HD.

Obsidian Climb (Ex): The strange process that created a zhen gives it the ability to cling to any obsidian surface. The zhen can climb any obsidian surface as easily as it walks.

Vulnerability to Mind-Affecting Effects (Ex): Unlike most undead, zhens can be affected by mind-affecting effects if the base creature could be.

Abilities: Increase from the base creature as follows: *Str* +6, *Int* +2, *Wis* +2, *Cha* +2. Being undead, a zhen has no *Constitution* score.

Skills: Zhens receive a +6 *racial bonus* on *Listen*, *Search*, *Sense Motive*, and *Spot* checks.

Environment: Any

Organization: Solitary or group (2-4)

Challenge Rating: Same as character +2.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +6.

ZOMBIE, THINKING

A thinking zombie is a creature that died while doing a specific task, and it cannot rest until it completes that task. The zombie is driven to complete what it could not finish in life, but maintains its free will. Thinking zombies seek only to end their existence by completing their task.

The thinking zombie's body is in good condition, and hate for the living burns in its eyes. It is usually dressed as it was in life. The zombie's nature can be easily determined, as the wounds it

suffered in death do not heal (though the zombie has full *hit points*), and the gaping wounds can be seen unless hidden by clothes. A zombie that moves during the day will quickly begin to stink. Most thinking zombies therefore prefer the night.

SAMPLE THINKING ZOMBIE

This example uses a 10th level half-elf rogue as the base creature.

Chalras

Half-Elf Thinking Zombie, 10th-Level Rogue

Medium Undead (Augmented Humanoid)

Hit Dice: 10d12+10 (75 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 23 (+4 *Dex*, +4 *natural*, +5 +2 *studded leather*), touch 19, flat-footed 23

Base Attack/Grapple: +7/+10

Attack: Claw +10 *melee* (1d4+3)

Full Attack: 2 claws +10 *melee* (1d4+3) and bite +5 *melee* (1d8+1 plus *disease*)

Space/Reach: 5 ft./5 ft.

Special Attacks: *Disease*, *insanity*, *sneak attack* +5d6

Special Qualities: *Darkvision* 60 ft., *Gray toughness* 1, half-elf traits, improved evasion, improved uncanny dodge, resistance to cold 10 and electricity 10, *trapfinding*, *trap sense* +3, turn submission, uncanny dodge, undead traits, vulnerability to blessed elements

Saves: Fort +3, Ref +11, Will +2

Abilities: *Str* 17, *Dex* 19, *Con* —, *Int* 17, *Wis* 9, *Cha* 10

Skills: *Balance* +17, *Bluff* +7, *Climb* +16 (+18 *ropes*), *Diplomacy* +4, *Disguise* +6 (+8 *acting*, +8 *elf or human*), *Escape Artist* +10 (+12 *ropes*), *Gather Information* +7, *Handle Animal* +2, *Hide* +17, *Intimidate* +2, *Jump* +12, *Listen* +17, *Move Silently* +17, *Search* +21, *Sense Motive* +10, *Spot* +17, *Survival* +1 (+3 following tracks), *Tumble* +12, *Use Rope* +10 (+12 *bindings*)

Feats: *Dodge*, *Endurance*, *Mobility*, *Run*

Environment: Any

Organization: Unique

Challenge Rating: 12

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +4

Combat

Chalras enjoys undeath for the great strength it brought him. His abilities include additional special attacks (fangs and insanity) and a weakness (turn submission) from **Chapter 3: Special Attacks, Qualities and Weaknesses**.

Disease (Su): Filth fever—bite, *Fortitude* DC 15, incubation period 1d3 days, damage 1d3 *Dex* and 1d3 *Con*.

Gray Toughness 1 (Ex): Chalras gains 1 bonus *hit point* per HD.

Insanity (Su): Chalras's natural attacks afflict its victim with temporary insanity. If the creature fails a *Will save* (DC 15), it is confused for 2d10 minutes. The victim has no sense of right or wrong and behaves unpredictably. The save DC is *Charisma*-based.

Turn Submission (Ex): Chalras is turned or rebuked as if he had 6 HD.

Vulnerability to Blessed Elements (Ex): A thinking zombie takes half again as much (+50%) damage as normal from blessed elements.

Possessions: +2 *studded leather*, *boots of speed*, *cape of the mountebank*.

Personality

Chalras had always been an outcast. He was born in the tribe and lived there, serving as a husbandman for the kanks the tribe used to haul heavy goods across the Endless Sand Dunes. He might have lived there the rest of his life but for his attraction to Alralil, the tribe chief's daughter. Alralil's father Draegwo refused to condone her liaison with a half-breed, and when they continued to see each other despite his ban, he cast Chalras out of the tribe. "Go forth, walking bug-herder!" roared Draegwo as he ordered Chalras to depart. "Begone! You may return, and wed my daughter, if you prove yourself." The chieftain chuckled, and the assembled elves shuddered, knowing how the old chief found his amusements. "You've loved bugs all your life, half-elf—though bugs are a true elf's greatest foe. Prove your worthiness to be counted a true elf by bringing me back the head of the most fearsome bug on Athas!"

Chalras accepted the challenge. He could have simply vanished into the desert, but he knew that Draegwo intended for him to die fighting some kreen kek-hoz and he was determined to prove the old elf wrong. Chalras went south, where elven fireside tales told of fearsome kreen keks more terrible than anything known in the Endless Sand Dunes. But his path took him southwest, and he soon found himself staring down a beetling cliff, looking out over a shining sea of glimmering black glass. Chalras had to know what was down there. He rationalized that Athas was crawling with bugs, and imagined that such a strange place as a sea of glass was surely home to the most fearsome bugs he or Draegwo could imagine. It took Chalras more than two days to climb down the cliffs. Sections of them were covered in a wash of obsidian, as though it had splashed on the rock, and it was hard work to detour around these smooth areas. At last Chalras stood at the base of the cliff, looking over the mirages of the obsidian plain. He traveled by night, when the dazzle was not so blinding and when the glass was cool enough not to burn his feet. Southwards he walked, scrounging bits of carrion where he could—there were no living creatures, animal or vegetable, to be found. After three days, Chalras came upon an encampment, but when he approached, he realized the people were all dead! He fled into the night, barely eluding the pursuit of the terrifying undead. Two days later, Chalras was exhausted, half-dead with hunger and thirst and maddened by the blasting sun. He stumbled from smooth wavelike hill to glass hill, desperate for some respite from the heat. He never saw the slight undulations that revealed the edges of the ant lion's pit. Chalras fell into the pit, sliding down on slivers and flakes of smooth, black glass to rest at the bottom of the cone. That's when the beast attacked. The undead ant lion was huge, its hairs sprouting through chitin all over its ugly, flat head, and massive pincers clacking as it sought its prey. Chalras fought for his life, bone dagger flashing white in the spray of glass fragments the ant lion churned up.

By all rights, Chalras should have been slain and eaten that day. But, as Draegwo had mocked him, he had spent his entire life around insects, and he knew more than a little about them. Though he had never seen an ant lion before, Chalras knew that all insects had segmented bodies, and he knew that if he could find the seam where the segments joined he could hurt the beast in a vulnerable spot. When the last flakes of obsidian settled, only the

hilt of Chalras's bone knife protruded from the joint behind the ant lion's ugly head. It took days for Chalras to realize that he had also died. The ant lion's jaws had raked him across his chest, making deep wounds that neither festered nor healed. His hunger and thirst vanished, and the heat of the sun no longer exhausted him. Exulting in his new powers, Chalras decapitated the ant lion—surely such a monster was indeed the most fearsome insect on Athas and prepared to seek out Draegwo and deliver his comeuppance. But before Chalras had gone far, a patrol of undead met him on the blackglass. They claimed to be patrolling for insects, and Chalras earned their respect when he hefted the ant lion's head. But the patrol leader laughed when Chalras called his prize the most fearsome insect on Athas.

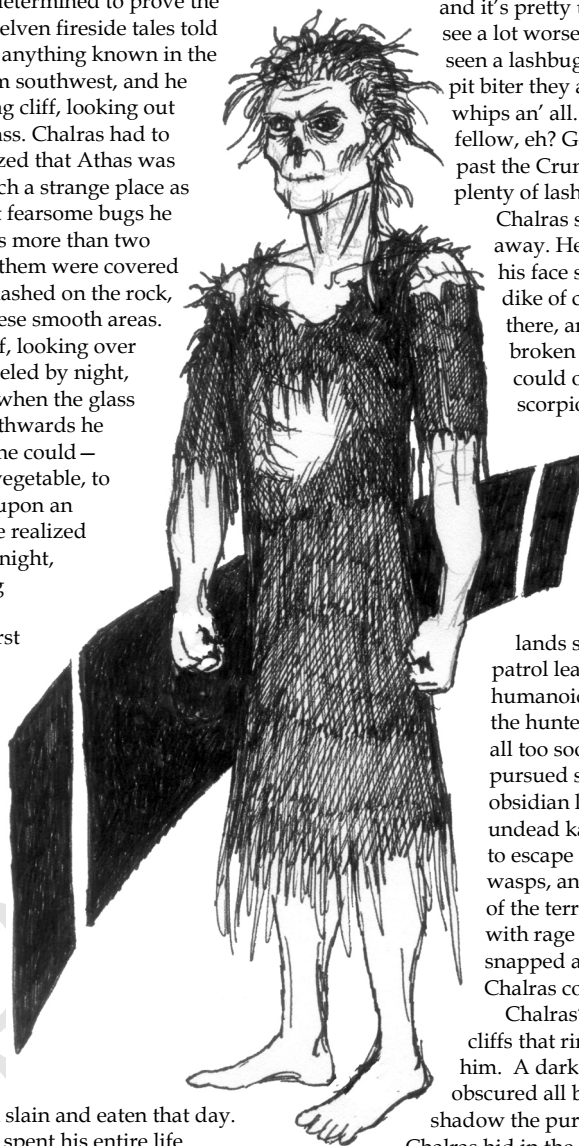
"Most fearsome?! Ha! Hear that, boys?" The corpse nearly fell off its skeletal inix as it shook with laughter. "He's got him a pit biter, and thinks it's the worst we got down here!" The zombies behind him shuddered, as much of a laugh as they could muster. The leader leaned down to Chalras. "See here, fresh meat—yes, I can tell you're fresh dead, you look too pretty—that's a pit biter, and it's pretty ugly, but here along the Crunch we see a lot worse: lashbugs, don'tcha know. Never seen a lashbug? Heh, I thought not. Bigger'n that pit biter they are, and faster, what with the snap-whips an' all. Where to find 'em? Determined fellow, eh? Go south, young corpse, go south, past the Crunch and into the Buglands, there's plenty of lashbugs there!"

Chalras spat in disgust as the patrol rode away. He cast his ant lion head away and set his face southwards. He climbed the thick dike of chitin that was the Crunch. Here and there, among the smashed exoskeletons and broken limbs, he found the remains of what could only be lashbugs: huge creatures like scorpions, but with massive jaws instead of claws and whips instead of stinger-tails. In the miles of Crunch he fashioned the best weapons he could, using broken pieces of the most jagged and dangerous-looking exoskeletons—he'd need more than his bone knife to slay one of those lashbugs. The

lands south of the Crunch were, as the patrol leader had warned him, the Buglands; humanoid undead were the hunted there, not the hunters. Chalras verified the truth of this all too soon and barely escaped intact. He was pursued south and east across stretches of obsidian littered with the pits and mounds of undead kank-holes. He hid in a narrow cave to escape a terrifying swarm of undead giant wasps, and was chased for two nights by one of the terrible lashbugs. Its tail-stump buzzed with rage behind him, but with his knife snapped and his chitin cahulaks broken, Chalras could not face it.

Chalras's salvation came when he saw the cliffs that ringed the Dead Lands loom before him. A dark patch of impenetrable shadow obscured all below the cliffs, and into this grim shadow the pursuing lashbug would not go.

Chalras hid in the darkness, finding a poisonous hell of spiders, great and small, creating a multilayered labyrinth of thick webs. But there were worse things than spiders there, and only Chalras's cunning kept him from being dismembered by them. They were like lashbugs, but fey, savagely maddened, and with three whips instead of two. Chalras hid in the crevices in the



obsidian, where only the smallest and most easily slain insects could find him. The thinking zombie is still there today, perhaps the only humanoid undead resident in the Buglands. Certainly he is the only humanoid undead living in the Web, where even scarlet wardens fear to go. Chalras's years hearing the clacking lashbugs made him able to understand their tongue, and he has learned much, even from the insane creatures that populate the Web. He now believes that the Successor is the mightiest of lashbugs, and the most fearsome insect in all of Athas. But he has not left the Web, since he has no idea where to find the Successor's capital or how to slay such a creature. Until he figures out how to overcome these problems, he will continue to lurk among the webs, hunting the small bugs and fleeing the great ones.

CREATING A THINKING ZOMBIE

"Thinking zombie" is an acquired template that can be added to any giant, humanoid, or monstrous humanoid.

A thinking zombie uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves, or skill points. The creature gains the augmented subtype. Size is unchanged.

Hit Dice: All current and future **Hit Dice** become **d12s**.

Armor Class: A thinking zombie's **natural armor** bonus improves by +4.

Attack: A thinking zombie has two claw attacks and a bite attack, and the claws are the primary natural weapon. If the base creature can use weapons, the thinking zombie retains this ability. A thinking zombie fighting without weapons uses a claw when making an attack action. When it has a weapon, it usually uses the weapon instead.

Full Attack: A thinking zombie fighting without weapons uses both claws and its bite when making a full attack. If armed with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If it has a hand free, it uses a claw as an additional natural secondary attack.

Damage: Thinking zombies have bite and claw attacks. If the base creature does not have these attack forms, use the damage values in the table below. Otherwise, use the values below or the base creature's damage values, whichever are greater.

Size	Claw Damage	Bite Damage
Fine	—	1
Diminutive	1	1d2
Tiny	1d2	1d3
Small	1d3	1d4
Medium	1d4	1d6
Large	1d6	1d8
Huge	1d8	2d6
Gargantuan	2d6	3d6
Colossal	3d6	4d6

Special Attacks: A thinking zombie retains all the base creature's special attacks and gains those described below.

Disease (Su): A thinking zombie's bite delivers one of the following diseases (50% chance of either). The save **DC** is 10 + 1/2 thinking zombie's **HD** + thinking zombie's **Cha** modifier.

Filth fever — bite, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

Red ache — bite, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Special Qualities: A thinking zombie retains all the base creature's special qualities and gains those described below.

Gray Toughness 1 (Ex): A thinking zombie has a strong tie to the Gray. It gains 1 bonus **hit point** per **HD**.

Resistance to Cold 10 and Electricity 10 (Ex): A thinking zombie resists cold and electricity attacks.

Vulnerability to Blessed Elements (Ex): A thinking zombie takes half again as much (+50%) damage as normal from blessed elements.

Abilities: Increase from the base creature as follows: **Str** +4, **Int** +2, **Cha** +2. Being undead, a thinking zombie has no **Constitution** score.

Skills: Thinking zombies receive a +4 **racial bonus** on **Listen**, **Search**, **Sense Motive**, and **Spot** checks.

Environment: Any

Organization: Solitary

Challenge Rating: Same as character +1.

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +3.

Appendix I: Athasian Vermin

The following monsters detail the unique vermin found on Athas. All these bugs can be found everywhere in the Tablelands. They are included here because these insects comprise the bulk of the bugdead of the Dead Lands. First are shown the monster entries of these insects, and following that, their exoskeleton and zombie bugdead equivalents.

AGONY BEETLE

Fine Vermin

Hit Dice: 1/4 d8 (1 hp)

Initiative: +2

Speed: 5 ft. (1 square), fly 20 ft. (good)

Armor Class: 20 (+8 size, +2 Dex), touch 20, flat-footed 18

Base Attack/Grapple: +0/-21 (+4 when attached)

Attack: Sting +3 melee (1d2-5)

Full Attack: Sting +3 melee (1d2-5)

Space/Reach: 1/2 ft./0 ft.

Special Attacks: Agony, attach

Special Qualities: Blindsight 60 ft., imperceptible, vermin traits

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

Abilities: Str 1, Dex 15, Con 11, Int —, Wis 10, Cha 1

Skills: Hide +18, Move Silently +10

Feats: —

Environment: Any

Organization: Solitary or pack (2-4)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 1-3 HD (Diminutive)

Level Adjustment: —

This minuscule beetle has a hard, black-veined, chitinous shell marked with lighter, transverse lines. Its six hooked legs grasp tenaciously at exposed skin as it probes with its tiny snout.

The agony beetle is perhaps one of the cruellest creatures on all of Athas. It attaches itself to a host and feeds off its pain until the host dies. This harmless-looking black scarab beetle psionically lives off the pain it causes, hence its name. It requires no food but suffering and drinks only minute amounts of water.

The agony beetle's hard shell protects a pair of wings that are the beetle's main mode of transport. Its six hooked legs allow it to grasp a victim and stab with its small snout, from which extends a pain-inducing tendril.

These bugs are infamous across the Tablelands for causing the cruellest death a person could suffer; few wish it even upon their worst enemies. Rumor has it that the beetles originally escaped from a sorcerer-king's torture chamber, though the beetles more likely were (and still are) drawn to such places. The threat of an agony beetle is more than enough to put even the unruliest slave back into place. Halfings of the Forest Ridge are known to put these beetles into slings and throw them onto trespasser's clothes—it shortens the hunt without damaging their prey.

Combat

Agony beetles fare poorly in combat, simply being squished like the tiny insects they are. But when they can sneak onto a victim, they deliver an experience the victim will never forget. Small and soundless, agony beetles prove difficult for most hosts to detect—until it is too late.

Agony (Su): Once an agony beetle attaches its tendril to a host, the victim immediately suffers indescribable pain. The host

becomes helpless and can do nothing but writhe on the ground; a lone victim will surely die. Each round it remains attached, the agony beetle deals 1 point of **Constitution** damage. The beetle continues to feed for about 5 minutes after death, and then it flies away.

Attach (Ex): An agony beetle that enters a victim's space unnoticed or that hits with a sting attack latches on and begins crawling to the base of the spine. The next round, it inserts its tendril and unleashes terrible agony upon the victim. An attached beetle is effectively grappling its prey. The beetle loses its **Dexterity** bonus to AC and has an AC of 18, but holds on with great tenacity.

*Agony beetles have a +25 **racial bonus** on grapple checks (already figured into the **Base Attack/Grapple** entry above).

An attached agony beetle can be struck with a weapon or grappled itself. To remove an attached agony beetle through grappling, the opponent must achieve a pin against the agony beetle.

Imperceptible (Ex): An agony beetle can enter the space of any creature that has not seen or heard it, crawling onto the victim's body unnoticed and without provoking an **attack of opportunity**. A victim either asleep or engaged in strenuous activity has no chance of detecting the beetle, but a victim undertaking light or no activity can attempt a **Wisdom** check (DC 12) to sense the crawling insect.

Skills: Agony beetles have a +8 **racial bonus** on **Move Silently** checks.

ANT LION, GIANT

Large Vermin

Hit Dice: 5d8+10 (32 hp)

Initiative: +2

Speed: 20 ft. (4 squares), burrow 10 ft.

Armor Class: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +3/+11

Attack: Bite +6 melee (2d6+6)

Full Attack: Bite +6 melee (2d6+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Constrict 2d6+6, improved grab, sand pit

Special Qualities: Darkvision 60 ft., tremorsense 60 ft., vermin traits

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

Abilities: Str 18, Dex 15, Con 14, Int —, Wis 14, Cha 6

Skills: Hide -2*

Feats: —

Environment: Deserts and rocky badlands

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 6-10 HD (Huge)

Level Adjustment: —

Seemingly a cross between an ant and a mole, this giant insect has a deep red carapace mottled with patches of bristly hairs. Its silver mandibles, razor-sharp and barbed on the inside, reach three feet from its tooth-filled maw.

Giant ant lions are hunting insects that dwell in massive sand pits that trap any creature unlucky enough to fall inside. They measure about 6 feet in length and weigh about 800 lbs. An ant lion eats virtually anything, from erdlu to elf; it is not a selective gourmet.

Combat

Ant lions are reactive predators. They lie half-buried at the bottom of their pits waiting until something falls into their trap. Once it does, the ant lion grapples and crushes its prey with powerful jaws. An ant lion rarely pursues prey that escapes its pit.

Constrict (Ex): On a successful grapple check, a giant ant lion deals 2d6+6 points of damage.

Improved Grab (Ex): To use this ability, an ant lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and can constrict.

Sand Pit (Ex): A creature can make a DC 20 **Spot** check to notice a sand lion pit before stepping into it, and creatures with ranks in **Knowledge (nature)** or **Survival** can use one of those skills to attempt to detect the pit. The pit functions as a trap against unwary creatures.

Sand Pit Trap: CR —; mechanical; location trigger; manual reset; DC 15 **Reflex save** avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); **Search** DC 20; **Disable Device** DC 20; Market Price: —.

Climbing the pit's sliding sand walls requires a **Climb** check (DC 15). Unstable footing at the bottom of the pit forces creatures without a burrow speed to make a **Balance** check (DC 12) each round. Failure means the creature can't move that round, and failure by 5 or more causes the creature to fall prone.

Skills: Ant lions receive a +10 **racial bonus** on **Hide** checks while in their sand pits.

ARATHA

Medium Vermin (Psionic)

Hit Dice: 6d8+6 (33 hp)

Initiative: -1 (-1 Dex)

Speed: 20 ft. (4 squares), climb 10 ft.

Armor Class: 19 (-1 Dex, +10 natural), touch 9, flat-footed 19

Base Attack/Grapple: +4/+7

Attack: Tentacle rake +7 melee (1d8+3)

Full Attack: 4 tentacle rakes +7 melee (1d8+3)

Space/Reach: 5 ft./15 ft.

Special Attacks: Improved grab, psi-like abilities

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 17, Dex 8, Con 12, Int —, Wis 14, Cha 8

Skills: Climb +11, Hide -1*, Move Silently -1*

Feats: —

Environment: Mountains and rocky badlands

Organization: Solitary

Challenge Rating: 7

Treasure: None

Alignment: Always neutral

Advancement: 7-12 HD (Medium); 13-18 HD (Large)

Level Adjustment: —

This eight-legged bug looks rather like a spider except that its four front legs are long, flexible tentacles. Its exoskeleton is tan with spots of darker brown, and its eight red eyes glow brightly atop its head.

Aratha are eight-legged passive predators that lurk high in mountain caves, using the Way to lure prey to its death. Their legs end in pads of barbed claws that catch flesh as well as climb rocky surfaces. The beasts use these legs to attack prey and rend the flesh from its bones.

Aratha subsist on the flesh of animals that share their territory. They have few natural predators because of the unpleasant taste of their flesh, though tignones seem able to stomach aratha and easily match these huge arachnids in psionic power.

Combat

Aratha live in shallow caves and attack anything that nears their cave. They also use their **attraction** power to lure prey toward their clawed tentacles. If cornered in their lair, aratha use **aversion** to force their prey to flee, but they fight to the death against creatures that resist their psionics.

Improved Grab (Ex): To use this ability, an aratha must hit with a tentacle rake attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**.

Psi-Like Abilities: At will — **attraction** (+7 **interaction bonus**, DC 13*), **aversion** (10 hours, DC 13*), **body equilibrium**, **energy retort** (11 minutes), **suspend life** (ML 11th), **telepathic projection** (DC 10). Manifest level 8th. The save DCs are **Charisma**-based.

*Includes augmentation for the aratha's manifest level.

Skills: *Aratha receive a +4 **racial bonus** to **Hide** and **Move Silently** checks made in mountainous terrain. They have a +8 **racial bonus** on **Climb** checks and can always choose to take 10 on **Climb** checks, even if rushed or threatened.

ASSASSIN BUG

Diminutive Vermin

Hit Dice: 1d8 (4 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft. (good)

Armor Class: 16 (+4 size, +2 Dex), touch 16, flat-footed 14

Base Attack/Grapple: +0/-17

Attack: Sting +6 melee (1d2-5 plus eggs or poison)

Full Attack: Sting +6 melee (1d2-5 plus eggs or poison)

Space/Reach: 1 ft./0 ft.

Special Attacks: Eggs or poison

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 1, Dex 15, Con 11, Int —, Wis 10, Cha 4

Skills: —

Feats: Weapons Finesse (B)

Environment: Any

Organization: Pair

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: 2-3 HD (Diminutive)

Level Adjustment: —

Six inches long and resembling flying cockroaches, these two dark brown insects have an enormous stinger at the end of their abdomen.

Assassin bugs are deadly insects known to be released into a political opponent's bedroom by a nefarious templar or noble. They always travel in male-female pairs and are never seen in larger or smaller groups.

Combat

The male assassin bug strikes first in combat, flying toward its prey and stabbing with its tail stinger, delivering flesh-numbing poison. Attacking next, the female injects her victim with eggs.

Eggs (Ex): A female assassin bug that damages a creature injects the victim with a dozen eggs; at least half will hatch after 1d12+12 hours. The larvae then begin to devour the host's body, dealing 1 point of **Constitution** damage per hour and inflicting intense pain. The pain causes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Whether the host dies or not, the larvae incubate for two weeks, emerging afterwards as adult assassin bugs.

The eggs can be removed before they hatch by burning or cutting them out, which requires dealing 6 points of damage to the host with either fire or acid, or a slashing or piercing weapon. A successful **Heal** check (DC 10) reduces the damage by half. Once the eggs have hatched, the only way to remove the larvae is a *remove disease* or *heal* spell.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage 1d3 Dex. The save DC is Constitution-based.

CILOPS

Large Vermin (Psionic)

Hit Dice: 4d8+8 (26 hp)

Initiative: +2

Speed: 40 ft. (8 squares), climb 20 ft.

Armor Class: 18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16

Base Attack/Grapple: +3/+10

Attack: Bite +5 melee (2d6+4/x3) or antennae +5 melee touch (stun)

Full Attack: Bite +5 melee (2d6+4/x3) or antennae +5 melee touch (stun)

Space/Reach: 10 ft./5 ft.

Special Attack: Psi-like abilities, stun, triple bite

Special Qualities: Darkvision 60 ft., scent, vermin traits

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

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

Skills: Climb +11, Spot +10, Survival +14*

Feats: Track (B)

Environment: Any

Organization: Solitary or pack (2-5)

Challenge Rating: 4

Treasure: Standard

Alignment: Always neutral

Advancement: 5-8 HD (Large); 9-12 HD (Huge)

Level Adjustment: —

A centipede measuring a dozen feet long waves its antennae about like arms, feeling the air for a scent. The beast's small oval head hosts one compound eye centered above three pairs of vicious pincers.

Cilops are large, centipede-like creatures prized by templars for their tracking abilities. They grow up to 15 feet in length, and their color varies by their native terrain: cilops of the salt flats are chalky blue-white to steel gray, while cilops from the rocky badlands vary from rust orange to dark brown.

Cilops hone their natural tracking ability by hunting prey, and a full-grown cilops is considered the ultimate slave-tracking creature. Cilops are rarely bred in captivity; they must be captured and trained. They cannot serve as mounts, but can learn to track slaves if the handler succeeds a **Handle Animal** check (DC 25). Training takes two weeks, during which time the cilops bonds with its handler and will serve only him, no one else.

Combat

Cilops have no true home or lair, instead ranging all across their chosen territory. They sometimes band together to hunt, but these packs have no clear organization or hierarchy, and they break-up as easily as they form. They will hunt down anything smaller than themselves, often following the prey for miles until it falls asleep, something a cilops does not worry about, as it does not sleep.

Psi-Like Abilities (Sp): At will — *attraction* (+6 *interaction bonus*, DC 13*), *cloud mind* (DC 12), *danger sense*, *detect psionics*, *detect thoughts* (DC 12), *eradicate invisibility*, *sensitivity to psychic*

impressions. Manifest level 6th. The save DCs are **Charisma-based**.

*Includes augmentation for the cilops's manifest level.

Stun (Ex): The touch of a cilops's antennae stuns a creature that fails its **Fortitude save** (DC 14) for 1 round. The save DC is **Constitution-based**.

Triple Bite (Ex): A cilops has a critical multiplier of x3 for its bite attack.

Skills: Cilops have a +8 **racial bonus** on **Climb** and **Spot** checks and can always choose to take 10 on **Climb** checks, even if rushed or threatened. *Cilops have a +12 **racial bonus** on **Survival** checks when tracking by scent.

DESERT CRICKET SWARM

Fine Vermin (Swarm)

Hit Dice: 2d8 (9 hp)

Initiative: +4

Speed: 5 ft. (1 square), fly 10 ft. (clumsy)

Armor Class: 22 (+8 size, +4 Dex), touch 22, flat-footed 18

Base Attack/Grapple: +1/—

Attack: Swarm (1d6)

Full Attack: Swarm (1d6)

Space/Reach: 10 ft./0 ft.

Special Attacks: Cricket's song, distraction

Special Qualities: Darkvision 60 ft., immune to weapon damage, swarm traits, vermin traits

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

Abilities: Str 1, Dex 18, Con 10, Int —, Wis 10, Cha 1

Skills: —

Feats: —

Environment: Any

Organization: Solitary, brood (2-3 swarms), or colony (4-12 swarms)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

This two-inch-long, shiny blue cricket creates a remarkably loud sound by rubbing its hind legs together.

Desert crickets are minute insects known for the ability to create music by rubbing their hind legs together. The 2-inch bugs greatly resemble grasshoppers or locusts with a shiny blue exoskeleton.

A desert cricket's loud chirping is often considered appealing, and many a noble's home is adorned with cages of desert crickets to create a pleasant atmosphere—far away from the living rooms, of course. It's cheaper and certainly safer than hiring a bard. Out in the wastes, desert crickets congregate in swarms, and all chirp in unison, making music heard for miles around. Desert travelers, especially elves, consider hearing the song of a desert cricket to be good luck and a sign of peaceful weather in the near future.

Combat

Desert crickets are no more than tiny bugs, and they never attack humanoid. Their song, however, is disruptive to spellcasters.

Cricket's Song (Ex): As a free action, desert cricket swarms can create a zone of noise that completely drowns out all other sound. Within a 30-ft. radius sphere centered on the swarm, all creatures are deafened. Beyond 30 ft., the sound can still be easily heard, but not nearly as loud.

Distraction (Ex): Any living creature that begins its turn with a desert cricket swarm in its space must succeed on a DC 11 **Fortitude save** or be **nauseated** for 1 round. The save DC is **Constitution-based**.

EAR SEEKER

Fine Vermin

Hit Dice: 1/8 d8 (1 hp)

Initiative: +0

Speed: 5 ft. (1 square), climb 5 ft.

Armor Class: 18 (+8 size), touch 18, flat-footed 18

Base Attack/Grapple: +0/-21

Attack: Bite +8 melee (1d2-5 plus eggs)

Full Attack: Bite +8 melee (1d2-5 plus eggs)

Space/Reach: 1/2 ft./0 ft.

Special Attack: Eggs

Special Qualities: Darkvision 60 ft., imperceptible, vermin traits

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

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

Skills: Climb +3, Move Silently +8

Feats: Weapon Finesse (B)

Environment: Any

Organization: Solitary or brood (2-5)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

The sting of what feels like a bite seems too strong for the bug, so tiny it went unnoticed until now.

Ear seekers are tiny bugs that lay eggs inside humanoids, preferring the ears. They are about flea-sized, occasionally bigger. Ear seekers are hermaphroditic and live just long enough to lay their eggs in a warm place inside a humanoid or mammal.

“Ear seeker” is a bit of a misnomer, as the creatures have been known to lay eggs inside the nose or even within tear ducts. Ear seekers are a tool of assassination, used often in the past by templars and nobles. Those wishing to keep conversations secret have also been known to lace doors with ear seekers to keep eavesdroppers away.

Combat

An ear seeker crawls into any orifice of a living mammalian creature and implants its eggs, usually going unnoticed until it bites the victim.

Eggs (Ex): An ear seeker bites its host inside a random orifice (see the table below), laying a dozen eggs, which hatch after 4d6 hours. The ear seeker dies immediately after laying the eggs. Once the eggs hatch, the host loses a sensory function associated with the area bitten.

d%	Orifice	Sense Lost
01-33	Ears	Hearing (victim is deafened)
34-66	Eyes	Sight (victim is blinded)
67-100	Nose	Smell (victim loses scent and takes a -4 penalty on Fortitude saves against ingested poison)

For the next 1d4 days, the larvae that hatch from the implanted eggs burrow constantly deeper into the host's head, where food and warmth are plentiful. Each day, the host must succeed at a **Fortitude** save (DC 20) or die as an essential part of his brain fails. If the host makes every saving throw, the ear seekers burrow out of the host's skull, causing 2d6 points of damage but no further harm.

The eggs can be removed before they hatch by burning or cutting them out, which requires dealing 6 points of damage to the host with either fire or acid, or a slashing or piercing weapon. A successful **Heal** check (DC 10) reduces the damage by half. Once the eggs have hatched, the only way to remove the larvae is a *remove disease* or *heal* spell.

Imperceptible (Ex): An ear seeker can enter the space of any creature that has not seen or heard it, crawling onto the victim's body unnoticed and without provoking an **attack of opportunity**. A victim either asleep or engaged in strenuous activity has no chance of detecting the bug, but a victim undertaking light or no activity can attempt a **Wisdom** check (DC 12) to sense the crawling insect.

Skills: Ear seekers have a +8 racial bonus on **Climb** and **Move Silently** checks. They can always choose to take 10 on **Climb** checks, even if rushed or threatened.

FLY, GIANT

BEASTFLY, GIANT

Medium Vermin

Hit Dice: 5d8 (22 hp)

Initiative: +1

Speed: 20 ft. (4 squares), fly 60 ft. (average)

Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +3/+3

Attack: Bite +3 melee (1d8)

Full Attack: Bite +3 melee (1d8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, improved grab, rake 1d6

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 10, Dex 13, Con 10, Int —, Wis 10, Cha 2

Skills: Spot +4

Feats: —

Environment: Any

Organization: Solitary, brood (2-5), or swarm (6-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

A giant fly the size of a man buzzes nearby, its hairy head ending in a razor-sharp, tubular mouth.

Of all the giant flies, giant beastflies are the most vicious. They are the only giant flies that attack humanoids for food. They thrive on the blood of living creatures and have been known to drain their victims to incapacitation, leaving them withered husks.

Combat

A giant beastfly attacks any living creature with its sharp proboscis, drinking its blood until sated. Threatening a giant beastfly with fire or reducing it to one quarter of its maximum **hit points** drives it away.

Blood Drain (Ex): A giant beastfly drains blood from a grappled opponent, dealing 1 point of **Constitution** damage each round it maintains the hold. A beastfly continues to drain prey until it has drained 8 points of **Constitution**, at which point it withdraws from combat.

Improved Grab (Ex): To use this ability, a giant beastfly must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and can both drain blood and rake with two claws.

Rake (Ex): Attack bonus +3 melee, damage 1d6.

Skills: Giant beastflies have a +4 racial bonus on **Spot** checks.

BLUEBOTTLE FLY, GIANT

Small Vermin

Hit Dice: 3d8 (13 hp)

Initiative: +1

Speed: 15 ft. (3 squares), fly 50 ft. (average)

Armor Class: 14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13

Base Attack/Grapple: +2/+2

Attack: Bite +3 melee (1d4)

Full Attack: Bite +3 melee (1d4)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +3, Ref +2, Will +1

Abilities: Str 10, Dex 13, Con 11, Int —, Wis 10, Cha 2

Skills: Listen +5, Spot +5

Feats: —

Environment: Any

Organization: Solitary, brood (2-5), or swarm (6-20)

Challenge Rating: 1

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

An oversized specimen of common fly, this insect has a shiny, bluish abdomen and dagger-like proboscis.

Giant bluebottle flies are larger versions of the common pests. They are attracted to carrion, offal, and especially to sweet odors and creatures covered with blood or with open wounds. Raamese artisans make attractive mosaics that include the shiny blue exoskeletons of giant bluebottle flies.

Combat

Giant bluebottle flies avoid combat unless they have no alternative. They attack by stabbing with their sharp proboscis.

DRAGONFLY, GIANT

Large Vermin

Hit Dice: 7d8+7 (38 hp)

Initiative: +3

Speed: 10 ft. (2 squares), fly 60 ft. (poor)

Armor Class: 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +5/+12

Attack: Bite +7 melee (1d8+4)

Full Attack: Bite +7 melee (1d8+4)

Space/Reach: 10 ft./5 ft.

Special Attack: Devour, improved grab, rake 1d6+1

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +6, Ref +5, Will +2

Abilities: Str 16, Dex 16, Con 13, Int —, Wis 11, Cha 3

Skills: Spot +5

Feats: —

Environment: Mountains and rocky badlands

Organization: Solitary or pair

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 8-14 HD (Large); 15-21 HD (Huge)

Level Adjustment: —

A giant dragonfly with a shimmering carapace flickers by overhead, its beating wings stretching to a 20-foot span.

Giant dragonflies are nimble, winged predators that will eat nearly anything. These creatures prefer living in areas of high elevation, mainly because of their hunting technique of swooping down on prey.

Giant dragonflies grow to about 8 ft. long and range in color from jet black to electric blue, but most are of a greenish color. They have an 18-20 ft. wingspan and usually weigh about 500 lbs.

The only time giant dragonflies hunt for a reason other than food is when the female prepares to lay eggs. At this time, the dragonfly kills a **Small** size or larger creature and lays its eggs in the corpse. Halflings of the Forest Ridge occasionally use these creatures as mounts, but dragonflies prove rather difficult to train.

Combat

Giant dragonflies prefer dropping down on unsuspecting prey, snatching it and devouring it in midair. They prefer to hunt lone creatures, but they sometimes attack groups whose members stray from the others. If a giant dragonfly manages to bite and hold onto a creature, it flies off while devouring the prey.

Devour (Ex): Once a giant dragonfly has achieved a hold, it automatically deals bite damage each round it maintains the hold.

Improved Grab (Ex): To use this ability, a giant dragonfly must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and can rake with two claws.

Rake (Ex): Attack bonus +7 melee, damage 1d6+1.

Skills: Giant dragonflies have a +5 **racial bonus** on **Spot** checks.

DRAGONFLY LARVA, GIANT

Small Vermin

Hit Dice: 4d8 (18 hp)

Initiative: +0

Speed: 20 ft. (4 squares), climb 10 ft.

Armor Class: 15 (+1 size, +4 natural), touch 11, flat-footed 15

Base Attack/Grapple: +3/+0

Attack: Bite +5 melee (1d6+1)

Full Attack: Bite +5 melee (1d6+1)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 12, Dex 10, Con 11, Int —, Wis 10, Cha 2

Skills: Climb +9, Hide +4*, Spot +5

Feats: —

Environment: Mountains and rocky badlands

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-7 HD (Small); 8-10 HD (Medium)

Level Adjustment: —

The toothless, immature larva of some large bug, this three-foot-long creature appears tranquil and harmless.

Giant dragonfly larvae seem like feeble, toothless bugs, but in truth, they are at least as vicious as their parents. They appear toothless because of a strange, tentacled, fleshy organ that covers most of their mouth. Giant dragonfly larvae are normally green-yellow in color, but can change the color of their carapace to better hunt.

Giant dragonfly larvae begin life by eating their way out of a corpse. They are rather small when they chew out of their host, no more than 6 inches long, but over the next two weeks they grow in leaps and bounds, ending up over 3 feet in length. At that point, they stop growing and being preparing to molt. They consume as

much organic matter as they can, preferring flesh but eating whatever they can. They have been known to kill an erdlu or erdland and feed off of it for several days. After 2 months of eating, they find a secluded place and, using the fleshy organ above their mouth, create a cocoon the size of a barrel. In about 10 days a fully formed giant dragonfly emerges.

Combat

Giant dragonfly larvae are ferocious in combat, growing more vicious as they come closer to pupating (cocooning). They strike at creatures that appear wounded, old, or sick. They prefer ambushing prey, using their natural camouflage while lying in wait. Larvae rarely retreat, but they will if seriously outnumbered.

Skills: Giant dragonfly larvae have a +5 **racial bonus** on **Spot** checks and a +8 **racial bonus** on **Climb** checks. They can always choose to take 10 on **Climb** checks, even if rushed or threatened.

*Larvae receive a +4 **racial bonus** on **Hide** checks when camouflaged in their natural surroundings.

Training a Giant Dragonfly

Training a giant dragonfly as an aerial mount requires a successful **Handle Animal** check (DC 25 for a larva, DC 30 for an adult). A larva matures in 2 and 1/2 months. Larva must be trained just after they emerge from their host, and adults must be trained right after they emerge from a cocoon. Either attempt must be made within a week of emergence, or the training fails.

Giant dragonfly eggs are worth 2,000 Cp each on the open market, but they are very hard to find outside the Forest Ridge and Ringing Mountains. Cocooned giant dragonflies are worth 3,000 Cp. Riding a giant dragonfly requires an exotic saddle.

Carrying Capacity: A light load for an adult giant dragonfly is up to 75 lbs; a medium load is 76 to 150; a heavy load is 151 to 225 lbs.

FIREFLY, GIANT

Medium Vermin

Hit Dice: 3d8+3 (16 hp)

Initiative: +2

Speed: 10 ft. (2 squares), fly 40 ft. (average)

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

Base Attack/Grapple: +2/+3

Attack: Bite +3 melee (1d4+1)

Full Attack: Bite +3 melee (1d4+1)

Space/Reach: 5 ft./5 ft.

Special Attack: Illuminating burst

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +4, Ref +3, Will +1

Abilities: Str 12, Dex 14, Con 12, Int —, Wis 10, Cha 5

Skills: —

Feats: —

Environment: Plains, rocky badlands, and stony barrens

Organization: Solitary or string (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral

Advancement: 4-6 HD (Large)

Level Adjustment: —

This man-sized insect has a body of yellow-brown carapace and an abdomen glowing bright blue.

Giant fireflies, also known as firefriends, are large, luminescent flying insects. They are about 5 feet long and a foot high, weighing about 100 lbs. They prey on smaller insects by attracting them with their bioluminescent abdomen. Giant fireflies can only keep their abdomen glowing for several hours a day, typically choosing

nighttime hours. Many small villages and outposts tie up a number of these creatures to provide reliable illumination at night.

Combat

Firefriends can rarely be lured into combat with anything larger than themselves. They flee unless physically prevented from doing so. If cornered or attacked by a predator, they will use their illuminating burst power.

Illuminating Burst (Su): As a **standard action**, a giant firefly can fire a beam of *searing light*, as the spell, from its tail. The firefriend's tail glows brightly blue just before firing the beam. The insect can fire a burst three times per day, but no more than once every other round. Caster level 8th.

PULP BEE

Small Vermin

Hit Dice: 4d8 (18 hp)

Initiative: +1

Speed: 20 ft. (4 squares), fly 70 ft. (good), climb 10 ft.

Armor Class: 15 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +3/-1

Attack: Sting +4 melee (1d4 plus poison)

Full Attack: Sting +4 melee (1d4 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attack: Poison

Special Qualities: Darkvision 60 ft., vermin traits

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

Abilities: Str 10, Dex 13, Con 11, Int —, Wis 10, Cha 3

Skills: Climb +8, Spot +5

Feats: —

Environment: Plains

Organization: Solitary, swarm (2-5), or hive (11-20)

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 5-8 HD (Small); 9-12 HD (Medium)

Level Adjustment: —

This four-legged, black-and-red bee appears halfling-sized and has a long stinger at the end of its abdomen.

Pulp bees are large wasps that inhabit the plains along the edges of the Athasian desert. They secrete a pasty substance that hardens into a material similar in texture and consistency to wood.

Pulp bees are about two feet long, have a two-foot wingspan, four legs and a long stinger tail. The thorax and head of this creature are black, while its abdomen and limbs are red, making identification of pulp bees rather easy.

Like many insects, pulp bees gather in hives. They create the hives using the wood-like pulp material that gives them their name. Within a pulp bee hive there are three kinds of bees: food gatherers/producers, soldiers/builders, and the queen. The food gatherers/producers go and gather food from nearby plants and return it to the nest. There they break it down into a mushy paste, which they ingest. They then secrete a sweet liquid that, when it hardens, is the major food source for the hive. Soldiers/builders are the ones that actually produce the pulp that forms the nest. They also defend the hive from predators. The queen lays eggs and does nothing else. Although the queen is usually about a foot longer than the other pulp bees, there is no other difference between the sub-species.

Many cultures seek the wood-like material pulp bees secrete to use as building material. Also, the liquid secreted by food producers is rich and nutritious enough to sustain a human in the desert for two days. Although it loses some effectiveness when it

hardens, the hardened jelly can still sustain a human for one day. Several dagadas in Gulg are known for keeping a number of these hives for just this purpose.

Combat

Pulp bees attack anyone who threatens the hive, where the queen and her eggs dwell. When threatened, pulp bees attack with their poisonous stinger.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

Skills: Pulp bees have a +5 racial bonus on Spot checks and a +8 racial bonus on Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened.

TERMITE, GIANT

Termites are ravenous, colonizing insects that live only to expand their hive. They build gigantic mounds, some rising as high as 100 ft. above the Athasian landscape. They consume wood or wooden materials to form a pulpy substance, which, combined with a unique enzyme contained in their saliva, makes up their mounds. Workers build and maintain the hive, as well as gather food for the colony. Soldier termites defend the hive from predators, while myrmarch termites breed more termite eggs. The myrmarchs occupy the lowest chamber of the hive. Termites often come into conflict with other termites, antloids and wild kanks. No two insect species ever colonize the same area; one will die, and the will other live.

Combat

Termites fear nothing and will sacrifice themselves for the good of the hive. They attack nearly anything that could serve as food for the hive. If the prey is larger, the termites simply attack in greater numbers. Few creatures can escape a rampaging termite horde; the

safest method is to take to the air, but for many that isn't an option.

Spittle (Ex): Soldier and myrmarch termites can spray a foul liquid at their prey. Fumes from this noxious fluid cause blindness if the target fails a Fortitude save (DC 13). The chemical is also flammable for 1 hour after exposure to air, acting as alchemist's fire if ignited during this time. The range increment is 10 ft. for a soldier and 20 ft. for a myrmarch, and termites can spray up to three range increments. The save DC is Constitution-based. *Giant termites receive a +2 racial bonus to attack rolls with their spray.

TICK, GIANT

Small Vermin

Hit Dice: 2d8+6 (15 hp)

Initiative: -2

Speed: 20 ft. (4 squares), climb 10 ft.

Armor Class: 18 (+1 size, -2 Dex, +9 natural), touch 9, flat-footed 18

Base Attack/Grapple: +1/-1

Attack: Bite +4 melee (1d4+3 plus disease)

Full Attack: Bite +4 melee (1d4+3 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attack: Blood drain, disease, improved grab

Special Qualities: Darkvision 60 ft., vermin traits

Saves: Fort +6, Ref -2, Will +0

Abilities: Str 14, Dex 6, Con 16, Int —, Wis 10, Cha 3

Skills: Climb +10

Feats: —

Environment: Rocky badlands

Organization: Solitary or brood (2-5)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 3-6 HD (Medium)

Level Adjustment: —

	Termite, Giant Worker Medium Vermin	Termite, Giant Soldier Medium Vermin	Termite, Myrmarch Large Vermin
Hit Dice:	1d8 (4 hp)	2d8+4 (13 hp)	4d8+4 (22 hp)
Initiative:	+0	+0	-1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	20 ft. (4 squares)
Armor Class:	13 (+3 natural), touch 10, flat-footed 13	15 (+5 natural), touch 10, flat-footed 15	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+0/+2	+1/+4	+3/+10
Attack:	Bite +2 melee (1d6+3)	Bite +4 melee (1d8+4) or spray +3 ranged touch (spittle)	Bite +5 melee (2d6+4), or spray +3 ranged touch (spittle)
Full Attack:	Bite +2 melee (1d6+3)	Bite +4 melee (1d8+4) or spray +3 ranged touch (spittle)	Bite +5 melee (2d6+4), or spray +3 ranged touch (spittle)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	—	Spittle	Spittle
Special Qualities:	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits	Darkvision 60 ft., vermin traits
Saves:	Fort +2, Ref +0, Will +0	Fort +5, Ref +0, Will +0	Fort +5, Ref +0, Will +2
Abilities:	Str 15, Dex 10, Con 11, Int —, Wis 10, Cha 1	Str 17, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 16, Dex 9, Con 13, Int —, Wis 13, Cha 6
Skills:	—	—	—
Feats:	—	—	—
Environment:	Deserts, plains, rocky badlands, and stony barrens	Deserts, plains, rocky badlands, and stony barrens	Deserts, plains, rocky badlands, and stony barrens
Organization:	Solitary, gang (2-6), or crew (6-11 plus 1-4 soldiers)	Solitary or gang (2-4)	Hive (2 plus 10-100 workers and 5-20 soldiers)
Challenge Rating:	1	2	2
Treasure:	None	None	1/10 coins, 50% goods and items
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	2-4 HD (Large)	3-4 HD (Large)	5-8 HD (Huge)
Level Adjustment:	—	—	—

Giant ticks resemble their tiny brethren in every way. They have the hard shell, the blood thirst and the pestilence than their tinier cousins have. They only difference is, as the tick increases in size, it also increases in deadliness. They also spread a terrible disease known as wheezing death.

Combat

Ticks wait high up in caves, overhangs or any other elevated terrain.

Blood Drain (Ex): A giant tick drains blood from a grappled opponent, dealing 1 point of [Constitution](#) damage each round it maintains the hold. A giant tick continues to drain blood until it or its prey is dead.

Disease (Ex): Wheezing death—bite, Fortitude DC 14, incubation period 1d2 days, damage 1d6 Con. The save DC is [Constitution-based](#).

The bite of a giant tick spread a disease commonly known as wheezing death. This disease causes large, pus-filled, bubbles to form in the inside and outside of the victim's airway. This causes a slow, painful suffocation. In the final stages, the victim begins to wheeze, gasp, and fight for air almost constantly.

Improved Grab (Ex): To use this ability, a giant tick must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an [attack of opportunity](#). If it wins the grapple check, it establishes a hold and can drain blood.

Skills: Giant ticks have a +8 [racial bonus](#) on [Climb](#) checks and can always choose to take 10 on [Climb](#) checks, even if rushed or threatened.

Appendix 2: Undead Vermin of the Obsidian Plains

BUGDEAD, EXOSKELETONS

	Agony Beetle, Exoskeleton Fine Undead	Antloid, Worker, Exoskeleton Large Undead	Antloid, Soldier, Exoskeleton Large Undead
HD:	1/4 d12 (1 hp)	3d12 (19 hp)	6d12 (39 hp)
Initiative:	+1	-2	+1
Speed:	5 ft. (1 square), fly 10 ft. (poor)	15 ft. (3 squares)	20 ft. (4 squares)
Armor Class:	19 (+8 size, +1 Dex), touch 19, flat-footed 18	11 (-1 size, -2 Dex, +4 natural), touch 7, flat-footed 11	14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+0/-21 (+4 when attached)	+1/+12	+3/+11
Attack:	Sting +3 melee (1d2-5)	Bite +7 melee (1d6+10)	Bite +6 melee (2d6+4) or spray +3 ranged touch (poison)
Full Attack:	Sting +3 melee (1d2-5)	Bite +7 melee (1d6+10)	Bite +6 melee (2d6+4) and sting +1 melee (1d4+2 plus poison), or spray +3 ranged touch (poison)
Space/Reach:	1/2 ft./0 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Agony, attach	—	Poison
Special Qualities:	Blindsight 60 ft., brittle, immunity to cold, imperceptible, undead traits	Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits	Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits
Saves:	Fort +0, Ref +1, Will +2	Fort +1, Ref -1, Will +3	Fort +2, Ref +3, Will +5
Abilities:	Str 1, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 24, Dex 7, Con —, Int —, Wis 10, Cha 1	Str 18, Dex 12, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Deserts	Deserts
Organization:	Solitary or pack (2-4)	Warrens (10-100)	Warrens (1-20)
Challenge Rating:	1	1	3
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	1-3 HD (Diminutive)	4-6 HD (Large); 6-9 HD (Huge)	7-12 HD (Huge)
Level Adjustment:	—	—	—

AGONY BEETLE, BUGDEAD

Agony beetles are just as fierce as they were in life, but even harder to kill. Few people are excited about this.

Agony (Su): Once an agony beetle attaches its tendrils to a host, the victim immediately suffers indescribable pain. The host becomes helpless and can do nothing but writhe on the ground; a lone victim will surely die. Each round it remains attached, the agony beetle deals 1 point of **Constitution** damage. The beetle continues to feed for about 5 minutes after death, and then it flies away.

Attach (Ex): An agony beetle that enters a victim's space unnoticed or that hits with a sting attack latches on and begins crawling to the base of the spine. The next round, it inserts its tendrils and unleashes terrible agony upon the victim. An attached beetle is effectively grappling its prey. The beetle loses its **Dexterity** bonus to **AC** and has an **AC** of 18, but holds on with great tenacity.

*Agony beetles have a +25 **racial bonus** on grapple checks (already figured into the **Base Attack/Grapple** entry above).

An attached agony beetle can be struck with a weapon or grappled itself. To remove an attached agony beetle through

grappling, the opponent must achieve a pin against the agony beetle.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Imperceptible (Ex): An agony beetle can enter the space of any creature that has not seen or heard it, crawling onto the victim's body unnoticed and without provoking an **attack of opportunity**. A victim either asleep or engaged in strenuous activity has no chance of detecting the beetle, but a victim undertaking light or no activity can attempt a **Wisdom** check (DC 12) to sense the crawling insect.

ANTLOID, BUGDEAD

Antloid combat tactics change little in the transition to undeath, except that, like giant termites, they become rather aggressive, especially among the dynamis caste.

Antloids appear in *Terrors of Athas*.

Pheromones (Ex): As a **standard action**, an antloid queen can give off pheromones in a 30-foot burst adjacent to her space. The pheromones cause madness in intruders, causing living creatures to become confused if they fail a **Fortitude save** (DC 13). The confusion lasts only as long as the creature remains in the area, but after each round within the pheromone cloud, a creature must

	Antloid, Dynamis, Exoskeleton Large Undead (Psionic)	Antloid, Queen, Exoskeleton Large Undead	Ant Lion, Giant, Exoskeleton Large Undead
HD:	4d12 (26 hp)	8d12 (52 hp)	5d12 (32 hp)
Initiative:	+0	-2	+1
Speed:	15 ft. (3 squares)	5 ft. (1 square)	10 ft. (2 squares), burrow 10 ft.
Armor Class:	13 (-1 size, +4 natural), touch 9, flat-footed 13	11 (-1 size, -2 Dex, +4 natural), touch 7, flat-footed 11	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+2/+11	+1/+12	+2/+10
Attack:	Bite +4 melee (1d6+4)	Bite +7 melee (1d6+10)	Bite +5 melee (2d6+6)
Full Attack:	Bite +4 melee (1d6+4)	Bite +7 melee (1d6+10)	Bite +5 melee (2d6+6)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Psi-like abilities	Pheromones	Constrict 2d6+6, improved grab, sand pit
Special Qualities:	Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits	Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits	Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits
Saves:	Fort +0, Ref +1, Will +2	Fort +2, Ref +0, Will +6	Fort +1, Ref +2, Will +4
Abilities:	Str 16, Dex 10, Con —, Int —, Wis 10, Cha 1	Str 22, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 18, Dex 13, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Deserts	Deserts	Deserts and rocky badlands
Organization:	Warrens (1-10 plus 1 queen, 5-20 soldiers, and 10-100 workers)	Warrens (1 queen plus 1-10 dynamis, 5-20 soldiers, and 10-100 workers)	Warrens (1-20)
Challenge Rating:	2	4	3
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	5-8 HD (Large); 9-12 HD (Huge)	9-16 HD (Huge)	6-10 HD (Huge)
Level Adjustment:	—	—	—

make another **Fortitude** save with a +5 bonus or die from shock. The save DC is Constitution-based.

Poison (Ex): Injury (infantry) or contact (archer), Fortitude DC 15, initial damage 2d6 Con, secondary damage none. The save DC is Constitution-based and includes a +2 racial bonus.

Psi-Like Abilities: At will — *mindlink*; 3/day — *dissolving touch*, *forced share pain* (DC 8), *id insinuation* (DC 7), *synesthete*, *telepathic projection* (DC 6), *thought shield*. Manifesters level 4th. The save DCs are Charisma-based.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

ANT LION, GIANT BUGDEAD

Undead giant ant lions are twice as vicious — but just as patient — as their living brethren. In the great obsidian waste, undead ant lions have developed the ability to burrow underneath the glass-like ground. They often burrow underneath the ground in an area where the obsidian is thick. They then tunnel to a spot where the obsidian is barely thick enough to walk upon. When a creature walks across the ground, it breaks through the glass and falls into the ant lion's lair.

Constrict (Ex): On a successful grapple check, a giant ant lion deals damage depending on the type of bugdead as follows.

Exoskeleton: 2d6+6 points of damage.

Zombie: 2d6+7 points of damage.

Improved Grab (Ex): To use this ability, an ant lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and can constrict.

Sand Pit (Ex): A creature can make a DC 20 **Spot** check to notice a sand lion pit before stepping into it, and creatures with ranks in

Knowledge (nature) or **Survival** can use one of those skills to attempt to detect the pit. The pit functions as a trap against unwary creatures.

Sand Pit Trap: CR —; mechanical; location trigger; manual reset; DC 15 **Reflex** save avoids; 10 ft. deep (1d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); **Search** DC 20; **Disable Device** DC 20; Market Price: —.

Climbing the pit's sliding sand walls requires a **Climb** check (DC 15). Unstable footing at the bottom of the pit forces creatures without a burrow speed to make a **Balance** check (DC 12) each round. Failure means the creature can't move that round, and failure by 5 or more causes the creature to fall prone.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

ARATHA, BUGDEAD

Undead aratha are more active hunters than their living relatives. This is mainly because they no longer require food and thus can wander for extended periods. Also, they loathe the living and are not content to wait, but rather seek to kill them where they lie.

Improved Grab (Ex): To use this ability, an aratha must hit with a tentacle rake attack. It can then attempt to start a grapple as a free action without provoking an **attack of opportunity**.

Psi-Like Abilities: At will — *attraction* (+7 *interaction bonus*, DC 9*), *aversion* (10 hours, DC 9*), *body equilibrium*, *energy retort* (11 minutes), *suspend life* (ML 11th), *telepathic projection* (DC 6). Manifesters level 8th. The save DCs are Charisma-based.

*Includes augmentation for the aratha's manifesters level.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

	Aratha, Exoskeleton Medium Undead (Psionic)	Assassin Bug, Exoskeleton Diminutive Undead	Cilops, Exoskeleton Large Undead (Psionic)
HD:	6d12 (39 hp)	1d12 (6 hp)	4d12 (26 hp)
Initiative:	-2	+1	+1
Speed:	10 ft. (2 squares), climb 10 ft.	5 ft. (1 square), fly 20 ft. (poor)	20 ft. (4 squares), climb 20 ft.
Armor Class:	16 (-2 Dex, +8 natural), touch 8, flat-footed 16	15 (+4 size, +1 Dex), touch 15, flat-footed 14	15 (-1 size, +1 Dex, +5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+3/+6	+0/-17	+2/+9
Attack:	Tentacle rake +7 melee (1d8+3)	Sting -1 melee (1d2-5 plus eggs or poison)	Bite +5 melee (2d6+3/x3) or antennae +5 melee touch (stun)
Full Attack:	4 tentacle rakes +7 melee (1d8+3)	Sting -1 melee (1d2-5 plus eggs or poison)	Bite +5 melee (2d6+3/x3) or antennae +5 melee touch (stun)
Space/Reach:	5 ft./15 ft.	1 ft./0 ft.	10 ft./5 ft.
Special Attacks:	Improved grab, psi-like abilities	Eggs or poison	Psi-like abilities, stun, triple bite
Special Qualities:	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, scent, undead traits
Saves:	Fort +2, Ref +0, Will +5	Fort +0, Ref +1, Will +2	Fort +1, Ref +2, Will +3
Abilities:	Str 17, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 1, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 16, Dex 12, Con —, Int —, Wis 10, Cha 1
Skills:	Climb +11	—	Climb +11
Feats:	—	—	—
Environment:	Mountains and rocky badlands	Any	Any
Organization:	Solitary	Pair	Solitary or pack (2-5)
Challenge Rating:	6	1/2	3
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	7-12 HD (Medium); 13-18 HD (Large)	2-3 HD (Diminutive)	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	—	—	—

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

ASSASSIN BUG, BUGDEAD

Assassin bugs lose most of their fearsome abilities soon after their transformation to undeath, and thus within a few days the female assassin bug cannot inject eggs into a living host. These assassin bugdead may instinctually attack humanoids, but they are as effective as ordinary insects. These creatures are rarely made undead on purpose, simply because they become much weaker and ineffective as weapons.

Eggs (Ex): A female assassin bug that damages a creature injects the victim with a dozen eggs, at least half of which hatch after 1d12+12 hours. The larvae then begin to devour the host's body, dealing 1 point of Constitution damage per hour and inflicting intense pain. The pain causes a -2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Whether the host dies or not, the larvae incubate for two weeks, emerging afterwards as adult assassin bugs.

The eggs can be removed before they hatch by burning or cutting them out, which requires dealing 6 points of damage to the host with either fire or acid, or a slashing or piercing weapon. A successful Heal check (DC 10) reduces the damage by half. Once the eggs have hatched, the only way to remove the larvae is a *remove disease* or *heal* spell.

Poison (Ex): Injury, Fortitude DC 10, initial and secondary damage 1d3 Dex. The save DC is Constitution-based.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

CILOPS, BUGDEAD

Bugdead cilops retain their fearsome psionic hunting and tracking methods.

Psi-Like Abilities: At will—*attraction* (+6 interaction bonus, DC 8*), *cloud mind* (DC 7), *danger sense*, *detect psionics*, *eradicate invisibility*, *read thoughts* (DC 7), *sensitivity to psychic impressions*. Manifest level 6th. The save DCs are Charisma-based.

*Includes augmentation for the cilops's manifest level.

Stun (Ex): The touch of a cilops's antennae stuns a creature that fails its Fortitude save (DC 12) for 1 round. The save DC is Constitution-based.

Triple Bite (Ex): A cilops has a critical multiplier of x3 for its bite attack.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Skills: Cilops have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

DESERT CRICKET SWARM, BUGDEAD

The transformation to bugdead radically alters desert cricket social structure. The bugs gather in large groups to actively hunt prey. If multiple swarms attack, they approach from different directions, their music making their prey unable to locate the swarms. In undeath, the carapace of a desert cricket becomes rather sharp, and the crickets throw themselves bodily onto prey. In large numbers, this tactic proves effective enough that weak prey bleeds to death in a matter of seconds.

Cricket's Song (Ex): As a free action, desert cricket swarms can create a zone of noise that completely drowns out all other sound.

	Desert Cricket Swarm, Exoskeleton Fine Undead (Swarm)	Ear Seeker, Exoskeleton Fine Undead	Giant Beastfly, Exoskeleton Medium Undead
HD:	2d12 (13 hp)	1/8 d12 (1 hp)	5d12 (32 hp)
Initiative:	+3	-1	+0
Speed:	5 ft. (1 square) , fly 5 ft. (poor)	5 ft. (1 square), climb 5 ft.	10 ft. (2 squares) , fly 30 ft. (poor)
Armor Class:	21 (+8 size, +3 Dex), touch 21, flat-footed 18	17 (+8 size, -1 Dex), touch 17, flat-footed 17	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+1/ –	+0/-21	+2/+2
Attack:	Swarm (1d6)	Bite +3 melee (1d2-5 plus eggs)	Bite +2 melee (1d8)
Full Attack:	Swarm (1d6)	Bite +3 melee (1d2-5 plus eggs)	Bite +2 melee (1d8)
Space/Reach:	10 ft./0 ft.	1/2 ft./0 ft.	5 ft./5 ft.
Special Attacks:	Cricket's song, distraction	Eggs	Blood drain, improved grab, rake 1d6
Special Qualities:	Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, undead traits	Darkvision 60 ft., immunity to cold, imperceptible, undead traits	Brittle, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref +3, Will +3	Fort +0, Ref -1, Will +2	Fort +1, Ref +1, Will +4
Abilities:	Str 1, Dex 16, Con –, Int –, Wis 10, Cha 1	Str 1, Dex 9, Con –, Int –, Wis 10, Cha 1	Str 10, Dex 11, Con –, Int –, Wis 10, Cha 1
Skills:	–	Climb +3, Move Silently +7	–
Feats:	–	–	–
Environment:	Any	Any	Any
Organization:	Solitary, brood (2-3 swarms), or colony (4-12 swarms)	Solitary or brood (2-5)	Solitary, brood (2-5), or swarm (6-20)
Challenge Rating:	1	4	1
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	–	–	–
Level Adjustment:	–	–	–

Within a 30-ft. radius sphere centered on the swarm, all creatures are deafened. Beyond 30 ft., the sound can still be easily heard, but not nearly as loud.

Distraction (Ex): Any living creature that begins its turn with a desert cricket swarm in its space must succeed on a **DC 11 Fortitude save** or be nauseated for 1 round. The save **DC** is Constitution-based.

EAR SEEKER, BUGDEAD

Ear seekers attempt to act in death as they did in life, but their eggs die soon after they become undead, rendering them unable to destroy their hosts' senses. These ear seekers, greatly reduced in potency, still hate the living, and instead of laying eggs as they formerly did, they simply burrow into the flesh of living beings and attack each round. They can be removed just as living ear seekers can. Their **Challenge Rating** becomes 1.

Eggs (Ex): An ear seeker bites its host inside a random orifice (see the table below), laying a dozen eggs, which hatch after 4d6 hours. The bugdead ear seeker can lay eggs only once, and only within a day of becoming undead. Once the eggs hatch, the host loses a sensory function associated with the area bitten.

d%	Orifice	Sense Lost
01-33	Ears	Hearing (victim is deafened)
34-66	Eyes	Sight (victim is blinded)
67-100	Nose	Smell (victim takes a -4 penalty on Fortitude saves against ingested poison)

For the next **1d4** days, the larvae that hatch from the implanted eggs burrow constantly deeper into the host's head, where food

and warmth are plentiful. Each day, the host must succeed at a **Fortitude save** (**DC 20**) or die as an essential part of his brain fails. If the host makes every saving throw, the ear seekers burrow out of the host's skull, causing **2d6** points of damage but no further harm.

The eggs can be removed before they hatch by burning or cutting them out, which requires dealing 6 points of damage to the host with either fire or acid, or a slashing or piercing weapon. A successful **Heal** check (**DC 10**) reduces the damage by half. Once the eggs have hatched, the only way to remove the larvae is a **remove disease** or **heal** spell.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Imperceptible (Ex): An ear seeker can enter the space of any creature that has not seen or heard it, crawling onto the victim's body unnoticed and without provoking an **attack of opportunity**. A victim either asleep or engaged in strenuous activity has no chance of detecting the bug, but a victim undertaking light or no activity can attempt a **Wisdom** check (**DC 12**) to sense the crawling insect.

Skills: Ear seekers have a +8 **racial bonus** on **Climb** and **Move Silently** checks. They can always choose to take 10 on **Climb** checks, even if rushed or threatened.

GIANT BEASTFLY, BUGDEAD

Once they become undead, giant beastflies hunger for bone marrow as much as blood.

Blood Drain (Ex): A giant beastfly drains blood from a grappled opponent, dealing 1 point of **Constitution** damage each round it maintains the hold.

Improved Grab (Ex): To use this ability, a giant beastfly must hit with its bite attack. It can then attempt to start a grapple as a

	Giant Bluebottle Fly, Exoskeleton Small Undead	Giant Dragonfly, Exoskeleton Large Undead	Giant Dragonfly Larva, Exoskeleton Small Undead
HD:	3d12 (19 hp)	7d12 (45 hp)	4d12 (26 hp)
Initiative:	+0	+2	-1
Speed:	5 ft. (1 square) , fly 25 ft. (poor)	5 ft. (1 square) , fly 30 ft. (poor)	10 ft. (2 squares), climb 10 ft.
Armor Class:	11 (+1 size), touch 11, flat-footed 11	14 (-1 size, +2 Dex, +3 natural), touch 11, flat-footed 12	12 (+1 size, -1 Dex, +2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+1/-3	+3/+10	+2/-1
Attack:	Bite +2 melee (1d4)	Bite +5 melee (1d8+4)	Bite +4 melee (1d6+1)
Full Attack:	Bite +2 melee (1d4)	Bite +5 melee (1d8+4)	Bite +4 melee (1d6+1)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Devour, improved grab, rake 1d6+1	—
Special Qualities:	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, scent, undead traits
Saves:	Fort +1, Ref +1, Will +3	Fort +2, Ref +4, Will +5	Fort +1, Ref +0, Will +4
Abilities:	Str 10, Dex 11, Con —, Int —, Wis 10, Cha 1	Str 16, Dex 14, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	Climb +9
Feats:	—	—	—
Environment:	Any	Mountains and rocky badlands	Solitary
Organization:	Solitary, brood (2-5), or swarm (6-20)	Solitary or pair	Solitary or pack (2-5)
Challenge Rating:	1/2	3	1
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	—	8-14 HD (Large); 15-21 HD (Huge)	5-7 HD (Small); 8-10 HD (Medium)
Level Adjustment:	—	—	—

free action without provoking an [attack of opportunity](#). If it wins the grapple check, it establishes a hold and can both drain blood and rake with two claws.

Rake (Ex):

Exoskeleton: Attack bonus +2 melee, damage 1d6.

Zombie: Attack bonus +3 melee, damage 1d6.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Giant Bluebottle fly, Bugdead

As bugdead, giant bluebottle flies have a greater thirst for living creatures' blood.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Giant Dragonfly, Bugdead

Giant dragonflies act much the same dead and they did alive. They still hunt prey by picking them up and devouring them in mid-air, but exoskeleton bugdead are not nearly as skilled at this as they were in life.

Devour (Ex): Once a giant dragonfly has achieved a hold, it automatically deals bite damage each round it maintains the hold.

Improved Grab (Ex): To use this ability, a giant dragonfly must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an [attack of opportunity](#). If it wins the grapple check, it establishes a hold and can rake with two claws.

Rake (Ex):

Exoskeleton: Attack bonus +5 melee, damage 1d6+1.

Zombie: Attack bonus +6 melee, damage 1d6+2.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Giant Dragonfly Larva, Bugdead

Exoskeleton giant dragonfly larvae lack the tooth-covering organ and appear much more fearsome than living larvae. Only a few zombie giant dragonfly larvae retain the organ; most bugdead mouths are exposed for the rending fangs they are.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Skills: Bugdead giant dragonfly larvae have a +8 [racial bonus](#) on [Climb](#) checks and can always choose to take 10 on [Climb](#) checks, even if rushed or threatened.

Giant Firefly, Bugdead

Some bugdead giant firefriends emit beams of negative energy that mimic the enervation spell instead of their typical illuminating burst.

Illuminating Burst (Su): As a [standard action](#), a giant firefly can fire a beam of [searing light](#), as the spell, from its tail. The firefriend's tail glows brightly blue just before firing the beam. The insect can fire a burst three times per day, but no more than once every other round. Caster level 8th.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

PULP BEE, BUGDEAD

Bugdead pulp bees remain as colonial and organized as their living counterparts. They almost always gather in hives, with numbers nearing 20 bees. Sometimes, hives will overlap territory and cooperate in hunting living beings in the area. A few areas 3 square miles in size have become so infested with undead pulp bees that nothing larger than a tiny snake can live aboveground.

	Giant Firefly, Exoskeleton Medium Undead	Pulp Bee, Exoskeleton Small Undead	Tick, Giant Exoskeleton Small Undead
HD:	3d12 (19 hp)	4d12 (26 hp)	2d12 (13 hp)
Initiative:	+1	+0	-3
Speed:	5 ft. (1 square) , fly 20 ft. (poor)	10 ft. (2 squares), , fly 35 ft. (poor), climb 10 ft.	10 ft. (2 squares), climb 10 ft.
Armor Class:	13 (+1 <i>Dex</i> , +2 natural), touch 11, flat-footed 12	13 (+1 size, +2 natural), touch 11, flat-footed 13	15 (+1 size, -3 <i>Dex</i> , +7 natural), touch 8, flat-footed 15
Base Attack/Grapple:	+1/+2	+2/-2	+1/-1
Attack:	Bite +2 melee (1d4+1)	Sting +3 melee (1d4 plus poison)	Bite +5 melee (1d4+3 plus disease)
Full Attack:	Bite +2 melee (1d4+1)	Sting +3 melee (1d4 plus poison)	Bite +5 melee (1d4+3 plus disease)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Illuminating burst	Poison	Blood drain, disease, improved grab
Special Qualities:	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +1, Ref +2, Will +3	Fort +1, Ref +1, Will +4	Fort +0, Ref -3, Will +3
Abilities:	<i>Str</i> 12, <i>Dex</i> 12, <i>Con</i> —, <i>Int</i> —, <i>Wis</i> 10, <i>Cha</i> 1	<i>Str</i> 10, <i>Dex</i> 11, <i>Con</i> —, <i>Int</i> —, <i>Wis</i> 10, <i>Cha</i> 1	<i>Str</i> 14, <i>Dex</i> 4, <i>Con</i> —, <i>Int</i> —, <i>Wis</i> 10, <i>Cha</i> 1
Skills:	—	Climb +8	Climb +10
Feats:	—	—	—
Environment:	Plains, rocky badlands, and stony barrens	Plains	Rocky badlands
Organization:	Solitary or string (2-5)	Solitary, swarm (2-5), or hive (11-20)	Solitary or brood (2-5)
Challenge Rating:	3	1	2
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	4-6 HD (Large)	5-8 HD (Small); 9-12 HD (Medium)	3-6 HD (Medium)
Level Adjustment:	—	—	—

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 *Dex*. The save DC is Constitution-based and includes a +2 racial bonus.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Skills: Pulp bees have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Blood Drain (Ex): Each creature that begins its turn with a mini-kank swarm in its space suffers 1d6 points of Constitution damage from blood loss as the mini-kanks feed (*Reflex* DC 17 half). The save DC is Dexterity-based and includes a +2 racial bonus.

Distraction (Ex): Any living creature that begins its turn with a bugdead swarm in its space must succeed on a Fortitude save (DC 14 for locusts or 12 for mini-kanks) or be nauseated for 1 round. The save DC is Constitution-based.

SWARM, BUGDEAD

Insect swarms are feared throughout the Tyr Region, where they are capable of picking clean a field, orchard, or even an animal or humanoid in the blink of an eye. On the obsidian of the Dead Lands, the undead insect swarms are in many ways worse, drowning in enormous clouds between the dead thrones.

Approaching bugdead swarms appear as clouds or dust storms, and most realize only too late that they are in fact carnivorous swarms of undead bugs scenting fresh meat on the obsidian.

Bugdead insect swarms are scavengers of the obsidian, never straying from its surface to raid the dunes beyond. Occasionally, swarms attack each other to satisfy their unending need for flesh. The scarlet wardens and s'thag zagath command the swarms when bugdead armies march north, but they normally ignore them between campaigns, unless those of one pilgrim lineage summon the swarms to attack those of a rival lineage.

Bugdead swarms often eat rotting flesh, consuming zombies found anywhere in the Black Basin. These attacks rarely destroy the undead, for the bugdead simply strip the rancid flesh while leaving bone intact; the zombies become skeletons (or exoskeletons). Living prey, of course, cannot expect to survive such wounds.

Athasian locust and mini-kank swarms appear in *Terrors of Athas*.

TERMITE, GIANT BUGDEAD

Giant undead termites are much more aggressive than living ones and seem to relish taking lives.

Spittle (Ex): Soldier and myrmarch termites can spray a foul liquid at their prey. Fumes from this noxious fluid cause blindness if the target fails a Fortitude save (DC 11 for soldiers or 12 for myrmarchs). The chemical is also flammable for 1 hour after exposure to air, acting as alchemist's fire if ignited during this time. The range increment is 10 ft. for a soldier and 20 ft. for a myrmarch, and termites can spray up to three range increments. The save DC is Constitution-based. *Giant termites receive a +2 racial bonus to attack rolls with their spray.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

	Swarm, Athasian Locust, Exoskeleton Diminutive Undead (Swarm)	Swarm, Mini-Kank, Exoskeleton Fine Undead (Swarm)
HD:	8d12 (52 hp)	4d12 (26 hp)
Initiative:	+2	+2
Speed:	5 ft. (1 square) , fly 25 ft. (poor)	5 ft. (1 square) , fly 20 ft. (poor)
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14	20 (+8 size, +2 Dex), touch 20, flat-footed 18
Base Attack/Grapple:	+4/ –	+2/ –
Attack:	Swarm (2d6)	Swarm (1d6)
Full Attack:	Swarm (2d6)	Swarm (1d6)
Space/Reach:	10 ft./ –	10 ft./ –
Special Attacks:	Distraction	Blood drain, distraction
Special Qualities:	Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, undead traits	Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, tremorsense 30 ft., undead traits
Saves:	Fort +2, Ref +4, Will +6	Fort +1, Ref +3, Will +4
Abilities:	Str 2, Dex 14, Con –, Int –, Wis 10, Cha 1	Str 3, Dex 14, Con –, Int –, Wis 10, Cha 1
Skills:	–	–
Feats:	–	–
Environment:	Plains	Plains
Organization:	Solitary, cloud (2-7 swarms), or plague (11-20 swarms)	Solitary, cloud (2-7 swarms), or plague (11-20 swarms)
Challenge Rating:	3	1
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	–	–
Level Adjustment:	–	–

	Termite, Giant Worker, Exoskeleton Medium Vermin	Termite, Giant Soldier, Exoskeleton Medium Vermin	Termite, Myrmarch, Exoskeleton Large Vermin
HD:	1d12 (6 hp)	2d12 (13 hp)	4d12 (22 hp)
Initiative:	-1	-1	-2
Speed:	15 ft. (3 squares)	15 ft. (3 squares)	10 ft. (2 squares)
Armor Class:	10 (-1 Dex, +1 natural), touch 9, flat-footed 10	12 (-1 Dex, +3 natural), touch 9, flat-footed 12	14 (-1 size, -2 Dex, +7 natural), touch 7, flat-footed 14
Base Attack/Grapple:	+0/+2	+1/+4	+2/+9
Attack:	Bite +2 melee (1d6+3)	Bite +4 melee (1d8+4) or spray +2 ranged touch (spittle)	Bite +4 melee (2d6+4), or spray +2 ranged touch (spittle)
Full Attack:	Bite +2 melee (1d6+3)	Bite +4 melee (1d8+4) or spray +2 ranged touch (spittle)	Bite +4 melee (2d6+4), or spray +2 ranged touch (spittle)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	–	Spittle	Spittle
Special Qualities:	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, undead traits	Brittle, darkvision 60 ft., immunity to cold, undead traits
Saves:	Fort +0, Ref -1, Will +2	Fort +0, Ref -1, Will +3	Fort +1, Ref -1, Will +4
Abilities:	Str 15, Dex 8, Con 11, Int –, Wis 10, Cha 1	Str 17, Dex 8, Con 14, Int –, Wis 10, Cha 2	Str 16, Dex 7, Con 13, Int –, Wis 13, Cha 6
Skills:	–	–	–
Feats:	–	–	–
Environment:	Deserts, plains, rocky badlands, and stony barrens	Deserts, plains, rocky badlands, and stony barrens	Deserts, plains, rocky badlands, and stony barrens
Organization:	Solitary, gang (2–6), or crew (6–11 plus 1–4 soldiers)	Solitary or gang (2–4)	Hive (2 plus 10–100 workers and 5–20 soldiers)
Challenge Rating:	1/2	1	1
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	2–4 HD (Large)	3–4 HD (Large)	5–8 HD (Huge)
Level Adjustment:	–	–	–

TICK, GIANT BUGDEAD

The giant tick's wheezing death becomes less virulent as the creature transitions to an undead state.

Blood Drain (Ex): A giant tick drains blood from a grappled opponent, dealing 1 point of **Constitution** damage each round it maintains the hold. A giant tick continues to drain blood until it or its prey is dead.

Disease (Ex): Wheezing death—bite, Fortitude DC 11, incubation period 1d2 days, damage 1d6 Con. The save DC is Constitution-based.

The bite of a giant tick spread a disease commonly known as wheezing death. This disease causes large, pus-filled, bubbles to form in the inside and outside of the victim's airway. This causes a slow, painful suffocation. In the final stages, the victim begins to wheeze, gasp, and fight for air almost constantly.

Improved Grab (Ex): To use this ability, a giant tick must hit with its bite attack. It can then attempt to start a grapple as a free

action without provoking an **attack of opportunity**. If it wins the grapple check, it establishes a hold and can drain blood.

Brittle (Ex): Bludgeoning weapons deal an additional 2 points of damage per die to exoskeleton bugdead.

Skills: Giant ticks have a +8 **racial bonus** on **Climb** checks and can always choose to take 10 on **Climb** checks, even if rushed or threatened.

	Agony Beetle, Zombie Fine Undead	Antloid, Worker, Zombie Large Undead	Antloid, Soldier, Zombie Large Undead
HD:	1/4 d12 (1 hp)	3d12 (19 hp)	6d12 (39 hp)
Initiative:	+2	-1	+2
Speed:	5 ft. (1 square), fly 20 ft. (good)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	20 (+8 size, +2 Dex), touch 20, flat-footed 18	14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14	17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+0/-20 (+5 when attached)	+1/+13	+3/+12
Attack:	Sting +4 melee (1d2-4)	Bite +8 melee (1d6+12)	Bite +7 melee (2d6+5) or spray +4 ranged touch (poison)
Full Attack:	Sting +4 melee (1d2-4)	Bite +8 melee (1d6+12)	Bite +7 melee (2d6+5) and sting +2 melee (1d4+2 plus poison), or spray +4 ranged touch (poison)
Space/Reach:	1/2 ft./0 ft.	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Agony, attach	—	Poison
Special Qualities:	Blindsight 60 ft., damage reduction 3/metal, immunity to cold and electricity, imperceptible, resistance to fire 5, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits
Saves:	Fort +0, Ref +2, Will +2	Fort +1, Ref +0, Will +3	Fort +2, Ref +4, Will +5
Abilities:	Str 3, Dex 15, Con —, Int —, Wis 10, Cha 1	Str 26, Dex 9, Con —, Int —, Wis 10, Cha 1	Str 20, Dex 14, Con —, Int —, Wis 10, Cha 1
Skills:	—	—	—
Feats:	—	—	—
Environment:	Any	Deserts	Deserts
Organization:	Solitary or pack (2-4)	Warrens (10-100)	Warrens (1-20)
Challenge Rating:	3	3	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	1-3 HD (Diminutive)	4-6 HD (Large); 6-9 HD (Huge)	7-12 HD (Huge)
Level Adjustment:	—	—	—

BUGDEAD, ZOMBIES

The following tables give stats for all zombie bugdead. The descriptions are the same as those in the Exoskeleton section.

	Antloid, Dynamis, Zombie Large Undead (Psionic)	Antloid, Queen, Zombie Large Undead
HD:	4d12 (26 hp)	8d12 (52 hp)
Initiative:	+1	-1
Speed:	30 ft. (6 squares)	10 ft. (2 squares)
Armor Class:	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15	14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14
Base Attack/Grapple:	+2/+12	+1/+13
Attack:	Bite +5 melee (1d6+6)	Bite +8 melee (1d6+12)
Full Attack:	Bite +5 melee (1d6+6)	Bite +8 melee (1d6+12)
Space/Reach:	10 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Psi-like abilities	Pheromones
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits
Saves:	Fort +0, Ref +2, Will +2	Fort +2, Ref +1, Will +6
Abilities:	Str 18, Dex 12, Con —, Int —, Wis 10, Cha 1	Str 24, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	—	—
Environment:	Deserts	Deserts
Organization:	Warrens (1-10 plus 1 queen, 5-20 soldiers, and 10-100 workers)	Warrens (1 queen plus 1-10 dynamis, 5-20 soldiers, and 10-100 workers)
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	5-8 HD (Large); 9-12 HD (Huge)	9-16 HD (Huge)
Level Adjustment:	—	—

	Ant Lion, Giant, Zombie Large Undead	Aratha, Zombie Medium Undead (Psionic)
HD:	5d12 (32 hp)	6d12 (39 hp)
Initiative:	+2	-1
Speed:	20 ft. (4 squares), burrow 10 ft.	20 ft. (4 squares), climb 10 ft.
Armor Class:	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16	19 (-1 Dex, +10 natural), touch 9, flat-footed 19
Base Attack/Grapple:	+2/+11	+3/+7
Attack:	Bite +6 melee (2d6+7)	Tentacle rake +8 melee (1d8+4)
Full Attack:	Bite +6 melee (2d6+7)	4 tentacle rakes +8 melee (1d8+4)
Space/Reach:	10 ft./5 ft.	5 ft./15 ft.
Special Attacks:	Constrict 2d6+7, improved grab, sand pit	Improved grab, psi-like abilities
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits
Saves:	Fort +1, Ref +3, Will +4	Fort +2, Ref +1, Will +5
Abilities:	Str 20, Dex 15, Con —, Int —, Wis 10, Cha 1	Str 19, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	—	Climb +12
Feats:	—	—
Environment:	Deserts and rocky badlands	Mountains and rocky badlands
Organization:	Warrens (1-20)	Solitary
Challenge Rating:	5	8
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	6-10 HD (Huge)	7-12 HD (Medium); 13-18 HD (Large)
Level Adjustment:	—	—

	Assassin Bug, Zombie Diminutive Undead	Cilops, Zombie Large Undead (Psionic)
HD:	1d12 (6 hp)	4d12 (26 hp)
Initiative:	+2	+2
Speed:	10 ft. (2 squares), fly 40 ft. (good)	40 ft. (8 squares), climb 20 ft.
Armor Class:	16 (+4 size, +2 Dex), touch 16, flat-footed 14	18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+0/-16	+2/+10
Attack:	Sting +0 melee (1d2-4 plus eggs or poison)	Bite +6 melee (2d6+6/x3) or antennae +5 melee touch (stun)
Full Attack:	Sting +0 melee (1d2-4 plus eggs or poison)	Bite +6 melee (2d6+6/x3) or antennae +5 melee touch (stun)
Space/Reach:	1 ft./0 ft.	10 ft./5 ft.
Special Attacks:	Eggs or poison	Psi-like abilities, stun, triple bite
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, scent, undead traits
Saves:	Fort +0, Ref +2, Will +2	Fort +1, Ref +3, Will +3
Abilities:	Str 3, Dex 15, Con —, Int —, Wis 10, Cha 1	Str 18, Dex 14, Con —, Int —, Wis 10, Cha 1
Skills:	—	Climb +12
Feats:	—	—
Environment:	Any	Any
Organization:	Pair	Solitary or pack (2-5)
Challenge Rating:	2	3
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	2-3 HD (Diminutive)	5-8 HD (Large); 9-12 HD (Huge)
Level Adjustment:	—	—

	Desert Cricket Swarm, Zombie Fine Undead (Swarm)	Ear Seeker, Zombie Fine Undead
HD:	2d12 (13 hp)	1/8 d12 (1 hp)
Initiative:	+4	+0
Speed:	5 ft. (1 square), fly 10 ft. (clumsy)	5 ft. (1 square), climb 5 ft.
Armor Class:	22 (+8 size, +4 Dex), touch 22, flat-footed 18	18 (+8 size), touch 18, flat-footed 18
Base Attack/Grapple:	+1/—	+0/-20
Attack:	Swarm (1d6)	Bite +4 melee (1d2-4 plus eggs)
Full Attack:	Swarm (1d6)	Bite +4 melee (1d2-4 plus eggs)
Space/Reach:	10 ft./0 ft.	1/2 ft./0 ft.
Special Attacks:	Cricket's song, distraction	Eggs
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, immunity to weapon damage, resistance to fire 5, swarm traits, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, imperceptible, resistance to fire 5, undead traits
Saves:	Fort +0, Ref +4, Will +3	Fort +0, Ref +0, Will +2
Abilities:	Str 3, Dex 18, Con —, Int —, Wis 10, Cha 1	Str 3, Dex 11, Con —, Int —, Wis 10, Cha 1
Skills:	—	Climb +4, Move Silently +8
Feats:	—	—
Environment:	Any	Any
Organization:	Solitary, brood (2-3 swarms), or colony (4-12 swarms)	Solitary or brood (2-5)
Challenge Rating:	3	6
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	—	—
Level Adjustment:	—	—

	Giant Beastfly, Zombie Medium Undead	Giant Bluebottle Fly, Zombie Small Undead
HD:	5d12 (32 hp)	3d12 (19 hp)
Initiative:	+1	+1
Speed:	20 ft. (2 squares) , fly 60 ft. (average)	15 ft. (3 squares) , fly 50 ft. (average)
Armor Class:	15 (+1 Dex, +4 natural), touch 11, flat-footed 14	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+2/+3	+1/-2
Attack:	Bite +3 melee (1d8+1)	Bite +3 melee (1d4+1)
Full Attack:	Bite +3 melee (1d8+1)	Bite +3 melee (1d4+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Blood drain, improved grab, rake 1d6	—
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits
Saves:	Fort +1, Ref +2, Will +4	Fort +1, Ref +2, Will +3
Abilities:	Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	—	—
Environment:	Any	Any
Organization:	Solitary, brood (2-5), or swarm (6-20)	Solitary, brood (2-5), or swarm (6-20)
Challenge Rating:	3	2
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	—	—
Level Adjustment:	—	—

	Giant Dragonfly, Zombie Large Undead	Giant Dragonfly Larva, Zombie Small Undead
HD:	7d12 (45 hp)	4d12 (26 hp)
Initiative:	+3	+0
Speed:	10 ft. (2 squares) , fly 60 ft. (poor)	20 ft. (4 squares), climb 10 ft.
Armor Class:	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+11	+2/+0
Attack:	Bite +6 melee (1d8+6)	Bite +5 melee (1d6+2)
Full Attack:	Bite +6 melee (1d8+6)	Bite +5 melee (1d6+2)
Space/Reach:	10 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Devour, improved grab, rake 1d6+2	—
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, scent, undead traits
Saves:	Fort +2, Ref +5, Will +5	Fort +1, Ref +1, Will +4
Abilities:	Str 18, Dex 16, Con —, Int —, Wis 10, Cha 1	Str 14, Dex 10, Con —, Int —, Wis 10, Cha 1
Skills:	—	Climb +10
Feats:	—	—
Environment:	Mountains and rocky badlands	Solitary
Organization:	Solitary or pair	Solitary or pack (2-5)
Challenge Rating:	5	3
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	8-14 HD (Large); 15-21 HD (Huge)	5-7 HD (Small); 8-10 HD (Medium)
Level Adjustment:	—	—

	Giant Firefly, Zombie Medium Undead	Pulp Bee, Zombie Small Undead
HD:	3d12 (19 hp)	4d12 (26 hp)
Initiative:	+2	+1
Speed:	10 ft. (2 squares) , fly 40 ft. (average)	20 ft. (4 squares) , , fly 70 ft. (good), climb 10 ft.
Armor Class:	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15
Base Attack/Grapple:	+1/+3	+2/-1
Attack:	Bite +3 melee (1d4+2)	Sting +4 melee (1d4+1 plus poison)
Full Attack:	Bite +3 melee (1d4+2)	Sting +4 melee (1d4+1 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Illuminating burst	Poison
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits
Saves:	Fort +1, Ref +3, Will +3	Fort +1, Ref +2, Will +4
Abilities:	Str 14, Dex 14, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1
Skills:	—	Climb +9
Feats:	—	—
Environment:	Plains, rocky badlands, and stony barrens	Plains
Organization:	Solitary or string (2-5)	Solitary, swarm (2-5), or hive (11-20)
Challenge Rating:	5	3
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	4-6 HD (Large)	5-8 HD (Small); 9-12 HD (Medium)
Level Adjustment:	—	—

	Swarm, Athasian Locust, Zombie Diminutive Undead (Swarm)	Swarm, Mini-Kank, Zombie Fine Undead (Swarm)
HD:	8d12 (52 hp)	4d12 (26 hp)
Initiative:	+3	+3
Speed:	10 ft. (2 squares) , fly 50 ft. (average)	10 ft. (2 squares) , fly 40 ft. (average)
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14	21 (+8 size, +3 Dex), touch 21, flat-footed 18
Base Attack/Grapple:	+4/—	+2/—
Attack:	Swarm (2d6)	Swarm (1d6)
Full Attack:	Swarm (2d6)	Swarm (1d6)
Space/Reach:	10 ft./—	10 ft./—
Special Attacks:	Distraction	Blood drain, distraction
Special Qualities:	Darkvision 60 ft., immunity to cold and electricity, immunity to weapon damage, resistance to fire 5, swarm traits, undead traits	Darkvision 60 ft., immunity to cold and electricity, immunity to weapon damage, resistance to fire 5, swarm traits, tremorsense 30 ft., undead traits
Saves:	Fort +2, Ref +5, Will +6	Fort +1, Ref +4, Will +4
Abilities:	Str 4, Dex 16, Con —, Int —, Wis 10, Cha 1	Str 5, Dex 16, Con —, Int —, Wis 10, Cha 1
Skills:	—	—
Feats:	—	—
Environment:	Plains	Plains
Organization:	Solitary, cloud (2-7 swarms), or plague (11-20 swarms)	Solitary, cloud (2-7 swarms), or plague (11-20 swarms)
Challenge Rating:	5	3
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	—	—
Level Adjustment:	—	—

	Tick, Giant Zombie Small Undead	Termite, Giant Worker, Zombie Medium Vermin
HD:	2d12 (13 hp)	1d12 (6 hp)
Initiative:	-2	+0
Speed:	20 ft. (4 squares), climb 10 ft.	30 ft. (6 squares)
Armor Class:	18 (+1 size, -2 Dex, +9 natural), touch 9, flat-footed 18	13 (+3 natural), touch 10, flat-footed 13
Base Attack/Grapple:	+1/+0	+0/+3
Attack:	Bite +6 melee (1d4+4 plus disease)	Bite +2 melee (1d6+4)
Full Attack:	Bite +6 melee (1d4+4 plus disease)	Bite +2 melee (1d6+4)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	Blood drain, disease, improved grab	—
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits
Saves:	Fort +0, Ref -2, Will +3	Fort +0, Ref +0, Will +2
Abilities:	Str 16, Dex 6, Con —, Int —, Wis 10, Cha 1	Str 17, Dex 10, Con 11, Int —, Wis 10, Cha 1
Skills:	Climb +11	—
Feats:	—	—
Environment:	Rocky badlands	Deserts, plains, rocky badlands, and stony barrens
Organization:	Solitary or brood (2-5)	Solitary, gang (2-6), or crew (6-11 plus 1-4 soldiers)
Challenge Rating:	4	2
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	3-6 HD (Medium)	2-4 HD (Large)
Level Adjustment:	—	—

	Termite, Giant Soldier, Zombie Medium Vermin	Termite, Myrmarch, Zombie Large Vermin
HD:	2d12 (13 hp)	4d12 (22 hp)
Initiative:	+0	-1
Speed:	30 ft. (6 squares)	20 ft. (4 squares)
Armor Class:	15 (+5 natural), touch 10, flat-footed 15	17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17
Base Attack/Grapple:	+1/+5	+2/+10
Attack:	Bite +5 melee (1d8+6) or spray +3 ranged touch (spittle)	Bite +5 melee (2d6+6), or spray +2 ranged touch (spittle)
Full Attack:	Bite +5 melee (1d8+6) or spray +3 ranged touch (spittle)	Bite +5 melee (2d6+6), or spray +2 ranged touch (spittle)
Space/Reach:	5 ft./5 ft.	10 ft./5 ft.
Special Attacks:	Spittle	Spittle
Special Qualities:	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits	Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits
Saves:	Fort +0, Ref +0, Will +3	Fort +1, Ref +0, Will +4
Abilities:	Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2	Str 18, Dex 9, Con 13, Int —, Wis 13, Cha 6
Skills:	—	—
Feats:	—	—
Environment:	Deserts, plains, rocky badlands, and stony barrens	Deserts, plains, rocky badlands, and stony barrens
Organization:	Solitary or gang (2-4)	Hive (2 plus 10-100 workers and 5-20 soldiers)
Challenge Rating:	3	3
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral evil
Advancement:	3-4 HD (Large)	5-8 HD (Huge)
Level Adjustment:	—	—

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