Terrors of the Dead Lands

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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 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, claws 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—

“Shhh!”

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 groove,” 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, was just that 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 "undead" 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. Many incorporeal undead share the following special abilities:

- **Temporary Corporeality (Su):** The undead can become corporeal and incorporeal again as a standard action.
- **Enduring Focus (Su):** The undead's life force is tied to a focus, either an object or an unfulfilled task. As long as the 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.
- **Banshee:** Banshees are dwarves that died with their focus unaccomplished. Many incorporeal undead share the following special abilities:

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 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:

**Banshee:** Banshees are dwarves that died with their focus unaccomplished. Many incorporeal undead share the following special abilities:

**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**: Fae 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 faes 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.

**Namech**: These creatures are the victims of more powerful intelligent undead such as meorties, wraiths, zhens, or raaiigs. 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 raaiigs most frequently use namechs as subordinates.

**Raaig**: A raaiig is an ancient, incorporeal spirit sustained by its belief and faith in long-lost gods. Raaiigs 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 raaiigs 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.

Athanian 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 Athanian cosmology.

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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 challenge3.

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.

Impeed 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 subtype 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 ash-en hae of the Gray. However, the warm body of a living creature appears as a beacon, visible up to a mile and often drawing spirits near4.

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.

Mindscape

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 victim5; in this case,

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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. Mindscapes 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 becoming* 
Gray rift*
Invisibility purge
Mage armor (F)
Mage’s sword (F)
Magnificent mansion (X)

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 force (F)

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
Dimensional slide
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
Dimensional anchor, psionic
Dimensional slide
Dimension door, psionic
Dimensional swap
Dimensional anchor, psionic
Dismiss ectoplasm (E)
Dismissal, psionic
Dissipating touch
Divert teleport
Ectoplasmic cocoon (E)
Ectoplasmic cocoon, mass (E)
NEW SPELLS

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

CLERIC SPELLS

6th-Level Cleric Spells
Create Undead*: Create ashens, creeping claws, ioramhs, and salt zombies.

7th-Level Cleric Spells
Unliving Identity*: Transform a zombie into a thinking zombie.

8th-Level Cleric Spells
Create Greater Undead*: Create Gray zombies, shadows, Athasian wraiths, and tormented with special abilities.

TEMPLAR SPELLS

6th-Level Templar Spells
Create Undead*: Create creeping claws, ioramhs, salt zombies, and ashens.

8th-Level Templar Spells
Create Greater Undead*: Create Gray zombies, shadows, Athasian wraiths, and tormented with special abilities.

WIZARD SPELLS

6th-Level Wizard Spells
Create Undead*: Create ashens, creeping claws, ioramhs, and salt zombies.

7th-Level Wizard Spells
Gray Beckoning: Summon one Gray zombie per caster level.
Unliving Identity*: Transform a zombie into a thinking zombie.

8th-Level Wizard Spells
Create Greater Undead*: 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.

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

<table>
<thead>
<tr>
<th>Caster Level</th>
<th>Undead Created</th>
</tr>
</thead>
<tbody>
<tr>
<td>11th or lower</td>
<td>Creeping claws*</td>
</tr>
<tr>
<td>12th–14th</td>
<td>Ioramh</td>
</tr>
<tr>
<td>15th–17th</td>
<td>Salt zombie</td>
</tr>
<tr>
<td>18th or higher</td>
<td>Ashen</td>
</tr>
</tbody>
</table>

*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.

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.

<table>
<thead>
<tr>
<th>1d6</th>
<th>Undead Summoned</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>3d6 undissolved spirits</td>
</tr>
<tr>
<td>2</td>
<td>2d6 Gray zombies</td>
</tr>
<tr>
<td>3</td>
<td>1d6 shadows</td>
</tr>
<tr>
<td>4</td>
<td>1d3 Athasian wraiths</td>
</tr>
<tr>
<td>5</td>
<td>1 tormented</td>
</tr>
<tr>
<td>6</td>
<td>1 crimson</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th>Creature…</th>
<th>Special Attacks or Qualities</th>
<th>Weaknesses</th>
</tr>
</thead>
<tbody>
<tr>
<td>Has less than 4 HD</td>
<td>-1</td>
<td>+0</td>
</tr>
<tr>
<td>Has 4 HD to 7 HD</td>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>Has 8 HD to 13 HD</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>Has more than 13 HD</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>Died of natural causes</td>
<td>-1</td>
<td>+0</td>
</tr>
<tr>
<td>Died violently</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>Originates in the Dead Lands</td>
<td>+1</td>
<td>+0</td>
</tr>
<tr>
<td>Was raised as spawn</td>
<td>+0</td>
<td>-1</td>
</tr>
</tbody>
</table>

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 +1, LA +1]

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.

Table 3-2: Undead Special Attacks

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

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 16d6 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.

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

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 helplessness 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 lilith 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 possess 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.

<table>
<thead>
<tr>
<th>HD</th>
<th>Total Spell Levels</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 HD to 3 HD</td>
<td>1d3 spell levels</td>
</tr>
<tr>
<td>4 HD to 6 HD</td>
<td>1d4 spell levels</td>
</tr>
<tr>
<td>7 HD to 9 HD</td>
<td>1d6 spell levels</td>
</tr>
<tr>
<td>10 HD to 12 HD</td>
<td>2d4 spell levels</td>
</tr>
<tr>
<td>13 HD to 15 HD</td>
<td>3d4 spell levels</td>
</tr>
<tr>
<td>16 or more HD</td>
<td>4d4 spell levels</td>
</tr>
</tbody>
</table>

Chapter 2: Into the Gray
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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 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

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

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.

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Spell-Like Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 HD to 6 HD</td>
<td>–</td>
</tr>
<tr>
<td>7 HD to 10 HD</td>
<td>Animate dead 1/day</td>
</tr>
<tr>
<td>11 HD to 14 HD</td>
<td>Create undead 1/day</td>
</tr>
<tr>
<td>15 HD or more HD</td>
<td>Create greater undead 1/day</td>
</tr>
</tbody>
</table>

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.

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.
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.

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

**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 crimsons 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.
A t’liz often has this special weakness. For a flying creature it could be an advantage! Undead, this weakness would not serve as a disadvantage—in fact, others that they are alive sometimes have this weakness. For other undead that believe they are still alive or attempt to deceive its weakness is observable, such as in sunlight.

If the undead fails to feed, it gains a negative level. When its negative levels equal its HD, the undead is destroyed. It returns, it recovers 1 negative level per day.

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.

Table 3-4: Undead Weaknesses

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

**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.

Raagis and meorties are usually bound to the areas that they guard. Dwarfen banshees are typically bound to the area where their song is heard most clearly. Raaigs and meorties are usually bound to the areas that they guard. The meorty enforces laws that the meorty enforces.

**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 raagis 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 ioramhs, 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 doesn’t feed, 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 undead’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.

**Distractable (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 rides 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.

<table>
<thead>
<tr>
<th>1d3</th>
<th>Material</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Obsidian</td>
</tr>
<tr>
<td>2</td>
<td>Stone</td>
</tr>
<tr>
<td>3</td>
<td>Wood</td>
</tr>
</tbody>
</table>

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 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 spells he had cast the preceding night. The casting of these protection spells had tired him, but he was a strong man.

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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 groaning 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 in 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, sweeping 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 waterering 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.
When the fruit is plucked from the tree, the gate to the Gray is taste and smell once bitten into. appetizing before its skin has been broken, it is beyond terrible in the tree. While the pear-shaped fruit looks and smells very such as portal to the Gray and dispels any abjurations cast on the portal, tempestuous sirocco. The act of picking the fruit tears open the negative energy visible as tendrils of gray fog whipping about in a rent open, flooding the area with a tremendous amount of After 1d4 minutes, a single, beautiful jet-black fruit grows from the gate to the tree and prevents it from moving randomly about. The tree must be no more than three days old when the wizard appears 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, missed 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 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…
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 dawomers 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 servants, frightened and awed, 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-chief, 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!”

“Aye, 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 the linen he had placed there, the wards against the dead spirits of the Gray. 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.

They placed the bundles 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.

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They ignored his screams as they bundled his head.

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 immeasurable pain, still feeling the death-pangs that had wracked his body and agast 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 Rajafa had taught him. On the far wall, the flowerlike runes flickered to life, glowing with an uneven, pulsed 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 first colophon, he swept his hands down and eyed the runic symbol. The symbol appeared to liquefy, bulging until it burst open, the first colophon, he swept his hands down and eyed the runic symbol. The symbol appeared to liquefy, bulging until it burst open, the first colophon, he swept his hands down and eyed the runic symbol. The symbol appeared to liquefy, bulging until it burst open,
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.

Then! 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 he placed his hands on Sekdo’s corpse, channeling the waves into the corpse. 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 whisking wind sucked him up, lifting his feet up to the rune gate. First one spirit, then both, grabbed 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’ whails 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 engraved 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 touch of the blood, the unguent-laden linens age in an instant into 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 result is 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 from the Gray gate, 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 eerie magic-seller at a temple 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 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 handful of 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:
- **Protection from time**, to preserve the wizard’s body.
- **Open the Gray gate**, to connect the patron spirit’s Gray energy to Athas.
- **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 Qualities: Defiling, plant corruption, sorcerous blast
Special Attacks: Ash rebirth, darkvision 60 ft., immunity to rebuking, undead traits, unnatural aura
Special Abilities: Defiling, plant corruption, sorcerous blast

Organization: Solitary
Environment: Any
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. This state, they abandon themselves completely to the addiction, seeking plant life to defile and ignoring anyone preventing them from reaching their goal. Some will even enter a druidic state, ashen’s 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 range.

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**BLIGHT**

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**Diminutive Undead**

**Hit Dice:** 1/4d12 (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

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**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:** —

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**CALLER IN DARKNESS, GIUSTENAL**

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**Terrors of the Dead Lands**

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**Blight**

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**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.
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*)

Manifester level 18th. The save DCs are Charisma-based.

*Includes augmentation for the Giustenal caller in darkness’s manifester 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.

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**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.

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**Crimson**

Huge Outsider (Evil, Extraplanar, Incorporeal, Psionic)

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

Constitution Drain (Su): Living creatures hit by a crimson’s incorporeal touch attack must succeed on a DC 27 Fortitude save or take 1d4 + 2 Constitution drain. The save DC is Charisma-based.

Special Attacks: Aura of death, Constitution drain, grayflood, 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.

EcoLogy of the CrimeM

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 spirit but are simply driven by magical energies.

The characteristics of a golem that come from its nature as a magical 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 14 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.

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**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

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**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 Athasian 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.

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**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*
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 fists together, releasing a loud sonic shockwave and a spray of sharp obsidian. Creatures within a 20-ft. radius centered on the fists together, releasing a loud sonic shockwave and a spray of sharp obsidian. Creatures within a 20-ft. radius centered on the 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 *stone skin* on the golem heals it to maximum hit points.

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

**Constitution:** 16–30 HD (Large); 31–45 HD (Huge)

**Turn Resistance:** None

**Treasure:** None

**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.

**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. 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 surgery*, caster must be at least 14th level; Price 90,000 Cp; Cost 50,000 Cp + 3,400 XP.

**Abilities:** Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1

**Skills:** —

**Feats:** —

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 11

**Advancement:** 16–30 HD (Large); 31–45 HD (Huge)

**Level Adjustment:** —

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.

**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.

**Abilities:** Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1

**Skills:** —

**Feats:** —

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 11

**Advancement:** 16–30 HD (Large); 31–45 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.

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

**SAND GOLEM**

**Large Construct**

**Hit Dice:** 8d10+30 (74 hp)

** Initiative:** —

**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 +2, Ref +1, Will +4

**Abilities:** Str 20, Dex 9, Con —, Int —, Wis 11, Cha 1

**Skills:** —

**Feats:** —

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 11

**Advancement:** 16–30 HD (Large); 31–45 HD (Huge)

**Level Adjustment:** —

**WOOD GOLEM**

**Large Construct**

**Hit Dice:** 8d10+30 (74 hp)

** Initiative:** —

**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:** —

**Feats:** —

**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 11

**Advancement:** 16–30 HD (Large); 31–45 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.

**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. 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, limited wish, slow*, caster must be at least 14th level; Price 90,000 Cp; Cost 50,000 Cp + 3,400 XP.
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 its 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.

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**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 claws +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 taut 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 recall its master’s foes.

**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 undead, 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.
**Krags**

**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) and bite +2 melee (2d6+1 plus elemental infusion)

**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 krags are dangerous creatures, as they are usually encountered with a group of kraglings, victims of the krag's elemental infusion. A krags can also control the element that killed it.

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

**Elemental Blast (Su):** A krags can manipulate elemental energy twice per day as a standard action. The attack varies by krags 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 krags 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 krags: 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*), ultrasound (ML 15th, DC 20). Manifester level 11th. The save DCs are Charisma-based.

*Includes augmentation for the krags’s manifester level.

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

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

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

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**Combat**

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

<table>
<thead>
<tr>
<th>Element</th>
<th>Subtype(s)</th>
<th>Blast Type</th>
<th>Blast Description</th>
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</thead>
<tbody>
<tr>
<td>Air</td>
<td>Air</td>
<td>20-ft.-radius sphere</td>
<td>The air krags 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)</td>
</tr>
<tr>
<td>Earth</td>
<td>Earth</td>
<td>20-ft.-radius sphere</td>
<td>An earth krags creates a storm of obsidian shards centered on its body, dealing 5d6 points of slashing damage per round for 1d4 rounds. (Fort)</td>
</tr>
<tr>
<td>Fire</td>
<td>Fire (immunity to fire, vulnerability to cold)</td>
<td>30-ft. cone of fire</td>
<td>A cone of flame bursts from the fire krags’s mouth, inflicting 11d6 points of fire damage on all creatures in the cone. (Ref)</td>
</tr>
<tr>
<td>Water</td>
<td>Water</td>
<td>20-ft.-radius sphere</td>
<td>A water krags forms water inside its enemies’ lungs, affecting breathing creatures as the crisis of breath power. (Will negates; Fort partial)</td>
</tr>
<tr>
<td>Magma</td>
<td>Earth, Fire (immunity to fire, vulnerability to cold)</td>
<td>60-ft. line of fire</td>
<td>The magma krags 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)</td>
</tr>
<tr>
<td>Rain</td>
<td>Air, Water</td>
<td>60-ft. line of lightning</td>
<td>Lightning is the rain krags’s favorite weapon. The bolt does 11d6 points of electricity damage. (Ref)</td>
</tr>
<tr>
<td>Silt</td>
<td>Earth, Water</td>
<td>20-ft.-radius sphere</td>
<td>A silt krags 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)</td>
</tr>
<tr>
<td>Sun</td>
<td>Air, Fire (immunity to fire, vulnerability to cold)</td>
<td>60-ft. line of fire</td>
<td>A sunbeam emerges from the sun krags’s finger, dealing 11d6 points of fire damage. The beam also ignites combustible materials in its path. (Ref)</td>
</tr>
</tbody>
</table>
**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  

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.*

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**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’tagh 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’tthag 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’tthag 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).

- 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), shaking 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, hallow 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’tthag 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’tthag 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’tthag 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 bugedead of the Dead Lands.

S’Tthag 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
Saving Throws: Fort +8, Ref +13, 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’tthag 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’tthag 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’tthag zagath simply as “lashbugs” because of their dangerous antennae.

The carapace of a living s’tthag 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’tthag zagath and its undead, “scarlet warden” brethren.

The cluster of eyes atop a s’tthag zagath’s head gives it 360-degree vision without moving its head. The translucent, nicitating 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.
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’tthag zagaths’s manifestor level.

All-Around Vision (Ex): A s’tthag 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’tthag zagaths have spell resistance equal to 15 + class levels.

Skills: S’tthag 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’Tthag ZAGATH
S’tthag 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’tthag zagaths serve the living emperor, called the Successor, revering him and his lieutenants 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’tthag 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’tthag 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’tthag 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 have little connection to the Material Plane and rarely appear on Athas unless raised by a necromancer.

The 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 14. A corporeal tormentted 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

Adavancement: 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 splattered 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 based on the creature’s Constitution-based AC bonus 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 proves lethal. The fruit is large enough for 8 pieces with poison dosage this strong.

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 +4, Will +4
Abilities: Str —, Dex —, Con 16, Int +1, 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: —

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 livelong, 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 sides...
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: 2d12 (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 +18, 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

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 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 deflective bonus to AC by 10 (in addition to the +5 deflective 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)
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.

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**

<table>
<thead>
<tr>
<th>Armor Class:</th>
<th>14 (-4 size, -2 Dex, +10 natural), touch 4, flat-footed 14</th>
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</thead>
<tbody>
<tr>
<td>Base Attack/Grapple:</td>
<td>+8/+25</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +10 melee (2d10+9)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +10 melee (2d10+9)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>20 ft./15 ft.</td>
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<tr>
<td>Special Attacks:</td>
<td>–</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Frightful presence, undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +5, Ref +3, Will +10</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 22, Dex 7, Con –, Int –, Wis 11, Cha 1</td>
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<tr>
<td>Skills:</td>
<td>–</td>
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<tr>
<td>Feats:</td>
<td>–</td>
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<tr>
<td>Environment:</td>
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<tr>
<td>Organization:</td>
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</tr>
<tr>
<td>Challenge Rating:</td>
<td>7</td>
</tr>
<tr>
<td>Treasure:</td>
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</tr>
<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
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<tr>
<td>Advancement:</td>
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<td>Level Adjustment:</td>
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</table>

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**

<table>
<thead>
<tr>
<th>Medium Undead (Incorporeal)</th>
</tr>
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<tbody>
<tr>
<td>Hit Dice:</td>
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<tr>
<td>Initiative:</td>
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<tr>
<td>Speed:</td>
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<tr>
<td>Armor Class:</td>
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<tr>
<td>Base Attack/Grapple:</td>
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<td>Attack:</td>
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<td>Full Attack:</td>
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<td>Space/Reach:</td>
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<td>Special Attacks:</td>
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<td>Special Qualities:</td>
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<td>Saves:</td>
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<td>Abilities:</td>
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<td>Skills:</td>
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<td>Feats:</td>
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<td>Environment:</td>
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<td>Organization:</td>
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<td>Challenge Rating:</td>
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<td>Treasure:</td>
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<tr>
<td>Alignment:</td>
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<tr>
<td>Advancement:</td>
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<tr>
<td>Level Adjustment:</td>
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</tbody>
</table>
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. 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.

**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.

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**ZOMBIE, GRAY**

<table>
<thead>
<tr>
<th>Medium Undead (Extraplanar)</th>
<th>Hit Dice: 4d12 (26 hp)</th>
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</thead>
<tbody>
<tr>
<td>Initiative: +2</td>
<td>Speed: 30 ft. (6 squares)</td>
</tr>
<tr>
<td>Armor Class: 17 (+2 Dex, +5 natural), touch 12, flat-footed 15</td>
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<tr>
<td>Base Attack/Grapple: +2/+5</td>
<td>Attack: Claw +5 melee (1d6+3) and bite +0 melee (1d4+1)</td>
</tr>
<tr>
<td>Full Attack: 2 claw +5 melee (1d6+3) and bite +0 melee (1d4+1)</td>
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<tr>
<td>Space/Reach: 5 ft./5 ft.</td>
<td></td>
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<tr>
<td>Special Attacks: —</td>
<td></td>
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<tr>
<td>Special Qualities: Darkvision 60 ft., gray fog, immunity to cold, undead traits</td>
<td></td>
</tr>
<tr>
<td>Challenge Rating: 2</td>
<td></td>
</tr>
<tr>
<td>Organization: Solitary, pair, or group (2-5)</td>
<td></td>
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<tr>
<td>Treasure: None</td>
<td></td>
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<tr>
<td>Level Adjustment: —</td>
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</tbody>
</table>

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./5 ft.  

**Special Attacks:** —  
**Special Qualities:** Darkness 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:** Solitary, pair, or group (3-12)  

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 best time to attack. 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, SALUT**

Medium Undead  
Hit Dice: 3d12 (19 hp)  
Initiative: +0  
Speed: 0 ft.  
Armor Class: 8 (-5 Dex, +3 natural), touch 5, flat-footed 8  
Base Attack/Grapple: +2/+4  
Attack:  
Full Attack:  
Space/Reach: 5 ft./0 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/+4  
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). Manifester 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 underground. 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*). Manifester 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 bansehee’s HD + bansehee’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 agency*. Manifester 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 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**

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.
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: 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: —.

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
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 (10 HP*). Manifest level 10th. The save DCs are Charisma-based.

*Includes augmentation for the cursed dead’s manifest 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 I (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 humanoid 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**

“A 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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Slam Damage</th>
<th>Sinew Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1d2</td>
<td>—</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d3</td>
<td>1</td>
</tr>
<tr>
<td>Tiny</td>
<td>1d4</td>
<td>1d2</td>
</tr>
<tr>
<td>Small</td>
<td>1d6</td>
<td>1d3</td>
</tr>
<tr>
<td>Medium</td>
<td>1d8</td>
<td>1d4</td>
</tr>
<tr>
<td>Large</td>
<td>2d6</td>
<td>1d6</td>
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<tr>
<td>Huge</td>
<td>2d8</td>
<td>1d8</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>4d6</td>
<td>2d6</td>
</tr>
<tr>
<td>Colossal</td>
<td>4d8</td>
<td>2d8</td>
</tr>
</tbody>
</table>

**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 struck opponent 10 feet closer each subsequent round (provoking an 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:**

<table>
<thead>
<tr>
<th>Power</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3/day— <em>swarm of crystals</em></td>
<td>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.</td>
</tr>
</tbody>
</table>

**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.

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**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)
Combat

its home, the undead cannot be permanently killed; it reforms 1d12 remains. As long as the dhaot’s remains have not been returned to any characters attempting to reunite her corpse with those of her live on as undead until her bones are put to rest. The dhaot aids

The save DCs are Charisma-based.

image (DC 17), nightmare (DC 19)

hallucinatory terrain (DC 18), invisibility, major
nauseates a creature for 1d4 rounds.

happened years ago in its life. The guilt
victim with guilt over small incidents that painful memories surface, wracking the

permanent. A
damage and penalty are
taking an action she has an aversion to, she takes a –2 penalty on any attack rolls, ability checks, or skill checks involved.

Death Wish (Ex): Mithia wishes to die forever but is cursed to never

takes reasonable steps to avoid the object of its aversion, but will power, preferring not to approach within 30 feet of it. The undead takes reasonable steps to avoid the object of its aversion, but will 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
Temporary Corporeality (Su): Hit Dice + 5.

A standard action, seemingly becoming flesh and blood. In people prevent it from returning to life. It reforms 1d12 days after its apparent death. Killing the undead in the Gray 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.

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: 2 (4)

Treasure: None.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +5.

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**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 his 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.

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**SAMPLE DUNE RUNNER**

This example uses a 3rd-level elf ranger as the base creature.

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**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, grayness 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

**Treaure:** 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 HD.

Psi-Like Abilities: At will—attraction (+5 interaction bonus, DC 13*), mindlink (3 targets*); 2/day—psionic dominate (ML 7th, DC 15). Manifester level 3rd. The save DCs are Charisma-based.

*Includes augmentation for the dune runner’s manifester 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 I (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 tin 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, unwarmed, 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 drags them into his run, detouring through the most difficult terrain, delighting as their chitinous limbs crack and shatter on rocks and sheer drops.
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 I (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 leatherv, +1 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 peacefully. 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, circle of persuasion, ring of feather falling.
Personality
Fortrumpp 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. Fortrumpp originally fancied himself a merchant, gaining fame and fortune to win his stingy father’s praise. But his father, Kalnrar, forbade Fortrumpp 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 Fortrumpp 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 Fortrumpp’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 Fortrumpp would consume the lives of the slaves on his property.

Month by month, Fortrumpp’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 Fortrumpp’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 Fortrumpp 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 lasting after the food and pleasure to which it was used in life. Fortrumpp 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 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. Fortrumpp’s family collapsed after the terrible visitation, the survivors fleeing far from Nibenay to escape the fael’s vengeance.

Fortrumpp 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 unfortunate, 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.

Damage: A fael’s natural weapons remain unchanged.

Special Attacks: A fael armed with a weapon uses its slam or a weapon, as it desires.

Special Qualities: A fael has damage reduction 5/magic. Its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. 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: Fael 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
death, 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:** 15

**Alignment:** Lawful evil

**Treasure:** Standard

**Treasure:**

**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. Manifester level 11th. The save DCS are Charisma-based.

**Includes augmentation for the fallen’s manifester 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—are any 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 Nagarvos. 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
Terrors of the Dead Lands

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.

**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 +3.

**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:** +9

**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 (feebblemind, 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 2d4 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 20) 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 misspice (range 1,040 ft., DC 20*), mindlink (12 willing or 8 unwilling targets, DC 15*), psionic dimension door, psionic dimensional anchor, 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 (4/6/5/5/4/1/2/1): 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), seopia snake sigil (DC 19); 4th — animate dead, dispel magic (SILENCED), energize (+11 ranged touch), fear (DC 20), ice storm; 5th — blight (DC 21), feelelmind (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 (Widthened), 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, head of force, scrolls of greater teleport (2), potion fruit of invisibility.

Personality

Asus was born a noble, famed for his fiery spirit and his abilities as a sorcerer. His parents were the leaders of a powerful noble house in Athas. As a child, Asus was taught the art of magic and quickly became known for his ability to control the magical energy around him. He was determined to be the best, and he worked hard to perfect his craft.

Asus was also a skilled traveler, and he often ventured out into the wilds to hone his abilities. He would often use his magic to create powerful artifacts that could be used to control others. He was known for his ability to manipulate the minds of his enemies and bend them to his will.

Asus was a highly intelligent and strategic individual. He was always one step ahead of his opponents, and he was able to anticipate their moves and counter them accordingly. He was also known for his resourcefulness, and he was able to make use of any situation to his advantage.

Asus was also a skilled fighter, and he was able to use his magic to great effect in battle. He was able to control the flow of combat and turn the tide against his opponents. He was also able to use his magic to create powerful artifacts that could be used to protect him in battle.

Asus was a highly respected individual in his society, and he was able to use his magic to gain power and influence. He was able to control the actions of others and bend them to his will. He was also able to use his magic to gain wealth and power.

Asus was a highly ambitious individual, and he was always looking for ways to further his own goals. He was always on the lookout for new opportunities to gain power and wealth, and he was not afraid to take risks in order to achieve his goals.

Asus was also a highly independent individual, and he was not afraid to go against the grain. He was always willing to take a stand, even if it meant going against the established order. He was determined to be the best, and he was willing to do whatever it took to achieve his goals.

Asus was a highly skilled individual, and he was able to use his magic to achieve great things. He was a powerful individual who was able to bend the world to his will. He was a truly great individual, and he will be remembered for his accomplishments.

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.
Terrors of the Dead Lands

**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 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 paralysed for 2d4 minutes. Remove paralyzation 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 multicast (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 (large or smaller*), dispel psionics (+20 bonus*), matter manipulation, psionic dominate (any target, +2 DC*), psionic mind blank, psychic crush (40ft*). Manifest level 12th. The save DCs are Charisma-based.

*Includes augmentation for the kaisharga’s manifestor level.

**Special Qualities:** A kaisharga retains all the base creature’s special qualities and gains those described below.

**Damage Reduction (Su):** A kaisharga’s undeath nature gives it damage reduction of 15/–. 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 command 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.

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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:** +6/+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 creature’s size:

<table>
<thead>
<tr>
<th>Size</th>
<th>Bonus</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>+0</td>
</tr>
<tr>
<td>Diminutive</td>
<td>+0</td>
</tr>
<tr>
<td>Tiny</td>
<td>+1</td>
</tr>
<tr>
<td>Small</td>
<td>+3</td>
</tr>
<tr>
<td>Medium</td>
<td>+5</td>
</tr>
<tr>
<td>Large</td>
<td>+8</td>
</tr>
<tr>
<td>Huge</td>
<td>+11</td>
</tr>
</tbody>
</table>

**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.)

<table>
<thead>
<tr>
<th>Size</th>
<th>Claw</th>
<th>Bite</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1d3</td>
<td>1d3</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d2</td>
<td>1d4</td>
</tr>
<tr>
<td>Tiny</td>
<td>1d3</td>
<td>1d6</td>
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<tr>
<td>Small</td>
<td>1d4</td>
<td>1d8</td>
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<tr>
<td>Medium</td>
<td>1d6</td>
<td>2d6</td>
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<tr>
<td>Large</td>
<td>1d8</td>
<td>2d8</td>
</tr>
<tr>
<td>Huge</td>
<td>2d6</td>
<td>4d6</td>
</tr>
</tbody>
</table>

**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. Manifeste level equals the creature’s HD, and the save DC is Charisma-based.

<table>
<thead>
<tr>
<th>Element</th>
<th>Subtype(s)</th>
<th>Immunities</th>
<th>Vulnerabilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Air</td>
<td>Air</td>
<td>—</td>
<td>—</td>
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<tr>
<td>Earth</td>
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<tr>
<td>Fire</td>
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<td>Cold</td>
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<tr>
<td>Water</td>
<td>Water</td>
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</tr>
<tr>
<td>Magma</td>
<td>Earth, Fire</td>
<td>Fire</td>
<td>Cold</td>
</tr>
<tr>
<td>Rain</td>
<td>Air, Water</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Silt</td>
<td>Earth, Water</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Sun</td>
<td>Air, Fire</td>
<td>Fire</td>
<td>Cold</td>
</tr>
</tbody>
</table>

**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.

**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.

<table>
<thead>
<tr>
<th>Element</th>
<th>Subtype(s)</th>
<th>Immunities</th>
<th>Vulnerabilities</th>
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<td>Fire</td>
<td>Cold</td>
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<tr>
<td>Water</td>
<td>Water</td>
<td>—</td>
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</tr>
<tr>
<td>Magma</td>
<td>Earth, Fire</td>
<td>Fire</td>
<td>Cold</td>
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<tr>
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</tr>
<tr>
<td>Sun</td>
<td>Air, Fire</td>
<td>Fire</td>
<td>Cold</td>
</tr>
</tbody>
</table>

**Treasure:** None.

**Alignment:** Always neutral evil.

**Advancement:** As base creature (or — if the base creature advances by character class).

**Level Adjustment:** —.
MEORTY

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, darkness 60 ft., Gray toughness 3, immunity to cold and electricity, spell resistance 26, stench, undead traits
Save: 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 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

Combat
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.

Tor-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-elorn. 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 remore 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-elorn 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.

*Includes augmentation for the meorty’s manifestor level.

Psion Powers Known (123 power points/day): 1st—control light, deceleration*, defensive precognition*, detect psionics, vigor*; 2nd—brain lock* (DC 19), concealing amorphous 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 crusade* (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), ghoul techniques* (DC 16), silence (DC 16), zone of truth (DC 16); 3rd—blindness/deafness (DC 17), flaying 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-elorn. 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 remore 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-elorn 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 join 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 Tablerands. 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 an 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.
**Terrors of the Dead Lands**

**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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Slam</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1d4</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d2</td>
</tr>
<tr>
<td>Tiny</td>
<td>1d3</td>
</tr>
<tr>
<td>Small</td>
<td>1d4</td>
</tr>
<tr>
<td>Medium</td>
<td>1d6</td>
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<tr>
<td>Large</td>
<td>1d8</td>
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<tr>
<td>Huge</td>
<td>2d6</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>2d8</td>
</tr>
<tr>
<td>Colossal</td>
<td>4d6</td>
</tr>
</tbody>
</table>

**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 level.

*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. Manifesters level equals Hit Dice. The save DCs are base creature’s level +4.

**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 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.

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**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 ioramhes).

**Challenge Rating:** Same as character +4.

**Treasure:** Standard.

**Alignment:** Always lawful (neutral or evil).

**Advancement:** By character class.

**Level Adjustment:** +5.

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**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 Rajaa 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’lices, 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 Aezg**

**Human Morg, 14th-Level Fighter**

**Medium Undead (Augmented Humanoid)**

**Hit Dice:** 14d12+28 (119 hp)

**Initiative:** +7

**Speed:** 50 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.
**Terrors of the Dead Lands**

**Special Attack:** Constrict 1d4+7, create spawn, disease, energy drain, fear aura, improved grab

**Special Qualities:** Ambulatory limbs, damage reduction 10/magic, dark vision 60 ft., deterioration, fast healing 1m, 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 Sekdo’s tongue attack establishes a hold and can constrict.

**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; if 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.

- Tongue damage improves by +4.
- A tongue attack deals automatic tongue damage.
- A morg generates a powerful aura of evil and death. Creatures of less than 5 HD within the radius of the morg’s aura for 24 hours.

Energy Drain (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.

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)

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Combat

which affect the undead as though its type were humanoid. Unlike most other undead, is susceptible to mind-affecting effects, the save is successful, that creature cannot be affected again by the effect.

The undead is turned or rebuked as if it were 4 HD lower. Turn Submission (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 carrikal, +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-elven 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-elven 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 his 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-elven’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

Spac/Reach: 5 ft./5 ft.
Special Attacks: Charm person, revulsion, sneak attack +4d6
Special Qualities: Damage reduction 5/魔法, 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: Blindsight, Mounted Combat, Weapon Focus (carrikal)

Environment: Silt Sea

Organization: Unique

Challenge Rating: 9

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: +3

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 undeath as though its type were humanoid.

Possessions: +1 keen carrikal, +2 studded leather.

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could buy there? Aweeas, the ruins all around him, was now his home. Pad’runas was torn, lasting 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 mority’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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Claw Damage</th>
<th>Bite Damage</th>
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<tbody>
<tr>
<td>Fine</td>
<td>1</td>
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<td>Diminutive</td>
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<td>Large</td>
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<td>Gargantuan</td>
<td>2d8</td>
<td>2d6</td>
</tr>
<tr>
<td>Colossal</td>
<td>4d6</td>
<td>2d8</td>
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</tbody>
</table>

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.
**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 raag that strays more than 500 ft. from its temple begins to weaken its bond to the Gray. Each day the raag is away, it gains a negative level. When its negative levels equal its HD, the raag is destroyed. A raag 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 raag against such characters. 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 raag 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, raags are forced into corporeal form; they cannot exist there in incorporeal form.

**Tongues (Su):** A raag can speak and understand any language as the tongues spell.

Possessions: 1 stel 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 to survival, not religion. Yet the wise spirit that guided his people, a mysterious being called Iliandrim, directed his elven band to survival. 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 by 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 Raag**

“Raag” is an acquired template that can be added to any giant, humanoid, or monstrous humanoid of a race alive in ancient times. A raag 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:** Raags have a fly speed of 50 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

**Armour Class:** The raag 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 raag 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 raag can make no physical attacks unless temporarily corporeal (see below), when it can make claw attacks or use a weapon, as it desires.

**Damage:** Raags that become corporeal deal claw damage based on their size:

<table>
<thead>
<tr>
<th>Size</th>
<th>Damage</th>
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<tbody>
<tr>
<td>Fine</td>
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<td>2d8</td>
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<tr>
<td>Colossal</td>
<td>4d6</td>
</tr>
</tbody>
</table>
Special Attacks: A raag retains all the base creature's special attacks and gains those described below.

Disease (Su): A raag's corporeal claw attacks deliver one of the following diseases (50% chance of either). The save DC is 10 + 1/2 raag's HD + raag'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.

In the Gray, raagis are forced into corporeal form; they cannot be incorporeal. In corporeal form, it loses the incorporeal subtype, its deflection bonus to armor class equals Hit Dice.

Rackled Spirit

A rackled 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 undead. A rackled spirit cannot appease its conscience and only can suppress its agony for a short while by inflicting pain on others.

A rackled spirit looks like a slightly transparent version of its living self. Part of the rackled spirit exists in the Gray, giving it a slightly grayish tint to its skin.

The dwarven banshee is a specialized example of a rackled spirit.

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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+4 (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/+—

Attacks: 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, resist 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 living creature to transform it into her spawn. The ritual involves a coup de grace, and if the creature dies, it rises after 48 hours as a nametch under her control. At any one time, Pru-harta can have at most one nametch under her control. At any one time, Pru-harta can have nametch 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 rackled spirit gains 5 temporary hit points. A rackled 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 rackled 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.
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 raagi 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:
Search, Sense Motive, and Spot checks.

Strength or Constitution score.

Gray. It gains 1 bonus hit point per HD.

On a successful save, the racked spirit still takes 6d6 points of damage.

PsI-Like Abilities: At will—aura sight*, empathy*, mindlink*, psionic dominate*, 3/day—recall agony*, telekinetic force*. Manifester 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 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.

Vulnerability to Raise Dead (Ex): A spellcaster can target a racked spirit with a raise dead spell, destroying the creature with 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.

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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 sustenance, 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.

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**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 elf maiden 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 (4/6/6/6/5/5/4/3/1): 0—detect magic, mage hand, read magic, resistance; 1st—chill touch (+10 melee touch, DC 19), detect evil, detect magic, dimension door, dispel magic, dimensional anchor (+13 ranged touch); 2nd—darkness, eagle’s splendor, fox’s cunning, ghost sound,.quicken spell, protection from energy, slow (DC 21), tongues, zombie boneyard (DC 19); 3rd—bestow curse (DC 22), charm monster (DC 22), contagion (+10 melee touch, DC special), dimension fold (+13 ranged touch), greater invisibility (2); 4th—hold monster (DC 23), lightning bolt (empowered) (DC 21), major creation, sending, waves of fatigue; 5th—eyebite (DC 24), greater dispel magic, legend lore, mislead (DC 24), sands of time (DC 24); 7th—Gray Beckoning, greater scrying, spell turning, summon monster VII; 8th—debilitation, greater scrying, moving walk, permanent invisibility, protection from 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 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 66d points of damage.

Possessions: Bracers of armor +8, amulet of natural armor +4, cloak of evocation +3, hood of theElemental Plane of Fire (DC 24), human leather armor +1, 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.

As a t’liz, 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 of 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 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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Slam</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1d4</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d2</td>
</tr>
<tr>
<td>Tiny</td>
<td>1d3</td>
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<tr>
<td>Small</td>
<td>1d4</td>
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<td>1d6</td>
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<tr>
<td>Large</td>
<td>1d8</td>
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<tr>
<td>Huge</td>
<td>2d6</td>
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<tr>
<td>Gargantuan</td>
<td>2d8</td>
</tr>
<tr>
<td>Colossal</td>
<td>4d6</td>
</tr>
</tbody>
</table>

**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 Hit Dice + t’liz’s Charisma 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 Hit Dice 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 Hit Dice that fail their save become panicked. Creatures with fewer than 10 HD 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 a t’liz’s eyes 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).

**Adventures:** By character class.

**Level Adjustment:** +5.

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**VENGER**

A venger was killed by an act of betrayal or otherwise deeply wronged while alive. The intelligent being that inflicted the wrong 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, undeath 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 +6 (+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 a standard action, he can bestow curse (DC 14). When Kozor’s quarry destroys it, the 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 supernatal 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 Nagarvos 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 Nagarvos, 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 Nagarvos had fallen. Rumors flew that the entire city had been put to the sword. Kozor had many relatives in Nagarvos, 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 penon 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 Ulyn, 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 sometimes changed in the sunlight.

Abilities:

<table>
<thead>
<tr>
<th>Size</th>
<th>Slam</th>
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</thead>
<tbody>
<tr>
<td>Fine</td>
<td>1d2</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d3</td>
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<tr>
<td>Tiny</td>
<td>1d4</td>
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<td>Large</td>
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<tr>
<td>Huge</td>
<td>2d8</td>
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<tr>
<td>Gargantuan</td>
<td>4d6</td>
</tr>
<tr>
<td>Colossal</td>
<td>4d8</td>
</tr>
</tbody>
</table>

A venger’s naked 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 manifestor 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 2d4 points of damage.

Typical Cleric Spells Prepared (6/8/8/8/6/5/5/3): 0 — detect magic (4), resistance (2); 1st — bend (DC 19), chill touch* (+19 melee touch, DC 19), curse water, doom (DC 19), hide from undead (DC 19), holy energy (DC 19), light (DC 19); 2nd — bull’s strength (2), detect magic, dimension door, dimensional anchor (13 ranged touch), ghost touch, hide from undead (DC 19), holy smite, invisibility, magic weapon, protection from energy (2); 3rd — bull’s strength (2), creation (DC 19), dimension door, dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2); 4th — dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2); 5th — Bull’s Strength (2), creation (DC 19), dimension door, dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2); 6th — bull’s strength (2), creation (DC 19), dimension door, dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2); 7th — bull’s strength (2), creation (DC 19), dimension door, dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2); 8th — bull’s strength (2), creation (DC 19), dimension door, dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2); 9th — bull’s strength (2), creation (DC 19), dimension door, dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2); 10th — bull’s strength (2), creation (DC 19), dimension door, dimensional anchor (13 ranged touch), ghost touch, invisibility, magic weapon, protection from energy (2).
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 with the news that he was needed 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 Anarys, began carefully monitoring Volldrager’s activities, and soon she had conclusive proof of his lack of utter devotion to the project. Anarys 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 morteities 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 paraelume of rain in their undeath. A few former wizards and psions also adhere to Volldrager’s philosophy of priestly ascendency 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 wizardry 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.
Terrors of the Dead Lands

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**, *Power can be augmented. **Elfsight and ubiquitous vision continually grant the zhen a +6 bonus on Listen, Search, Sense Motive, and Spot checks.

**Vulnerability to Blessed Elements (Ex):** A zhen has vulnerability to blessed elements.

**Turn Submission (Ex):** A zhen has turn submission.

**Skills:** Zhens receive a +4 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.

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**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.

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**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) and bite +5 melee (1d8+1)

**Full Attack:** 2 claws +10 melee (1d4+3) and bite +5 melee (1d8+1)

**Damage Reduction:** 5/magic

**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 roges), Diplomacy +4, Disguise +6 (+8 acting, +8 elf or human), Escape Artist +10 (+12 roges), 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 from blessed elements.

**Possessions:** +2 studded leather, boots of speed, cape of the mounbank.
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 beetleling cliff, looking out over a shining sea of glimmering 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.

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?! Has 'Ere 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 stingertails. 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 cabahakls 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.

<table>
<thead>
<tr>
<th>Size</th>
<th>Claw Damage</th>
<th>Bite Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fine</td>
<td>–</td>
<td>1</td>
</tr>
<tr>
<td>Diminutive</td>
<td>1d1</td>
<td>1d2</td>
</tr>
<tr>
<td>Tiny</td>
<td>1d2</td>
<td>1d3</td>
</tr>
<tr>
<td>Small</td>
<td>1d3</td>
<td>1d4</td>
</tr>
<tr>
<td>Medium</td>
<td>1d4</td>
<td>1d6</td>
</tr>
<tr>
<td>Large</td>
<td>1d6</td>
<td>1d8</td>
</tr>
<tr>
<td>Huge</td>
<td>1d8</td>
<td>2d6</td>
</tr>
<tr>
<td>Gargantuan</td>
<td>2d6</td>
<td>3d6</td>
</tr>
<tr>
<td>Colossal</td>
<td>3d6</td>
<td>4d6</td>
</tr>
</tbody>
</table>

**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.

**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

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—of which it is fully aware—keeps it alive. It attaches itself to a host and feeds off its suffering without provoking an attack of opportunity. A victim either asleep or engaged in strenuous activity has no chance of noticing this 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

This bulky insect is perhaps one of the cruelllest 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 unripest slave back into place. Halflings 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 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 agony 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.
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.

- **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 Trap:** 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.

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**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:** 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 +5, 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.

---

**Assassin Bug**

<table>
<thead>
<tr>
<th>Diminutive Vermin</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Hit Dice:</strong> 1d8 (4 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> +2</td>
</tr>
<tr>
<td><strong>Speed:</strong> 10 ft. (2 squares), fly 40 ft. (good)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 16 (+4 size, +2 Dex), touch 16, flat-footed 14</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +8/+17</td>
</tr>
<tr>
<td><strong>Attack:</strong> Sting +6 melee (1d2-5 plus eggs or poison)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> Sting +6 melee (1d2-5 plus eggs or poison)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 1 ft./0 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Eggs or poison</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Darkvision 60 ft., vermin traits</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +2, Ref +2, Will +0</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 1, Dex 15, Con 11, Int —, Wis 10, Cha 4</td>
</tr>
<tr>
<td><strong>Skills:</strong> —</td>
</tr>
<tr>
<td><strong>Feats:</strong> Weapons Finesse (B)</td>
</tr>
<tr>
<td><strong>Environment:</strong> Any</td>
</tr>
<tr>
<td><strong>Organization:</strong> Pair</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 1</td>
</tr>
<tr>
<td><strong>Treasure:</strong> None</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Always neutral</td>
</tr>
<tr>
<td><strong>Advancement:</strong> 2-3 HD (Diminutive)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> —</td>
</tr>
</tbody>
</table>

*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 stinging 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.

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**Cilops**

**Large Vermin (Psionic)**  
Hit Dice: 4d8+8 (26 hp)  
Initiative: +2  
Speed: 40 ft. (8 squares), climb 20 ft.  
Armor Class: 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 +3, Ref +4, Will +0  
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

**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.

**Desert Cricket Swarm**

**Fine Vermin (Swarm)**  
Hit Dice: 2d8 (9 hp)  
Initiative: +4  
Speed: 5 ft. (1 square), fly 10 ft. (clumsy)  
Armor Class: 16  
Base Attack/Grapple: +1/—  
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 16, Dex 14, Con 14, Int —, Wis 14, Cha 10  
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 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.

**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.

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.

The save DCs are Charisma-based.

*Includes augmentation for the cilops’s manifester 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.

Terrors of the Dead Lands ©2005 athas.org
**Ear Seeker**

**Fine Vermin**
Hit Dice: 1/8d8 (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/—
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: Darkness 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: 1
Treasure: 5
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.

<table>
<thead>
<tr>
<th>d%</th>
<th>Orifice</th>
<th>Sense Lost</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-33</td>
<td>Ears</td>
<td>Hearing (victim is deafened)</td>
</tr>
<tr>
<td>34-66</td>
<td>Eyes</td>
<td>Sight (victim is blinded)</td>
</tr>
<tr>
<td>67-100</td>
<td>Nose</td>
<td>Smell (victim loses scent and takes a —4 penalty on Fortitude saves against ingested poison)</td>
</tr>
</tbody>
</table>

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.

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**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: Darkness 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 16, Dex 16, Con 13, Int —, Wis 11, Cha 3
Skills: Listen +5, Spot +5
Feats: —

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 Attacks: —
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 brood (2-5), or swarm (6-20)
Challenge Rating: 1
Treasure: None
Alignment: Neutral

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.

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.

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: Neutral

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 blend in with their surroundings.

Giant dragonfly larvae begin life by eating their way out of a corpse, it flies off while devouring the prey.

Once a giant dragonfly has achieved a hold, it automatically deals bite damage each round it maintains the hold.

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.

The toothless, immature larva of some large bug, this three-foot-long creature appears tranquil and harmless.
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 +2, 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, string (2-5), or hive (10-20)
- **Challenge Rating:** 2
- **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 hive 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 nearly 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.

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**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 pulp 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 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 17, Dex 10, Con 14, Int 6, Wis 10, Cha 3

**Skills:** —

**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**

**Hit Dice:** 1d8 (4 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 13 (+3 natural), touch 10, flat-footed 13

**Base Attack/Grapple:** +0/+2

**Attack:** Bite +2 melee (1d6+3)

**Full Attack:** Bite +2 melee (1d6+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft., vermin traits

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

**Abilities:** Str 15, Dex 10, Con 11, Int 6, Wis 10, Cha 1

**Skills:** —

**Feats:** —

**Environment:** Deserts, plains, rocky badlands, and stony barrens

**Organization:** Solitary, gang (2-6), or crew (2-10 plus 1-4 soldiers)

**Challenge Rating:** 1

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 2-4 HD (Large)

**Level Adjustment:** —

---

**Termite, Giant Soldier**

**Medium Vermin**

**Hit Dice:** 2d8+4 (13 hp)

**Initiative:** +0

**Speed:** 30 ft. (6 squares)

**Armor Class:** 15 (+5 natural), touch 10, flat-footed 15

**Base Attack/Grapple:** +1/+4

**Attack:** Bite +4 melee (1d8+4) or spray +3 ranged touch (spittle)

**Full Attack:** Bite +4 melee (1d8+4) or spray +3 ranged touch (spittle)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Spittle

**Special Qualities:** Darkvision 60 ft., vermin traits

**Saves:** Fort +5, Ref +0, Will +0

**Abilities:** Str 17, Dex 10, Con 14, Int 6, Wis 10, Cha 2

**Skills:** —

**Feats:** —

**Environment:** Deserts, plains, rocky badlands, and stony barrens

**Organization:** Solitary, gang (2-4)

**Challenge Rating:** 2

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 3-4 HD (Large)

**Level Adjustment:** —

---

**Termite, Myrmarch**

**Large Vermin**

**Hit Dice:** 4d8+4 (22 hp)

**Initiative:** -1

**Speed:** 20 ft. (4 squares)

**Armor Class:** 17 (-1 size, -1 Dex, +9 natural), touch 8, flat-footed 17

**Base Attack/Grapple:** +3/+10

**Attack:** Bite +5 melee (2d6+4), or spray +3 ranged touch (spittle)

**Full Attack:** Bite +5 melee (2d6+4), or spray +3 ranged touch (spittle)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Spittle

**Special Qualities:** Darkvision 60 ft., vermin traits

**Saves:** Fort +5, Ref +0, Will +2

**Abilities:** Str 16, Dex 9, Con 13, Int 6, Wis 13, Cha 6

**Skills:** —

**Feats:** —

**Environment:** Deserts, plains, rocky badlands, and stony barrens

**Organization:** Hive (2 plus 10-100 workers and 5-20 soldiers)

**Challenge Rating:** 2

**Treasure:** 1/10 coins, 50% goods and items

**Alignment:** Always neutral

**Advancement:** Always neutral

**Level Adjustment:** 5-8 HD (Huge)
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**

<table>
<thead>
<tr>
<th>Agony Beetle, Exoskeleton (Fine Undead)</th>
<th>Antloid, Worker, Exoskeleton (Large Undead)</th>
<th>Antloid, Soldier, Exoskeleton (Large Undead)</th>
</tr>
</thead>
<tbody>
<tr>
<td>HD: 1/4 d12 (1 hp)</td>
<td>3d12 (19 hp)</td>
<td>6d12 (39 hp)</td>
</tr>
<tr>
<td>Initiative: +1</td>
<td>-2</td>
<td>+1</td>
</tr>
<tr>
<td>Speed: 5 ft. (1 square), fly 10 ft. (poor)</td>
<td>15 ft. (3 squares)</td>
<td>20 ft. (4 squares)</td>
</tr>
<tr>
<td>Armor Class: 19 (+8 size, +1 Dex), touch 19, flat-footed 18</td>
<td>11 (-1 size, -2 Dex, +4 natural), touch 7, flat-footed 11</td>
<td>14 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 13</td>
</tr>
<tr>
<td>Base Attack/Grapple: +0/-21 (+4 when attached)</td>
<td>+1/+12</td>
<td>+3/+11</td>
</tr>
<tr>
<td>Attack: Sting +3 melee (1d2-5)</td>
<td>Bite +7 melee (1d6+10)</td>
<td>Bite +6 melee (2d6+4) or spray +3 ranged touch (poison)</td>
</tr>
<tr>
<td>Full Attack: Sting +3 melee (1d2-5)</td>
<td>Bite +7 melee (1d6+10)</td>
<td>Bite +6 melee (2d6+4) and sting +1 melee (1d4+2 plus poison), or spray +3 ranged touch (poison)</td>
</tr>
<tr>
<td>Space/Reach: 1/2 ft./0 ft.</td>
<td>10 ft./5 ft.</td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks: Agony, attach</td>
<td>—</td>
<td>Poison</td>
</tr>
<tr>
<td>Special Qualities: Blindsight 60 ft., brittle, immunity to cold, imperceptible, undead traits</td>
<td>Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits</td>
<td>Brittle, darkvision 60 ft., immunity to cold, tremorsense 60 ft., undead traits</td>
</tr>
<tr>
<td>Saves: Fort +0, Ref +1, Will +2</td>
<td>Fort +1, Ref -1, Will +3</td>
<td>Fort +2, Ref +3, Will +5</td>
</tr>
<tr>
<td>Abilities: Str 1, Dex 13, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 24, Dex 7, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 18, Dex 12, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td>Skills: —</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Feats: —</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Environment: Any</td>
<td>Deserts</td>
<td>Deserts</td>
</tr>
<tr>
<td>Organization: Solitary or pack (2-4)</td>
<td>Warrens (10-100)</td>
<td>Warrens (1-20)</td>
</tr>
<tr>
<td>Challenge Rating: 1</td>
<td>1</td>
<td>3</td>
</tr>
<tr>
<td>Treasure: None</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Alignment: Always neutral evil</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement: 1-3 HD (Diminutive)</td>
<td>4-6 HD (Large); 6-9 HD (Huge)</td>
<td>7-12 HD (Huge)</td>
</tr>
<tr>
<td>Level Adjustment: —</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

**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 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 agony 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 strung 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...
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 wanders for extended periods. Also, they loathe the living and are not content to wait, but rather seek to kill them where they lie.

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.

Terrors of the Dead Lands

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Assassin Bug, Bugdead

Assassin bugs lose most of their fearsome abilities soon after their transformation to undead, 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, 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 successful Heal check (DC 10), which reduces the damage by half. Once the eggs have hatched, 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, saving throws, skill checks, and ability checks.

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Whether the host dies or not, the larvae incubate for two weeks, emerging afterwards as adult assassin bugs.
**Desert Cricket Swarm, Exoskeleton Fine Undead (Swarm)**

HD: 2d12 (13 hp)
Initiative: +3
Speed: 5 ft. (1 square), fly 5 ft. (poor)
Armour Class: 21 (+8 size, +3 Dex), touch 21, flat-footed 18
Base Attack/Grapple: +1/+0
Attack: Swarm (1d6)
Full Attack: Swarm (1d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Cricket’s song, distraction
Special Qualities: Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, undead traits
Saves: Fort +0, Ref +3, Will +3
Abilities: Str 1, Dex 16, Con —, Int —, Wis 10, Cha 1
Skills: —
Environment: Any
Organization: Solitary, brood (2-3 swarms), or colony (4-12 swarms)
Challenge Rating: 1
Treasure: None
Alignment: 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 cutlass swing (1d6) in its space must succeed on a DC 11 Constitution-based Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Ear Seeker, Bugbear**

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 bugbear 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.

<table>
<thead>
<tr>
<th>d%</th>
<th>Orifice</th>
<th>Sense Lost</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-33</td>
<td>Ears</td>
<td>Hearing (victim is deafened)</td>
</tr>
<tr>
<td>34-66</td>
<td>Eyes</td>
<td>Sight (victim is blinded)</td>
</tr>
<tr>
<td>67-100</td>
<td>Nose</td>
<td>Smell (victim takes a -4 penalty on Fortitude saves against ingested poison)</td>
</tr>
</tbody>
</table>

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 bugbear.

**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 checks, even if rushed or threatened.

**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, Bugbear**

Once they become undead, giant beastflies hunger for bone marrow as much as blood.

**Blood Drain (Ex):** A giant beastfly drains blood from a grappling victim, 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

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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.

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### 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 as 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.

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### 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.

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### 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 that a tiny snake can live aboveground.
Bugdead insect swarms are scavengers of the obsidian, never 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.


**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 obisadian of the Dead Lands, the undead insect swarms are in many ways worse, droning in enormous clouds between the dead thrones.

Approaching bugdead swarms appear as clouds or dust storms, droning in enormous clouds between the dead thrones. The scarlet wardens and s’tthag zagath command the swarms when swarms attack each other to satisfy their unending need for flesh. Bugdead swarms often eat rotting flesh, consuming zombies leaving bone intact; the zombies become skeletons (or exoskeletons). Living prey, of course, cannot expect to survive such wounds.

**TERMITES, GIANT BUGDEAD**

Giant undead termites are more aggressive than living ones and seem to relish taking lives.

**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. *Giant termites receive a +2 racial bonus.*

**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. *Giant termites receive a +2 racial bonus.*
## Swarm, Athasian Locust, Exoskeleton

**Diminutive Undead (Swarm)**

<table>
<thead>
<tr>
<th>HD:</th>
<th>8d12 (52 hp)</th>
<th>4d12 (26 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>Speed:</td>
<td>5 ft. (1 square), fly 25 ft. (poor)</td>
<td>5 ft. (1 square), fly 20 ft. (poor)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>16 (+4 size, +2 Dex), touch 16, flat-footed 14</td>
<td>20 (+8 size, +2 Dex), touch 20, flat-footed 18</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+4/ —</td>
<td>+2/ —</td>
</tr>
<tr>
<td>Attack:</td>
<td>Swarm (2d6)</td>
<td>Swarm (1d6)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>10 ft./ —</td>
<td>10 ft./ —</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Distraction</td>
<td>Blood drain, distraction</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, undead traits</td>
<td>Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, tremorsense 30 ft., undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +2, Ref +4, Will +6</td>
<td>Fort +1, Ref +3, Will +4</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 2, Dex 14, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 3, Dex 14, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td>Skills:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Feats:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Environment:</td>
<td>Plains</td>
<td>Plains</td>
</tr>
<tr>
<td>Organization:</td>
<td>Solitary, cloud (2-7 swarms), or plague (11-20 swarms)</td>
<td>Solitary, cloud (2-7 swarms), or plague (11-20 swarms)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
<td>3</td>
<td>1</td>
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<tr>
<td>Treasure:</td>
<td>None</td>
<td>None</td>
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<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

## Swarm, Mini-Kank, Exoskeleton

**Fine Undead (Swarm)**

<table>
<thead>
<tr>
<th>HD:</th>
<th>8d12 (52 hp)</th>
<th>4d12 (26 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+2</td>
<td>+2</td>
</tr>
<tr>
<td>Speed:</td>
<td>5 ft. (1 square), fly 25 ft. (poor)</td>
<td>5 ft. (1 square), fly 20 ft. (poor)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>16 (+4 size, +2 Dex), touch 16, flat-footed 14</td>
<td>20 (+8 size, +2 Dex), touch 20, flat-footed 18</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+4/ —</td>
<td>+2/ —</td>
</tr>
<tr>
<td>Attack:</td>
<td>Swarm (2d6)</td>
<td>Swarm (1d6)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>10 ft./ —</td>
<td>10 ft./ —</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Distraction</td>
<td>Blood drain, distraction</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, undead traits</td>
<td>Darkvision 60 ft., immunity to cold, immunity to weapon damage, swarm traits, tremorsense 30 ft., undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +2, Ref +4, Will +6</td>
<td>Fort +1, Ref +3, Will +4</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 2, Dex 14, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 3, Dex 14, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td>Skills:</td>
<td>—</td>
<td>—</td>
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<tr>
<td>Feats:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Environment:</td>
<td>Plains</td>
<td>Plains</td>
</tr>
<tr>
<td>Organization:</td>
<td>Solitary, cloud (2-7 swarms), or plague (11-20 swarms)</td>
<td>Solitary, cloud (2-7 swarms), or plague (11-20 swarms)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
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<td>1</td>
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<tr>
<td>Treasure:</td>
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<td>None</td>
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<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

## Termite, Giant Worker, Exoskeleton

**Medium Vermin**

<table>
<thead>
<tr>
<th>HD:</th>
<th>1d12 (6 hp)</th>
<th>2d12 (13 hp)</th>
<th>4d12 (22 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>-1</td>
<td>-1</td>
<td>-2</td>
</tr>
<tr>
<td>Speed:</td>
<td>15 ft. (3 squares)</td>
<td>15 ft. (3 squares)</td>
<td>10 ft. (2 squares)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>10 (-1 Dex, +1 natural), touch 9, flat-footed 10</td>
<td>12 (-1 Dex, +3 natural), touch 9, flat-footed 12</td>
<td>14 (-1 size, -2 Dex, +7 natural), touch 7, flat-footed 14</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+0/+2</td>
<td>+1/+4</td>
<td>+2/+9</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +2 melee (1d6+3)</td>
<td>Bite +4 melee (1d8+4) or spray +2 ranged touch (spittle)</td>
<td>Bite +4 melee (2d6+4), or spray +2 ranged touch (spittle)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +2 melee (1d6+3)</td>
<td>Bite +4 melee (1d8+4) or spray +2 ranged touch (spittle)</td>
<td>Bite +4 melee (2d6+4), or spray +2 ranged touch (spittle)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>—</td>
<td>Spittle</td>
<td>Spittle</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Brittle, darkvision 60 ft., immunity to cold, undead traits</td>
<td>Brittle, darkvision 60 ft., immunity to cold, undead traits</td>
<td>Brittle, darkvision 60 ft., immunity to cold, undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +0, Ref -1, Will +2</td>
<td>Fort +0, Ref -1, Will +3</td>
<td>Fort +1, Ref -1, Will +4</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 15, Dex 8, Con 11, Int —, Wis 10, Cha 1</td>
<td>Str 17, Dex 8, Con 14, Int —, Wis 10, Cha 2</td>
<td>Str 16, Dex 7, Con 13, Int —, Wis 13, Cha 6</td>
</tr>
<tr>
<td>Skills:</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Feats:</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Environment:</td>
<td>Deserts, plains, rocky badlands, and stony barrens</td>
<td>Deserts, plains, rocky badlands, and stony barrens</td>
<td>Deserts, plains, rocky badlands, and stony barrens</td>
</tr>
<tr>
<td>Organization:</td>
<td>Solitary, gang (2–6), or crew (6–11 plus 1–4 soldiers)</td>
<td>Solitary or gang (2–4)</td>
<td>Hive (2 plus 10–100 workers and 5–20 soldiers)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
<td>1/2</td>
<td>1</td>
<td>1</td>
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<tr>
<td>Treasure:</td>
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<td>None</td>
<td>None</td>
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<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>2–4 HD (Large)</td>
<td>3–4 HD (Large)</td>
<td>5–8 HD (Huge)</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>
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 spreads 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.

<table>
<thead>
<tr>
<th>HD:</th>
<th>1/4 d12 (1 hp)</th>
<th>3d12 (19 hp)</th>
<th>6d12 (39 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+2</td>
<td>-1</td>
<td>+2</td>
</tr>
<tr>
<td>Speed:</td>
<td>5 ft. (1 square), fly 20 ft. (good)</td>
<td>30 ft. (6 squares)</td>
<td>40 ft. (8 squares)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>20 (+8 size, +2 Dex), touch 20, flat-footed 18</td>
<td>14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14</td>
<td>17 (-1 size, +2 Dex, +6 natural), touch 11, flat-footed 15</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+0/-20 (+5 when attached)</td>
<td>+1/+13</td>
<td>+3/+12</td>
</tr>
<tr>
<td>Attack:</td>
<td>Sting +4 melee (1d2-4)</td>
<td>Bite +8 melee (1d6+12)</td>
<td>Bite +7 melee (2d6+5) or spray +4 ranged touch (poison)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Sting +4 melee (1d2-4)</td>
<td>Bite +8 melee (1d6+12)</td>
<td>Bite +7 melee (2d6+5) and sting +2 melee (1d4+2 plus poison), or spray +4 ranged touch (poison)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>1/2 ft./0 ft.</td>
<td>10 ft./5 ft.</td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Agony, attach</td>
<td>–</td>
<td>Poison</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Blindsight 60 ft., damage reduction 3/metal, immunity to cold and electricity, imperceptible, resistance to fire 5, undead traits</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +0, Ref +2, Will +2</td>
<td>Fort +1, Ref +0, Will +3</td>
<td>Fort +2, Ref +4, Will +5</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 3, Dex 15, Con -, Int -, Wis 10, Cha 1</td>
<td>Str 26, Dex 9, Con -, Int -, Wis 10, Cha 1</td>
<td>Str 20, Dex 14, Con -, Int -, Wis 10, Cha 1</td>
</tr>
<tr>
<td>Skills:</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Feats:</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
<tr>
<td>Environment:</td>
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<td>Deserts</td>
<td>Deserts</td>
</tr>
<tr>
<td>Organization:</td>
<td>Solitary or pack (2-4)</td>
<td>Warrens (10-100)</td>
<td>Warrens (1-20)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
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<tr>
<td>Treasure:</td>
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<td>None</td>
<td>None</td>
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<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>1-3 HD (Diminutive)</td>
<td>4-6 HD (Large); 6-9 HD (Huge)</td>
<td>7-12 HD (Huge)</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>–</td>
<td>–</td>
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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)

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
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</thead>
<tbody>
<tr>
<td><strong>HD:</strong></td>
<td>4d12 (26 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+1</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>30 ft. (6 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+2/+12</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Bite +5 melee (1d6+6)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Bite +5 melee (1d6+6)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Psi-like abilities</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +0, Ref +2, Will +2</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 18, Dex 12, Con ~, Int ~, Wis 10, Cha 1</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Deserts</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Warrens (1-10 plus 1 queen, 5-20 soldiers, and 10-100 workers)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>4</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
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</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always neutral evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>5-8 HD (Large); 9-12 HD (Huge)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>—</td>
</tr>
</tbody>
</table>

### Antloid, Queen, Zombie Large Undead

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HD:</strong></td>
<td>8d12 (52 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>-1</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>10 ft. (2 squares)</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>14 (-1 size, -1 Dex, +6 natural), touch 8, flat-footed 14</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+1/+13</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Bite +8 melee (1d6+12)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Bite +8 melee (1d6+12)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Pheromones</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +2, Ref +1, Will +6</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 24, Dex 8, Con ~, Int ~, Wis 10, Cha 1</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Deserts</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Warrens (1 queen plus 1-10 dynamis, 5-20 soldiers, and 10-100 workers)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>6</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always neutral evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>9-16 HD (Huge)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>—</td>
</tr>
</tbody>
</table>

### Ant Lion, Giant, Zombie Large Undead

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HD:</strong></td>
<td>5d12 (32 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>+2</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>20 ft. (4 squares), burrow 10 ft.</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+2/+11</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Bite +6 melee (2d6+7)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>Bite +6 melee (2d6+7)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Constrict 2d6+7, improved grab, sand pit</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +1, Ref +3, Will +4</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 20, Dex 15, Con ~, Int ~, Wis 10, Cha 1</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Deserts and rocky badlands</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Warrens (1-20)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
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<tr>
<td><strong>Treasure:</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always neutral evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>6-10 HD (Huge)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>—</td>
</tr>
</tbody>
</table>

### Aratha, Zombie Medium Undead (Psionic)

<table>
<thead>
<tr>
<th>Property</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HD:</strong></td>
<td>6d12 (39 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong></td>
<td>-1</td>
</tr>
<tr>
<td><strong>Speed:</strong></td>
<td>20 ft. (4 squares), climb 10 ft.</td>
</tr>
<tr>
<td><strong>Armor Class:</strong></td>
<td>19 (-1 Dex, +10 natural), touch 9, flat-footed 19</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong></td>
<td>+3/+7</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>Tentacle rake +8 melee (1d8+4)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong></td>
<td>4 tentacle rakes +8 melee (1d8+4)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong></td>
<td>5 ft./15 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong></td>
<td>Improved grab, psi-like abilities</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong></td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, tremorsense 60 ft., undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong></td>
<td>Fort +2, Ref +1, Will +5</td>
</tr>
<tr>
<td><strong>Abilities:</strong></td>
<td>Str 19, Dex 8, Con ~, Int ~, Wis 10, Cha 1</td>
</tr>
<tr>
<td><strong>Skills:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Feats:</strong></td>
<td>—</td>
</tr>
<tr>
<td><strong>Environment:</strong></td>
<td>Mountains and rocky badlands</td>
</tr>
<tr>
<td><strong>Organization:</strong></td>
<td>Solitary</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong></td>
<td>8</td>
</tr>
<tr>
<td><strong>Treasure:</strong></td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Always neutral evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong></td>
<td>7-12 HD (Medium); 13-18 HD (Large)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong></td>
<td>—</td>
</tr>
<tr>
<td>Assassin Bug, Zombie</td>
<td>Cilops, Zombie</td>
</tr>
<tr>
<td>---------------------</td>
<td>---------------</td>
</tr>
<tr>
<td><strong>HD:</strong> 1d12 (6 hp)</td>
<td>4d12 (26 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> +2</td>
<td>+2</td>
</tr>
<tr>
<td><strong>Speed:</strong> 10 ft. (2 squares), fly 40 ft. (good)</td>
<td>40 ft. (8 squares), climb 20 ft.</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 16 (+4 size, +2 Dex), touch 16, flat-footed 14</td>
<td>18 (-1 size, +2 Dex, +7 natural), touch 11, flat-footed 16</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +0/-16</td>
<td>+2/+10</td>
</tr>
<tr>
<td><strong>Attack:</strong> Sting +0 melee (1d2-4 plus eggs or poison)</td>
<td>Bite +6 melee (2d6+6/x3) or antennae +5 melee touch (stun)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> Sting +0 melee (1d2-4 plus eggs or poison)</td>
<td>Bite +6 melee (2d6+6/x3) or antennae +5 melee touch (stun)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 1 ft./0 ft.</td>
<td>10 ft./5 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Eggs or poison</td>
<td>Psi-like abilities, stun, triple bite</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, scent, undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +0, Ref +2, Will +2</td>
<td>Fort +1, Ref +3, Will +3</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 3, Dex 15, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 18, Dex 14, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td><strong>Skills:</strong> —</td>
<td>Climb +12</td>
</tr>
<tr>
<td><strong>Feats:</strong> —</td>
<td>—</td>
</tr>
<tr>
<td><strong>Environment:</strong> Any</td>
<td>Any</td>
</tr>
<tr>
<td><strong>Organization:</strong> Pair</td>
<td>Solitary or pack (2-5)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 2</td>
<td>3</td>
</tr>
<tr>
<td><strong>Treasure:</strong> None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td><strong>Advancement:</strong> 2-3 HD (Diminutive)</td>
<td>5-8 HD (Large); 9-12 HD (Huge)</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> —</td>
<td>—</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Desert Cricket Swarm, Zombie</th>
<th>Ear Seeker, Zombie</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>HD:</strong> 2d12 (13 hp)</td>
<td>1/8 d12 (1 hp)</td>
</tr>
<tr>
<td><strong>Initiative:</strong> +4</td>
<td>+0</td>
</tr>
<tr>
<td><strong>Speed:</strong> 5 ft. (1 square), fly 10 ft. (clumsy)</td>
<td>5 ft. (1 square), climb 5 ft.</td>
</tr>
<tr>
<td><strong>Armor Class:</strong> 22 (+8 size, +4 Dex), touch 22, flat-footed 18</td>
<td>18 (+8 size), touch 18, flat-footed 18</td>
</tr>
<tr>
<td><strong>Base Attack/Grapple:</strong> +1/-</td>
<td>+0/-20</td>
</tr>
<tr>
<td><strong>Attack:</strong> Swarm (1d6)</td>
<td>Bite +4 melee (1d2-4 plus eggs)</td>
</tr>
<tr>
<td><strong>Full Attack:</strong> Swarm (1d6)</td>
<td>Bite +4 melee (1d2-4 plus eggs)</td>
</tr>
<tr>
<td><strong>Space/Reach:</strong> 10 ft./0 ft.</td>
<td>1/2 ft./0 ft.</td>
</tr>
<tr>
<td><strong>Special Attacks:</strong> Cricket’s song, distraction</td>
<td>Eggs</td>
</tr>
<tr>
<td><strong>Special Qualities:</strong> Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, immunity to weapon damage, resistance to fire 5, swarm traits, undead traits</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, imperceptible, resistance to fire 5, undead traits</td>
</tr>
<tr>
<td><strong>Saves:</strong> Fort +0, Ref +4, Will +3</td>
<td>Fort +0, Ref +0, Will +2</td>
</tr>
<tr>
<td><strong>Abilities:</strong> Str 3, Dex 18, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 3, Dex 11, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td><strong>Skills:</strong> —</td>
<td>Climb +4, Move Silently +8</td>
</tr>
<tr>
<td><strong>Feats:</strong> —</td>
<td>—</td>
</tr>
<tr>
<td><strong>Environment:</strong> Any</td>
<td>Any</td>
</tr>
<tr>
<td><strong>Organization:</strong> Solitary, brood (2-3 swarms), or colony (4-12 swarms)</td>
<td>Solitary or brood (2-5)</td>
</tr>
<tr>
<td><strong>Challenge Rating:</strong> 3</td>
<td>6</td>
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<tr>
<td><strong>Treasure:</strong> None</td>
<td>None</td>
</tr>
<tr>
<td><strong>Alignment:</strong> Always neutral evil</td>
<td>Always neutral evil</td>
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<tr>
<td><strong>Advancement:</strong> —</td>
<td>—</td>
</tr>
<tr>
<td><strong>Level Adjustment:</strong> —</td>
<td>—</td>
</tr>
</tbody>
</table>
### Giant Beastfly, Zombie

**Medium Undead**

<table>
<thead>
<tr>
<th>HD:</th>
<th>5d12 (32 hp)</th>
<th>3d12 (19 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>Speed:</td>
<td>20 ft. (2 squares), fly 60 ft. (average)</td>
<td>15 ft. (3 squares), fly 50 ft. (average)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>15 (+1 Dex, +4 natural), touch 11, flat-footed 14</td>
<td>14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+2/+3</td>
<td>+1/-2</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +3 melee (1d8+1)</td>
<td>Bite +3 melee (1d4+1)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +3 melee (1d8+1)</td>
<td>Bite +3 melee (1d4+1)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Blood drain, improved grab, rake 1d6</td>
<td>—</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +1, Ref +2, Will +4</td>
<td>Fort +1, Ref +2, Will +3</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td>Environment:</td>
<td>Solitary, brood (2-5), or swarm (6-20)</td>
<td>Solitary, brood (2-5), or swarm (6-20)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
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<td>2</td>
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<tr>
<td>Treasure:</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

### Giant Bluebottle Fly, Zombie

**Small Undead**

<table>
<thead>
<tr>
<th>HD:</th>
<th>5d12 (32 hp)</th>
<th>3d12 (19 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+1</td>
<td>+1</td>
</tr>
<tr>
<td>Speed:</td>
<td>20 ft. (2 squares), fly 60 ft. (average)</td>
<td>15 ft. (3 squares), fly 50 ft. (average)</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>15 (+1 Dex, +4 natural), touch 11, flat-footed 14</td>
<td>14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+2/+3</td>
<td>+1/-2</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +3 melee (1d8+1)</td>
<td>Bite +3 melee (1d4+1)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +3 melee (1d8+1)</td>
<td>Bite +3 melee (1d4+1)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>5 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Blood drain, improved grab, rake 1d6</td>
<td>—</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +1, Ref +2, Will +4</td>
<td>Fort +1, Ref +2, Will +3</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 12, Dex 13, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td>Environment:</td>
<td>Solitary, brood (2-5), or swarm (6-20)</td>
<td>Solitary, brood (2-5), or swarm (6-20)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
<td>3</td>
<td>2</td>
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<tr>
<td>Treasure:</td>
<td>None</td>
<td>None</td>
</tr>
<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>

### Giant Dragonfly, Zombie

**Large Undead**

<table>
<thead>
<tr>
<th>HD:</th>
<th>7d12 (45 hp)</th>
<th>4d12 (26 hp)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Initiative:</td>
<td>+3</td>
<td>+0</td>
</tr>
<tr>
<td>Speed:</td>
<td>10 ft. (2 squares), fly 60 ft. (poor)</td>
<td>20 ft. (4 squares), climb 10 ft.</td>
</tr>
<tr>
<td>Armor Class:</td>
<td>17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14</td>
<td>15 (+1 size, +4 natural), touch 11, flat-footed 15</td>
</tr>
<tr>
<td>Base Attack/Grapple:</td>
<td>+3/+11</td>
<td>+2/+0</td>
</tr>
<tr>
<td>Attack:</td>
<td>Bite +6 melee (1d8+6)</td>
<td>Bite +5 melee (1d6+2)</td>
</tr>
<tr>
<td>Full Attack:</td>
<td>Bite +6 melee (1d8+6)</td>
<td>Bite +5 melee (1d6+2)</td>
</tr>
<tr>
<td>Space/Reach:</td>
<td>10 ft./5 ft.</td>
<td>5 ft./5 ft.</td>
</tr>
<tr>
<td>Special Attacks:</td>
<td>Devour, improved grab, rake 1d6+2</td>
<td>—</td>
</tr>
<tr>
<td>Special Qualities:</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits</td>
<td>Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, scent, undead traits</td>
</tr>
<tr>
<td>Saves:</td>
<td>Fort +2, Ref +5, Will +5</td>
<td>Fort +1, Ref +1, Will +4</td>
</tr>
<tr>
<td>Abilities:</td>
<td>Str 18, Dex 16, Con —, Int —, Wis 10, Cha 1</td>
<td>Str 14, Dex 10, Con —, Int —, Wis 10, Cha 1</td>
</tr>
<tr>
<td>Skills:</td>
<td>—</td>
<td>Climb +10</td>
</tr>
<tr>
<td>Feats:</td>
<td>—</td>
<td>—</td>
</tr>
<tr>
<td>Environment:</td>
<td>Mountains and rocky badlands</td>
<td>Solitary</td>
</tr>
<tr>
<td>Organization:</td>
<td>Solitary or pair</td>
<td>Solitary or pack (2-5)</td>
</tr>
<tr>
<td>Challenge Rating:</td>
<td>5</td>
<td>3</td>
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<tr>
<td>Treasure:</td>
<td>None</td>
<td>None</td>
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<tr>
<td>Alignment:</td>
<td>Always neutral evil</td>
<td>Always neutral evil</td>
</tr>
<tr>
<td>Advancement:</td>
<td>8-14 HD (Large); 15-21 HD (Huge)</td>
<td>5-7 HD (Small); 8-10 HD (Medium)</td>
</tr>
<tr>
<td>Level Adjustment:</td>
<td>—</td>
<td>—</td>
</tr>
</tbody>
</table>
# Giant Firefly, Zombie

**Medium Undead**

- **HD:** 3d12 (19 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:** +1/+3  
- **Attack:**  
  - Bite +3 melee (1d4+2)  
  - Sting +4 melee (1d4+1 plus poison)  
- **Space/Reach:** 5 ft./5 ft.  
- **Special Attacks:** Illuminating burst  
- **Special Qualities:** Damage reduction 3/metal, darkvision 60 ft., immunity to cold and electricity, resistance to fire 5, undead traits

<table>
<thead>
<tr>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
</tr>
<tr>
<td>Dex</td>
</tr>
<tr>
<td>Con</td>
</tr>
<tr>
<td>Int</td>
</tr>
<tr>
<td>Wis</td>
</tr>
<tr>
<td>Cha</td>
</tr>
</tbody>
</table>
- **Skills:** —  
- **Feats:** —  
- **Environment:** Plains, rocky badlands, and stony barrens  
- **Organization:** Solitary or string (2-5)  
- **Challenge Rating:** 5  
- **Treasure:** None  
- **Alignment:** Always neutral evil  
- **Advancement:** 4-6 HD (Large)  
- **Level Adjustment:** —

# Pulp Bee, Zombie

**Small Undead**

- **HD:** 4d12 (26 hp)  
- **Initiative:** +1  
- **Speed:** 20 ft. (4 squares) , fly 70 ft. (good), climb 10 ft.  
- **Armor Class:** 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15  
- **Base Attack/Grapple:** +2/-1  
- **Attack:**  
  - Bite +3 melee (1d4+2)  
  - Sting +4 melee (1d4+1 plus poison)  
- **Space/Reach:** 5 ft./5 ft.  
- **Special Attacks:** Poison

<table>
<thead>
<tr>
<th>Abilities</th>
</tr>
</thead>
<tbody>
<tr>
<td>Str</td>
</tr>
<tr>
<td>Dex</td>
</tr>
<tr>
<td>Con</td>
</tr>
<tr>
<td>Int</td>
</tr>
<tr>
<td>Wis</td>
</tr>
<tr>
<td>Cha</td>
</tr>
</tbody>
</table>
- **Skills:** —  
- **Feats:** —  
- **Environment:** Plains  
- **Organization:** Solitary, swarm (2-5), or hive (11-20)  
- **Challenge Rating:** 3  
- **Treasure:** None  
- **Alignment:** Always neutral evil  
- **Advancement:** —  
- **Level Adjustment:** —

---

# Swarm, Athasian Locust, Zombie

**Diminutive Undead (Swarm)**

- **HD:** 8d12 (52 hp)  
- **Initiative:** +3  
- **Speed:** 10 ft. (2 squares) , fly 50 ft. (average)  
- **Armor Class:** 17 (+4 size, +3 Dex), touch 17, flat-footed 14  
- **Base Attack/Grapple:** +4/—  
- **Full Attack:** Swarm (2d6)  
- **Space/Reach:** 10 ft./—  
- **Special Attacks:** Distraction  
- **Special Qualities:** Darkvision 60 ft., immunity to cold and electricity, immunity to weapon damage, resistance to fire 5, swarm traits, undead traits

<table>
<thead>
<tr>
<th>Saves</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fort</td>
</tr>
<tr>
<td>Fort</td>
</tr>
</tbody>
</table>
- **Abilities:** Str 4, Dex 16, Con —, Int 6, Wis 10, Cha 1  
- **Skills:** —  
- **Feats:** —  
- **Environment:** Plains  
- **Organization:** Solitary, cloud (2-7 swarms), or plague (11-20 swarms)  
- **Challenge Rating:** 5  
- **Treasure:** None  
- **Alignment:** Always neutral evil  
- **Advancement:** —  
- **Level Adjustment:** —

# Swarm, Mini-Kank, Zombie

**Fine Undead (Swarm)**

- **HD:** 4d12 (26 hp)  
- **Initiative:** +3  
- **Speed:** 10 ft. (2 squares) , fly 40 ft. (average)  
- **Armor Class:** 21 (+8 size, +3 Dex), touch 21, flat-footed 18  
- **Base Attack/Grapple:** +2/—  
- **Full Attack:** Swarm (1d6)  
- **Space/Reach:** 10 ft./—  
- **Special Attacks:** Blood drain, distraction

<table>
<thead>
<tr>
<th>Special Qualities</th>
</tr>
</thead>
</table>
| 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

<table>
<thead>
<tr>
<th>Saves</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fort +2, Ref +5, Will +6</td>
</tr>
<tr>
<td>Fort 5, Dex 16, Con 6, Int 6, Wis 10, Cha 1</td>
</tr>
</tbody>
</table>
- **Abilities:** Str 5, Dex 16, Con 6, Int 6, Wis 10, Cha 1  
- **Skills:** —  
- **Feats:** —  
- **Environment:** Plains  
- **Organization:** Solitary, swarm (2-5), or plague (11-20)  
- **Challenge Rating:** 3  
- **Treasure:** None  
- **Alignment:** Always neutral evil  
- **Advancement:** —  
- **Level Adjustment:** —
<table>
<thead>
<tr>
<th>Terrors of the Dead Lands</th>
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</table>

| Tick, Giant Zombie       | Termite, Giant Worker, Zombie |
| Small Undead             | Medium Vermin                |
| HD:                      | HD:                         |
| 2d12 (13 hp)             | 1d12 (6 hp)                 |
| Initiative:              | Initiative:                 |
| -2                      | +0                          |
| Speed:                   | Speed:                      |
| 20 ft. (4 squares), climb 10 ft. | 30 ft. (6 squares)          |
| Armor Class:             | 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:     | Base Attack/Grapple:        |
| +1/+0                    | +0/+3                       |
| Attack:                  | Attack:                     |
| Bite +6 melee (1d4+4 plus disease) | Bite +2 melee (1d6+4)      |
| Full Attack:             | Full Attack:                |
| Bite +6 melee (1d4+4 plus disease) | Bite +2 melee (1d6+4) |
| Space/Reach:             | Space/Reach:                |
| 5 ft./5 ft.              | 5 ft./5 ft.                 |
| Special Attacks:         | Special Attacks:            |
| Blood drain, disease, improved grab | —                            |
| Special Qualities:       | 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:                   | Saves:                      |
| Fort +0, Ref -2, Will +3 | Fort +0, Ref +0, Will +2   |
| Abilities:               | Abilities:                  |
| Str 16, Dex 6, Con —, Int —, Wis 10, Cha 1 | Str 17, Dex 10, Con 11, Int —, Wis 10, Cha 1 |
| Skills:                  | Skills:                     |
| Climb +11                | —                           |
| Feats:                   | Feats:                      |
| —                        | —                           |
| Environment:             | Environment:                |
| Rocky badlands           | Deserts, plains, rocky badlands, and stony barrens |
| Organization:            | Organization:               |
| Solitary or brood (2-5)  | Solitary, gang (2-6), or crew (6-11 plus 1-4 soldiers) |
| Challenge Rating:        | Challenge Rating:           |
| 4                        | 2                           |
| Treasure:                | Treasure:                   |
| None                     | None                        |
| Alignment:               | Alignment:                  |
| Always neutral evil      | Always neutral evil         |
| Advancement:             | Advancement:                |
| 3-6 HD (Medium)          | 2-4 HD (Large)              |
| Level Adjustment:        | Level Adjustment:           |
| —                        | —                           |

| Termite, Giant Soldier, Zombie | Termite, Myrmarch, Zombie |
| Medium Vermin                 | Large Vermin               |
| HD:                          | HD:                       |
| 2d12 (13 hp)                 | 4d12 (22 hp)              |
| Initiative:                  | Initiative:               |
| +0                          | -1                         |
| Speed:                       | Speed:                     |
| 30 ft. (6 squares)           | 20 ft. (4 squares)         |
| Armor Class:                 | 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:         | Base Attack/Grapple:       |
| +1/+5                       | +2/+10                     |
| Attack:                      | 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:                 | 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:                 | Space/Reach:               |
| 5 ft./5 ft.                  | 10 ft./5 ft.               |
| Special Attacks:             | Special Attacks:           |
| Spittle                      | Spittle                    |
| Special Qualities:           | 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:                       | Saves:                     |
| Fort +0, Ref +0, Will +3     | Fort +1, Ref +0, Will +4   |
| Abilities:                   | Abilities:                 |
| Str 19, Dex 10, Con 14, Int —, Wis 10, Cha 2 | Str 18, Dex 9, Con 13, Int —, Wis 13, Cha 6 |
| Skills:                      | Skills:                    |
| —                            | —                          |
| Feats:                       | Feats:                     |
| —                            | —                          |
| Environment:                 | Environment:               |
| Deserts, plains, rocky badlands, and stony barrens | Deserts, plains, rocky badlands, and stony barrens |
| Organization:                | Organization:              |
| Solitary or gang (2-4)       | Hive (2 plus 10-100 workers and 5-20 soldiers) |
| Challenge Rating:            | Challenge Rating:          |
| 3                            | 3                          |
| Treasure:                    | Treasure:                  |
| None                         | None                       |
| Alignment:                   | Alignment:                 |
| Always neutral evil          | Always neutral evil        |
| Advancement:                 | Advancement:               |
| 3-4 HD (Large)               | 5-8 HD (Huge)              |
| Level Adjustment:            | Level Adjustment:          |
| —                            | —                          |
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